

# MIDISynth-Peak & Summit 2.0.0

## User Guide

[www.sigabort.co/midisynth](http://www.sigabort.co/midisynth)



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# 1 Overview

MIDISynth-Peak/Summit is a VST/AU/Standalone application for Windows and MacOS that allows you control of your Novation Peak or Summit from inside your favourite DAW, or as a standalone application.

## 1.1 Requirements

- Windows 7+
- OSX 10.7+
- Screen supporting resolution of 1700x700 (zoom available)

## 1.2 Limitations

### 1.2.1 Windows Users

Windows does not have multi-client MIDI drivers and the synth only provides a single USB MIDI input/output, so you'll need to ensure nothing else is connected to synth when using the editor.

This also extends to using the VST inside a host – please make sure that the host doesn't open the synth MIDI input/output, or any MIDI port used for controller input (see your host documentation for how to set this up). You can still send data to the synth through the plugin by enabling the **MIDI Thru** option (see 3.1.9).

#### 1.2.1.1 Windows Virtual MIDI Ports

MIDISynth will take input from a MIDI port named **MSVP\_Peak\_Out** (**MSVP\_Summit\_Out** for Summit) and route this through to Peak/Summit. You can use this inside your DAW to send clock information to Peak for syncing arp, LFOs etc (see 8.3).

MIDISynth will take the note input from Summit and route this through to a MIDI port called **MSVP\_Peak\_In** (**MSVC\_Summit\_In** for Summit). You can use this to get note input into your DAW.

Use LoopMIDI or other virtual MIDI port software to set these up.

## 1.3 Acknowledgments

Thanks to Christoph Linden for his help in determining the sysex and NRPN updates to support Summit.

Windows AVIR image resizing algorithm designed by Aleksey Vaneev.

## 1.4 Known Firmware Issues

These firmware issues relate to the synth not responding correctly to real-time messages sent from the editor. The only way to update these values on the synth is to send the complete patch over.

### 1.4.1 Peak

Peak does not respond to tuning table selection from the common oscillator section of the editor.

### 1.4.2 Summit

Summit does not respond to Manual Amount from FM OSC3>1, FM OSC1>2, or FM OSC2>3.

Summit does not respond to Amp Envelope Loop, Mod Envelope 1 Loop, or Mod Envelope 2 Loop.

For LFO 3 & 4, changing Rate or Sync Rate for Multi Part A has no effect.

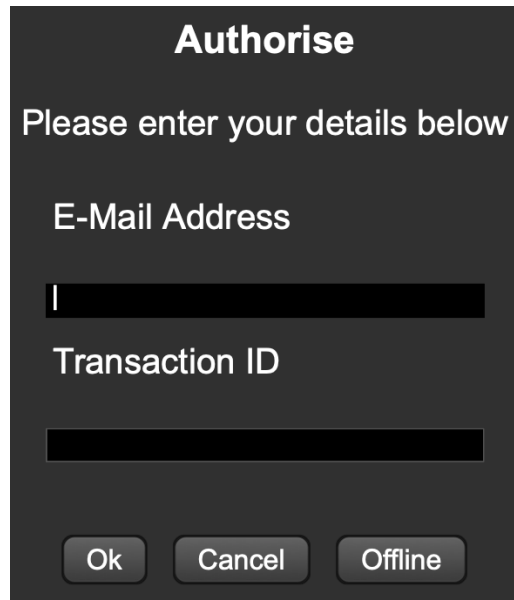
For LFO 3 & 4, changing Rate or Sync Rate for Multi Part B updates both Part A & Part B.

## 1.5 Installation

Click on the installer and follow the instructions.

## 1.6 Authorisation

When you start the editor, you will be asked to authorise.

A dark-themed dialog box titled "Authorise". Below the title, it says "Please enter your details below". There are two input fields: "E-Mail Address" and "Transaction ID". At the bottom, there are three buttons: "Ok", "Cancel", and "Offline".

**Authorise**

Please enter your details below

E-Mail Address

Transaction ID

Ok Cancel Offline

Enter your purchase email address and the PayPal transaction number you received with your purchase. Authorisation will take 15-20 seconds to complete.

### 1.6.1 Offline Authorisation

If you wish to use the editor on a computer not connected to the internet, then install the software and hit the **OFFLINE** button.

Follow the instructions to create an authorisation file and send it to:

[offline\\_auth@sigabort.co.uk](mailto:offline_auth@sigabort.co.uk)

Please note that this is currently a manual process and authorisation may take up to 48 hours.

### 1.6.2 De-Authorisation

If you wish to de-authorise a computer so that a different computer can be authorised, use the button on the settings page (see 3.2.17)

## 2 Peak/Summit Settings

In order for MIDISynth to operate correctly please ensure the following settings are correct on page 5 of settings:

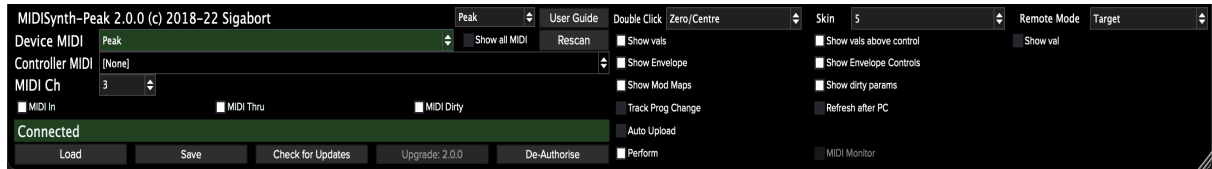
- CC/NRPN: **Rec+Tran**
- Bank/Patch: **Rec+Tran**

If you wish to use the synth in pickup mode, please ensure that MIDI input for the synth in your DAW is disabled:



# 3 Setup

Click on the **SETTINGS** button on the sub-panel to show setup options in the lower portion of the editor.



## 3.1 MIDI

### 3.1.1 Synth Selector

By default, the app will be set to work with Peak. If you have Summit, use the selector to change from Peak to Summit and restart. This will be remembered for future sessions.

### 3.1.2 Device MIDI Port

The MIDI port of the Peak or Summit is auto selected if detected at startup. If you are lucky enough to have more than one synth or are using an intermediary interface (e.g. Mio +4), use this to select a different MIDI port.

### 3.1.3 Controller MIDI Port

The controller MIDI port can be used to select a MIDI device that can be used for controlling the V-Macro controls (see 4.5.3.1), custom controls (see 4.2.2) and general MIDI mapping of controls on the UI (see 4.1.11). Additionally, all MIDI from this port will be routed through to the synth so you can route an external keyboard or controller to the synth.

### 3.1.4 Rescan

Rescan connected MIDI devices.

### 3.1.5 MIDI Ch

MIDI channel the synth is set to, as set in settings page 4 on Peak.

For Summit you can set Global, Part A and Part B MIDI channels.

### 3.1.6 Show All MIDI

Enable this option to show all MIDI ports on the computer, not just those that confirm to the standard synth naming.

**NOTE:** In general, this should remain turned off so that auto-detection is enabled.

### 3.1.7 MIDI In

Enabling this option will process incoming MIDI data from the controller and update the GUI appropriately (turning the knobs on the synth or automation data). Depending on the state of the 'MIDI Sets Dirty' flag, this will also set the edit buffer as "dirty".

### 3.1.8 MIDI Dirty

Enabling this option will cause incoming MIDI (turning the knobs on the synth or automation data) to mark the current edit buffer as "dirty" and flag that the user needs to save it when moving away from the patch.

### 3.1.9 MIDI Thru

Select this to process note in information from the DAW – this should be selected when a host sequencer (e.g. Live) is being used to send MIDI information to the synth.

## 3.2 General

### 3.2.1 Double Click Action

Determines what happens when a control is double-clicked:

- **Off:** No action
- **Zero/Centre:** Control is set to 0 or centred if it is bipolar
- **Default:** Control is set to the Novation default
- **Patch:** Control is set to the value when the patch was loaded

### 3.2.2 Skin

Change the look of the editor.

### 3.2.3 Remote Mode

Selection mode of operation for the performance controls (None, Target, Perform) – see section 6.

### 3.2.4 Show Vals

Enabling this option will show the current value underneath each control. The user can click on this to manually enter a value.

### 3.2.5 Show Envelope

Enabling this option will show a graphical representation of envelopes in the appropriate panels.

### 3.2.6 Show Mod Maps

Determines whether mod mappings are shown on the editor (see 4.1.4.1).

### 3.2.7 Track Program Change

Determines whether the editor should follow program change (pattern selection) on the synth.

### 3.2.8 Auto Upload

When enabled the patch will automatically be uploaded to the synth when it is saved.

### 3.2.9 Perform

Show the performance options (see 4.8, 4.9, and 4.10).

### 3.2.10 Show Vals Above Control

Determines whether control values are shown above or below controls.

### 3.2.11 Show Envelope Controls

Enabling this option will show envelope controls sliders under the envelope display.

### 3.2.12 Show Dirty Params

Enabling this option will show dirty parameters for the patch in purple.

### 3.2.13 Refresh After PC

If enabled, after changing patch on the synth, the contents of the editor will be refreshed with the contents of the patch on the synth – if not, the editor will display in the in-editor version.

### 3.2.14 Load At Startup (VST/AU only)

If enabled, the state of the editor when you last saved your project set will be reloaded and sent to the synth.

### 3.2.15 MIDI Monitor

See 7.1.1.

### 3.2.16 Check for Updates

A check for updates is automatically performed at startup, but can also be triggered manually,

### 3.2.17 De-Authorise

De-authorises this computer so that the editor can be used on a different computer.

## 3.3 Storage

### 3.3.1 Load

This will load a state previously stored with the **SAVE** button.

### 3.3.2 Save

When saving, the following information is stored:

- Setup data
- Patch data
- XY control assignments (global)
- Performance control data
- Custom parameter assignments
- Section presets (see 4.1.2)

**Please note all state is automatically saved with the host data when running VST/AU and to an auto-save file when running standalone, so LOAD/SAVE are provided for archiving purposes rather than something that needs to be done on a regular basis.**

### 3.3.3 Auto-Save

When running standalone auto-save actions are performed under the following conditions: (this auto-save will automatically be loaded the next time the editor starts up)

- Setup options are updated
- A patch is saved
- Performance controls are updated, including setting range
- XY controls are updated, including setting range
- Section presets are updated



# 4 Operation

Full-screen mode can be toggled via the use of the Sigabort icon in the top-left corner of the screen.

## 4.1 Main Controls

The top portion of the screen is filled with the main synth controls, covering all parameters of Peak/Summit, apart from the Mod matrix (see 4.1.4). Controls are grouped together into sections indicated by a section title.



Holding **SHIFT** whilst moving a control will allow for fine grained control.

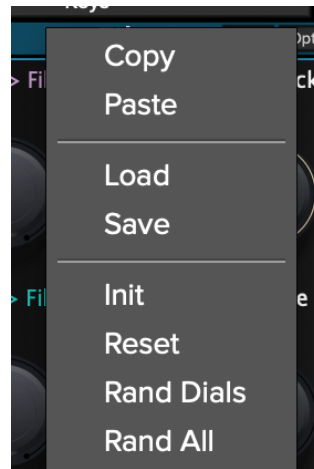
Sections that have been edited (i.e., are different from the current loaded patch), will be marked with an \*.



Additionally, if Show Dirty Params is selected, any parameters that are different from the currently loaded patch will be shown in purple.

## 4.1.1 Section Controls

Each section has an **A/B** button and an **OPTIONS** menu.



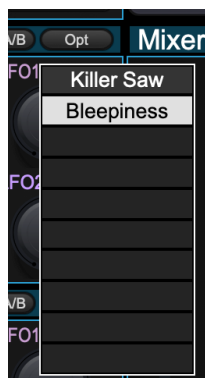
Toggling the **A/B** switch will toggle between your current (edited) settings and those of the patch when it was loaded.

**Note:** When **A/B** is enabled (i.e., using the loaded patch settings rather than the edited settings), the **COPY** and **SAVE** buttons will operate on the patch settings, not the edited settings.

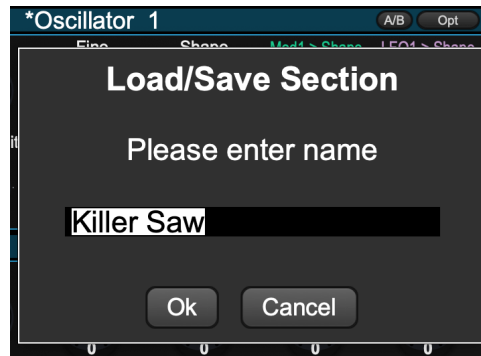
## 4.1.2 Section Presets

Up to 10 Presets can be saved and recalled for use in other patches – think of this as a favourite's menu.

Selecting **SAVE** will bring up a menu showing any existing entries. Choose an existing entry to overwrite or an empty slot to create a new preset.



Clicking on an empty slot, or **SHIFT**-clicking on an existing slot will allow you to name the preset.



**CMD/CTRL**-clicking on an existing slot will delete the preset.

### 4.1.3 Section Headers

**SHIFT**-clicking on the section head is a shortcut to perform the randomise dials operation.

**CMD/CTRL**-clicking on the section head is a shortcut to perform the randomise all operation.

### 4.1.4 Mod Matrix



#### 4.1.4.1 Show Mod Mappings



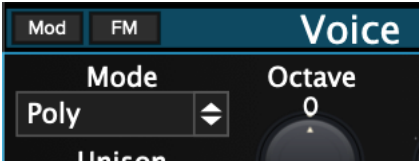
If this is enabled then all mod targets will have an indicator placed next to them – green indicates the parameter is currently mapped to a modulation source, and red indicates that it is not.

Right click on the parameter to see what is mapped to the parameter.

NOTE: As there is no “None” parameter for mod targets, the parameters will only show as mapped (i.e., green) if the depth is non-zero.

### 4.1.5 Single Mod/FX Mod

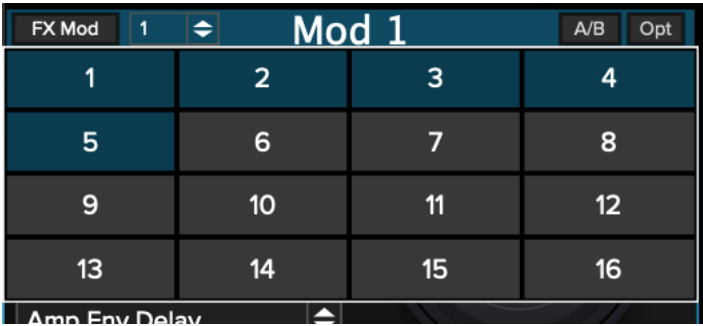
It's not always convenient (or necessary) to view all mods at once without access to the other synth parameters so it is possible to view a single mod or FX mod on the main screen view via the **MOD** or **FXMOD** buttons on the Voice section.



Pressing this will swap the Voice view with a single mod view.



The dropdown can be used to select which mod is in view. Those entries marked in blue have an active mod (i.e., depth is non-zero).



Pressing the **VOICE** button will return to the voice display.

### 4.1.6 LFO 3/4

LFOs 3 and 4 are available by clicking on the **1/3** button on LFO1 and the **2/4** button of LFO2.



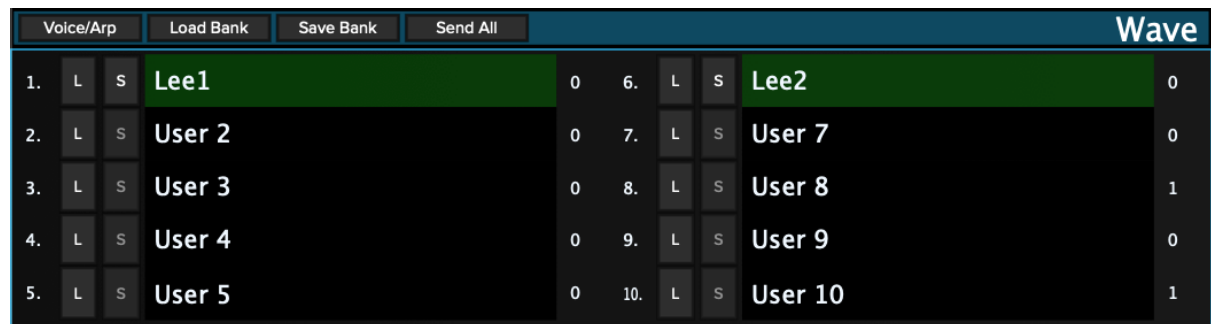
## 4.1.7 FM Controls

The virtual FM controls for Peak or the physical FM controls for Summit are available by clicking on the **FM** button of the Voice section.

For Peak the FM controls are mapped to the mod matrix slots 8-16.

## 4.1.8 Wave Controls

The wave controls are available by clicking on the **WAVE** button in the Arp section.



Pressing the **L** button will load a wavetable into a slot. The slot will turn green.

Individual waves can be sent to the synth using the **S** button.

Additional waves can be loaded, following which the **SAVE BANK** button can be used to save the waves to a bank. Only the highlighted (Green) waves will be saved.

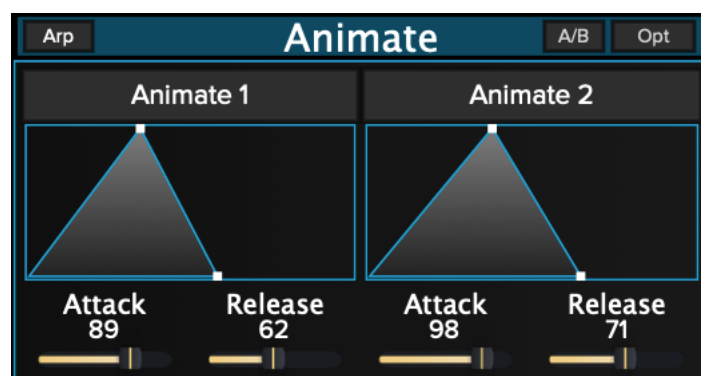
Use the **LOAD BANK** to reload a bank later.

Press the **SEND ALL** button to send all unsent waves to the synth.

Waves can also be loaded from the Wave Browser (see XXX)

## 4.1.9 Animate Controls

The animate controls are available by clicking on the **ANIMATE** button in the Arp section.



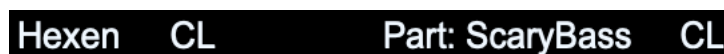
## 4.1.10 Summit Multi-Mode

If connected to Summit, there is an additional **MULTI** button along the top options. Clicking this will enable editing of the Summit multi.

In this mode you can selected whether to edit Part A, Part B, or A and B together.



The name display on the top of the screen will update to display the multi name and the name of the currently selected part:



Patch management operations (see 4.11) will switch to operate on multis rather than single patches allowing them to be fetched, uploaded, and saved/restored.

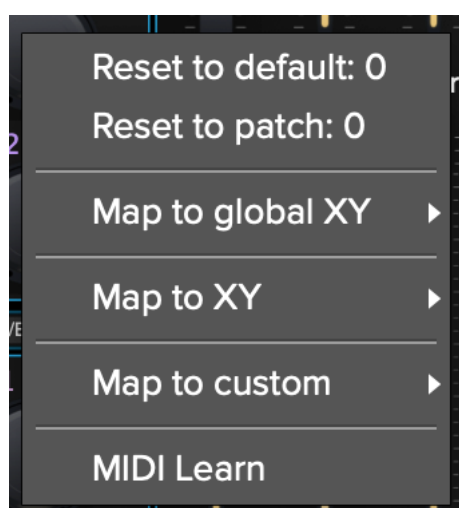
Likewise, the browser (see 4.5) will switch to operate on multis.

**CMD/CTRL**-clicking on the **PART A** or **PART B** button will copy the contents of the current part. This can then be copied to a different multi, or to the other part, by **SHIFT-CMD/CTRL** clicking the part.

**NOTE:** It is possible to copy a single patch to **PART A** or **PART B** using this mechanism, and vice versa.

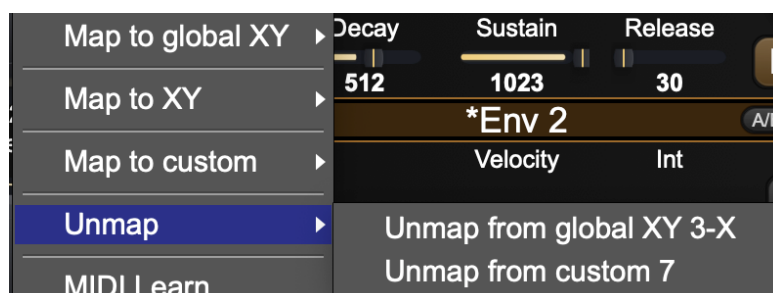
## 4.1.11 Control Operations

Right-clicking on a control will bring up options for the control.



From here it is possible to assign the control to one of several destinations and perform MIDI learn for any provided controller (see 3.1.3).

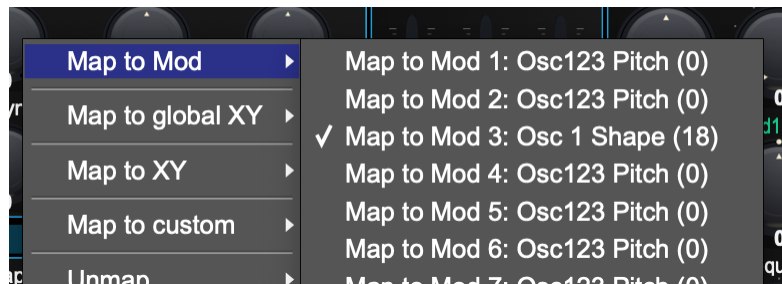
You can also unmap any assignments made:



Assignments to XY pads and custom controls can also be made directly from the components themselves.

### 4.1.12 Mod Mappings

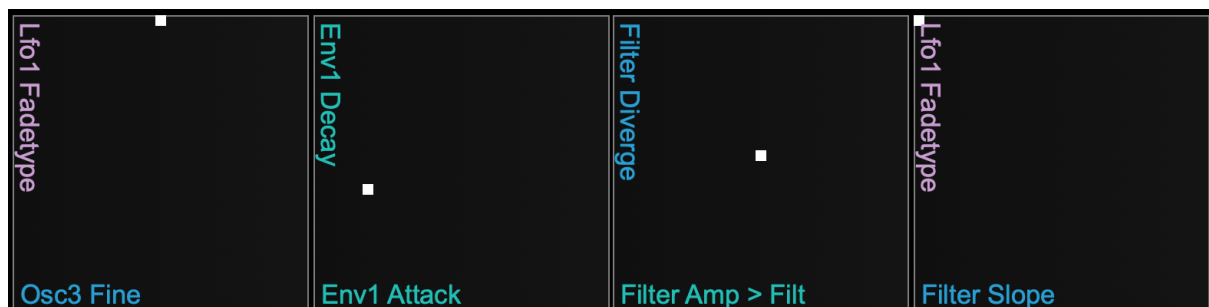
If the parameter is a mod target, an additional menu item will be available allowing the parameter to be assigned to a mod matrix entry.



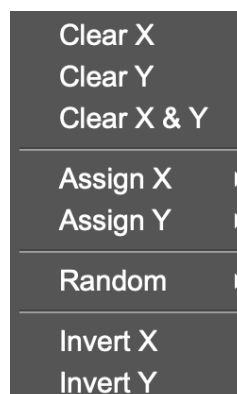
When mapping a mod slot in this way, the display will automatically switch to show the single mod/fx mod so that the depth can be altered immediately (see 4.1.5).

## 4.2 XY Controls

Four XY controls are provided for easy control of multiple parameters at the same time.



Right-click on the XY pad to bring up options.



Using the **ASSIGN** operations will allow you to pick controls to assign to the XY pad. Alternatively, these can be assigned directly from the controls themselves (see 4.1.10).

Using the **RANDOM** operations will assign random parameters to the pads for some pot-luck surprises.

See section 6 for details of how these controls operate with respect to host automation.

## 4.2.1 Global XY Controls

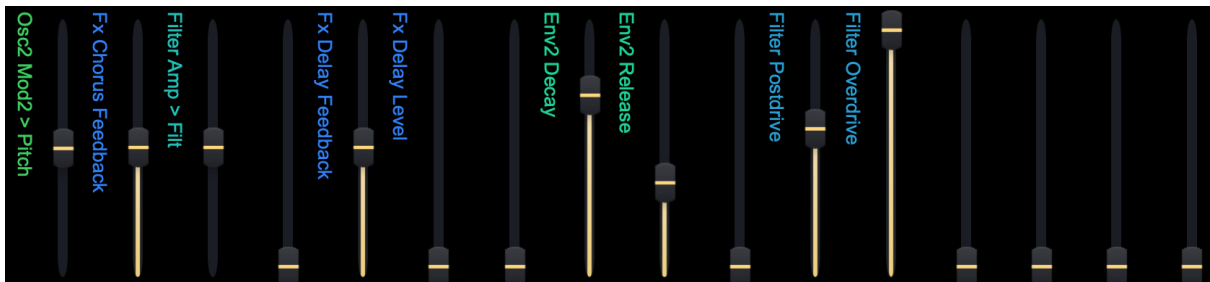
It is possible to store a set of XY definitions for each patch as some controls may be more appropriate for certain patches compared to others.

It is also possible to define a set of global XY controls that are always available.

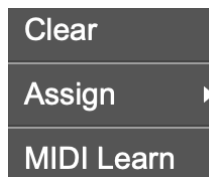
To enter global XY control mode, **SHIFT**-click the **XY**. The button will change colour and you can now define a set of global XY controls. Pressing the button allows easily toggling between the two modes.

## 4.2.2 Custom Parameter Assign

16 parameters can be freely assigned to any parameter on the synth and these will then be available in performance mode.



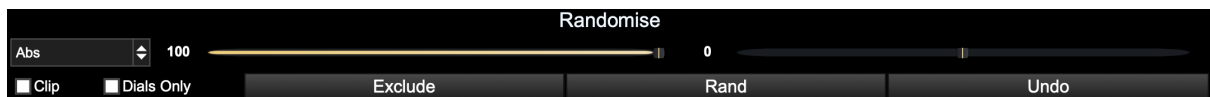
Right-click on a parameter to bring up options.



See section 6 for details of how these controls operate with respect to host automation.

## 4.3 Randomise

Three randomisation algorithms are provided for discovering new sounds. Several parameters are provided for each randomisation mode to tailor how mild or extreme the randomisation is, and sections or individual parameters can be excluded to further increase control.



### 4.3.1 Common Controls

These controls are available in all random modes.

- Dials Only – enabling this will disable all dropdowns from randomisation
- Exclude – Allows individual controls to be excluded from the randomisation
- Random – Randomise with the current settings

The button matrix can be used to provide high level exclusion of sections of the synth.



## 4.3.2 Absolute



An absolute value will be set for the parameter between its min and max value.

- **Range** – this determines the max upper value – a random value will be chosen between 0 and this %age of its max value
- **Affinity** – whether the value tends to favour min (-ve) or max(+ve) values.

## 4.3.3 Relative



This randomiser will generate random values based on the current values in the synth.

- **Range** – the maximum movement as a %age of range (i.e. max – min values) that the value can move
- **Noise** – how often (%age) the range is ignored to pick a random value. Negative values still obey the max of 50% of range, positive values set the range to be 100%
- **Clip** – affects behaviour when the new value would be outside of the min/max range. When clipping is on, they are fixed to min/max values. When disabled, they will “bounce back” from the min/max difference by the appropriate amount.
- **Direction** – sets direction of value change to down, up, or both.

### 4.3.4 Patch



The new value will be picked between min and max values when the minimum is taken from the first patch specific, and the maximum is taken from the second.

- Patch Select 1 – the first patch number to use
- Affinity – whether the value tends to favour patch 1 (-ve) or patch 2 (+ve)
- Patch Select 2 – the second patch number to use
- Noise – how often (%age) the affinity is ignored to pick a completely random value. Negative values still obey the bounds of min/max from patch 1 and 2, positive values will pick a value from min to max of the parameter.

### 4.3.5 Exclude

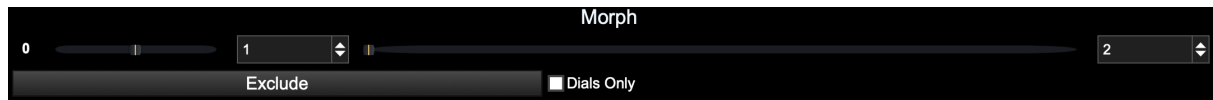


Pressing the **EXCLUDE** button will enter exclude mode where each control or section be individually excluded from the randomisation. Controls highlighted in blue are included. To toggle the inclusion/exclusion of a control, simply click on it.

### 4.3.6 Undo

Pressing the **UNDO** button will undo the last randomise operation.

## 4.3.7 Morph



It is possible to morph between 2 patches using the controls provided.

Noise – How often (%age) the min/max values of the patches are ignored to pick a random value. Negative values still obey the bounds of min/max from patch 1 and 2, positive values will pick a value from min to max of the parameter.

- Patch Select 1 – the first patch number to use
- Morph bar – Left is fully patch 1, right is fully patch 2 – in-between is where the magic can happen
- Patch Select 2 – the second patch number to use
- Dials Only – enabling this will disable all dropdowns from morphing
- Exclude – Allows individual controls to be excluded from the morph (see 4.3.5)

## 4.4 Favourites

Up to 16 global favourites can be stored along with 16 favourites per plugin instance when using VST/AU.

1	+	VHS Pad	X	9	+	<Empty>	X	1	+	Bassline	X
2	+	Major Bass	X	10	+	<Empty>	X	2	+	Scandi Arp	X
3	+	Film Board Lead	X	11	+	<Empty>	X	3	+	Pluck Me	X
4	+	<Empty>	X	12	+	<Empty>	X	4	+	<Empty>	X
5	+	<Empty>	X	13	+	<Empty>	X	5	+	<Empty>	X
6	+	<Empty>	X	14	+	<Empty>	X	6	+	<Empty>	X
7	+	<Empty>	X	15	+	<Empty>	X	7	+	<Empty>	X
8	+	<Empty>	X	16	+	<Empty>	X	8	+	<Empty>	X

These plugin favourites are unique to each instance of the plugin allowing you to store and recall 16 sounds specific to each set that you work on. This gives you total confidence to be able to recreate the sounds in your track at a future point whatever happens to the internal state of the synth.

The 16 global favourites and 16 plugin presets can be recalled via the use of Program Change messages (see 5.1).

Press the + button next to a slot in order to store the current edit buffer contents into that slot. Press the X button next to a slot to clear that slot.

## 4.5 Browser

The browser provides patch and custom wave browse and management functionality.

The patch browser allows for browsing the patches loaded into the editor and for those on disk, providing a powerful librarian. Additionally for Summit the browser allows both singles and multis to be browsed and to easily create multis from singles.

Internal	Organise	A000: Stellarch	A001: Init Patch	A002: Init Patch	A003: Stellarch	A004: Major Bass	A005: Film Board Lead	A006: Ecstatic	A007: Bright Monobass	A008: All Roads Lead	A009: Logerhythm
Category	Filter	A010: Basic Duple Saw	A011: Bare Square	A012: Sinus	A013: Can't Stop	A014: Sweet 16ths	A015: Init Patch	A016: Rough Saw	A017: Bassline	A018: 8.8 Bass	A019: Purify
Genre	Rating	A020: Laser Light	A021: SingleWavez	A022: Scandi Arp	A023: Norse Bass	A024: Delicate Lead	A025: Thick Polysaw	A026: Thick Polysaw	A027: Pluck Me	A028: KeithBoard	A029: Old Skool Funk
Pack	Colour	A030: Blue Steel	A031: NoSync	A032: 16' Bins	A033: 30c Bass	A034: Brood	A035: Inspector Lead	A036: Digi Choir	A037: Drop It	A038: Bookers EP	A039: Gothic Pad
Dis	[Default]	A040: HipHop Sweeper	A041: Inspiral	A042: Todd Bass	A043: LP Pro Shreds	A044: Smooth Saw	A045: Monosynth Bass	A046: Jekyll	A047: NESic	A048: Panther	A049: G-Funk Lead
		A050: Punchy Bass	A051: Solid FM	A052: SoloSynMax Lead	A053: Tech Noise	A054: Ticker Tape	A055: Ambient Keys	A056: Discovery	A057: Trouser Mover	A058: Wirey Pad	A059: Zodiac
		A060: Silliness	A061: A Bit Gary	A062: VIB Chord	A063: Dreamt	A064: Arpy 16th Chords	A065: Temp Patch 1	A066: Bassolith	A067: Arping On	A068: Hybrid	A069: Bells
		A070: Big Betty	A071: C Pedaling	A072: Harmony Lead	A073: Catch The Vibe	A074: Chase Me	A075: Church Me	A076: Clevinator	A077: VHS Pad	A078: Dark Bark	A079: Deep N Wide
		A080: Deep Space	A081: Temp Patch 1	A082: Dimute	A083: Digi Brite	A084: Digi Temps	A085: Stickybeak	A086: Dirty Pad	A087: Discotech	A088: Unsett EP	A089: E. StringMachine
		A090: Fanfare Horns	A091: BELLLinearFity	A092: Boss 24	A093: BeautifulDrifter	A094: Big Splash Snug	A095: Funk The Floor	A096: Sweet Dreams	A097: Gin Pony	A098: Glassy Pad	A099: >> 2/6

Files scanned by the browser are:

- Single sysex files (from editor or Novation components)
- Sysex bank files (from editor or Novation components)
- Single XML files (from editor)
- XML banks (from editor)
- XML storage files (from editor – see 3.3.2).

## 4.5.1 Operation

### 4.5.1.1 Internal/Storage/Waves

Switch between browsing the patches in the editor or those on external storage, or for custom waves (see 4.5.4).

For Summit you can additionally choose to view singles or multis (see XXX).

### 4.5.1.2 Category

Choose a category to filter by.

### 4.5.1.3 Genre

Choose a genre to filter by.

Genres are implemented by the software itself. Patches fetched from the synth will not have initial genre information.

### 4.5.1.4 Pack

Pack lists the folders the patches are stored in, or the name of the sysex file containing a bank of presets and allows filtering by these.

Only enabled when in storage mode.

### 4.5.1.5 Filter

Allows patches to be filtered via name.

### 4.5.1.6 Rating

Allows patches to be filtered via a rating.

Ratings are implemented by the software itself. Patches fetched from the synth will not have initial rating information.

### 4.5.1.7 Colour

Colouring to apply to the entries in the browser:

- Default: Duplicate patches are coloured in red, init patches are shown in white.
- None: No colouring
- Category: Entries are coloured according to category
- Genre: Entries are coloured according to genre

It is possible to change the colour assignments in the organiser (see 4.5.3).

### 4.5.1.8 DB

Brings up DB configuration for specifying patch locations (see 4.5.1.10).

Only enabled when in storage mode.

#### 4.5.1.9 Organise

Brings up the organiser (see 4.5.3).

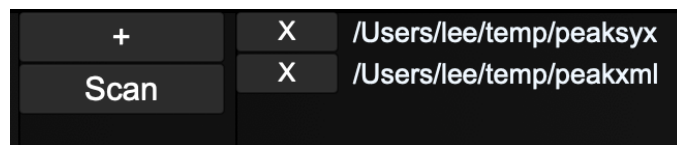
#### 4.5.1.10 Right-hand Mouse Menu

Clicking on a browser entry with the right-mouse button will allow the following operations to be performed:

- Copy/Paste patches
- Assign genre
- Assign rating
- Copy to favourites

Assigning genre and rating can be applied to multiple patches at the same time.

## 4.5.2 Browser Configuration



Click the **X** button next to a directory to remove it from scanning.

#### 4.5.2.1 +

Use this button to add new directories for scanning.

#### 4.5.2.2 Scan

Scan configured directions for patches.

### 4.5.3 Organiser

The organiser allows the internal patches in the editor to be organised.

Category	SELECTION: Hold CMD to add cells to selection. Hold SHIFT to extend selection															DRAG & DROP: Hold CMD to insert; SHIFT to copy. Normal operation is swap. Hit ESC to cancel drop																
	Internal	[Alt]		Internal	[Alt]		Internal	[Alt]		Internal	[Alt]		Internal	[Alt]		Internal	[Alt]		Internal	[Alt]		Internal	[Alt]		Internal	[Alt]		Internal	[Alt]		Internal	[Alt]
[Alt] Genre	A000	Stellarch	A001	Init Patch	A002	Init Patch	A003	Stellarch	A004	Major Bass	A005	Film Board Lead	A006	Ecstatic	A007	Bright Monobass	A008	Stellarch	A009	Init Patch	A010	Stellarch	A011	Major Bass	A012	Film Board Lead	A013	Ecstatic	A014	Bright Monobass	A015	Stellarch
[Alt] Pack	A008	All Roads Lead	A009	Logarhythm Saw	A010	Basic Detuse Saw	A011	Bare Square	A012	Sinus	A013	Can't Stop	A014	Smooth 16ths	A015	Init Patch Lead	A016	All Roads Lead	A017	Logarhythm Saw	A018	Basic Detuse Saw	A019	Bare Square	A020	Sinus	A021	Can't Stop	A022	Smooth 16ths	A023	Init Patch Lead
[Alt] Filter	A006	Rough Saw	A007	Baseline	A008	8 & Bass	A009	Purity	A010	Laser Light	A011	SingleWaves	A012	Scandi Arp	A013	Noise Bass	A014	Rough Saw	A015	Baseline	A016	8 & Bass	A017	Purity	A018	Laser Light	A019	SingleWaves	A020	Scandi Arp	A021	Noise Bass
[Alt] Rating	A024	Delicate Lead	A025	Thick Polywav	A026	Thick Polywav	A027	Thick Me	A028	Keyboard Funk	A029	13 Skool Funk	A030	Blue Steel	A031	NotSync	A032	Delicate Lead	A033	Thick Polywav	A034	Thick Me	A035	Keyboard Funk	A036	13 Skool Funk	A037	Blue Steel	A038	NotSync	A039	Delicate Lead
[Alt] Colour	A032	13 Bins	A033	30cc Bass	A034	Brood	A035	Inspector Lead	A036	Jelly Choir	A037	Drop It	A038	Bookers EP	A039	Gothic Pad	A040	13 Bins	A041	30cc Bass	A042	Brood	A043	Inspector Lead	A044	Jelly Choir	A045	Drop It	A046	Bookers EP	A047	Gothic Pad
[Default]	A048	Riffers Sweeper	A049	Inspiral	A050	Todd Bass	A051	13 Pro Shreds	A052	Monosynth Bass	A053	Smooth Sax	A054	Jekyll	A055	Nutric	A056	Riffers Sweeper	A057	Inspiral	A058	Todd Bass	A059	13 Pro Shreds	A060	Monosynth Bass	A061	Smooth Sax	A062	Jekyll	A063	Nutric
	A048	Fanther	A049	G-Funk Lead	A050	Punchy Bass	A051	Solid FM	A052	BoldoSynVox	A053	Tech Noise	A054	Ticker Tape	A055	Resident Keys	A056	Fanther	A057	G-Funk Lead	A058	Punchy Bass	A059	Solid FM	A060	BoldoSynVox	A061	Tech Noise	A062	Ticker Tape	A063	Resident Keys
	A056	Discovery	A057	Trouser Mover	A058	Wirey Pad	A059	Zodiac	A060	Stillness	A061	A Bit Gay	A062	VRD Chord	A063	Dreamt	A064	Discovery	A065	Trouser Mover	A066	Wirey Pad	A067	Zodiac	A068	Stillness	A069	A Bit Gay	A070	VRD Chord	A071	Dreamt
	A064	Arpy 16th Chords	A065	Temp Patch	A066	Basolith	A067	Arping On	A068	Hybrid	A069	Bells	A070	Big Betty	A071	C Pedaling	A072	Arpy 16th Chords	A073	Temp Patch	A074	Basolith	A075	Arping On	A076	Hybrid	A077	Bells	A078	Big Betty	A079	C Pedaling
	A072	Harmony Vibe	A073	Catch The Vibe	A074	Chase Me	A075	Church Me	A076	Clavinator	A077	VHS Pad	A078	Dark Bark	A079	Deep N Mide	A080	Harmony Vibe	A081	Catch The Vibe	A082	Chase Me	A083	Church Me	A084	Clavinator	A085	VHS Pad	A086	Dark Bark	A087	Deep N Mide
	A082	Deep Space 1	A083	Temp Patch	A084	Diffuse	A085	Digi Brite	A086	Digi Timps	A087	Stickysnak	A088	Dirty Pad	A089	Discootch	A090	Deep Space 1	A091	Temp Patch	A092	Diffuse	A093	Digi Brite	A094	Digi Timps	A095	Stickysnak	A096	Dirty Pad	A097	Discootch
	A088	Distant EP	A089	E. StringMa Gline	A090	Fanfare Horns	A091	BELLiLinear	A092	Bass 24	A093	Beautifulr Ifter	A094	Big Splash Snug	A095	Alph Filter	A096	Distant EP	A097	E. StringMa Gline	A098	Fanfare Horns	A099	BELLiLinear	A100	Bass 24	A101	Beautifulr Ifter	A102	Big Splash Snug	A103	Alph Filter
	A094	Sweet Dreams	A095	Gin Pony	A096	GLASSY PAD	A097	BACK STARNED	A098	Good Times	A099	Analogue Kick	A100	Analogue Snare	A101	Analogue Crash	A102	Sweet Dreams	A103	Gin Pony	A104	GLASSY PAD	A105	BACK STARNED	A106	Good Times	A107	Analogue Kick	A108	Analogue Snare	A109	Analogue Crash
	A104	Shake It	A105	Big Splash Snug	A106	SynTrump Lead	A107	Haunting	A108	Hiro	A109	Bright Poly	A110	Keyvin	A111	Scorpion	A112	Shake It	A113	Big Splash Snug	A114	SynTrump Lead	A115	Haunting	A116	Hiro	A117	Bright Poly	A118	Keyvin	A119	Scorpion
	A112	Sync Bass	A113	Laser Orchestra	A114	Layered	A115	Liquid Bass	A116	Logeardnas	A117	Dirty Party Lead	A118	Lucifer	A119	Modular Bass	A120	Sync Bass	A121	Laser Orchestra	A122	Layered	A123	Liquid Bass	A124	Logeardnas	A125	Dirty Party Lead	A126	Lucifer	A127	Modular Bass
	A120	Wooden Mallets	A121	MorphoMorp hane	A122	Drum Pad	A123	Nea Coo'hah	A124	Noise Drive EP	A125	MorphoMorp hane	A126	Old Bottle	A127	>> 2/5	A128	Wooden Mallets	A129	MorphoMorp hane	A130	Drum Pad	A131	Nea Coo'hah	A132	Noise Drive EP	A133	MorphoMorp hane	A134	Old Bottle	A135	Organic Tunes
Organise																																

The screen is split into 2 panels.

The left panel can be used to internal patches (either free flowing or in banks), external patches, a file browser for searching for patches, and user banks.

The right panel can view internal patches and user banks.

Selections can be made via use of the mouse in combination with the SHIFT and CMD/CTRL keys.

Selections can be dragged from one panel to the other to update the patches in the panel.

The normal drag operation is to swap patches with source and destination, but this can be modified:

- CMD/CTRL insert source patches into destination
- SHIFT copy source patches over destination

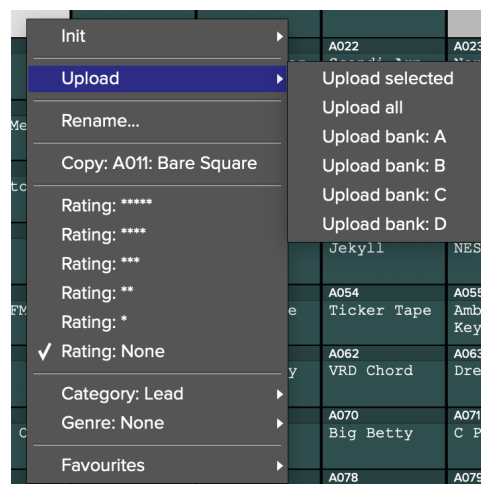
The contents of the left panel can be filtered by the controls on the left-hand side.

Counts are given for a high-level overview of your patch organisation:

[All]
None (387)
Arp (11)
Bass (26)
Bell (3)
Classic (3)
DrumPerc (7)
Keyboard (10)
Lead (15)

For category and genre, it is possible to assign your own colours via a SHIFT-click on an entry.

#### 4.5.3.1 Right-hand Mouse Menu



Clicking on an organiser entry with the right-mouse button will allow the following operations to be performed:

- Init patch/bank/selection/all
- Upload patch/bank/selection/all
- Rename patch
- Copy/paste patches
- Assign category
- Assign genre
- Assign rating
- Copy to favourites

Assigning category, genre and rating can be applied to multiple patches at the same time.

#### 4.5.3.2 User banks

It's possible to easily create banks of patches for storage and retrieval in the future.

User	Bank1	New	Delete	Save	Bank1	Export
000 Pin Tweaks	001 Tension	002 Hyde	003 Idiot Spanner	004 Console Wars	005 Temple Bells	006 Modular Perc

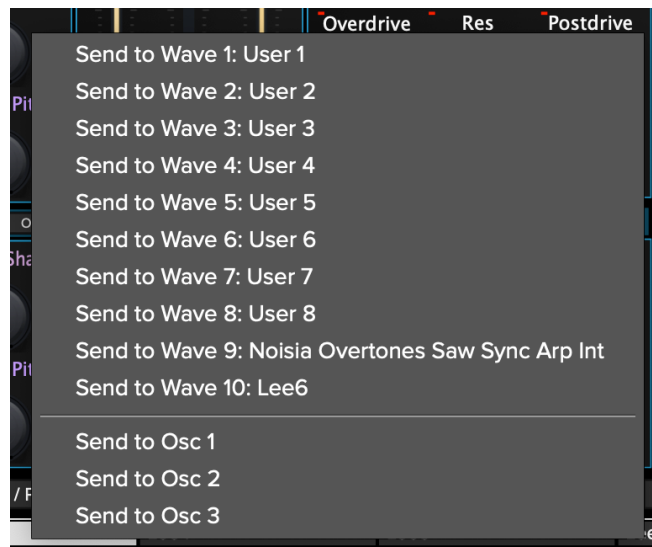
Banks are stored by default in .xml format but can be exported as sysex files compatible with components by using the **EXPORT** button.

### 4.5.4 Wave Browser

The wave browser allows custom wavetables to be browsed and loaded in the synth.

Lee1	Lee2	Lee3	Lee4	Lee5	Lee6	Noisia Bass Growler	Noisia Bass Harm 1	Noisia Bass Harm 2	Noisia Overtones Saw Sync Arp Int
Noisia Overtones Semi Harm Ext									

Right clicking an entry will bring up options for the wavetable.



The top 10 options allow a wavetable to be sent to the synth.

The bottom 3 options are for assigning a fixed wavetable to an oscillator (see XXX).

### 4.5.5 Fixed Wave Functionality

This functionality allows a wavetable to be assigned to an oscillator and sent to the synth whenever a patch is loaded. Using this functionality allows an effectively infinite number of wavetables to be used as they will be replaced when needed.

For Peak and Summit singles, wavetables 8-10 will be used for this purpose and you should not use these in other patches.

For Summit multis, wavetable 5-10 will be used.



If an oscillator has a fixed wavetable associated with it, then it will have a **FIXED WAVE** button showing along with the name of the wavetable.

If you wish to return the oscillator to being non-fixed, click the **FIXED WAVE** button.

## 4.5.6 Keyboard Short Cuts

### 4.5.6.1 General

- +: Next preset
- -: Previous preset
- 0-6: Rating

### 4.5.6.2 Controls

- Up arrow: Increase control value by 1
- SHIFT-Up arrow: Increase control value by 10
- Down arrow: Decrease control value by 1
- SHIFT-Down arrow: Decrease control value by 10

### 4.5.6.3 Section

- R: Randomise dials
- SHIFT-R: Randomise controls
- CMD/CTRL-R: Reset to patch
- I: Init
- L: Load
- S: Save
- C: Copy
- P: Paste

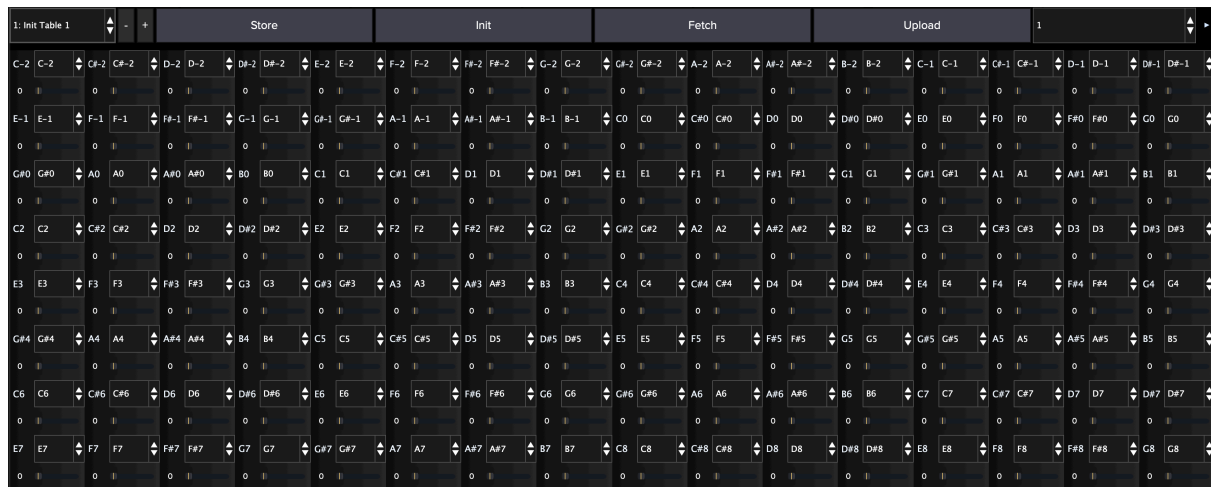


## 4.6 V-Macros

Up to 8 virtual macros can be defined per patch. Each virtual macro can be set to control up to 4 parameters on the synth (selected via buttons **A-D**), and the start, end and depth of each parameter can be controlled.



## 4.7 Tuning



You can edit and upload each of the 16 tuning tables stored in the synth.

The tuning table used for the patch can be edited in the **Osc** section of the main editor. **Note:** With the current firmware, Peak does not respond to changes in the tuning table selector in real time so the whole patch must be sent to Peak for this to take effect.

### 4.7.1 Select Patch

Use the dropdown to select which tuning table to edit.

### 4.7.2 +/-

Navigate through tuning tables one at a time.

### 4.7.3 Store

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

**SHIFT**-click to rename the tuning table.

### 4.7.4 Init

Init will initialise the tuning table to standard table (i.e. no tuning changes).

Holding **SHIFT** and pressing **INIT** will initialise all 16 tuning tables.

### 4.7.5 Fetch

Fetch will fetch the current tuning table and update the edit buffer. This will not store the patch in a slot unless the **STORE** button is pressed.

Holding **SHIFT** and pressing **FETCH** will fetch all 16 tuning tables from the synth.

### 4.7.6 Upload

Allows tuning tables to be uploaded to the synth.

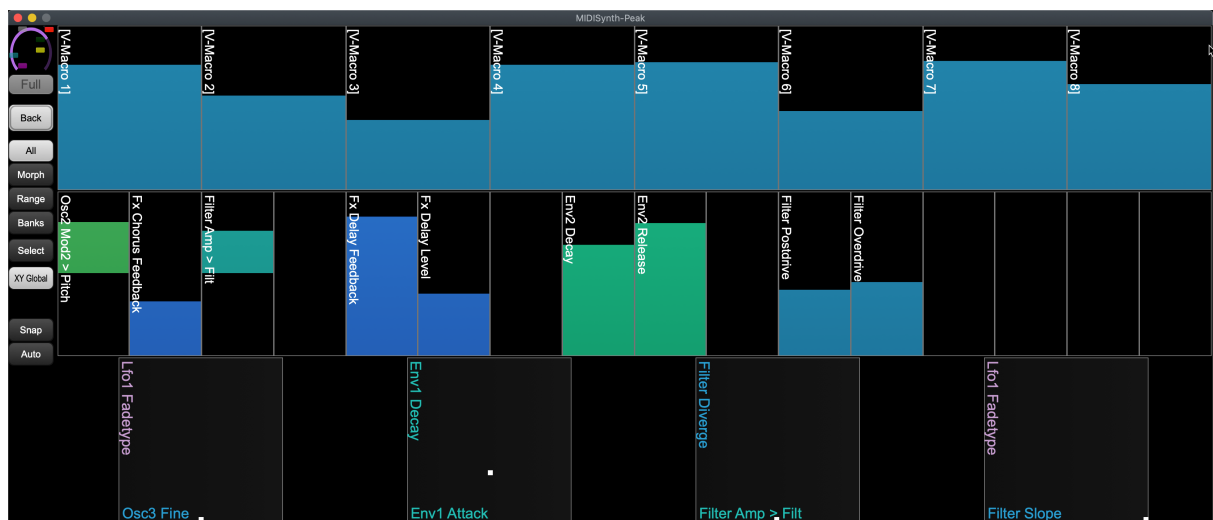
Holding **SHIFT** and pressing **UPLOAD** will upload all 16 tuning tables.

## 4.8 Performance Mode

Perform mode is primarily designed for touch screen users but can be used by anyone wishing to provide a simple view for performance control of the synth rather than patch editing and management.

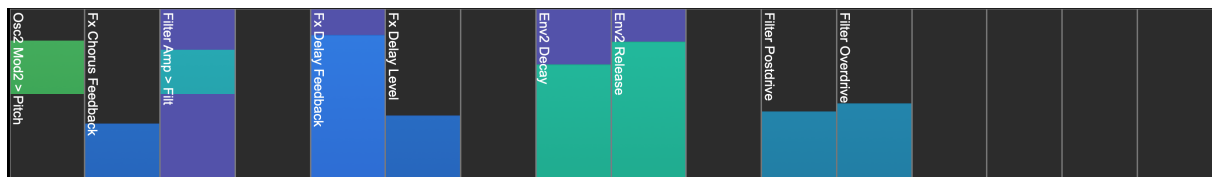
This mode consists of:

- Access to 16 user-defined control mappings
- Access to 8 V-Macro controls
- Access to 4 user defined XY controls
- User-defined control morphing
- Snapshot and Autoreset functions

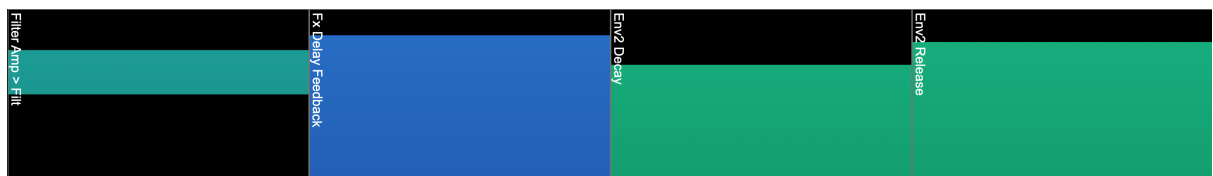


### 4.8.1.1 Zooming Performance Controls

Pressing the **SELECT** button will allow you to select which controls are on display. If no controls are highlighted, all controls are displayed.

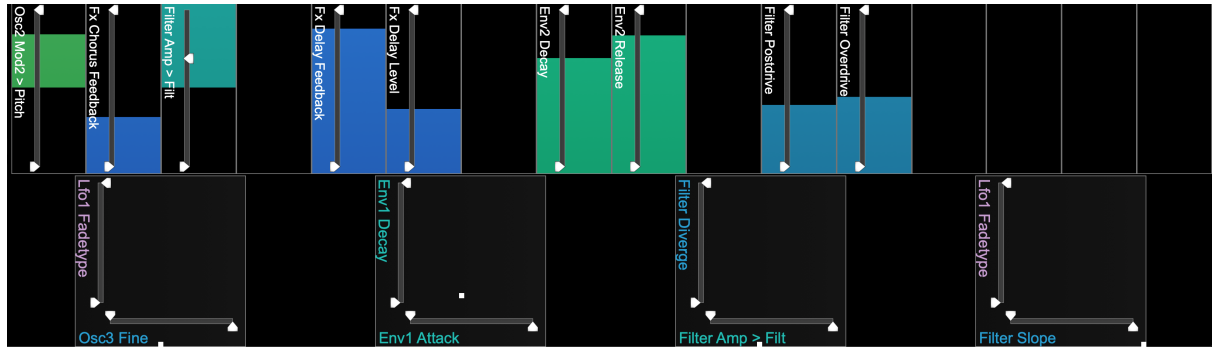


Pressing **SELECT** again will display the controls you have selected.



### 4.8.1.2 Setting Range of Performance Controls

Pressing the **RANGE** button will superimpose range sliders on the mapped custom and XY controls allowing you to set the minimum and maximum %age value of the control.



#### 4.8.1.3 Morphing

Enabling the **MORPH** button will add a slider to the display to allow morphing between two custom parameter banks (see 4.8.1.4).

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.

#### 4.8.1.4 Custom Banks

Up to 16 banks of custom parameter values can be stored and retrieved. It is also possible to morph between two banks.

Press the **BANKS** button to bring up the controls for storing banks which operate in a similar way to other banking controls.

#### 4.8.1.5 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

#### 4.8.1.6 XY Controls

Pressing the **XY GLOBAL** button will toggle between viewing the global XY controls and those that have been assigned to a patch. It is possible to select which patch controls are used for the XY controls via the selection button underneath.

#### 4.8.1.7 Snap(shot)

Engaging snapshot using the **SNAP** button will take a snapshot of the current performance controls: macros, custom controls, XY controls, channel levels, delay sends, reverb sends, mute states, master filter.

You are then free to change any of these controls and have them all reset back to their value when you engaged snapshot by another press of the button.

#### 4.8.1.8 Auto(reset)

Engaging Autoreset via the **AUTO** button will reset each supported control (macros, custom controls, XY controls) to a specified value when the control is released.

The reset value for each control can be set by **SHIFT** clicking the control for macros and custom controls, and **SHIFT-CMD/CTRL** clicking on the XY for XY controls.

**Touch-screen users:** The reset values are set with a long-press of the **AUTO** button. Any controls being operated at this point will have their values updated.

## 4.9 User Layouts

Each user layout consists of a grid of controls that can be from 2x2 in size up to 8x8.

When running the demo, the following limitations are imposed:

- Only 1 page is available
- Only 1 snapshot is available

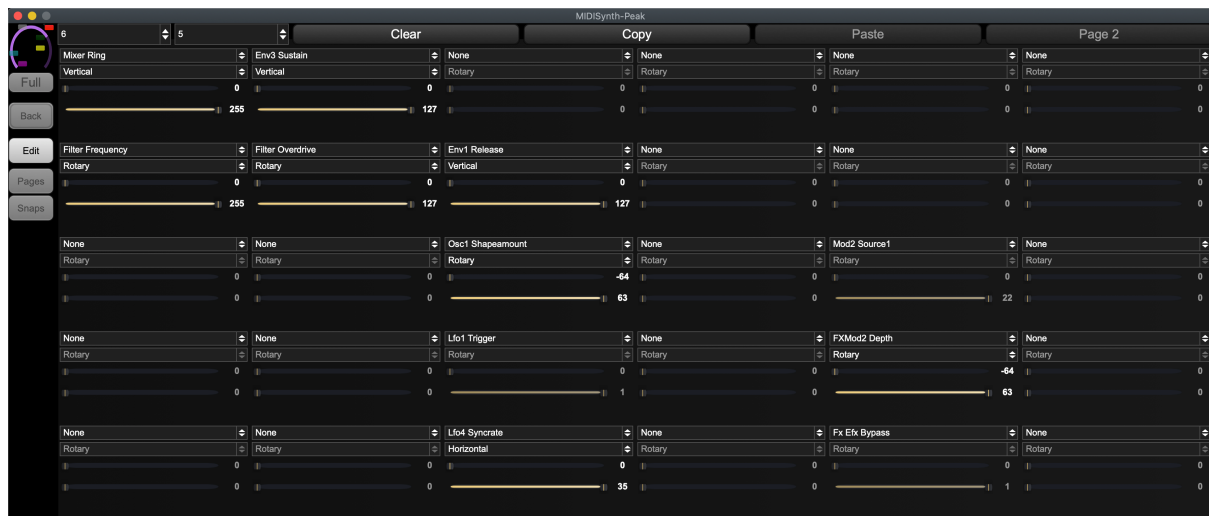


Clicking on the appropriate page button will load the page. SHIFT-clicking the button will allow the page to be named. Pages that are not defined (i.e. are empty) are indicated by [].

Pressing the **PAGES** button will toggle the display of the page selector at the top of the screen.

Pressing the **SNAPSHOTS** button will toggle the display of the snapshot selector at the bottom of the screen.

Pressing the **EDIT** button will change the display into the edit display.



For each cell you can specify:

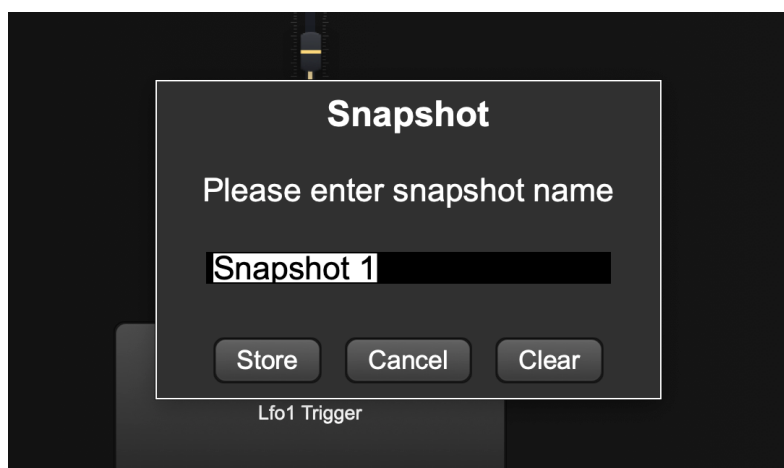
- The control to be placed in the grid cell
- How the control is to be displayed (if appropriate): Rotary, Vertical Slider, or Horizontal Slider.
- Minimum value of the control (if appropriate)
- Maximum value of the control (if appropriate)

Once editing is finished, press the **EDIT** button again to return to normal operation. All updates will automatically be saved.

### 4.9.1 Snapshots

Each page can have up to six snapshots stored. Each snapshot stores the value of each control at the time it is saved.

To create a new snapshot, SHIFT-click the appropriate slot.

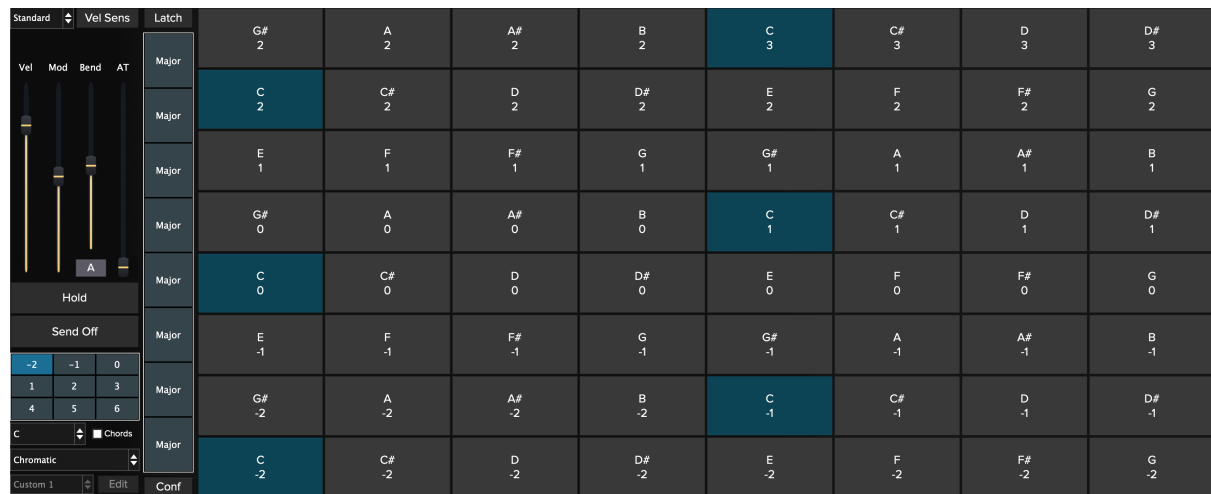


You can name the snapshot at the same time as storing it or press the **CLEAR** button to clear the contents. Snapshots that are not defined (i.e. are empty) are indicated by [].

To load a snapshot simply press the appropriate snapshot button.

## 4.10 Keyboard Mode

The keyboard module allows you to send note data to the synth.



When running the demo, the following limitations are imposed:

- Configure chord is not available

### 4.10.1 View Mode

The following view modes are supported:

- Standard – standard keyboard layout
- Iso – Isomorphic grid layout
- Root – Root note grid layout
- Piano – Piano view grid layout

### 4.10.2 Velocity Sense Mode

Pressing the **VEL SENS** button will enter velocity sensitive mode which will display a fewer number of larger keys. When in this mode you have the option of using the fixed velocity slider (by enabling the **FIXED** button) or using dynamic velocity using the vertical position on the key to adjust the velocity being sent to the synth.

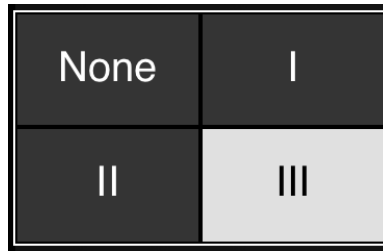
### 4.10.3 Hold/Send Off

It is possible to create held notes by holding **HOLD** whilst releasing a selected note. Any held notes on a channel can be released by pressing the **SEND OFF** button.

### 4.10.4 Chord Mode

Enabling the **CHORDS** toggle will display 8 chord selectors which can be used to play a chord from a single keyboard pad. This is momentary by default but can be set to a latch mode by using the **LATCH** button.

When a chord is selected, the octave selector changes to an inversion selector where any inversions for the chord can be selected.

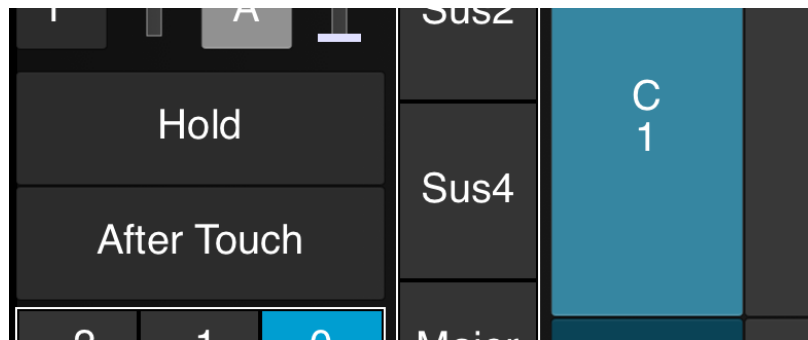


Pressing the **CONF** button will allow a chord to be selected for each slot from those available – each chord is stored along with a selected inversion, so it is possible to store different inversions in each slot.

### 4.10.5 Polyphonic After-Touch

This is only available when in velocity sensitive mode.

When in 2 octave mode and a note is held down, the **SEND OFF** button will be replaced with an **AFTER-TOUCH** button.



Holding down the **AFTER-TOUCH** button will enable poly after touch mode – whilst held down, dragging up and down on any currently held notes will send an after-touch value for that note.

**NOTE:** Whilst **AFTER-TOUCH** is held down, no note off messages will be send so it is possible to lift your fingers from any previously held notes to adjust the after-touch value.



## 4.11 Patch Management



### 4.11.1 Select Bank

Use the dropdown to select banks A-D.

### 4.11.2 Select Patch

Use the dropdown to select patches in the current bank.

### 4.11.3 +/-

Navigate through patches one at a time.

### 4.11.4 Store

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

**SHIFT**-click to rename the patch.

**CMD**-click for **STORE TO**. When storing to a different patch, the patch location is determined by the dropdown selectors to the right of the **UPLOAD** button.

### 4.11.5 Init

Init will initialise the edit buffer to a clean state (default parameter assignments as defined by Novation). This will not store the patch in a slot unless the **STORE** button is pressed.

Holding **SHIFT** and pressing **INIT** will initialise all 512 slots in the editor.

Holding **CMD/CTRL** and pressing **INIT** will initialise all 128 slots in the current bank.

### 4.11.6 Fetch

Fetch will fetch the current patch contents of the selected synth and update the edit buffer. This will not store the patch in a slot unless the **STORE** button is pressed.

Holding **SHIFT** and pressing **FETCH** will fetch all 512 patches from the synth and update the patch slots in the editor.

Holding **CMD/CTRL** and pressing **FETCH** will fetch all 128 patches in the current bank.

### 4.11.7 Upload

Allows patches to be uploaded to the synth for off-line access and uploads the current editor buffer as it stands. You can select which patch slot to upload to on the synth by the dropdowns to the right.

Holding **SHIFT** and pressing **UPLOAD** will upload all 512 patches to the synth.

Holding **CMD/CTRL** and pressing **UPLOAD** will upload all 128 patches in the current bank.



### 4.11.8 Load/Save Patch

Load/save a single patch.

**SHIFT**-click to load/save sysex files that are compatible with Novation Components.

### 4.11.9 Load/Save Bank

Load/save patch banks. Patch banks consist of all 128 patches.

**SHIFT**-click to load/save sysex files that are compatible with Novation Components.

**CMD/CTRL**-click **SAVE BANK** to save all patches to a specified folder as individual patches.

**SHIFT-CMD/CTRL**-click to save each patch as a sysex file.

**CMD/CTRL**-click **LOAD BANK** to load individual patch files from a specified folder. The numeric prefix at the beginning of the file will be used to determine the patch position.

**SHIFT-CMD/CTRL**-click to load sysex pattern files.

# 5 Host Control

If **MIDI THRU** is enabled in setup, the following information is sent from the host to the synth:

- Note information
- CC/NRPN (controller) information
- Program Change information

## 5.1 Selecting Patches from Host

Patches in the editor can be loaded into the synth by sending Program Change messages on banks 16-19 with a program of 0-127. Depending on how your host numbers these elements, you may need to select banks 17-20 and programs 1-128.

Global favourites can be loaded into the synth by sending Program Change messages on bank 32 with a program of 0-15.

Plugin favourites can be loaded into the synth by sending Program Change messages on bank 33 with a program of 0-7.

# 6 Performance Control

## Automation

The performance controls are a collective name for the 4 XY controllers and the 16 freely assignable controls.

When it comes to automation of these parameters three different modes are available which can be chosen in the setup section.

### 6.1 None

In this mode neither the operation of the performance control or the target control is added to the host automation. Any existing automation for these controls will not be processed.

### 6.2 Target

When in this mode, automation is recorded for the target parameter, i.e. the control that is at the end of the XY/custom control. Any existing automation will playback as normal.

This is the default mode and recommended for hosts that support all VST parameters.

### 6.3 Perform

In this mode automation is recorded for the performance control itself and not for the target parameter. Existing automation will be played back for these controls which will then control the target parameters.

The main purpose of this mode is to provide flexibility in Ableton Live.

#### 6.3.1 Automation and Ableton Live

Ableton Live only allows 128 parameters of a VST to be visible in Live at any time. The editor has over 700, meaning that you need to choose a set of parameters to automate.

**Please note this does not mean you cannot control all parameters from the UI or assign MIDI controllers to them, it just means that you cannot automate more than 128 parameters.**

Whilst you can create a new mapping for each project or create your own default device mapping for the VST, neither of these offers an ideal solution, especially to adding a new parameter to automate on the fly.

Allowing you to automate the performance controls gives you up to 24 easily configurable parameters per project. Just make sure that the 24 performance controls are in your set of 128 parameters available in Live and you're ready to go – assign the other 104 to your most used controls and you have the best of both worlds.

## 6.3.2 Happy Accidents

The bonus of this mode is that you can easily change the target of automation and keep all the recorded data. Want to see how your filter sweep sounds when controlling filter distortion instead? Or how does the decay automation you've set up sound when controlling the LFO rate instead?

# 7 Troubleshooting

## 7.1 Properties File

All MIDISynth configuration is stored in a properties file located in:

**Windows:** `~\AppData\Roaming\MIDISynth-xxx\MIDISynth-xxx.properties`

**Mac:** `~/Library/Application Support/MIDISynth-xxx.properties`

If you do not have your personal Library on Mac visible, you can view it via this process:

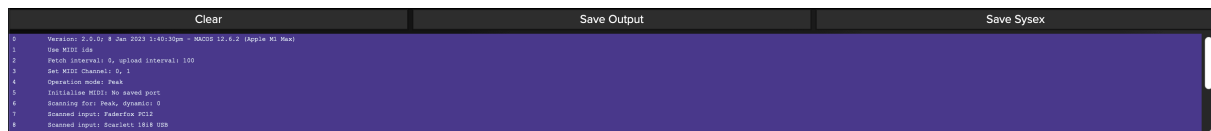
<https://www.noterepeat.com/articles/how-to/70-mac-os-x-accessing-hidden-library-folders>

If you're having problems, it is recommended that you take a copy of this file and then remove it and see if your problem goes away. If it does, can you please send the file to [midisynth@sigabort.co.uk](mailto:midisynth@sigabort.co.uk) so that it can be examined.

### 7.1.1 MIDI Monitor

The MIDI monitor can be used to solve issues if you are having them. After contacting support with an issue, you may be asked to enable this and perform actions to generate (or receive) MIDI and then send logs to support.

The MIDI monitor can be enabled in the settings panel (see 3.2.15). Using the monitor will slightly affect performance so it is recommended to only enable it for trouble shooting.



After collecting MIDI data press the **SAVE OUTPUT** button to save the output which can then be sent to support.

Enable saving to sysex, if requested, by clicking the **SAVE SYSEX** button.

When enabled, fetching a patch saves the contents to:

`~/Documents/patch_fetch.syx`

And sending a patch saves to:

`~/Documents/patch_send.syx`

Send any requested files to [midisynth@sigabort.co.uk](mailto:midisynth@sigabort.co.uk)

# 8 Custom Properties File Settings

The following entries can be set in the properties file to change certain behaviour in the editor.

Make sure these lines are added before the closing `</Properties>` tag.

## 8.1 ui\_dim

Changing this value will change the automatic dim setting applied to section headers in the editor. The default value is 1.0. Valid values are from 0.0 to 1.0.

```
<VALUE name="ui_dim " val="0.5"/>
```

## 8.2 button\_corner\_size

Changing this value will change the roundedness of the corners on buttons. The default value is 7. Valid values are from 0 to n.

```
<VALUE name="button_corner_size" val="0"/>
```

## 8.3 route\_midi\_clock\_out

By default, MIDI clock messages are not routed over the Windows virtual MIDI ports as this may generate a lot of traffic and most people will not be interested in syncing the synth to the DAW clock.

To enable clock messages to be sent add:

```
<VALUE name="route_midi_clock" val="1"/>
```