16-TRACK ORBITAL MIDI SEQUENCER

Learn the machine.
Then stop looking.

Quick start, control reference, step editing, performance workflow, MIDI routing and troubleshooting.

TRACKS	LENGTH	VIEWS
16	**1-64**	**ORBITAL / GRID**

00 / HOW TO USE THIS GUIDE

One clock.
Four ways to think.

NOKTA is quickest to learn when the manual follows the same causal order as the instrument: choose a track, see its relationship, shape the sequence, then perform the change.

01

TRACK

Choose the target

The rail selects one of sixteen tracks and keeps mute or solo separate.

02

SCREEN

Read the state

Orbital shows relationships. Grid exposes the same sequence step by step.

03

CONTROL

Shape the pattern

Nine knobs follow either the selected track or one held step.

04

PERFORM

Keep a return

Fill, Seed, Apply, Capture and Reload turn edits into live gestures.

01 / FIVE-MINUTE START

From one track to a moving system.

A new pattern is intentionally plain: every track is 16 steps long and only Track 1 is active. Build the relationship yourself so each change stays audible.

01	**START THE HOST**	Press play in your DAW. In Standalone, use NOKTA's transport and tempo.
02	**HEAR TRACK 1**	The opening reference is a regular four-on-the-floor loop at 16 steps.
03	**ENABLE TRACK 2**	Use rail row 2 or press 2 while Bank A is visible.
04	**MOVE LEN TO 15**	One exact detent requests a 15-step loop at Track 2's next boundary.
05	**CAPTURE THE STATE**	Press CAPTURE before performing, then RELOAD to return to the mark.

CORE RULE — Change one length first. Add complexity only when you can hear what the previous difference created.

02 / FIVE ZONES

One surface.
One causal path.

1 TRACK RAIL

2 MAIN SCREEN

3 CONTROL CLUSTER

4 PERFORMANCE

5 TRIG ROW

03 / POLYMETRY

Same pulse.
Different returns.

Every track advances on the shared clock. LEN decides when that track returns to step 1; DIV decides how often it advances.

The two downbeats meet again after 240 shared steps. No tempo change is required.

LEN

Every integer

Choose any length from 1 to 64. Odd and prime relationships remain available.

LANDING

Boundary-safe

Structural requests wait for Step, Beat, Bar or Cycle instead of tearing mid-loop.

DIV

Independent speed

Advance once every 1-8 shared steps without changing the host tempo.

04 / DIRECT CONTROL

Nine controls.
No hidden page.

With no step held, every knob edits the selected track. Structural controls follow the chosen APPLY boundary; continuous controls respond immediately.

CONTROL	RANGE	BEHAVIOUR
LEN	1–64	Loop length, exact +/-1 detents
NOTES	Off–LEN	Euclidean pulse count
ROT	0–63	Pattern rotation
DIV	1–8	Advance once every N steps
SWING	0–100%	Per-track off-beat delay
GATE	2–100%	Default note duration
VEL	0–127	Default MIDI velocity
PROB	0–100%	Deterministic note chance
COND	11 states	Cycle, previous, Fill and Not Fill

05 / ORBITAL

See the relationship.
Read the cycle.

Orbital is the performance view. Radius identifies the track, active marks show the pattern, and the moving phase shows what the engine is doing now.

RADIUS

Track identity

Each visible track keeps one ring radius and one colour family.

HUB

Cycle readout

The centre reports scope, cycle position and full relationship.

DRAG

Export MIDI

Drag from the hub to create NOKTA-pattern.mid, capped at 64 bars.

05 / GRID

Edit the detail.
Keep the same sequence.

Grid is not another pattern. It is a row-by-row view of the same track data, with pages 1-4 for steps 1-64.

PARAMETER ROWS

- TRIG
- NOTE
- VEL
- GATE
- PROB
- MICRO
- RATCH
- TIE
- COND

Touching a step beyond the current lane end extends LEN so that step becomes editable, rather than leaving an empty page dead.

06 / PARAMETER LOCKS

Hold a trig.
Turn the same knobs.

A held step temporarily re-targets the cluster. Release or press Esc to return to track scope.

STEP SCOPE

NOTES -> NOTE	Per-step MIDI note
ROT -> MICRO	Early or late placement
DIV -> RATCH	1-8 retriggers
SWING -> TIE	Connect to the next note
VEL / PROB	Per-step dynamics and chance
GATE / COND	Duration and logic

LEN

A single step has no loop length, so LEN is deliberately unavailable while a step is held.

07 / LIVE STRIP

Make a move.
Keep a way back.

Five commands sit between editing and the trig row. Their order follows the live decision: vary, re-roll, choose the landing, mark, return.

01

FILL

Hold variation

Momentary. Fill conditions respond only while the key is held.

02

SEED

Re-roll

Changes deterministic probability outcomes and remains undoable.

03

APPLY

Choose landing

Next Step, Beat, Bar or Cycle. PLAY never selects Instant.

04

CAPTURE

Mark

Stores the current resolved sequence as a return point.

05

RELOAD

Return

Restores the mark and stays dim until a capture exists.

SAFETY

UNDO is always in the header. PANIC runs the emergency note-release path if a receiver keeps sounding.

08 / ROUTING

Route per track.
Export the performance.

SET exposes channel, fixed note, transpose and gate mode for all sixteen tracks. Several tracks may share one destination without sharing a loop.

TRACKS 1–4	**CHANNEL 1**	Fixed notes 36 / 38 / 42 / 51 -> one drum rack
TRACK 5	**CHANNEL 5**	PATTERN note source -> lead instrument
TRACKS 6–8	**CHANNEL 6**	Independent loops -> one shared synth

DRAG FROM ORBITAL HUB

NOKTA-pattern.mid

The export preserves track separation, notes, velocity, gate and ratchets. It is capped at 64 bars so very long cycles remain useful in a DAW.

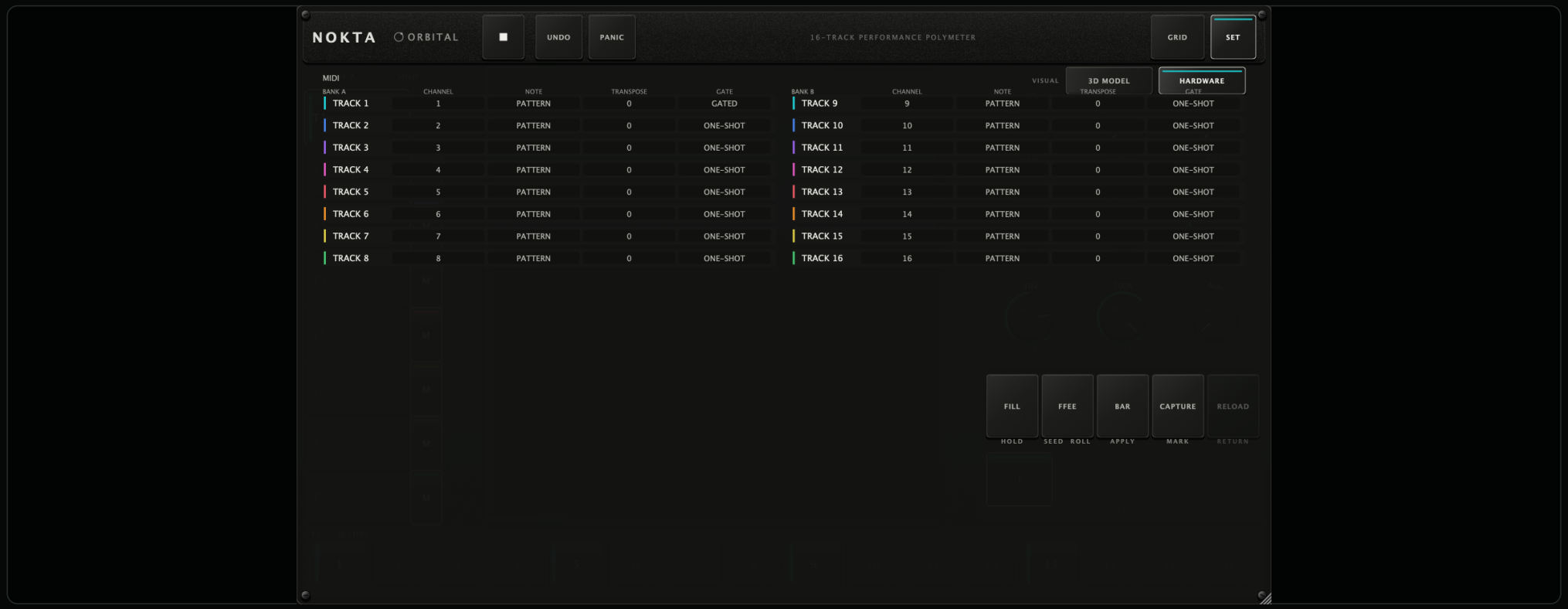
HOST NOTE

MIDI-effect routing depends on the host. Confirm the destination receives NOKTA before relying on a live set.

09 / GLOBAL CONFIGURATION

Configure sixteen.
Perform eight at a time.

Bank A and Bank B remain visible together in SET. The live rail stays banked so every performance target remains large and reliable.



BANK A

Tracks 1-8

BANK B

Tracks 9-16

VISUAL

Hardware / Normal

3D MODEL

Separate presentation view

10 / KEYBOARD

Fast routes.
No secret modes.

TAB	Switch Bank A / B and keep the same visible slot.
1–8	Enable or disable the matching track in the visible bank.
LEFT / RIGHT	Select the previous or next track.
UP / DOWN	Nudge selected-track LEN by exactly +1 / -1.
ESC	Clear step scope and return the controls to the track.
CMD Z	Undo the last gesture.
SHIFT CMD Z	Redo.

11 / STATE FIRST

Read the state.
Then fix the route.

01

ISSUE

MOTION, NO SOUND

NOKTA generates MIDI, not audio. Route it to an instrument and enable monitoring.

02

ISSUE

LEN HAS NOT LANDED

The value is pending. Check the APPLY boundary and wait for that musical position.

03

ISSUE

A NOTE KEEPS SOUNDING

Press PANIC, then inspect the receiving instrument and any active ties.

04

ISSUE

KNOBS EDIT ONE STEP

Press Esc or click empty panel space until the screen returns to TRACK scope.

05

ISSUE

TRACKS 9-16 ARE HIDDEN

Press BANK or Tab. SET always displays both banks together.

06

ISSUE

RELOAD IS DIM

Press CAPTURE first. RELOAD refuses to invent a return point.

12 / FINAL CHECK

Protect the route.
Then perform the structure.

A short rehearsal catches nearly every failure that feels mysterious on stage. Run this list in the exact host session you will perform.

1. Confirm NOKTA's MIDI reaches the intended instrument and channel.
2. Play every enabled track once and confirm fixed notes or pattern notes.
3. Change LEN by one and watch the request land at the chosen boundary.
4. Test PANIC against the receiving instrument.
5. CAPTURE a safe state, change it, then verify RELOAD returns exactly.
6. Drag one MIDI export and reopen it in the host.

CURRENT ACCESS

$99

launch

Post-launch price: $149. Joining the launch list is free and does not place an order.

DOCS

`localhost/docs/`