

MIDI

Midi Computer
Made in Japan

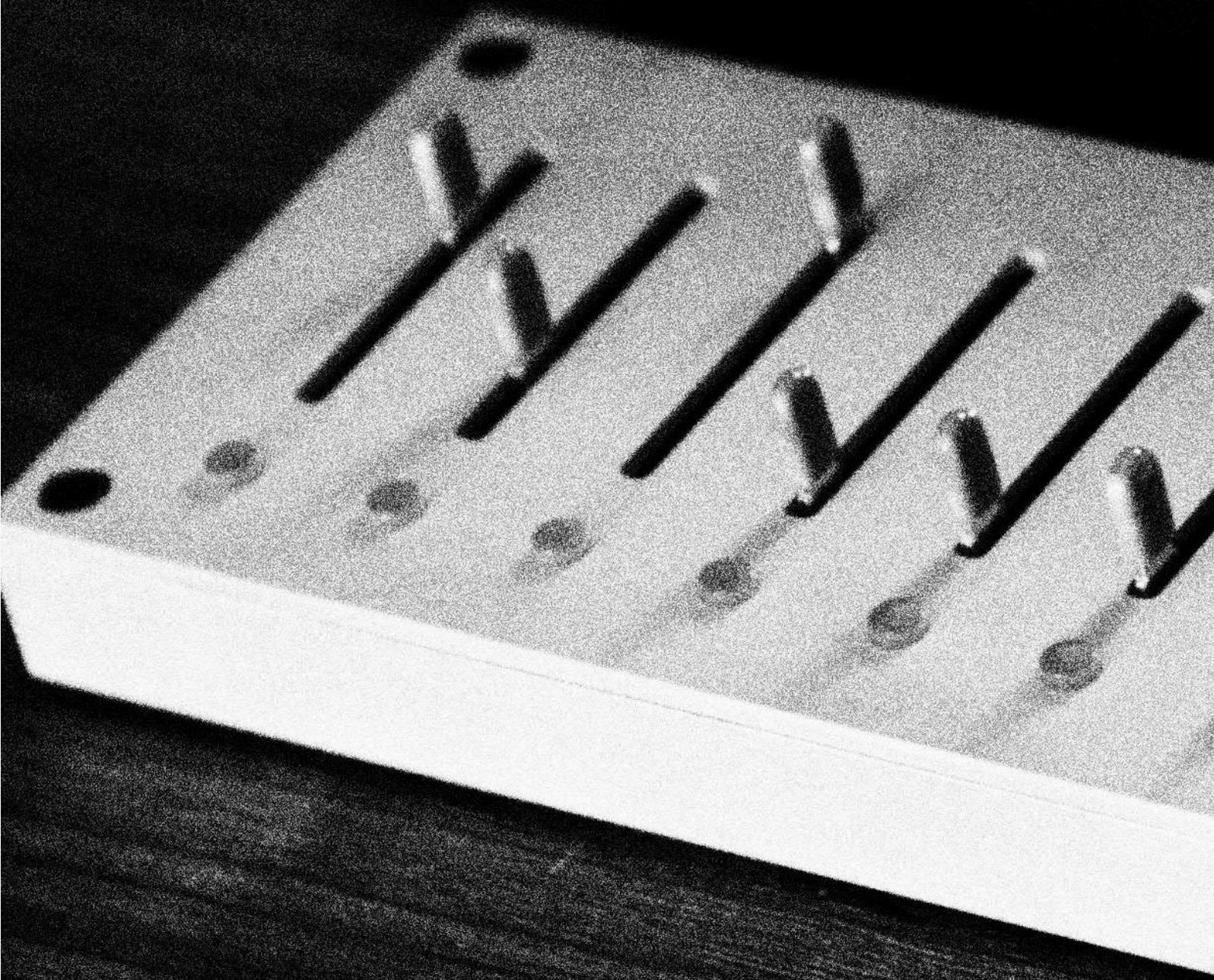
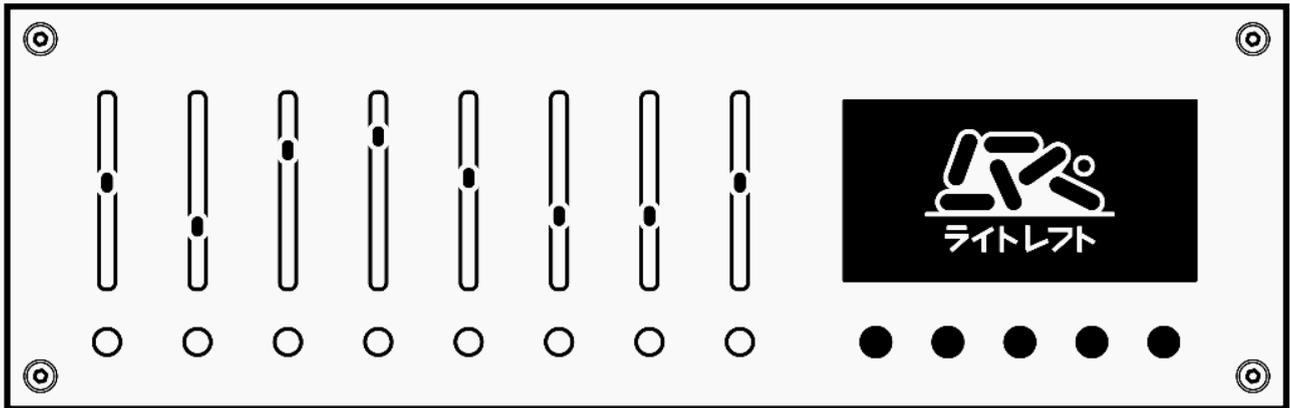


TABLE OF CONTENTS

MONOLIT	3
SPECIFICATIONS.....	3
HARDWARE INPUT AND OUTPUTS.....	4
USER INTERFACE	5
DEFAULT STATE.....	6
MAIN MENU.....	6
EDIT MENU.....	7
SLIDER AND BUTTON EDITING.....	7
MODES	8
CC MODE (CONTROL CHANGE).....	8
CC MODE BUTTON EDITING.....	8
NOTES.....	10
LFO (LOW-FREQUENCY OSCILLATOR).....	11
LFO SYNC.....	12
MOTION.....	12
SETTINGS	13
SYSTEM.....	14
MIDI.....	14
UPDATE FIRMWARE.....	15
MONOLIT FIRMWARE UPDATE GUIDE.....	15
PRESET MANAGER	16
NAMING PRESETS.....	16
LOAD.....	16
SAVE.....	16
EXTERNAL MIDI DEVICE	17
MIDI DEVICE MODES.....	17
SPLIT.....	18
KEY FOLLOW.....	19
ARPEGGIATOR.....	20
GAMEPAD	22
GRID CONNECTION (MONOME)	24

MONOLIT



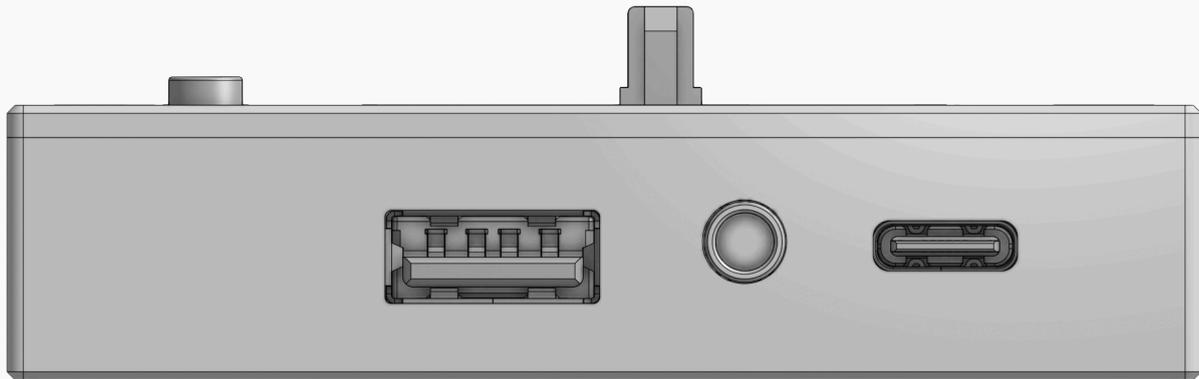
MONOLIT is a versatile and intuitive MIDI device designed to be the central hub of your MIDI setup. It offers extensive control over the parameters of your MIDI-compatible hardware and software.

SPECIFICATIONS

- **ENCLOSURE:** The casing and front panel are precision-machined from a single piece of aluminum.
- **SCREEN:** 128x64 multi-bright monochrome display with a clear pixel font.
- **CONTROLS:** Eight sliders and thirteen buttons for comprehensive control.
- **BANKS:** Eight banks, each with 64 fully customizable sliders and buttons per preset.
- **MEMORY:** Easily save, load, edit, and switch between presets.
- **COMPATIBILITY:** MONOLIT integrates seamlessly with any DAW or hardware that supports MIDI.
- **CONNECTIVITY:** Connect external devices via TRS MIDI Type A, USB-C, and USB Host inputs.
- **MODES:** Customizable slider and button modes.

HARDWARE INPUT AND OUTPUTS

MONOLIT features three connection ports: USB-C, TRS MIDI Type-A, and USB 2.0 Type-A.



USB-C

The USB-C connection allows MONOLIT to interface with external devices sending MIDI messages directly over the USB-C cable.

TRS

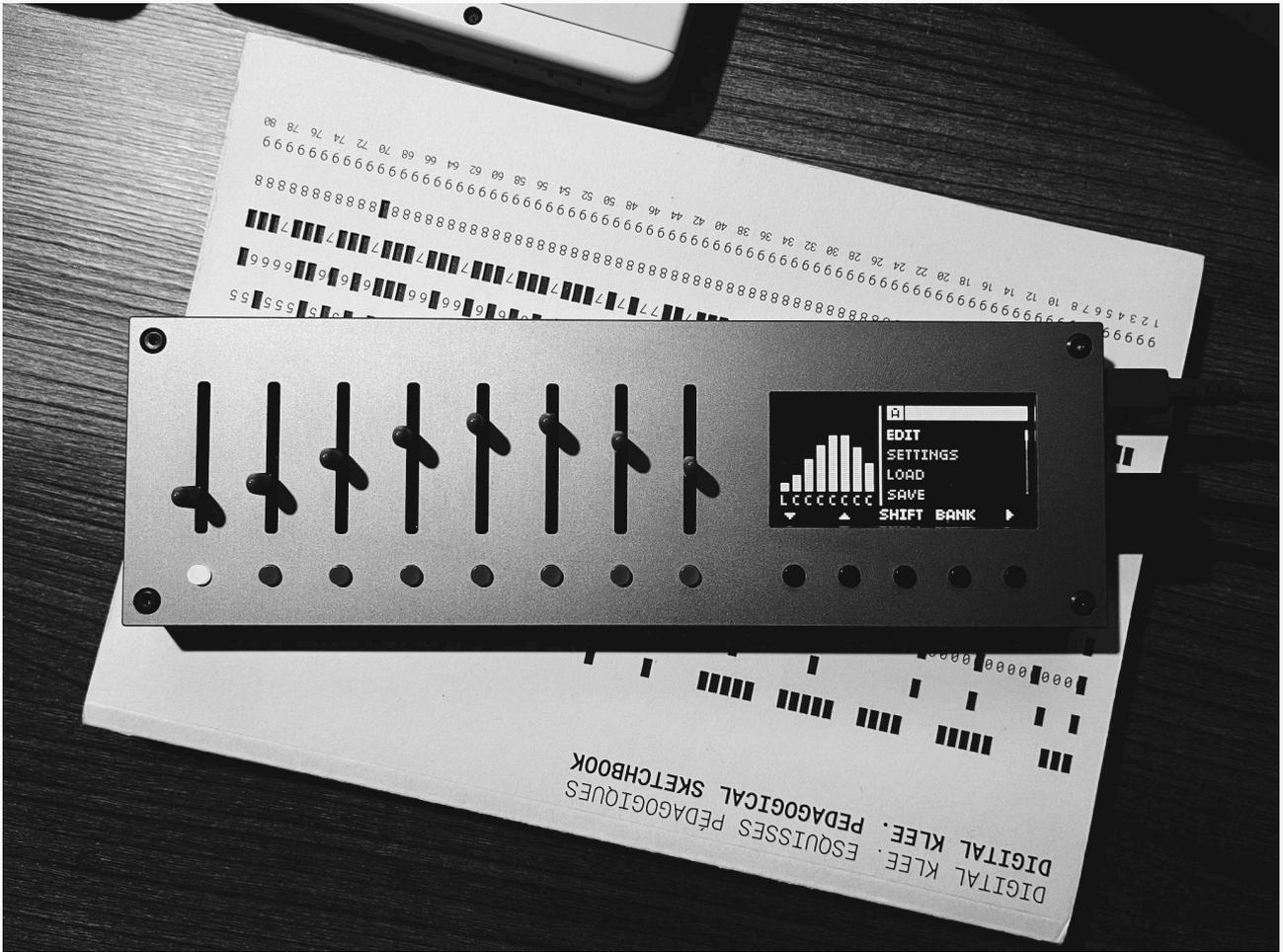
The TRS connection sends MIDI messages out from MONOLIT. This enables the device to function as a MIDI hub.

USB 2.0 TYPE-A

This is used for connecting USB MIDI controllers and gamepads. This provides flexible control options, allowing you to use devices that lack traditional MIDI ports. USB 2.0 ensures reliable performance, broad compatibility, and easy setup.

USER INTERFACE

MONOLIT features a highly intuitive user interface:



On the left are eight pairs of sliders and buttons.

On the right side, MONOLIT has a display and five navigation buttons for menu control. The display provides visual feedback for your interactions with the device, showing all essential indicators to help you easily understand MONOLIT's state in real time.

DEFAULT STATE



On start up, **MONOLIT** assigns all eight sliders and eight buttons to **CC mode** (Control Change mode). In this mode, you can adjust parameters on your connected MIDI devices.

The sliders can smoothly control values across the full range of MIDI values. The buttons, by default, switch between the minimum and maximum MIDI values (0 or 127). They are initially configured in **momentary mode**, when the button is pressed, it sends the maximum value. When it is released, **MONOLIT** sends the minimum value.

MAIN MENU

In the **main menu**, navigation is handled using the buttons located below the screen. On the left are the **cursor control buttons**, followed by **SHIFT**, **BANK**, and **ENTER**.

- **BANK** – In the main menu, holding the **BANK** button lets you access eight banks for the selected preset. You can switch banks using the forward and backward arrows that appear on the screen or the corresponding buttons beneath the sliders.
- **SHIFT** – Holding the **SHIFT** button activates additional functions, which are typically indicated on the screen. For example, you can copy slider settings. In the main menu, holding **SHIFT** and pressing **START** activates the internal clock, while tapping tempo (**TAP**) adjusts the BPM. Pressing the **PANIC** button while holding **SHIFT** stops all MIDI messages. In the Save menu, holding **SHIFT** allows you to delete a saved file.



NOTE: In the **EDIT MENU** (which we will cover later), you can adjust parameter values by holding **SHIFT** and using the slider for the selected track. This method is convenient for quickly changing values across a wide range. For more precise adjustments, use **ENTER** along with the **+** and **-** buttons.

In the main menu all sub-menus are displayed:

- **EDIT** - menu to modify the behaviour of all controllers (sliders and buttons)
- **SETTINGS** - menu to setup or reset the MONOLIT as well as for doing the firmware update
- **LOAD** - load presets
- **SAVE** - save presets
- **EXTERNAL DEVICE** - setup how external MIDI devices are interpreted by the MONOLIT
- **GRID** - setup how Monome Grid is interpreted by the MONOLIT
- **GAMEPAD** - setup how a gamepad is interpreted by the MONOLIT

EDIT MENU



Edit mode allows you to adapt MONOLIT's behaviour to your needs. It can be highly customized.

We can enter the edit menu from the main menu by using the buttons under the display. Here, we can change how each button and slider works.

Once inside the edit menu, you can select the controllers to customize. Pressing a button located under a slider allows you to pair them for editing.

To edit the parameter, press the rightmost button under the display or press shift to start changing the selected slider.

SLIDER AND BUTTON EDITING

The edit menu has two sections: the first is dedicated to changing the behaviour of a slider, and the second of a button. Currently, editing a button's behaviour is only available in the slider's CC mode; in the other three modes, the button is preconfigured in its behaviour.

MODES

The first parameter in the editing menu is the mode. By changing this parameter, we can set up four different modes of behaviour for a selected slider and button. This parameter also changes consecutive parameters, which correspond with the mode.

- **CC (CONTROL CHANGE)**
- **NOTES**
- **LFO (LOW-FREQUENCY OSCILLATOR)**
- **MOTION**

CC MODE (CONTROL CHANGE)



Control Change mode allows changing the parameters of controlled devices.

CC PARAMETERS

- **CHANNEL** - changes the MIDI channel through which MIDI messages will be sent.
- **CC NUM** - control change number. Up to 128 different CCs (from 0 to 127) can be used per channel. If the chosen CC is already used by other controls, a little cross will be displayed before the number.
- **MIN** - sets the minimum value for the sent MIDI messages
- **MAX** - sets the maximum value for the sent MIDI messages
- **TIME** - creates a time lag for changed slider values.
- **RENAME** - allows you to name or change the slider's selected slider. When the name is edited, the first two buttons under the display allow you to navigate between characters and change those with sliders. By pressing the shift key, you can delete unnecessary characters. If a USB keyboard is connected to the MONOLIT, it can be used for easier renaming.

CC MODE BUTTON EDITING

Currently, editing a button's behaviour is only available in the slider's CC mode; in the other three modes, the button is preconfigured to its behaviour.

- **CC (Control Change)** - lets you change the values of a controlled parameter.
- **NOTE** - allows you to send out a MIDI message as a MIDI note.
- **PROGRAM** - sends a program change MIDI message, for example, to switch between different states or presets of a controlled device.

BUTTON: CC PARAMETERS

- **CHANNEL** - changes the MIDI channel through which MIDI messages will be sent.
- **MODE** - In **MOMENT** mode, the button sends a high MIDI value when it is held; once it is released, the low MIDI value is sent. **TOGGLE** mode makes the button work as a switch between high and low MIDI values; the button does not need to be held..
- **CC NUM** - Up to 128 different control change (CC) (from 0 to 127) can be used per channel. If the chosen CC is already used by other controls, a little cross will be displayed before the number.
- **CC STEPS** - (only possible in the **TOGGLE** mode) increases the number of steps for button output values. The maximum number of steps is 10. That allows you to have MIDI values between the minimum and maximum for the output.
- **MIN** - sets the minimum value for the sent MIDI messages.
- **MAX** - sets the maximum value for the sent MIDI messages.
- **INVERT** - inverts sent button values. In **MOMENT** mode, the default sent value is a high MIDI value; once it is held, the low MIDI value is output.

BUTTON: NOTE PARAMETERS

- **CHANNEL** - changes the MIDI channel through which MIDI messages will be sent.
- **NOTE** - sets the sent MIDI note from a button. If the note is already used by another controller, a small cross will appear before the set MIDI note value.
- **VELOCITY** - controls the dynamics of the MIDI note being triggered or held.

BUTTON: PROGRAM PARAMETERS

- **CHANNEL** - changes the MIDI channel through which MIDI messages will be sent.
- **PROGRAM NUM** - changes the MIDI program number to which the button will switch the controlled devices.
- **RENAME** - allows you to name or rename the selected slider. When the name is edited, the first two buttons under the display enable you to navigate between characters and change those with sliders. By pressing the shift key, you can delete unnecessary characters. If a USB keyboard is connected to the **MONOLIT**, it can be used for easier renaming.

NOTES



The NOTES mode enables a slider to send MIDI notes once a specific section or point on the slider is reached.

NOTES PARAMETERS

- **CHANNEL** - changes the MIDI channel through which MIDI messages will be sent.
- **TYPE** - if TRIG is chosen, a MIDI message will be sent once a slider reaches a specific point, corresponding with a MIDI note. Trig mode enables two consecutive parameters to change: margin and length of a triggered MIDI note. If GATE is chosen, the MIDI note is held once the slider reaches a specific section between the points, corresponding to MIDI notes.
- **MARGIN** - (only available in TRIG type) changes the spacing between MIDI note points.
- **LENGTH** - (only available in TRIG type) changes the length of triggered MIDI notes in milliseconds.
- **VELOCITY** - changes the strength in dynamics a MIDI note is triggered or held.
- **TIME** - creates a time lag for changed slider values. The time lag can fake a sequencer's behaviour in the notes mode.
- **STEPS** - changes how many MIDI note points are laid out on a slider. The maximum number of steps is 6, and the minimum is 2.
- **OFFSET** - creates an offset for all MIDI notes in semitones.
- **NOTE EDIT** - allows you to change the MIDI notes corresponding to the created steps. When editing is entered, the leftmost button under the display allows you to go through the steps and edit their MIDI notes with -/+. To make the process faster, you can hold shift and move the selected slider to edit MIDI notes.
- **RENAME** - allows you to name or rename the selected slider. When the name is edited, the first two buttons under the display enable you to navigate between characters and change those with sliders. By pressing the shift key, you can delete unnecessary characters. Use a USB keyboard to rename items more easily.

Button can not be edited in the notes mode and is currently disabled. Future firmware updates will allow for more flexibility..

LFO (LOW-FREQUENCY OSCILLATOR)



The LFO mode enables the usage of a slider as a low-frequency oscillator to modulate controlled parameters.

LFO PARAMETERS

- **CHANNEL** - selects the MIDI channel through which MIDI messages will be sent.
- **CC NUM** - control change number. Up to 128 different CCs (from 0 to 127) can be used per channel. If the chosen CC is already used by other controls, a little cross will be displayed before the number.
- **STATE** - activates or deactivates the LFO by default. In performance mode, you can switch this setting on the fly using the button under a slider.
- **SYNC** - Synchronize the LFO speed with MONOLIT's internal or external MIDI clock.
- **RATE** - changes the speed of the LFO in Hz (Hertz).
- **DEPTH** - changes the amplitude of LFO.
- **WAVEFORM** - switches the waveform of the LFO between sine, saw, square, and random.
- **POLARITY** - makes the LFO work in different relations to the set slider value. POS - makes the LFO work in the positive range, starting from the slider value and going above it. NEG - the reverse of the POS (makes the LFO work in the negative range, starting from the slider value and going below it). BOTH - makes the LFO work in both polarities, centering the modulation around the slider value.
- **RENAME** - allows you to name or rename the selected slider. When the name is edited, the first two buttons under the display enable you to navigate between characters and change those with sliders. By pressing the shift key, you can delete unnecessary characters. Use a USB keyboard for easier renaming.



NOTE: On the main screen, pressing the **button** toggles the LFO on or off. In edit mode, use **Shift + Button** to enable or disable the LFO.

LFO SYNC



The **LFO SYNC** function allows you to synchronize the Low-Frequency Oscillator (LFO) speed with MONOLIT's internal clock or an external MIDI clock. To activate the internal clock, press **SHIFT + START** on the main screen, and to stop it, press **SHIFT + STOP**.

To enable synchronization, activate the **SYNC** parameter in the main LFO menu; if the internal clock is selected, a menu will appear to set the BPM value.

LFO SYNC PARAMETERS

- **RATE** - Adjusts the LFO speed in synchronized mode.
- **BPM (for internal clock only)** - Allows you to manually set the BPM value when using internal synchronization.

MOTION



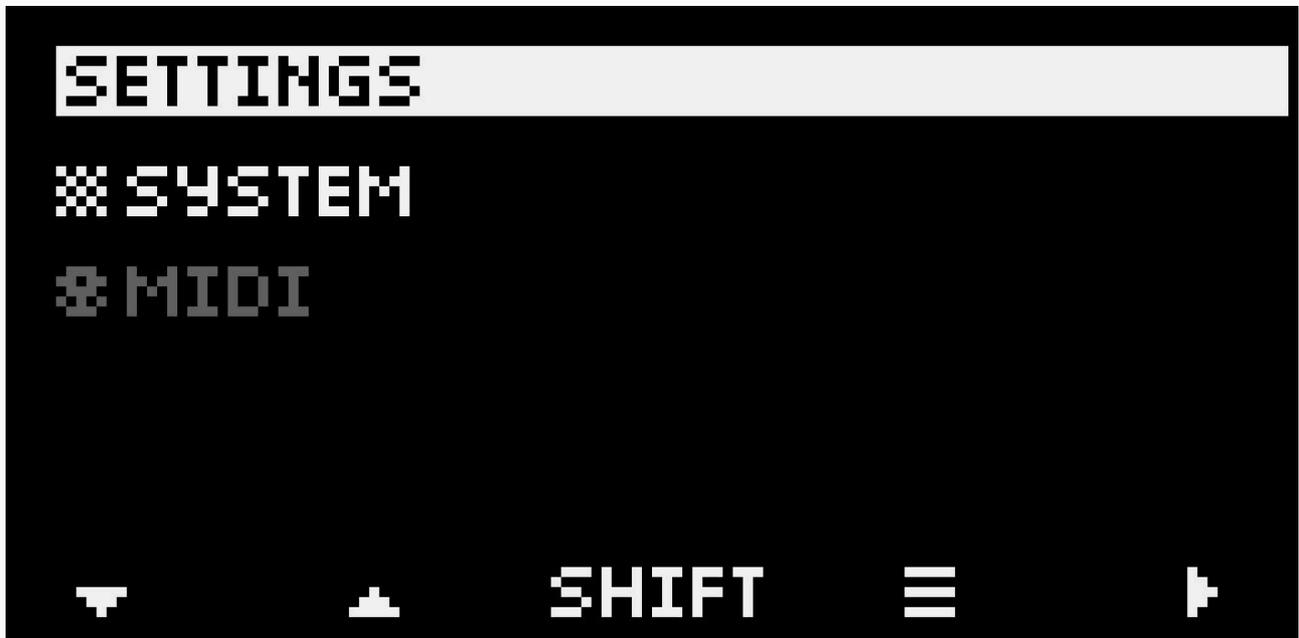
Motion mode allows you to record the motion of a slider and play it back to create expressive automation of the modulated parameters. Motion is recorded when the button is held, and the slider is moved.

MOTION PARAMETERS

- **CHANNEL** - changes the MIDI channel through which MIDI messages will be sent.
- **CC NUM** - control change number. Up to 128 different CCs (from 0 to 127) can be used per channel. If the chosen CC is already used by other controls, a little cross will be displayed before the number.
- **PLAY MODE** - when ONE is selected, the recorded motion is played back only once. If LOOP is selected, the motion will be looped after its recording.
- **AUTOPLAY** - this feature allows you to automatically playback the motion after its recording.
- **RENAME** - allows you to name or rename the selected slider. When the name is edited, the first two buttons under the display enable you to navigate between characters and change those with sliders. By pressing the shift key, you can delete unnecessary characters. Use a USB keyboard for easier renaming.

Button activates or deactivates the recorded motion. The motion is recorded when the button is held, and the slider is moved.

SETTINGS



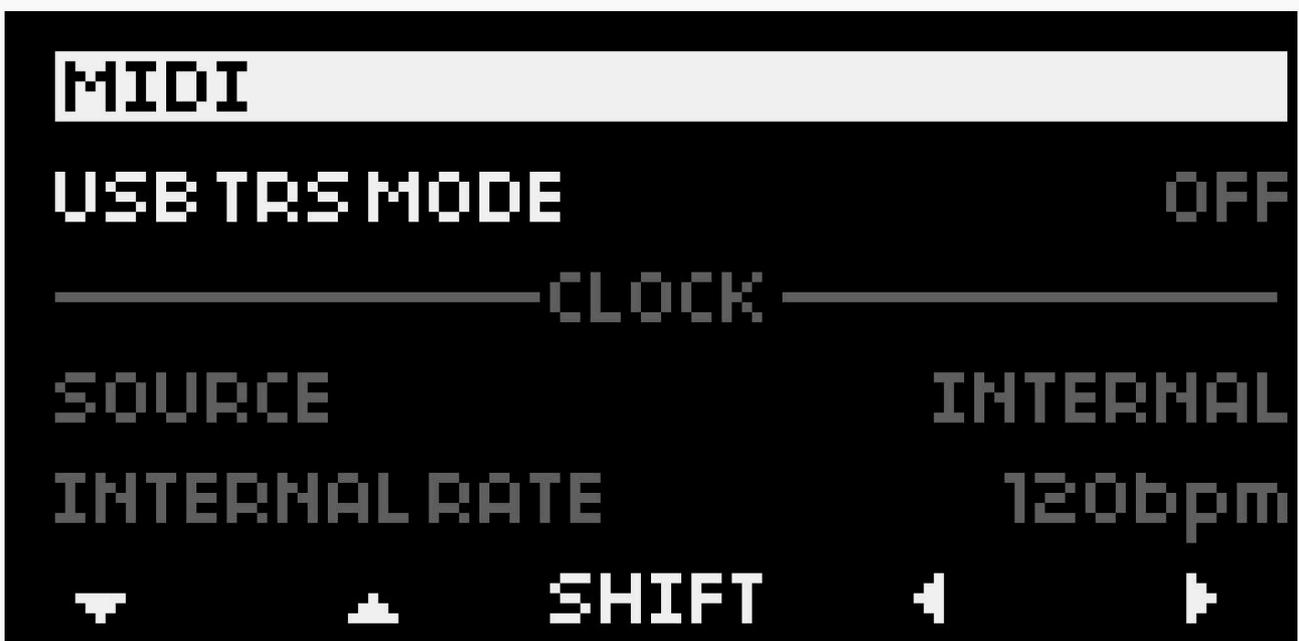
It is possible to set up and reset the MONOLIT in the settings menu.

SYSTEM



- **CLEAR SETTINGS** - Resets MONOLIT to its default preset. If a preset has been saved, it can be reloaded later to restore previous configurations. This feature is useful for starting a new preset from scratch.
- **MERGE MODE** - Smooths transitions between banks. When switching banks with different slider values, the parameter gradually adjusts to match the physical slider position, preventing abrupt jumps.
- **STARTUP ANIMATION** - Enables or disables the startup animation. Disabling it will speed up the device's startup process.
- **UPDATE FIRMWARE** - Activates UPDATE MODE, allowing MONOLIT to appear as an external drive on your computer for firmware updates.
- **FORMAT MEMORY** - Clears all saved presets from the preset manager.
Warning: This action is irreversible, and all presets will be permanently removed.

MIDI



- **USB TO TRS** - Enables MIDI messages to be sent and received via a TRS connection. For instance, MIDI signals can be sent from a DAW to an external device through the TRS MIDI output.

In the Clock section, configure MIDI clock source and BPM settings.

- **SOURCE** - Selects the clock source (internal or external).
- **BPM** - Adjusts the beats-per-minute value, available only when the internal clock is active.

UPDATE FIRMWARE

Set MONOLIT to update mode, and it will appear as an external drive on your computer.



NOTE: You can enter **UPDATE MODE** with MONOLIT turned off by holding the left black button while connecting the cable.

MONOLIT FIRMWARE UPDATE GUIDE

1. Connect MONOLIT to your computer

Use a USB cable to connect MONOLIT to your laptop or desktop.

2. Open the update menu

- On MONOLIT, navigate to **SETTINGS** and select **UPDATE FIRMWARE**.
- Alternatively, hold the left black button below the screen while plugging in the USB cable.

3. MONOLIT will appear as an external drive

Once the firmware update option is selected, MONOLIT will appear on your computer as an external drive.

4. Update the firmware file

- In the root folder of the drive, locate the existing firmware file.
- Delete the old `.bin` file from MONOLIT.
- Copy the new firmware file into the same folder.

5. Complete the update

After replacing the firmware file, MONOLIT will automatically reboot to complete the update.

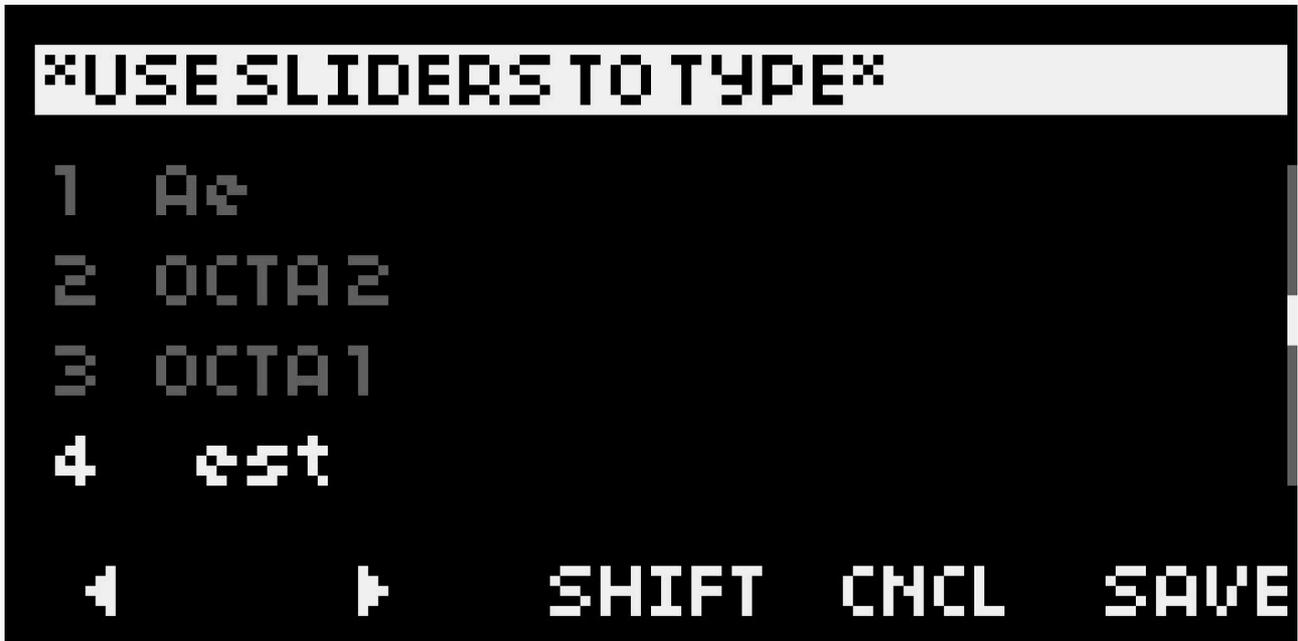


NOTE: It is crucial to delete the old firmware file before uploading the new one; failing to do so may result in system malfunction.

PRESET MANAGER

The MONOLIT can store presets, allowing you to save and recall complex configurations quickly. Each preset contains 8 BANKS, labeled alphabetically (A through H), which act as separate states within the selected preset. This design enables users to organize multiple configurations under a single preset, enhancing workflow flexibility.

NAMING PRESETS



The process of naming presets is identical to naming sliders or buttons. Use the interface buttons to navigate between characters and sliders to modify them. For faster and more convenient input, an external USB keyboard can be connected to MONOLIT.

LOAD

The LOAD function allows you to recall a previously saved preset. Simply select the desired preset from the list to restore its settings.

SAVE

The SAVE function lets you store the current state of MONOLIT as a preset. This includes all slider positions, button settings, and other parameters configured at the time of saving.

The preset system is designed for quick and efficient management of your configurations, making MONOLIT adaptable for different performance scenarios.

EXTERNAL MIDI DEVICE



When an external MIDI device is connected to the USB 2.0 Type-A port, a small square will pulse in the upper-left corner of the display, indicating a successful connection.

By opening the **MIDI DEVICE** menu, you can configure how MONOLIT interprets and processes MIDI information from the external device before sending it further.

PARAMETERS

- **CHANNEL** - modifies the MIDI channel through which messages are sent. Selecting "Don't change" ensures that the MIDI channel from incoming messages is passed through unchanged.
- **TRANSPOSE** - shifts all MIDI notes by a specified number of semitones, allowing quick pitch adjustments.
- **MODE** - selects the algorithm used to interpret incoming MIDI messages for further processing.

MIDI DEVICE MODES

- **NONE** - MONOLIT passes through external MIDI messages without any changes.
- **SPLIT** - divides incoming MIDI notes into two layers: lower and upper. Each layer can be assigned to a different MIDI channel, enabling control of two different synths or sounds with one keyboard.
- **KEY FOLLOW** - mode converts MIDI notes into CC (Control Change) MIDI messages. If **MUTE NOTE** is turned off, the played MIDI note will also pass through.
- **ARPEGGIATOR** - generates rhythmic patterns by cycling through held MIDI notes with options for scale selection and randomization.

SPLIT



SPLIT mode divides incoming MIDI notes into two layers: lower and upper. Each layer is assigned a specific range of MIDI notes, which can be routed to different MIDI channels. This allows you to play and control two separate instruments or sounds simultaneously using a single MIDI keyboard. For example, the lower layer could control a bass sound on one synth, while the upper layer plays a lead sound on another synth.

- **SPLIT POINT** - Defines the note that separates the lower and upper ranges. Notes below this point belong to the lower range, while notes above it belong to the upper range.

LOWER

- **CHANNEL** - assigns a MIDI channel for the lower range.
- **TRANSPOSE** - shifts all MIDI notes in the lower range by a specified number of semitones.

UPPER

- **CHANNEL** - assigns a MIDI channel for the upper range.
- **TRANSPOSE** - shifts all MIDI notes in the upper range by a specified number of semitones.

KEY FOLLOW



The **KEY FOLLOW** mode transforms MIDI notes into **Control Change (CC)** messages, allowing dynamic control of parameters based on played notes. This mode is ideal for creating expressive modulations or mapping specific note ranges to control values. If the **MUTE NOTE** parameter is disabled, the original MIDI notes will also pass through MONOLIT alongside the generated CC messages.

PARAMETERS:

- **CC NUM** - specifies the Control Change number. Up to 128 different CCs (from 0 to 127) can be assigned per channel. If the selected CC is already in use by another control, a small cross will appear before the number.
- **NOTE MIN** - sets the minimum MIDI note in the range to be transformed into CC.
- **NOTE MAX** - sets the maximum MIDI note in the range to be transformed into CC.
- **CC MIN** - sets the minimum CC value for the outgoing MIDI message.
- **CC MAX** - sets the maximum CC value for the outgoing MIDI message.
- **MUTE NOTE** - prevents MIDI notes from passing through MONOLIT.

ARPEGGIATOR



The **ARPEGGIATOR** generates rhythmic patterns by cycling through held MIDI notes in a defined order and tempo. It offers options for **scale selection**, ensuring notes stay within a chosen musical key, and **randomization**, adding variation to the patterns. This feature is perfect for creating dynamic melodies, textures, and rhythmic sequences in real-time.

PARAMETERS

- **STATE** - turns on/off the arpeggiator.
- **STYLE** - switches between different styles of arpeggiation:
 1. **UP** - makes arpeggio to have an ascending melody with held notes
 2. **DOWN** - makes arpeggio have a descending melody with held notes
 3. **UP DOWN** - makes the melody movement ascend and descend without repetition of the highest and lowest notes
 4. **UP AND DOWN** - makes the melody movement ascend and descend with the repetition of the highest and lowest notes.
 5. **PINKY UP** - alternates between low notes of the held chord and the highest one. Goes in such a manner only from bottom to top notes.
 6. **PINKY UP DOWN** - alternates between low notes of the held chord and the highest one. Goes in such a manner from bottom to top and backward.
 7. **THUMB UP** - alternates between the lowest note and higher notes of the held chord. Goes in such a manner only from bottom to top notes.
 8. **THUMB UP DOWN** - alternates between the lowest note and higher notes of the held chord. Goes in such a manner from bottom to top and backward.
 9. **PLAY ORDER** - creates arpeggios with the melody that follows the play order of the held MIDI notes
 10. **CHORD** - creates repeating chords from the held MIDI notes
 11. **RANDOM** - makes arpeggio from randomly picked held MIDI notes
 12. **RANDOM ONCE** - creates only once a random order for held MIDI notes and then repeats it

- **SCALE** - sets scales to quantise the arpeggios. In the case of scales like Major/Minor, there will be an additional parameter to pick a root note.
 1. **MAJOR** – Major scale.
 2. **MINOR** – Minor scale.
 3. **DORIAN** – Dorian mode.
 4. **MIXOLYDIAN** – Mixolydian mode.
 5. **LYDIAN** – Lydian mode.
 6. **PHRYGIAN** – Phrygian mode.
 7. **LOCRIAN** – Locrian mode.
 8. **WHOLE TONE** – Whole-tone scale.
 9. **HALF-WHOLE DIM.** – Half-whole diminished scale.
 10. **WHOLE-HALF DIM.** – Whole-half diminished scale.
 11. **MINOR BLUES** – Minor blues scale.
 12. **MINOR PENTATONIC** – Minor pentatonic scale.
 13. **MAJOR PENTATONIC** – Major pentatonic scale.
 14. **HARMONIC MINOR** – Harmonic minor scale.
 15. **HARMONIC MAJOR** – Harmonic major scale.
 16. **DORIAN #4** – Dorian mode with a raised 4th.
 17. **PHRYGIAN DOMINANT** – Phrygian dominant mode.
 18. **MELODIC MINOR** – Melodic minor scale.
 19. **LYDIAN AUGMENTED** – Lydian mode with an augmented 5th.
 20. **LYDIAN DOMINANT** – Lydian dominant mode.
 21. **SUPER LOCRIAN** – Super Locrian mode.
 22. **8-TONE SPANISH** – Eight-tone Spanish scale.
 23. **BHAIRAV** – Bhairav, an Indian mode.
 24. **HUNGARIAN MINOR** – Hungarian minor scale.
 25. **HIRAJOSHI** – Hirajoshi, a Japanese scale.
 26. **IN-SEN** – In-sen, a Japanese scale.
 27. **IWATO** – Iwato, a Japanese scale.
 28. **KUMOI** – Kumoi, a Japanese scale.
 29. **PELOG SELISIR** – Pelog Selisir, an Indonesian scale.
 30. **PELOG TEMBUNG** – Pelog Tembung, an Indonesian scale.

- **ROOT** - (only active for relevant scales) sets the root note for the selected scale.
- **BPM** - Beats Per Minute tempo for the arpeggiator
- **CLOCK MULTIPLIER** - sets the speed of the arpeggiator relative to BPM in duplet/triplet note divisions.
- **STEPS** - how many additional steps arpeggiator would generate with the chosen distance (following the parameter)
- **DISTANCE** - a shift value in semitones for the following additional steps related to the held MIDI notes



- **RANDOMIZER** - The **RANDOMIZER** is an additional section designed to introduce variation into generated melodies. It applies random shifts to the arpeggiated MIDI notes, while ensuring these variations remain quantized to the selected scale, maintaining musical coherence.

PARAMETERS OF THE RANDOMIZER:

- **STATE** - turns on/off the randomizer (you can also write “turns the randomizer off and on.”)
- **DISTANCE** - adds random shifts of the arpeggiated MIDI notes in semitones.
- **RANGE** - deviation in semitones of randomly shifted MIDI notes.
- **CHANCE** - probability of adding the randomisation to a MIDI note
- **SIGN** - set the direction in which the randomizer shifts MIDI notes:
 1. **ADD** - adds to MIDI notes some amount of semitones
 2. **SUB** - subtracts from MIDI notes some amount of semitones
 3. **BI** - shifts MIDI notes in semitones in both directions (addition and subtraction combined)

GAMEPAD

GAMEPAD CONNECTION

MONOLIT can automatically convert standard gamepad controls into MIDI messages. To use this feature, connect a gamepad via USB to the USB 2.0 Type-A input. Most industry-standard gamepads are compatible. When a gamepad is connected and interacted with, a small **G** letter will appear in the upper-left corner of the display.

By accessing the **GAMEPAD MENU**, you can configure how MONOLIT interprets and sends MIDI information from the gamepad.

When a gamepad button or control is pressed, the display shows the corresponding name for that control. After interacting with a control, you can assign its behavior. Gamepad controls are divided into two types: **buttons** and **axes**.

- **BUTTONS** can send either MIDI CC or MIDI Note messages.
- **AXES** are converted only to MIDI CC messages.

PARAMETERS FOR BUTTONS:

- **STATE** - enables or disables a button.
- **TYPE** - sets the button to send either **NOTE** or **CC** messages.
 - a. If **NOTE** is selected, the button sends MIDI note messages.
 - b. If **CC** is selected, the button sends Control Change messages.
- **CHANNEL** - sets the MIDI channel for sending messages.
- **NOTE** (*only in NOTE type*) - assigns the MIDI note number triggered by the button.
- **VELOCITY** (*only in NOTE type*) - adjusts the velocity (dynamics) of the triggered MIDI note.
- **MODE** (*only in CC type*) - defines the button's behavior:
 - a. **MOMENT**: Sends a high MIDI value while held and a low value when released.
 - b. **TOGGLE**: Toggles between high and low MIDI values on each press.
- **CC NUM** - sets the Control Change number. Up to 128 CC values (0–127) can be assigned per channel.
- **INVERT** - reverses the button's behavior: the default value is high, and pressing the button sends the low value.

PARAMETERS FOR AXES:

- **STATE** - enables or disables an axis controller.
- **CC NUM** - sets the Control Change number. Up to 128 CC values (0–127) can be assigned per channel.
- **CHANNEL** - sets the MIDI channel for sending messages.
- **MIN** - defines the minimum value for the sent MIDI messages.
- **MAX** - defines the maximum value for the sent MIDI messages.

This feature makes MONOLIT highly versatile, allowing users to repurpose gamepad controls for creative MIDI mapping in both studio and live performance scenarios.

GRID CONNECTION (MONOME)

MONOLIT supports connecting the **MONOME GRID** via the USB 2.0 Type-A port. Currently, the GRID functions as a MIDI keyboard with scale selection, similar to the key layout implementation found in devices like Ableton Push or LinnStrument.

This feature is experimental at the moment, but we plan to actively develop it. We are fans of MONOME and highly value their contribution to the culture, which is why we see great potential in integrating the GRID with MONOLIT.

PARAMETERS OF THE GRID MENU:

- **CHANNEL** - Sets the MIDI channel through which MIDI messages will be sent.
- **SCALE** - Selects the scale for the GRID, defining the notes available for play.
- **KEY** Sets the root note of the selected scale, establishing the GRID's starting point.
- **VELOCITY** - Adjusts the velocity of the notes played, controlling the dynamic range.
- **OFFSET** - Shifts the selected scale or key up or down by a set number of semitones.

CONCLUSION

MONOLIT adapts to your needs, making the creative process seamless and inspiring. Customize, control, and experiment with ease.

We're glad that MONOLIT has become part of your creative journey. Share your feedback – it helps us improve.

Welcome to the world of MONOLIT.

Create and enjoy!

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