

# Bitbox 2.0 Quick Start Guide

## Before You Start

**A microSD card must be inserted into bitbox before you can get started.**

### Load Files from a MicroSD Card

1. Insert the provided microSD card into the **MICRO SD** slot, notched edge down. Presets and WAV files are preloaded on the card.
2. You will see the **Main** screen with a grid of WAV files loaded into individual cells.

## Play Cells

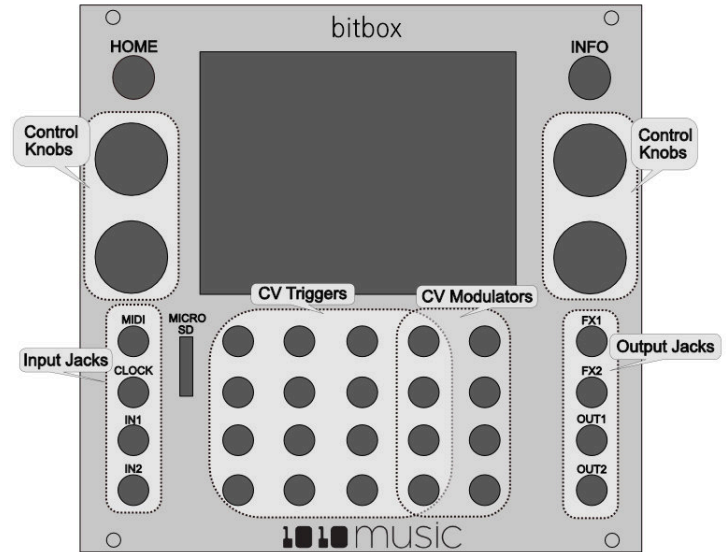
There are three ways to trigger playback of a cell:

1. Touch a cell to play the corresponding WAV file. The light colored squares in the grid hold cells. The name of the WAV file appears in the cell. Blank cells are empty.
2. Plug a control voltage signal into one of the **CV Trigger** jacks. The **CV Trigger** jacks are mapped to the cells on the touchscreen. The cell that corresponds to the **CV Trigger** jack will now be triggered by the CV Trigger input.
3. Plug a MIDI controller source into the **MIDI** input jack.

### NOTE:

- The MIDI input uses a TRS connection compatible with the Arturia BeatStep Pro. Be sure to use a TRS cable.
- Bitbox uses MIDI inputs on MIDI Channel 10 to trigger cells.
- Bitbox maps MIDI inputs for notes 36 to 51 to the cells in the grid as shown in the table to the right. Modulators EXT1 through EXT4 are assigned notes 52 to 55 as shown. Learn more about modulators at <https://1010music.com/bitbox-documentation>.
- Modulators EXT5 through EXT8 do not support MIDI.

48	49	50	51	55
44	45	46	47	54
40	41	42	43	53
36	37	38	39	52



## Configure a Cell

Bitbox supports three cell modes:

Icon	Cell Mode	Description
	Sample	Create a sample cell when you only want to play single notes or drum hits. This mode supports reverse playback, along with forward and bidirectional looping. For example, you might use Sample mode with a melodic sample. Sample mode supports 4-note polyphony.
	Clip	Use Clip mode for WAV files where you want to use synchronized loops and quantized playback. Clip mode works well with drum loops between one and eight measures long. (This works mostly like the original bitbox.) Clip mode supports 2-note polyphony.
	Slicer	Use Slicer mode when have a WAV file with multiple different sections that you want to trigger independently. (This is similar to Atomic Mode in previous versions of bitbox.) Slicer mode supports 2-note polyphony.

To configure a cell:

1. Touch a cell in the grid to select it. The cells that have WAV files loaded will have text labels.
2. Press the **INFO** button. If the cell was empty, the Load and Record screen will be displayed. If the cell already had a WAV file assigned, the Waveform screen will be displayed.
3. If you are on the Load and Record screen, touch **Load** in the top menu bar. If you are on the Waveform screen, touch the name of the Waveform at the top of the screen. You will now be on the WAV file selection screen.
4. Use the **Control Knobs** to scroll through the list of files. Touch **Play** to preview the highlighted file. Touch **Load** to drill into a folder and to assign a WAV file to the cell. You will now see the Waveform screen.
5. Touch the Cell Mode icon to the left of the WAV file name at the top of the screen to display the Cell mode menu. Touch **Sample**, **Clip** or **Slicer** to set the cell mode. The icon changes to represent the selected cell mode.
6. Press the **INFO** button to see the parameters screens and to cycle back to the Waveform screen.
7. Turn the Control Knob nearest to a parameter to select a value for the parameter.
8. On the first Cell Parameters screen, to the right of the grid icon at the top is the output selection button. Touch this button to display the list of output options. Choose an option to set the stereo or mono output destination for the cell.
9. Press the **HOME** button to return to the **Main** screen.

## Create Slices for a Slicer Cell

In addition to setting parameters for a Slicer cell, you also need to create the slices. Here are the steps:

1. From the Waveform screen for the Slicer cell, touch the menu item with the three dots “. . .”. This will display the Waveform Slicing menu.
2. Touch **Scan** and bitbox will detect and create slice points in the file automatically. The slice point is shown as a pink horizontal line with a small pink square near the bottom.
3. Use touch gestures to move the waveform so the fixed cursor position (the vertical white line) is at the position where you want to add another slice point. Touch **Split** to create another slice point.
4. Use touch gestures to move the waveform so the fixed cursor position (the vertical white line) is on or near a slice point that you want to remove. Touch **Join** to remove the slice point.

## Save Changes to a Preset

Bitbox 2.0 does not automatically save changes as you work. If you change to a different preset or turn off bitbox, you will lose your work. If you want to keep the changes you made to a preset, you will need to save them. To save a preset:

1. Press **Home** until you see the Menu screen.
2. Touch **Presets** to display the Preset Management screen.
3. Touch **Edit** to display the Edit Preset Menu.
4. Touch **Save** to store your changes to the currently loaded preset, or **Save As** to save to a different preset.

## Switch to a Different Preset

1. Press the **HOME** button until you see the Menu screen with four options: **Main**, **Presets**, **Tracks** and **Settings**.
2. Touch the **Presets** button to view the Preset Management screen.
3. Use the Control Knobs to scroll through the list of presets. The blue highlight indicates the currently selected preset.
4. Touch **Load** to load this preset into Bitbox and return to the Main screen.

## Synchronize Cells with Clocks

Bitbox has the option to playback cells in Sample mode quantized to the musical clock.

1. Follow the steps in Configure a Cell above to create a cell with Cell Mode of **Sample** and to set the cell parameter of **Quant Size** to something other than **None**, such as **Quant Size: 1 bar**.
2. You can plug a control voltage clock signal into the **CLOCK** jack or a MIDI clock source into the **MIDI** jack. Otherwise, bitbox will use its internal clock. You should hear the cell play synchronized with the musical clock, according to the parameters selected.

### Note:

- The **Clock** input must use 4 pulses per quarter (PPQs), or a pulse per 16th note.
- If **MIDI** and **Clock** inputs are used together, bitbox will select the highest priority clock available based on the following order of priority: 1.) **Clock** Input; 2.) **MIDI** Input; 3.) Internal Clock.
- To reset the clock, stop and restart the CV clock signal, send a Clock Start signal over MIDI, or turn the module on and off.

## Record a WAV File

1. Plug the recording source into the **IN1** or **IN2** jack.
2. Touch a cell in the grid on the touchscreen to select it.
3. Press the **INFO** button. If the cell is empty, bitbox will display the Load and Record screen. If the cell is already loaded, bitbox will display the Waveform screen. If you are on the Waveform screen, press the Cell Mode icon to the left of the WAV file name at the top of the screen and then touch **New Recording**. You will now see the Load and Record screen.
4. Set **Rec Mon** to **Auto** or **On** if you want the input source to play through the corresponding output jack, **OUT1** or **OUT2**.
5. Touch the **Rec** button. Bitbox will start recording. The timing of the recording can be synchronized with the clock by using the **Rec Quant** parameter.
6. Touch the **Stop** button. The recording will end.
7. Press the **HOME** button to return to the Main screen.

## Learn More

Find demonstration videos and the full **Bitbox User Manual** at <https://1010music.com/bitbox-support>. Find community support, wish lists, and firmware updates on our forum at <https://forum.1010music.com>.