

# MSQ-CC-LRE V2

MotionSeQuencer for ControlChanges

for 2xLRE8x2 Boards

for 1x LRE5-LCD2 Boards

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

## Introduction

Controls and automate a Nord Drum2 (Drum-Synth )[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 hundrets of Patches** via received Program Change + the Bank-CC (CC32)
  - **Save Patches** vie CC24 + CC value 0-127... when sending before a BankCC32 you can expand that to 128x128 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 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 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 hardcoded 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 (128x128 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\\_v4](#) | oops that dont do PC...
- Melody/Clock Destination: NordDrum 2

## Midibox:

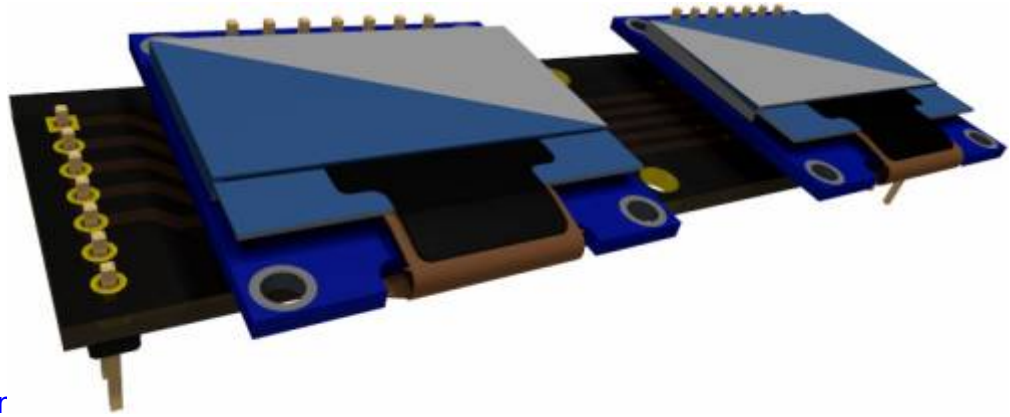
- 1x [core32](#)



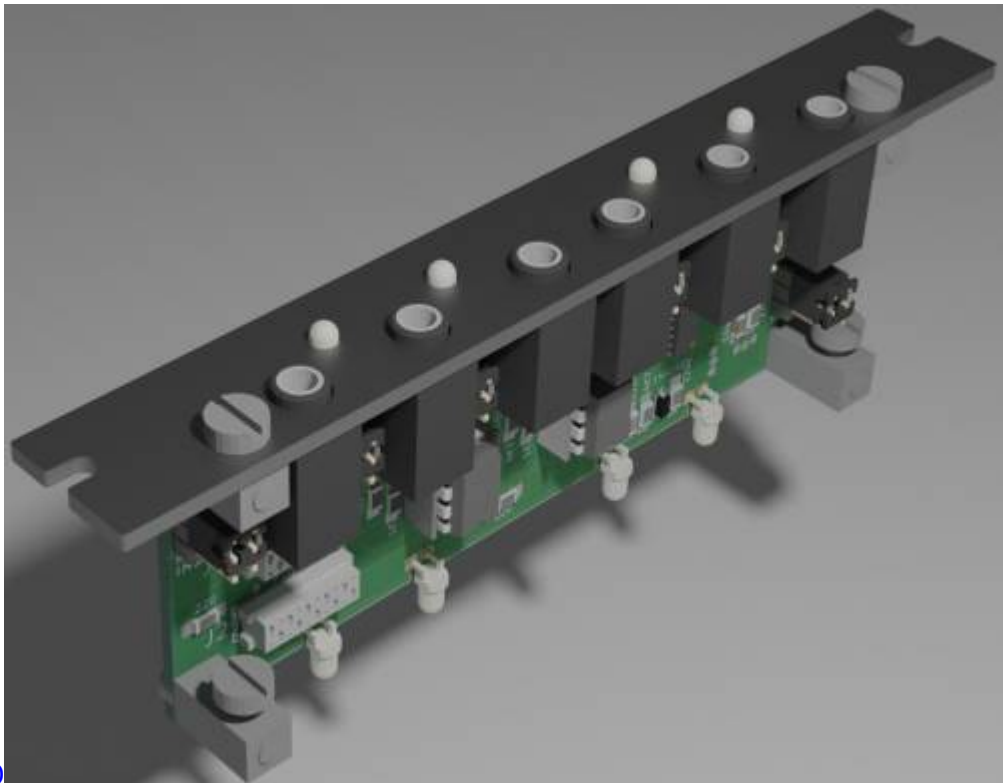
- 1x [LRE5-LCD2](#)



- 2x [mb-lre8x2cs\\_pcb](#)



- 8x [LRE-OLED-Bar](#)
- 17x SSD1306 OLED Screens (smalles variant, 7 Pin)
- 1x DINX4



- 1x [Euro-Midi-IO](#)
- SD-Card, formatted with FAT32
- Soldering Iron, Wires, PCB....
- USB Power Supply

## Setting

### Cabeling MIDI

MidiIO PortB Out »> Synth Midi IN

MidiIO PortB In »> Clock+Notes

### Cabeling Modules

# MSQ-CC-LRE-8x2



## Frontpanels

## MBHP

see [LRE-OLED-Bar](#)



## Software

# Firmware

V1. from 9.05.2018msq\_cc\_lre\_v0.norddrum2.zip - Obsolete

V2. from x.02.2022msq\_cc\_lre\_v2.norddrum2.zip - published when finished

Initialized for a NordDrum2 - but change-able in Mapping via a Array in Sourcecode or via System-Menue:

this is the mapping which says wich of the 32 internal CCs are one of the outhernal CCs (0-127):

```
// 4 CC Route Mode = 0 = In Synthesizer
const u8 CC_Map0[128] = { // CC_Map0 [Part] [Internal CC Nr] = value of external CC =>
// [Remote/Source] = Value of Synth/Destination
// 1st Row Horizontal // 2nd Row Horizontal // 3rd Row Horizontal // 4th Row Horizontal
// CC-an-LRE: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 // 16 17 18 19 20 21 22 23 // 24 25 26 27 28 29 30 31
{ 57, 56, 34, 23, 26, 27, 10, 7, // 15, 17, 14, 16, 18, 19, 20, 21, // 46, 52, 53, 47, 48, 54, 55, 254, // 58, 51, 48, 38, 58, 255, 255, 255}, // Nord Drum 2 Voice 1 MusicCh 7
{ 57, 56, 34, 23, 26, 25, 10, 7, // 15, 17, 14, 16, 18, 19, 20, 21, // 46, 52, 53, 47, 48, 54, 55, 254, // 58, 51, 48, 38, 58, 255, 255, 255}, // Nord Drum 2 Voice 2 MusicCh 8
{ 57, 56, 34, 23, 26, 25, 10, 7, // 15, 17, 14, 16, 18, 19, 20, 21, // 46, 52, 53, 47, 48, 54, 55, 254, // 58, 51, 48, 38, 58, 255, 255, 255}, // Nord Drum 2 Voice 3 MusicCh 9
{ 57, 56, 34, 23, 26, 27, 10, 7, // 15, 17, 14, 16, 18, 19, 20, 21, // 46, 52, 53, 47, 48, 54, 55, 254, // 58, 51, 48, 38, 58, 255, 255, 255}, // Nord Drum 2 Voice 4 MusicCh 10
{ 57, 56, 34, 23, 26, 25, 10, 7, // 15, 17, 14, 16, 18, 19, 20, 21, // 46, 52, 53, 47, 48, 54, 55, 254, // 58, 51, 48, 38, 58, 255, 255, 255}, // Nord Drum 2 Voice 5 MusicCh 11
{ 57, 56, 34, 23, 26, 25, 10, 7, // 15, 17, 14, 16, 18, 19, 20, 21, // 46, 52, 53, 47, 48, 54, 55, 254, // 58, 51, 48, 38, 58, 255, 255, 255}, // Nord Drum 2 Voice 6 MusicCh 12
{ 255, 255, 255, 255, 255, 255, 255, 255, // 255, 255, 255, 255, 255, 255, 255, 255, // 255, 255, 255, 255, 255, 255, 255, // not in use
{ 255, 255, 255, 255, 255, 255, 255, 255, // 255, 255, 255, 255, 255, 255, 255, 255, // 255, 255, 255, 255, 255, 255, 255, // not in use
}
```

This Mapping says which one of the 32 internal CCs are positioniered in the Mixer/Overview/Channelstrip-Mode

```
// 4 CC Route Mode = 1 = 8x Channelstrip
const u8 CC_Map1[128] = { // CC_Map1 [Active_Strip_Set] [CC to rmap to Map0]
// 1st Row Horizontal // 2nd Row Horizontal // 3rd Row Horizontal // 4th Row Horizontal
{ 1, 1, 1, 1, 1, 1, 32, 32, // 28, 28, 28, 28, 28, 28, 32, 32, // 3, 3, 3, 3, 3, 3, 32, 32, // 7, 7, 7, 7, 7, 7, 32, 32, // Channel-Strip-Set1 (Filter)
{ 8, 8, 8, 8, 8, 8, 32, 32, // 9, 9, 9, 9, 9, 9, 32, 32, // 4, 4, 4, 4, 4, 4, 32, 32, // 5, 5, 5, 5, 5, 5, 32, 32, // Channel-Strip-Set2 (Filter)
{ 32, 32, 32, 32, 32, 32, 32, 32, // 32, 32, 32, 32, 32, 32, 32, 32, // 32, 32, 32, 32, 32, 32, 32, 32, // 32, 32, 32, 32, 32, 32, 32, 32, // Channel-Strip-Set2 (Decay)
{ 32, 32, 32, 32, 32, 32, 32, 32, // 32, 32, 32, 32, 32, 32, 32, 32, // 32, 32, 32, 32, 32, 32, 32, 32, // not used
{ 32, 32, 32, 32, 32, 32, 32, 32, // 32, 32, 32, 32, 32, 32, 32, 32, // 32, 32, 32, 32, 32, 32, 32, 32, // not used
{ 32, 32, 32, 32, 32, 32, 32, 32, // 32, 32, 32, 32, 32, 32, 32, 32, // 32, 32, 32, 32, 32, 32, 32, 32, // not used
{ 32, 32, 32, 32, 32, 32, 32, 32, // 32, 32, 32, 32, 32, 32, 32, 32, // 32, 32, 32, 32, 32, 32, 32, 32, // not used
}
// CC_Map1[0]=stems CC_Map1[1]=synth-CC:56 = ClickLevel-CC
// to get: CC_Map1[0-7] CC_Map1[0-7] = 56CC-Nr. = ClickGain CC_Map1[0-7] CC_Map1[0-15] = 56CC-Nr. = Bal in the End: CC_Map1[0-7] CC_Map1Active_Strip_Set[0-32] = ...CC-Nr.
// to get: CC_Map1[0-7] CC_Map1[10-7] = 15CC-Nr. = N.Filt CC_Map1[0-7] CC_Map1[12][0-15] = 17CC-Nr. = N.Rec For Value: beat[0], CC_Stroke[32]
// to get: CC_Map1[0-7] CC_Map1[12][0-7] = 21CC-Nr. = N.Decay CC_Map1[0-7] CC_Map1[12][0-15] = 47CC-Nr. = FinDec beat[0-7], CC_Stroke[32]
// to get: CC_Map1[0-7] CC_Map1[12][0-7] = 255CC-Nr. = Nothing-will be filtered out! = blank out LEARNING
}
```

there are 8 deep edit pages, and 8 overview pages.

# CC Routing to Synths

MSQ\_CC\_LRE 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.

# To Do

Since we have 18 Screens, write the code for it - special the labeling > Sys

Make a System Menue to set CC NRs on the fly...

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!!!

From:

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

Permanent link:

<https://wiki.midibox.org/doku.php?id=msq-cc-lre-v2&rev=1643992120>

Last update: **2022/02/04 16:28**

