

MSQ-CC-BCR

MotionSeQuencer for ControlChanges for BCR2000 by wiring it to MBHP Synth-Patch-Editor & Motion-Sequencer 4 ControlChange (= CC-Automation)





Introduction

i have the need to control and automate my Nord Drum2 [NORD DRUM 2](#)


Features

- **Remote your Synths** by: 8x Midichannels with up to 32x Control Change (CC)
For the BCR i only can provide 8x29, because i need some controlls to control the MB Program itself...

- **Save the Patches** - and dump it the Synth

- **Save 4xSnapshots per PROGRAM (=Song) && Morph between them** (exclusive MotionSequence!)

Morph between Snapshots: when Morph is activated, you are somewhere in between 2 Patches... so you have to save the patch to one of the other (2others, when morph between 2 = 4) in order to store the current "cool state" »> whole thing has to implemented... searching for a faster code

-  **Fix Me!** want help for a FAST Code: Morph between ACTUAL & NEXT PATCH (via Morph Rotary)

- **Load Patches via received Program Change**


- **Record CC-Motion-Sequences** use a footpedal connected to FSW1 on the backside of the BCR, to ARM/Disarm it... so you can tweedle 2 ore more CC @ once... but you dont have to, BCR-onboard is also a Button for it

- **PLAY Motions-Sequences**, up to 256 steps @ 32th rate, which is 128Steps @ normal 16th, this rate can changed in code only, and 256 is maximum... 512 make a RAM-Issue (8x32x512 + the rest of all variables...)!...\\so if you want 64th CC-Smoothness your Motionsequencer has only 64steps length then, this steps of course are only right when you have choosen 4/4 in your Patch... elsewhere of course will differ a bit...but 256 is max.

- **VELOCITY MORPH** Add Velocity-Ammount to CCs

- **MERGE incoming Midi-Notes/Clock/Pitchbend with Automated CCs.**

- **Set Sequencer Beatstructure** » how to interpret Clock-ticks (4/4, 5/4, 6/4, 7/4...)

-  **Fix Me!** Need help for a FAST Code: **scale min max values for CCs** (synths have CCs which value are between 0-3 instead of 0-127)

- A **Global Page**: for example you use 8 similar Drum-Voices, with the Global you have 8 channel strips with dedicated Controlls, for example: 8xVolume, 8xTone/Noise-Mix, 8xDistortion, 8xClick if you have one Synth over 2 MSQ_CC_BCR Tracks(booth set to MidiChannel 0, to get 64CCs instead of

32), then the Global Page: have the ability to show/edit a parameter from Track1Voice on Track1Global, and from Track2Voice on Track2Global... it depends how you set the Midichannel in the Systemsettings (which are currently in the CODE itself (recompile
- Many of this features, especially the **System Settings would need a UI**, but that would it make bigger, more expensiv, and maybe more complex to use... in **this case is UI-less** - it is set once, for one multipart-synth+bcr2000, MSQ_CC_BCR do all the Preset Store, and Automations, so it is one Unit > to use the Unit in a other way would make all the Patches (1000Patches+3000 Variants) useless, so once done, it is a black box loadet via Programchange!

Hardware Requirements

External Requirement:(for example)

- Melody/Clock Source with ProgramChange-Output: [midibox_seq_v4l](#) oops that dont do PC...
- Melody/Clock Destination: Waldorf Pulse, NordDrum 2, anything which can handle CC
- Midicontroller: 1x BCR2000, or any other with LEDRing & Encoder.

Midibox:

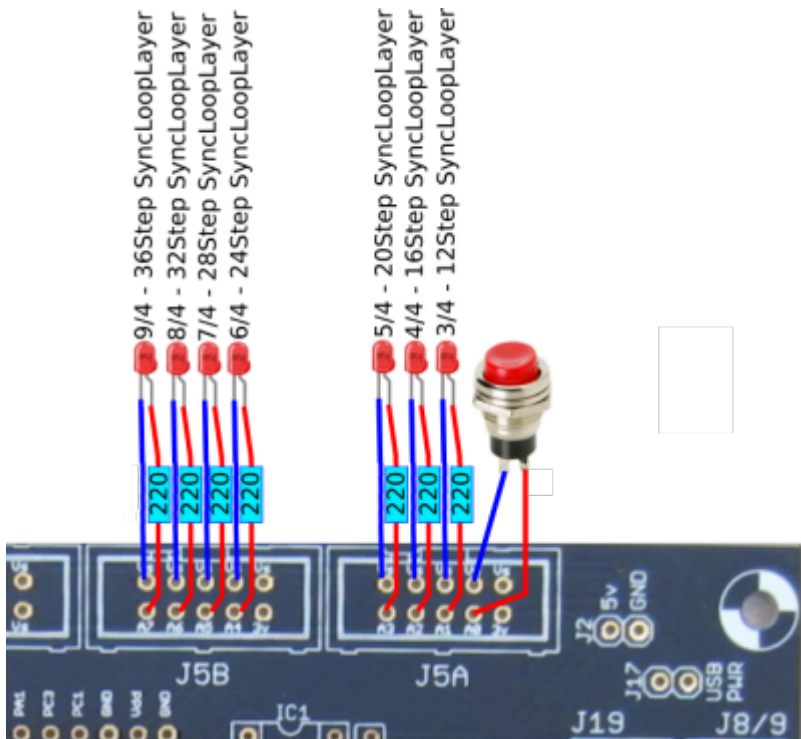
- [core32](#)
- [1xMidi IO](#) connect 1 midicontroller and 1 Note/Clock-Source/Destination
- SD-Card, formated with FAT32, and the file "bcr1.syx" on it
- Soldering Iron, Wires, PCB....
- USB Power Supply... I tried to use the Midi-BUS-Power from BCR2000 but it is too weak!

Visual Feedback directly from MBHP

- a Momentary Switch Connected to J5A Pin0
- 7 LEDs in serial with 220Ohm each to GND connected to J5A Pin1-3 and J5B Pin0-4

The LEDs show via Gestic (Patterns) if something is wrong, done, busy, & show the Rythm structure: The Switch switches as Radio-Button thru the Rythm Structures (4/4, 5/4...), the LED-Indicating this. By Holding the Switch and Powering the Core, it will Dump Out a Sysex Template to your BCR.

Be Careful dont short the Input Pins!



Why BCR2000

because I have 3 of them but they are to old dirty, damaged... i cant get a good price for it, so better hold it and make something with it.

Setting up a BCR2000

Cabeling

MidilIO PortA Out »» BCR Midi IN
AFTER Uploading the Sysex, and restarting the BCR connect:
MidilIO PortA In »» BCR Midi OUT A

Upload the Sysex-Template

1. unpack [bcr1.syx.zip](#) and put "bcr1.syx" on a SD-Card (root level)
 2. Put SD-Card into CORE32
 3. bridge J5A Pin0 to ground, or connect a switch to it, that you will need if you want to sequence other song structures then 4/4 (which is default)!
 4. Power the core up.
- ...if the filestructure (patches) are already existent...then it takes less then half a minute to dump the BCR-2000 Layout Data...
- You dont have to save the preset, it will make it automatic
- ...when no filestructure... then it will take about 16minutes... the core has to make 4000Patches*32KB=139MB!!!!... so better:

* Faking a filestructure: make a empty folder "mq" and put it on SD-Card, make the syx.dump, make your first simple standart patch... then remove the Card, erase the "mq" folder on the card, and put it into the core again, it now will copy your "standart patch" to 4000 others

Frontpanels

BCR2000 Stickers

The Blue Elements are the MBHP Remotes... the Rest is for the Synth

FSW Left: RECORD MSQ
 FSW Right: Clear Sel MSQ

Hold "SYS" + Press "VELO"
 = Route CC Mode
 Press again "SYS" to save and leave

Push-Button of Rotary > SYSMODE Select: CC_Route CH_Part

Push-Button of Rotary > VELO CLR ALL COPY PASTE SYS

Upper Button Row > Var1 Var2 Var3 Var4 RLOAD COPY LOAD AUTO MORPH MSQ MSQ Active Variation PART

Lower Button Row > no need to label...its 1 2 3 4 5 6 7 8

1. Encoder Row (Push) BPF TYPE GAIN CLICK TYPE GAIN DISTORT Q BPF FREQ PAN LEVEL

2. Encoder Row To/No Mix TYPE FREQ RESO ENV ATK/RTE MODE TYPE/DYN DECA ATT ENV

3. Encoder Row DISTORT WAVE GAIN ENV TIMBRE DEC PUNCH BEND BEND-Time TUNE GLOBAL CLR ALL

4. Encoder Row GAIN HI-DEC LO-DEC TYPE Spectra TONE> Loop Loop Velo REC CLR SEL TONE ATT ENV <NOISE Indicate Length Morph <SYS_Mode: OFF "0"

CC NR Val Min Val Max
 SYS_Mode: CC_Route "1"

CH NR
 SYS_Mode: CH_Part "2"

select a Part and moove encoder

UNTESTET, NOT SCALED!!!!


MBHP

Software

CC Routing to Synths

MSQ_CC_BCR internal i have 8x32 CCs, they are always identical. but with a simple input output matrix i can decide which CC it gets in real world. each of the 8 Part can have midichannle 0-15... So we talking about Mapping... in the moment it is made in the source code with a simple array. this

array could be saved and loadet from SD-Card aka "SYS settings", and this array could be editet by a

simple editor...  i dont have a glue about this... but the format of this setting is very simple, the file starts with (converted from hex) mq04 and then the Routing array starts [32][127] for those how know how to program a simple interface for it?

To Do

getting Access to the 7segment Display on the BCR2000
needet for to see the actual Preset (0-999), the Machine is built to PC via Midi, but what when you want to copy a whole patch! to a other

scale min max values for CCs (for example different synths have only 0-3value instead of 0-127, by different functions like WAVEFORM...) - should also a part of the editor

Resources

[BCR-Manual](#)

[BCR-SYSEX-GUIDE](#)

[TOKEN-Reference](#)

[BC-Convert](#) Convert SYX into Textfile to Edit and reverse...

Community users working on it

- [Phatline](#) = Programming, Documentation...

Just let a Private message on the forum to user already involved

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