

User Manual

Sweetie's lil bro.

The Lil Eight II is an eight-track trigger sequencer that focuses on the core tasks of a classic drum computer. No menu diving - the main functions are directly accessible via the straightforward user interface. The module offers 16 different patterns with up to 16 Steps.

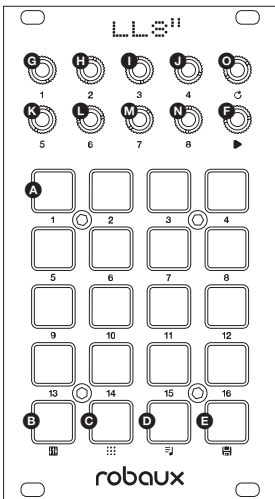
Installation

The LL8^{II} requires a $\pm 12V$ power supply (2x5-pin connector). The red strip of the ribbon cable (-12V side) must be oriented on the same side as the «Red Stripe» mark on the board. The module draws about 30mA from the +12V rail.

Operation

Connect input **F** of the LL8^{II} to a clock signal from a sequencer or LFO and the sequencer will start running. If the sequencer does not receive a clock signal for a few seconds, it jumps back to the first step of the sequence and waits until the clock continues. The LL8^I now has a dedicated reset input **O**.

Connect the outputs **G** through **N** to the gate inputs of your drum modules, LFOs or other modulation sources. Now you're ready to go!



The control panel with its 20 switches is divided into two parts. The first four rows are the **A** step buttons of the sequencer. In the remaining row you will find the function keys **B**, **C**, **D** and **E**. The functions are described in detail on the following pages.

⋮ Edit

In edit mode, you can program, modify or delete the current pattern. Press the ⋮ switch. Buttons 13-16 provide various functions for creating patterns. The buttons 9-12 are used to make track settings.

Step

Switch 13 calls up the step mode where you can program the sequencer like a TR machine. Use the keys 1-8 to select the track you want to program. Then use the keys 1-16 to program the individual steps. You can return to track selection by pressing the ⋮ button.

Tap

Switch 14 calls up the tap mode where you can program your patterns on the fly. Each of the keys 1-8 represents one track. Play the buttons while the sequencer is running to program your pattern. The tap inputs are automatically quantized to the clock.


Random

Switch 15 calls up the random mode. Pressing switches 1-8 overwrites the track content with a random pattern. Try it a few times until you get a random pattern that you like.

Delete

Switch 16 calls up the delete mode. Pressing switches 1-8 deletes the track. You can cancel the deletion process by pressing the cross or confirm the deletion by pressing the bar.


Track Length

Button 9 calls up the lengths mode where you can set the step length for each individual track. Use the 1-8 keys to select the track whose step length you want to edit. You then use the 1-16 keys to set the step length. You can return to track selection by pressing the  button.

Track Length Reset

Switch 10 calls up the length reset settings. By activating the length reset the track will be restarted at every first step of the master clock. The keys 1-8 represent one track. To activate the length reset, select or deselect one of the keys. This setting only takes effect if the length of the track is less than the length of the pattern.



You can change the length of the pattern by holding down the  switch, then use the keys 1-16 to select the new length of the pattern.



Gate Type / Legato


Switch 11 calls up the gate type settings. Here you can choose if you want to combine two or more consecutive steps to a long gate (legato) or if you want to re-trigger at each step. The 1-8 buttons represent one track. To switch the gate type, select or deselect one of the keys.

Coin / Probability


Switch 12 calls the coin settings which allows to randomly decide at each step whether the next step is triggered or not - like flipping a coin. Each of the keys 1-8 represents one track. To toggle the coin function, select or deselect one of the keys.

Automatic Clock Settings

Press the  and  keys simultaneously to set the automatic clock reset of the sequencer. Use button 1 to switch off the automatic reset so that the clock can only be reset via the reset input. Use button 2-16 to activate the automatic reset and increase the reset interval from short via button 2 to long via button 16.

Press the  key to save the automatic clock settings and switch to sequencer mode.

Mute & Fill

In Mute & Fill mode you can mute and unmute the eight tracks. You can also add continuous triggers. Press the  switch.


Mute

With the switches 1-8 you can mute and unmute the individual tracks.


Fill

Switches 9-16 let you add continuous triggers to individual tracks, perfect for drum rolls.



Press and hold the  key for the pattern fill function. This allows you to play selected step repeatedly when you simultaneously press and hold one or more of the step buttons 1-16.


Save

Whenever you make a change, such as modifying a pattern or selecting a pattern sequence, the  lights up. Use this button to save the changes. The saving process is finished when the key no longer lights up.






Press and hold the  key during startup to restore the factory settings.

Pattern


In Pattern mode, you can switch between the 16 different patterns. Press the  switch.



Select the pattern with keys 1-16. You can combine two or more patterns: Press and hold the pattern you want to play first, then press and hold the next pattern, and so on. When you release the keys, the selected patterns will be played in sequence.

In edit mode, pattern chaining continues, but only the pattern that plays when you enter edit mode can be changed. If necessary, switch back to Pattern Mode and wait until the pattern you wish to change is playing, then switch back to Edit Mode.

 Press and hold the  switch to copy patterns. Use the 1-16 keys to select the pattern source. Then use keys 1-16 to select where you want to copy the pattern. Release the  key to execute the copy operation.

Debug Mode



During startup, press and hold the  switch to enter debug mode. In this mode you can check the individual buttons and lights. The current firmware version is also displayed at device startup.

Each button lights up when pressed. Buttons 1-8 also send out a trigger via the respective jacks. Press buttons  and  simultaneously to switch to normal sequencer mode.






You can also use this mode to turn the sequencer into a 8-trigger pad.

Flip Mode


If you prefer to use the module upside down, you can press the  key when starting the module. This will rotate all keys of the control panel by 180°. This option is mainly intended for experienced users, as the function of the buttons no longer matches the labeling. You can turn the knobs back to their initial position when you press the  button during startup.

MIDI Settings

With the optional MIDI adapter you can output the tracks via MIDI. The channel and note can be set individually for each track.



During startup, press the  key for MIDI settings. You can access the MIDI settings by pressing the  and  buttons simultaneously in sequencer mode.

MIDI Output


You can select the tracks for MIDI operation individually. Press the  switch and use switches 1-8 to select which tracks will output MIDI notes. Use switches 9-16 to select which track is to be used as an accent track.

This track can be used like any other track, but controls the velocity values for all tracks.


MIDI Channel

Press the  switch to set the MIDI channel. Use switches 1-8 to select the track. Then press switches 1-16 to select the MIDI channel. Return to the track selection with key .

MIDI Note


Press the  switch to set the MIDI note to be output. First select the track with the keys 1-8. Then you can select the note with the keys 1-12. Key 1 represents the note C, Key 2 represents the note C#, Key 3 represents the note D, and so on.

Use keys 13-16 to select the octave of the note. For example, if you want to output the note A3, first select key 15 for octave three and then key 10 for note A.

Return to the track selection with key .

When pressing a key, the selected note will be output via MIDI.

Save MIDI Settings

Press the  key to save the MIDI settings and switch to sequencer mode.

