



## INSTRUCTIONS

Thank you for your **MIDI CLICK KICKER** purchase.

The **MIDI CLICK KICKER** is a MIDI triggered source of clean, powerful metronome clicks like those produced by professional digital metronomes. The unit is designed for use with sequencing and recording systems that generate MIDI data to trigger an external metronome "click". Like the

"original" **CLICK KICKER**, this unit can also convert low level or inferior sounding metronome outputs from other sources to clean, powerful clicks as well.

To operate, first be sure that the AC adapter is connected to both the **MIDI CLICK KICKER** and a 120 VAC outlet. When power is first applied the green MIDI light and red CLICK light will flash briefly indicating that the internal processor has booted.

**WARNING:** The **MIDI CLICK KICKER** produces powerful +9 volt pulses. When connected to an amplified audio input the end result at the speakers (or especially headphones) can be an EXTREMELY loud click. Be sure that the gain level on the audio system is initially set low and gradually raised to the desired level. Neither Brunswick Instrument, Inc., nor its distributors or dealers, shall be liable for any consequential damages incurred through the use, or misuse, of this product.

The **MIDI CLICK KICKER** audio output jack may then be connected to any desired audio input.

### FOR MIDI TRIGGERED OPERATION:

Connect your MIDI cable carrying the metronome triggering data to the MIDI IN connector.

The unit responds only to specific MIDI channel and MIDI note information. The factory default settings, as indicated on the cover of the unit, are MIDI Channel 16 and Note Number 036 (Note C1). These settings can be internally reprogrammed by the user (explained later).

*Discrepancies exist in the terminology used by various manufacturers of MIDI devices and software when describing note names and corresponding note numbers. You may find Note Number 036 designated by C1, C2 or C3.*

The green MIDI light will flash as the unit receives ANY data assigned to the selected MIDI channel. Any MIDI data assigned to any other channel is ignored and will not be indicated by the MIDI light. The red CLICK light will flash when the unit receives the correct note data and a click output is produced.

### ACCENTED METRONOME:

If desired, two methods are available for producing an accented metronome. The **MIDI CLICK KICKER** is velocity sensitive. If your tempo producing device or software can issue **different velocity values** for down beats and other beats, the **MIDI CLICK KICKER** can respond with stronger and weaker sounding clicks. Velocity value 127 produces the widest, fattest sounding click with lower values narrowing the pulse width and weakening the sound. Velocity value of 90 produces the same pulse width as the "original" **CLICK KICKER** unit. Velocity settings of zero produce no output at all.

The second alternative is the "Note Plus One" method for use when your tempo producing device can issue **different note numbers** for down beats and other beats. The **MIDI CLICK KICKER** is programmed to produce an automatically diminished click upon receiving messages for the note number one greater than that programmed. Example: If the programmed note number is 036 (C1), then note number 037 (C#1) is a diminished sounding click.

The "Note Plus One" click sound is still velocity sensitive as well but, at its maximum, has about 25% of the energy of the full velocity main click. No "Note Plus One" sound is available when the unit is programmed for note number 127.

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## RE-PROGRAMMING MIDI CHANNEL AND NOTE NUMBER:

Switches are available inside the box for setting different MIDI channels and note numbers. After removing the four screws and the lid, four small rotary switches can be seen, labeled SW1, SW2, SW3, and SW4. SW1 has 16 positions designated "0" through "9" and continuing with "A" through "F". This is hexadecimal notation corresponding to MIDI channels 1 through 16. Switch position "0" corresponds to channel 1, Switch position "F" corresponds to channel 16. Switches SW2, SW3 and SW4 each have 10 positions designated "0" through "9". Taken together as a three digit decimal number, these three switches set the note number. SW2 sets the "hundreds" digit (either 0 or 1 only), SW3 sets the "tens", SW4 sets one "ones". Example: MIDI Channel 7, Note Number 012 is set as SW1=6, SW2=0, SW3=1, SW4=2.

**NOTE NAMES / NOTE NUMBERS:** The following lists MIDI note numbers by octave. The MIDI specification only defines note number 060 as "Middle C", and all other notes are relative. The absolute octave number designations shown here are based on Middle C=C3, which is an arbitrary assignment.

### Octave

	<b>C</b>	<b>C#</b>	<b>D</b>	<b>D#</b>	<b>E</b>	<b>F</b>	<b>F#</b>	<b>G</b>	<b>G#</b>	<b>A</b>	<b>A#</b>	<b>B</b>
<b>-2</b>	000	001	002	003	004	005	006	007	008	009	010	011
<b>-1</b>	012	013	014	015	016	017	018	019	020	021	022	023
<b>0</b>	024	025	026	027	028	029	030	031	032	033	034	035
<b>1</b>	036	037	038	039	040	041	042	043	044	045	046	047
<b>2</b>	048	049	050	051	052	053	054	055	056	057	058	059
<b>3</b>	060	061	062	063	064	065	066	067	068	069	070	071
<b>4</b>	072	073	074	075	076	077	078	079	080	081	082	083
<b>5</b>	084	085	086	087	088	089	090	091	092	093	094	095
<b>6</b>	096	097	098	099	100	101	102	103	104	105	106	107
<b>7</b>	108	109	110	111	112	113	114	115	116	117	118	119
<b>8</b>	120	121	122	123	124	125	126	127				

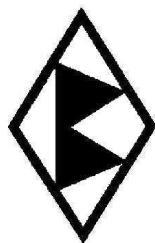
## FOR AUDIO TRIGGERED OPERATION:

Connect the audio output of your metronome source device (personal computer, sequencer, sync box, drum machine, synth, etc.) to **MIDI CLICK KICKER's** audio input jack.

**MIDI CLICK KICKER** will trigger on each incoming signal and produce a click output without delay. The click sound produced is fixed with no provision for accents or variable pulse width. The red **CLICK** light will flash with each click produced.

### AUDIO TRIGGER OPERATION HINTS:

- 1) The unit is designed to produce clicks from pulse or tone burst type metronome signals. Do not attempt to drive the **MIDI CLICK KICKER** with normal musical program sources.
- 2) Many percussive instrument sources, direct or recorded, can also be used to trigger the **MIDI CLICK KICKER**. Adjustment of the signal level driving the unit may be required to optimize the click output.
- 3) Although the trigger threshold level is fixed relatively low, it is still possible to under-drive the **MIDI CLICK KICKER** input. If the unit intermittently mis-triggers, or triggers only on accented down beats, try raising the drive signal level.
- 4) **MIDI CLICK KICKER** may directly drive loudspeakers with impedance ratings of 8 ohms or more.



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