

**SPECIAL OPERATIONS
FIELD MANUAL
PHANTASMAL FORCE**

FOREWORD

As we reach what appears to be the peak in the age of mass production, each operative maneuvering within the theater of global consumption must make informed decisions, equip the best-suited implement, and undergo the proper training in order to succeed in their objectives.

The Phantasmal Force MIDI controller offers an operative a great deal of customization in a miniature package, without the need for external editors or configuration tools. Each button can be configured independently, from the device itself, while in the field. Operatives can save up to 26 different configurations and burn a default startup configuration to the embedded firmware. Phantasmal Force transmits MIDI messages via USB-C and TRS-A connections. A USB-C power source is required.

This Special Operations Field Manual is published for the information and guidance of all concerned and will be used as the basic doctrine for Phantasmal Force training for such subjects.

It should be carefully noted that this manual covers the following subjects: (1) description of all hardware & software interfaces; (2) practical use case scenarios; (3) full MIDI implementation data. The Special Operations Field Manual does not include promotion of, or engagement in non-MIDI activities.

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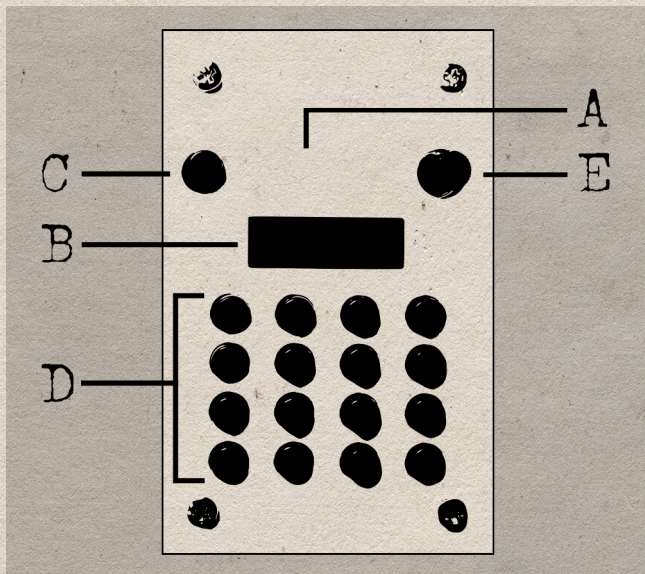
PHANTASMAL FORCE



SPECIFICATIONS:

Width: 52mm
Length: 81.5mm
Height: 22.5mm
Weight: 57g

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1. FRONT PANEL

A) CENTRAL ILLUMINATOR ZONE

The CENTRAL ILLUMINATOR is a multi-color Light Emitting Diode (LED) located within the Phantasmal Force. When an agent or operative triggers a command from the unit, the LED emits a color coded signal. YELLOW light represents CC signals, BLUE light represents NOTE signals, GREEN light represents TRANSPORT signals, RED light represents PROGRAM CHANGE signals, and WHITE light represents OCTAVE SHIFT commands.

B) DISPLAY

The Phantasmal Force has an 128x64 pixel OLED display that is visible in most lighting conditions and has two distinct modes of operation. Pressing the SHIFT BUTTON switches between the two display modes, which are illustrated and described henceforth.

C) SHIFT BUTTON

The SHIFT BUTTON is located to the left of the display. Pressing it toggles between the MAIN SCREEN and the MENU SCREEN. Holding it down for about two seconds while in the MAIN SCREEN saves the DEFAULT CONFIGURATION.

D) CONTROL BUTTONS

16 tactile, non-velocity sensitive CONTROL BUTTONS can be configured individually to send MIDI CC, MIDI NOTE, MIDI START/STOP, MIDI PROGRAM CHANGE messages via USB and TRS-A MIDI connection. Buttons can also be configured to send internal OCTAVE SHIFT commands. BUTTON MODES are outlined in detail elsewhere in this manual.

E) KNOB

The KNOB located on the front panel is a potentiometer that can control various aspects of the Phantasmal Force. Unlike an endless encoder, it has hard stops when rotated either left or right. On the MAIN SCREEN, the KNOB can be configured to behave differently based on the mode of the last button pressed. When in the MENU SCREEN, the KNOB is used to select and adjust parameters. KNOB MODES and PARAMETER LISTS are outlined later in this manual.

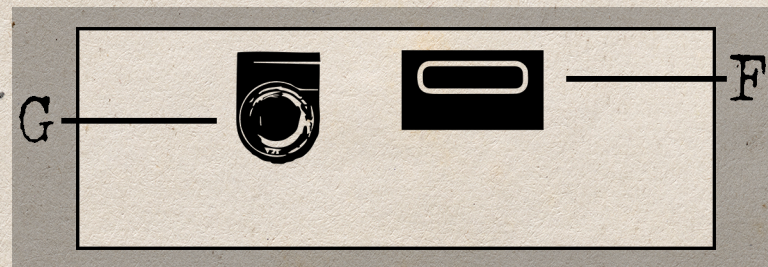


2. DISPLAY DETAIL

The MAIN SCREEN (above) displays detailed information corresponding to the last button pressed. The matrix on the left side of the screen represents the 16 button grid. The last button currently pressed is displayed as a filled in square. If multiple buttons are being pressed, all prior buttons are displayed as half-filled.



The MENU SCREEN (above) displays the parameters for the last button pressed. The number of the current button is displayed in the lower left corner. Use the KNOB to select a parameter to edit. The bar on the bottom of the display represents the current menu position. To edit a selected parameter, press the SHIFT BUTTON. The parameter being adjusted will be highlighted. Adjust the parameter with the KNOB. To stop editing a parameter, press the SHIFT BUTTON. To exit the MENU SCREEN, rotate the KNOB clockwise until the display reads "exit" and press the SHIFT BUTTON. Change the COMMAND BUTTON being edited by pressing the desired button while in the MENU SCREEN.



3. REAR PANEL

F) USB-C PORT

The USB-C port located on the back of the Phantasmal Force is utilized for both powering the unit, and transmitting MIDI messages (if so desired). To transmit MIDI data in this way, an operative must use a Universal Serial Bus (USB) cable that is capable of passing data. Be advised that many USB-C cables out in the field are of questionable origin and quality and may only power the device, leading to detrimental results when attempting to transmit data.

G) TRS-A PORT

The TRS-A port located on the back of the Phantasmal Force conforms to the international standard for 3.5mm MIDI transmission. A stereo 3.5mm cable is required to connect the Phantasmal Force to external MIDI equipment that uses TRS-A communication. An appropriate TRS-A to 5-Pin DIN adapter is needed if connecting the Phantasmal Force to MIDI equipment requiring DIN connection. A TRS-A to TRS-B cable will be needed if connecting the Phantasmal Force to a device utilizing TRS-B communication.



4. BUTTON MODES

The 16 non-velocity sensitive, tactile switches on the face of the Phantasmal Force can be configured in any number of ways as described on the following pages. This field guide provides suggested configuration SCENARIOS for each BUTTON MODE to further familiarize operatives with the wide gamut of potential setups.

I) CC MOMENTARY [mmt]

A situation may arise when an operative needs to transmit separate and distinct MIDI CC messages upon pressing and releasing one of the CONTROL BUTTONS. In CC MOMENTARY mode, a CC message is sent when a CONTROL BUTTON is depressed and another CC message is sent when a CONTROL BUTTON is released. The values of these messages can be set independently in the MENU SCREEN. The "dwn" and "up" values can each be set to produce specific values or a random value within the range of the "min" and "max" settings. To enable random value generation upon pressing or releasing a COMMAND BUTTON, turn the KNOB past the value "127" when setting either the "dwn" or "up" parameter.



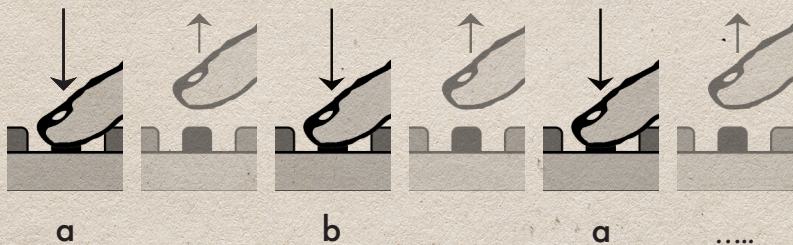
While on the MAIN SCREEN, after pressing a COMMAND BUTTON in CC MOMENTARY mode, the KNOB MODE can be configured to produce CC values or to change the CC number. In SOLO mode, the COMMAND BUTTON does not send MIDI messages, but the KNOB will send CC values.

SCENARIO - "BREADCRUMBS"

An operative sets both "up" and "dwn" to the same CC value while setting the KNOB MODE to "val" (adjust CC values). An operative may then rotate the KNOB to adjust the CC parameter in any style or fashion they see fit, and then press the corresponding COMMAND BUTTON to return the CC parameter to a known value.

II) CC TOGGLE [tgl]

It may be necessary or desirable for an operative to send alternating CC values ("a" & "b") on each successive press of a COMMAND BUTTON. These values can be set independently in the menu screen. The "a" and "b" values can each be set to produce specific values, or a random number within the range of the "min" and "max" settings. To enable random value generation upon pressing or releasing a COMMAND BUTTON, turn the KNOB past the value 127 when setting either the "a" or "b" parameter.



While on the MAIN SCREEN, after pressing a COMMAND BUTTON in CC MOMENTARY mode, the KNOB MODE can be configured to produce CC values or to change the CC number.

SCENARIO - "MUTES"

An operative may wish to quickly control the volume of an external device. To accomplish this, one could set the CC# and channel to match the volume controls of the external MIDI device. By setting the appropriate values for "a" and "b", an operative could then toggle a MIDI device's volume levels on/off (mutes).

III) NOTE [not]

In this mode, an operative may send a single MIDI NOTE ON message when a COMMAND BUTTON is pressed. A corresponding MIDI NOTE OFF message is sent when the COMMAND BUTTON is released. The MIDI VELOCITY can be set in the menu screen. MIDI velocity can be set from 0-127 or randomized between the "min" and "max" values in the MENU SCREEN to create a more dynamic sound. To enable random value generation upon pressing or releasing a COMMAND BUTTON, turn the KNOB past the value 127 when setting the "vel" parameter.



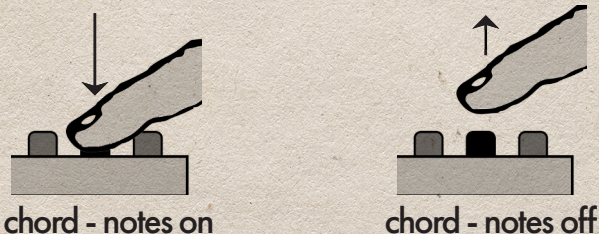
While on the MAIN SCREEN, after pressing a COMMAND BUTTON in NOTE mode, The KNOB can be configured to change the MIDI NOTE or MIDI VELOCITY values.

SCENARIO - "MASTER BLASTER"

An operative may seize control of multiple instruments by setting all sixteen COMMAND BUTTONS to play MIDI notes in the desired order, and configuring the COMMAND BUTTONS to transmit on CH# ALL. Be advised to equip some form of hearing protection.

IV) CHORD [crd]

In this mode, the Phantasmal Force is capable of transmitting three MIDI NOTE ON messages when a COMMAND BUTTON is pressed. Corresponding MIDI NOTE OFF messages are sent when the COMMAND BUTTON is released. Each of the three notes can be configured independently. MIDI velocity can be set from 0-127 or randomized between the "min" and "max" values in the MENU SCREEN to create a more dynamic sound. To enable random value generation upon pressing or releasing a COMMAND BUTTON, turn the KNOB past the value 127 when setting the "vel" parameter. The velocity of each note in the chord will be calculated independently.



While on the MAIN SCREEN, after pressing a COMMAND BUTTON in CHORD mode, the KNOB MODE can be configured to transpose the chord +/- twelve steps or adjust the velocity of the notes being sent. If transposition pushes the MIDI note above 127 or below 0, the note will not sound.

NOTE: CHORD mode cannot transmit on CH# ALL.

SCENARIO - "ONE-HANDED"

An operative can set a bank of eight COMMAND BUTTONS to chord mode, and another bank of eight COMMAND BUTTONS to note mode, providing access to a large chromatic palette of sonic variations.

V) PLAY [ply]

In this mode, the COMMAND BUTTON will send a MIDI TRANSPORT PLAY message. This message is sent to all connected MIDI devices.

VI) STOP [stp]

In this mode, the COMMAND BUTTON will send a MIDI TRANSPORT STOP message. This message is sent to all connected MIDI devices.

VII) PROGRAM CHANGE UP [pc+]

In this mode, the COMMAND BUTTON will send a MIDI PROGRAM CHANGE (PC) message incremented from the current value by one. The PROGRAM CHANGE number is listed below the CC NUMBER on the MAIN SCREEN.

The KNOB can be rotated to alter the current PC. Turning the KNOB does not send a PC message, it only alters the current value. If you rotate the KNOB to 30 and press the COMMAND BUTTON, the Phantasmal Force will send a PC of 31.

VIII) PROGRAM CHANGE DOWN [pc-]

In this mode, the COMMAND BUTTON will send a MIDI PROGRAM CHANGE (PC) message decremented from the current value by one. The PROGRAM CHANGE number is listed below the CC NUMBER on the MAIN SCREEN.

The KNOB can be rotated to alter the current PC. Turning the KNOB does not send a PC message, it only alters the current value. If you rotate the knob to 30 and press the COMMAND BUTTON, the Phantasmal Force will send a PC of 29.

IX) PROGRAM CHANGE NUMBER [pc#]

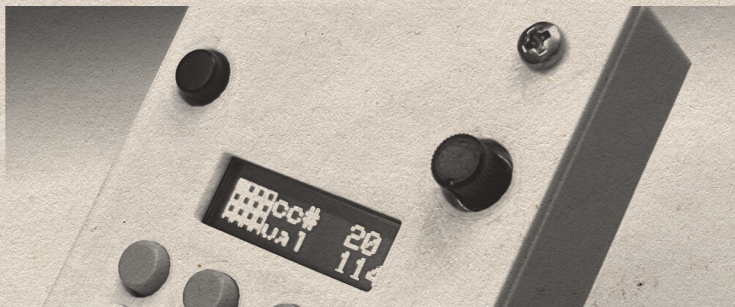
In this mode, the **COMMAND BUTTON** will send a specific **MIDI PROGRAM CHANGE** number between 0-127. The **KNOB** can be rotated to queue up the next program change. Turning the **KNOB** does not send a **PROGRAM CHANGE** message, it only alters the current value. If you rotate the knob to 30 and press the **COMMAND BUTTON**, the Phantasmal Force will send a **PROGRAM CHANGE** of 30.

X) OCTAVE SHIFT DOWN [oc-]

In this mode, the **COMMAND BUTTON** will shift all **NOTE (not)** and **CHORD (crd)** messages sent down by an octave. If shifting the message down causes a note to fall below 0, no note message is sent. This command does not shift the octave settings of a connected device; it only shifts the **MIDI NOTES** being sent down by one octave.

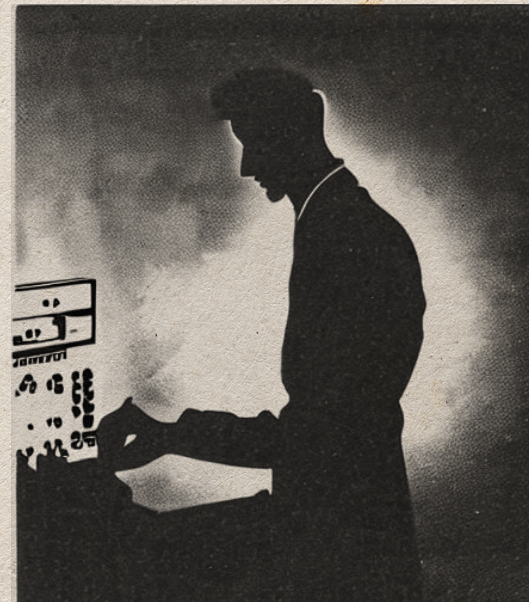
XI) OCTAVE SHIFT UP [oc+]

In this mode, the **COMMAND BUTTON** will shift all **NOTE (not)** and **CHORD (crd)** messages sent up by an octave. If shifting the message up causes a note to rise above 127, no note message is sent. This command does not shift the octave settings of a connected device; it only shifts the **MIDI NOTES** being sent up by one octave.



5. DEFAULT CONFIGURATION

The Phantasmal Force loads a **DEFAULT CONFIGURATION** when it is powered on. An operative can modify the **DEFAULT CONFIGURATION** to their liking and permanently save it by holding the **SHIFT BUTTON** for two seconds. After saving the **DEFAULT CONFIGURATION**, all settings are restored when the unit is restarted.



6. SAVE SLOTS

The Phantasmal Force has twenty-six user **SAVE SLOTS** available. They are named alphabetically in lower-case, three letter code. Saving a configuration into one of the **SAVE SLOTS** stores all pertinent data for each of the sixteen buttons for instant recall at a later point.



7. KNOB MODES

The **KNOB** located on the face of the Phantasmal Force can be configured to send a variety of MIDI data, based on the **BUTTON MODE** of the last button pressed. The following page lists the possible **KNOB MODES** for each **BUTTON MODE**, followed by the range of possible values transmitted.

BUTTON MODE	KNOB MODE	RANGE
CC MOMENTARY [mmt]	val	CC VALUE 0-127
-	cc#	CC # 0-127
-	sol	CC VALUE 0-127
CC TOGGLE [tgl]	val	CC VALUE 0-127
-	cc#	CC # 0-127
-	sol	CC VALUE 0-127
NOTE [not]	not	NOTE 0-127
-	vel	VELOCITY 0-127/ran
CHORD [crd]	tsp	TRANSPOSE +/- 12 steps
-	vel	VELOCITY 0-127/ran
PLAY [ply]	N/A	N/A
STOP [stp]	N/A	N/A
PROGRAM CHANGE + [pc+]	N/A	QUEUE NEXT PROGRAM CHANGE
PROGRAM CHANGE - [pc-]	N/A	QUEUE NEXT PROGRAM CHANGE
PROGRAM CHANGE # [pc#]	N/A	QUEUE NEXT PROGRAM CHANGE
OCTAVE SHIFT + [oc+]	N/A	N/A
OCTAVE SHIFT - [oc-]	N/A	N/A

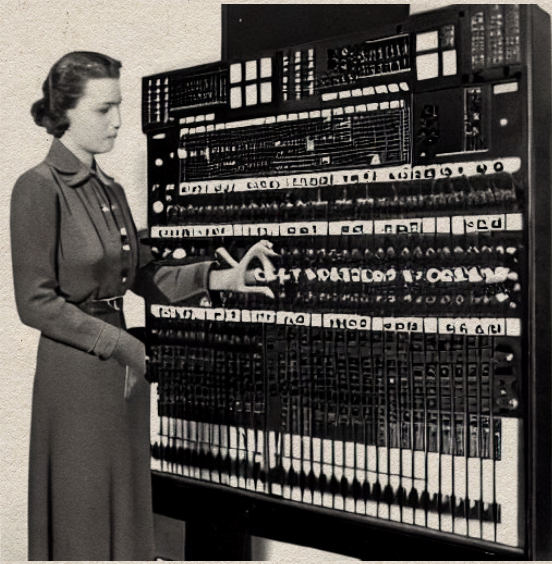
8. PRESETS

The Phantasmal Force has a number of PRESETS accessible from the load (lod) parameter. They are located after the user save slot "zen" and are displayed in CAPITAL LETTERS. Each preset is described as follows.

- NOT - All buttons are set to NOTE (not) starting at MIDI note 60 on button #1 running through MIDI note 75 on button #16. vel = 112, ch# = 1, pot = not.
- CCM - All buttons are set to CC MOMENTARY (mmt) starting at MIDI CC 20 on button #1 running through MIDI CC 35 on button #16. dwn = 127, up = 0, ch# = 1, pot = val.
- CCT - All buttons are set to CC TOGGLE (tgl) starting at MIDI CC 20 on button #1 running through MIDI CC 35 on button #16. a = 127, b = 0, ch# = 1, pot = val.
- 1/2 - Buttons #1-#8 are set to CC MOMENTARY (mmt) starting at MIDI CC 20 on button #1 running through MIDI CC 27 on button #8. dwn = 127, up = 0, ch# = 1, pot = val. Buttons #9-#16 are set to NOTE (not) starting at MIDI note 60 on button #9 running through MIDI note 67 on button #16. vel = 112, ch# = 1, pot = not.
- DAW - Buttons #1 & #2 are set to OCTAVE UP (oc+) & OCTAVE DOWN (oc-). Buttons #3 & #4 are set to STOP (stp) & PLAY (ply). Buttons #5-#8 are set to CC MOMENTARY (mmt) starting at MIDI CC 20 on button #5 running through MIDI CC 23 on button #8. dwn = 127, up = 0, ch# = 1, pot = val. Buttons #9 - #16 are set to NOTE (not) starting at MIDI note 60 on button #8 running through MIDI note 67 on button #16. vel = 112, ch# = 1, pot = not.

- CDr - All buttons are set to CHORD (crd). A random three note chord is generated for each button. vel = ran, ch# = 1, pot = tsp.
- CDM - All buttons are set to CHORD (crd). A three note major chord is generated for each button starting with "C" on button #1 and going up by a half step sequentially for each button. vel = ran, ch# = 1, pot = tsp.
- CDm - All buttons are set to CHORD (crd). A three note minor chord is generated for each button starting with "C" on button #1 and going up by a half step sequentially for each button. vel = ran, ch# = 1, pot = tsp.
- CMm - All buttons are set to CHORD (crd). Three note minor chords are generated starting with "C" on button #1 across the top two rows of buttons. Three note major chords are generated starting with "C" on button #9 across the 3rd and 4th rows of buttons. vel = ran, ch# = 1, pot = tsp.





9. MENU SCREEN PARAMETER LIST

The following pages detail all MENU SCREEN parameters, by BUTTON MODE, for your reference. When navigating the MENU SCREEN with the KNOB, keep in mind that the position of the KNOB (and related data) will not update until the knob is rotated a small amount. The position of the knob is displayed as a white bar on the bottom of the display.

To back out of a parameter menu without changing the selected parameter, rotate the KNOB to the right until the selection screen reads "ex".

Selected parameters always appear highlighted when a selection is made or the operative exits the parameter selection screen.

I) CC MOMENTARY [mmt]

cc# - The CC number the message will be sent on.

ch# - The MIDI channel (1-16) the CC message is sent on. If set below 1, the CC will be sent on ALL channels.

min - The minimum limit of the random number generator.

max - The maximum limit of the random number generator.

dwn - Set the CC value sent when the button is pressed. Turn fully clockwise to engage random (rnd) values constrained by the min and max settings.

up - Set the CC value sent when the button is released. Turn fully clockwise to engage random (rnd) values constrained by the "min" and "max" settings.

pot - set the KNOB to control the CC number (cc#), CC value (val). In solo (sol) mode, the COMMAND BUTTON does not send CC data, but the KNOB sends CC values.

mod - Change the BUTTON MODE of the current button.

sav - Save all current settings into one of the 26 user SAVE SLOTS.

lod - Load a user configuration (lowercase) or a preset (UPPERCASE).

exit - Exit back to the MAIN SCREEN.

II) CC TOGGLE [tgl]

cc# - The CC number the message will be sent on.

ch# - The MIDI channel (1-16) the CC message is sent on. If set below 1, the CC will be sent on ALL channels.

min - The minimum limit of the random number generator.

max - The maximum limit of the random number generator.

a - Set the initial CC value sent when the button is pressed. Turn fully clockwise to engage random (rnd) values constrained by the "min" and "max" settings.

b - Set the alternate CC value sent when the button is pressed. Turn fully clockwise to engage random (rnd) values constrained by the "min" and "max" settings.

pot - set the KNOB to control the CC number (cc#) or CC value (val). In solo (sol) mode, the COMMAND BUTTON does not send CC data, but the KNOB sends CC values.

mod - Change the BUTTON MODE of the current button.

sav - Save all current settings into one of the 26 user SAVE SLOTS.

lod - Load a user configuration (lowercase) or a preset (UPPERCASE).

exit - Exit back to the MAIN SCREEN.

III) NOTE [not]

not - The MIDI note value from 0-127

ch# - The MIDI channel (1-16) the note message is sent on. If set below 1, the note will be sent on ALL channels.

vel - The velocity at which the MIDI note is sent. If set above 127, velocity values will be randomly generated between the "min" and "max" settings.

min - The minimum limit of the random number generator.

max - The maximum limit of the random number generator.

pot - Set the KNOB to control either the note (not) or velocity (vel).

mod - Change the BUTTON MODE of the current button.

sav - Save all current settings into one of the 26 SAVE SLOTS.

lod - Load a user configuration (lowercase) or a preset (UPPERCASE).

exit - Exit back to the MAIN SCREEN.



IV) CHORD [crd]

nt1 - The first note value from 0-127.

nt2 - The second note value from 0-127.

nt3 - The third note value from 0-127.

vel - The velocity at which the MIDI notes are sent. If set above 127, the velocity of each note will be randomly generated between the min and max settings.

ch# - The MIDI channel (1-16) the note messages are sent on. CHORD mode cannot transmit on CH# ALL.

min - The minimum limit of the random number generator.

max - The maximum limit of the random number generator.

pot - Set the KNOB to control either the chord transposition (tsp) within a range of +/- one octave or the velocity (vel) between 0-127.

mod - Change the BUTTON MODE of the current button.

sav - Save all current settings into one of the 26 SAVE SLOTS.

lod - Load a user configuration (lowercase) or a preset (UPPERCASE).

exit - Exit back to the MAIN SCREEN.

V) PLAY [ply]

mod - Change the BUTTON MODE of the current button.

sav - Save all current settings into one of the 26 SAVE SLOTS.

lod - Load a user configuration (lowercase) or a preset (UPPERCASE).

exit - Exit back to the MAIN SCREEN.

VI) STOP [stp]

mod - Change the BUTTON MODE of the current button.

sav - Save all current settings into one of the 26 SAVE SLOTS.

lod - Load a user configuration (lowercase) or a preset (UPPERCASE).

exit - Exit back to the MAIN SCREEN.



VII) PROGRAM CHANGE UP [pc+]

ch# - The MIDI channel (1-16) the PC message is sent on. If set below 1, the CC will be sent on ALL channels.

mod - Change the **BUTTON MODE** of the current button.

sav - Save all current settings into one of the 26 **SAVE SLOTS**.

lod - Load a user configuration (lowercase) or a preset (UPPERCASE).

exit - Exit back to the **MAIN SCREEN**.

VIII) PROGRAM CHANGE DOWN [pc-]

ch# - The MIDI channel (1-16) the PC message is sent on. If set below 1, the CC will be sent on ALL channels.

mod - Change the **BUTTON MODE** of the current button.

sav - Save all current settings into one of the 26 **SAVE SLOTS**.

lod - Load a user configuration (lowercase) or a preset (UPPERCASE).

exit - Exit back to the **MAIN SCREEN**.

IX) PROGRAM CHANGE NUMBER [pc#]

pc# - The specific PC number to be sent.

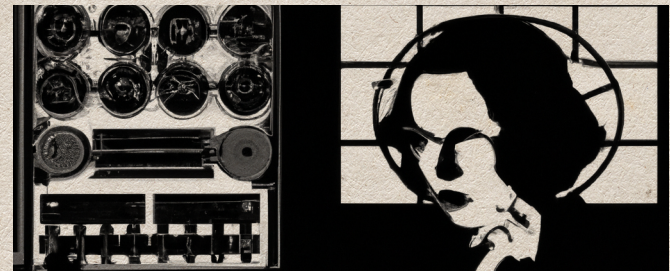
ch# - The MIDI channel (1-16) the PC message is sent on. If set below 1, the CC will be sent on ALL channels.

mod - Change the **BUTTON MODE** of the current button.

sav - Save all current settings into one of the 26 **SAVE SLOTS**.

lod - Load a user configuration (lowercase) or a preset (UPPERCASE).

exit - Exit back to the **MAIN SCREEN**.



X) OCTAVE SHIFT DOWN [oc-]

mod - Change the **BUTTON MODE** of the current button.

sav - Save all current settings into one of the 26 **SAVE SLOTS**.

lod - Load up one of 26 previously saved configurations.

exit - Exit back to the **MAIN SCREEN**.

XI) OCTAVE SHIFT UP [oc+]

mod - Change the **BUTTON MODE** of the current button.

sav - Save all current settings into one of the 26 **SAVE SLOTS**.

lod - Load up one of 26 previously saved configurations.

exit - Exit back to the **MAIN SCREEN**.



10. ASSISTANCE

Operatives or agents in need of assistance can contact info@armanbohn.com for support.

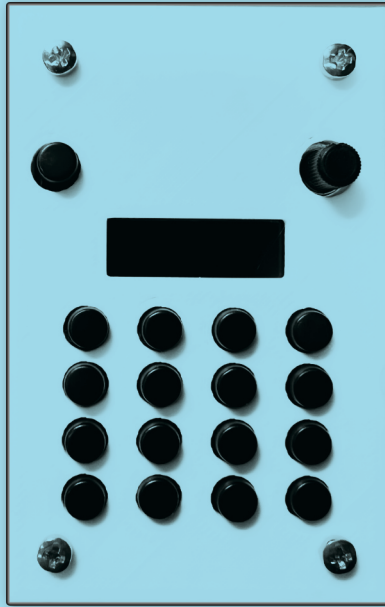
Monitor www.armanbohn.com for potential software patches and updates.

Button Modes

Name	Menu Name	Knob Modes	Color
CC Momentary	mmt	val, cc#, sol	yellow
CC Toggle	tgl	val, cc#, sol	yellow
Note	not	not, vel	blue
Chord	crd	tsp, vel	blue
Play	ply	n/a	green
Stop	stp	n/a	green
PC +	pc+	queue next PC	red
PC -	pc -	queue next PC	red
PC #	pc #	queue next PC	red
Octave +	oc+	n/a	white
Octave -	oc-	n/a	white

Save Slot (lowercase) & Preset Names (ALL CAPS)

art	big	cat	dog
ear	fly	gig	her
ice	jam	key	low
map	net	owl	pet
que	run	set	try
use	vat	win	xox
you	zen	NOT	CCM
CCT	1/2	DAW	CDr
CDM	CDm	CMm	-



Phantasmal Force - Micro MIDI Controller

- 16 programmable tactile switches
- 1 programmable knob
- OLED display
- USB & TRS-A MIDI out
- Note, Chord, CC, Transport & PC via MIDI
- Programmable on the device
- 26 save slots
- Custom default startup configuration
- RGB LED status indicator

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