# robaux
LL8

Sweetie's lil bro.

The Lil Eight 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 requires a ±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 15mA from the +12V rail.

Operation

Connect input **F** of the LL8 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.
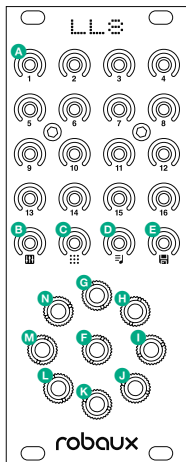
Connect the circularly arranged outputs **G** through **N** to the gate inputs of your drum modules, LFOs or other modulation sources. Now you're ready to go!

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.

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.

Switches 13-16 provide various functions which are described below.

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 moder 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.
To prevent accidental deletion of the track, a cross symbol and a bar is displayed on the keys before the deletion process. You can cancel the deletion process by pressing the cross or confirm the deletion by pressing the bar.

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

🎚 Mute & Fill

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

Press the 🎚 switch.

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

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

💡 Press and hold the 🎚 key, and you can quickly switch between the 16 different patterns by pressing one of the 16 keys simultaneously. Please note that there is no pattern chaining in the quick selection.

☰♩ 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.

💾 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 so that they are retained even after the module is switched off. The saving process is finished when the key no longer lights up.

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

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.