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# ONE MK II

## Advanced Performance Sequencer



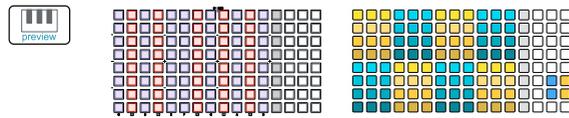
### Sequencer Modes

Hold [Shift] + Press [1] - [8] to open the settings for the chosen sequencer. Mode can be changed in this menu by turning Knob 4.

Mode	Grid	Mode	Grid
<b>Monophonic</b> 1 note per step, 1 track.  Ideal for simple leads, bass lines and drum beats based on a single monophonic track.  To transpose: Seq [1] - [8] + [Pad] + Turn Knob (2)		<b>Polyphonic</b> 7 notes per step, 1 track.  Create chords or note groups. Offers more flexibility than chord mode.  To transpose: Seq [1] - [8] + [Pad] + Turn Knob (2)	
<b>Chord</b> 1 chord per step, 1 track  Select from predefined chord libraries. In keyboard mode, a library of chords can be selected into a pad group.  To transpose: Seq [1] - [8] + [Pad] + Turn Knob (2)		<b>Multitrack</b> 1 notes per step, 8 tracks.  Each row represents a mono track. Each track can control an independent channel instrument.	
<b>Stochastic</b> 1 note per step, 1 track  Feed a generative engine with notes and then control the rhythmic and melodic randomization.		<b>Matriceal</b> 1 Note per step, 4 tracks.  Generates melodic or rhythmic phrases into a 16 step trigger pattern. Overlaid with 9 dynamic parameter matrices.	

### Keyboard Mode

Press [Keyboard] to transform the pad grid into a chromatic style keyboard, drum pads or sequence specific controller. Hold [Shift] + [Keyboard] to activate preview mode and audition any pressed step on the sequencer mode.



First set of pads affect the note pitch which controls the function can be accessed typically by the right side pads.

Keyboard arp can also be accessed by pressing [Arp] which automatically selects keyboard mode for some sequencers.



Knob 1 (Type) Turns the Arp on or off.

### MIDI & CV Outs

To set the MIDI Output for each sequencer, Hold [Shift] + Seq [1] - [8]. Turn Knob 1 (Ch). Multitrack has a channel per track. Tap multi track column 1 to select the track to edit.

To set the CV Output, Hold [Shift] + press [Gen]. For each sequencer row, columns 1-8 activate CV 1-8 outputs and columns 9-16 activate the equivalent Gate outputs 1-8.



### Getting started

1	2	3	4	5
<b>Power On</b> USB-C powers or charges. Tap On/Off to turn on or hold on/off to shut down OXI ONE.	<b>Select Sequencer</b> Tap [1] - [8] to select a sequencer. Hold [Shift] + [1] - [8] for the settings including to select the sequencer mode.	<b>Connect Gear</b> Connect by MIDI or CV/Gate an DAW or an external instrument. MIDI Channel: [Shift] + [1]. Then turn Knob 1	<b>Program Steps</b> Tap some pads on the piano roll style grid view to set notes. Tap any step [Pad] to active or deactivate.	<b>Play the Sequencer</b> Tap [Play] start playback. Tap [Stop] to stop and reset to the start.

### Sequencer View

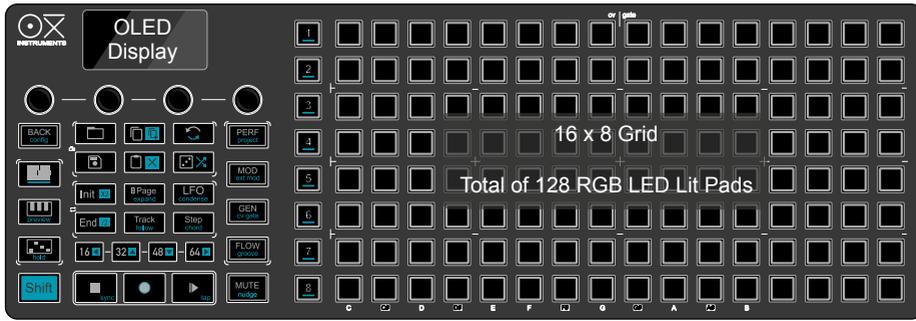
Sequencer view can be considered the main 'home' location in the structure of OXI ONE. This is the default start up view and can quickly be accessed by double tapping the [Back] button. The [Back] button can be used to navigate back in menus and holding [Shift] + pressing [Back] opens the configuration menu options. Actual details will be based on the sequencer mode.

Annotations for the Sequencer View:

- Swing. Amount for the sequencer
- Sequencer Mode
- Tempo BPM
- Time division
- Sequencer or last track
- F. Follower Mode On
- Clock source. Internal or External
- Battery state indicator
- Active pattern
- Scale, root and octave
- Primary parameters
- Secondary [Shift] parameters
- 4 tap / turn encoders (1-4) represent displayed options
- Turn: Edit a primary value or choose an option
- Tap: Open grid column editor, a menu or to confirm a function selection.
- [Shift] + Turn: Edit a secondary value or choose an option

### Editing

<b>Activate or deactivate step.</b> Quickly tap [Pad].		<b>Activate or deactivate tie.</b> Hold 1st [Pad] + tap last [Pad]	
<b>Step parameter page.</b> Hold [Pad].		<b>Select sequencer</b> Tap [1] - [8]	
<b>Muting steps.</b> Hold last [Mute] + tap [Pad].		<b>Sequencer Mute / Activate.</b> Hold [Mute] + tap [1] - [8]	



## Sequencers



**Sequencer 1 [1] - [8]**  
Selects the sequencer to view and edit.  
Hold [Shift] + [1] - [8] to access the seq settings.

Encoders are endless rotary push types. Tap directly or tap in conjunction with shift to open menu options. In some cases will reset secondary parameters or confirm an option selection. A knobs function is dynamic and will change based on the mode.

## Encoder Knobs



**Dynamic Knob 1 [Name]**  
Four dynamic encoder knobs. Parameter is displayed on the screen when selecting functions.

## Transport & Shift



**Stop [Stop]**  
Stops all sequencers and resets to the first step.  
Double tap [Stop] to reset all notes.



**Play / Pause [Play]**  
Plays the sequencer patterns.  
Hold [Shift] + Tap to register a tapped tempo value.



**Record [Rec]**  
Start recording in keyboard view or by using an external MIDI controller.  
Hold [Rec] + [Play] to enter step recording.



**Shift [Shift]**  
Used in conjunction with other commands to access the turquoise colored secondary functions.

## Functions



**Mute & Nudge [Mute]**  
Mute / activate a sequencer.  
Hold [Shift] + [Mute] to open the nudge menu.



**Back & Config [Back]**  
Navigate and backup into menu structures.  
Double tap to return to the home sequencer view.  
Hold [Shift] + [Back] for the configuration menu.



**Perform & Project [Perf]**  
Use to mute or transpose the track lanes.  
Hold [Shift] + [Perf] to access the project settings.



**Generator & CV Gate [Gen]**  
Selects generator options.  
Hold [Shift] + [Gen] to access the cv gate settings



**Modulation & External Mod [Mod]**  
Selects the modulation options.  
Hold [Shift] + [Mod] for external mod matrix.



**Flow & Groove [Flow]**  
Assign and trigger punch-in/out fill events.  
Hold [Shift] + [Flow] to access the groove settings.



**Undo & Redo [Undo]**  
Tap to undo each of the previous 10 command actions. Hold [Shift] + [Undo] to redo the action.



**Keyboard [Keyboard]**  
Sets the grid buttons into a playable, isomorphic or classic layout. [Shift] + [Keyboard] to preview grid audio.



**Arpeggiator [Arp]**  
Open the keyboard or sequencer arpeggiator.  
Hold [Shift] + [Arp] to latch the arp to hold.



**LFO & Condense [LFO]**  
Select one of the two LFOs, per sequencer.  
Hold [Shift] + [LFO] to reduce the sequencer resolution.

## Functions



**Step & Chord [Step]**  
Open the step parameter sub-menu.  
Secondary function opens chord mode settings.



**Page & Follow [Page]**  
Navigates the available parameter pages.  
Hold [Shift] + [Page] to expand the sequencer resolution.



**Track [Track]**  
Select track based options.  
[Shift] + [Page] to select follower mode.



**Randomizer [Randomizer]**  
Non-destructive randomize menu. Destructive random or the euclidean generator use [Shift] + [Randomizer].



**Load [Load]**  
Load menu for up to 20 projects or 64 patterns.  
Hold [Shift] + [Load] to reload the current project.



**Save [Save]**  
Save menu for a project or pattern.  
[Shift] + [Save] to save the entire project.



**Copy & Duplicate [Copy]**  
Copy command in the working context.  
[Shift] + [Copy] will duplicate.



**Paste & Clear [Paste]**  
Paste from the clipboard within the working context.  
[Shift] + [Paste] will clear.



**Initial start position [Init]**  
Sets the initial sequencer or page position.  
Hold [Shift] + [Init] to double the seq time division.



**Final end position [End]**  
Sets the sequencer or page end position.  
Hold [Shift] + [End] to halve the seq time division.



**Page 1 & 5 [16]**  
Step range. Tap for 16, Tap x2 for 80 range page.  
Hold [Shift] + Tap [16] moves the sequence 1 step left.



**Page 3 & 7 [48]**  
Step range. Tap for 48, Tap x2 for 112 range page.  
Hold [Shift] + Tap [48] moves the seq 1 step down.



**Page 2 & 6 [32]**  
Tap for 32, Tap x2 for 96 range page.  
Hold [Shift] + Tap [32] moves the sequence 1 step up.



**Page 4 & 8 [64]**  
Step range. Tap for 64, Tap x2 for 128 range page.  
Hold [Shift] + Tap [64] moves the seq 1 step right.

## Projects & Patterns

Maximum 20 Projects or 128 Patterns.  
Projects includes tempo, name, 12 arrangements, songs.

16 Patterns per sequencer, 128 patterns per project, total.



**Load [Load] Project**  
**Knob 1** represents navigation of projects.  
Press to select and confirm.  
Hold [Shift] + [Load] to reload the current project.



**Load [Load] Pattern**  
**Knob 2** represents navigation of patterns.  
Press to select and confirm.  
Hold [Shift] + [Load] to reload the current project.

## Arranger



**Arranger [Arranger]**  
Arranger mode is used to create songs and chain patterns. Press [Arranger] to open the Arranger function for editing. Hold [Shift] + [Arranger] to turn it on or off. The Arranger must be on in order to play and perform with songs.

Arranger instrument lanes	—		∞ Infinite playback cycle.
Tap an active pattern pad on the grid to manually play the pattern	—		→ Cued pattern pending.
			3 Cued pattern pending.
			M Master lane.

Song slots. Each column pad represents a pattern

Patterns can be programmed to repeat then progress or play infinitely. A song can be configured to automatically play chains of patterns or setup for playing phrases manually.