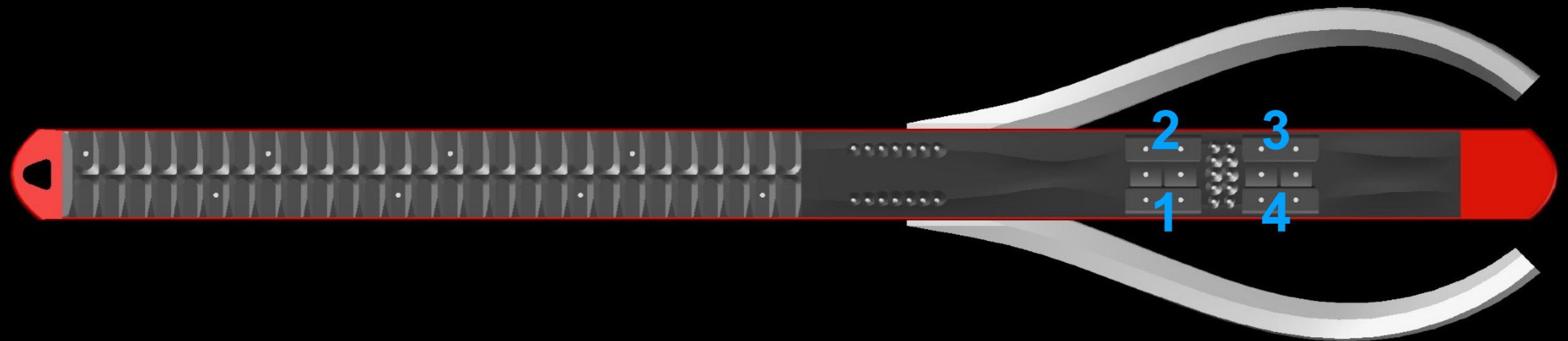


←^ RA

Manual and MIDI

Pitboard

Note Triggers

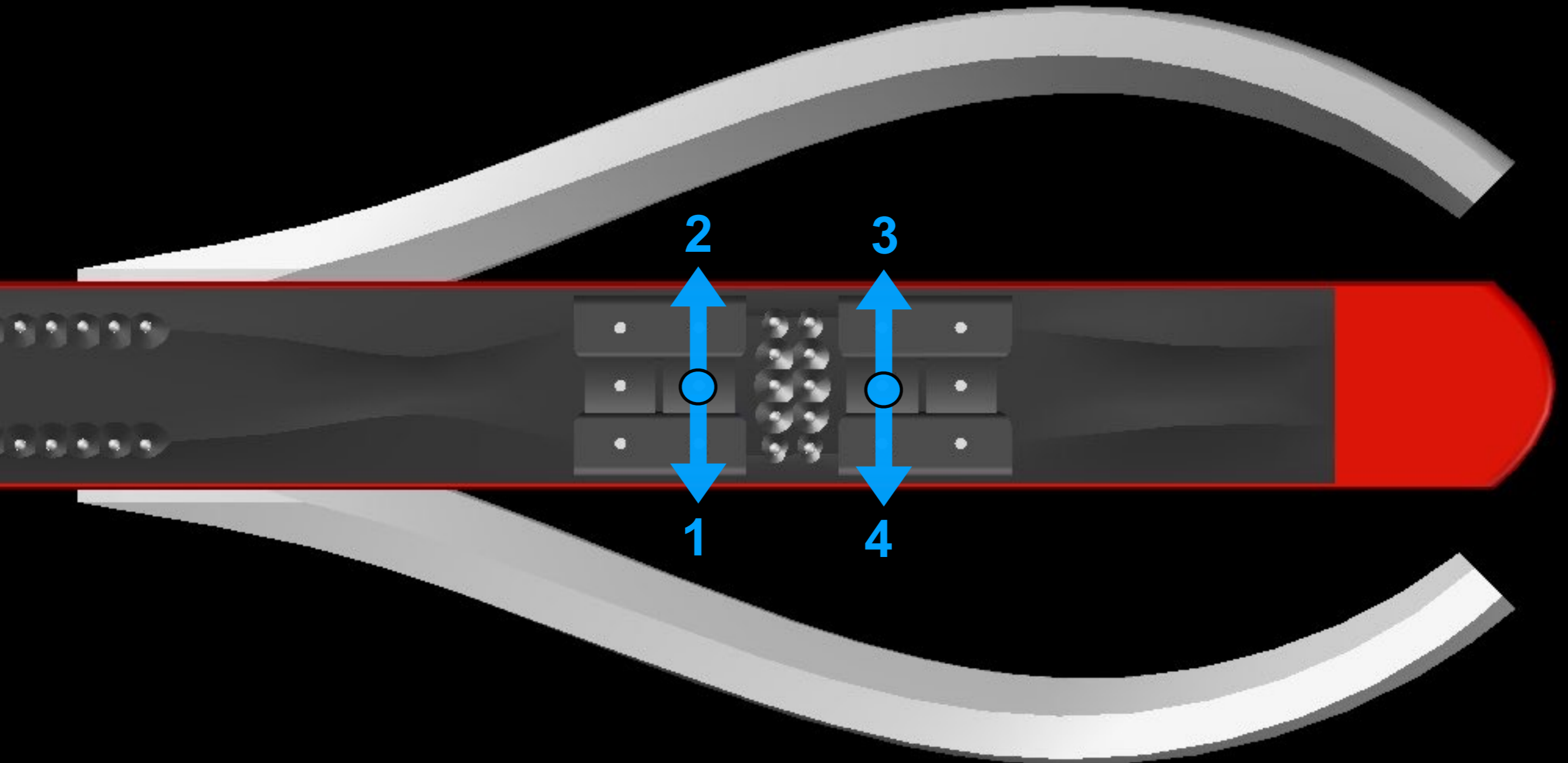


MIDI Channels

Kara sends MIDI messages via channels 1, 2, 3 and 4.

Touching the note trigger of a channel, selects the channel.

Strumming

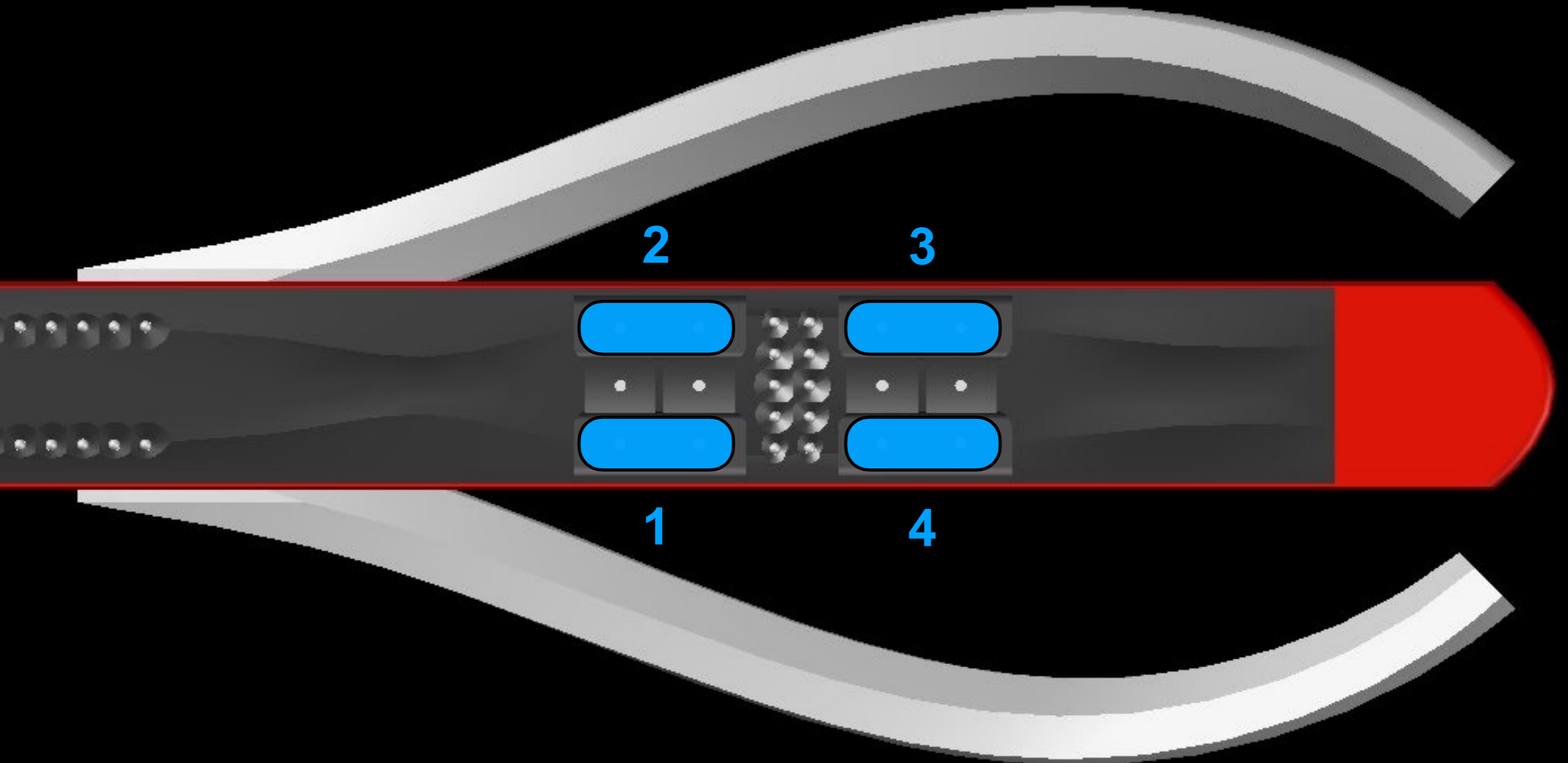


Player can play selected notes by strumming.

The speed of the strum action defines the velocity for the notes.

Strummed notes are sustained.

Tapping



Player can play selected notes by tapping one or more note triggers.

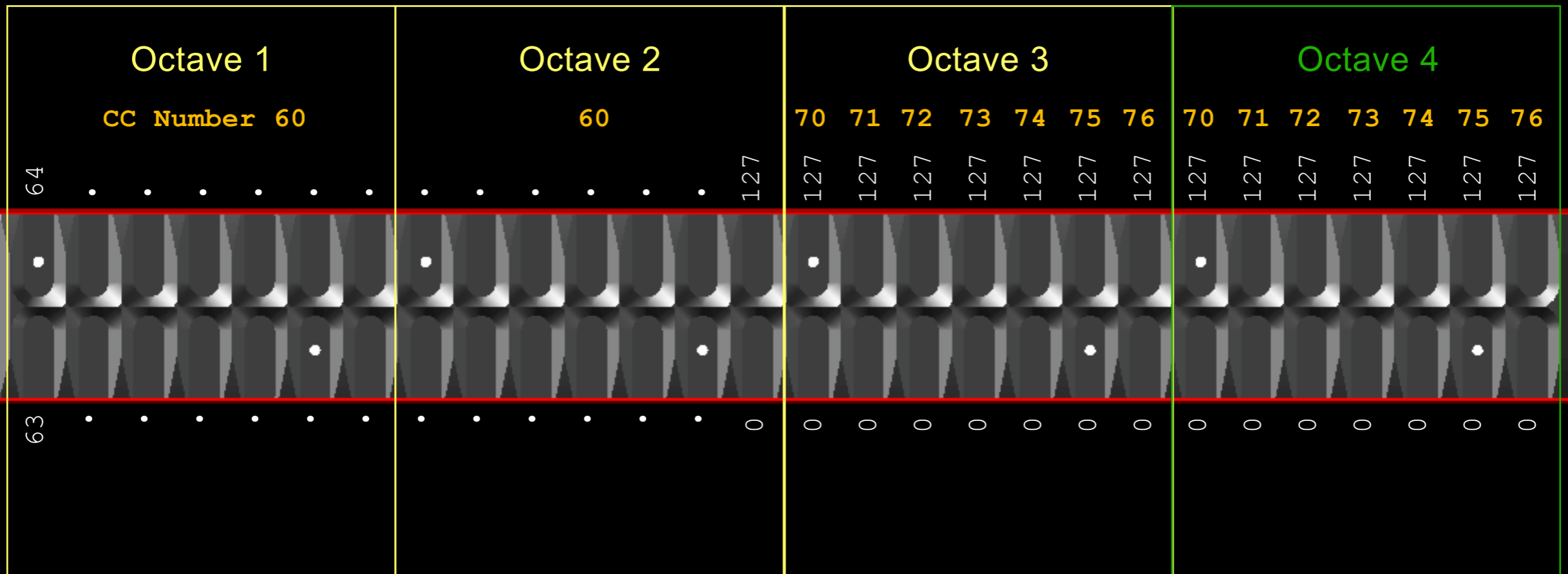
Strumming sets the velocity for tapped notes.
Tapping stops the strummed notes.

Pitboard Notes

Octave 1							Octave 2							Octave 3							Octave 4							
C	D	E	F	G	A	B	C	D	E	F	G	A	B	C	D	E	F	G	A	B	C	D	E	F	G	A	B	
•							•							•							•							•
D#	E#	F#	G#	A#	B#	C#	D#	E#	F#	G#	A#	B#	C#	D#	E#	F#	G#	A#	B#	C#	D#	E#	F#	G#	A#	B#	C#	
	F				C			F				C			F				C			F				C		

Notes are selected from the pitboard.

Pitboard Double Tap CC

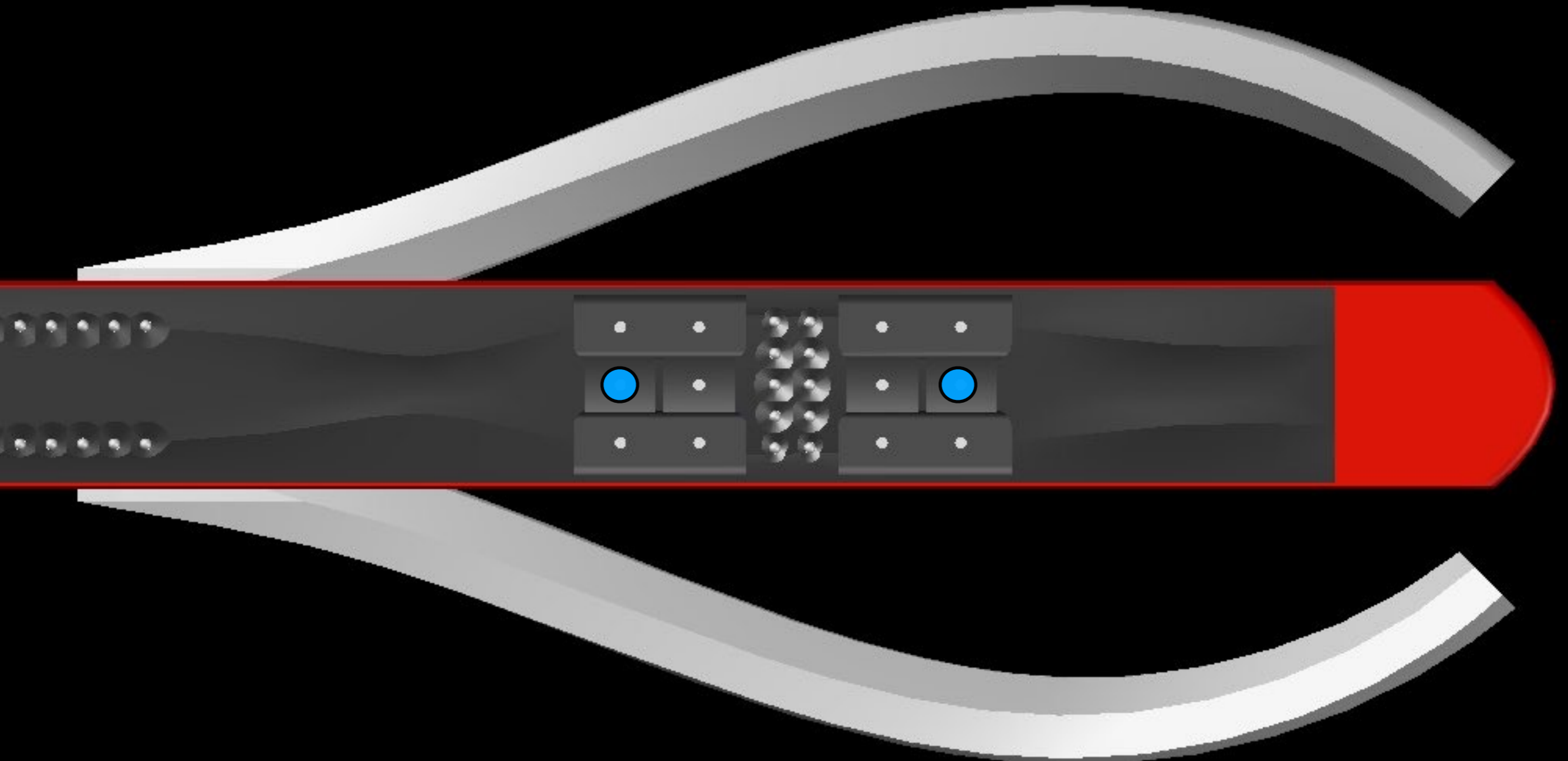


By double-tapping a pit, Kara starts sending Control Change messages.
After the initial double-tap, only one tap is needed.

Control Change messages are sent via the selected channel or channel 5.

The CC sending stops when player touches note or motion triggers.

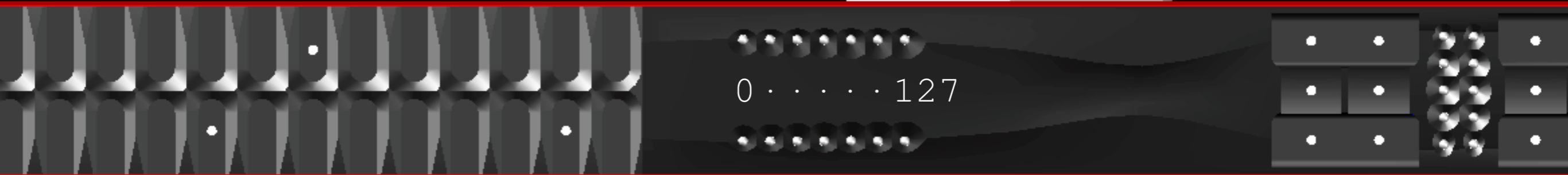
Motion Triggers



When one of the motion triggers is touched, Kara starts sending Pitch Bend and CC 86 messages.

Via the selected channel.

Gyroscope CC 86 Values



DEOMO

09.08.2018 Tomi Itkonen