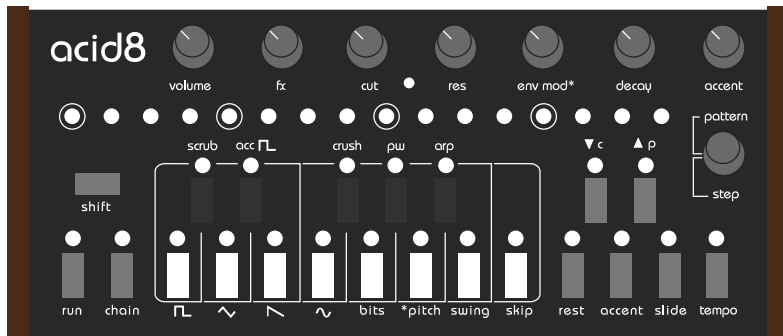
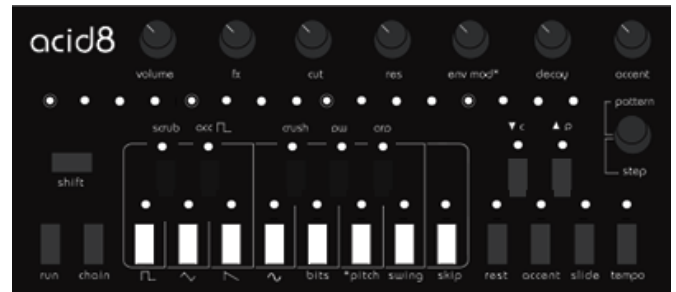




Acid8 Mark I



Acid8 Mark II

User Manual

All functions apply to both models

Last update October 31st 2025

Ensure that you have at least V3.0 installed!
Some of the functions described are new.

[Watch the walkthrough video here!](#)

Thanks!

Thank-you for adopting Acid8!



Connectivity & Power

Acid8 features audio output (1/4" for MKI, 1/8" type A for MKII),
MIDI input/output,

1/8" gate/sync input/output and a power socket.

Acid8 is equipped with a bridge rectifier so can be powered by any AC or DC voltage source of between 7v and 15v, 1200mA.



Operation Overview

Acid8 enables you to edit patterns and songs under three main layers:

Step Mode

At this lowest level you create and modify patterns, step by step. A pattern consists of 16 steps, but up to 15 of these steps can be skipped to form shorter patterns.

Pattern Mode

In pattern mode you can select the pattern that is being played, you can also transpose, copy/paste patterns, add them to a chain and perform FX at a touch of a button

Chain Mode

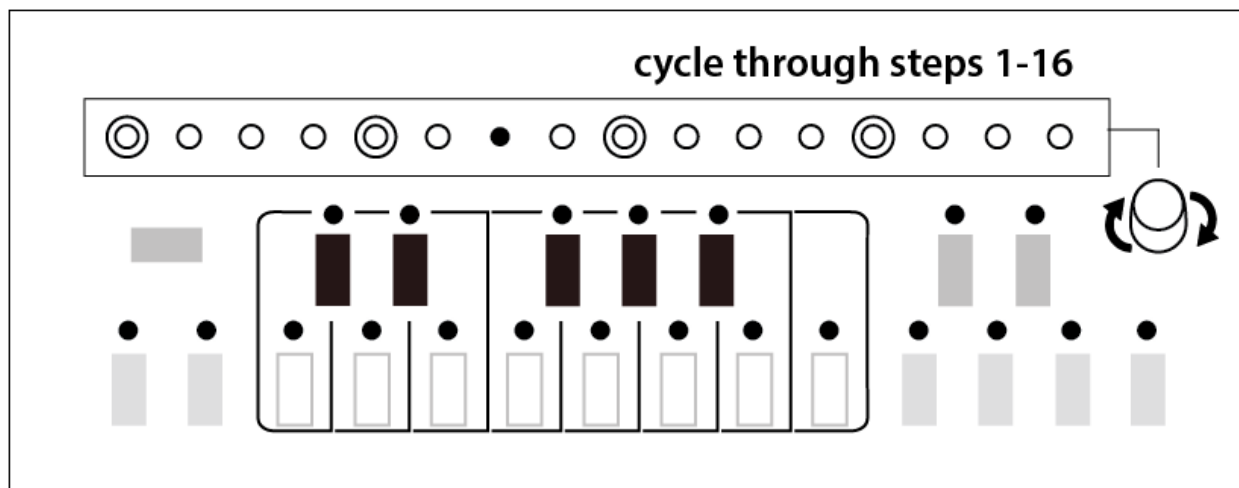
When chain mode is active, Acid8 will automatically sequence patterns of your choice to form a song. 5 chains of up to 8 patterns are available.



Step Mode

Activate step mode by pressing down the rotary encoder (all black knob) until the word **Step** is lit. At any time you can toggle between Step and Pattern modes by clicking the encoder again.

Now roll the encoder to cycle through the 16 steps of your pattern and modify to your liking. The selected step is indicated on the top row of illuminated dots. All parameter changes are automatically stored.



Notes & Octaves

Each Step has a note, displayed on the 13 button keyboard.

You can also transpose each step across a 3 octave range using the **up** & **down** buttons. Acid8 can automatically advance to the next step when a note is entered. To toggle this feature on and off, hold **shift**, then press the **encoder**.

Rest, Accent & Slide



Set **rest**, **accent** or **slide** on or off using the respective buttons.

The illuminated dot above the button indicates their status.

Rest mutes a step.

Accent boosts the filter envelope. The amount of boost is set by the **accent knob**.

When slide is active the pitch will slide up or down to the next pattern.

You can adjust the slide time by holding slide and turning the encoder.



Waveform selection

ACID8 features 16 waveforms arranged in 4 categories:

- 1 - Rectangle:** Prophet, Distorted, SID and Perfect Rectangle*
- 2 - Triangle:** NES, Prophet, SID and 3-BIT Triangle*
- 3 - Saw:** Prophet, TB-303, SID and 3-BIT Saw
- 4 - Sine:** Pure, Overtone Sine, Acoustic Guitar and Piano*

To Select a waveform, hold **SHIFT** then press one of the first 4 **white keys**.
Tap same button to cycle through the 4 versions of that shape
The variation of each shape is indicated above white keys 5-8.

By default ACID8 will store the current waveform within the pattern memory. This also means that if you change patterns, the waveforms will change accordingly. If you wish to deactivate waveform storage and loading per pattern, hold any waveform button for 3 seconds. The row of dots will flash to indicate change of mode. Repeat the same procedure to reactivate storing/loading of waveforms.

Starting with firmware3.0, ACID8 now snapshots the active waveform for every pattern step, so sculpted shapes travel with the sequence and you can mix different timbres inside a single loop. By default the synth saves and recalls those step-level waveforms whenever you change patterns. If you'd rather keep the waveform global, hold any waveform button for about three seconds—the row of dots flashes to confirm the mode change. Repeat the same hold to re-enable automatic per-step storage.

** The last waveform of each category can be redrawn!*

[See section 9-3 for details](#)



Bit Flipping

the bits function enables you to manipulate the audio signal by inverting the bits of the 8bit data stream. This can result in some interesting harmonics.

Hold **shift**, then press **bits** (white key #5) to enter bits mode.

While keeping shift held you can now toggle the 8 bits on and off by pressing the white keys that represent bits 0 to 7 from left to right.

Flipped bits are represented by the illuminated dots above the white keys.

Note: bit flipping sounds more pronounced on rounder waveforms like triangle or sine. The right-most aka most significant bits have the most effect on the signal,

Env Mod -> Pitch

When **env mod > pitch** is active, the modulation envelope affects the oscillators pitch resulting in sweeping percussive sounds often heard in NES tunes.

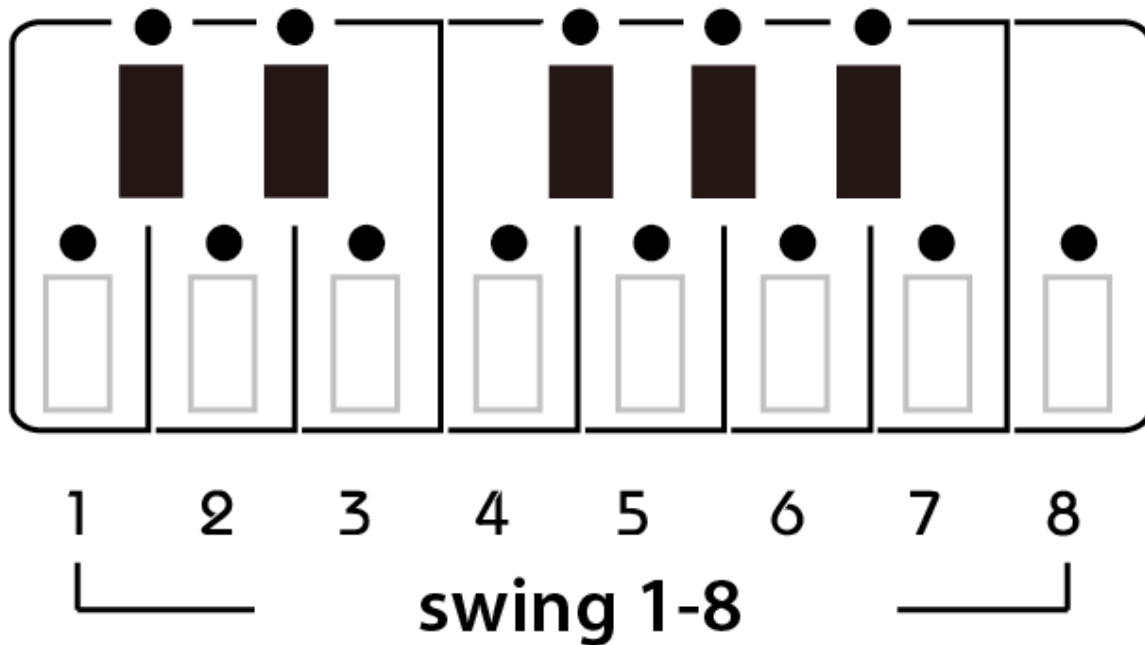
Hold shift, then press ***pitch** (white key #6) to activate.



Swing

Each pattern can have 8 levels of swing, automatically stored within the pattern.

Hold shift, then press **swing** (white key #7) to enter swing mode.



While keeping shift held you can now select the level of swing by pressing any of the white keys.

Skip

Up to 15 steps can be skipped per pattern.

To enable or disable skip for the selected step, hold shift whilst pressing **skip** (white key #8)

Whenever you hold shift in step mode, the steps that are set to skip are lit on the top row of illuminated dots. The illuminated dot above the **skip** button is also lit if the selected step is set to skip.

If you hold **shift+skip** then roll the encoder you can skip/unskip multiple steps. Counter-clockwise enables skip, clockwise disables it.

Transpose Pattern by Octave

You can transpose the entire pattern up or down one octave at a time (within the 3 octave range) simply by holding **shift** whilst pressing buttons **↑** & **↓**

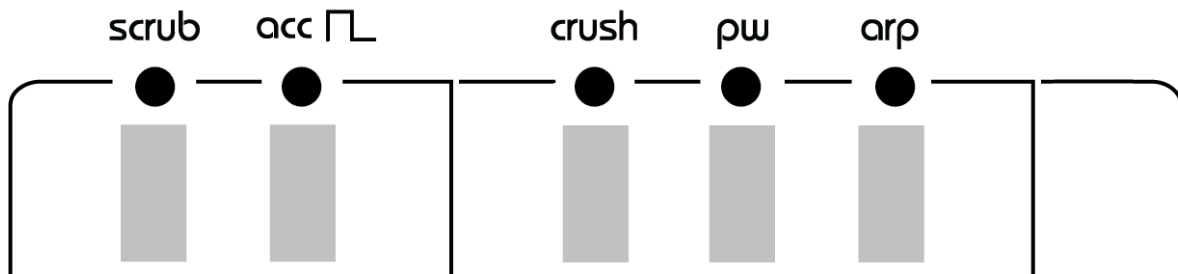
Clear and Randomize Pattern

You can clear the entire pattern by holding **shift** whilst pressing **rest**. Press **rest** again without releasing **shift** to randomize the pattern (this can be repeated).



Fx

The fx knob can control up to 5 effects at once:



To toggle an effect on or off, hold **shift** whilst pressing any of the **black keys**

Scrub: When scrub is active, sequencer is locked to a step defined by the fx knob. The internal sequencer keeps counting the steps so the pattern does not go “off track” during a scrub.

Accent Oscillator: When accent oscillator is active, the accent is automatically toggled on and off at a rate defined by the fx knob for wobble, delay or gater effects.

Crush: When crush effect is active, the fx knob has two functions - Sample Rate & Bit Depth reduction: at twelve o'clock, the fx knob has no effect. Turning clockwise from twelve reduces sample rate, counter-clockwise reduces bit depth resulting in distorted signal, particularly effective on rounder shapes like triangle and sine.

Pulse Width: When the pw effect is active, the fx knob controls the pulse width of the oscillators waveform.

Arpeggiator: The arp effect inserts in-between notes. The number of in-between notes is defined by the fx knob.

The modulation wheel (CC#1) overrides the fx knob to control the amount of fx via midi.



Live Recording

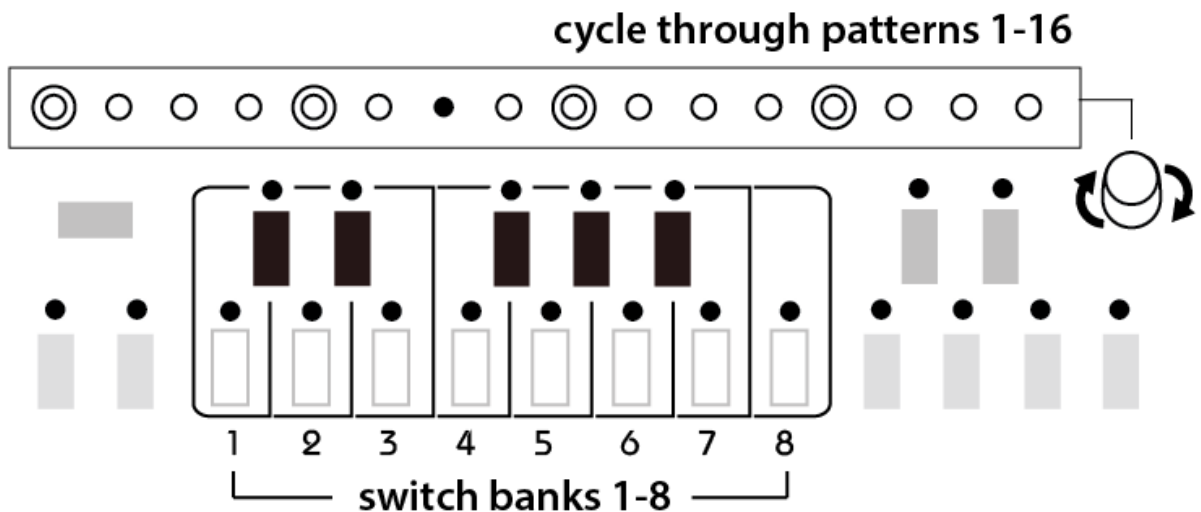
Hold shift + encoder button + run to toggle REC mode on/off (run flashes when REC is active). in REC mode you can input notes into the pattern in real time. You can also input octave changes, accent, rest and slide data!



Pattern Mode

Pattern mode is like a pattern jukebox where you can switch patterns on the fly. You can also copy/paste patterns and store/recall favorites. Acid8 can store 128 patterns arranged in 8 banks of 16.

Select a Pattern



Roll the encoder to cycle through the 16 patterns of a bank. Switch banks by pressing any of the white keys.

Copy/Paste a Pattern

To copy the current pattern hold **shift**, then press

To paste a pattern hold **shift**, then press

Warning: Pasting a pattern will overwrite the selected pattern

One touch fx

Activate an FX by pressing any black key

Real-Time Rest, Accent & Slide

You can force rest, accent or slide at any time simply by holding their respective buttons.

Note: This is a performance feature that has no effect on the actual pattern

Transpose

You can transpose the playback up or down by an octave by pressing up or down

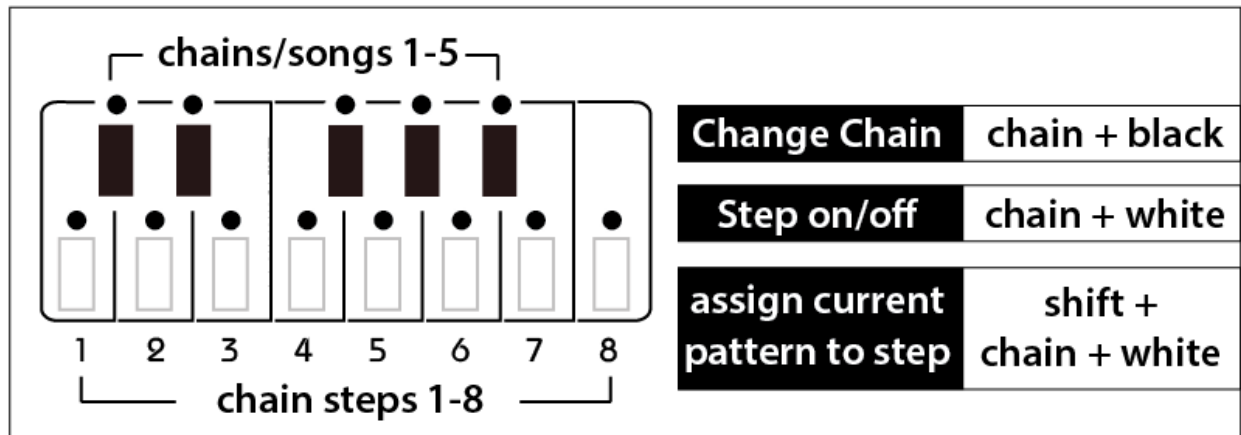
You can also “jump” to a key” by holding shift and pressing any note.

Note: This has no effect on the actual pattern and is reset on machine reboot.



Chain Mode

You can create 5 songs by chaining up to 8 patterns per song.



Activate/Deactivate Chain Mode

To toggle chain mode on and off, simply press the **chain** button. The illuminated dot above the chain button indicates chain mode status.

Note: This function applies to both step and pattern modes

Select a Chain/Song

To change the current chain/song hold down **chain**, then press any **black key**.

Note: This function applies to both step and pattern modes

Activate/Deactivate Chain Step

You can define the chains length (up to 8 patterns) by toggling on and off its steps.

Hold down **chain**, then press any white key to toggle the respective chain step on or off (indicated by the illuminated dot above the step)

Note: This function applies to both step and pattern modes

Assign Current Pattern to a Chain Step

Hold down both **shift** & **chain**, then press any white key to assign the current pattern to a chain step.

Note: This function applies to both step and pattern modes



Global functions

These functions apply to both pattern and step modes:

Play Modes (forward, Reverse, Pendulum, Random)				shift + run
Tempo	tempo + 	Tap Tempo	tempo multiple presses	

Play Modes

4 Play modes are available:

Forward, Reverse, Pendulum and **Random**.

To cycle through the play modes in the above order, hold **shift**, then press **run** X amount of times.

Tempo

There are two ways to change the tempo:

Tap tempo: press the **tempo** button multiple times.

Dial tempo up/down: Hold shift and roll the encoder to speed up or down the tempo.

Daylight mode

Gigging at the beach? Hold ACCENT on startup to boost the LEDs!



External Control

Acid8 interacts with external devices in the following ways:

Incoming Midi Notes

Acid8 responds to midi notes on the channel of your choice (1 by default) and can therefore be played like a traditional midi synth (within its pitch range).

To change the midi channel, hold **channel** while powering the unit, then roll the encoder to select a channel (indicated on the 15 dot row). Click the encoder to confirm.

Note: Channel 16 is reserved for the editor and can not be used for notes.

Outgoing Midi Notes

Acid8 transmits notes so you can use the step sequencer to control other midi compatible synths. Normal notes are sent velocity=64, accent notes=127.

To change the midi output channel, hold **channel** while powering the unit, then roll the encoder to select a channel (indicated on the 15 dot row). Click the encoder to confirm.

Note: Channel 16 is reserved for the editor and can not be used for notes.

Incoming Midi Clock

Acid8 locks to incoming midi clock. When midi clock is received, the tempo functions are overridden until a stop message is received or **run** is pressed

Outgoing Midi Clock

Acid8 transmits midi clock enabling you slave external devices (like drum machines) to Acid8's clock via Midi.

Note: Acid8 also forwards incoming midi time to its output



Incoming Midi Control Change

The modulation wheel (CC#1) overrides the fx knob to control the amount of fx

Incoming Midi Program Change

Use Program Change messages 1-128 to change pattern at any time

Gate/Sync In

Acid8 triggers and advances a step when a 5v pulse is detected on its sync input.

Gate/Sync Out

Acid8 transmits 5v clock pulses a 1/4 beat resolution.



Firmware Updates

The Acid8 firmware can be updated via midi sysex.

Both Acid8 MKI and MKII use the same firmware

To enter update mode, hold the shift button before powering the unit and keep it held for approx. 2 seconds. All leds should be lit indicating that ACID8 is ready to receive new firmware.

During the transfer, all leds will flash on and off. When transfer is complete ACID will boot normally.

Pc:

For a windows pc, we recommend MIDI-OX. It is a free and very useful app!

Please set the buffer to 2/64 byte buffer in the settings menu

1. Launch MIDI-OX
2. In the Sysex window, choose Command > Window > Load File and navigate the location where you stored the file.
3. Choose Command Window > Send Sysex
4. Once the upload is complete (approx. 30 seconds), Acid will reboot



Mac:

For a mac, we recommend SysEx Librarian. It is also free!

1. Launch SysEx Librarian.
2. Select your MIDI interface in the drop-down menu at the top (if it's not already selected)
3. Drag the MIDI SysEx file from the Finder into the frame of SysEx Librarian (if it's not already in there).
4. Select it with the mouse.
5. Click Play.
6. Once the upload is complete (approx. 30 seconds), Acid8 will reboot



Editor

[Click here for the editor](#)

- Completely rebuilt editor launched October 2025; replaces legacy tooling with a unified browser-based workflow.
- Runs in any Web MIDI-capable browser, featuring an in-app pattern player and optional four on the floor kick drum playback

MIDI Connection & Firmware Sync

- Pick MIDI input/output - Acid8 and app need both in and out connections!

Pattern Editor

- 16-step grid with note/octave matrix, slide/accent/rest/skip toggles, and live playhead tracking.
- Slide ties consecutive notes; Accent boosts filter/amp; Rest mutes a step; Skip removes it from playback.
- Request Pattern pulls the full sequence; device edits reflect instantly in the grid.

Chain Editor

- Five chain slots, each with eight steps pointing to global patterns via
- B# – P# dropdowns.
- Step enable toggles maintain the active mask; the UI enforces at least one active step.
- Slot changes or device updates dump data back to the browser; every tweak sends the matching Note Off message immediately.

Waveform Editor

- “Waveform Editor” Canvas drawing uses fine/normal/large brushes;



- Step indicators flag which pattern steps reference edited waveforms.

Kick Drum & In-App Player

- Built-in kick sampler (606/808/909) with a volume slider; the player keeps tempo while previewing your sequence so you can hear patterns alongside the synth.

