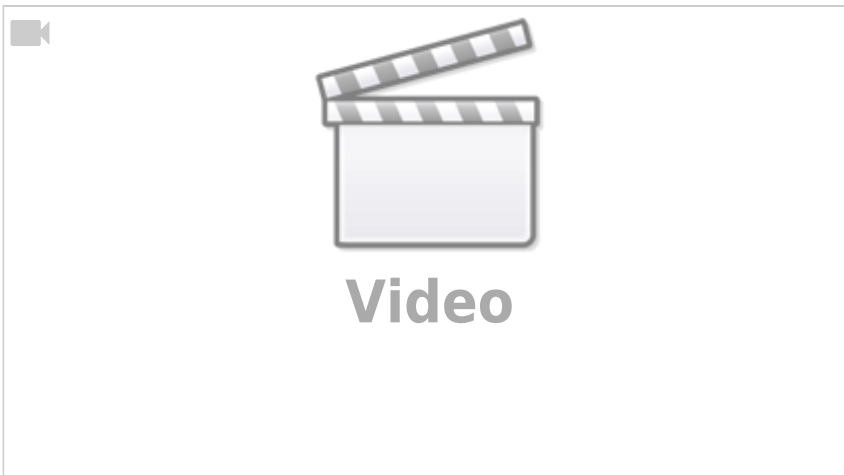


# MSQ-CC-LRE

MotionSeQuencer for ControlChanges for 2xLRE8x2 Boards

Synth-Patch-Editor & Motion-Sequencer 4 ControlChange (= CC-Automation)



## Introduction

Controls and automate my Nord Drum2 [NORD DRUM 2](#)

### **It acts as:**

- **Midi Merger** NTE,CLK,PC merge with CC... - **Patch Manager** it replaces the Synths internal Patch Storage, each PC Number from your Sequencer is added by the BANK CC (CC 32), where each Nr is ADD 128 PC Numbers more...
- **Motion Sequencer** Record your Controller Movements in a Sequence in 32th Resultion @ maximal 256 Steps length

## Features

- **Remote your Synths** by: 8x Midichannels with up to 32x Control Change (CC)
  - **Save the Patches** and dump it to Synth
  - **Load hundreds of Patches** via received Program Change + the Bank-CC (CC32)
  - **Save Patches** via CC24 + CC value 0-127... when sending before a BankCC32 you can expand that to 128×128 patches
  - **Record CC-Motion-Sequences - PLAY Motions-Sequences** up to 256 steps @ 32th rate - **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...) - CC23
  - **Global Page:** for example you use 8 simular 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 2xMSQ\_CC\_LRE 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 hardcodet but via Mapping Array changeable)
- for one multipart-synth, MSQ\_CC\_LRE 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 (128×128 patches) useless, so once done, its bound to it, load all with Programchange! minimal is better here, there will be other **MSQs** outthere see [MSQ-CC-BCR](#)

## Hardware Requirements

**External Requirement:**(for example)

- Melody/Clock Source with ProgramChange-Output: [midibox\\_seq\\_v4l](#) oops that dont do PC...
- Melody/Clock Destination: NordDrum 2

**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!
- 2x LRE 8×2 [mb-lre8x2cs\\_pcb](#)
- 3 extra Encoders and Ledrings (to controll the unit) + Pushfunction inclusive Button LED
- 8 Momentary Buttons without LED
- 1 Momentary Button with LED
- 1x DINX4
- 1x DOUTX4

## Setting

## Cabeling

MidilO PortB Out »> Synth Midi IN  
MidilO PortB In »> Clock+Notes

## Frontpanels

### Stickers

### LCD

it would be possible to add 16 OLEDs but... but i dont have the money for that right now....

### MBHP

# Software

## Firmware

V0. from 9.04.2018 [msq\\_cc\\_lre\\_v0.norddrum2.zip](#)  
hardcodet for a NordDrum2

## CC Routing to Synths

MSQ\_CC\_LRE internal i have 8×32 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.

## To Do

alot, but since it is base on MSQ-CC-BCR! most is done, and its running solid

maybe scale min max values for CC: for example different synths have only 0-3value instead of 0-127, by different functions like WAVEFORM...) - this will be interesting when using other synths then nord drum...

## Resources

# Community users working on it

- **Phatline** = Programming, Documentation...

Just let a Private message on the forum to user already involved, the sourcecode is included in the firmware .zip!!!

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<https://wiki.midibox.org/> - **MIDIbox**

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