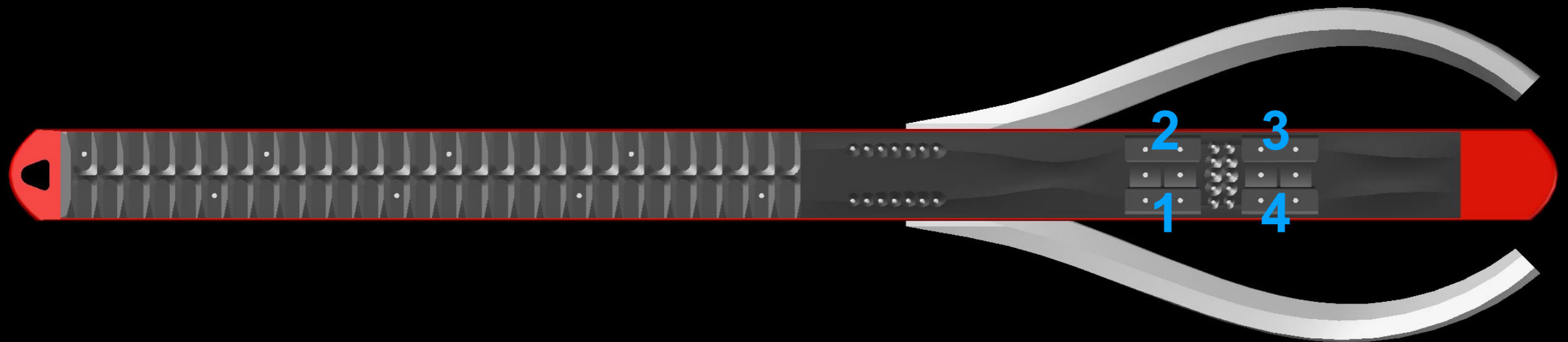


←^ RA

Manual and MIDI

Pitboard

Note Triggers



MIDI Channels

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

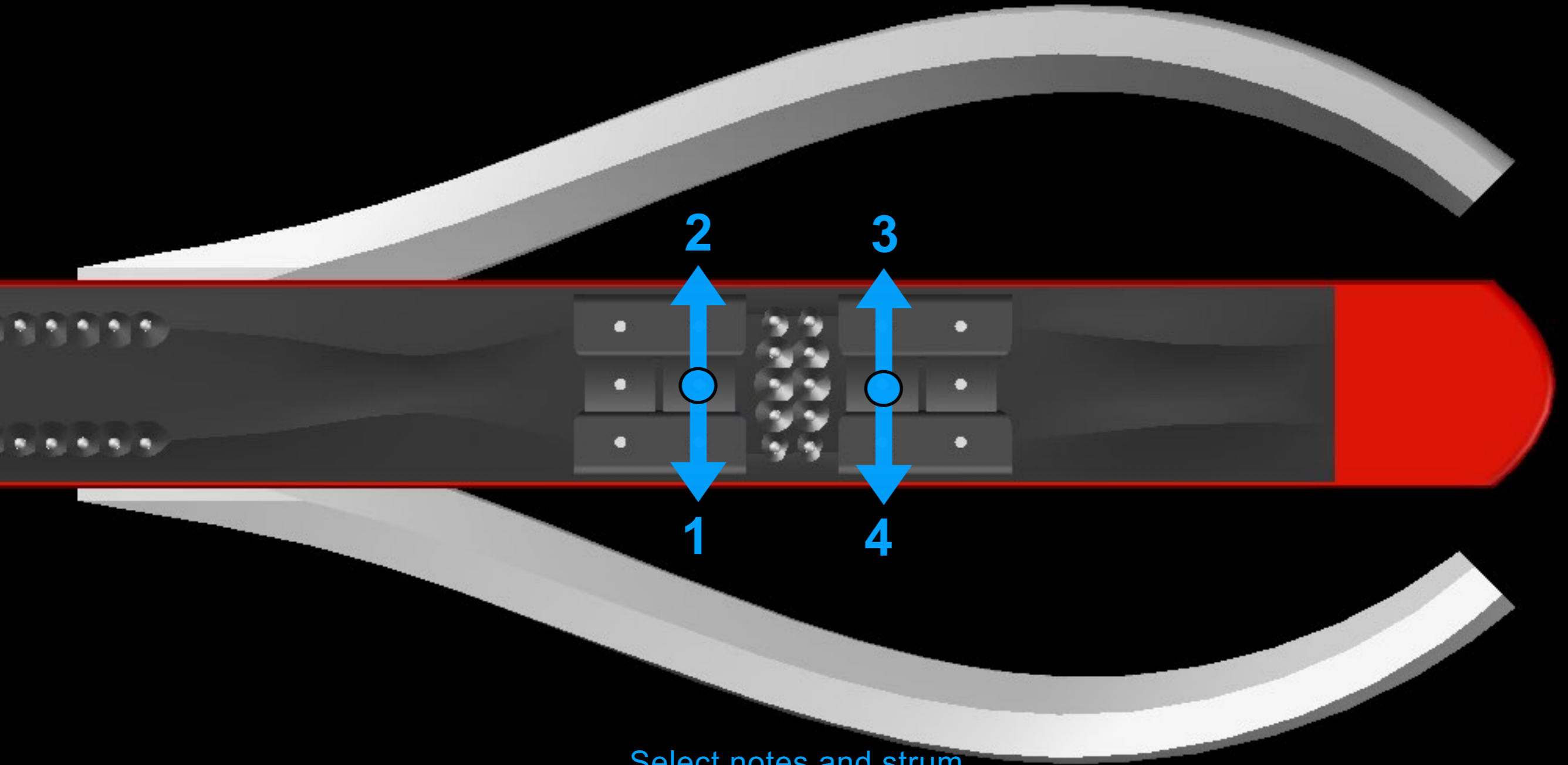
Touching the note trigger of a channel, selects the channel.

# 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 <sup>#</sup> | E <sup>#</sup> | F <sup>#</sup> | G <sup>#</sup> | A <sup>#</sup> | B <sup>#</sup> | C <sup>#</sup> | D <sup>#</sup> | E <sup>#</sup> | F <sup>#</sup> | G <sup>#</sup> | A <sup>#</sup> | B <sup>#</sup> | C <sup>#</sup> | D <sup>#</sup> | E <sup>#</sup> | F <sup>#</sup> | G <sup>#</sup> | A <sup>#</sup> | B <sup>#</sup> | C <sup>#</sup> | D <sup>#</sup> | E <sup>#</sup> | F <sup>#</sup> | G <sup>#</sup> | A <sup>#</sup> | B <sup>#</sup> | C <sup>#</sup> |
|                | F              |                |                |                | C              |                |                |                |                |                |                | C              |                |                |                |                |                |                |                |                |                |                |                |                |                |                | C              |

Notes are selected from the pitboard.

# Strumming

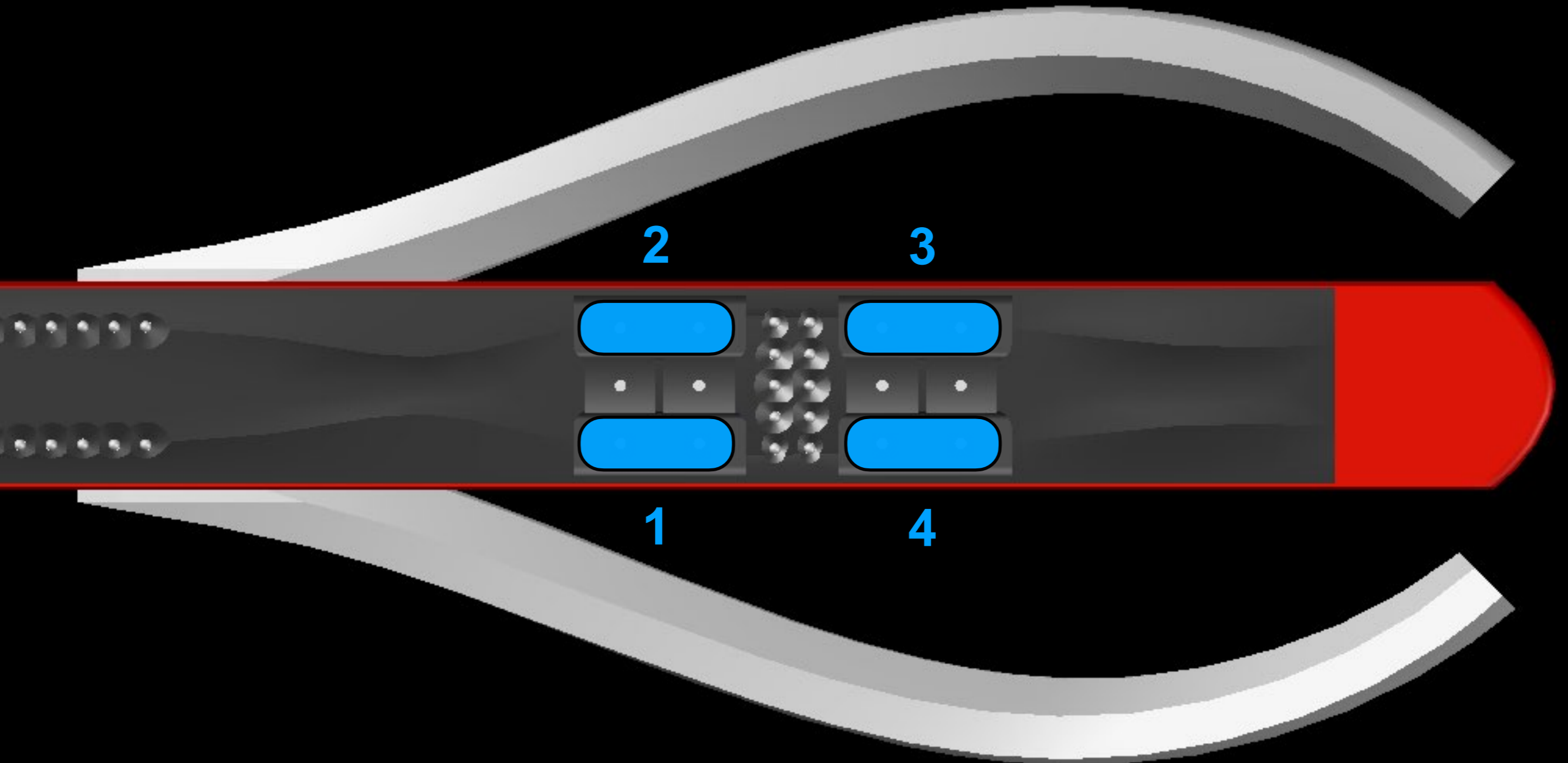


Select notes and strum.

The speed of the strum action defines the velocity for the notes.  
Strummed notes are sustained.

If nothing has been selected from the pitboard, previous notes are repeated.

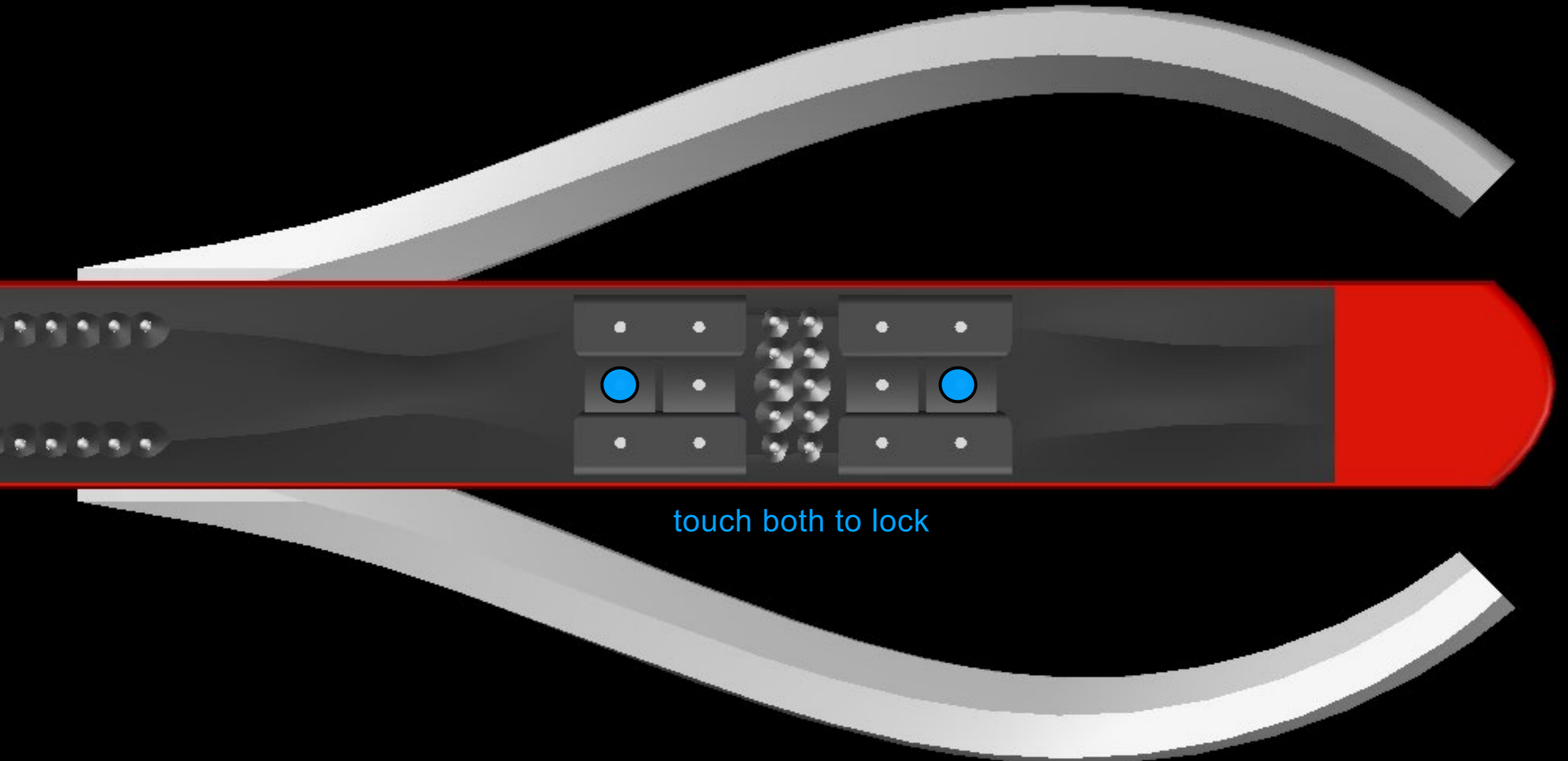
## Tapping



Player can play selected notes by tapping one or more note triggers.  
The notes are sent via the selected channels.

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

## Motion Triggers

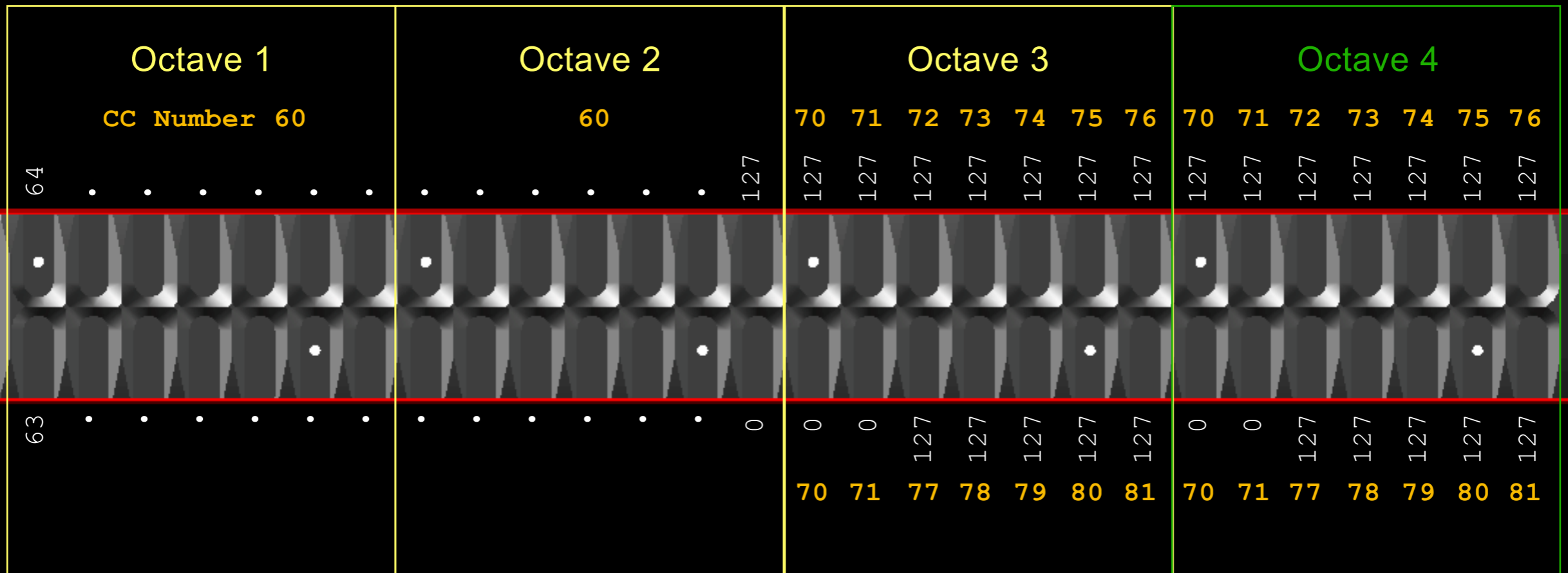


touch both to lock

When one of the motion triggers is touched, Kara sends Pitch Bend and CC 76 messages based on measurements received from gyroscope.

Via the selected channels.

# Pitboard Double Tap CC

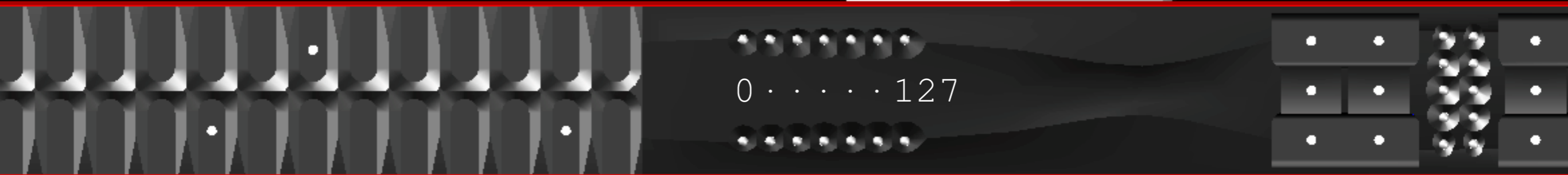


By double-tapping a pit, Kara starts sending Control Change messages.  
 After the initial double-tap, only one tap is needed.

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

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

# Gyroscope CC 76 Values





DEOMO

17.10.2018 Tomi Itkonen