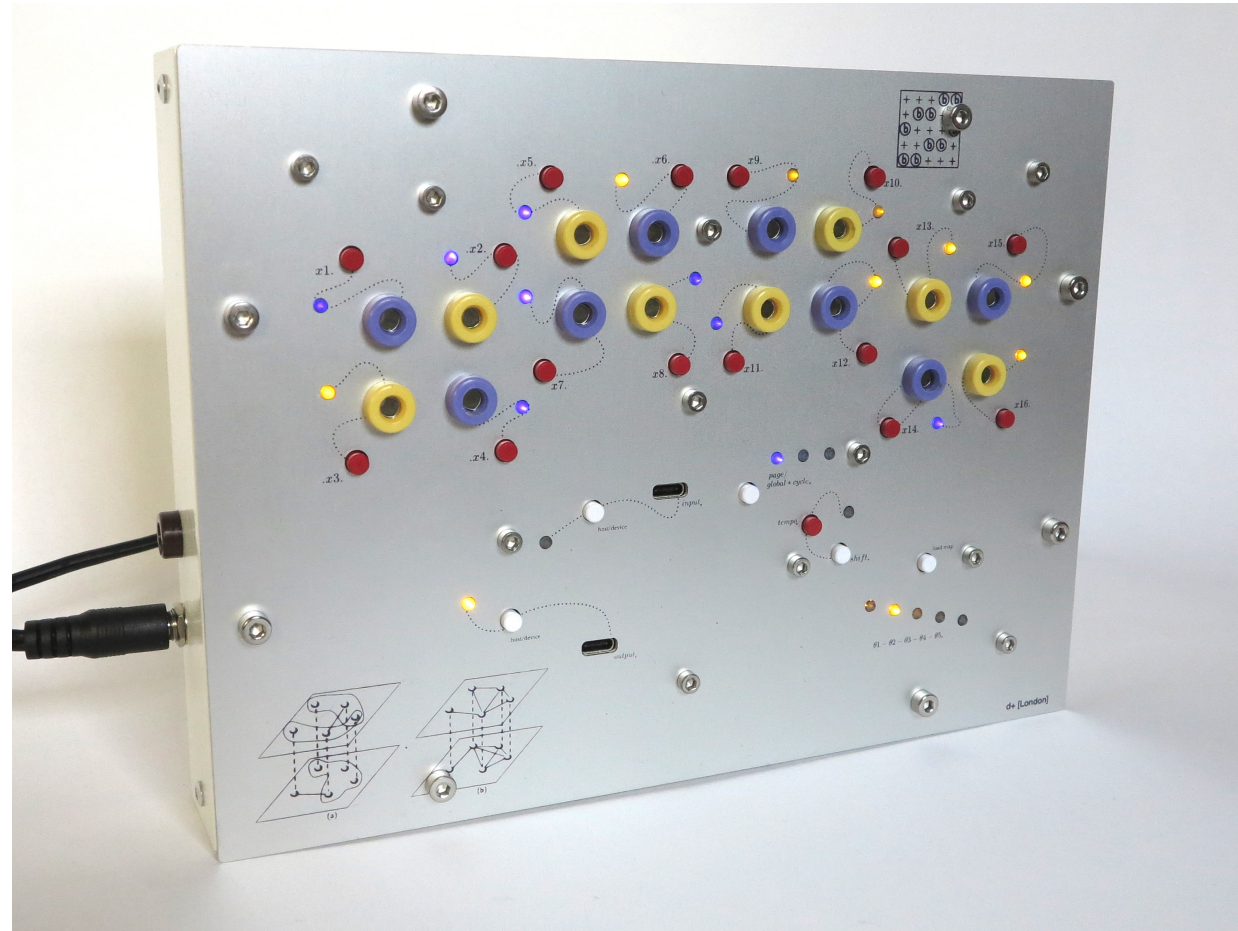


Arc*b



Quickstart guide.

HARDWARE CONTROLS

- cv button: hold to record cv.
- Slot: select the next Scene.
- Shift + Slot: select the second Scene used for morphing.
- Tempo tap: start or stop transport.
- Tempo hold: reset loop phase at the next bar.
- Shift + Tempo taps: tap tempo.
- Shift + Tempo hold: save the complete active Scene.
- Tempo + CV button: tap a CV button while holding Tempo to create and play an eight-second smooth Random Motion loop. No waiting is required; the Status LED's fast pulse is an optional reminder that the chord is available. Additional CV buttons can be tapped while Tempo remains held.
- A generated lane can be rerolled with the same tap. To replace a cv you recorded yourself, keep its CV button held for 700 ms while holding Tempo.
- Shift + Page / Global Loop: mark or delete a global page loop.
- Shift + CV button tap: play or stop that lane's gesture loop.
- Shift + CV button double tap: arm or cancel a loop action.
- Shift + CV button hold: overdub until release at the next boundary.
- Page LEDs: selected page and global-loop playback.
- Slot LEDs: selected Scene.
- Status LED: beat, waiting, Shift, morph and fault feedback.

GLOBAL PAGE LOOPS

Each page has one 18-second global looper. It captures the active CV results, MIDI CC, NRPN, pitch bend, pressure, notes and event actions heard during the marked window.

The global looper claims only lanes that moved or produced an event. Quiet lanes remain available for live use and their individual loops keep running.

To record a global page loop:

1. Hold Shift and press Page / Global Loop to mark the start.
2. Keep Shift held.
3. Release and press Page / Global Loop again to mark the end.
4. Playback begins immediately.

Repeat Shift + Page / Global Loop while it is playing to delete that page's global loop. The captured lanes then return to their previous states. The page LED blinks while its global loop is playing, including when another page is selected.

Global page loops are free-time recordings and are not tempo-stretched.

1. Connect and test a control

ArcB converts CV movement into MIDI control. Its 16 physical inputs have three pages, giving 48 independent CV lanes.

Connect

1. Connect the computer-facing USB port to your Mac with a data cable.
2. Open arcb.pages.dev in Chrome. Select **Connect device** and choose the ArcB serial port.
3. Connect your MIDI instrument to the ArcB host port. Check its MIDI receive channel.

Make one mapping

4. Open **Mappings** → **Page 1** → **CV input 1**. Move the input and check that its Position meter responds.
5. Start with **Position** as the source. In **Destinations**, choose **MIDI CC** or **NRPN**. Set the channel, parameter number and output range to match the instrument.
6. Select **Apply without saving**. Test the response before adding another route. This changes the live setup but does not overwrite a saved Scene.

Learn a control instead

Select **Listen** on a continuous route, then turn one control on the instrument. ArcB fills in the detected CC or NRPN and channel. Apply the draft.

The instrument must transmit that control; notes, clock and SysEx are ignored.

Example: CV input 1 sends CC 74 on channel 1. Use the parameter number specified by your instrument.

CV input 1
CV button 1 · CV LED 1

1/4 continuous · 0/2 event

Reset lane

01 Destinations 1/4 active	02 Transform Curve & smoothing	03 Motion Gesture response	04 Events 0/2 active	05 Monitor Live signal
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ROUTE 1
MIDI CC 74

Listen

Reset

Message	Number	MIDI channel	Input minimum
MIDI CC	74	1	0
Input maximum	Output minimum	Output maximum	
65535	0	127	

+

Add destination
CC, NRPN, pressure, morph or internal control

2. Use the app and templates

The six workspaces

Mappings: assign CV and event routes. **Preset Bank:** inspect and load ready-made templates.

Scene Morph: blend setups. **Stage Engine:** turn CV events into notes and rhythmic patterns.

Loops & clock: record and synchronise gestures. **System health:** check inputs, MIDI, USB and storage.

Changing workspace does not stop playback or discard the draft.

Choose a starting template

1. Open **Preset Bank**. Select a card and inspect its CV lanes, destinations and message numbers.
2. Read the receive-map instructions. Set the instrument to the required MIDI channel.
3. Select **Load draft** to edit in the browser, or **Try on device** to test live. Neither command overwrites a Scene slot.

Templates cover **ARC*C**, **Novation Peak**, **original Strymon BigSky**, **Eventide Space** and **H9**. Peak uses native NRPNs on channel 1. Space needs its receive controls assigned. H9 uses algorithm-relative KB0–KB9 controls; check C22–C31 receive assignments. BigSky templates do not apply to BigSky MX.

Choose a target

In **Target & Learn**, use **Generic MIDI** for CC/NRPN numbers, **ARC*C** for named parameters, or a **User device profile** for imported names and ranges. **Multiple targets** combines ARC*C with the imported profile.

Example: a Preset Bank card shows the mapping and instrument setup before you load it.

B1

STRYMON BIGSKY • DIRECT CONTROL

Strymon Template 1

A simple eight-lane breakout for the original BigSky's common performance controls: Mix, Decay, Pre-Delay, Tone, Param 1, Param 2, Mod and the twelve-position Type encoder.

1

2

3

4

5

6

7

8

BigSky originalfixed MIDICV lanesdirect controls

PATCH IT

CHARACTER

For the original Strymon BigSky, enable MIDI reception on channel 1 and connect CV1–CV8. This template uses BigSky's fixed CC map; it is not intended for BigSky MX or other Strymon models.

Direct panel access - one destination per CV - twelve stepped reverb types

COMPLETE Strymon BigSky MAP

CV1 • Position → Mix - CC 15

CV2 • Position → Decay - CC 17

CV3 • Position → Pre-Delay - CC 18

CV4 • Position → Tone - CC 3

CV5 • Position → Param 1 - CC 9

CV6 • Position → Param 2 - CC 16

CV7 • Position → Mod - CC 14

CV8 • Position → Type Encoder - CC 19

8 CV lanes	8 CC routes	0 internal controls	0 event clocks
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Load draftTry on device

3. Shape CV and create events

Each lane can drive **four continuous destinations** and **two event destinations**.

Choose the motion source

Position: CV level. **Velocity:** speed of change. **Acceleration:** change in speed.

Activity: amount of movement. **Direction:** rising or falling. Start with Position.

Use the input and output ranges to limit a route. Add smoothing, a curve or inversion only when needed. If routes share a destination, start with **Replace**; use merge modes such as Add or Sample & Hold for combined control. One-shot actions are sent once, not streamed.

Make a clean event

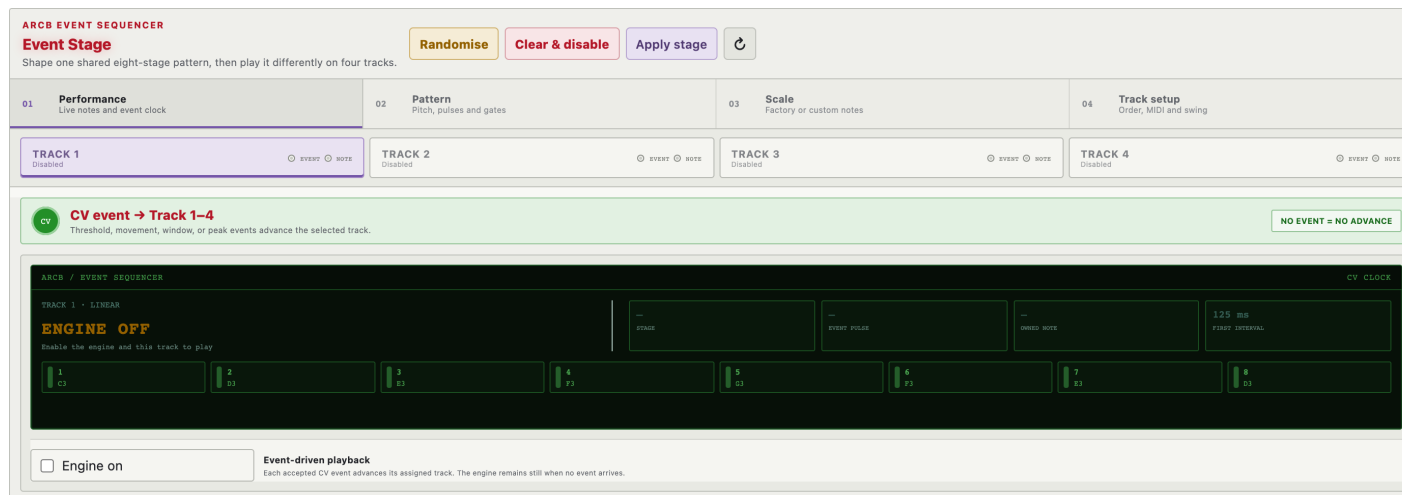
In the lane's **Events** view, enable **Threshold Rise** only. Set the threshold above the resting level and below the played level. Add hysteresis or release time if noise causes repeated triggers.

Events can send notes, CC states, program changes and transport commands. They can also advance a Stage Engine track.

Start a Stage sequence

1. Enable the **Stage Engine** and **Track 1**. Start with Linear order and the default major scale.
 2. In Mappings, assign the lane's Event destination to **Stage Engine / Track 1**. Apply the settings.
 3. Move the CV across the threshold. Each accepted event advances the track once. **No event means no advance.**
- Four tracks share an eight-stage pattern. After the first test, try track length, transpose, swing, ratchets or probability.

Stage Engine: enable the engine and a track, then supply CV events to advance the pattern.



4. Record, generate and synchronise

Record one CV lane

Open **Loops & clock** → **Lane loops** and select a lane. In **Capture**, choose a boundary and arm recording. Move the CV, then end the recording. Use Play or Stop to control playback.

Each of the 48 lanes can record up to **327.68 seconds**. Use Playback and Shape & trim to change rate, direction, trim or ping-pong. Stopping keeps the recording and releases notes owned by that loop.

Generate motion without an external CV source

In Capture, select **Generate motion** for a smooth eight-second loop. Select **Reroll motion** for a new pattern. Mappings and playback settings stay unchanged. Confirm before replacing a hand recording.

Set tempo for each lane

Tempo: follows BPM and transport. **Free:** keeps its recorded duration. **Start Sync:** starts on a musical boundary, then runs freely. These modes can run together. Increase playback rate for faster movement.

Capture a complete page

Hold **Shift** and press **Page / Global Loop** to mark the start. Keep Shift held; release and press Page again to mark the end. Playback starts immediately. Repeat the chord during playback to delete that global loop.

Each page has an **18-second global looper**. It captures active CV and MIDI events, leaves quiet lanes available and is not tempo-stretched.

Lane loops: choose a CV, then use Capture, Playback or Shape & trim.

Lane loops

Choose one lane to record or edit.

CV1
4,000 ms
PLAYING

CV2
Ready

CV3
Ready

CV4
Ready

CV5
Ready

CV6
Ready

CV7
Ready

CV8
Ready

CV9
Ready

CV10
Ready

CV11
Ready

CV12
Ready

CV13
Ready

CV14
Ready

CV15
Ready

CV16
Ready

CV input 1

Page 1 lane loop

PLAYING · FORWARD · LOOP

4,000 samples · 192 pulses
tempo locked · 1.000x · 4,000 ms

01 Capture
4,000 samples

02 Playback
tempo locked

03 Shape & trim
Non-destructive

Loop captured

Use Play or Stop without changing the recording.

Boundary
quarter

Random Motion

Create a varied eight-second CV gesture. Your mappings and lane processing stay unchanged.

Replace with motion

Stop

Arm next

Stopping a loop keeps its recording. Stopping or deleting it also releases any notes owned by that loop.

5. Save, recall and explore

Save a complete Scene

1. Finish all active recordings and overdubs.
2. Open **Scene**. Choose one of the five slots and enter a name.
3. Select **Save to selected slot**. This overwrites the selected slot.
4. Wait until saving completes. **Do not disconnect power during a save.**

A Scene stores mappings, transforms, MIDI and event routes, Stage settings, custom scale, gesture recordings, global loops and playback settings. **Apply without saving** changes the live setup only; it does not protect changes after power-off.

Recall or erase

Choose a slot and select **Load selected** to recall it. Keep one known-good Scene unchanged while you experiment.

Erase selected slot removes its setup and recordings. Select once to arm, then confirm within six seconds. Erasing the active Scene clears it immediately and releases its notes.

Scene Morph

Select Scene A and Scene B, then move the morph control slowly. Numeric settings blend; discrete choices switch near the centre. Stored gesture waveforms are **not** crossfaded. Test the result before a performance.

ARC*C tools — use with an ARC*C target

Constellation: move matching parameters across four voices from one CV route. Start with Together.

Terrain Lab: edit four 8 × 8 sequencer surfaces for gate length, ratchets and pitch displacement. Probability depends on target-firmware support.

Dice destinations: randomise ARC*C routes while avoiding destructive preset and reset actions.

Clear ARC*C: disable ARC*C destinations; ordinary MIDI and Stage clocks remain. Apply or save the change.

If something does not work

No connection: check the data cable and serial port. Close other software using that port.

No movement or MIDI: check raw CV in **System health**, then check route enable, MIDI channel and destination.

Repeated triggers: increase hysteresis or release time. **Wrong timing:** check the lane's clock mode.

Held note: stop the owning loop or track; use **MIDI panic** if necessary.