777

QUICK START GUIDE

MIDI INPUT   MIDI THRU   MIDI OUTPUT   PITCH INPUT   GATE INPUT   ACCENT INPUT   FILTER INPUT   AUDIO INPUT   PITCH OUTPUT   GATE OUTPUT   ACCENT OUTPUT   MASTER OUTPUT

FUTURERETRO

OSCILLATOR A

CONTROL	PITCH	SHAPE	LEVEL	SUB LEVEL
INTERNAL / CV INPUT				

AMPLIFIER

ACCENT DECAY	MAIN DECAY	SHAPE	BASS	GAIN TYPE	OVERDRIVE	ACCENT	VOLUME
		ENVELOPE / GATE	NORMAL / BOOST	NORMAL / PHASE			

OSCILLATOR B

CONTROL	PITCH	SHAPE	LEVEL	SUB LEVEL
INTERNAL / CV INPUT				

NOISE

LEVEL

FILTER

GAIN	SLOPE	CUTOFF	RESONANCE	RES MAX	ACCENT	HPF CUTOFF
	3 POLE / 7 POLE					

GLIDE

TIME

PITCH MODULATION

SHAPE	AMOUNT	SHAPE	AMOUNT	DECAY	AMOUNT
OSCILLATOR B TO A		OSCILLATOR A TO B		VCO B PITCH ENVELOPE	

FILTER MODULATION

TYPE	AMOUNT	SHAPE	AMOUNT	DECAY	AMOUNT
NORMAL / WARP	CV INPUT		FROM OSCILLATOR B		FILTER ENVELOPE

MEMORY

SONG	BANK	CLEAR
		ROTATE

REMIX

X AXIS	ACTIVE	Y AXIS

INFORMATION

DATA

```
PATTERN SELECT
BANK: 1
ACTIVE: B1 P1
PLAY 110.0 BPM 1/16
SWING 56.0%  1/16
```

EDIT

TIME	TRANS	ACCENT	GLIDE	LOOP	SWING
COPY	PASTE	MIDI	SYSEX		TEMPO

PATTERN AND SONG SELECT

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

RUN

CUE

777

HELLO.

Meet the FR-777

The legendary dual oscillator, monophonic analogue bass synthesizer, with expanded digital sequencing controls.

Below are the rear connections users will need to begin operating this instrument.
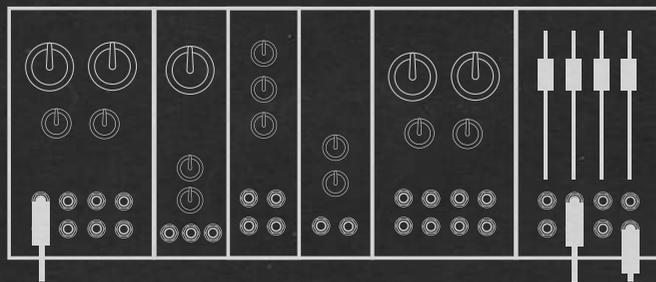
⊖—⊙—⊕

15 VDC   POWER   MASTER OUTPUT   MIDI *OPTIONAL
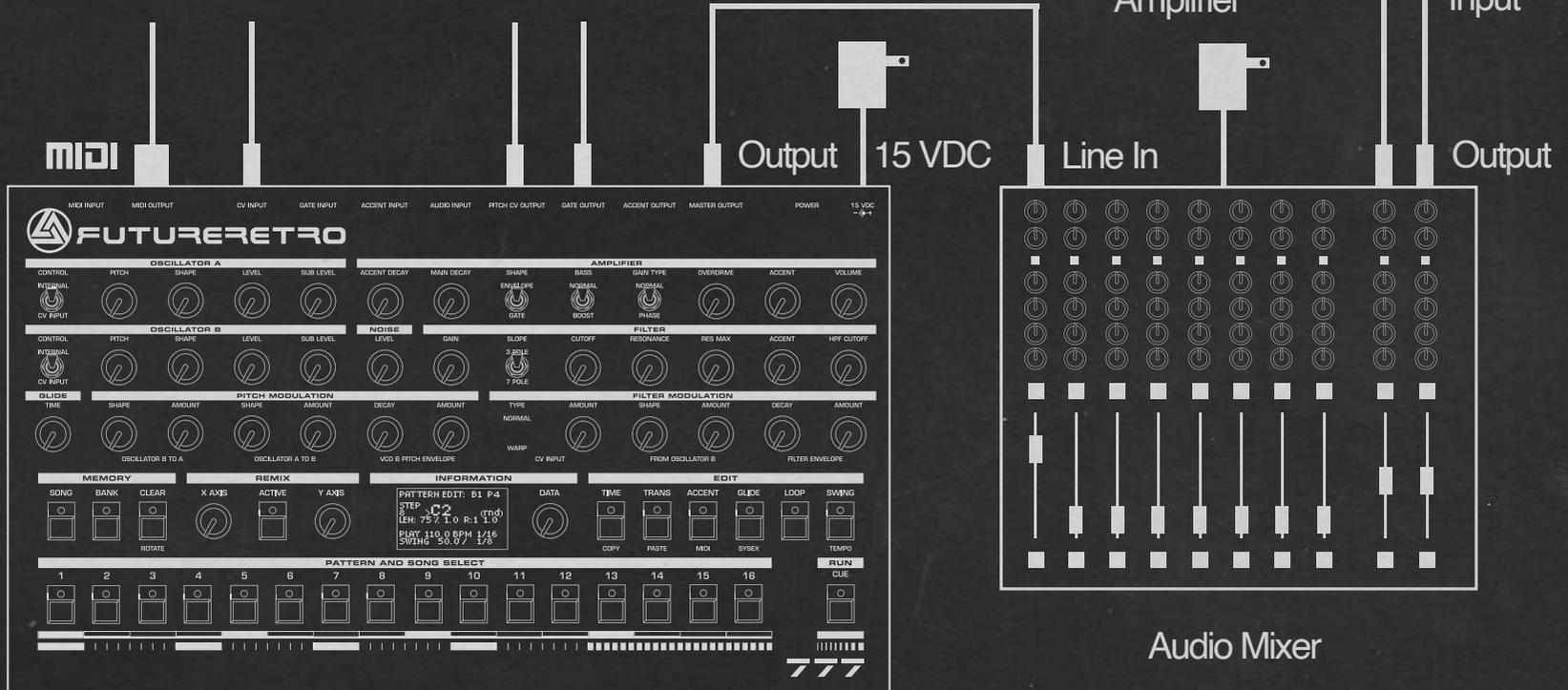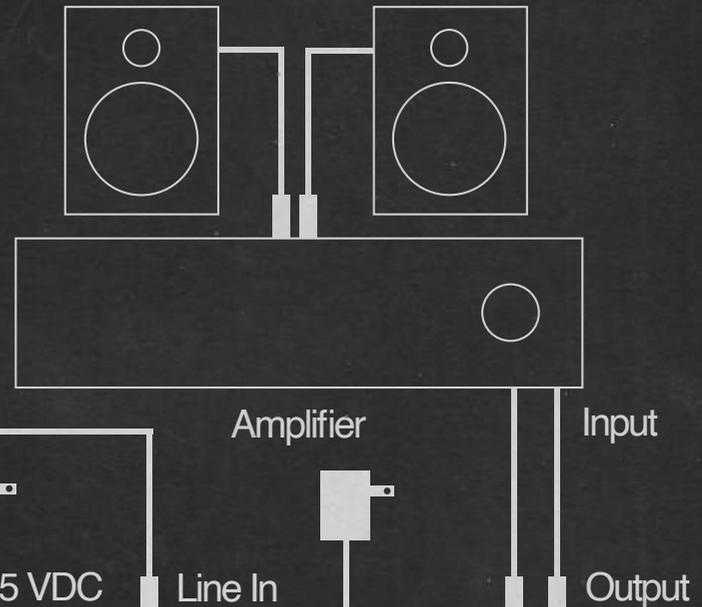
GETTING STARTED

Power & Audio signal routings

Always mute or turn the power **OFF** before making or changing any power or audio connections.

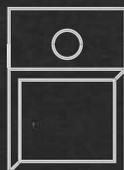Users with external hardware can use MIDI or Control Voltage to interface with the **FR-777**.

Send voltages to or from Modular setups

MIDI
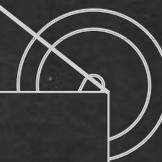
Output   15 VDC   Line In   Output

Amplifier   Input

Audio Mixer

X AXIS   ACTIVE   Y AXIS   DATA

PATTERN SELECT

BANK: 1
ACTIVE: B1 P1

PLAY 110.0 BPM 1/16
SWING 56.0%   1/16

THE FUTURE RETRO
OLED & WORKFLOW.

MEMORY

SONG   BANK   CLEAR

ROTATE

Upon startup, the **FR-777** will load the **PATTERN SELECT** screen. The internal memory will recall the last pattern in use.

The **MEMORY** section of the digital controls will enable users to begin arranging steps into patterns, and patterns into songs. Each step can recall a variety of parameters, all operating simultaniously.

The **PATTERN SELECT** screen will display the active **BANK** and **PATTERN**, as well as the **Tempo (BPM)**, **Pattern Timing**, **Swing Amount**, and **Swing Timing.**

Press the **DATA** encoder to quickly navigate through each parameter.

PATTERN SELECT mode allows users to recall saved patterns from the memory bank.

SONG   BANK   CLEAR

ROTATE

PATTERN EDIT mode allows users to edit single steps, as well as most other pattern parameters.

SONG   BANK   CLEAR

ROTATE

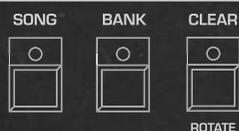**SONG EDIT** mode arranges saved patterns for recall in a user defined order.

DIGITAL CONTROLS
Navigating the 777

The **OLED** screen will display your parameters in full detail. In this brief overview, we will break down switch and encoder control sections.

Your digital controls can be broken down into four sections:

MEMORY
SONG   BANK   CLEAR
ROTATE

MEMORY

will navigate through **PATTERN EDIT** mode, **SONG EDIT** mode, and **PATTERN SELECT** mode. Holding **CLEAR** and selecting a step will erase the data for the step, pattern, or song selected.

REMIX
X AXIS   ACTIVE   Y AXIS

REMIX

Use the **X AXIS** and **Y AXIS** encoders to select one of 256 available playback directions. Clicking the **ACTIVE** switch will activate or deactivate the remix playback.
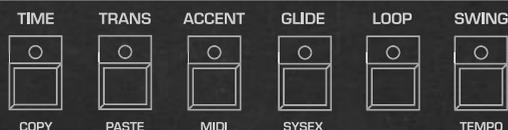
INFORMATION

PATTERN EDIT: B1 P4
STEP> **C2** +3
8   +1(.25)
LEN: 75% 1.0 R:1.0
PLAY 110.0 BPM 1/16
SWING 56.0%   1/16

DATA

INFORMATION

includes our updated **OLED** data screen, as well as user's main **DATA** encoder for navigation. Pressing the encoder moves the cursor; turning it edits the selected value.

EDIT
TIME   TRANS   ACCENT   GLIDE   LOOP   SWING
COPY   PASTE   MIDI   SYSEX   TEMPO

EDIT

includes **TIME**, **TRANS**, **ACCENT**, **GLIDE**, **LOOP**, & **SWING**, giving the user full control of both Global and per-step functionalities.
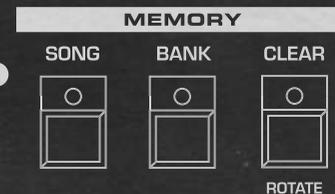
*the secondary functions listed below these switches apply to **SONG EDIT** mode

DIGITAL CONTROLS Cont.
Navigating the 777 **OLED**

USERS CAN RECOGNIZE PATTERN MODE WHEN NO LEDS UNDER THE MEMORY SECTION ARE LIT

NOW SELECT STEP 1-16 FOR EDITING.

MEMORY

SONG   BANK   CLEAR

ROTATE

This **CURSOR** will indicate which of these parameters is being currently affected by the **DATA** encoder.

```
1 —— PATTERN EDIT: B1 P4 —— 2
3 —— STEP >> C 2   4 +3       5
      8          +1(.25)
6 —— LEN: 75% 1.0  R:1 1.0 —— 7
8 —— PLAY 110.0 BPM 1/16 —— 9
      SWING 56.0%    1/16
```

DATA

1 Current Editing Mode

2 Bank / Pattern Selected

3 Current Step Number

4 Current Note Value

5 Current Step Pitch Randomization (rnd)

6 Gate Length & Gate On Probability

7 Ratchet Amount & Probability

8 Transport, BPM & Swing Amt.

9 Pattern Clock Division & Swing Time Division

PATTERN AND SONG SELECT

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
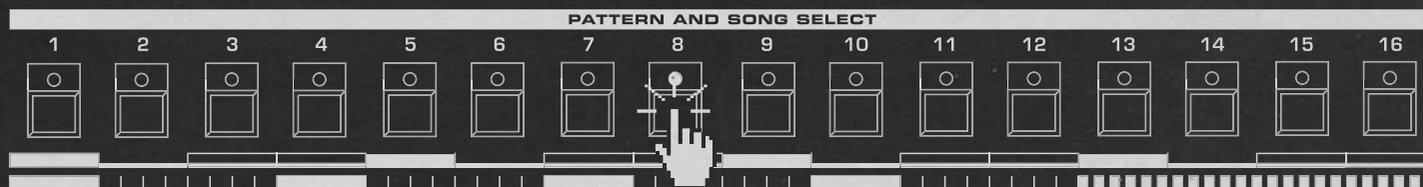
PATTERN EDIT MODE

Programming your musical ideas.

```
PATTERN EDIT:  B1 P4
STEP>C2  +3
8        +1(.25)
LEN: 75%  1.0  R:1 1.0

PLAY 110.0 BPM 1/16
SWING  56.0%    1/16
```

SONG   BANK

DATA

+

With the **SONG** & **BANK** switches deactivated, the **DATA** encoder will scroll through **PATTERN EDIT** mode.

Press **DATA** to move the edit cursor; or turn **DATA** to edit the value the cursor is pointing to.

```
PATTERN EDIT:  B1 P4
              TRANS
STEP C2   +4
8
LEN: 75%  1.0  R:1 1.0

PLAY 110.0 BPM 1/16
SWING  56.0%    1/16
```

TRANS   DATA

PASTE

+

Hold **TRANS** and turn the **DATA** encoder to adjust transpose function. The amount of transposition will be indicated in the **OLED**.

Holding CLEAR and pressing **TRANS** will reset transposition to 0.

*note: SCALE is saved per pattern, while TRANS is a global control

```
PATTERN EDIT:  B1 P4

STEP C2      (rnd)
8
LEN>75%  1.0  R:1 1.0
PLAY 110.0 BPM 1/8
SWING  50.0%    1/16
```
(FIG 1.)

TIME   DATA

+

Hold **TIME** and turn the **DATA** encoder to adjust the time signature of the pattern. (Fig. 1)

```
PATTERN EDIT:  B1 P4

STEP C2      (rnd)
8
LEN: 75%  1.0  R:1 1.0
PLAY 110.0 BPM 1/16
SWING  50.0%    1/8
```
(FIG 2.)

While holding the **TIME** switch, users may click the encoder to edit the **SWING** time (Fig. 2)

*SWING timing is also available in SWING extended edit

PATTERN EDIT MODE Cont.
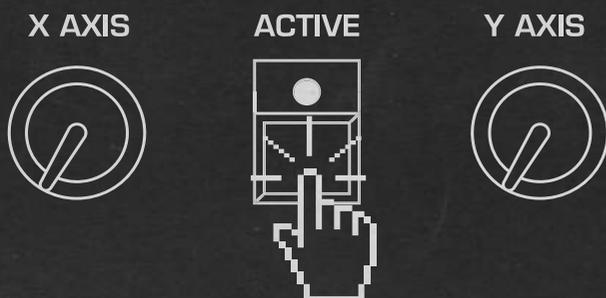
Programming your musical ideas.

Holding, clicking, or double clicking certain switches will activate different functions. Some switches will open up extended features that can be operated with all three encoders at once.

While holding the **ACTIVE** switch, the **OLED** displays **PATTERN RANDOMIZATION** features.

Pressing **CLEAR** will randomize all parameters

SONG   BANK   CLEAR   X AXIS   ACTIVE   Y AXIS
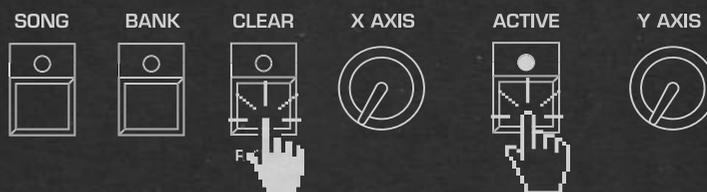
X, Y, and D in the **OLED** refer to **X AXIS**, **Y AXIS**, and **DATA** encoders for parameter control.

X AXIS   ACTIVE   Y AXIS

```
PATTERN RANDOMISATION
X:PITCH       (.87)
Y:GATES       (.73)
D:ACC/GLD     (.29)
(Press encoder sw.
 for new random)
```

DATA

```
PATTERN RANDOMISATION
X:PITCH       (.87)
Y:GATES       (.73)
D:ACC/GLD     (.29)
(Press encoder sw.
 for new random)
```
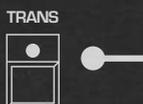
• Clicking each encoder will randomize the corresponding parameters.

• Turning the encoder will adjust the percentage of randomization.

PATTERN EDIT MODE Cont.

Programming your musical ideas.

While holding these **TRANS** or **SWING** switches, these extended features are displayed.

```
SCALE / TRANSPOSE

X: SCALE  Sus2Triad
Y: ROOT  C
D: XPOSE +4

PLAY 110.0 BPM 1/16
SWING  56.0%   1/16
```

TRANS

Double clicking the **TRANS** button acvitaves the **SCALE / TRASPOSE** menu.

Using the step keys will transpose the pattern, Step 9 is 0.

```
SWING / TEMPO

X: TEMPO
Y: SWING TIMING
D: SWING AMT

CUED 55.0 BPM 1/16
SWING  56.0%   1/16
```
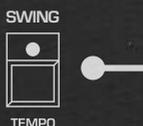
SWING

TEMPO

Double clicking the **SWING / TEMPO** menu allows users to adjust swing and tempo timing.

*also accessible in other modes, by holding SWING / TEMPO or TIME keys

Using these extended features allows users to make creative musical descisions on the fly.

X AXIS   ACTIVE   Y AXIS

```
PATTERN RANDOMISATION

X: PITCH      (.87)
Y: GATES      (.73)
D: ACC/GLD    (.29)

(Press encoder sw.
 for new random)
```
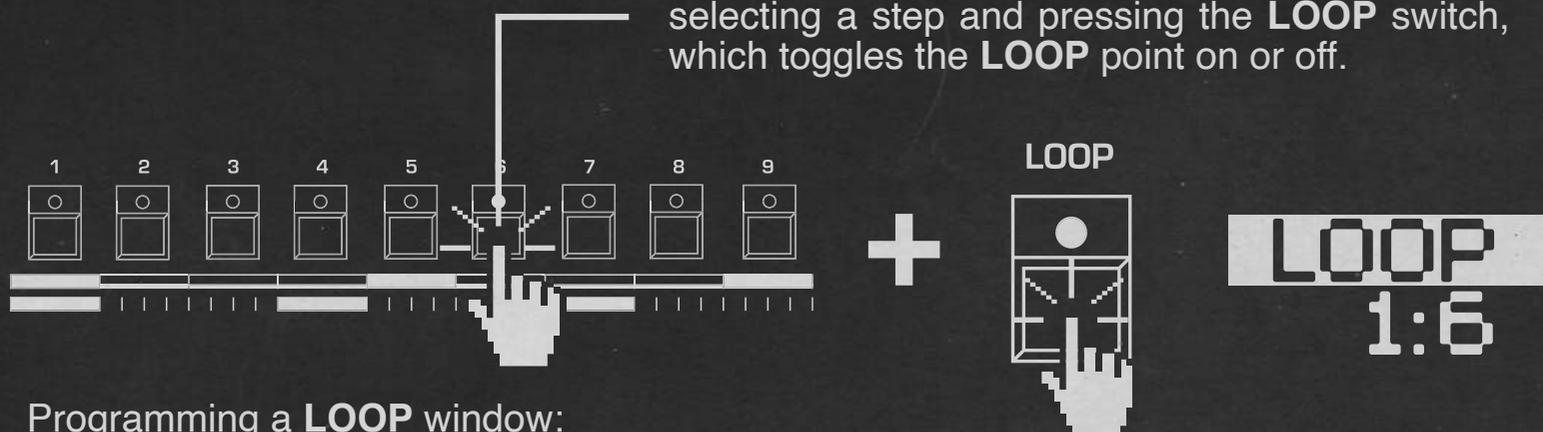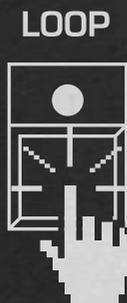
DATA

PATTERN EDIT MODE Cont.

Programming the **LOOP** function

The legacy **777** functionality can be accesed by selecting a step and pressing the **LOOP** switch, which toggles the **LOOP** point on or off.


Programming a **LOOP** window:

While holding down the **LOOP** switch, the **LOOP** window display will become visible. 1:6 indicates that steps 1-6 are now looping.

While continuing to hold down **LOOP**, the first step pressed will update the **LOOP** starting point. With the first step held, the second step pressed will define the end point.

By pressing and holding step 9, followed by 6, a new **LOOP** window is made between these steps.
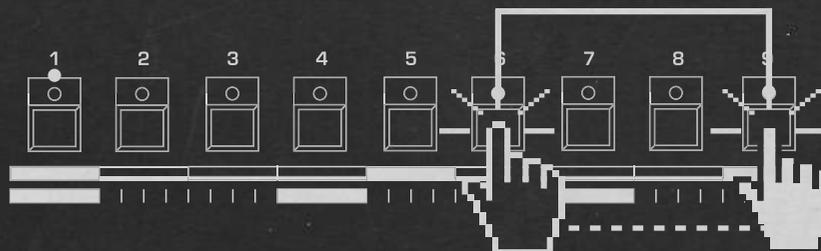
PATTERN EDIT MODE Cont.
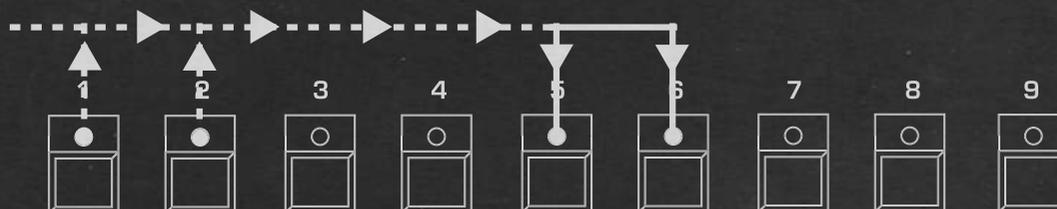## Programming the ROTATE / SHIFT function

CLEAR

DATA

The legacy **ROTATE** functionality can be accesed by holding the **CLEAR / ROTATE** switch, while turning the **DATA** encoder.

*LED chase lights will also indicate **ROTATE** end step

1 2 3 4 5 6 7 8 9

PATTERN EDIT: B1 P4
STEP> C2   +4
1
LEN:75% 1.0 R:1 1.0
PLAY 110.0BPM 1/16
SWING 56.0%   1/16

SHIFT

CLEAR

While holding down the **CLEAR** switch, the **SHIFT** display will become visible.

Holding the **CLEAR** switch will also allow the user to turn **X AXIS**, **Y AXIS** encoders to **ROTATE** or **SHIFT** the user programmed pattern in different ways.

X AXIS

Turning the **X AXIS** encoder will keep the **GATE** pattern in place and **SHIFT** all other pattern data left or right.

Y AXIS

Turning the **Y AXIS** encoder will **ROTAT**E only **GATE** data left or right.

THANK YOU

We hope that you enjoy the FR-777 :)