

MIDISynth-Circuit Tablet/Phone 1.3.2

User Guide

<http://sigabort.co/Assets/doc/MIDISynth%20Control%20User%20Guide.pdf>

http://sigabort.co/midisynth_circuit_android.html



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1 Overview

The MIDISynth-Control Circuit module allows you complete control of your Novation Circuit from your iPad, iPhone and Android tablet/phone.

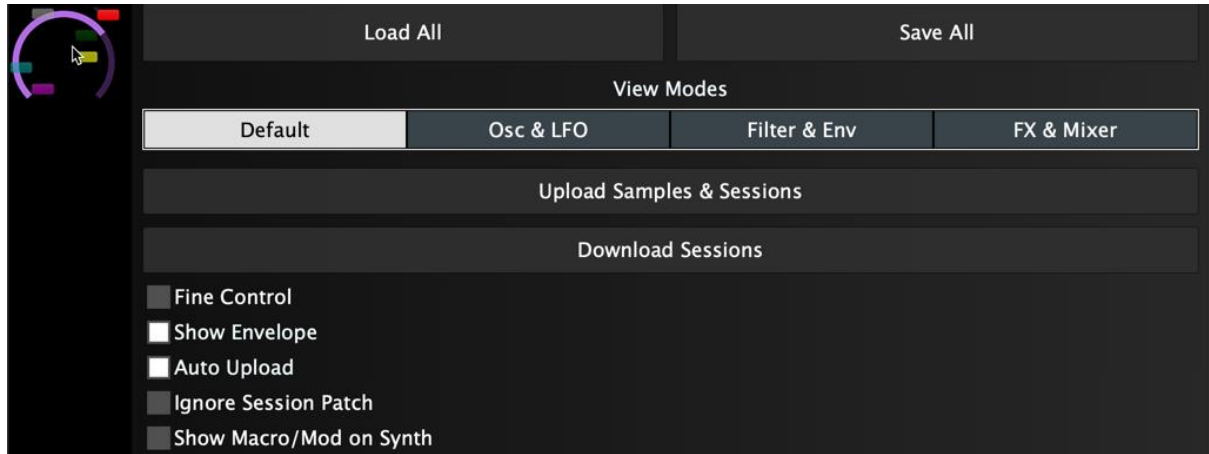
As well as providing detailed control of both synth engines, session, and drums, the editor can be used for storing and retrieving patches/patch banks, for enhanced performance control, and for uploading/download of session banks and uploading of sample banks to/from Circuit.

This manual provides specific information for the CMS module – please refer to the MIDISynth-Control documentation for general operation of the app:

<http://sigabort.co/Assets/doc/MIDISynth%20Control%20User%20Guide.pdf>

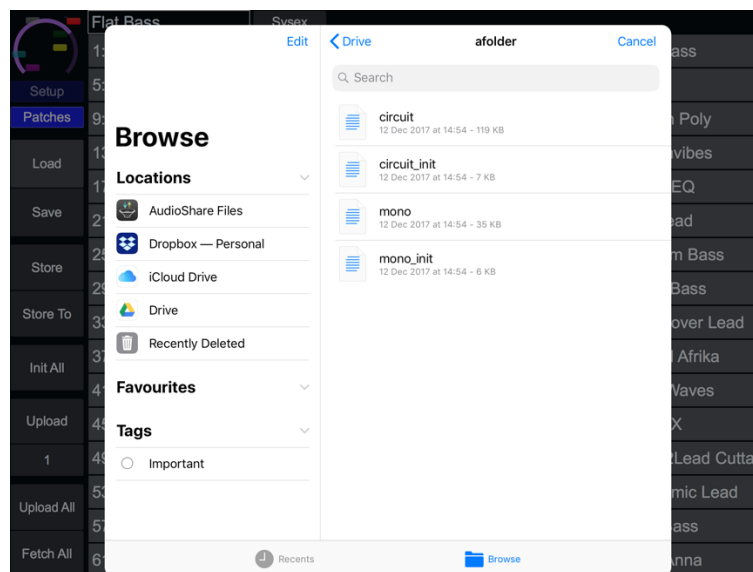
2 Options

After launching the Circuit module, long-press the Sigabort icon in the top left corner of the screen to bring up custom options for the module.



2.1.1 Load All/Save All

This is a top-level load/save which stores the following data in a single file for convenient archiving. It is also possible to load/save patch data (see section 3.5.1) and session data (see section 3.3.2.1) separately.



The data saved/loaded with this operation is as follows:

- Setup data
- Patch data
- Extended patch data
- Session data
- XY control assignments (global)
- Performance control data
- Custom parameter assignments

- Colour assignments

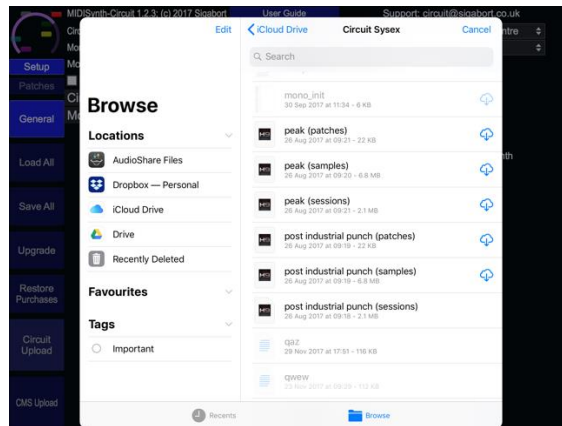
2.1.2 Layout Mode

Select the layout and controls that are currently in view on the screen:

- Default – all controls are available
- Osc & LFO – view oscillator and LFO controls
- Filter & Env – view filter and envelope controls
- FX & Mixer – view FX and mixer controls

2.1.3 Upload Sessions & Samples

Select Novation Components files containing 32 sessions or 64 samples and upload them to Circuit.



2.1.4 Download Sessions

Download the current 32 sessions on Circuit and save them on your tablet/phone. The format is compatible with Novation Components.

2.1.5 Fine Control

Enable to allow fine control of sliders/rotaries.

2.1.6 Show Envelope

Show envelope displays for envelopes.

2.1.7 Auto Upload

Enable to automatically upload patch to Circuit when patch is stored.

2.1.8 Ignore Session Patch

Does not load patch content or drum patch specified in sessions.

2.1.9 Show Macro/Mod on Synth

Allows a single Macro or Mod editor to be shown on the main Synth page.

3 Operation

Certain operations can be carried out by a long-press on a control or label – a long press is 0.3s.

3.1 Menu Bar

The left-hand part of the screen provides a menu bar with relevant options for your current location in the editor



3.1.1 Synth Colours

It is possible to select the display colour for Synth 1 and Synth 2 by a long press on the appropriate button.

3.2 Synth 1 & 2



Double-clicking controls will perform the configured double-click operation.

3.2.1 Patch Control

3.2.1.1 Next/Previous Patch

Load the next or previous patch into the editor buffer.

3.2.1.2 Store

Store the contents of the editor buffer to the indicated patch slot. This button will turn red when there are outstanding changes to be saved.

3.2.1.3 Init(ialise)

Initialise patch contents.

3.2.1.4 Fetch

Fetch the current state of the patch from Circuit.

3.2.1.5 Up(load)

Upload the contents of the editor buffer to the patch slot on Circuit. The destination slot is selected in the Patch Management screen (see section 3.5.6).

3.2.2 Macro

Click the **MACRO** button to replace the synth display with the macro display.



3.2.2.1 Copy/Paste

Press **COPY** to copy a single macro.

- Press **PASTE** to paste the macro to another slot in the same patch, or select a different patch and press **PASTE** there.
- Press **PASTE ALL** to paste the macro to the same slot or a different slot on all patches.

Press **COPY ALL** to copy all 8 macros.

- Select a new patch and press **PASTE** to paste all 8 macros to that patch.
- Press **PASTE ALL** to paste all 8 macros to all 64 patches.

3.2.2.2 Naming

Macros can be named for display on the performance screen. If only a single destination is provided for a macro, it will automatically be named to that destination. In all other circumstances, it will be set to 'Macro n'.

3.2.3 Modulation

Click the **MOD** button to replace the synth display with the modulation matrix display.



3.3 Session



3.3.1 Session Control

Whilst it is not possible to get session state or upload session state to Circuit, 32 presets are provided to allow you to store different session setups.

3.3.1.1 Next/Previous Session

Load the next or previous session into Circuit.

3.3.1.2 Store

Store the contents of the editor buffer to the indicated session slot. This button will turn red when there are outstanding changes to be saved.

3.3.1.3 Init(ialise)

A long-press on this button will initialise the session.

The button also operates as a toggle switch to enter session initialisation mode. When this mode is active a long-press on a section name will initialise that section only.

3.3.2 Session Storage

Session banks can be loaded/saved independently of the rest of the editor state by using the **SESSIONS** button. If you wish to save the sessions as part of an overall setup, then use the **LOAD ALL/SAVE ALL** buttons in the setup section (see 2.1.1).

3.3.2.1 Load/Save

Brings up the load/save screen.

3.3.2.2 Store

Store the current edit buffer at the currently selected slot.

3.3.2.3 Store To

Pressing **STORE TO** will allow a different patch slot to be selected and the current edit buffer will be stored to that slot.

3.3.2.4 Init All

This will initialise all 32 session slots.

3.4 Performance Mode (IAP)

Performance Mode extends the performance capabilities of your Circuit by pulling a number of performance related controls onto a single screen.

Please refer to the MIDISynth-Control documentation for general operation of this mode. This section covers the additional functionality provided for the Circuit synth module.

Synth 1		Synth 2		Drum 1		Drum 2		Drum 3		Drum 4		Session			
Macro 1	Osc1 Pulse Withdraw Inc	ModMatrix1 Depth	ModMatrix2 Depth	Macro 5	Macro 6	Chorus Level	Distortion Level	Macro 1	Macro 2	Macro 3	Macro 4	Macro 5	Macro 6	Macro 7	Macro 8
S1 Env1 Sustain		S1 Eq Hlfrq		S2 Lfo1 Slew		Drum1 Dist		Drum4 Decay		Delay D1 send		Sc1 Hold			
S1 Filter Res		S2 Filter Res		Drum3 Decay		Drum4 Pitch		Drum1 Decay		Drum1 Dist					
S1 Filter Cutoff		S2 Filter Cutoff		Drum1 Decay		Drum1 Dist									

In addition to the base functionality described in the MIDISynth-Control user guide, we have:

- Access to all 16 macros
- Access to Session morphing
- Patch & session loading

3.4.1.1 Morphing

Enabling the **MORPH** button will add two morph sliders to the display – the left slider will morph between two custom parameter banks and the right slider will morph between two specified session presets.

Pressing the **EXCLUDE** button under the left morph control will change the **SELECT** buttons under the custom sliders into **EXCLUDE** buttons. It is then possible to define custom controls that are excluded from the morph operation.

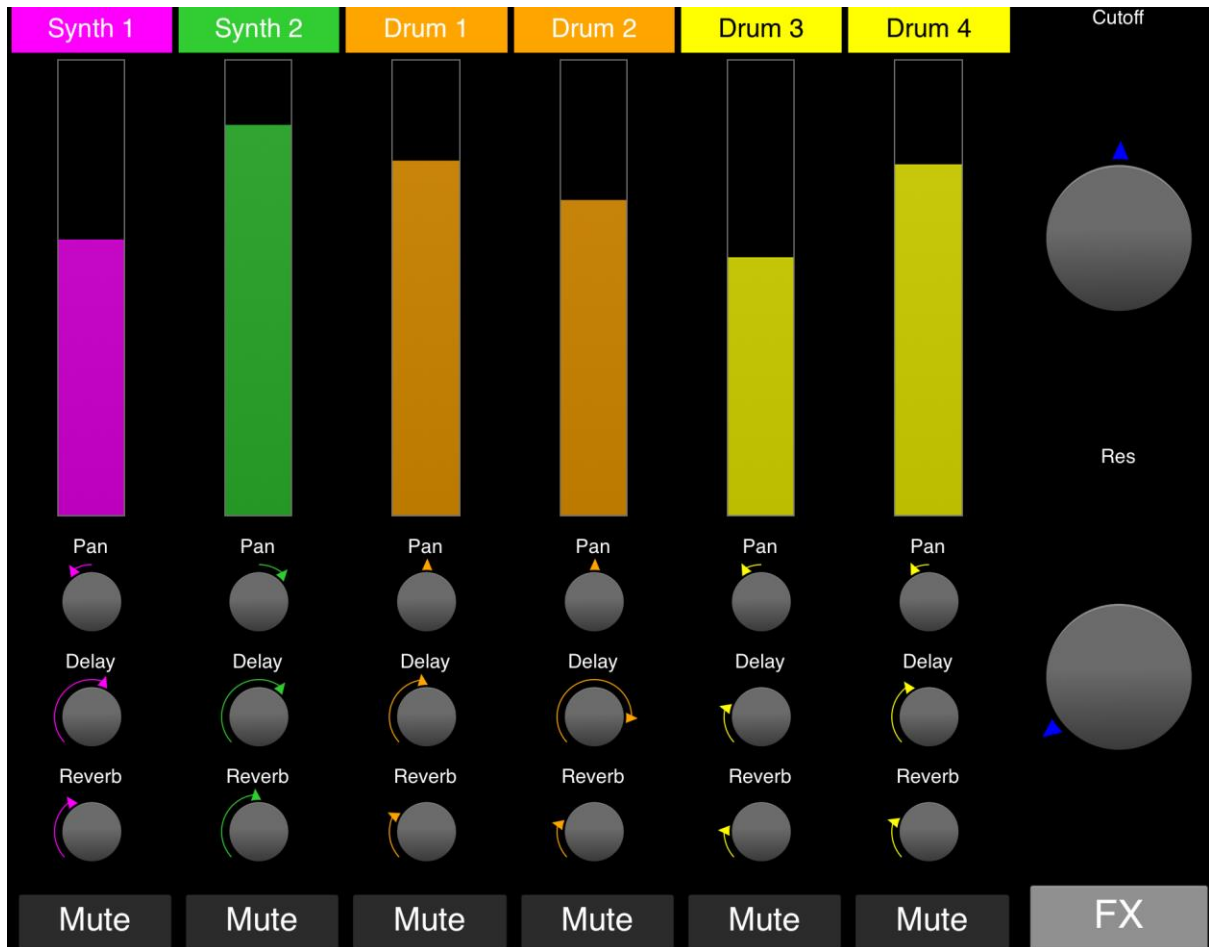
3.4.1.2 Selecting View

It is possible to rotate through three view modes for the Performance Mode, accessible from the top control button:

- All: Shows all sliders and XY controls
- Slider: Shows all sliders
- XY: Shows XY controls

3.4.1.3 Mixer

Pressing the **MIXER** button will switch to mixer view.



From here you can control the levels of each channel, the master filter and also control the delay and reverb sends for each channel.

3.4.1.4 Mutes

The six mute buttons can be used to mute each channel on Circuit. When muting the appropriate button will flash red.

Please note this is a 'soft' mute as it's not possible to directly control the mutes. Instead, the channel volume is set to 0 for mute and then reset to its current level when unmuted.

Due to technical limitations, it is not possible to get the current volume levels from Circuit so there are defaulted to 100 at startup. These values are updated under the following circumstances:

- Changing the level sliders in the Session page
- Loading an editor Session

- Moving the controls on Circuit

Note: changing any volume level either in the editor or in performance mode will disable the mute.


3.4.1.5 Patch & Session Selection

Synth patches can be loaded by holding down the **SELECT** button clicking the **SYNTH 1** and **SYNTH 2** buttons. Sessions can be loaded by clicking the **SESSION** button.

Patch settings (for both the synth and drum parts) can be ignored when loading session via the option in the setup screen.

3.5 Patch Management

Patch management is opened by pressing the **PATCHES** button when on the synth screen.

 Patches	Flat Bass	Sysex	Single	Switch				
	1: Bass-ic Square	2: Bouncy Bass	3: Flat Bass	4: Funk Bass				
Load	5: Organ Bass	6: Dirty Sine	7: Vocalogue	8: Dinky				
	9: Book of Bass	10: Acid Square	11: Analogue Keys	12: Morph Poly				
Save	13: Organ Donut	14: Glisten Poly	15: Simpoly	16: Marimvibes				
	17: Bending	18: WaveMachine	19: Lucky Keyz	20: PolySEQ				
Store	21: String Theory	22: Wonky Pad	23: Drone Bass	24: 3rd Lead				
	25: Drunk Trumpet	26: Whistle Rez	27: Formant Vel	28: System Bass				
Store To	29: Blip	30: Blissed Bell	31: Dirty Keys	32: Talky Bass				
	33: Simpleton	34: Noise Lead	35: Clav Lead	36: Crossover Lead				
Init All	37: Zapper	38: Kick Designer	39: Snare Designer	40: Tuned Afrika				
	41: Swirling	42: House Arrest Pad	43: Cheap Organ	44: Chill Waves				
Upload	45: Dual Resonances	46: Syncing Feeling	47: Circuit Bent	48: RiseFX				
	49: Glitch Bass	50: Swirl Bass	51: Fifth-10th Lead	52: Bass2Lead Cutta				
Upload All	53: Drifter	54: Sawble	55: DeTuna	56: Rhythmic Lead				
	57: Chicago Stab	58: DnB Bass	59: Arp Pad	60: Soft Bass				
Fetch All	61: Mainroom Lead	62: Sine Tines	63: Bit Bass	64: PolyAnna				

3.5.1 Load/Save

Brings up the load/save screen. This will load/save the patch (bank) state independently of the rest of the editor state. If you wish to save the patches as part of an overall setup, then use the **LOAD ALL/SAVE ALL** buttons in the setup section (see 2.1.1).

If the **SYSEX** button is selected patches will be loaded/saved in standard sysex format compatible with Novation Components but will not contain additional MIDISynth data.

If the **SINGLE** button is selected, single patches will be loaded/saved – if not, banks will be loaded/saved.

3.5.2 Switch

If **SWITCH** is selected, then when a new patch is selected the view will automatically switch back to the editing view.

3.5.3 Store

Store the current edit buffer at the currently selected slot. The button will turn red when there are un-stored changes.

3.5.4 Store To

Pressing **STORE TO** will allow a different patch slot to be selected and the current edit buffer will be stored to that slot.

3.5.5 Init All

This will initialise all 64 slots in the editor.

3.5.6 Upload

This will upload the current editor buffer to a patch slot on Circuit for off-line access. The patch slot to be used can be selected via the button below.

3.5.7 Upload All

This will upload all 64 patches to Circuit.

3.5.8 Fetch All

This will fetch all 64 patches from Circuit and update the patch slots in the editor.

4 Troubleshooting

MIDI settings on Circuit

Ensure that your Circuit is configured to receive and send MIDI – see the MIDI I/O section on page 61 of the user guide.

https://d19ulaff0trnck.cloudfront.net/sites/default/files/novation/downloads/10690/circuit-ug-en_0.pdf

Try on mains as well as battery

With our other versions of the Circuit editor we've had reports of people having different experiences when using battery power vs. mains power.

Make sure you are using USB

Certain operations are only supported over USB and so the USB connection is required for correct operation.

Change the USB cable

It's surprising how often this has an effect if you are having issues. Not all USB cables are created equal.

5 Long-Press Quick Reference

These are all the long-press operations gathered together for easy reference.

- Synth Colours – long-press the **SYNTH 1** or **SYNTH 2** button
- Section options - **SECTION** button or macro headers
- Unmap XY control – long-press the required **MAP** button
- Unmap custom control – long-press the required **MAP** button
- Set Autoreset values of Performance screen – long-press the **AUTO** button whilst holding controls
- Toggle Patch/Global XY – long-press the **XY** button on the Synth screen
- Rename patch - **STORE** button or patch in patches screen