

## User Manual

# Music tastes better with a slice of pie.

Robaux SLØP1 or «Slice of Pie» is a compact MIDI tool for processing, filtering and shaping incoming MIDI notes in different ways.

It offers three main modes 🎵 Scale, 🎵➡️ Thru and 🎵 Chord allowing you to quantise notes, trigger custom chords or simply pass MIDI through unchanged.

The main interface is the large keyboard wheel. Think of it as a circular keyboard or like a big pie with each slice representing a note. It's an intuitive way to select and visualise notes directly on the device.

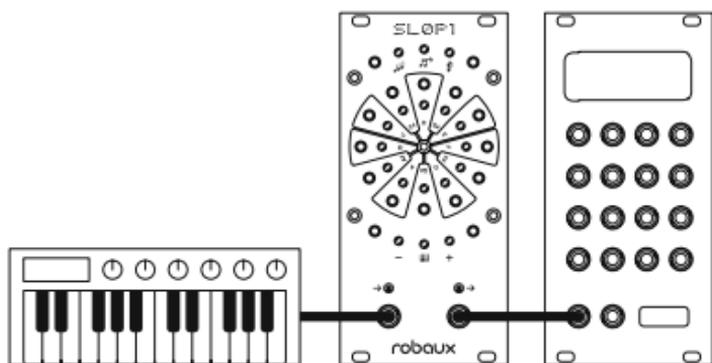
In addition to the core functions, SLØP1 includes practical features like MIDI channel selection, a MIDI panic function, and a debug mode for checking LEDs and buttons.

This manual gives you a complete overview and helps you get started with your setup.



## Installation

The Robaux SLØP1 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.



The module operates via MIDI. Connect the **Q** MIDI TRS Type A Input  $\rightarrow$  to your MIDI keyboard or other controller device. Then connect the **R** MIDI TRS Type A Output  $\rightarrow$  to the MIDI input of your sequencer, CV/Gate converter or synthesiser.

**Warning: Use only MIDI TRS (stereo) Type A cables. Standard Eurorack TS (mono) plugs carrying  $\pm 12V$  can damage the module.**

## Modes

The device offers three operating modes. You can switch the mode using the Button **M** and the Button **N**.

The symbols between these buttons represent the available modes:

🎵 Scale Mode, 🎵➔ Thru Mode and 🎵 Chord Mode. An LED indicates which mode is currently active.

### 🎵 Scale Mode

In Scale Mode, incoming MIDI notes can be filtered and mapped to a specific scale.

Use the keyboard wheel buttons **A** to **L** to select the notes you want to be active.

The behaviour of the keyboard can be adjusted using the buttons **O** and **N**.

The symbols that light up indicate the current mapping mode. An explanation can be found on the next page.

The following symbols show the mapping mode for Scale Mode:

If  is lit, the selected notes are mapped in order across the white keys. Perfect for glissandos.

If  is lit, incoming notes are automatically shifted to the nearest active note. Example: If you've activated notes C and E, and you play D, the device will output C.

If  is lit, the keyboard plays normally, but only active notes will sound.



Thanks to MIDI, the note quantiser also supports polyphonic input!

## **Thru Mode**

In Thru Mode, the incoming MIDI signal is passed directly to the MIDI output without any filtering. This is ideal when you want to play without the help of SLØP1, without having to unplug or reroute anything.

## Chord Mode

In Chord Mode, assign any combination of up to eight notes to each MIDI key from C1 to C9.

This allows you to trigger custom chords or note patterns with a single key press. It is especially useful for playing complex chords with ease.

Press a key on your MIDI keyboard between C1 and C9 to select a chord slot.

You can then use the buttons **A** to **L** to choose which notes that key should play.

You can shift the octave using the **O** and **P** buttons. Watch the LED display and refer to the table to see which notes are currently active.

- Note C1 to B1
- Note C2 to B2
- Note C3 to B3
- Note C4 to B4
- Note C5 to B5

This mode is perfect for experimenting with different chords and finding the right sound.

If you already have a chord in mind, hold down the **P** button until the keyboard wheel starts flashing.

Then play the desired chord on your MIDI keyboard. Make sure to hold all the keys at once. Once you release them, the chord will be saved to the selected slot.

To delete a slot, simply hold down the **O** button until flashing semicircles appear on the keyboard wheel. Then press the corresponding MIDI keyboard key you want to clear.

Note: When you set a note in one octave, it lights up on the keyboard wheel. Switching octaves makes previously set notes blink, showing they're already assigned elsewhere. You can still assign them again, for example when making octave chords.



Try Chord Mode to trigger layered drums or control arpeggiators.

## MIDI Channel Settings

To access the MIDI setup, hold down both button **M** and button **N**.

### MIDI Output

Press the **P** button to enter output channel selection.

Use the keyboard wheel buttons **A** to **L** to choose channels 1 to 12. The selected channel will be shown by the corresponding LED lighting up.

To access channels 13 to 16, simply press one of the buttons **A** to **D** a second time.

When this happens, all LEDs on the wheel will briefly light up except for the one you last pressed, which indicates the selected higher channel.

### MIDI Input:

To set the input channel, press the **O** button. Then select the desired channel in the same way using the buttons **A** to **L** of the keyboard wheel.

## MIDI Panic

The classic dilemma: stuck notes can still happen from time to time.

To send a MIDI Panic, simply hold down both the **O** and **P** buttons at the same time.

This will send a Note Off message on all channels to stop any hanging notes.

## Factory Reset

The SLØP1 comes with a selection of built-in chord presets stored in its internal memory.

To restore these factory settings, hold the **F** button while powering on the module.

This will reset the device to its original configuration, including the default chord assignments.

Alternatively, you can hold the **L** button at startup to perform a variant of the factory reset.

Instead of restoring the original chords, this option assigns a single note to each key from C1 to C9.

## Debug Mode

To enter Debug Mode, hold the **G** button while powering on the module. This mode allows you to check whether all LEDs and buttons are functioning correctly.

You can press the buttons **A** to **L** to test each of their corresponding LEDs.

If you hold button **M**, the LED to its left should light up. Holding button **N** lights up the LED to its right. Pressing both **M** and **N** together lights all LEDs between them.

The same applies to the **O** and **P** buttons. Holding **O** lights the LED to the left, while holding **P** lights the one to the right. If you hold both **O** and **P** together, the three LEDs between them will flash.

To light up all LEDs at once, hold the **M** and the **P** button.

To exit Debug Mode, press **N** and **O** at the same time.

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