



# **DOMINION CLUB**

Operating Manual

**IMPRINT**

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## **Disclaimer**

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## **Safety Instructions**

Please carefully read the following safety instructions! These include general rules of handling electric products. Carefully read all notes before placing the unit into operation.

### **Suitable place of installation**

- Only use this device in confined spaces, avoid humidity and dust.
- Ensure unhindered airflow to all sides of the device. Do not place the device in direct proximity to heat sources.
- Do not expose the device to direct sunlight or strong vibrations.

### **Connection for power supply**

- Never place containers of liquid on the device.
- Ensure a safe and firm stand when in use.
- Make sure no objects get inside the device. Should this happen, switch off the device and remove it from the receptacle. Consult a qualified dealer next.

### **Intended use**

This device has exclusively been designed to generate and process audio signals as well control signals corresponding to MIDI- and M-Bus specifications. Any further use is not allowed and will preclude any warranty claims against MFB.

## **Maintenance**

- Do not open the device. Repairing and servicing must only be carried out by qualified personnel. There are no user serviceable parts inside the device. In addition, unauthorized opening the device renders the warranty void.
- Only use dry and soft cloth or a brush for cleaning. Alcohol, solvents or comparable chemicals will damage the device's surface!

## **Disposal**

This unit has been manufactured RoHS-conforming in compliance with the requirements of the European parliament and council and thus is free from lead, mercury, cadmium and hexavalent chromium.

**Nevertheless, disposal of this product is classified as special waste which must not be disposed with general household waste!**

For proper disposal please refer to your dealer or to:

MFB

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14163 Berlin - Germany

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**Hint:** To provide a better overview, we added a schematic of the described section to each chapter. All labelings of controls, buttons and jacks are printed **bold** in this manual and are written/spelled exactly as on the device's user interface.

## General

DOMINION CLUB is a monophonic synthesizer with an analog sound engine and a supplemental digital oscillator. The oscillators' and LFOs' waveforms can be seamlessly blended. In addition, DOMINION CLUB offers 99 memory locations, a step-sequencer, an arpeggiator as well as comprehensive MIDI control.

## Setup

DOMINION CLUB uses an external power supply which is connected to the rear-panel **DC-IN** jack. Find the **POWER ON/OFF** switch alongside. Prior to switching the device on, its **AUDIO OUT** jack should be connected to a mixing console, an audio-interface or an amplifier. Pressing the switch will turn DOMINION CLUB on and off.

DOMINION CLUB can be played using via a keyboard or sequencer using MIDI. To do so, connect one of the inputs **MIDI IN**, **USB KEYS** resp. **USB PC** to the MIDI-output or USB-port of a keyboard or MIDI-interface of a computer (DAW).

Additionally, a MFB proprietary M-Bus connector is available.

**HINT:** Because DOMINION CLUB is an analog synthesizer, it should be given a "warm-up-period" of five to ten minutes after switching on in order to ensure stable tuning.

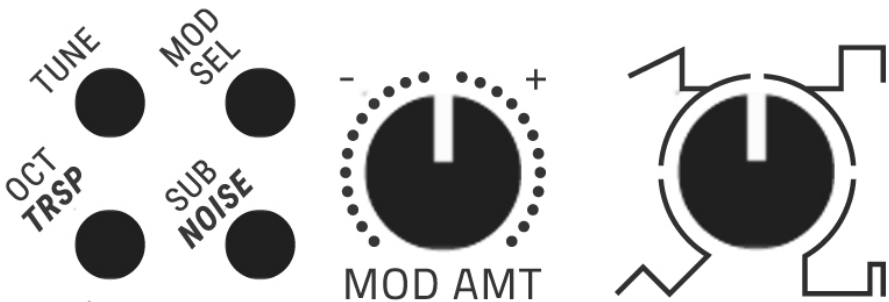
## Operation

For all button-functions, the corresponding values are being adjusted using the **VALUE** control and the numerical display. Use the **ENTER** button to return to the current select-menu after entering a value. With no value being edited, the menu automatically returns after approx. 3 seconds.

All functions being printed bold on DOMINION CLUB's user interface, e.g. **INTV**, can be reached using the **SHIFT** button.

## OSCILLATORS

DOMINION CLUB offers five simultaneously usable sound sources: two analog VCOs, one digital oscillator and two sub-oscillators. One of the sub-oscillators may alternatively be used as a noise generator. VCOs 1 and 2 are equal in function and offer identical controls. Some of these controls are also valid for the digital oscillator. Identical functions will only be described once here.



### Tuning

The functions **TUNE** and **TRSP** set the synthesizer's global tuning. Tune adjusts the tuning by +/- one semitone.

- Press **TUNE** button
- The display shows the current value, e.g. **00**
- Use **VALUE** control to set a value between **-50** and **50**
- Press **ENTER** button

Transpose allows changing the tuning by +/- one octave in semitone-steps.

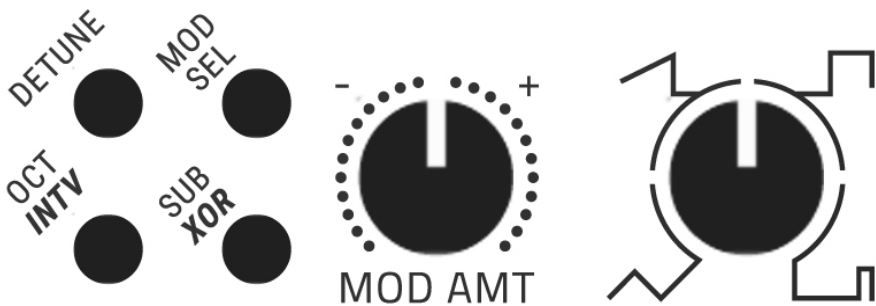
- Press and hold **SHIFT** and **TRSP** button additionally
- The display shows the current value, e.g. **00**
- Use **VALUE** control to set a value between **-12** and **12**
- Press **ENTER** button



The setting for all three oscillators can be individually shifted by +/- one octave.

- Press **OCT** button of oscillator **VCO1**, **VCO2** or **DIGITAL**
- The display shows the current value, e.g. **00**
- Use **VALUE** control to set a value between **-01** and **01**
- Press **ENTER** button

The functions **DETUNE** and **INTV** can be used to set the tuning for the oscillators **VCO2** and **DIGITAL** in relation to the overall tuning (**TUNE** and **TRSP**).



Detune changes the tuning by +/- one semitone.

- Press **DETUNE** button of **VCO2** or **DIGITAL**
- The display shows the current value, e.g. **00**
- Use **VALUE** control to set a value between **-50** and **50**
- Press **ENTER** button

Interval changes the tuning by +/- one octave in semitone-steps.

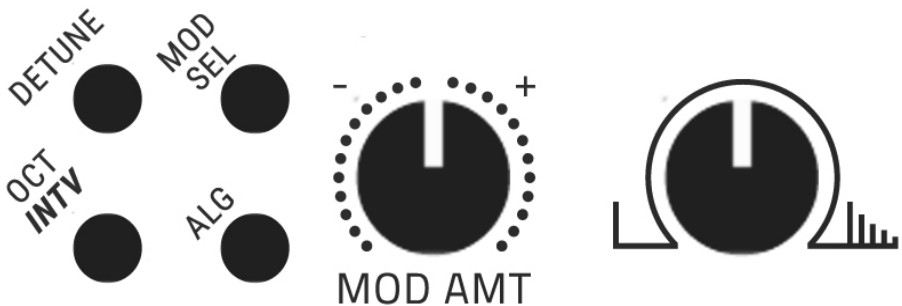
- Press and hold **SHIFT** button
- Press **INTV** button of **VCO2** or **DIGITAL**
- The display shows the current value, e.g. **00**
- Use **VALUE** control to set a value between **-12** and **12**
- Press **ENTER** button

## Waveforms

The graphically designed wave-control of the analog oscillators **VCO1** and **VCO2** is used to blend between the waveforms triangle, sawtooth and square. Starting from the square position, the symmetry of the waveform (pulse width) is continuously being changed to its narrowest setting when turned fully clockwise.

In version 1.0, the digital oscillator is a FM-unit with two operators. There are different algorithms to chose from including a noise generator (algorithm 11).

- Press **ALG** button
- The display shows the current algorithm, e.g. **03**
- Use **VALUE** control to set a value between **00** and **11**
- Press **ENTER** button



The graphically designed wave-control of the digital oscillator is used to adjust the depth of the frequency modulation (version 1.0). This control is inoperable with algorithm 11 (noise) being selected.

## Sub-Oscillators, Noise, Ring-Modulation

In parallel to **VCO1** and **VCO2**, two sub-oscillators can be activated.

- Press **SUB** button of **VCO1** or **VCO2**
- The display shows the level of the sub-oscillator, e.g. **000**
- Use **VALUE** control to set a value between **000** and **255**
- Press **ENTER** button

Sub-oscillator 1 can be switched to generate noise. The noise generator's level is an adjusted identical to the sub-oscillator (see page 10).

- Press and hold **SHIFT** button
- Press **NOISE** button additionally
- The display shows the current state
- Use **VALUE** control to select a value between **SUb** and **nSE**
- Press **ENTER** button

By pressing **XOR**, ring modulation of **VCO1** and **VCO2** can be enabled. The level is an adjusted identical to the sub-oscillator (see page 10).

- Press and hold **SHIFT** button
- Press **XOR** button additionally
- The display shows the current state
- Use **VALUE** control to toggle between **oFF** and **on**
- Press **ENTER** button

## Modulation

One out of four parameters can be modulated by envelope **ENV1** for each of the three oscillators.

- Press **MOD SEL** button of **VCO1**, **VCO2** or **DIGITAL**
- The display shows the currently selected modulation target:  
**PtC** – pitch  
**Snd** – sound (waveform resp. FM-intensity for DIGITAL)  
**Sub** – sub-oscillator level (only for VCO 1 / VCO2)  
**oSC** – oscillator level
- Use **VALUE** control to select the desired target
- Press **ENTER** button

The three **MOD AMT** controls adjust the modulation depth for the corresponding oscillator. These controls work bipolar allowing positive and negative modulations. No modulation will be applied when set to the center position.

## Synchronization

Oscillators **VCO1** and **VCO2** can be synchronized using a so-called hard sync. Here, the oscillator being synchronized, **VCO2**, is being forced to the main oscillator's (**VCO1**) pitch. By manually changing the pitch of **VCO2** using the **TUNE** control or by modulation via **MOD AMT**, the sound will increasingly change to more drastic results.

- Press **VCO1 SYNC** button in the lower row
- The display shows the current state
- Use **VALUE** control to toggle between **off** and **on**
- Press **ENTER** button

An optimal setting for characteristic sync-sounds is the modulation of the parameter **PtC** by envelope **ENV1** (see page 11). Use **MOD AMT** to adjust the intensity of the effect.

## Bit Reduction

The digital oscillator's resolution can be changed using the parameter **DIG BITRED**. Lower values will result in a rawer lofi-sound.

- Press and hold **SHIFT** button
- Press **DIG BITRED** button in the lower row additionally
- The display shows the current value, e.g. **012**
- Use **VALUE** control to set a value between **012** and **001**
- Press **ENTER** button

## Glide

Glide activates a portamento-effect (sliding from a played note to the next) with adjustable transitional time. The glide effect is inactive with the value being set to **000**.

- Press **GLIDE** button in the lower row
- The display shows the current value, e.g. **020**
- Use **VALUE** control to set a value between **000** and **127**
- Press **ENTER** button

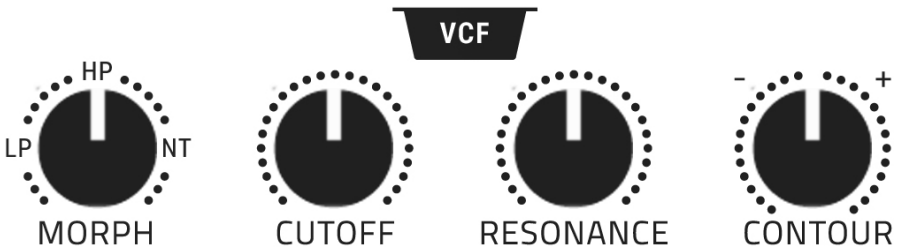
## MIXER

The **VCO1**, **VCO2** and **DIGITAL** controls adjust the oscillators' levels before these are fed into the filter. With all controls fully turned up, the filter input is slightly overdriven.

The level controls for the sub-oscillators resp. the noise generator are being set in the oscillator-menu as described on page 10.

## FILTER

The multimode-filter can be used as low pass **LP**, high pass **HP** and band rejection filter **NT**. The **MORPH** control allows seamless crossfading between these modes.



The filter's cutoff frequency is adjusted using the **CUTOFF** control, while the resonance is set using the **RESONANCE** control. The resonance parameter can be calibrated individually (see page 18, section **3 VCF VEL**).

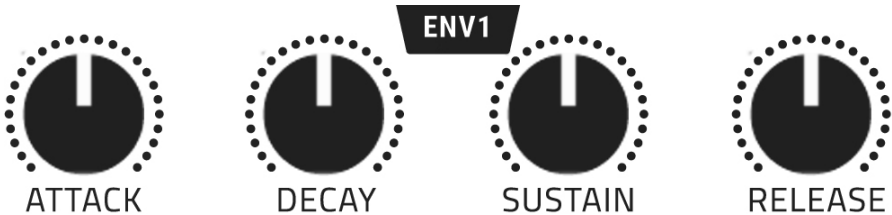
The **CONTOUR** control adjusts the modulation intensity of envelope **ENV1** towards the filter's frequency. This control works bipolar allowing positive and negative modulations. No modulation will be applied when set to the center position.

The menu-function **FILTER KEY** adjusts a pitch-dependent control of the cutoff-frequency (key-follow).

- Press and hold **SHIFT** button
- Press **FILTER KEY** button in the lower row additionally
- The display shows the current value, e.g. **075**
- Use **VALUE** control to set a value between **000** and **100**
- Press **ENTER** button

## ENVELOPES

DOMINION CLUB offers two ADSR-envelopes. Envelope **ENV1** is permanently assigned to the filter by the **CONTOUR** control. However, it may additionally be used to control the oscillators in parallel using **MOD SEL / MOD AMT** (see page 11).



Envelope **ENV2** controls the **VCA** and therefore the sound's level contour.

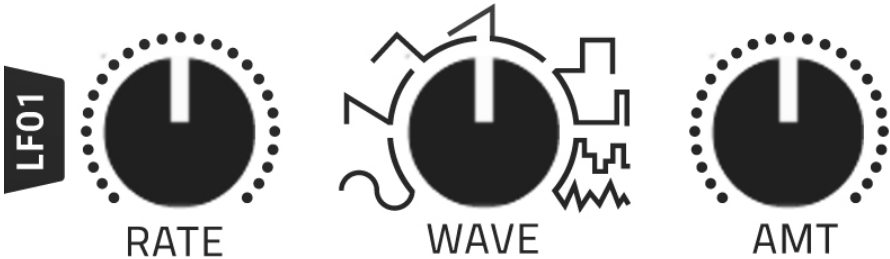
### Retrigger

Both envelopes can individually be adjusted in their response behavior. Either the envelope will normally be triggered for a single pass (**trG**) with every incoming note or it will run looped (**LoP**) for the duration of the note being held on a keyboard resp. by a sequencer. The loop-length is specified by adjusting the values for **ATTACK**, **DECAY** and **RELEASE**. Audio effects may occur if setting these parameters to minimum values.

- Press **RETRIG ENV 1** button in the lower row resp. press and hold **SHIFT** and **ENV2** button additionally
- The display shows the current state
- Use **VALUE** control to select a value between **trG** and **LoP**
- Press **ENTER** button

## LFOs

**LFO1** and **LFO2** offer identical functions. A third LFO works in dependence of the modulation-wheel of an attached keyboard resp. to MIDI-CC #01. It is reached through **SEL**-menu 4 (see page 18).



The **RATE** control adjusts the speed within a range of approx. 4 seconds to approx. 300Hz.

Use the **WAVE** control to select the waveform. There is a seamless transition between sine, descending sawtooth, triangle and ascending sawtooth.

After switching to the square waveform, the corresponding range is used to adjust the pulse width. Further on, the waveform switches to Sample & Hold which offers an adjustable delay to create soft transitions.

Use the **AMT** control to adjust the modulation depth for the LFO.

### Mode

- Press **MODE LFO 1** button in the lower row resp. press and hold **SHIFT** and **LFO2** button additionally
- The display shows the current LFO-mode:
  - FrE** – free running
  - rES** – reset, LFO is restarted with each new note
  - oSH** – one shot, single cycle for each note
  - SYC** – tempo synced to MIDI-clock (see page 16)
- use **VALUE** control to select the mode
- Press **ENTER** button

**Hint:** In one-shot-mode, the selected waveform will only be played once for a played note. This allows using a LFO as a simple envelope. For example, selecting a descending sawtooth will imitate a decay envelope.

## Synchronization

With **SYC** being selected as LFO-mode (see page 15), the **RATE** control adjusts the resolution of the internal resp. external MIDI-clock. The clock-rate per bar can be set to 96, 48, 32, 24, 16, 12, 10, 9, 8, 7, 6, 5, 4, 3, 2 or 1.

**Hint:** The resolution is not being displayed. The setting has to be adjusted by ear.

## Modulation Targets

The LFOs' modulation targets are assigned using the display. If assigning oscillators, a dot in the display will indicate which oscillator is currently addressed, e.g. < **S.nd S.n.d Snd.** > displays wave-modulation for **VCO1** (dot to the left), **VCO2** (dot in the middle) resp. **DIGITAL** (dot to the right).

- Press **DEST LFO 1** button in the lower row  
resp. press and hold **SHIFT** and **LFO2** button additionally
- The display shows the currently selected modulation target:  
**PtC** Pitch OSC 1/2/3  
**Snd** Wave OSC 1/2/3  
**SUB** Volume Sub-OSC 1/2  
**oSC** Volume OSC 1/2/3  
**Cut** Filter cutoff  
**rES** Filter resonance  
**FtP** Filter type (Morph)
- Use **VALUE** control to select the mode
- Press **ENTER** button



## SELECT MENUS

Nine menus can be called up using the **SEL** control. These serve to adjust additional functions and system settings. For a better overview, the menus are printed to the lower part of the device's housing.

If selecting a menu using the **SEL** control, the display will shortly indicate the menu before switching to the value currently set which can be edited using the **VALUE** control. The value will automatically be stored when moving to the next select-menu. It is not necessary to confirm using the **ENTER** button.

### 1 PRESETS

Presets allow to save and call up sounds including the corresponding settings for the arpeggiator and sequencer (s. page 22 ff).

**Hint:** Preset **POD** is not a memory location. Here, the sound matches the current settings of the controls which is useful when creating new sounds or for live improvisation.

**Hint:** Whenever a preset number shows a dot (left), it has a corresponding sequence stored with it.

Loading a preset:

- Use **SEL** control to open menu 1. **PrE** will be temp. displayed
- Use **VALUE** control to select the desired preset
- Press **LOAD** button in the lower row
- The corresponding LED will light up temporarily
- The preset is loaded

Saving a preset:

- Use **SEL** control to open menu 1. **PrE** will be temp. displayed
- Use **VALUE** control to select the desired memory location
- Press and hold **SHIFT** button
- The LED above the **STORE** button lights up red
- Press **STORE** button in the lower row
- The LED above the **STORE** button turns off
- The preset is now stored

## 2 VCA VEL

This parameter adjusts the effect velocity data of an attached keyboard take on the VCA resp. the output volume.

- Use **SEL** control to open menu 2. **VCA** will be temp. displayed
- The display shows the current value, e.g. **095**
- Use **VALUE** control to set a value between **000** and **127**

## 3 VCF VEL

This menu adjusts the effect velocity data of an attached keyboard take on the filter frequency, resp. the **CUTOFF** parameter and the calibration of the filter's resonance.

- Use **SEL** control to open menu 3. **VCF** will be temp. displayed
- The display shows the current value, e.g. **095**
- Use **VALUE** control to set a value between **000** and **127**
- Use **SEL** control to open menu 3. **VCF** will be temp. displayed
- Press **SHIFT** button. The display will temporarily show **rES**
- The display shows the current value, e.g. **100**
- Use **VALUE** control to set a value between **000** and **127**

## 4 LFO3

This menu adjusts the speed of **LFO3**. This LFO offers a triangle waveform and always addresses the same modulation target which is selected for the modulation-wheel resp. MIDI-controller CC#01 (see page 19). The modulation of **LFO3** only applies with the modulation-wheel resp. MIDI-controller CC#01 being active (a value larger than zero).

With the speed for **LFO3** being set to a value of **000**, **LFO3** will be deactivated. In this case, the modulation-wheel resp. MIDI-controller CC#01 solely addresses the modulation target.

- Use **SEL** control to open menu 4. **Lfo** will be temp. displayed
- The display shows the current value, e.g. **000**
- Use **VALUE** control to set a value between **000** and **127**

## 5 WHEELS

This menu allows adjustment of two parameters: the effect of the pitch-wheel and the destination of the modulation-wheel of an attached keyboard.

Use the **SHIFT** button to toggle back and forth between both sub menus.

Pitch-wheel:

- Use **SEL** control to open menu 5. **Pbd** will be temp. displayed
- The display shows the current value, e.g. **P.02**
- Use **VALUE** control to set a value between **P.00** and **P.12**

**Hint:** The value displays the pitch-wheel-range in semitones. The same values are applied when turning the wheel up- or downwards (positive/negative).

Modulation-wheel:

- Use **SEL** control to open menu 5. **Pbd** will be temp. displayed
- Press **SHIFT** button. The display will temporarily show **Ld5**
- The display shows the currently selected modulation target:
  - PtC** Pitch OSC 1/2/3
  - Snd** Wave OSC 1/2/3
  - SUb** Volume Sub-OSC 1/2
  - oSC** Volume OSC 1/2/3
  - CUt** Filter cutoff
  - rES** Filter resonance
  - FtP** Filter type (Morph)
- Use **VALUE** control to select the desired target

For the oscillators, a dot in the display will indicate which oscillator the destination is currently assigned to, e.g. < **S.nd S.n.d S.nd.** > displays wave-modulation for **VCO1** (dot to the left), **VCO2** (dot in the middle) resp. **DIGITAL** (dot to the right).

## 6 TRIGGER

DOMINION CLUB uses high note priority, meaning whenever two notes are being played overlapping on the keyboard, the upper note will be played.

This menu adjusts the legato behavior with notes being played tied to each other.

- Use **SEL** control to open menu 6. **TrG** will be temp. displayed
- The display shows the current state:
  - LE9** Legato, tied notes will not generate triggers
  - LAU** Legato Auto Glide, glide function is active for legato notes
  - ULt** Multi-trigger, tied notes will generate triggers, no glide effect
- Use **VALUE** control to select the mode

## 7 MIDI

This menu allows adjusting the MIDI-channel being used to transmit MIDI-data (Transmit MIDI Control Change) as well as the function of the **MIDI OUT THRU** jack.

- Use **SEL** control to open menu 7. **nCH** will be temp. displayed
- The display shows the current value, e.g. **n01**
- Use **VALUE** control to set a value between **n01** and **n16**
  
- Use **SEL** control to open menu 7. **nCH** will be temp. displayed
- Press **SHIFT** button. The display will temporarily show **tCC**
- The display shows the current state
- Use **VALUE** control to toggle between **off** and **on**
  
- Use **SEL** control to open menu 7. **nCH** will be temp. displayed
- Press **SHIFT** button. The display will temporarily show **tCC**
- Press **SHIFT** button again. The display will temporarily show **tHU**
- The display shows the current state
- Use **VALUE** control to toggle between **off** and **tHU**

## 8 DUMP

This menu allows sending the memory content to a computer via the **USB PC** connector to be archived and to be sent back to DOMINION CLUB.

- Use **SEL** control to open menu 8. **PdP** will be temp. displayed
- The display shows **off** (to avoid accidental dumps)
- Use **VALUE** control to set the value to **on**
- Press **LOAD** button to start the dump
- The display indicates the numbers of the presets being transferred

**Hint:** The settings for the arpeggiator and sequencer will be transmitted with the presets. However, control movements recorded in parallel will not be transmitted (see page 27, section Motion-Sequencer).

Unused preset memories will not be transferred with a dump.

When sending a data-dump to DOMINION CLUB, it will automatically be received – no menu has to be called up. The only requirement is that neither the arpeggiator nor the sequencer can be active (see page 22).

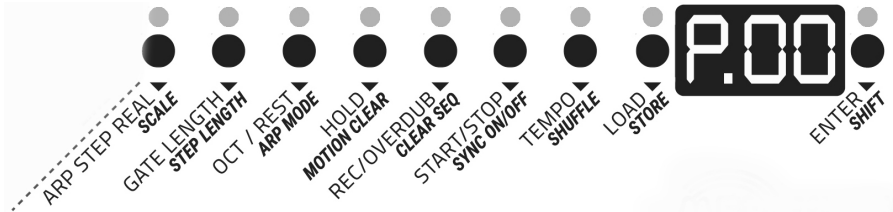
## 9 PHONES

This menu allows level-adjustment of the **HEADPHONE OUT** output, which is set independently from the **AUDIO OUT** output.

- Use **SEL** control to open menu 9. **Pho** will be temp. displayed
- The display shows the current value, e.g. **120**
- Use **VALUE** control to set a value between **000** and **127**

## ARPEGGIATOR / SEQUENCER

For each preset, an arpeggiator or sequencer as well as an additional motion-sequencer can be activated. All of these settings will be saved along with the preset.



### Mode

Select between three options first:

- Press **ARP STEP REAL** button in the lower row repeatedly:  
LED off > arpeggiator – display shows **ArP**  
LED red > step-sequencer – display shows **StP**  
LED green > realtime-sequencer – display shows **rEL**

The color of the LED remains corresponding to the mode. The display automatically returns to the select-menu.

### Start and Stop

After being selected, the arpeggiator resp. sequencer will be in standby-mode and need to be enabled first.

- Press **START/STOP** button in the lower row
- The corresponding LED will be lit red  
> Arpeggiator is ready to play, reacting to incoming notes  
> Step- resp. realtime-sequencer starts
- The LED above the **STORE** button flashes red with the beat, the first step is visualized by red/green flashing
- To stop, press **START/STOP** button again
- The corresponding LED will turn off

## Tempo

- Press **TEMPO** button in the lower row
- The corresponding LED will be lit red
- The display shows the current value, e.g. **095**
- Use **VALUE** control to set a value between **060** and **300**
- Press **ENTER** button

By selecting the **oFF** setting (below a value of **060**), the reception of MIDI-clock is blocked. With the reception of an external MIDI-clock, **START/STOP** and **TEMPO** on DOMINION CLUB will no longer function.

## Scale

Scale adjusts the rhythmical resolution of the arpeggio pattern resp. the sequencer. Although a different scale can be selected during active playback, the new value will become only become active after restarting the sequencer using **START/STOP**.

- Press and hold **SHIFT** button
- Press **SCALE** button in the lower row
- The display shows the current value, e.g. **16'**
- Use **VALUE** control to set a value:
  - 32'** 32th notes
  - 16t** 16th triplets
  - 16'** 16th notes
  - 8t** 8th triplets
  - 8'** 8th notes
  - 4t** quarter triplet
  - 4'** quarter notes
  - 2'** halve notes
- Press **ENTER** button

## Shuffle

- Press and hold **SHIFT** button
- Press **SHUFFLE** button in the lower row additionally
- The corresponding LED will be lit green
- The display shows the current value, e.g. **025**
- Use **VALUE** control to set a value between **000** and **127**
- Press **ENTER** button

## Gate Length

Use the Gate Length function to set the length of the gate-impulses. The value specified is global for all notes but can be manually changed during playback.

- Press **GATE LENGTH** button in the lower row
- The display shows the current value, e.g. **080**
- Use **VALUE** control to set a value between **000** and **100**
- Press **ENTER** button

## Step Length

The number of steps can be adjusted for the sequencer and arpeggiator (for a parallel motion-sequence, see page 27). The maximum length can be 8 bars at maximum (4 bars at **32'** resolution (scale)).

- Press and hold **SHIFT** button
- Press **STEP LENGTH** button in the lower row additionally
- The display shows the current value, e.g. **016**
- Use **VALUE** control to set a value between **001** and **128**
- Press **ENTER** button

## Synchronization

With an external MIDI-clock being applied to DOMINION CLUB, the arpeggiator resp. sequencer will automatically be synchronized to the clock.

With DOMINION CLUB being setup as clock-master, the internal clock can be used via **MIDI OUT** resp. **USB PC** to serve as master-clock for external devices.

- Press and hold **SHIFT** button
- Press **SYNC ON/OFF** button in the lower row additionally
- The corresponding LED will be lit green
- The display shows the current state
- Use **VALUE** control to select a value between **on** and **off**
- Press **ENTER** button



## ARPEGGIATOR

With the arpeggiator selected, a pattern to which the notes being played are sorted, can be chosen.

- Press and hold **SHIFT** button
- Press **ARP MODE** button in the lower row additionally
- The display shows the currently selected pattern
- Use **VALUE** control to set a pattern:
  - UP** ascending
  - dD** descending
  - UdE** up/down – excluding first/last notes
  - UdI** up/down – including first/last notes
  - OrG** original – preserves the order of the played notes
  - rnd** random
- Press **ENTER** button

## Hold

When using the arpeggiator, the note pattern can automatically be held without having to continuously press the corresponding notes on the keyboard. This function can be enabled prior pressing **START/STOP** or while the arpeggiator is running.

- Press **HOLD** button in the lower row
- The corresponding LED will be lit red

With **HOLD** being enabled, parameters such as **GATE LENGTH**, **SHUFFLE** or **TEMPO** can be edited manually.

**Hint:** In arpeggiator-mode with **HOLD** being enabled, a note can be played multiple times in a pattern as long a first note is being held. For example: Holding C and pressing F three times, results in a pattern of C-F-F-F.

If releasing all notes from the keyboard, the held pattern is continued until new notes are played.

## Octaving

An extension of the arpeggiator pattern of one or two octaves may be enabled. In doing so, the arpeggio is expanded by the additional notes. This setting can be adjusted while the arpeggiator is running.

- Press **OCT/REST** button in the lower row
- The display shows the current value, e.g. **000**
- Use **VALUE** control to set a value between **000** and **002**
- Press **ENTER** button

## STEP-SEQUENCER

The step-sequencer is being programmed offline, i.e. with the sequencer being stopped. The notes are input using a connected MIDI-keyboard.

- Use **ARP STEP REAL** button to activate the sequencer
- The corresponding LED will be lit red. **StP** temp. displayed
- Press **REC/OVERDUB** button in the lower row
- The display shows **000**
- Play the desired notes one by one on a MIDI-keyboard. The display will advance one step per note being played
- The display number equals the number of programmed steps

## Pauses

Instead of entering notes, pauses may be inserted into the sequence. To do so, press the **OCT/REST** button instead of a keyboard note at the desired position.

## Legato

A legato-function can be enabled for each note by additionally pressing the **HOLD** key for the corresponding programmed note (LED will be lit red). The results depend on the glide-value being set. The **HOLD** button may also be used to generate longer notes by programming the same note multiple times in a row.

After programming, play the sequence using the **START/STOP** button.

## REALTIME-SEQUENCER

In alternative to enter a sequence step by step, it may as well be entered in realtime. This works with empty sequences. However, DOMINION CLUB does not offer an acoustic metronome and one has to rely on the visual display or a drum computer running in parallel. The other option is to add notes to an existing sequence being created in step-mode.

The realtime-sequencer functions like a looper. This means, new notes can permanently be added to the sequence running. In case a note has already been set at a certain position, it will be replaced by the new note. Different note lengths can directly be entered in realtime-mode.

- Use **ARP STEP REAL** button to activate the realtime-sequencer
- The corresponding LED will be lit green. The display temp. shows **rEL**
- Press **START/STOP** button in the lower row
- Enter the desired notes from a MIDI-keyboard

### Delete

Only in realtime-mode, sequences can be directly deleted. This can be done while the sequencer is running.

- Press and hold **SHIFT** button
- Additionally press **CLEAR SEQ** button
- The sequence is now deleted

## MOTION-SEQUENCER

Movements of every control may be recorded in parallel to the notes of the arpeggiator, step-sequencer and realtime-sequencer.

When using the arpeggiator, the length of the motion-sequence depends on the **STEP LENGTH** being selected. It is not dependent of the number of notes being played (see page 24). The motion-sequence may as well cover two bars, even with an arpeggio-pattern consisting of three notes.

**Hint:** With the step-sequencer being selected, motion-sequences can only be entered while the sequencer is running, not in step-entering mode.

- Press **START/STOP** button
- Arpeggiator (**HOLD** if applicable) resp. sequencer runs
- Press **REC/OVERDUB** button in the lower row, pay attention to the start indication of the tempo LED
- Record-readiness is indicated by a display dot in the lower right  
Attention: The dot disappears with the next cycle-repetition where the recording is ended.
- Move the desired controls while recording is enabled
- The recording is ended automatically

This procedure may be repeated as often as desired.

## Delete

Recorded control movements can be separately deleted, while preserving the programmed notes. To do so, the sequencer may run or be stopped.

- Press and hold **SHIFT** button
- Press **MOTION CLEAR** button additionally
- All motion-sequences data are now deleted

It is also possible to specifically delete the motion-sequence data of a single control.

- Press **START/STOP** button
- Sequencer (including motion-sequence) runs
- Press and hold **SHIFT** button
- Additionally move the corresponding control shortly once
- The corresponding motion-sequence will be deleted

## Rear Panel - Connections

**DC-IN** – this jack allows connection for the supplied power adapter. Use the **POWER ON/OFF** switch alongside to turn DOMINION CLUB on and off.

**Hint:** Only use the supplied USB-power-connector! The bus-power performance of a computer USB-port is mostly insufficient to power the analogue circuits of DOMINION CLUB.

**USB KEYS** – this jack serves as connection to a MIDI-keyboard or MIDI-controller with USB-output.

**USB PC** – this jack serves to connect DOMINION CLUB to a DAW-computer in order to transmit and receive MIDI-data.

**M-BUS IN** – this jack serves as connector for devices being compatible to the M-BUS specification. M-BUS is a protocol developed by MFB which is comparable to MIDI but significantly faster.

**M-BUS THRU** – this jack passes on incoming data from the **M-BUS IN** input in parallel.

**MIDI IN** – this jacks serves as connection to a MIDI-keyboard, MIDI-interface resp. MIDI-controller with standardized MIDI-connectors.

**MIDI OUT THRU** – this jack **OUT**puts the MIDI-data of DOMINION CLUB. With this jack being set to **THRU** (see page 20), incoming data at the **MIDI IN** will be passed through.

**HEADPHONE OUT** (3,5mm) – connect a headphone to this output which is individually adjustable in level.

**AUDIO OUT** (6,3mm) – this jack provides the audio signal output and can be connected to a mixing console, an audio-interface or an amplifier.

## MIDI IMPLEMENTATION

Model: MFB DOMINION CLUB, version: 1.0

Function		Value/Parameter
Basic Channel		T/R: 1-16, stored, TX = RX
Mode*1	Default	T/R: 4
	Messages	T/R: x
	Altered	T: ***, R: x
Note Number		T/R: 36-127 *2
	True Voice	T: ***, R: 36-127 *3
Velocity	Note On	T: 9nh, 1-127, R: 1-127
	Note Off	T/R: o
Aftertouch	Channel	T/R: x
	Key	T/R: x
Pitch Bender		T/R: o, 7 bit Resolution
Control Change	1, 64	T/R: o, Mod Wheel, Sustain
Prog Change		T/R: 0-99
System Exclusive		T/R: o (Preset-Dump only)
System Common	Song Pos	T/R: o (SPP+SC, SRS)
	Sel	T/R: x
	Tune	T/R: x
System Realtime	Clock	T/R: o
	Commands	T/R: o
Aux Messages	Local On/Off	T: x, R: o
	All Notes off	T: x, R: o (123)
	Active Sense	T/R: x
	Reset	T/R: x
	All Sound Off	T/R: x

**Index:** o: Yes, x: No, T: Transmitted, R: Recognized

- Notes:**
- \*1 Modes: 1 (Omni on/Poly), 2 (Omni On/Mono), 3 (Omni Off/Poly), 4 (Omni Off/ Mono)
  - \*2 will also be transmitted with arpeggiator being enabled, transposed keyboard range limited to 36-96
  - \*3 limited by VCO-octave and tune settings

## MIDI-CC-Chart

TRANSCOPE	CC#64	LFO1 RATE	CC#09
TUNE	CC#00	LFO1 WAVE	CC#10
GLIDE	CC#65	LFO1 AMT	CC#11
LFO1 RATE FINE	CC#41		
VCO1 OCTAVE	CC#66	LFO1 WAVE FINE	CC#42
VCO1 MOD AMT	CC#02	LFO1 MODE	CC#85
VCO1 MOD AMT FINE	CC#34	LFO1 DEST	CC#86
VCO1 WAVE	CC#67		
VCO1 MOD_SEL	CC#68	LFO2 RATE	CC#12
SUB1 NOISE	CC#69	LFO2 WAVE	CC#13
		LFO2 AMT	CC#14
VCO2 DETUNE	CC#03	LFO2 RATE FINE	CC#44
VCO2 OCTAVE	CC#70	LFO2 RATE FINE	CC#44
VCO2 INTERVAL	CC#71	LFO2 WAVE FINE	CC#45
VCO2 MOD AMT	CC#04	LFO2 AMT FINE	CC#46
VCO2 MOD AMT FINE	CC#36	LFO2 MODE	CC#87
VCO2 WAVE	CC#72	LFO2 DEST	CC#88
VCO2 MOD_SEL	CC#73		
SUB2 XOR	CC#74	VCF MORPH	CC#15
		VCF CUTOFF	CC#16
DIGITAL DETUNE	CC#05	VCF RESONANCE	CC#17
DIGITAL MOD AMT	CC#06	VCF CONTOUR	CC#18
DIGITAL WAVE	CC#08	VCF MORPH FINE	CC#47
DIG. MOD AMT FINE	CC#38	VCF CUTOFF FINE	CC#48
DIGITAL WAVE FINE	CC#40	VCF RESO FINE	CC#49
DIGITAL MOD SEL	CC#75	VCF CONTOUR FINE	CC#50
DIGITAL ALG	CC#76	VCF KEY FOLLOW	CC#89
DIGITAL OCTAVE	CC#77		
DIGITAL INTERVAL	CC#78	ENV1 ATTACK	CC#19
DIGITAL BIT REDUCE	CC#79	ENV1 DECAY	CC#20
		ENV1 SUSTAIN	CC#21
MIXER VCO1	CC#80	ENV1 RELEASE	CC#22
MIXER VCO2	CC#81	ENV1 ATTACK FINE	CC#51
MIXER DIGITAL	CC#82	ENV1 DEACY FINE	CC#52
MIXER SUB1	CC#83	ENV1 SUSTAIN FINE	CC#53
MIXER SUB2	CC#84	ENV1 RELEASE FINE	CC#54
		ENV1 MODE	CC#90

ENV2 ATTACK	CC#23
ENV2 DECAY	CC#24
ENV2 SUSTAIN	CC#25
ENV2 RELEASE	CC#26
ENV2 ATTACK FINE	CC#55
ENV2 DECAY FINE	CC#56
ENV2 SUSTAIN FINE	CC#57
ENV2 RELEASE FINE	CC#58
ENV2 MODE	CC#91

## **CE**

This product confirms to the following European standards:

EN 55013: 2003, CENELEC EN 55020: 2003, EN61000-3-2: 2000 and EN 61000-3-3: 1995 + Correction 1998

This unit conform to the EG-directive 89/336/EC.