Introduction



Thank you for your purchase of the Way Out Ware KiKAXXE. KiKAXXE provides an accurate emulation of the classic ARP AXXE synthesizer, as well as a drum machine. In addition, KiKAXXE includesan analog-style sequencer for both the drum machine and AXXE synthesizer emulation. To get started with this manual, click one of the links below, or click a topic in the Table of Contents:

User Interface Overview: Easy Mode

User Interface Overview: Advanced Mode

User Interface Overview: Easy Mode

The Easy Mode of KiKAXXE provides basic synthesis controls and the ability to load and play pre-made sequences. For documentation on the advanced programming capabilities of KiKAXXE, see <u>User Interface Overview:</u> <u>Advanced Mode</u>.

The Easy Mode of the KiKAXXE includes 6 panes, or sections. Click the desired section on the image below, or follow one of these links for details:

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Mode and Indicator Pane

Sequencer+ Pane

AXXE Pane

Keyboard Pane

Tape Delay Pane

Master Pane



AXXE Pane: Easy Mode

The *Easy Mode* of the AXXE Pane provides a relatively simple programing interface for the Arp AXXE emulation of KiKAXXE. For advanced programming capabilities of this synthesizer, see <u>AXXE Pane</u>: <u>Advanced Mode</u>.

Note: While you can modify synthesizer patches in the Easy Mode, you'll need to switch to the <u>Advanced Mode</u> of the AXXE pane to save your changes.

Hover over a control in the image below for a brief description, and click for a detailed description:

Navigate to Parent Topic (User Interface Overview-Easy Mode).

Mode and Indicator Pane



The *Mode and Indicator Pane* provides the following functionality:

Easy/Advanced Switch:



The *Easy/Advanced Switch* toggles the KiKAXXE user interface between <u>Easy</u> and Advanced mode.

Preferences Button



Clicking the Preferences Button opens the *Preferences Menu*. The *Preferences Menu* offers the following items:

- <u>About</u>: Opens the About Dialog of KiKAXXE, which includes version information and credits.
- Load Midimap: Opens a dialog, from which you may load a *Midimap* **1**.
- <u>Save Midimap</u>: Opens a dialog, which allows you to save the current MIDI mapping to a Midimap (see also <u>External Control with MIDI</u>).
- <u>Session Manager</u>: Opens the <u>Session Manager Dialog</u>.
- <u>Drums Manager</u>: Opens the <u>Drums Manager Dialog</u>.
- Synth Sequence Manager: Opens the Synth Sequence Manager Dialog.
- Patch Manager: Opens the Patch Manager Dialog.
- <u>Show Tooltips</u>: Check this option to show tooltips when mousing over controls.

MIDI Indicator



The MIDI Indicator lights when KiKAXXE receives MIDI input.

Master Level Meter



The *Master Level Meter* displays the moment to moment loudness of the output of KiKAXXE. The output includes the summed signals of the AXXE emulation, Drum Machine, and Tape Delay.

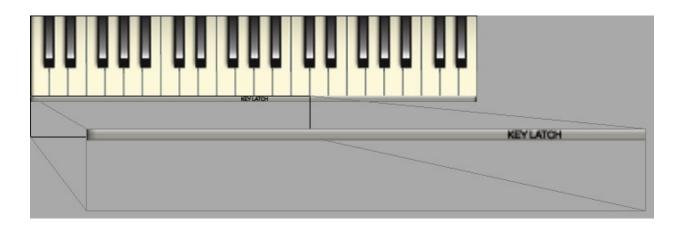
Navigate to Parent Topic (User Interface Overview-Advanced Mode).

Keyboard Pane



Click the *Keyboard Pane* to play the AXXE synthesizer.

KeyLatch Button



With the *KeyLatch Button* clicked, keys stay on until clicked a second time.

Navigate to Parent Topic (User Interface Overview-Advanced Mode).

Sequencer+ Pane: Easy Mode

Sequencer+ plays back a sequence of notes for the drum machine of KiKAXXE and the AXXE synthesizer emulation.

Note: To build your own sequences, and to tweak the drum machine, you'll need to switch to the <u>Advanced Mode</u> of KiKAXXE.

Hover over a control in the image below for a brief description, and click for a detailed description:

Navigate to Parent Topic (User Interface Overview-Easy Mode).

Tape Delay Pane



The *Tape Delay Pane* emulates the classic sounds of tape-based delay, creating echoes, or repetitions of the incoming signal.

Echo Delay Slider



The *Echo Delay Slider* sets the rate of the echos of the Tape Delay, where the far left position is the shortest echo rate, and the far right position is the longest echo rate.

Bypass Switch



Click the *Bypass Switch* to enable or bypass the Tape Delay.

- Place the *Bypass Switch* in the down position to enable the Tape Delay.
- Place the *Bypass Switch* in the up position to bypass (disable) the Tape Delay.

Sustain Knob



Move the *Sustain Knob* clockwise to increase the length of the echos, and counterclockwise to decrease the length of the echos.

Echo Mix



The *Echo Mix Knob* is a wet/dry balance control for the Tape Delay and dry AXXE/Drum signals, where positions less than 12 o'clock increase the amount of the dry signals, and positions greater than twelve o'clock increase the amount of the Tape Delay signal.

Navigate to Parent Topic (User Interface Overview-Advanced Mode).

Master Pane: Easy Mode

The *Master Pane* of the *Easy Mode* includes two controls:

<u>Master Volume Knob</u>: The Master Volume Knob adjusts the output volume of the entire KiKAXXE synthesizer emulation. Turn the knob clockwise to increase volume, and counterclockwise to decrease it.

Mix Fader: The *Mix Fader* provides a fast way to balance the volume of the AXXE emulation and the Drums. Move the *Mix Fader* to the left of center to increase the volume of the AXXE emulation and to the right of center to increase the volume of the drums.

Navigate to Parent Topic (<u>User Interface Overview: Easy Mode</u>).

User Interface Overview: Advanced Mode

The Advanced Mode of KiKAXXE includes 6 panes, or sections. Click the desired section on the image below, or follow one of these links for details:

Mode and Indicator Pane

Sequencer+ Pane

AXXE Pane

Keyboard Pane

Tape Delay Pane

Master Pane



AXXE Pane: Advanced Mode

The *AXXE Pane*: *Advanced Mode* provides an emulation of the classic Arp AXXE Synthesizer. The ARP AXXE was a monophonic analog synthesizer, featuring a single VCO (filtered into two different waveforms) that passed through a basic low-pass filter and VCA. Modulation can be applied to nearly every section of the synthesizer. In addition, the AXXE included a sample-and-hold generator and the ability to pass external audio through the filter. Aside of the Envelope Follower, MIDI Sync, and Patch Management features, the *AXXE Pane* is identical to the original Arp AXXE.

Hover over a control in the image below for a brief description, and click for a detailed description:

Navigate to Parent Topic (User Interface Overview-Advanced Mode).

Sequencer+ Synth View

The *Sequencer+ Synth View* offers a sequencer of 16 notes. It also offers several controls that are shared with the <u>Sequencer+ Drums View</u>, such as controls that start and stop a pattern, switch patterns, sync the sequencer to the host, etc.

Hover the mouse over the controls in the image below for a brief description, and click for a detailed description:



Navigate to Parent Topic (Sequencer+ Synth View).

Sequencer+ Drums View

The *Sequencer+ Drums View* offers 7 drums sounds and a sequencer of 16 notes. It offers several controls that are shared by the <u>Sequencer+ Synth View</u>, such as controls that start and stop a pattern, switch patterns, sync Sequencer+ to the host, etc.

Hover the mouse over the controls in the image below for a brief description, and click for a detailed description:

Navigate to Parent Topic (User Interface Overview-Advanced Mode).

Master Pane



The *Master Pane* includes controls that adjust the mix of the various modules of KiKAXXE, and the master output volume of the entire KiKAXXE synthesizer:

Master Volume Knob



The *Master Volume Knob* adjusts the output volume of the entire KiKAXXE synthesizer. Turn the knob clockwise to increase volume, and counterclockwise to decrease it.

Drum Volume Knob



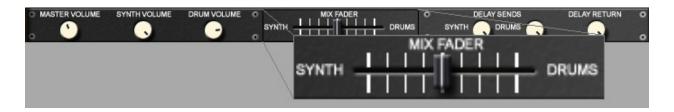
The *Drum Volume Knob* adjusts the volume of the *Drums*. Turn the knob clockwise to increase volume, and counterclockwise to decrease it.

Synth Volume Knob



The *Synth Volume Knob* adjusts the volume of the *AXXE* emulation. Turn the knob clockwise to increase volume, and counterclockwise to decrease it.

Mix Fader



The *Mix Fader* provides a fast way to balance the volume of the *AXXE* emulation and the *Drums*. Move the *Mix Fader* to the left of center to increase the volume of the AXXE emulation and to the right of center to increase the volume of the drums.

Note: the center position may or may not yield an equal balance between the AXXE and Drums, as the sounds used in those modules, and the positions of the Synth and Drum Volume Knobs, affect the mix.

Delay Sends



To modify the amount of <u>AXXE</u> emulation and <u>Drums</u> sent to the <u>Tape Delay</u>, adjust the *Delay Sends*, where the fully clockwise position is the maximum send level, and the fully counterclockwise position is "off," or no send.

Delay Return Knob



The *Delay Return Knob* sets the amount of the Tape Delay heard in the final mix, or master output of KiKAXXE.

Navigate to Parent Topic (User Interface Overview-Advanced Mode).

External Control with MIDI

It is possible to adjust most of the controls of KiKAXXE via external MIDI controllers;

Global Control:

When assigning a MIDI controller, such as a knob, to a control, such as the <u>Rate</u> <u>Control</u> of Sequencer+, this assignment applies no matter what patch is loaded.

Patch-Specific Control:

On a patch by patch basis, It is possible to modify most controls with MIDI Velocity, Aftertouch, and the Mod Wheel.

Mapping a Control:

To adjust a control via external MIDI controllers, Shift-Click the desired control. This opens the *MIDI Mapping Dialog*, pictured below.

Hover the mouse over a control for a brief description, and click for a detailed description:

Unmappable Controls:

The following controls cannot be mapped to external controllers:

Drums/Synth Switch

Session Patch Controls

Synth and Drum Sequence Patch Controls

Keyboard Pane

AXXE Patch Controls

Session Manager Dialog

The Session Manager Dialog serves two purposes:

- 1. Select the <u>Session Bank</u> □, from which <u>Sessions</u> □ are loaded in the main KiKAXXE interface.
- 2. Manage Session Banks.

Selecting the Session Bank

When you select a *Synth or Drum Sequence* in the main KiKAXXE interface, you are selecting sequences from the currently loaded *Session Bank*. To load a *Session Bank*, select the desired bank with the *Session Bank Selector*, and then click the *Select Button* of the *Session Manager Dialog*:

Creating a New Session Bank

To create a new bank, click the *Create New Bank Button*, and enter the desired name in the resultant dialog.

Importing a Session from Disk

To import a *Session* from disk, click the *Import Button* and select the desired *Session* from the resultant file dialog. KiKAXXE adds the imported *Session* to the currently selected *Session Bank* in the *Session Manager Dialog*.

Exporting a Session to Disk

To export a *Session* to disk, click the *Export Button* and choose the desired location in the resultant file dialog.

Managing the Sessions of a Session Bank

The *Session Manager Dialog* displays a list of all *Sessions* for the currently selected bank. By making a selection in this list, you can:

- Click the *Copy Button* to copy the selected *Session*, in order to paste it to a different bank.
- Click the *Cut Button* to remove the selected *Session* from the currently loaded bank, and potentially paste it into another bank.
- Click the *Paste Button* to paste a previously cut or copied *Session* into the currently selected bank.
- Click the *Rename Button* to rename the *Session* currently selected in the list.
- Click the *Delete Button* to delete the *Session* currently selected in the list.

Note: When switching banks with the *Session Bank Selector* (for example, to copy and paste *Sessions* from one bank to another), you are not switching the *Session Bank*, from which *Sessions* are loaded in the main KiKAXXE interface. To switch to the main KiKAXXE interface to the currently selected *Session Bank* in the *Session Manager Dialog*, you must press the *Select Button*.

Patch Manager Dialog

The *Patch Manager Dialog* serves two purposes:

- 1. Select the <u>Patch Bank</u> □, from which <u>Synth Patches</u> □ are loaded in the main KiKAXXE interface.
- 2. Manage Patch Banks.

Selecting the Patch Bank

When you select a *Synth Patch* in the main KiKAXXE interface, you are selecting *Synth Patches* from the currently loaded *Patch Bank*. To load a *Patch Bank*, select the desired bank with the *Patch Bank Selector*, and then click the *Select Button* of the *Patch Manager Dialog*:

Creating a New Patch Bank

To create a new bank, click the *Create New Bank Button*, and enter the desired name in the resultant dialog.

Importing a Synth Patch from Disk

To import a *Synth Patch* from disk, click the *Import Button* and select the desired *Synth Patch* from the resultant file dialog. KiKAXXE adds the imported *Synth Patch* to the currently selected *PatchBank* in the *Patch Manager Dialog*.

Exporting a Synth Patch to Disk

To export a *Synth Patch* to disk, click the *Export Button* and choose the desired location in the resultant file dialog.

Managing the Synth Patches of a Patch Bank

The *Patch Manager Dialog* displays a list of all *Synth Patches* for the currently selected bank. By making a selection in this list, you can:

- Click the *Copy Button* to copy the selected *Synth Patch*, in order to paste it to a different bank.
- Click the *Cut Button* to remove the selected *Synth Patch* from the currently loaded bank, and potentially paste it into another bank.
- Click the *Paste Button* to paste a previously cut or copied *Synth Patch* into the currently selected bank.
- Click the *Rename Button* to rename the *Synth Patch* currently selected in the list.
- Click the *Delete Button* to delete the *Synth Patch* currently selected in the list.

Note: When switching banks with the *Patch Bank Selector* (for example, to copy and paste *Synth Patch* from one bank to another), you are not switching the *Patch Bank*, from which *Synth Patches* are loaded in the main KiKAXXE interface. To switch to the main KiKAXXE interface to the currently selected *Patch Bank* in the *Patch Manager Dialog*, you must press the *Select Button*.

Synth Sequence Manager Dialog

The *Synth Sequence Manager Dialog* serves two purposes:

- 1. Select the <u>Synth Sequence Bank</u> □, from which <u>Synth Sequences</u> □ are loaded in the main KiKAXXE interface.
- 2. Manage Synth Sequence Banks.

Selecting the Synth Sequence Bank

When you select a *Synth Sequence* in the main KiKAXXE interface, you are selecting sequences from the currently loaded *Synth Sequence Bank*. To load a *Synth Sequence Bank*, select the desired bank with the *Synth Sequence Bank Selector*, and then click the *Select Button* of the *Synth Sequence Manager Dialog*:

Creating a New Synth Sequence Bank

To create a new bank, click the *Create New Bank Button*, and enter the desired name in the resultant dialog.

Importing a Synth Sequence from Disk

To import a *Synth Sequence* from disk, click the *Import Button* and select the desired *Synth Sequence* from the resultant file dialog. KiKAXXE adds the imported *Synth Sequence* to the currently selected *Synth Sequence Bank* in the *Synth Sequence Manager Dialog*.

Exporting a Synth Sequence to Disk

To export a *Synth Sequence* to disk, click the *Export Button* and choose the desired location in the resultant file dialog.

Managing the Synth Sequences of a Synth Sequence Bank

The *Synth Sequence Manager Dialog* displays a list of all *Synth Sequences* for the currently selected bank. By making a selection in this list, you can:

- Click the *Copy Button* to copy the selected sequence, in order to paste it to a different bank.
- Click the *Cut Button* to remove the selected sequence from the currently loaded bank, and potentially paste it into another bank.
- Click the *Paste Button* to paste a previously cut or copied sequence into the currently selected bank.
- Click the *Rename Button* to rename the sequence currently selected in the list.
- Click the *Delete Button* to delete the sequence currently selected in the list.

Note: When switching banks with the *Synth Sequence Bank Selector* (for example, to copy and paste *Synth Sequences* from one bank to another), you are not switching the *Synth Sequence Bank*, from which *Synth Sequences* are loaded in the main KiKAXXE interface. To switch to the main KiKAXXE interface to the currently selected *Synth Sequence Bank* in the *Synth Sequence Manager Dialog*, you must press the *Select Button*.

Drum Manager Dialog

The *Drum Manager Dialog* serves two purposes:

- 1. Select the <u>Drum Bank</u> □, from which <u>Drum Sequences</u> □ are loaded in the main KiKAXXE interface.
- 2. Manage Drum Banks.

Selecting the Drum Bank

When you select a *Drum Sequence* in the main KiKAXXE interface, you are selecting sequences from the currently loaded *Drum Bank*. To load a *Drum Bank*, select the desired bank with the *Drum Bank Selector*, and then click the *Select Button* of the *Drum Manager Dialog*:

Creating a New Drum Bank

To create a new bank, click the *Create New Bank Button*, and enter the desired name in the resultant dialog.

Importing a Drum Beat from Disk

To import a *Drum Beat* from disk, click the *Import Button* and select the desired *Drum Beat* from the resultant file dialog. KiKAXXE adds the imported *Drum Beat* to the currently selected *Drum Bank* in the *Drum Manager Dialog*.

Exporting a Drum Beat to Disk

To export a *Drum Beat* to disk, click the *Export Button* and choose the desired location in the resultant file dialog.

Managing the Drum Beats of a Drum Bank

The *Drum Manager Dialog* displays a list of all *Drum Beats* for the currently selected bank. By making a selection in this list, you can:

- Click the *Copy Button* to copy the selected *Drum Beat*, in order to paste it to a different bank.
- Click the *Cut Button* to remove the selected *Drum Beat* from the currently loaded bank, and potentially paste it into another bank.
- Click the *Paste Button* to paste a previously cut or copied *Drum Beat* into the currently selected bank.
- Click the *Rename Button* to rename the *Drum Beat* currently selected in the list.
- Click the *Delete Button* to delete the *Drum Beat* currently selected in the list.

Note: When switching banks with the *Drum Bank Selector* (for example, to copy and paste *Drum Beats* from one bank to another), you are not switching the *Drum Bank*, from which *Drum Beats* are loaded in the main KiKAXXE interface. To switch to the main KiKAXXE interface to the currently selected *Drum Bank* in the *Drum Manager Dialog*, you must press the *Select Button*.

Drums/Synth Switch

The *Drums/Synth Switch* toggles the *Sequencer Pane* between the *Drums View* and *Synth view*.

Navigate to Parent Topic (Sequencer+ Synth View).

Navigate to Parent Topic (Sequencer+ Drums View).

Session Controls

The *Session Controls* load and save the entire state of the KiKAXXE Synthesizer, including the state of controls and the sequences loaded into the *Patterns* ①.

Session Selector

To load a <u>Session</u> \square , click the *Session Selector* and select the desired *Session* from the resultant drop-down list.

- This control affects the entire state of the KiKAXXE synthesizer.
- Changed the Session does not change the current Drum Bank, Patch Bank, or Synth Sequence Bank. See Also: <u>Drum Manager Dialog</u>, <u>Patch Manager Dialog</u>, and <u>Synth Sequence Manager Dialog</u>.

Session Save Button

To save the entire state of the KiKAXXE synthesizer (including the state of controls and the sequences loaded into the *Patterns*) under the currently loaded *Session* name, click the *Session Save Button*.

Session Save As Button

To save the entire state of the KiKAXXE synthesizer ((including the state of controls and the sequences loaded into the *Patterns*) under a new *Session* name, click the *Session Save As Button*. After clicking this button, a text field appears, into which you may type the desired name.

Navigate to Parent Topic (Sequencer+ Synth View).

Navigate to Parent Topic (Sequencer+ Drums View).

Synth and Drum Sequence Controls

The *Synth and Drum Sequence Controls* provide individual load and save capabilities for $\underline{Drum\ Sequences}\ \square$ and $\underline{Synth\ Sequences}\ \square$.

Synth and Drum Sequence Selector

To load a *Synth* or *Drum Sequence*, click the desired *Now Button*, and select the desired sequence from the resultant drop-down list.

Synth and Drum Sequence Save Button

To save a *Synth* or *Drum Sequence* under the name of the currently loaded *Synth* or *Drum Sequence*, click the associated *Save Button*.

Synth and Drum Sequence Save As Button

To save a *Synth* or *Drum Sequence* under a new name, click the associated *Save As Button* and enter the desired name in the resultant text field.

See Also <u>Drum Manager Dialog</u> and <u>Synth Sequence Manager Dialog</u>.

Navigate to Parent Topic (Sequencer+ Synth View).

Navigate to Parent Topic (Sequencer+ Drums View).

Synth Patch Controls

The *Synth Patch Controls* allow you to load and save $\underline{Synth\ Patches}$ $\underline{\square}$ for the *AXXE Pane* specifically.

Patch Selector

To load a *Synth Patch*, click the *Patch Selector* and select the desired *Synth Patch* from the resultant drop-down list.

• This control affects only the *AXXE Pane* of KiKAXXE.

Save Button

Click the *Save Button* to save the current settings of the *AXXE Pane* under the name of the currently loaded *Synth Patch*.

Save As Button

Click the *Save As Button* to save the current settings of the *AXXE Pane* under a new *Synth Patch* name. After clicking this button, a text field appears, into which you may type the desired name.

See Also: Patch Manager Dialog

Navigate to Parent Topic (AXXE Pane).

Cue and Now Buttons

For each <u>Pattern</u> □, there is a *Cue* and a *Now Button*:

- Pressing the *Now Button* of the associated *Pattern* causes that *Pattern* to start playing on the next step.
- Pressing the *Cue Button* of the associated *Pattern* causes that *Pattern* to play after the currently playing *Pattern* plays its last step.
- Only one of the four *Patterns* may play at a time.

To Assign a Sequence to a Pattern:

1. Click the desired *Now Button* for <u>Drum Sequence</u> ■ and <u>Synth Sequence</u> ■ assignment:

2. Load the desired <u>Drum Sequence</u> □ and <u>Synth Sequence</u> □ using the <u>Synth</u> <u>and Drum Sequence Controls</u>.

Navigate to Parent Topic (Sequencer+ Synth View).

Navigate to Parent Topic (Sequencer+ Drums View).