

Drumburst X-824 - Manual

Freeware VSTi plugin by HG Fortune



Note: This is an 8 part drum expander with a little but versatile drum sequencer.

This plugin is HGF's farewell to the Synthedit platform which is no longer able to meet my requirements and it's development is far too slow to keep up with current demands. Therefore I had to make the hard decision to abandon that platform and I'll be looking for a different solution to continue my work in future – but this may take some time as there might be a lot to learn which is no longer that easy at my age. Alongside I may be working on sound & sample sets for other nice stuff.

As this is freeware and the Synthedit case is closed here there is no support for this plugin - simply take it as is. Please don't ask for anything on this – thanks.

Quite important to know:

You have instant access to the selected drumsounds via manual trigger (Trig) and MIDI keyboard (C2 - G2):

Part 1 (Kick) = #36, Part 2 (HiHat Op) = #37, Part 3 (Snare) = #38, Part 4 (Rim/HH Op) = #39

Part 5 (LoTom/Perc) = #40, Part 6 (MidTom/Perc) = #41, Part 7 (HiTom/Perc) = #43, Part 8 (Cymbal) = #42

MIDI keys #45 and #47 let you step backward / forward to previous / next Main Pattern

DrumBurst is an 8 parts drum machine with 64 waves at each slot making 512 waves in total: not too much for a quick selection but a good variety to work with.

The inbuilt sequencer features 24 Main Pattern each based on the combination of a dedicated wave, Mute status and 1 out of 6 Step Pattern variations per part. This provides a lot of variation and less of programming effort as pattern can be re-used with a different instrument.

There are 8 drum/percussion instrument parts which are all the same as of parameters and features. So we just explain as an example Part 1 for Kick:



Level is for adjusting level of the part which in most cases will be full up to the right. But there may be cases when lowering level here might be required.

Decay lets you adjust decay for the sound from very short to long.

Pitch allows to detune the wave roughly around +/- a third

Distortion – some do like this very much while others don't – it is not a harsh ear ripping digital distortion.

Saturation is here for the actual punch and gives some kind of pleasant nearly valvelike loudness enhancement.

Tone is for enhancing bass or treble to some extend, and depending on the input wave may result in virtually no sound at the ends.

Pan is for panorama position for stereo output.

RevSend determines the amount of sound being send to the Reverb at stereo main output.

Vel(ocity Modulation):

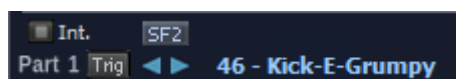
Rbt = Robot repeats pattern as set by velocity sliders

Hu1 to **Hu6** = Humanizing velocity variations from very subtle (Hu1) to sloppy (Hu6)

Tone allows to have to have more treble with higher velocity (V1 – V 3) which is the most common case or viceversa to enhance bass with higher velocity (V-1 – V-3). Also there is a little randomness added to have the effect not too static. This is a more subtle effect.

Output allows selection of Stereo or Mono output in case of part 1 to Mono 1.

The selected wave of the loaded SF2 file is displayed simply to have the info here – this is no selector - that one can be found at the Pattern Sequencer as there is some more space i.e. width also for left/right arrow selectors – see image:



At these slots you can chose between SF2 files or load wave files (up to 24 bits).

Showing SF2 button for SF2 file loading or a wav button for wave file loading in that case the wave file name will be displayed next to the button.

There is **Trigger** button to manually trigger that slot in case you don't have a MIDI keyboard at hand. Also you might assign a MIDI CC to that button.

The left/right arrow selectors are useful to switch along the waves of an SF2 file while clicking on the wave name will open up a popup selector,

The drum step sequencer with two sections: Main Pattern & Step Pattern Variation

The **Main Pattern** section has 24 + 1 pattern combinations for playback to be used as one would expect as it will play what is composed for each pattern.



These Main Pattern do not hold any step pattern but merely a pointer to the 6 (or 5 +1) step pattern variations on the right in the **Step Pattern Variation** section – see below.

There is where the actual step pattern data are stored like the variation shown below.



This you should keep in mind!

To give you an example:

Main Pattern 1 is using Step Pattern Var 1 with wave 9 - Kick09 Tech, not muted

Main Pattern 2 is using the same but is muted.

Main Pattern 3 is using Step Pattern Var 2 with wave 9 - Kick09 Tech, not muted

Main Pattern 4 is using Step Pattern Var 1 with wave 2 - Kick09-Full, not muted

Main Pattern 5 is using Step Pattern Var 3 with wave 2 - Kick09-Full, not muted

Ok, you scarcely would change Kick wave within a track but for the other parts esp. for percussion this does offer a lot of possible combinations and variations in simply 'recycling' or reusing the same pattern but with a different instrument wave or at mute state. Also this system makes it a lot easier to compose Main Pattern for playback.

In order to compose a main pattern without losing settings of an existing pattern there is Main Pattern button C where C is for compose, test or experiment – when satisfied with the result simply press Copy button, select pattern # where this pattern shall go and press Paste button – voila, done!

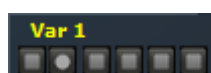
Actually Copy and Paste does work for all Main Pattern but it is helpful to have a dedicated place where to experiment – that's why I said 24 + 1 Main Pattern above.

There is a very similar system at the Step Pattern Variation section.



You have 6 buttons for accessing a variation set (1 to 6) per column. Also you can copy & paste a current setting to a different set column, and it does not matter if the current selections for the 8 parts do show different variation numbers – those pattern being active will be copied and can be pasted to a different set number. Also you might use this to a basic variation for all parts and then copy & paste that to next set column in order to modify it – simpler than starting from scratch again ;-)

At each part row there are five selectors for variations here is where you basically store your step pattern.



In fact you might do 5 basic variations of a rhythm for set 1 to 5 plus one fill in or intro pattern as Var 6 – the 5 + 1 choice for handling this.

Anyway you should be aware of this: Though you might change Step Pattern settings instantly at any moment this will affect the currently selected Step Pattern Variation.

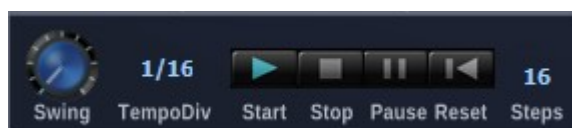
A sidenote to the step pattern rows:



The height of each bar represents the amount of velocity for each step – to set a step simply move mouse to the area where you want the velocity then click and the bar will move up or down – so less need to drag a bar except for a little finetuning.

To empty a pattern row from any event simply move mouse to first or last event, click and hold while dragging down below the horizontal line and moving to resp. direction to clear the row – voila, done!
Vice versa you might draw some pattern ...

Sequencer Control:



Swing knob allows to add some shuffle or swing to the rhythm.

Tempo Div(ision) allows to change tempo in relation to the current host BPM setting down to $\frac{1}{4}$
At 120 BPM $\frac{1}{16}$ is 120 BPM, $\frac{1}{12}$ is 90BPM, $\frac{1}{8}$ is 60 BPM etc.

Start – Stop – Pause – Reset are pretty much obvious.

Steps lets you set the number of steps for the loop: 8, 10, 12, 14 and 16 are possible

Main output section (for stereo output)



Main Vol – overall output level

Rev Mix – adjust amount of reverb

Rev Width – stereo spread of reverb

RevSize – Roomsize of reverb

Stereo Width – widens or narrows for Pan position

Delay 1 to 4 (as insert fx)

The four delays are basically the same so only one is written about here:

Delay is accessible via the output selectors of each instrument slot except for Part 1 (Kick).



There is a popup selector to access settings for each of the delay or back to the Main Output section.

Delay BPM gives a BPM related divisor for the delay while the **Groove** settings allow a little offset to the straight settings.

Feedback determines the amount of repetitions from a single repetition to more.

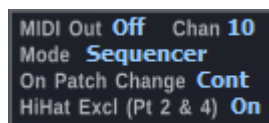
Level determines the delay level

Pan is to set position in stereo panorama where the delayed signal is moved opposite to the undeöayed signal the more the knbo is moved to one direction. This is a nice spatial feature.

Rev Send determines the amount being send to the reverb.

Well, delay can add some nice and groovy flavour but it can also be a curse esp. if used to much.

Further settings:



Enable or disable **MIDI out** via **On / Off**

Chan to set MIDI channel for MIDI out

Mode Sequencer or Expander – if set to Expander to whole sequencer is completely disabled.

On patch Change : Stop or Cont(inue) playing – as the internal sequencer is able to continue playing at changing patches this might work seamless or not – not esp. if delays are involved with different BPM settings. I left it in as it is quite helpful when switching patches in search for a new rhythm as clicking start again at every patch change is somewhat tedious.

HiHat exclusive mode for **part 2 & 4** enables interaction between Closed and Open HiHat like played by a real drummer when sound of open HiHat is cut off by next beat on closed HiHat and viceversa.

An additional sidenote on assigning MIDI CC

As there are more control elements than the limited number of available MIDI CC can cover one has to make choices according to one's workflow.

Main Pattern: each button can be assigned to a MIDI CC **or** right click on the Patt xx display and set a MIDI controller, now you can use different pushbuttons assigning these with the same controller number but with a dedicated data value setting from 0 to 23 for the 24 pattern.

Minor flaws that might occur:

Switching among Main Pattern may lead to some ghost beats if changes of instrument waves are involved where a sound may sound twice – most noticeable with kick sounds. In order to avoid that switch at a step with no kick event.

At a few patterns it might occur that a part is not playing although there are events in that line. Simple solution: select a different Pattern variation and switch back. Some patches from earlier stages during development may show this.

With some kick waves you might experience a click like sound disturbance this happens when the Gate cuts sounds at an unfavourable position in the wave. Solutions: use Decay to shorten the sound, avoid events right next to another, or use a different wave.

What might go unexpected:

1 - Loading an fxp file to 1st patch slot may not work properly – this does not apply when loading an fxb bank file. Therefore it is advisable to load fxp starting from 2nd slot and then move one patch to 1st slot.

FAQ for silly questions:

Q: I loaded my mega piano sf2 file into slots but I can't really play the piano, why is that so?

A: Are you sure you did understand the concept of this machine? Please read again from the beginning of this manual.

Credits and further info

The Synthesizer has been created by H. G. Fortune with Synthedit by Jeff McClintock. This VSTi uses further modules by David Haupt, Kelly D. Lynch, Peter Schoffhauzer, Daz Diamond, Lance Putnam, Oli Larkin et al.

Patches were kindly done by Dimitri Schkoda (DS), Paule Amca (PA)

Thank you, guys!

VSTi by H. G. Fortune:

More VSTi: <http://www.hgf-synthesizer.com>

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official support forum on kvr: <http://www.kvraudio.com/forum/viewforum.php?f=149>

HGFortune Synthesizer on facebook (feel free to use I like ;-):

[HGFortuneSynthesizer](#)

Open group for users, fans, friends and supporters: [on www.facebook.com](https://www.facebook.com)

This is not a technical support forum but is for news, communication among users e.g. sharing ideas, images, videos and music.

Thanks to all who have helped and do support my work!

Appendix 1 List of samples

Kicks	HiHat	Snare	Rim - Claps - Perc..
000 Kick09-Dark	000 HhCl09 Tite	000 Snare09-1	000 Clap09
001 Kick09-Dist	001 HhCl09 Brite	001 Snare09-2	001 Clap08
002 Kick09-Full	002 HhCl09 Full	002 Snare09-4	002 Claps Huge
003 Kick09-LoShort	003 HhClOp09 Dig	003 Snare09-C1	003 E-Click-Ana
004 Kick09-MShort	004 HhCl08 Lite	004 Snare09-C4	004 E-QBlip
005 Kick09-Phat	005 HhCl08 Tip	005 Snare09-G	005 E-QStick
006 Kick09-Spot	006 HhCl07 Tite	006 Snare08-B	006 HH09-HIOpn
007 Kick09-Std	007 HhCl Edge	007 Snare08-C	007 HH09-Open1
008 Kick09-Tech	008 HhCl Brite	008 Snare08-D	008 HH09-Open2
009 Kick08-Full	009 HhCl Noize	009 Snare08-E	009 HH08-Open1
010 Kick08-HiShort	010 HhCl LiteTip	010 Snare08-G	010 HH08-Open2
011 Kick08-LoLong	011 HhCl MidTip	011 Snare-Big	011 HH07-Open
012 Kick08-LoShort	012 HhCl HlfTite	012 Snare07-1	012 HH-LiteOpen
013 Kick08-LoSoft	013 HhCl Full	013 Snare-DuoBrite	013 HH-Open
014 Kick-Full89	014 HhCl Splashy	014 Snare-Fat	014 HH-OpenMed
015 Kick-High89	015 HhCl Metally	015 Snare-Flat	015 HH-OpenClos2
016 Kick-Retro08	016 HhCl Shorty	016 Snare-Full	016 PercCastag3
017 Kick-Softy	017 HhCl Choky	017 Snare-Hard	017 Perc-Castag4
018 Kick-LoSoft	018 HhOp Short	018 Snare-LiteShort	018 Rim09
019 Kick-Brumm	019 HhOpCl Big	019 Snare-Med	019 Rim08
020 Kick07-Lite	020 HhOpSwishy	020 Snare-MetlBrite	020 Rim-DryHi
021 Kick-D-Brite	021 HhCl QTite	021 Snare-MetlFull	021 Rim-Hi
022 Kick-D-Dark	022 HhPdI Brite	022 Snare-MetlShort	022 Rim-Blocks
023 Kick-D-Long	023 HhPdI Low	023 Snare-Noized	023 Rim-Lite
024 Kick-D-Med1	024 HhPdI Tite	024 Snare-Short	024 Rim-LiteShort
025 Kick-D-LoLite	025 HhPdI Dark	025 Snare-Short	025 Rim-Wet
026 Kick-D-MLite	026 HhPdI Edge	026 Snare-ShortStd	026 ShakerSlow
027 Kick-D-Med3	027 HhPdI Sharp	027 Snare-Simple	027 Perc2Attk
028 Kick-D-Med4	028 HiMetl Stick	028 Snare-V89Short	028 SnareRoll1
029 Kick-D-Fat	029 HiMetl Cup	029 Snare-V98Brite	029 Stick-Metal
030 Kick-D-MedQ	030 Shot-Gun	030 Snare-V98Full	030 Stick-Tick
031 Kick-D-Phatt	031 Shot-Low	031 Snare-V98Lite	031 Tambo-India
032 Kick-D-Std	032 HhCl Long	032 Sn Charmy	032 HhOp Mid
033 Kick-D-Belly	033 HhCl Phat	033 Sn Tight	033 HhOp Flat
034 Kick-D-Munch	034 HhCl Full	034 Sn Tingy	034 HhOp Full
035 Kick-D-SubTabla	035 HhCl Brite	035 Sn Brite	035 HhOp Swishy
036 Kick-D-Hard	036 HhCl Strong	036 Sn Boomy	036 HhOp Swish
037 Kick-D-Med2	037 HhCl Crashy	037 Sn Hard	037 HhOp Short
038 Kick-D-Blop	038 HhCl Splashy	038 Sn Edge	038 HhOp Choke
039 Kick-D-HardLg	039 HhCl Loose	039 Sn Power	039 HhOp Lite
040 Kick-D-Big	040 HhCl Dark	040 Sn Bang	040 HhOp Long
041 Kick-E-Tech	041 HhCl NoitShrt	041 Sn Edgy	041 HhOp Sweet
042 Kick-E-Short	042 HhCl Middle	042 Sn Classy	042 HhOp Big
043 Kick-E-Thunder	043 HhCl Point	043 Sn BigRich	043 HhOp Brite
044 Kick-E-Weird	044 HhCl Edge	044 Sn LiteBrite	044 HhOp Choky
045 Kick-E-Grumpy	045 HhCl Tight	045 Sn Washy	045 HhOp Edge
046 Kick-E-ZapAna	046 HhCl Stick	047 Sn Battery	046 HhOp Upper
047 Kick-E-Dist	047 HhCl FullShrt	048 Sn Chromy	047 HhOp Dark
048 Kick-E-Blow	048 HhCl Britey	049 Sn Feisty	048 HhOp Soft
049 Kick-E-Fatty	049 HhCl Cup	050 Sn Crispy	049 HhOp Splash
050 Kick-E-BlipLo	050 HhCl Plus	051 Sn Hammer	050 HhOp Crash
051 Kick-E-BlipHi	051 HhClosing	052 Sn BriteTite	051 HhOp Small
052 Kick-E-DZap	052 HhCl RevLng	054 Sn Crafty	052 HhHlf Short
053 Kick-E-Shorty	053 HhCl Revers	055 Sn Groovy	053 HhHlf Tip
054 Kick-E-LoZap	054 HhHlf Dark	057 Sn Brite8	054 ClappyMetal
055 Kick-V-Dist1	055 HhHlf Long	058 Sn QuiteDry	055 DripStick
056 Kick-V-Dist2	056 HhHlf Short	061 Sn Darky	056 Sticky
057 Kick-V-Hard	057 HhPdI Big	062 Sn Noisy	057 DaiguRim
058 Kick-V-HiShort	058 HhPdI Full	063 Sn Grumpy	058 WoodblockOp
059 Kick-V-LoLong	059 HhPdI Med	064 Sn Clappy	059 TickTock
060 Kick-V-LoSoft	060 HhPdI Stage	065 Sn FullBrite	060 Typewriter
061 Kick-V-MLong1	061 HhPdI Mid	066 Sn Rocky	061 Castasaps
062 Kick-V-MLong2	062 HhPdI Dark	068 Sn RollEdge	062 Some Snap
063 Kick-V-Short	063 HhPdI Short	069 Sn Funky	063 FX Rattling

List of samples

LoTom – Perc	MidTom – Perc	HiTom – Perc.	Cymbal
000 LoTom09-1	000 MidTom09-B	000 HiTom09-B	000 Cym09-Crash 1
001 LoTom09-2	001 MidTom09-C	001 HiTom09-D	001 Cym09-Crash 3
002 LoTom09-3	002 MidTom09-D	002 HiTom08-1	002 Cym09-Crash-2
003 LoTom09-4	003 MidTom08-1	003 HiTom08-D	003 Cym09-Crash-3
004 LoTom09-5	004 MidTom08-2	004 HiTom 1	004 Cym09-CrChina
005 LoTom08-1	005 MidTom08-3	005 HiTom Huge	005 Cym09-Cup
006 LoTom08-2	006 MidTom 089	006 HiTom-089	006 Cym09-Ride 2
007 LoTom-089	007 MidTom Huge	007 HiTom-V98	007 Cym09-Ride-2
008 LoTom-Huge	008 Mid-Tom1	008 HiConga 4	008 Cym08-Crash
009 LoTom-V98	009 MidTom-V98	009 HiConga08	009 Cym08-Ride 2
010 LoConga-1	010 MidBanya-Slap	010 HiBanya-Hit	010 Cym08-Ride-2
011 LoConga2	011 MidBongo	011 Hi-BodyRim	011 Cym07-Crash
012 LoConga3	012 Mid-Darbuka	012 Hi-Bongo	012 Cym07-Ride
013 LoConga-Slap	013 MidConga-Slp	013 Hi-Bongo 2	013 Cym-C-Cup
014 LoCong08	014 MidConga-Tip	014 Perc-MonArc	014 Cym-C-Ride
015 LoDrum-Belly	015 Mid-Perc-Blow	015 Perc-Tabloid	015 Cym-C-Ride
016 LoDrum-Myst	016 MidDrum-Belly	016 Hi-Tabla-Mute	016 Cym-C-Ride
017 LoDrum-Weird	017 MidDrum-Metal	017 Hi-Tabla-Rim	017 Cym-C-Ride
018 LoDrum-Zomb	018 MidUdu-Body	018 Hi-Udu-Slap	018 Cym-C-RideSoft
019 LoSurdo	019 MidUdu-Rim	019 StrngThingie	019 Cym-C-Stop
020 LoSurdoOpen	020 MidTabla 2	020 Strikey	020 Cym-Revers
021 LoTabla-Clsd	021 MidTabla-Open	021 Bubbly	021 D-Bell
022 LoIpuTone	022 MidTabla-Rim	022 QDroplyFx	022 D-Bell-VA
023 LoTabla-Full	023 Perc-Fun	023 QBlip-Short	023 D-Bell-FM
024 LoTabla-Hit	024 Perc-Roll	024 QWet-Fun	024 D-Bell-Metal
025 LoTabla-Short	025 Perc-Thing3	025 QZap 3	025 D-Cowbell-3
026 LoTabloid	026 QDroplngFx	026 QZip Hi	026 CymBali
027 QZap	027 QBlipHi	027 Cabasa-2	027 BaliSeq
028 QZip	028 Maracas-Strk	028 Shaker	028 V98-Chirpy
029 S-Guiro	029 Rattles	029 Shaker 3	029 F-Anvil-Hi
030 Shaker-Up-Dn	030 Tambo-Hit	030 TamboStop	030 F-Anvil-Lo
031 Tambourine	031 Tambourine	031 Perc-Stroke	031 F-Whippy
032 Lo-RotoTom	032 M-RotoTom	032 H-RotoTom	032 C-Crash short
033 Tom Bana	033 Tom Bana	033 Tom Bana	033 C-Crash long
034 PunchTom	034 Mid-PunchTom	034 Hi-PunchTom	034 C-Splash Hi
035 ZavuTom	035 M-ZavuTom	035 ZavuTom	035 Cym Splash
036 Lo-FX-Tom2	036 Mid-FX-Tom1	036 Hi-MFX-Tom1	036 C-Tip Soft
037 Tom Bang	037 M-FX-Tomb1	037 H-MFX-Tomb1	037 C-Ride Tip
038 BangTom	038 CityTom	038 CityTom	038 C-Ride Small
039 KettleDrum	039 ZapTom	039 ZappyTom	039 C-Ride Lite
040 VoomDrum	040 M-KettleDrum	040 KettleDrum	040 C-Ride Soft
041 Daigu long	041 GhostDance	041 Daigu	041 C-Ride Mid
042 Daigu short	042 Daigu	042 Daigu-flam	042 C_Ride Brite
043 Daigu-flam1	043 Daigu-flam	043 ClappyTom	043 C_Ride Mello
044 Daigu-flam2	044 DropDrum	044 Conga Hi	044 C-Small Ride
045 Taiko Deep	045 Crappy Drum	045 Conga Hi D	045 C-Ride Live
046 PrairieDrum	046 Benga	046 Bongo Hi D	046 C-Ride Chin
047 BoujaerDrum	047 CongUdu	047 Perc Flam	047 CupRide Chin
048 BanMonarc	048 Conga Lo Slp	048 PercFlam	048 CupRide Small
049 Conga Lo Cnt	049 Conga Hi Slp	049 Metalbody	049 CupRide Bell
050 Conga Lo Rm	050 Conga Mute	050 Metal Pot	050 C-Ride Bell
051 Bong Lo Rm	051 Bongo Lo Slp	051 ReversPerc	051 CupRide T
052 Conga Roll	052 Bongo Hi Slp	052 Hammer Can	052 CupRide Big
053 Bonga Roll	053 CongaRoll	053 Hammer Anv	053 CupeRide Med
054 Q-LoBeat	054 CongaRoll Cnt	054 Shot	054 Cym Swell
055 BigMonSlap	055 CongaRoll Mid	055 RainMake	055 Cymbell
056 JackieChan	056 CongaRoll Rm	056 Tambour	056 Short Bell
057 LoAsiaMetal	057 BongoRoll	057 Tamb Stop	057 AsiaBell
058 Zong Metal	058 DarbukaRoll	058 Tamb StopHi	058 Agogo
059 LoMetalBar	059 Tablip	059 MaracasShk	059 VaniBell FX
060 HugeMetal	060 Metal Can	060 BigShaker	060 Triangle
061 DoorMetal	061 Metal Lock	061 ShakyStop	061 Scrape
062 ChakMetal	062 FlatMetal	062 Cuckoo	062 Vinyl
063 FX Tube	063 Alert !!!	063 Scratchy	063 Jungle FX

A special note on the internal waves used. These have been processed with a loudness maximizer at a normalisation of -1dB to avoid premature clipping artefacts. So even with Distortion and Saturation full up you get a full punchy sound without clipping. Please keep this in mind when you are going to load different waves / SF2 files which most likely will have a different normalisation level. If it's 0dB lowering resp. part's level should help.

Appendix 2 - this is not implemented yet – but shows what is going to be assigned by default

MIDI-Implementation of MIDI CC for buttons, sliders & knobs (recognized data valid from 0-127 so for switches Off / On 0-63 = off, 64-127 = on; three stage switches resp. 0-42, 43-83, 84-127 or 0,1,2; etc.)

Main Vol	= 7	Part 4 Decay	= 34	Pt1 wave	= 70	MainPatt09	= 102
	= 8	Part 4 Pitch	= 35	Pt2 wave	= 71	MainPatt10	= 103
	= 9	Part 4 Distort.	= 36	Pt3 wave	= 72	MainPatt11	= 104
	= 10	Part 4 Saturat.	= 37	Pt4 wave	= 73	MainPatt12	= 105
Rev Mix	= 11	Part 4 Pan	= 39	Pt5 wave	= 74	MainPatt13	= 106
Rev Width	= 12	Part 5 Level	= 40	Pt6 wave	= 75	MainPatt14	= 107
Rev Size	= 13	Part 5 Decay	= 41	Pt7 wave	= 76	MainPatt15	= 108
Stereo Width	= 14	Part 5 Pitch	= 42	Pt8 wave	= 77	MainPatt16	= 109
Part 1 Level	= 15	Part 5 Distort.	= 43	Mute All	= 78	MainPatt17	= 110
Part 1 Decay	= 16	Part 5 Saturat.	= 44	Mute Pt 1	= 79	MainPatt18	= 111
Part 1 Pitch	= 17	Part 5 Pan	= 45	Mute Pt 2	= 80	MainPatt19	= 112
Part 1 Distort.	= 18	Part 6 Level	= 46	Mute Pt 3	= 81	MainPatt20	= 113
Part 1 Saturat.	= 19	Part 6 Decay	= 47	Mute Pt 4	= 82	MainPatt21	= 114
Part 1 Pan	= 20	Part 6 Pitch	= 48	Mute Pt 5	= 83	MainPatt22	= 115
Part 2 Level	= 21	Part 6 Distort.	= 49	Mute Pt 6	= 84	MainPatt23	= 116
Part 2 Decay	= 22	Part 6 Saturat.	= 50	Mute Pt 7	= 85	MainPatt24	= 117
Part 2 Pitch	= 23	Part 6 Pan	= 51	Mute Pt 8	= 86	MainPatt C	= 118
Part 2 Distort.	= 24	Part 7 Level	= 52		= 87		= 119
Part 2 Saturat.	= 25	Part 7 Decay	= 53	MainPatt01	= 88		
Part 2 Pan	= 26	Part 7 Pitch	= 54	MainPatt02	= 89		
Part 3 Level	= 27	Part 7 Distort.	= 55	MainPatt03	= 90		
Part 3 Decay	= 28	Part 7 Saturat.	= 56	MainPatt04	= 91		
Part 3 Pitch	= 29	Part 7 Pan	= 57	MainPatt05	= 92		
Part 3 Distort.	= 30	Part 8 Level	= 58	MainPatt06	= 93		
Part 3 Saturat.	= 31	Part 8 Decay	= 59	MainPatt07	= 94		
Part 3 Pan	= 32	Part 8 Pitch	= 60	MainPatt08	= 95		
Part 4 Level	= 33	Part 8 Distort.	= 61				
		Part 8 Saturat.	= 62				
		Part 8 Pan	= 63				
		n.a./avoid *	38, 64-69				

You might use MIDI Learn or Edit via right click with mouse on most of control items (knob, button, selector etc.) to change these assignments.

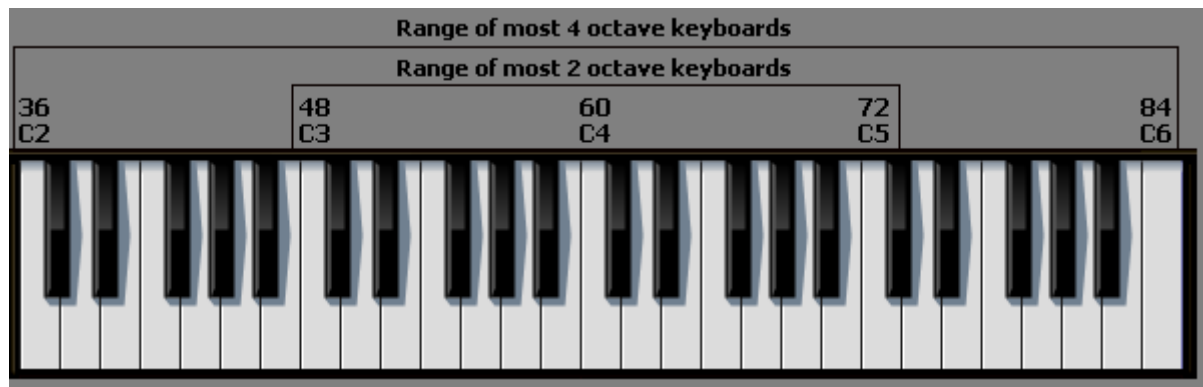
*** n.a./avoid refers to CC# 38, 64 to 69, 96 to 101 as these are often used for system related MIDI messages by MIDI keyboards/devices**

Loading this last into a bank before saving will reinstall the factory MIDI CC assignment. But it is crucial that patch is loaded directly into the bank and not via a preset manager's 2nd window like in MINiHost as this won't transfer these CC assignments in all cases! I don't know why but it is so.

A sidenote according to MIDI Learn options: Not every control element on the GUI does have an option for MIDI Learn as with some it is quite obsolete e.g. for settings like Modes etc. which are more likely to be set once per patch and not being altered at playback. Also there are a lot of other controls you might prefer for use with MIDI CC instead like e.g. pattern selectors or so.

Appendix 3

This illustration should give you an idea where on a MIDI keyboard the ranges are located:



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One final note: After having downloaded the zipfile make a backup!