

aura

nektarine beat composer



Owner's Manual

Table of Contents

Declaration of Conformity	3
Introduction	4
Box Content	4
Aura Features	4
Minimum System Requirements	5
Minimum System Requirements	5
Power	5
Connecting to a Windows/OSX Computer	5
Downloading Firmware, Nektarine and Nektar DAW Integration for Aura	5
Aura Functional Overview	6-7
Using Aura with Nektarine	8
Internal Mode: Load and Save Presets	9
Load a Preset	9
Quick-Load a Preset	9
Save a Preset	9
Rename a Preset	9
Internal Mode: Factory Preset List	10
MIDI Assign: Programming Pads & Controls	11
Selecting a Control for Programming	11
Programming Pads	11
Programming the Pad Pressure Component	12
Pad LED Color & Sensitivity [Pad Config]	12
Programming Switches 1-7, Foot Switch 1 & 2	12
Programming Pots R1-8	13
Global	14
Global MIDI Channel	14
MIDI Output Jack	14
LED Dim	14
Pad Velocity Settings	15
Repeat	16
[Repeat On] Button	16
Repeat Settings	16
Trigger Sync (Beat sync vs Key Sync)	17
Step Sequencer	18
Programming Patterns - The Quick Start Guide	18
Diving Deeper - Collection Settings	18
Collection, Patterns, Parts and Steps Explained	19
Programming Pattern Parameters	19
Programming Parts Parameters	19
Activating Parts for Playback	20
Programing Step Parameters	20
Programming Steps	20
Tying Steps Together	20
Programming Accents	20
Pattern/Part/Step Edit	21
Changing Velocity Values for Multiple Parts OR Steps, in One Move	21
Changing Velocity Values for Pattern, Parts AND Steps in One Move	21
Changing Patter/Part/Step Parameters Back to Higher Level Settings	22
Example: Revert to Use 'Collection' or 'Pattern' Setting	22
Example: Reset both Part and Pattern to Collection Setting	22
Example: Reset Part and Step Settings from Pattern Level	22
Step Sequencer: Collection Menu	23
Tempo	23
Time Signature	22
Perform	23
Save a Collection	23
Rename a Collection	24
Load a Collection	24
Step Sequencer Functions (Pads)	25
Sequencer Key Combination Table	26
Clock Source & MIDI Clock Explained	26
Firmware Updates and Factory Restore	27

Declaration of Conformity

Europe

Aura has been tested to meet or exceed Emissions and Immunity requirements European Standards EN55032: 2012, EN 61000-3-3: 2013, EN 61000-3-2: 2006 + A1: 2009 & A2: 2009 and EN55024: 2010. Aura is in conformity with the provisions of EMC Directive 2014/30/EU.

United States

Aura has been tested to comply with FCC regulations Part 15, SubPart B, Class B, test method ANSI C63.4: 2014.

Dispose of product securely, avoiding exposure to food sources and ground water. Only use the product in accordance with the instructions.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a Particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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Introduction

A big thank you for buying Aura - the Nektarine Beat Composer. Aura is a great pad instrument developed with beat creation in mind. It features a drum machine style step sequencer which allows you to program a pattern for every pad and trigger them at any time, in any combination. Aura can be used in this way as part of a stand-alone MIDI system. Combined with the included Nektarine VST/VST3/AU and AAX plugin, the Aura system in addition becomes a powerful plugin control system where you can combine sounds from your favorite plugins with send and insert effects. With Aura hooked up to your DAW, Nektar DAW integration helps capture pad performances or Aura sequencer for a complete beat composing experience. We designed Aura with the aim to make beat creation simpler, more transparent and most of all fun. If Aura inspires you to create new and exciting grooves, we've succeeded in what we set out to achieve. Enjoy!

Box Content

Your Aura box contains the following items:

- The Aura pad controller
- Printed Owner's Manual
- A standard USB cable

Note: Aura is fully powered via USB so any additional power supply is optional and not included.

If any of the items above are missing, please let us know via email: stuffmissing@nektartech.com

Aura Main Features

- 16 velocity and pressure sensitive RGB illuminated pads
- TFT color display
- 8 rotary 360 pots
- 16 RGB LED illuminated buttons
- 27 dual color LED illuminated buttons
- 4 display buttons
- USB Type B socket. USB powered and class compliant (no driver needed).
- 1/4" TRS Footswitch jack for connection of up to 2 foot switch pedals with an optional Y-cable. (Y-cable not included).
- MIDI output, can be used as a USB MIDI interface, for direct MIDI connection or both at the same time.
- DC 9V / 600mA, center positive power supply socket (PSU not included).
- Power on/off switch.
- 16 Presets store pad configurations and MIDI assignments for pots and switches.
- 16 Pattern drum machine style Step Sequencer with 4 Parts each with 16 Steps per Part.
- 16 Collections store Sequencer setups of 16 Patterns each.
- Sequencer parameters programmable down to Step level .
- Pad Repeat feature.
- MIDI Clock sync.
- Nektarine Integration*.
- Nektar DAW Integration*.

* Nektarine and Nektar DAW Integration is included with Aura as a download following product registration. See page 5.

Introduction

Minimum System Requirements

Aura: USB Class Compliant (no driver needed) works with Windows XP, Vista, 7, 8, 10 or higher. Mac OS X 10.5 or higher, Linux (Ubuntu).

Nektarine software/plugin: Windows 7, 8, 10 or higher. Mac OS X 10.7 or higher.

Nektar DAW Integration: Windows 7, 8, 10 or higher. Mac OS X 10.7 or higher. Check Nektar DAW Integration documentation or marketing information for support of legacy DAW versions.

Power

Aura is completely powered when connected via USB to a computer, powered USB hub or even a USB charger.

You can also connect a power supply that meets the spec: 9V / 600mA, center positive, 2.1mm barrel connector (PSU optional, not included).

Connecting to a Windows/macOS Computer

Aura is USB Class Compliant. That means there is no driver to install - it just needs to be plugged in. Aura uses the built-in Class Compliant USB MIDI driver which is already Part of Windows and macOS.

The first Steps are simple:

- Locate the included USB cable and plug one end into your computer and the other into Aura's USB socket on the rear panel.
- If you want to connect a footswitch, plug it into the 1/4" jack socket labeled "FOOT SWITCH", on the back of Aura. Aura will automatically detect the polarity of the footswitch. Using a Y-splitter (not included) or insert cables, you can connect 2 foot switches to the same socket.
- Set the power switch on the back of the unit to it's On position.

Your computer will now spend a few moments identifying Aura and subsequently you will be able to set it up with your DAW.

Downloading Nektarine and Nektar DAW Integration for Aura

If you are a new Nektar user, start by creating a Nektar user account here:

www.nektartech.com/registration

If you already have a Nektar account, go to our website and click the MY ACCOUNT tab to log in.

- Next register Aura by entering your unit's serial number in the field under the "Register New Product" headline (note, products cannot be registered from a phone). Your Aura's serial number can be found on the bottom of the unit.
- Select your DAW and OS, then submit. If you don't use a DAW, select 'Not Using a DAW'.
- Download options for the selected DAWs can be found under the image of Aura, following registration.

IMPORTANT: Make sure to read the installation instructions in the PDF guide, included in the downloaded package, to ensure you don't miss an important Step.

Additional Online Documentation

Online articles provide supplementary and use-case information .

Go directly to the following URL: www.nektartech.com/aura-support

Aura Functional Overview



- 1 [R1-8] Eight 360 Degree Rotary Analog Pots
Extensively used throughout Aura's modes controlling Internal, Sequencer, DAW and Nektarine mode parameters.
- 2 [S1-16] Sixteen RGB Illuminated Buttons
Multi-purpose buttons mainly used for Step programming in Sequencer mode, Sequencer Pattern triggering in Internal mode and Solo/Mute in Nektarine Mixer mode.
- 3 [Part 1-4] / [Arrow Left/Right/Up Down] Buttons
The 4 buttons are referred to as both Part and Arrow buttons in the documentation as they have 2 different functions. When Sequencer mode is selected they operate as Part 1-4 buttons and at other times they are used as Arrow buttons.
- 4 [Pad 1-16]
Sixteen velocity and pressure sensitive pads. All pads are illuminated by an RGB LED with 16 color choices.
- 5 [Repeat On]
Activates/deactivates the Repeat function. The button can be switched to either momentary or latch in the Repeat menu.
- 6 Nektarine Mode Buttons
Select Nektarine modes Mixer, Pad Setup, Plugin, FX1, FX2, Solo, Mute and Browse. The buttons are not in use unless Nektarine is connected.
- 7 Transport Buttons
Seven transport buttons used for Nektar DAW integration transport control. Can be assigned to send MIDI messages or control the Sequencer when Nektar DAW Integration is not present.
- 8 [Shift] Button
Shift adds alternative operation to many buttons and is referenced throughout the documentation.

- 9** **[Internal], [Lock], [Menu], [Seq], [Repeat] and [DAW] Buttons**
The 4 buttons [Internal], [Seq], [Repeat] and [DAW] are mode buttons. [DAW] is only available when Nektar DAW Integration is running. [Menu] is active when applicable to current mode selection and [Lock] is only used with Nektarine.
- 10** **Display buttons**
Four contextual buttons operate as indicated by the display labels above.
- 11** **TFT Color Display**
- 12** **Power On/Off**
- 13** **Power Supply Socket**
9V / 600mA, center positive, 2.1mm barrel connector (PSU optional and not included).
- 14** **USB Connector**
Connect to USB host/computer. Aura is powered via USB.
- 15** **Footswitch sockets 1/2**
A TRS 1/4" jack socket allows connection of up to 2 external footswitch pedals.
- 16** **MIDI Din Output Jack**
Connect external MIDI equipment or use as a USB MIDI Out interface.
- 17** **Kensington Lock**



Using Aura with Nektarine

Aura can be used as a generic MIDI pad controller or with the included Nektarine plugin and stand-alone software. When Aura is used with Nektarine, most of the Internal mode features covered from page 9 to 13 are not needed because Nektarine handles the setup of pads and control mapping. Having said that, you can use Internal mode Presets while Nektarine is running by pressing the [Internal] button and also on tracks in your DAW that do not host Nektarine. The pads will reconfigure to the current Preset settings when you press the display button [MIDI Assign] .

When Nektarine is used with Aura the sections of this manual, that are directly relevant, are:

- Global - LED Dim settings page 14
- Global - Pad Velocity Settings page 14-15
- Repeat page 16-17
- Step Sequencer page 18-26

The separate PDF guide that covers how Aura and Nektarine work together, can be located in the downloaded Nektarine package.

To get started with the process of downloading Nektarine, go back to page 5 and read the section called 'Downloading Nektarine and Nektar DAW Integration for Aura'.

Internal Mode: Load and Save Presets

Internal mode allows Aura's pads and controls to be programmed to send MIDI messages and store the settings in any of the 16 Presets, for use with any MIDI product. Select Internal mode by pressing the [Internal] mode button.

[Load] a Preset

Aura automatically loads the 'GM Drum Kit' Preset at first boot up. The Preset assigns the pads to GM (General MIDI) drum notes which means it's instantly compatible with other products that support the GM standard. Here are the Steps to scroll through and load any of the other factory Presets:

- Press and hold the display button [Load]
- Move the [R1] pot while still holding [Load] to scroll through all 16 Presets.
- Locate the Preset you are looking for and release [Load].
- Press the display button [Enter] to load or [Exit] to cancel.

Quick-Load a Preset

The 16 pads can also be used to quickly load any of the 16 Presets.

- Press and hold the display button [Load], then strike a [pad 1-16] corresponding to the Preset number you want to load.

[Save] a Preset

Once modifications have been made to a Preset (covered on page 11), it can be saved to any of the 16 Preset locations.

- Press and hold the display button [Save]
- Move the [R1] pot while continuing to hold [Save] to scroll through the 16 Presets.
- Locate the Preset location you want to save to and release [Save].
- Press [Rename] to change the name of the Preset before saving (see the next section for details)
- Press display button [Enter] to save or [Exit] to cancel.

[Rename] a Preset

Renaming a Preset can only be done at the point of saving. After completing the first 4 Steps as described in the section 'Save a Preset', the rename menu presents the following options:

- [R1] scroll through characters such as letters from A-Z
- [<] go to previous character in the Preset name
- [>] go to next character in the Preset name
- [A] toggle character options including upper case, lower case, numerical and symbol.

Use the above buttons to rename the Preset before saving it. Then press the display button [<Back] to return to the Save menu. Complete the last Step as described in the 'Save a Preset' section to preserve the Preset name change.

Internal Mode: Factory Preset List

Aura's factory Presets are examples of how the pads can be programmed for different usage. The Presets are not likely to cover all needs but could be a good starting point for your own Presets or give you an idea of how to get the most out of the pads.

The 8 pots are all assigned to GM instrument controls so GM instruments will respond immediately.

The list below provides an overview and explanation of each of the factory Presets.

Preset	Preset Name	Description
1	GM Drum Kit	GM drum mapping is used by many drum modules and plugins. This Preset color codes the mapped pads and notes are sent to the following instruments: Blue=Kick, Orange=Snare, Amber=Rim Shot, Green=HiHat (pedal, closed, open), Purple=Toms (hi,hi mid, low mid, low), Teal= Crash, Cymbal Lime=Ride Cymbal.
2	GM Percussion	GM Percussion sounds are mapped with the following color coding: Magenta=Bongo, Yellow=Vibraslap, Blue2=Bongo, Light Green=Agogo, Red2=Wood Block, Red=Timbale, Amber=Cabasa/Maracas, Teal=Crash Cymbal, Lime=Ride Cymbal
3	GM Drums & Perc	A blend of GM Drums & Percussion.
4	I-map Std	Some drum plugins follow the I-map drum layout because it's expanded with more instrument options. The standard mapping is mapped with this color coding: Blue2=Soft Kick, Blue=Hard Kick, Amber=Snare Roll/Ghost, Orange=Snare, Light Green=Hi Hat, Green=HiHat Open, Purple=Toms, Teal=Crash.
5	I-map Ext KD/SD	This Preset is for I-map layouts with extended Kick and Snare drum options: Blue2=Soft Kick, Blue=Hard Kick, Orange=Snare, Amber=Snare articulations, Light Green=Hi Hat, Green=HiHat Open.
6	Chromatic 1	Chromatic scale programmed from C3-Eb3. Red pad=C (root).
7	Chromatic 2	Chromatic scale programmed from C4- Eb5. Red pad=C (root).
8	Major Scale 1	C-major scale programmed from C1-D3. Red pad=C (root). Pressure sends Channel AfterTouch.
9	Major Scale 2	C-major scale programmed from C3-D5. Red pad=C (root). Pressure sends Channel AfterTouch.
10	Major Scale 3	C-major scale programmed from C5-D7. Red pad=C (root). Pressure sends Channel AfterTouch.
11	C-F-G-Am	Each row of pads are programmed to send notes to construct a chord. C Major Red=C3/E3/G3/C4, F Major Green= F3/A3/C4/F4, G Major Blue=G2/B2/D3/G3, A Minor Yellow=A2/C3/E3/A3. Pressure sends Poly AfterTouch.
12	Am-C-Dm-Em	Each row of pads are programmed to send notes to construct a chord. A Minor Yellow=A2/C3/E3/A3, C Major Red= C3/E3/G3/C4, D Minor Teal=D3/F3/A3/D4, E Minor Purple=E3/G3/B3/E4. Pressure sends Poly AfterTouch.
13	Pressure Volume	Pressure sends MIDI cc 7 (volume) with MIDI channel set to 1-16 corresponding with the pad number.
14	Pressure Filter	Pressure sends MIDI cc 74 (Brightness/cutoff) with MIDI channel set to 1-16 corresponding with the pad number.
15	Empty	-
16	Empty	-

MIDI Assign: Setting the Pad Note Message

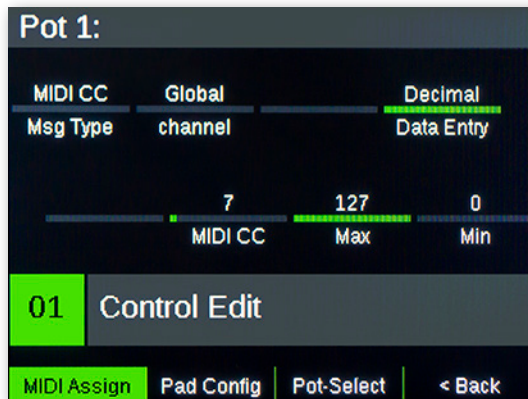
Aura's pads can be programmed to send any MIDI note. You can also add expressiveness to your performance by assigning the pads' pressure component to a continuous MIDI message, such as Pitchbend, AfterTouch or any MIDI CC. And, if you want to split the pads between several different MIDI devices or targets, you can assign each pad to a specific MIDI channel.

Aura's Pads, pots and buttons are programmed in the MIDI ASSIGN menu. Press [MIDI Assign] to get started.

Selecting a Control for Programming

To change a control's assignment, it first needs to be selected.

- **Pads 1-16, switch 1-7, FS 1+2:** Press to select
- **Pots R1-8:** Press and hold display button [Pot Select] + move [R1-8]



Programming Pads

Tap any pad to select it. The MIDI Assign menu then shows the following parameters:

Range: C-2 : G8	Global, 1:16	None, Trigger, Toggle	Decimal/Hex
Note	Channel	Note Message	Data Entry
See table1	See table1	See table1	See table1
Pressure	Data 1	Data 2	Data 3

The 8 pots [R1-8] change the parameters displayed.

Use the first 3 pots to change the MIDI note assigned to the selected pad:

- Set [R3 - Note Message] to either Trigger, or Toggle.
 - Trigger:** Plays the note while the pad is held. The note will stop playing when the pad is released.
 - Toggle:** Plays the note at first strike and continues playing when the pad is released. The second press stops the note playing.
 - None:** The pad is not assigned to play a note. Make sure [R3 - Note Message] is set to 'Trigger' or 'Toggle' for this example.
- Use [R1 - Note] to select the desired note. Play the selected pad to verify the change.
- If needed, change the MIDI channel using [R2]. If Channel is set to Global, the Global MIDI channel (set in the Global menu) will be used.

MIDI Assign: Pad Pressure, LED Color and Sensitivity

Programming the Pad Pressure Component

Use [R5 - Pressure] to select the assignment type for the pads pressure component. The table below lists the options and what parameters [R6-8] can adjust for each type. Note that knowledge of which messages a receiving MIDI device can respond to is essential to get the right result. Consult your receiving MIDI device's user guide to obtain that information.

The 'Min' value represents the value sent when pressure on the pad is released. The 'Max' value is the value sent out when maximum pressure is applied. The values sent will gradually increase towards the 'Max' value as more pressure is applied to the pad and decrease to 'Min' as the pressure is gradually reduced.

If the 'Max' value is set lower than 'Min', values decrease as more pressure is applied and increase as the pressure is reduced. This concept works Particularly well with pitchbend - set MIN to value 64 (which means no pitchbend) and then set max to either 0 to decrease pitch with pressure, or 127 to increase pitch with pressure.

Type Options for Pad Pressure	Data 1	Data 2	Data 3
MIDI CC	MIDI CC (0-127)	Max (0-127)	Min (0-127)
Pitch Bend	n/a	Max (0-127)	Min (0-127)
Poly AT (AfterTouch)	n/a	Max (0-127)	Min (0-127)
Channel AT (AfterTouch)	n/a	Max (0-127)	Min (0-127)
NRPNc (Coarse)	Value (0-127)	MSB (0-127)	LSB (0-127)
NRPNf (Fine)	Value (0-127)	MSB (0-127)	LSB (0-127)
ToggleC (NRPN Coarse Toggle)	Value (0-127)	MSB (0-127)	LSB (0-127)
ToggleF (NRPN Fine Toggle)	Value (0-127)	MSB (0-127)	LSB (0-127)
StepC (NRPN Coarse Step)	Value (0-127)	MSB (0-127)	LSB (0-127)
StepF (NRPN Fine Step)	Value (0-127)	MSB (0-127)	LSB (0-127)
Fixed Velocity	n/a	Max (0-127)	Min (0-127)
Off	n/a	n/a	n/a

Pad LED Color & Sensitivity [Pad Config]

Press [Pad Config] to set the RGB color and strike sensitivity for the currently selected pad.

- Move [R1 - Color] to select any of the 16 pad colors. The pad LED updates in realtime as you turn the pot.
- Move [R4 - Pad Sensitivity] to adjust the pads strike sensitivity.
 - * 0 is the default factory setting.
 - * Negative values lower the pad's sensitive threshold.
 - * Positive values raises the pad's sensitive threshold.

If one pad is not as sensitive to play as other pads, try reducing the Pad Sensitivity value. Equally, if a pad is triggering too easily or even constantly, try raising the Pad Sensitivity value.

Programming Switches 1-7 and Footswiches 1&2

Press [MIDI Assign] again to assign any of the switches 1-7 and/or Footswitch 1/2.

When a switch is selected, the MIDI Assign display looks like the table below:

Range: C-2 : G8	Global, 1:16		Decimal/Hex
Message Type	Channel	n/a	Data Entry
	See table1	See table1	See table1
n/a	Data 1	Data 2	Data 3

MIDI Assign: Programming Pots R1-8

Type Options for Switches	Data 1	Data 2	Data 3
MIDI CC	MIDI CC (0-127)	Press (0-127)	Release (0-127)
Pitch Bend	n/a	Press (0-127)	Release (0-127)
Fixed Velocity	n/a	n/a	n/a
Note	Note (0-127)	Velocity (0-127)	Release Vel (0-127)
Note Toggle	Note (0-127)	Press 1 Vel (0-127)	Press 2 Vel (0-127)
Program & Bank	Program (0-127)	Bank LSB (0-127)	Bank MSB (0-127)
Program Step	n/a	Start (0-127)	End (0-127)
MIDI CC Tog	MIDI CC (0-127)	Press 1 (0-127)	Press 2 (0-127)
MIDI CC Stp	MIDI CC (0-127)	Start (0-127)	Stop (0-127)
ToggleC NRPN Coarse	Value (0-127)	LSB (0-127)	MSB (0-127)
ToggleF NRPN Fine	Value (0-127)	LSB (0-127)	MSB (0-127)
StepC NRPN Coarse	Value (0-127)	LSB (0-127)	MSB (0-127)
StepF NRPN Coarse	Value (0-127)	LSB (0-127)	MSB (0-127)
MIDI Machine Control	Device ID (0-127)	Command (0-127)	n/a
Off	n/a	n/a	n/a
Play			
Stop			
Repeat			

Programming Pots R1-8

With [MIDI Assign] selected, press and hold the display button [Pot Select] while moving any of [R 1-8]. This will select the pot for editing. The display updates with parameters as illustrated below. When [R1] is moved, the message type changes which in turn also updates the parameters for [R6-8]. Table 2 lists the message type options and their associated parameters.

Range: see table 1	Global, 1:16		Decimal/Hex
Message Type	Channel	n/a	Data Entry
	See table1	See table1	See table1
n/a	Data 1	Data 2	Data 3

Type Options for Pots R1-8	Data 1	Data 2	Data 3
MIDI CC	MIDI CC (0-127)	Max (0-127)	Min (0-127)
Pitch Bend	n/a	Max (0-127)	Min (0-127)
Chan Pressure	n/a	Max (0-127)	Min (0-127)
NRPNc Coarse	Value (0-127)	LSB (0-127)	MSB (0-127)
NRPNf Fine	Value (0-127)	LSB (0-127)	MSB (0-127)
Fixed Velocity		Max (0-127)	Min (0-127)
Program	Program (0-127)	Max (0-127)	Min (0-127)
MIDI CC Rel	MIDI CC (0-127)	n/a	n/a
Off	n/a	n/a	n/a

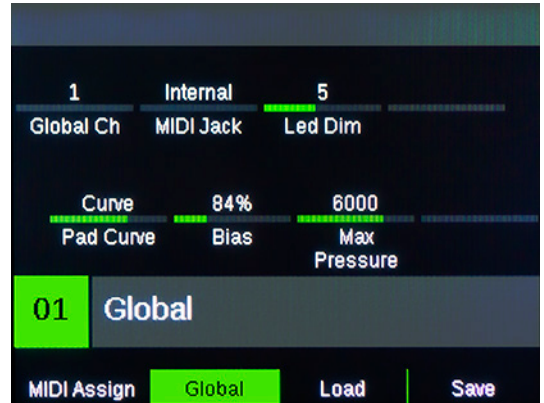
Example: The message type MIDI cc is selected. Moving [R6 - MIDI cc] now adjusts the MIDI cc number and [R7-8] adjusts the Maximum and Minimum value range that the control will send. For most applications the value range will be set to the default max=127 and Min=0.

Global MIDI Channel [R1]

Aura's controls and pads send their messages on a MIDI channel from 1 to 16. The Internal mode Presets are assigned to the Global MIDI channel, except for Presets 13 & 14. Changing the Global MIDI channel will therefore affect Presets 1-12.

To change the Global MIDI channel do the following:

- Press the [Internal] button. The LED button is illuminated blue to indicate setup is active.
- Press the display button labelled [Global]
- Move [R1 - Global Ch] to change the global MIDI channel from 1-16.



MIDI Out [R2]

The MIDI Out jack can be used to send MIDI messages directly from Aura, indirectly when used as a USB MIDI interface or both at the same time.

- Internal (Default):** All MIDI messages are sent to the MIDI Output Jack on the rear.
- USB:** MIDI messages sent from software to Aura's MIDI USB Port 1 output is sent to the MIDI out jack on the rear.
- Merge:** Both internal and USB MIDI messages are sent to the MIDI out jack on the rear.

By default, the MIDI Out jack is set to Internal. To change the setting do the following:

- Press the [Internal] button. The LED button is illuminated blue to indicate setup is active.
- Press the display button labelled [Global]
- Move [R2 - MIDI Out] and select either Internal, USB or Merge.

LED Dim

Dim LED colors are used by Aura to indicate a status for [S1-16] and [Pads 1-16].

For example, in the Sequencer menu, the [S1-16] buttons represent the Steps in a Part. Steps that are not programmed to play and within the 'Last Step' range, will be dim.

Pads representing Patterns that are active/not playing (for example when you press [stop] to pause playback) are also dim.

Depending on conditions, you may want to adjust the illumination of the dim LEDs:

- Press the [Internal] button. The LED button is illuminated blue to indicate that setup is active.
- Press the display button labelled [Global]
- Move [R3 - Led Dim] and select a value between 1-10. The factory default setting is 5.

Pad Velocity Settings

Aura does not have a traditional selection of fixed pad curves but instead provides parameters so that a curve can be more precisely tailored to different playing styles.

The Global menu has 4 different Pad Curve options and as they are selected, the parameters for [R5-6] change according to the below table.

Pad Curve [R5]	Parameter [R6]	Max Pressure [R7]	Description
Fixed	Value	n/a	[R6] selects the fixed velocity value sent by all 16 pads.
Dynamic	Output at 3100	Max Pressure	3100 is at a medium strike point. The value set by [R6] is the velocity value that's sent at that point. The rest of the curve dynamically adapts to that point.
Curve	Bias	Max Pressure	Bias sets the slant of the curve. At 100% the curve is linear. Values above 100% create an exponential curve and values below result in a logarithmic curve. See graph below.
Step	Number of Steps	Max Pressure	Creates a tiered velocity response. Select the number of Steps you want using [R6].

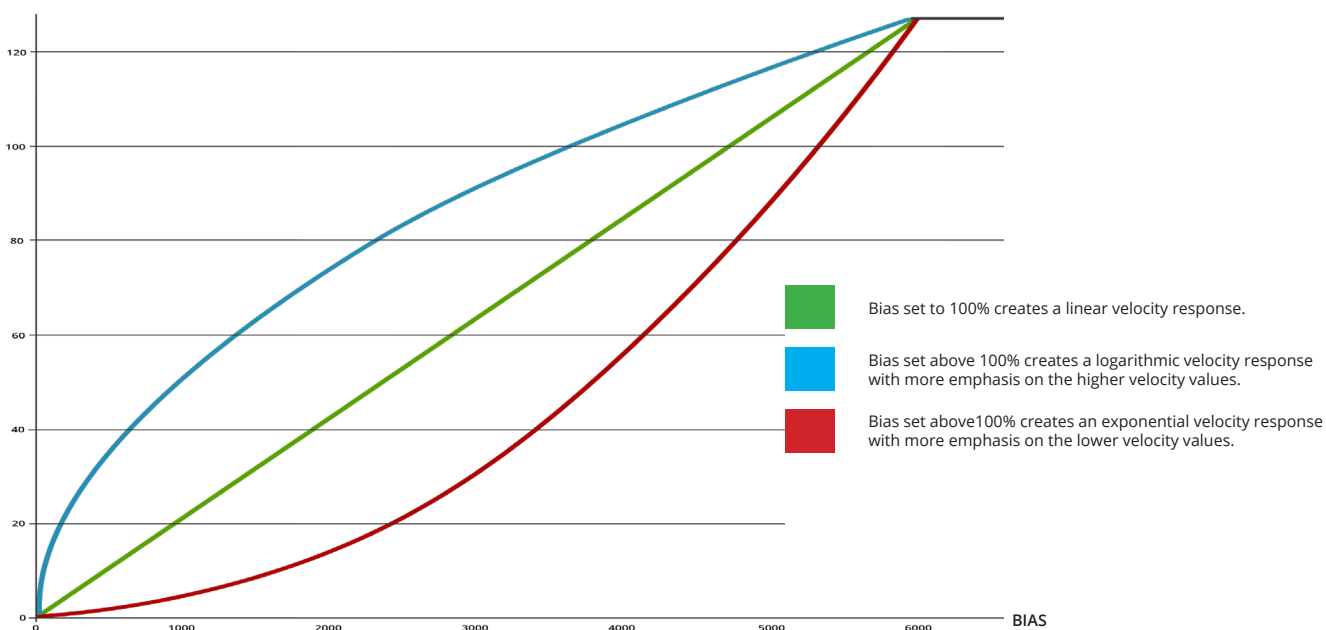
The parameter 'Max Pressure' defines how early maximum velocity value is reached.

Lowering 'Max Pressure' reduces the force required to reach the maximum velocity value of 127.

Increasing 'Max Pressure' extends the range over which the pads respond which may provide a more precise response.

Curve Graph

VELOCITY



Repeat

Aura's Repeat feature can be used to add a steady beat, rolls/flams to your own pad performance or allow you to create note arrays that otherwise can be difficult to play. Repeated notes are sent via MIDI. This means you can use Repeat with external MIDI equipment or record repeated notes in your DAW.

[Repeat On] Button

To activate/deactivate Repeat, press the dedicated [Repeat On] button when striking and holding a pad.

By default the button is set to momentary which means Repeat is only on while the button is held but it can also be set to latching as described in the section about Repeat Settings. Press and hold [Repeat On] and notice how the notes are repeated.

Repeat Settings

Press the [Repeat] mode button to select the Repeat menu. The display now shows the Repeat parameter assigned to [R1-8].

Repeat parameters are adjustable in realtime so in many cases they can also be used as performance parameters.

The display updates to show the parameters as listed in the table below.



R1-8 Function	Range	Description
Tempo	30-240 BPM	Sets the tempo when Clock Source is set to 'Internal'. If Clock Source is set to 'MIDI Clock', the tempo value reads 'External' and can only be changed when Clock Source is set to 'Internal' again
Gate	1%-99%	The Gate value determines how long a note is playing as a percentage of the Repeat rate. The default value is 50% which means that if Repeat Rate is set to 1/4, the note will play for the duration of 1/8. Set to 99% if you want the length to match the Repeat Rate.
Accent Offset	-50 to +50	Offsets the velocity of accent notes by the value selected. To hear an accent when notes are repeated, the Accent Offset parameter needs to be set to a value other than 0. An accent will play up to 50 velocity values higher than the originally played velocity value, if positive and up to 50 values below, when negative.
Accent Interval	2-16	With a minimum setting of 2, every other note repeated will play at the velocity originally played +/- the Accent Offset value. For example, a setting of 9 means every 9th note will be played with the accent offset value, etc. Adjusting the interval in realtime can be a very effective performance tool so don't hesitate to experiment with settings. To repeat notes without an accent playing, set the Accent Offset value to 0.
Repeat Rate	1/4, 1/8, 1/16, 1/32, 1/64, 1/96	Choose the rate notes are repeated at. Options are 1/4, 1/8, 1/16, 1/32, 1/64, 1/96. [S1-6] RGB buttons can also be used to select the Repeat Rate and offer a more direct option, ideal for realtime performance changes. The [T] button changes the Repeat Rate value to triplets.
Swing	-49% to + 49%	By default the swing value is 0% which means that swing is off. Changing to values < 0% will move every second note closer to the preceding note and setting the value > 0% will move it further away from the preceding note. Set the value to 0% when you want it off.
Trigger Sync	Beat 8, Beat 16, Key 1, Key 2	See further details in the Trigger Sync section on the following page
Clock Source	Internal, MIDI Clock, Auto	See further details in the Clock Source section on page 26.

Repeat

The 4 display buttons do the following:

Display buttons 1-4 Function	Description
Latch	When on, this setting changes the [Repeat On] button behavior to latch which means Repeat is on, until the button is pressed again. When Repeat is active, the [Repeat On] LED is blue.
Pres>Vel	Assigns the pads pressure to control velocity.
T	Changes the Repeat rates to triplet values. The options are now 1/6, 1/12, 1/24, 1/48, 1/80, 1/96
Tap Tempo	Tap the button to change tempo when Clock Source is set to Internal.

Trigger Sync

It may not be immediately obvious why multiple trigger sync options are needed, but it becomes clearer as the Repeat feature is used for different purposes.

Beat 8/12/16

The default Trigger Sync setting is 'Beat 8' because it ensures tight synchronization to every 1/8 note value, when multiple pads are pressed at the same time with Repeat active.

With the Repeat Rate set to 1/4, you can be sure that every pad plays exactly the same beat, if they are triggered the same time.

Striking a second pad 1/8 after the first pad will result in both pads playing alternating 1/4 notes.

Choosing Trigger Sync setting 'Beat 16' does essentially the same thing but now Repeat notes are synchronized to every 1/16 note value which gives more options for offsetting the triggering of the second pad (or more pads for that matter) in relation to the first pad but therefore also greater margin for error.

If [T] is active, Beat sync is set to 'Beat 12'.

Key 1 & 2

Beat sync is great when you just want to strike pads and let Repeat do the job of repeating notes.

If you prefer to play your own groove and add Repeat notes now and then, you'll realize that a different approach is needed. With Repeat active, and Trigger Sync set to 'Beat 8', try playing a beat manually on the pad. You'll notice that not all the pads trigger a note because the 'Beat 8' setting triggers it on the next 1/8 beat rather than exactly when the pad is hit.

Change the Trigger Sync setting to 'Key 1 Sync' to fix this. Playing your own groove on the pads while Repeat is active, now works as expected. That's because each note now plays from point of striking the pad and notes are repeated from that point forward. It also means that notes are not synced relative to each other as was the case with 'Beat 8' but that can result in some very interesting repeat performances as well as of course complete mayhem.

The 'Key 2' play repeats the first note from point of striking the pad but once notes are repeated, any subsequent pads will trigger repeat notes in time with the first pad held.

Step Sequencer: Quick Start Guide

Aura's Step Sequencer is intended as a scratchpad sequencer with a hands-on user interface that enables immediate changes for both composing and performing. MIDI notes can be sent to external MIDI equipment or recorded in a DAW for further editing.

To get the most out of the Sequencer, it is important to understand its structure. Having said that, you may be itching to get started so here is a very brief guide to programming your first Patterns.

Programming Patterns - The Quick Start Guide

The Aura Step Sequencer can play up to 16 Patterns at the same time.

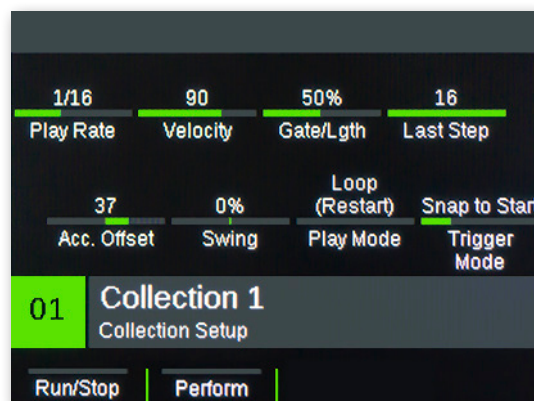
1. Press the [Run/Stop] display button to activate playback of all 16 Patterns.
2. Press a pad to select the Pattern for programming. The 16 RGB buttons are now illuminated in the color of the selected Pattern and a white play head indicates which Step is currently playing.
3. Press the [S1-16] RGB buttons to program Steps in the Pattern (you are programming 1 of 4 Parts in the Pattern, but more about that later). Each Step currently represents a 1/16 note. The Pattern now plays the note the corresponding pad is assigned to play (either in Internal mode or via Nektarine).
4. Repeat Steps 2-3, selecting new Patterns by striking [Pads 1-16] and program each of them to build up a beat.
5. Press [Shift]+[Pad 1-16] to stop playback of a playing Pattern or activate playback of a Pattern that's currently not playing. The LED of a non-playing Pattern is off.
6. Press [Run/Stop] to stop playback at any time.

If the Sequencer is running but no sound is heard, press [Internal] and play the pads to check that they are triggering sound in a plugin or external MIDI hardware. If the pads don't trigger sound, go back to read about how to set up your pads or check your sound source.

Diving Deeper - Collection Settings

Using the Patterns created in the previous section, let's now try some of the realtime parameters.

1. Activate playback again by pressing [Run/Stop].
2. Press [SEQ] to select the Collection setup page.
3. With the Sequencer playing, adjust the top row parameters, using [R1-4].



Below, you'll find a description of each parameter:

- Play Rate:** Sets the Step play value of all Patterns. Changing it results in playing your Patterns slower or faster.
- Velocity:** Changes the velocity Steps are played at.
- Gate/Length:** Changes the duration of each Step (you won't hear a change if the sounds triggered have long release).
- Last Step:** Sets which Step should be the last one played.

The Collection level is the highest tier that parameters can be set. By default they therefore affect all Patterns. The same settings can be set individually per Pattern, per Part and in the case of the first 3 parameters, even per Step. The setting at the lowest level is always taking precedence over higher level settings.

For example, if you change the play rate for 4 Steps out of 16 in a Part, changing the play rate at the Collection, Pattern or Part level will not affect those 4 Steps, but will affect the other 12 Steps.

Step Sequencer : Collections, Patterns, Parts and Steps

Collection, Pattern, Parts and Steps Explained

A single Collection consists of Patterns, Parts and Steps. Some parameters can be programmed at every level so settings can be 4 levels deep. A parameter set at a lower level overrules the setting for this parameter, set at a higher level. The factory default only contains settings at the Collection level so changing Collection level parameters affects all Patterns. If a parameter is subsequently changed at the Pattern level, the Collection level parameter setting no longer affects that Pattern (but will affect other Patterns in a Collection that have not been changed).

Level	Contains	Description
Collection	16 Patterns	Collection settings affect all Patterns unless parameters are set at lower levels. A total of 16 Collection locations store all Sequencer data for recall at any time. Only one Collection can be loaded at any time.
Pattern	4 Parts	A Pattern triggers the note assigned to the pad it's paired with. Pattern settings affect all Parts and Steps unless parameters are set at the 2 lower levels.
Part	16 Steps	Each of the 4 Parts in a Pattern can be programmed independently of the others and contains up to 16 Steps. The maximum amount of Steps per Pattern is therefore 64 Steps.
Step	n/a	A Step is either on or off. Play Rate, Velocity and Gate/Length can be programmed individually for every Step and will therefore override any higher level settings.

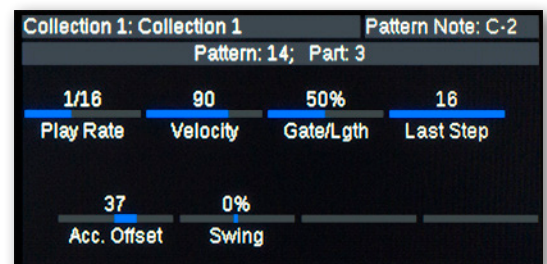
The below chart shows which parameters can be programmed at every level.

Parameter	Range	Collection	Pattern	Part	Step
Play Rate	1/4, 1/6, 1/8, 1/12, 1/16, 1/24, 1/32, 1/48, 1/64, 1/80, 1/96	x	x	x	x
Velocity	1 - 127	x	x	x	x
Gate/Length	1% - 99%	x	x	x	x
Last Step	1 - 16	x	x	x	
Accent Offset	-100 - 0 - +100	x	x	x	
Swing	-49% - 0 - +49%	x	x	x	
Play Mode	Loop, Reverse Loop, Ping-pong, One-Shot, Step-Note/Trigger. Restart and Resume options available	x	x		
Trigger Mode	Immediate, Snap to Start, Next 1/4, Next 1/8, Next 1/16	x	x		

Programming Pattern Parameters

To program a Pattern's parameters, the Pattern first needs to be selected.

- To select a Pattern, strike the pad that's paired with the Pattern.
- The currently selected Pattern number is listed in the display header.
- Changing the parameters listed in Aura's display now only affects the selected Pattern.



Programming Part Parameters

When a Pattern is playing, it cycles through the Parts that are activated for playback. Part 1 is the only Pattern that will be active, by default but you can program Parts regardless of whether they are playing or not.

- Press a [Part 1-4] button to select the corresponding Part. To select multiple Parts, hold the first [Part 1-4] button and press additional [Part 1-4] buttons following.
- The currently selected Pattern and Part number(s) are listed in the display header.
- Changing the parameters listed in Aura's display now affect the selected Part(s).

To deselect a Part, either select another one using the same method or select a Pattern by striking a pad.

Step Sequencer: Parts, Steps and Accents

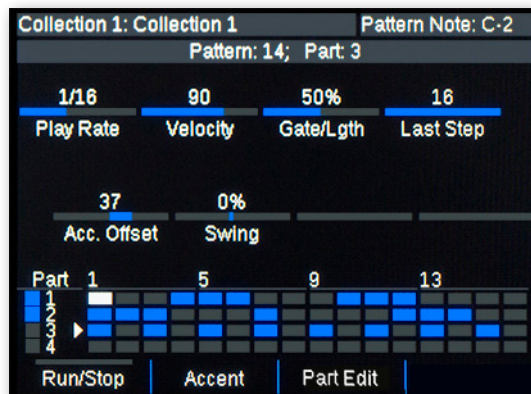
Activating Parts for Playback

Any of the 4 Parts can be activated/deactivated to play in realtime by pressing [Shift]+[Part 1-4].

The [Part 1-4] button of the Part currently playing is illuminated in full and Parts activated for playback but not yet playing are dim. Any Part that's deactivated for playback is off.

The display also shows this information. The colored squares to the left of the Step grid indicate when a Part is on and the arrow shows which Part is the currently selected.

Note that Parts are selected as a Pattern cycles through its active Parts, unless a Part is specifically selected, as explained on the previous page.

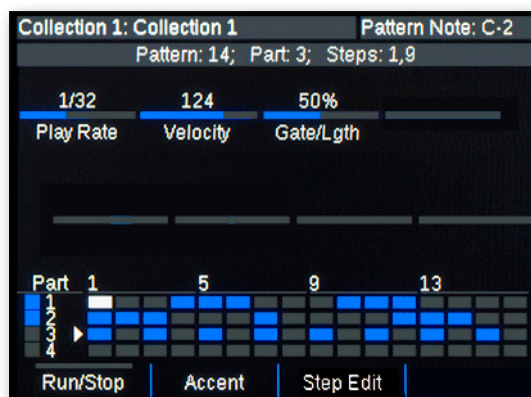


Programming Step Parameters

As with Patterns and Parts, Steps have to be selected to program Step parameters.

- First make sure the correct Pattern and Part is selected.
- Press and hold [Shift] while pressing [S1-16] to select one or more Steps. You can glide over buttons to select multiple Steps faster.
- The display header updates to show which Steps are selected in the current Part as illustrated in the right image.
- Changing the parameters listed in Aura's display now only affects the selected Steps.

To deselect the Steps, select another Step, Part or Pattern.



Programming Steps

[S1-16] update as the currently selected Part changes. If a Pattern is selected with multiple Parts active for playback, the Step buttons simply update as Parts are playing. To program Steps in a specific Part, select it by pressing the Part buttons.

Steps can be programmed regardless of whether their parent Part is actively playing or not.

Tying Steps Together

Multiple Steps can be tied together to extend the length of a note. Press and hold the [S1-16] button you want extended and then press another [S1-16] button. The tied note will span the distance between the two pressed [S1-16] buttons.

Programming Accents

If an accent is programmed on a Step, its velocity will play at its velocity setting plus the Accent Offset value. In the top right display image, the velocity is set to 90 and the Accent Offset is set to 37 so the velocity value triggered by an accent will therefore be 127.

- To program an accent, press and hold the display button labeled [Accent].
- While holding [Accent], press [S1-16] buttons to program an accent on the Steps pressed.

Accents are an easy and flexible way to program simple dynamics. The Accent Offset value can be changed in realtime, making it easy to increase the velocity accentuation gradually, change to negative values or neutralize Accents again by setting the value to 0.

Step Sequencer: Power Edit Features

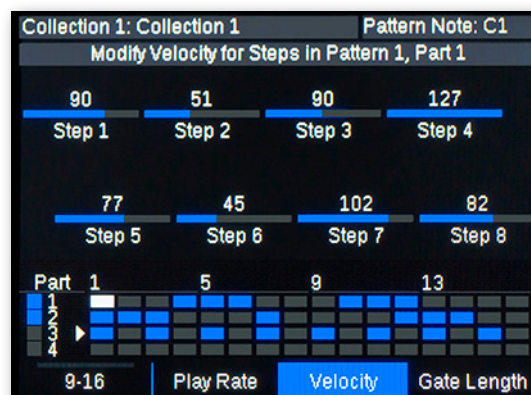
Pattern/Part/Step Edit

You don't have to select Patterns, Parts or Steps one at a time to check their settings. The Pattern/Part/Step Edit menu (it's the same menu but named according to what's currently selected) is a great way to get an overview of what's programmed across levels and of course a fun way to edit parameters.

Aura's Edit menu allows you to view and adjust parameters across

- All 16 Patterns in groups of 8 (1-8/9-16).
- All 4 Parts within the current Pattern.
- All Steps within the current Part, in groups of 8 (1-8/9-16).

First start by changing a parameter you want to change for the current selection, such as velocity. Next press [Pattern/Part/Step Edit]. The display then updates to show the current velocity setting across Patterns, Parts or Steps depending on the current selection.



- Press any pad to select Patterns. Pads 1-8 all show settings for those 8 Patterns and selecting any of [Pads 9-16] show settings for the last 8 Patterns.
- Pressing a [Part 1-4] button within the currently selected Pattern will display the setting for all the Pattern's 4 Parts
- Select a Step by pressing [Shift]+[S1-16]. As with pads, pressing a Step button will display the setting for the group of 8 Steps it belongs to. You can also press [9/16] to toggle between the two groups.
- Press [Seq] to exit.

Changing Velocity Values for Multiple Parts OR Steps in One Move

The relative relationship between Parts or Steps can be maintained when editing any of their settings. Here is a simple example using velocity but it applies to any of the settings:

- First check that [Part 1] and [Part 2] are set to different velocity values, such as 10 and 20.
- Press [Part 1] and hold it while pressing [Part 2]. Both Parts are now selected and the velocity value is displayed as 10-20.
- Move [R2 - Velocity] clockwise and notice that the value range is changing but the relationship of 10 is maintained between the two Parts. Selecting 20-30 will therefore change the velocity setting for [Part 1] to 20 and for [Part 2] to 30.
- To deselect, select a Pattern, Part or Step.

To relatively edit multiple Steps, follow the process described above, selecting Steps instead of Parts.

Changing Velocity Values for Pattern, Parts AND Steps in One Move

With a Pattern selected, you can choose to not only change the value of the Pattern but also active Parts (Parts are active when their button is illuminated dim or full) and their Steps.

- With a Pattern selected, hold [Shift] and move [R2 - Velocity]. You are now scrolling through options.
- Locate 'Edit Pat, Parts & Steps', then release [Shift]. The display updates to show the velocity range for Pattern, Parts and Steps affected.
- Move [R2 - Velocity +Parts&Stps] to adjust the relative value.
- To deselect the function, make a selection such as selecting the Pattern again.

To change the velocity value of Pattern and Parts only, follow the process above, selecting 'Edit Pattern & Parts' instead of 'Edit Pat, Parts & Steps'.

Step Sequencer: Power Edit Features

Changing Pattern/Part/Step Parameters Back to Higher Level Settings

The accumulation of changes at lower levels over time means that parameter adjustments at higher levels (of which the Collection level is the highest) have less of an impact and maybe even no impact at all. For example, the side effect of programming velocity on every Step in a Part is that velocity value changes at the Collection, Pattern or Part level, will not affect any of the Steps.

Aura provides options to:

- Use a higher level's settings for the current selection
- Reset multiple levels so they use higher level settings again.
- Reset lower levels to use the current level's setting.

A few examples best illustrate how this works so let's go through a couple in the following.

Example: Revert to Use 'Collection' or 'Pattern' Setting

In the previous example, we adjusted velocity at the Pattern and Part level. To revert Part 1 back to the Collection velocity setting, do the following:

- Select Part 1 by pressing [Part 1].
- Hold [Shift] while moving [R2 - Velocity].
- Release [Shift] when the option 'Use Collection' is selected.

Part 1's velocity setting is now set at the Collection level and the Pattern's velocity value does not affect it.

To revert Part 1's velocity setting to that of the Pattern, follow the same Steps listed above but select 'Use Pattern' in point 3.

Example: Reset both Part and Pattern to Collection Setting

The Reset function reverts every level between the current level and the destination level. Following on from the previous example,

- Select Part 2 by pressing [Part 2].
- Hold [Shift] while moving [R2 - Velocity].
- Release [Shift] when the option 'Reset to Collection' is selected.

The velocity setting for both Pattern and selected Parts is now reset to the Collection level setting.

Example: Reset Part and Step settings from Pattern level

You also have the option to reset lower levels to the currently select level such as for example resetting all Pattern, Parts and Steps to the Collection level settings. The next example shows how this works from the Pattern level.

- Select Pattern 1 by striking [Pad 1].
- Hold [Shift] while moving [R2 - Velocity].
- Release [Shift] when the option 'Reset Parts & Steps' is selected.

The velocity setting for all Parts and Steps is now reset to the Pattern level setting.

Step Sequencer: Collection Menu Options

The Collection Menu page appears the first time [Seq] is pressed following boot up.

It can also be accessed within the Sequencer, by pressing the [Menu] button. To exit, press [Menu] again or [Seq].

The Collection Menu contains the following options:

Tempo

[R1 - Tempo] controls the tempo ranging from 30-240 BPM when Clock Source is set to 'Internal'. If Clock Source is set to 'MIDI Clock', the tempo value reads 'External' and can only be changed when Clock Source is set to 'Internal' again.

Internal tempo is the same for both the Step Sequencer and Repeat. Changing clock source or tempo for one, also affects the other.

Clock Source

[R2 - Clock Source] options are Internal, MIDI Clock or Auto. For details, see 'Clock Source and MIDI Clock explained' on page 26.

Time Signature

The time signature can be set for each Collection and determines the basis for a Patterns' trigger mode.

If for example the time signature is set to 4/4, a Pattern is 16 Steps long with each Step's play rate set to 1/16 and the Pattern's Trigger Mode is set to 'Snap to Start', start will always match the first Step of every Pattern.

If the time signature is changed to 3/4, 'start' in the above scenario will match the first beat and following every 4th bar's 1st Step (down-beat). Setting the time signature correctly becomes important when Patterns are triggered in realtime. You'll get more predictable results if Aura's time signature matches that of a DAW or device supplying MIDI Clock .

To set the time signature, first move [R3 - Number of Beats] and select how many beats you want in a bar.

Now select [R4 - Time Signature] to select the time signature.

Perform

Activating the [Perform] display button swaps select and play functions which means that [Shift] no longer has to be pressed when activating a Pattern or Part for playback. On page 25 the 'Sequencer Key Combination Table' shows how this affects functions.

Save a Collection

Sixteen Sequencer Collections can be stored for recall at any time.

- Press and hold the display button [Save]
- Move the [R1] pot while continuing to hold [Save] to scroll through the 16 Collections.
- Locate the Collection location you want to save to and release [Save].
- Press [Rename] to change the name of the Collection before saving (see the next section for details)
- Press display button [Enter] to save or [Exit] to cancel.

Step Sequencer: Collection Menu Options

Rename a Collection

Renaming a Collection can only be done at point of saving. After completing the first 4 Steps as described in the section 'Save a Collection', the rename menu presents the following options:

- [R1] scroll through characters such as letters from A-Z
- [<] go to previous character in the Preset name
- [>] go to next character in the Preset name
- [A] toggle character options including upper case, lower case, numerical and symbol.

Use the above buttons to rename the Collection before saving it. Then press the display button [<Back] to return to the Save menu. Complete the last Step as described in the 'Save a Collection' section to preserve the Collection name change.

Load a Collection

Once stored, any of the sixteen Collections can be loaded:

- Press and hold the display button [Load]
- Move the [R1] pot while still holding [Load] to scroll through all of the 16 Collections.
- Locate the Collection you are looking for and release [Load].
- Press the display button [Enter] to load or [Exit] to cancel.

Quick-Load a Collection

The 16 pads can also be used to quickly load any of the 16 Collections.

- Press and hold the display button [Load], then strike a [pad 1-16] corresponding to the Collection number you want to load.

Step Sequencer Functions (Pads)

The [pads 1-14] are used to activate additional Aura Sequencer functionality. They only apply to the Sequencer and can not be used in any other context.

- Press and hold the [Shift]+[SEQ] buttons on Aura.
- Hit a pad to activate a function.

Here is a list of functions and a description that details how they work:

Pad	Label	Description
1	COPY	All settings and Steps are copied to clipboard from current Pattern, selected Parts or Steps.
2	PASTE	Paste settings and Steps in current clipboard. If a Pattern is selected, copied Parts are pasted to the same location as their origin, within that Pattern. If Parts or Steps are selected, the data will be copied in to the selection.
3	CLEAR	Erase all settings and Steps for the current selection and set their default to the parent level . CLEAR cannot be used at the Collection level. See CLEAR ALL.
4	CLEAR ALL	Erase all data in the current Collection and reset settings to default.
5	UNDO	Undo last action.
6	REDO	Redo last undone action.
7	GOTO START	Collection level: all Patterns go to start of first active Part at point of press, regardless of their current trigger mode setting. Pattern level: Current Pattern goes to start of first active Part, at point of press, regardless of its current trigger mode setting.
8	GOTO NEXT	Shift playback to next Step.
9	<NUDGE	Nudge play position of the current Pattern backwards by 1/96 for each press.
10	NUDGE>	Nudge play position of the current Pattern forward by 1/96 for each press.
11	RANDOM	Moves Steps in current selection to random positions.
12	REVERSE	Reverse the Steps on/off status in the current selection (Pattern, Parts, Steps). If the 'COPY' function was selected just prior to pressing reverse, the reverse function affects the copied data rather than the selected data.
13	FILL	Fill the selected Pattern, Parts or Steps with notes on every Step
14	VEL RAMP	Sets the velocity of selected Parts/Steps as a gradual ramp. Start velocity value is the Part (or Parts) Velocity value and the ramp destination value is Velocity+Accent Offset with a maximum value of 127.
15		
16		

Sequencer Key Combinations and MIDI Clock

Sequencer Key Combination Table

	When [Perform] is Inactive	[Perform] is active
[Pad 1-16]	Select Patterns 1-16	Play Patterns 1-16
[Shift]+[Pads 1-16]	Play Patterns 1-16	Select Patterns 1-16
[Arrow buttons 1-4]	Select Parts 1-4	Play Parts 1-4
[Shift]+[Parts 1-4]	Play Parts 1-4	Select Parts 1-4
[S1-16]	Activate/deactivate Steps 1-16 in current Part in Sequencer mode. In any other mode [S1-16] trigger Patterns 1-16.	Same
[Shift]+[S1-16]	Select Steps 1-16 in current Part. Keep holding [Shift] to select multiple Steps	Same
[S1-16] + [S1-16]	Ties a note to span the Step range selected	Same
[SEQ]	Navigate back to previous page. Press twice to go to Collection level	Same
[Menu]	Hold to access the setup settings for Tempo, MIDI Clock & Time Signature	

Clock Source & MIDI Clock Explained

Aura's Repeat and Sequencer features always stay in sync with each other because they share both tempo and clock source settings. Changing the tempo for Repeat will therefore also change the tempo for the Sequencer and vice versa.

There are 3 Clock Source options:

- Internal:** Aura runs from it's internal clock. Tempo can be adjusted and will affect both Repeat and Sequencer.
- MIDI Clock:** Aura is sync'ed to a master MIDI Clock sent by a DAW or hardware MIDI device. Tempo is set by the master MIDI Clock. Aura receives MIDI Clock via USB on the 'AURA' or 'AURA Internal' MIDI port.
- Auto:** Clock automatically switches between Internal and MIDI Clock. When MIDI Clock is received Aura switch to MIDI Clock and when MIDI Clock is not received, Aura switch to Internal clock. This is the default setting.

Repeat will immediately sync to MIDI Clock when it's received. The Step Sequencer however needs to be instructed to respond to MIDI clock because you may not always want it to play when MIDI clock is received. Here is how you get Aura to play when MIDI clock is received:

- Activate Run. While Run is active, Patterns will play when MIDI Clock Start and Continue commands are received by the master clock source.
- Activate one or more Pattern's for playback. Playback will continue when MIDI Clock Start and Continue commands are received by the master clock source.

Firmware Updates & Factory Restore

Firmware updates are available from the MY ACCOUNT tab on our website, following the registration of Aura (see page 5).

Checking Aura's Firmware Version

Before you start the process of updating Aura's firmware, make sure it's necessary by comparing the version listed on our website with the version that's already in your unit.

- With Aura switched on, press [Internal]+[Menu].
- Aura's display will now show the 'About' page which lists the current firmware version. If the firmware version doesn't match the version on our website, go ahead and download the new package. Make sure to follow the PDF instructions carefully when you update the firmware.

Factory Restore

If you need to bring Aura back to its factory default settings, follow these Steps:

- Make sure Aura is switched off.
- Press the [Shift]+[Click] buttons and hold them.
- Switch Aura on and continue to hold the buttons until you see the display message "Restoring Factory Settings". Aura will reboot after a few seconds and factory settings have been restored.

