

8mu Quick Start Guide

8mu has leds hidden behind the faders. They glow through the slightly translucent fader track to indicate Midi being sent from that fader, and which bank is being selected.

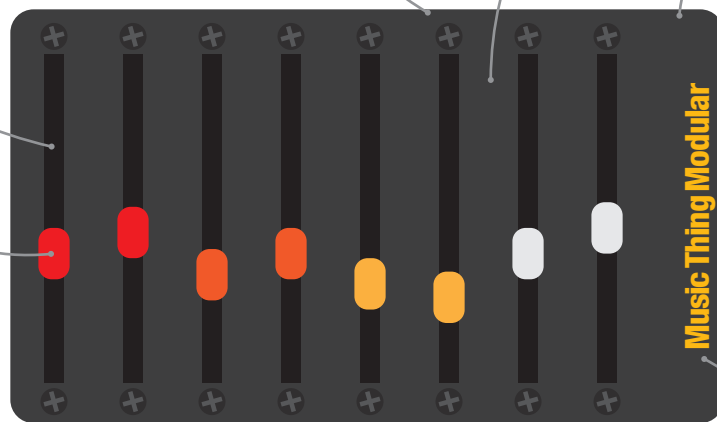
8mu has four tiny buttons along the top edge, which can be configured to send Midi notes (like a keyboard) or mapped to other controllers

8mu has an accelerometer inside to measure how the device is being held. This creates eight more control signals, mapped to gestures like "lift the front" or "turn me over".

8mu has a 3.5mm hardware Midi output, which can be Type A or Type B.

8mu gets power and sends data by USB-C. Only standard USB data lines are used, so it should work on any USB computer with an adaptor.

8mu has eight faders that can send messages via Midi.

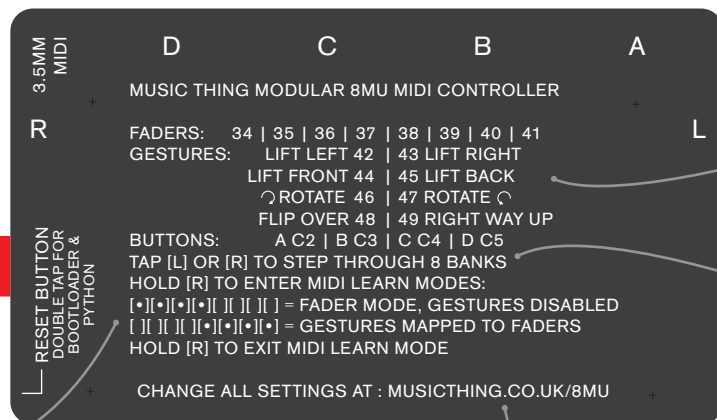


8mu uses very little power, so you'll need a power bank an 'Always on' or 'Trickle Charging' mode. Normal batteries will turn off after a minute or so.

There's a tiny Reset button hidden here, double-click when updating firmware

These are the default Midi controller assignments, with the buttons playing midi notes.

8mu contains 8 banks of settings (controller assignments and more). By default they're all identical, but can be changed in the editor.



It's hard to map a DAW control to Fader 1 when the accelerometer is spitting out movement data. So 8mu has two Midi Learn modes. In Fader Mode, those channels are temporarily turned off leaving clean fader data. In Gesture Mode, accelerometer outputs are controlled by faders, so they can be predictably controlled.

All settings can be changed with the web editor, which also shows when a firmware update is available.