

LOGIC PRO / MIDI CLASS – Part 13

Controller Assignment

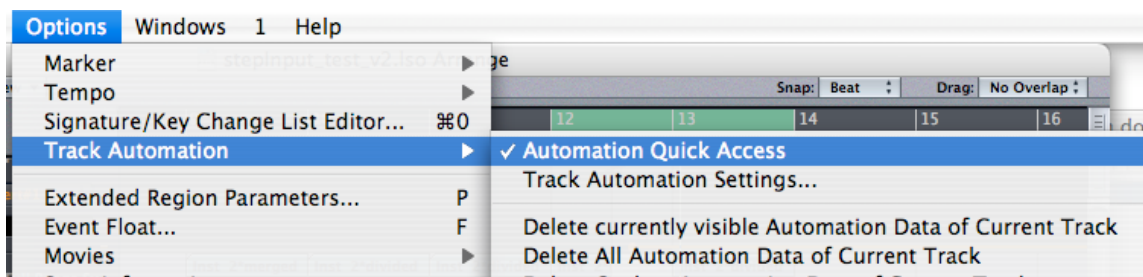
Non-Supported Control Surfaces: **Kenton Control Freak (KCF)**

There are 4 ways for you to set up and work Logic Pro Internal Instruments via controllers assigned to the Kenton Control Freak

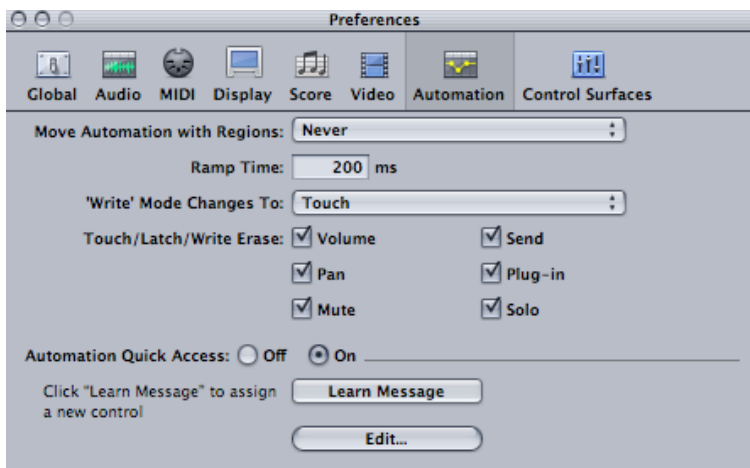
1. Quick Assign
2. Modifying a Preset Program on the KCF
3. Programming a Blank Program on the KCF
4. Using a Software Editor to Speed up Programming and sending a System Exclusive Program Dump to the KCF

1. Quick Assign

Useful if you just want to modify the currently visible track automation parameter of a Logic Instrument or Plug-In.



Open the Menu Item **Track Automation Settings...** To initially assign a controller to **Automation Quick Access**.

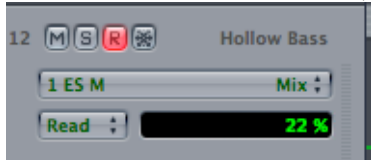


Click on **Learn Message** and move the fader on the KCF that you would like to use.

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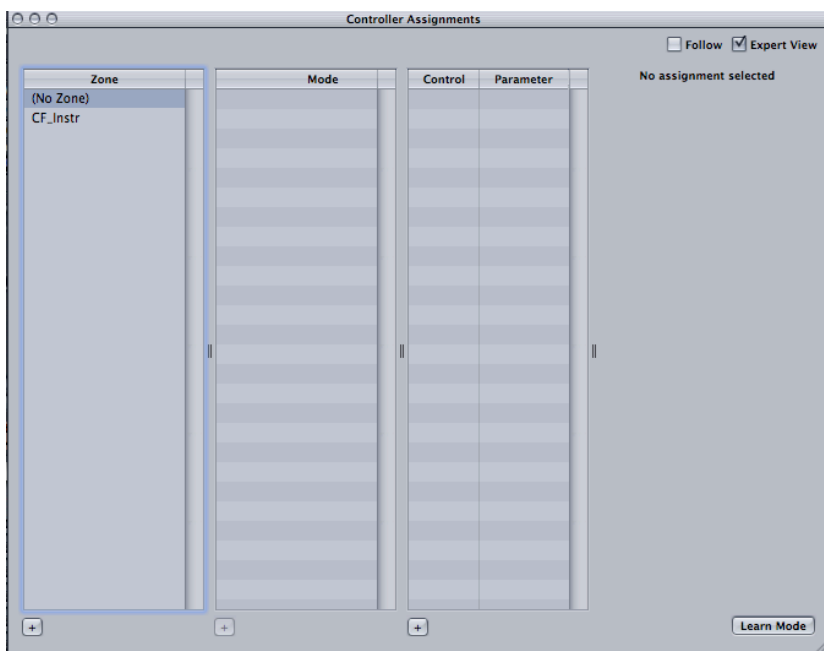
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Every time you select a new Instrument or Plug-in parameter in the **Arrange Window Track Automation Field**, (see below); you will be able to automate it with the fader.



2. Modify an existing Kenton CF Program

1. On the Kenton Control Freak select a Controller program. You will see Controllers 1-16, 17–32, 33-48 etc
2. Copy this Program to a new (Blank) Program location. A fully reset KCF will give you blank programs from 39 to 59.
3. Rename the KCF Program appropriately in reference to the Logic Instrument that you are automating.
4. In Logic Pro launch the Controller Assignments Window.

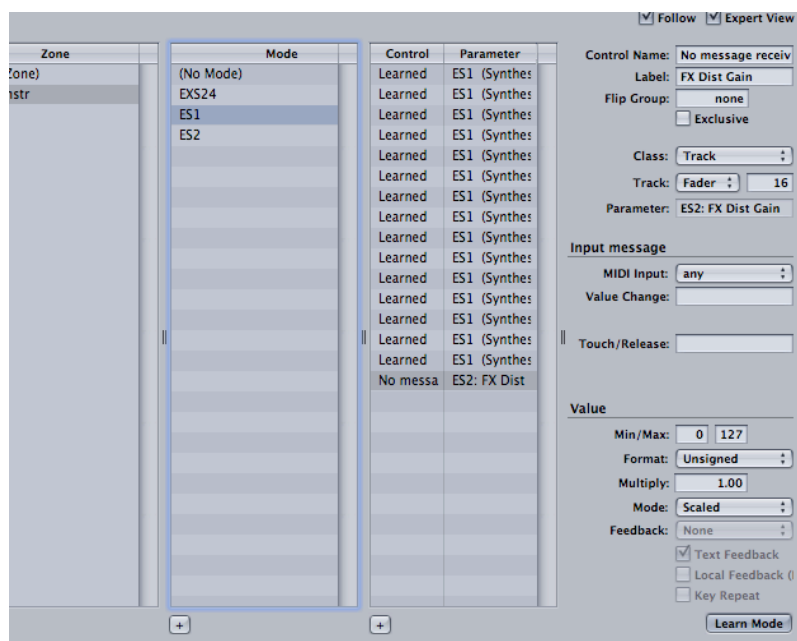


5. Create a new **Zone** for KCF Instruments e.g. CF_Instr. By clicking on the **+** button below the Zone Column.
6. Select the newly created zone and click on the + button below the **Mode** Column.
7. Type in the name of the Instrument for which you want to set up Automation.
8. Select this newly created Mode.
9. Click on the **Learn Mode** Button in the bottom right of the Controller Assignment Window.

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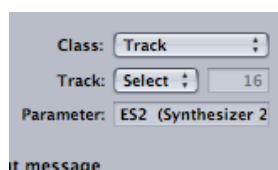
10. Move a parameter on your Instrument and then move a fader on the KCF.
11. Click on the **Learn Mode** Button in the bottom right of the Controller Assignment Window. Move a parameter on your Instrument and then move a fader on the KCF. As soon as you touch a parameter on your instrument the **Parameter** Column field will update to display the parameter name. The **Control** field will display **Learned**. You can change 'Learned' to a meaningful name via the Control Name text box – top right.



12. Repeat this step for up to 16 faders.
13. Rename your Program Faders on the KCF to match the parameter names on the Instrument.

Every time you want to automate an instance of this Instrument, simply launch the Controller Assignments Window and select the relevant instrument in the Mode column.

All you need to do is select the correct mixer / arrange track that contains that instrument. This is more flexible than setting up a rigid session that is mixer track exclusive. The key parameter settings are the **Class** and **Track** fields (see below).



Class is set to **Track**.
Track is set to **Selection**.

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3. Programming a Blank Program on the KCF

See note **LP_006**

(MIDI Control & SysEx TX / Rx - Kenton Control Freak).

Select the blank Program, then for each fader follow these steps...

1. [->] key to display edit options.
2. Data Wheel clockwise: EDIT`SLIDER`DATA.
3. [->] key and turn Data Wheel to select Slider number to Edit
4. [->] key – Minimum Level: 0
5. [->] key – Maximum Level: 127
6. [->] key – the screen will display: COMMAND End of DATA
7. Data Wheel clockwise to display: Controller
8. [->] key – the screen will display: Controller Number 0 Bank Select
9. Turn Data Wheel clockwise and select controller number of your choice
10. [->] key to display: Controller Value Data Val 00h 0
11. Data Wheel one click left to display: Data From Slider
12. [->] key – the screen will display: COMMAND End of DATA
13. Press the [STORE] key to save your data UPDATING`MEMORY
14. Press the [EXIT] key

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4. Using a Software Editor

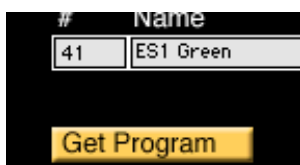
The Software Editor is in the Applications Folder. It is called **CF SE EditorX v1.0**

Here's a breakdown followed by the Read me.

Launch the CF SE EditorX v1.0

Power on the Kenton CF

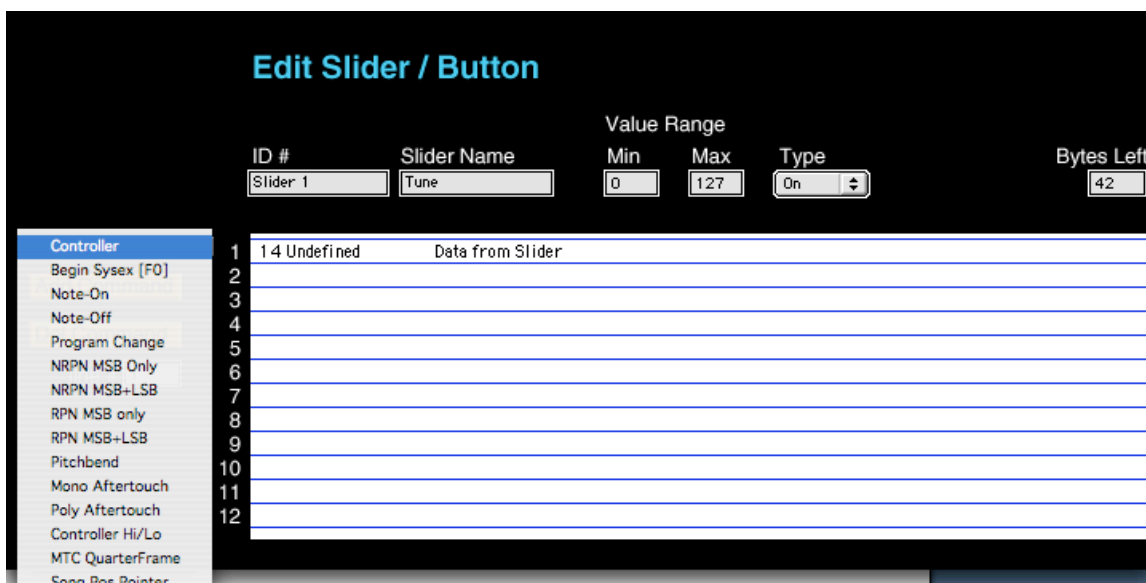
Get a Program to edit from the KCF



Select the Slider to edit.



Clicking on a Slider box will launch the Slider Editor.



To Add a new Command Select a relevant event type and choose the line to add it to then click Add Command. You can also choose a line and Delete that command.

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To edit a command, click on the relevant line in the large area to launch the Command Editor



Choose a Controller value from the **Controller Name** field (reveals a very large list).

Adjust the **Controller Value Slider** to the appropriate value. For most Logic Instrument parameters you can set this to 'Use from Slider.'

Click Ok to close and edit another slider if you required.

To **Send** back an edited Program make sure that a MIDI cable is connected to the Kenton CF MIDI In Port from the MIDI Interface. Also make sure you have selected the relevant port in the MIDI Device drop-down list.

If you get confused... Follow the instructions in the Read Me text file.

Conventions of this document:

CF = Control Freak Studio Edition
the Editor = CF Studio Edition EditorX v1.0
slider = any slider or button on the CF

Program Structure:

Level 1 - Program Editor
Level 2 - Slider Editor
Level 3 - Command Editor

1 - The Program Editor

Launch the Editor, and switch on the CF. From the pop-up menu in the lower right corner, select the CF as your MIDI device.

Under the "Program" label, choose a program number in the number box. Then, press the "Get Program" button. The program will be dumped into the Editor. Note that whatever changes you make with the Editor remain in your computer only, until you press the "Send Program" button to send the modified program back to the CF ("Send" targets program 63 by default - see the CF manual).

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You will now see the names of all the sliders in their respective boxes.

- To edit a slider's commands, click the slider name.
- To change the name of a slider, control-click the slider name. This will launch the slider name

dialog box.

Note that there must be a program downloaded to a slot before you can edit anything.

There is a known bug with the slider name dialog box. If you just paste a string into the box, and hit enter, it does not register any input. The workaround is to paste, and then press the back arrow (`_not_ delete`) once. The arrow provides some sort of "dummy" input, and then the pasted string is recognized.

2 - The Slider Editor

This window is where you edit the commands sent out by a slider. The largest area of the window is occupied by a list of those commands. Along the top is displayed the slider ID#, slider name, min and max values, and type (on, on/off, or toggle). Also, at the right, is a box showing how many bytes you have left for that slider (counts down from 45 bytes).

You can click on any of the commands shown, and a third window will open (the Command Editor), allowing you to edit the command (see next section).

Some commands, such as the "Set MIDI Channel" commands, have no Command Editor window. This is because these commands have no parameters - you can add or delete them, but there is nothing to edit.

To the left of the commands list are two buttons allowing you to either add a new command or delete one of the existing commands.

3 - The Command Editor

There are different command editors that pop up, depending on the command in question.

The command editors are fairly self-explanatory. When entering values, use the slider. A range of numeric values are available, as well as several "placeholder" values, such as "use from Slider," or "Use R/T Value #1".

Note that in the Sysex Editor, you do NOT include begin/end sysex bytes - these are added automatically, and are in fact not included in the available list of bytes.

Saving

There is no manual saving in the Editor. Instead, programs that have been fetched from the CF are automatically saved on quit, and whenever a change is made.

Edit Menu

The Edit menu contains "Copy Slider" and "Paste Slider" commands. These affect whichever slider you clicked on last. The keyboard shortcuts for Copy Slider and Paste Slider are command-D and command-F, respectively. The "traditional" copy/paste functions are also available, but they affect only text strings, not entire sliders.

Two other notes about the Edit menu: Undo is not functional, and leave Overdrive off.

Operations Menu

The Operations Menu contains two commands. Used together, these allow you to upload sysex program dumps (aka controller profiles) to your CF. First, pick the sysex file you want to upload using the "Load Sysex File..." command, and the ensuing dialog box. Then, when you're ready to upload, just select the "Dump Sysex File" command. Note that uploads default to targeting program #63. See the CF manual to target a different program memory.

Also note that the profile will NOT appear onscreen in the editor when you use the "Load Sysex File..." command. If you want to edit it, bounce it out to the CF, then bounce it back to the Editor.

Contacts Menu

With this menu, you can connect to the reFuse Software and Kenton websites. The default web browser, as specified in the "Internet" System Preferences, will be launched automatically. There is also a direct link included for Kenton's page of downloadable controller profiles.

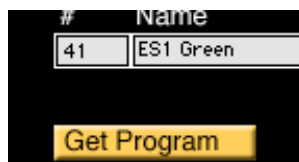
The Control Freak Studio Edition EditorX v1.0 is ©2003 Leigh Marble.

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Key Points:

1. Launch the **CF SE EditorX** then power on the Kenton CF.
2. Even if you are editing a blank Program you will need to get that blank Program via the **Get Program** Button.



3. The **CF SE EditorX** will automatically save its edited program settings.
4. Every time you send an edited program back to the Kenton Control Freak it will do so to **Program 63**. So you will need to copy Program 63 to the number that it matches your updated **CF SE EditorX** Program Number.
5. To **Send** back an edited Program make sure that a MIDI cable is connected to the Kenton CF MIDI In Port from the MIDI Interface. Also make sure you have selected the relevant port in the MIDI Device drop-down list. You can see that my Port is set to MT2. Studio 4 will be different.

