

MIDISynth-DN Tablet/Phone 1.0.1

User Guide

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

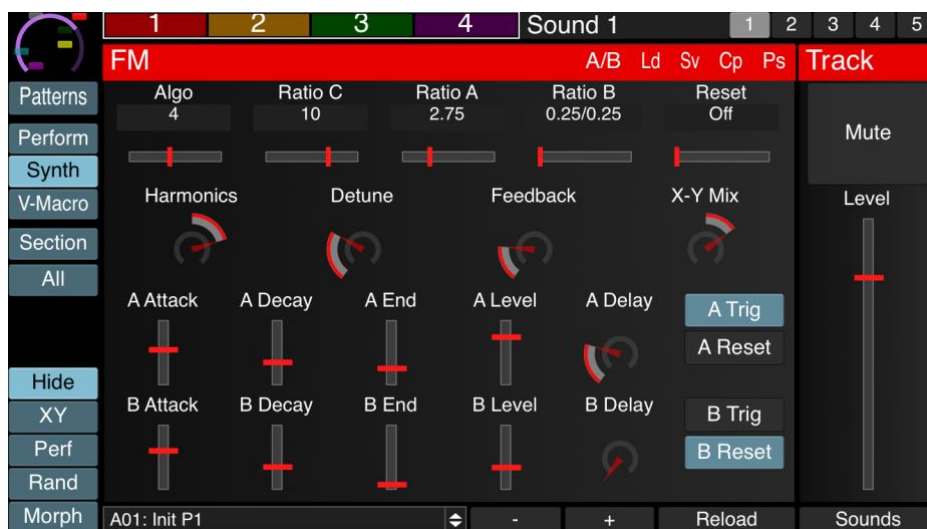


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1 Overview

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

As well as providing detailed control of all eight tracks and FX, the editor can be used for storing and retrieving patches/patch banks, and for enhanced performance control.

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

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

1.1 Limitations

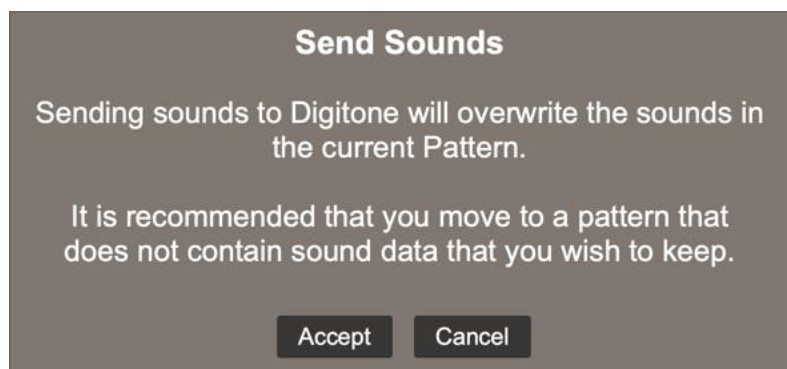
The software is currently limited in operation to functionality provided in the Elektron MIDI specification and how much it has been reverse engineered.

There is currently no way to retrieve sound bank information from Digitone (see section 4.2.2) so this only serves as an organisational tool currently. Hopefully this will become possible in a future update.

Sending updated pattern and sound names to Digitone is not currently supported so any renaming will need to be done on the synth. ETA 1.0.1.

1.2 Sending Sounds to Digitone

When sending sounds to Digitone for the first time, the user will be presented with the following dialog to accept:



2 Digitone Settings

In order for MIDISynth to operate correctly please ensure the following settings are correct in the MIDI CONFIG section of settings.

2.1 Sync

If you want to use Track Program Change, ensure:

- Prog Ch Send: **On**

If you want to be able to send all patterns to Digitone ensure:

- Prog Ch Receive: **On**

2.2 Port Config

- Output Ch: **Trk Ch**
- Param Output: **NRPN**
- Encoder Dest: **INT+EXT**
- Mute Dest: **INT+EXT**
- Receive CC/NRPN: **On**

Additionally, if you are going to be sending sysex dumps from Digitone and want these to operate at full speed over USB make sure that the following are also set:

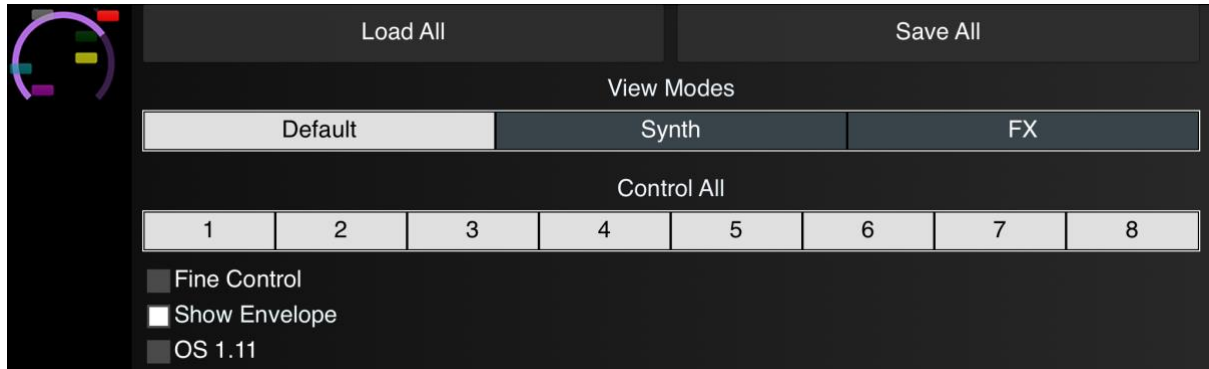
- Input From: **USB**
- Output To: **USB**

2.3 Channels

- Track 1 Channel: **1**
- Track 2 Channel: **2**
- Track 3 Channel: **3**
- Track 4 Channel: **4**
- FX Control Ch: **16**
- Auto Ch: Any
- Prog Chg In Ch: **16**
- Prog Chg Out Ch: **any**

3 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.



3.1.1 Layout Mode

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

- Default – all controls are available
- Synth – view synth controls
- FX – view FX controls

3.1.2 Control All Track Selector

Selects the tracks that are affected by controlling a track when the **ALL** button is held down.

3.1.3 OS 1.11

Enable this if your Digitone is running OS 1.11 or later.

3.1.4 Loopback

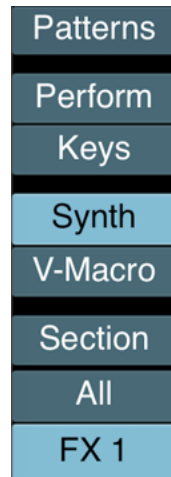
If enabled, MIDI input received from Digitone on the USB port will be sent back to the synth allowing the MIDI tracks to control the main tracks.

4 Operation

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

4.1 Menu Bar

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



4.2 Main Synth Screen



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

4.2.1 Pattern Control

4.2.1.1 Next/Previous Pattern

Load the next or previous patch into the editor buffer.

4.2.1.2 Store

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

4.2.1.3 Init(ialise)

Initialise pattern contents (all 4 sounds).

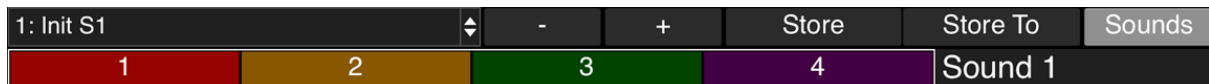
4.2.1.4 Send

This will send the current editor buffer to Digitone.

4.2.1.5 Sounds

This will toggle the pattern control bar to operate on sounds rather than on patterns.

4.2.2 Sound Control



The sound bank is used for storing individual sounds.

Please note: It is not currently possible to retrieve or update sound bank information on Digitone so this is purely a library management function at this time.

The drop-down provides a list of all loaded sounds. Selecting a sound will load the sound into the currently selected track in the editor. Use the + and – buttons to move between the sounds.

4.2.2.1 Store

Store the sound in the currently selected track at the currently selected slot.

4.2.2.2 Store To

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