

MIDI Implementation

Function	Transmitted	Recognized	Remarks
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Note ON	9nH, v = 1 -127	9nH, v = 1 - 127	
Note OFF	9nH, v = 0	9nH, v = 0 or 8nH	

Contr.Change

Mod.Wheel	no	1	7 Bit
Interval 1	8 + 40	8 + 40	14 Bit
Interval 2	9 + 41	9 + 41	10 Bit
Rate	10 x 42	10 + 42	10 Bit
Level VCO1	11	11	7 Bit
Level VCO2	12	12	7 Bit
Level VCO3	13	13	7 Bit
Depth	14 + 46	14 + 46	12 Bit
Cutoff	15 + 47	15 + 47	14 Bit
Emphasis	16	16	7 Bit
Contour	17 + 49	17 + 49	12 Bit
Attack1	18 + 50	18 + 50	10 Bit
Decay1	19 + 51	19 + 51	10 Bit
Sustain1	20 + 52	20 + 52	10 Bit
Attack2	21 + 53	21 + 53	10 Bit
Decay2	22 + 54	22 + 54	10 Bit
Sustain2	23 + 55	23 + 55	10 Bit
Tune	24 + 56	no	
Octave1	80	80	2 Bit
Wave1	81	81	2 Bit
Octave2	82	82	2 Bit
Wave2	83	83	2 Bit
Glide	84	84	2 Bit
Wave3	85	85	2 Bit

Program Change

User Memory	00 - 83	00 - 83
Sequencer	84 - 103	84 - 103

System settings

There a few basic system settings for the SYNTH LITE II. Press and hold RECORD in combination with th ebelow listed buttons to edit:

Velocity

Octave (OSC1) 0 = Off 1 = VCF 2 = VCA 3 = VCF/VCA

MIDI Clock

Wave (OSC1) 0 = internal 1 = external

Keyboard Follow

Octave(OSC2) 0 = Off 1 = ¼ 2 = ½ 3 = ON

Release = Decay

Wave(OSC2) 0 = OFF 1 = ADSR1 2 = ADSR2 3 = ADSR1+2

MIDI In/Out

Glide/Shift 0 = Thru 1 =ProgChg 2 = ConChg 3 = both

Mod. Wheel

Wave(Mod) 0 = Off 1 = VCO 2 = VCF 3 = VCO/VCF

Polyphony - Cascading multiple LITE II modules.

Although each SYNTH LITE II is monophic, up to five modules can be cascaded to act as a polyphonic synthesizer. Connect the keyboard /sequencer to the first module and chain the following modules in series. This is how it works: The last LITE II will play all incoming MIDI notes, the second last has to play every second note and send out the other one, the third plays every third note and sends the other two notes and so on. Switch on your Lite II modules while holding:

- OCTAVE (OSC1) this LITE II will play all notes
(This is the standard setting)
- WAVEFORM (OSC 1) this LITE II will play every second note and send the other to its MIDI output
- OCTAVE (OSC2) this LITE II will play every third note and send the others to its MIDI output.
- WAVEFORM (OSC2) this LITE II will play every fourth note and send the others to its MIDI output.
- GLIDE this LITE II will play every fifth note and send the others to its MIDI output.

Tip: You can try to use other keyboards in the last position to split polyphonic sounds across different modules.

Presets

The listed presets were programmed using the the following system parameters:

Velocity	=	2	VCA
Key Follow	=	3	On
Release/Decay	=	3	1+2 On
Mod-Wheel	=	2	VCF

Changing any of the above system settings can affect the way the presets sound or are intended to sound. This is especially true for the Key Follow parameter setting.

Classic Synthsounds

01	PWM (reserve memory)
02	Improved Saw
03	FullPulseRing
04	Detuned
05	Dualik
06	Fat Saw

Lead/Seq – Noisy & Ringing

11	Gribblin
12	ResoRing
13	Mezzotone
14	Noislide
15	Sharp
16	Sharper

Lead/Seq – Sync

21	Slow Stepper
22	Pulsing
23	Medium
24	Softy
25	Saturation
26	Crunk (>C4)

Lead/Seq – Normal

31	Coastslider
32	Soft detune
33	Thrilling
34	Standard Lux
35	Cheapy
36	Dustslider

Bass – Bigger

41	Loher
42	Bride
43	Skware
44	Grummling
45	Grolling
46	Softeq

Bass – Reso

51	Silver
52	San ReMo
53	Rawring
54	Rezzo
55	LFO-Liner
56	Dancer

Percussion

61	Little Drum
62	Digishot
63	Resect 1
64	Resect 2
65	Co-Bell C4
66	Zapp