BITSTREAM® 3x

Addendum User Manual
V1.7 to V1.8

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This Addendum on the Bitstream 3X manual describes the most important changes and new features added from firmware V1.7 to firmware V1.8

Hook mode can now be enabled/disabled independently for each Bitstream 3X control

Before firmware V1.8, the hook mode configuration was a global parameter available for all analog controls of the Bitstream 3X. It was not possible to define for instance Slider 1 in hook mode and Slider 2 in Jump mode.
From firmware V1.8, it is now possible to select hook/jump mode independantly for each analog control of the Bitstream 3X.

Bitstream 3X is now able to generate SMPTE sync (24, 25, 30 dropped and 30 Frames per second)

A new synchronisation mode is available, SMPTE synchronisation.
From firmware V1.8, the Bitstream 3X can generate SMPTE over MIDI in order to sync external instruments. Among the SMPTE modes, the Bitstream 3X can be configured to generate 24, 25, 30 dropped and 30 frames per seconds.

This new synchronisation mode is available as an internal sync mode (generated by the Bitstream 3X) in addition to the standard MIDI clock internal sync mode.

Enabling/Disabling SMPTE Sync mode is done via the configuration software or directly from the Bitstream 3X menus (MIDI Config -> Realtime Config -> Internal mode).

Configuring the Bitsream 3X internal sync mode makes sense only if the internal sync state is ON.
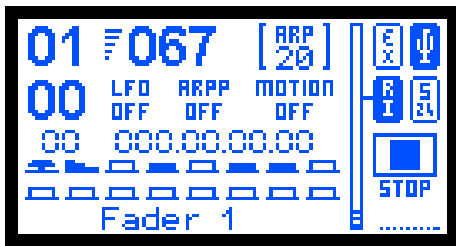

Arppegiator now features 64 scenes, independent from the 100 existing Snapshot scenes

Before firmware V1.8, arppegiator was not featuring scenes, now the Bitstream 3X offers 64 scenes dedicated to the arppegiator.
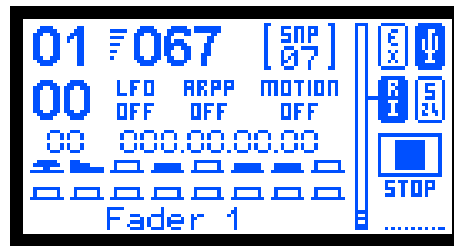
These 64 scenes are independent from the 100 snapshot scenes.

Using these arpegiator scenes is similar to the snapshot scenes, first select the scene function by pressing the scene button, pression twice or more this button allows to switch between arppegiator and snapshot

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scenes. To know the currently selected scenes, just have a look to the Bitstream 3X display, as follow :

Arppegiator scene 20 selected

Snapshot scene 7 selected

To save an arppegiator scene, as soon as you have a good configuration of the arppegiator, proceed as follow :

- Be sure the scenes dedicated to the arppegiator are selected (see above) or press scene button
- Select the scene numero you want to save (from 0 to 63)
- Press the save/send button for a long time (about 4 sec) to save your arppegiator settings

>> Your arppegiator parameters will be saved into the scene numero you previously selected

To restore an arppegiator scene previously saved, proceed as follow :

- Be sure the scenes dedicated to the arppegiator are selected (see above) or press scene button
- Select the scene numero you want to restore (from 0 to 63)
- Press the save/send button briefly to restore your arppegiator settings

>> Your arppegiator parameters will be restored from the scene numero you previously selected

Scenes can now be launched from incoming Program Changes (0-99)

From firmware V1.8, it is possible to trigger snapshot scenes when a Program Change MIDI event is received to one of the Bitstream 3X MIDI inputs (USB MIDI In, MIDI In).

Program Changes 0 to 99 can send snapshots scenes 0 to 99.

This feature is usefull for instance when a GrooveBox (or any other MIDI gear) is connected to the Bitstream 3X, when the user changes the song in the GrooveBox, a Program Change is generally sent, then the Bitstream 3X will send a previously saved scene to the Groovebox, this will have for effect to automatically reconfigure all sounds of the groovebox if the scenes have been properly prepared.

This new feature can be enabled./disabled using the configuration software or directly from the Bitstream 3X menus.

Start/Stop/Pause bitmaps are now updated when the bs3x is synchronized from external

From firmware V1.8, when the Bitstream 3X is configured in external synchronisation mode, it is now able to display START/STOP/PAUSE bitmaps according to the realtime messages it receives on its MIDI inputs.