

Bluebox desktop v1.3 Release Notes

New Features and Improvements

- **Disk mode** – put your bluebox in disk mode and you can drag and drop files between the microSD card and a computer over USB.
- **EQ Spectrum Analyzer & Reset** – watch the frequency response of each track and the main on the EQ screen.
- **Side chain compression** – use MIDI, Track Audio, or a clock signal to trigger a compression envelope for a track.
- **USB Audio improvements** - more reliable, sounds better, output selection control

How to Use New Features

Disk Mode

Disk Mode connects the microSD card to your computer as a USB drive so you can manage bluebox files without removing the microSD card. Note that any unsaved changes to your current bluebox project will be lost when you enter Disk Mode. Also, the mixer features will stop working while you are in Disk Mode.

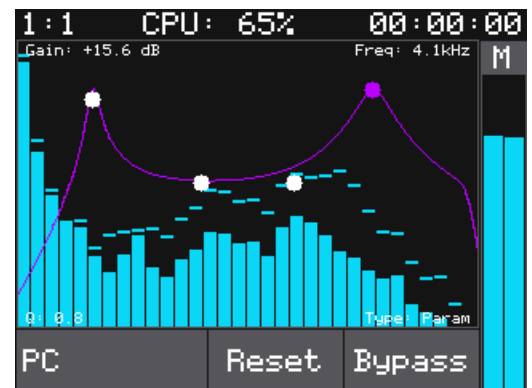
1. Save any changes to your project if needed: Press **PROJ**, then tap **Save**.
2. Connect a USB cable between the bluebox **Power** port and your computer.
3. Press **TOOLS**.
4. Tap the **Disk Mode** button, then tap **Yes** to confirm.
5. The bluebox microSD card should now appear as a removable drive on your computer.
6. Manage your files as needed.
7. Use your file browser on your computer to Eject the drive from your computer.
8. Press **MIXER** to exit Disk Mode and return to mixer mode.

EQ Spectrum Analyzer

The EQ screen now displays the frequency content of the sound across 32 bands for the currently selected Track or the Main output bus in real time.

To view the Spectrum Analyzer and Use EQ Reset

1. Push EQ
2. Tap a track in the meter bridge or tap the Main meter to select the signal you want to view and control.
3. Push EQ again to enter full screen mode.
4. Tap Reset to return the EQ settings for the selected track to the default settings.
5. Tap Bypass to stop applying the EQ settings for the selected track. Tap Bypass again to enable the EQ again.

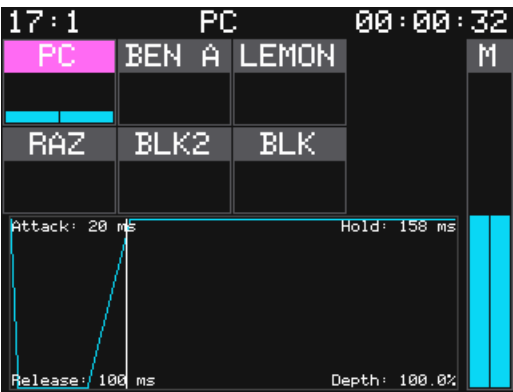


Side Chain Compression

Sidechain compression allows the level of a track to be controlled by another signal. Once setup, a compression envelope for a track can be triggered by the audio signal from another track, the internal clock or a MIDI signal. This can create space in a mix, such as between a kick drum and bass, and can also be used as an interesting effect. The source signal triggers the compressor envelope which "ducks" the level of a track.

To use Side Chain Compression

1. Press **TRACK**.
2. Tap the meter bridge to select the track you want to compress.
3. Tap the **SIDE CHAIN** button to enable this feature for this track.
4. Press **TRACK** again. The bottom half of the screen now shows the compression envelope for this track.
5. Press **B** to open the Side Chain Trigger Mode selector.
6. Select a trigger type, then configure the related parameters as shown in the table:



Trigger Mode	Parameters
Clock	Division (1/16, 1/8, 1/4, 1/2, 1 bar)
Audio	Source (choose a track), threshold (0.0.% to 100.0%)
MIDI	Channel (1 thru 16), Note (C#-1 thru G9)

7. Press **B** again to return to the Side Chain view.
8. If using **Clock** as the trigger, push **PLAY**.
9. If using an **Audio** signal as the trigger, send audio into the selected track.
10. If using **MIDI** as the trigger, send the selected MIDI note in on the selected MIDI channel.
11. Send audio to the target track.
12. Use the knobs to set the values of the 4 envelope parameters displayed in the four corners of the envelope graph:
 - **Attack** – how quickly the compressor kicks in after receiving a trigger. (0 to 20 ms)
 - **Hold** – how long the compressor stays on. (0 to 500 ms)
 - **Release** – how quickly the compressor ramps back to 0. (0 to 500 ms)
 - **Depth** – how much compression is applied (0 to 100%)

When a trigger is received, a vertical white bar appears over the compression envelope graph to demonstrate the progression through the envelope.

Note: you cannot use a track to trigger compression on itself. You must select a different track.

USB Audio Improvements

We have upgraded the algorithm used by bluebox to send and receive USB Audio to a computer or iPhone. The new algorithm is more stable and has improved audio clarity. We have also given you more control over the USB audio.

Push Main then B to access USB Audio controls:

- **USB Rcv:** choose which input port will be replaced with the USB audio signal. Map this port to a track on the TRACK -> B screen to hear the USB Audio. **You can now also choose Off** if you do not want to receive USB audio.
- **USB Send:** NEW – choose which of the bluebox output signals to send out over USB: MAIN, CUE or OUT2.

Bug Fixes

- 44.1 kHz audio over USB had issues with aliasing. We have removed support for 44.1 kHz audio over USB.
- Punching In now plays the armed track before or after the punch in.

Known Issues

- USB MIDI to a Computer does not work. USB MIDI does work for other devices.