

CMP 4a / Music Tec 2a – (014)

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MAPPED INSTRUMENT

Geared for Drum-mode devices.

Different sounds can be assigned to different notes on the same MIDI channel.

Any input may be routed to a different output note with individual velocity settings, a unique name and output cable for addressing multiple sound sources.

Features:

Each individual note can be:

Named

Mapped to an output note. Mapping the same sound to 2 adjacent notes on a keyboard controller allows for rapid triggering for rolls etc)

Assigned a Velocity offset

Assigned its own MIDI Channel

Sent to one of 16 output cables. A single Instrument can then address multiple sound sources.

Assigned individual Notation Parameters.

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Example:(ULTRABEAT HYPER EDITOR)

Outcome: A far more intuitive and Complex Sequencer for Ultra beat / EXS 24.

CREATING THE MAPPED INSTRUMENT

1. Create an Ultrabeat instrument on an instrument track
2. Create a new mapped instrument object in the environment and name it.
3. Cable mapped instrument object to audio instrument object (alt click mapped object and navigate the drop down menu to the instrument that holds the Ultrabeat)
4. A dialogue box appears asking id=f you want to Remove Channel & Port Settings for this object.
5. Click Remove
6. Double click the mapped instrument icon to activate an editor window that has a keyboard on the left followed by note / instrument name, grey bars and other info to the right.
7. You can now play Ultrabeat sounds from this keyboard to test the connection. C1 to B2 are individual sample sounds and C3 is the root bass note and higher notes are the Bass sound with pitching.

NAMING

8. The columns contain parameters for each sound. Column 1 is the Input note Name. You can change this name with up to 12 characters. The current names displayed are GM General MIDI names. Therefore, edit these names to match your Ultrabeat Drum Machine now before continuing to the next step.

CREATING THE DRUM EDIT HYPER SET IN HPER EDIT.

9. In the Arrange Window select the Ultrabeat Track then... Track > Create with next instrument.
10. Click hold the name of this new track and navigate to the layer that holds the mapped instrument. You will see it clearly if you gave it a meaningful name!
11. Create a region on this mapped instrument track
12. Double click the region to launch the MATRIX Editor and draw a note for each sound of the Ultrabeat starting at C1 and finishing at C2 (they can all be on the same beat). This will map your drum sounds ONLY into a Hyper Set (Not the Bass) You can always add an octave of Bass Notes or selected Bass notes if you wish.
13. Close the Matrix Editor and make sure your region of newly added notes is selected.
14. Open the Hyper Editor window.
15. From the **Hyper** Menu choose **Create Hyper Set**. The window will change to view a single volume track.
16. Select the Volume Track and From **Hyper** Menu choose **Delete Event Definition**.

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17. This blanks the Edit Window. Now from the **Hyper** menu choose **Create Multiple Event Definitions**

18. From the Dialogue box click on **All**.

19. A new Hyper Set is created with track names that match your Ultrabeat Instrument.

20. Double click MIDI Controls in the box under the toolbox and enter a New Name for your Mapped Instrument.

21. You can now select this Mapped Hyper set any time you want to sequence or edit its associated Ultrabeat Setup.

By creating multiple Hyper sets for many Ultrabeat Kits or EXS 24 Sampler Drum kits you can work a lot faster in future songs. Just open Hyper Editor and select your custom Mapped instrument from the List for a Mapped Ultrabeat Instrument. E.g. Trance Kit, 2-Step Kit, Funk Kit etc.