

# WAVE FOR MUSIC

## QUICKSTART GUIDE

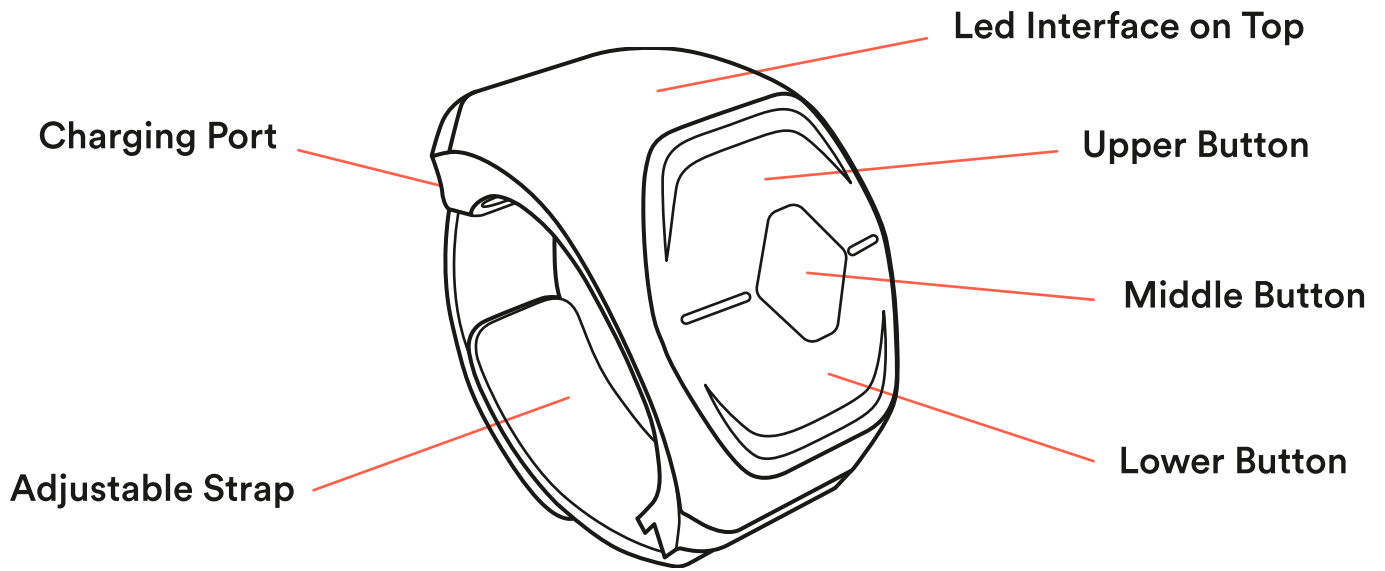


# Contents

About Wave for Music .....	1
Included in the box .....	2
Wearing Wave .....	3
Turning Wave on and off .....	4
Charging Wave .....	5
Function .....	6–15
Overview .....	8
Tilt, Pan and Roll .....	9–10
Vibrato .....	11
Tap .....	12
Click .....	13–15

# About Wave for Music

Wave is the ring that allows you to control sound with motion. Wave has three buttons, a LED display for visual feedback, micro USB charging port and an adjustable strap.



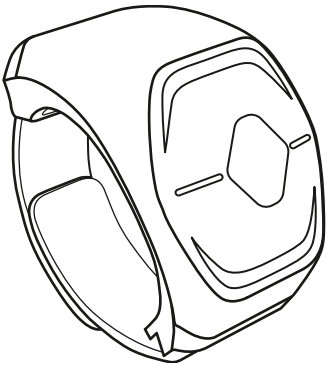
# Included in the box

Included in the sales packaging of Wave is:

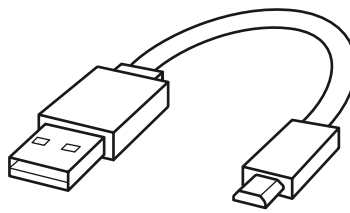
One (1) Wave ring

One (1) micro USB charging cable

One (1) soft case.



Wave Ring



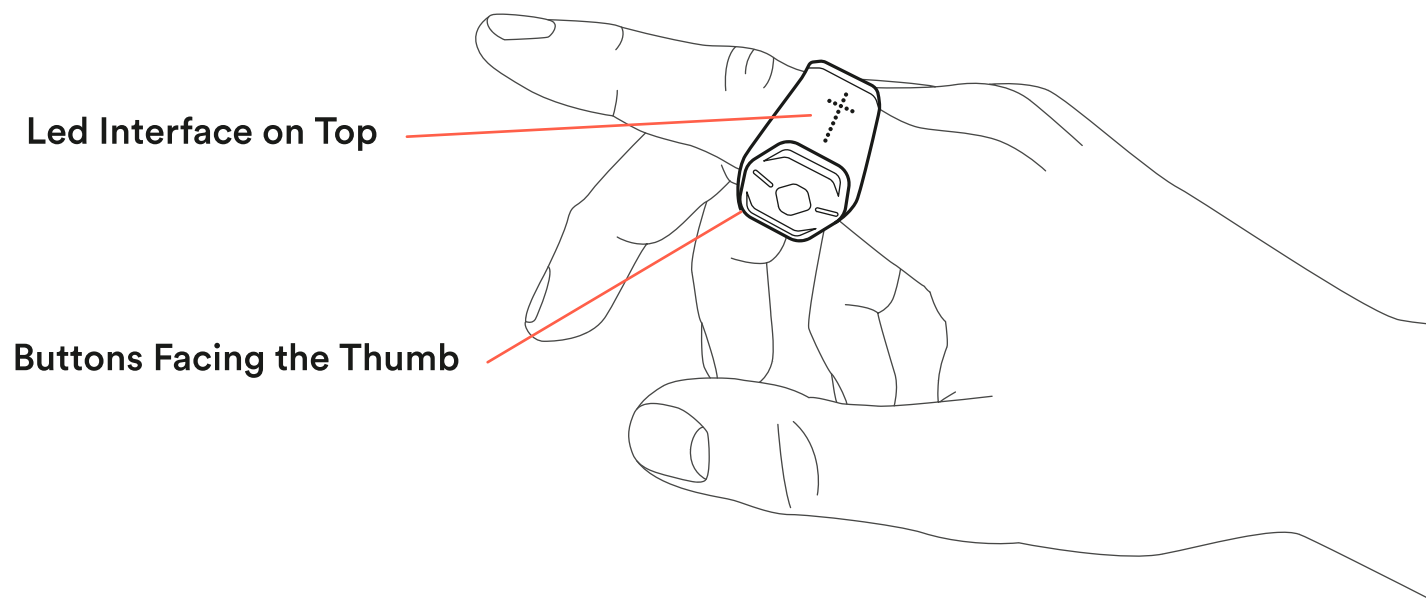
Micro USB Charging Cable



Soft Case

## Wearing Wave

Wear Wave on your index finger, with LED display on top and buttons on the finger's side - where you have easy access to them with your thumb.

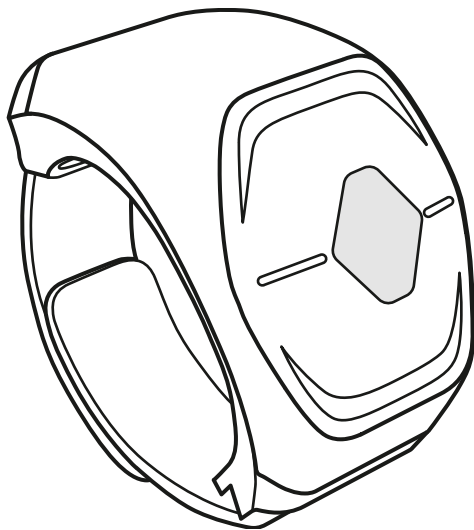


## Turning Wave on and off

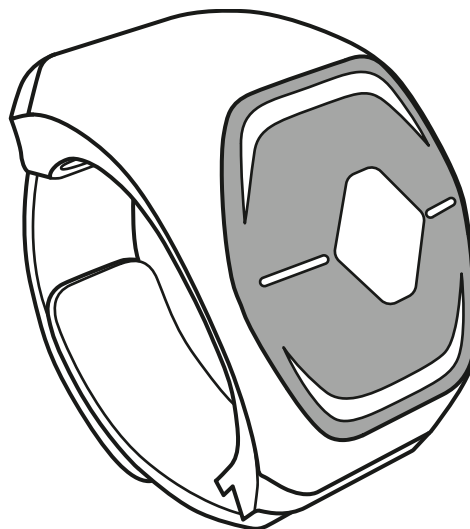
To turn Wave *on*, toggle the Middle button on Wave. Lights should appear on top of the ring.

To turn Wave *off*, hold the Up and Down button on Wave simultaneously until the lights on the ring turn off.

If Wave doesn't turn on, then the battery might be drained. Try charging the ring with the USB cable.



Click middle button to turn **ON**



Long press top and bottom buttons to turn **OFF**

# Charging Wave

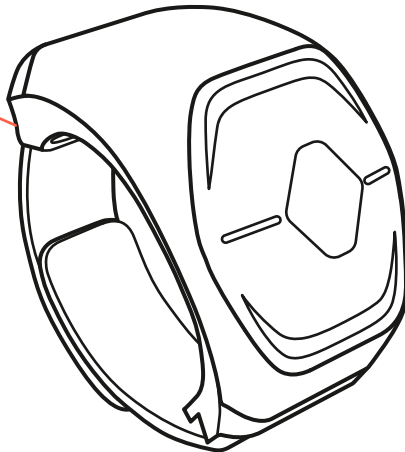
Connect one end of the charging cable to Wave and the other one to a power source, such as your computer's USB port, in order to charge it. You may want to charge Wave before using it for the first time.

**A full charge** takes 90 minutes and gives 8+ hours in constant use.

**A quick charge** of 20 minutes gives you approximately 2 hours of use.

In order to maintain a good battery life, Wave must be charged regularly. If storing Wave for a long time, please make sure that the battery is charged above 70%.

Insert Micro  
USB to Charge



## Quick Charge

Takes **20 minutes**

Gives **~2 hours** of use

## Full Charge

Takes **90 minutes**

Gives **+8 hours** of use

# Function

Wave has six functions that can be used individually or combined in any way you like. Each function has its own characteristics.

**In order to map functions from Softwave to your DAW (such as Ableton Live or Logic Pro) you need to attach a MIDI CC number to the function.**

You can assign any CC number, but make sure each function has an individual number. Softwave uses this number to communicate with your DAW.

Some DAWs such as Cubase and Pro Tools have some of their CC values hard coded, so you can't use all of them.

Additionally you can assign:

- 1 PB (Pitchbend) to Tilt, Pan, Roll and Vibrato.
- 2 Notes (C, C#, D, E, F etc.) when using the Tap function.
- 3 Notes and Key commands/Shortcuts (cmd+T, R, f12 etc.) when using the Click function.

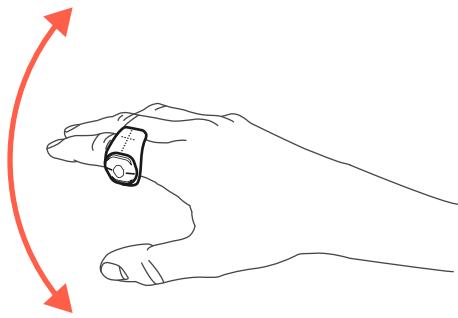
**Tilt, Pan and Roll** allow you to control parameters in a new way.

**Vibrato** lets you add natural vibrato to your playing.

**Tap** lets you hit any surface to trigger notes or samples.

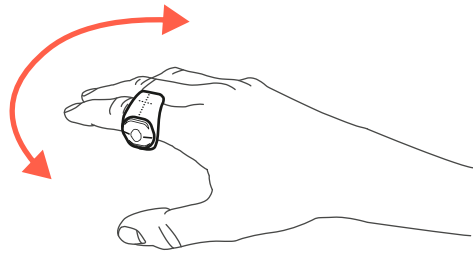
**Click** lets you use the buttons on Wave to send MIDI or Key commands.





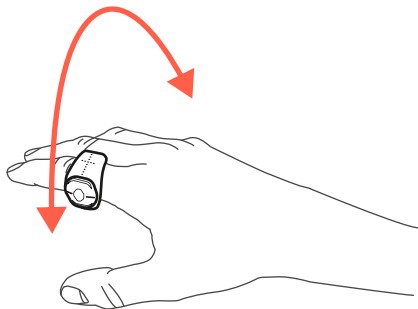
⋮ **Tilt**

Tilt hand vertically to control parameters.



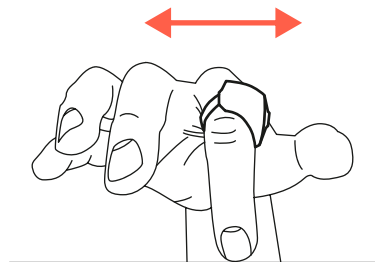
⋮ **Pan**

Pan hand horizontally to control parameters.



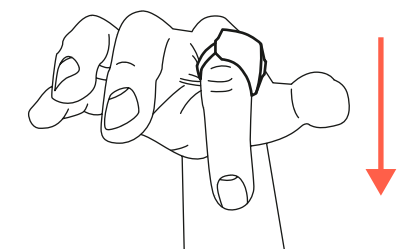
⋮ **Roll**

Roll hand side to side to control parameters.



⋮ **Vibrato**

Move Wave sideways to control parameters.



⋮ **Tap**

Hit any surface to trigger samples or notes.



⋮ **Click**

Issue commands and navigate presets.

# Overview

## Add a New Function

To add a new function to your Preset, hover over "Add function" and then select the function you want to add. Each function is represented by an icon.

## Rename a Function

To rename a function press its name, for example "Tilt" or "Roll", write in a new name and hit Enter. If the preset you're working within is hosting a Plugin you can not rename functions.

## Delete a Function

To delete a function you simply hit the "x" in the top right corner of each function window.

## Change Function type

To change one function to another, press the function's icon in the top left corner of the function window. The icons representing the functions should now be visible until you select a new function.

## Using Wave A or Wave B

You can connect two Waves to Softwave at a time. Each Preset gives you an overview of all the functions you're using for both Waves at a time. Every new function is automatically mapped to Wave A.

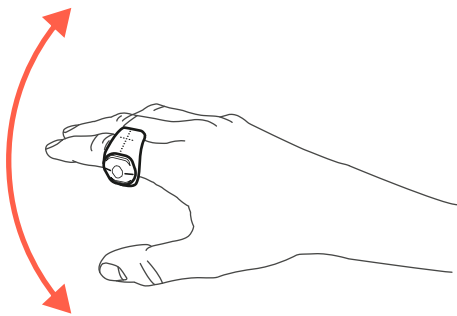
If you want to map a function to Wave B press the "A" in the lower left corner of the function window. The function should now read "B" and be mapped to Wave B. Repeat for other functions you want to remap.

## Mute and Solo function

Every function allows you to Mute and Solo them. Press "M" to Mute and "S" to Solo.

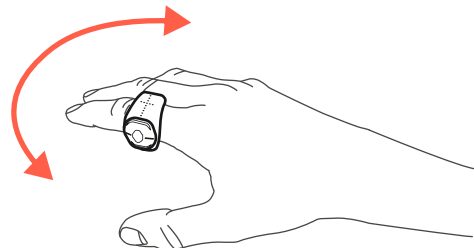
## Tilt, Pan and Roll

Tilt, Pan and Roll allow you to control parameters in a new way. Tilt is the orientation of Wave vertically, Pan horizontally and Roll the rolling of Wave to its side. These movements can easily replace sliders and rotary knobs, allowing you to control all three axes of Wave at the same time. The current state of a movement is indicated by the brown circle on each slider.



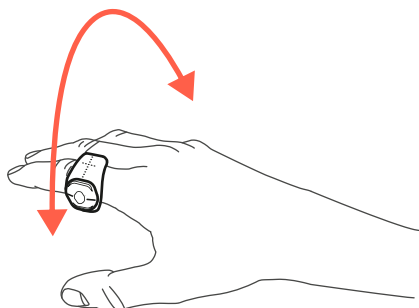
### ⋮ Tilt

Tilt hand vertically to control parameters.



### ⋯ Pan

Pan hand horizontally to control parameters.



### ⋯ Roll

Roll hand side to side to control parameters.

## Movement range

You can control the range of each movement by moving the white ticks at each end of the slider. Moving the ticks closer together makes each movement more sensitive while moving them further apart makes the movement less so. A full range is 180°.

## Movement's starting point

The default starting point for each movement is in the center of the slider. You can change it by moving the small brown tick, as long as the preset is set to Relative. This is the value the movement jumps to when you Reset the movements (long press on Middle button).

## Movement direction

If you press the Direction Arrow the parameter will move in the opposite direction of your movement.

## MIDI map movement: Pitch Bend and CC

To map a movement to your DAW you need to tie a MIDI message to each function. Press the MIDI icon to select Pitch Bend, CC or Note.

When mapping, Solo the function you want to map in order for Softwave to only send the signal for that particular function to your DAW. When a parameter you want to map has been selected in your DAW, move Wave in order for the MIDI message to register.

If you select Pitch Bend the function will map to a pitch bend parameter in your DAW.

## Movement curve: Linear, Quadratic and Cubic

For an advanced control of each movement you can change the Movement Curve. Select from Linear, Quadratic or Cubic for varied control.

Moving the points on the horizontal axis affects the input range - moving them closer together equals a smaller range, which equals a more sensitive movement. In a similar fashion, the points on the vertical axis affects the output range of the parameter.

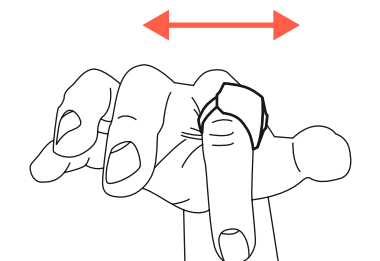
**Linear:** The end points can be adjusted. The parameter has a linear relationship to the movement.

**Quadratic:** You can drag the center of the curve around, allowing varying amounts of exponential or logarithmic mapping.

**Cubic:** You can create a s-shape of the curve allowing you to create a variety in the sensitivity of the movement.

## Vibrato

Vibrato lets you add natural vibrato to your playing. Vibrato is the side to side movement of your hand. It uses acceleration so it depends on how fast you move how much Vibrato you add.



### **Vibrato**

Move Wave sideways to control parameters.

### **Vibrato sensitivity**

You can change the sensitivity of the Vibrato by dragging the line up or down, making it longer or shorter. A longer line is more sensitive and a shorter one less so.

### **Vibrato direction**

If you press the Direction Arrow the parameter will move in the opposite direction of your movement.

### **MIDI map Vibrato: Pitch Bend and CC**

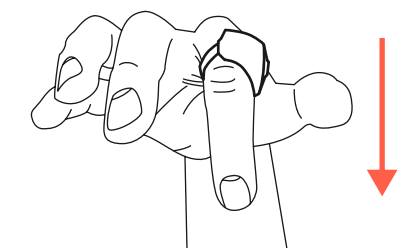
To map vibrato to your DAW you need to tie a MIDI message to each function. Press the MIDI icon to select Pitch Bend, CC or Note.

When mapping, Solo the function you want to map in order for Softwave to only send the signal for that particular function to your DAW. When a parameter you want to map has been selected in your DAW, move Wave in order for the MIDI message to register.

If you select Pitch Bend the function will map to a Pitch Bend parameter in your DAW.

# Tap

Tap lets you change any surface into a trigger pad, triggering notes or samples while tapping your finger. The Tap function is velocity sensitive.



## Tap

Hit any surface to trigger samples or notes.

## Tap sensitivity

You can change the sensitivity of the Tap function by dragging the line up or down, making it longer or shorter. A longer line makes Wave more sensitive and a smaller one less so.

The tap sensitivity is shared between all Tap functions controlled by the same Wave, so if you change the sensitivity for one Tap, it will automatically update the sensitivity of other Taps.

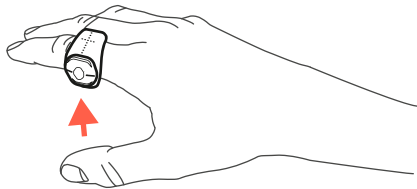
## MIDI map Tap: CC/Note

To map Tap to your DAW you need to tie a CC number or a Note to each function.

When mapping, Solo the function you want to map in order for Softwave to only send the signal for that particular function to your DAW. When the parameter you want to map has been selected in your DAW tap your finger on a surface in order for the MIDI message to register.

# Click

Click lets you use the buttons on Wave to send MIDI and Key commands to your DAW. Using the buttons on Wave to send commands opens up a lot of possibilities, for example you can use them to hit record, play and stop, to launch clips or to control switches in your plugins.



## Click

Issue commands and navigate presets.

Note that Click functions automatically override the button configuration actions set in settings.

## Setting up a Click function

- 1 Use the arrows to cycle between the buttons. Each button has an icon shown below.

 Middle button     Up button     Down button

- 2 Next select how the button behaves. There are 6 types of behaviors you can choose from;

- Click Trigger
- Click Latching
- Long Press Trigger
- Long Press Latching
- Momentary
- Momentoggle.

- 3 Attach a CC value, a note or a key command to the Click function.
  - To attach a CC value or a note press the MIDI icon and select a number from the list.
  - To attach a key command press "key" and write the key command you want to use.

## Setting up a Click function

You can choose between 6 types of behaviors for each button:

- 1 **Click** is when you press a button once to send a command.

Click allows you to choose between Trigger and Latching. A drop down menu is available in the bottom left corner of the Click function window when either Click or Long Press is chosen.

**Trigger**

Sends a short pulse with each click.

**Latching**

Toggles the output, like a toggle switch.

- 2 **Long Press** is when you press a button and hold it to send a command. The command mapped to Long Press is activated after half a second

Long Press allows you to choose between Trigger and Latching. A drop down menu is available in the bottom left corner of the Click function window when either Click or Long Press is chosen.

**Trigger**

Sends a short pulse with each click.

**Latching**

Toggles the output, like a toggle switch.

- 3 **Momentary** activates a command while you press the button down.

- 4 **Momentoggle** is basically Click and Momentary combined. Clicking once toggles while holding the button down activates the momentary function.



## MIDI map Click: CC/Note

- 1 To map a Click to your DAW you need to tie a CC number or a Note to each function. Press the MIDI icon in the bottom right corner of the Click and select a CC number or Note of choice.
- 2 Solo the Click you want to map in order for Softwave to only send the signal for that particular function to your DAW.
- 3 When the parameter you want to map has been selected in your DAW toggle or hold the button for the MIDI message to register.

## Key commands / Shortcuts

Click can send Key Commands (Shortcuts) to your DAW.

- 1 Press "Key" in the lower right corner of the Click Function window.
- 2 Now use your computer keyboard to type in the key command you want to register.
- 3 For Key Commands to work the DAW window has to have focus.

First time you use Key Commands on a Mac computer Softwave will ask for permission to "control this computer using accessibility features". Enabling this is essential for key commands to work. **If you've got a new version of Softwave you might need to do this again.**

- 1 Press "Open system preferences".
- 2 Click the lock in the lower left corner of the System Preferences window.
- 3 Enable Softwave.
- 4 Lock again.

**Note that key commands do not work in Standalone mode - you need to have Softwave open for them to register.**