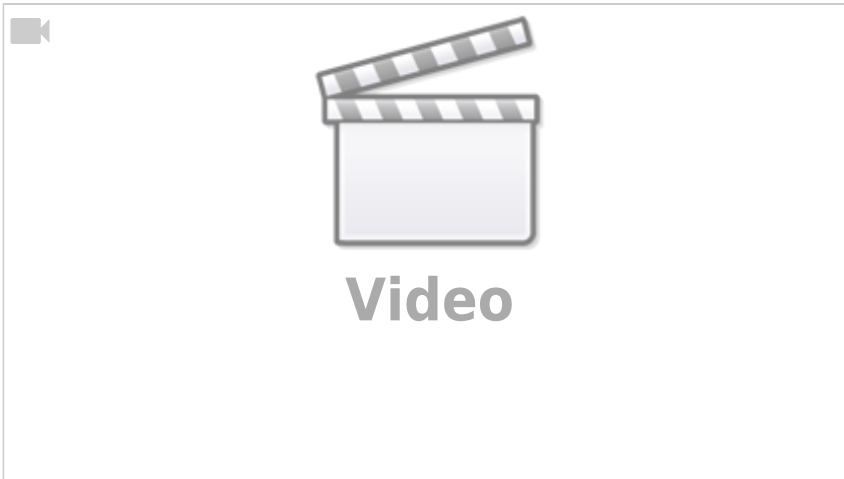


MSQ-CC-BCR

MotionSeQuencer for ControlChanges for BCR2000 by wiring it to MBHP
Synth-Patch-Editor & Motion-Sequencer 4 ControlChange (= CC-Automation)





Introduction

i have the need to control and automate my Nord Drum2 [NORD DRUM 2](#)

So i connect a BlackBox between Sequencer & Synthesizers...

This Box is called MSQ_CC_BCR: **M**otion **S**equencer for **M**idi**C**ontrol**C**hange controlled via a **BCR2000** Midicontroller

It acts as:

- **Midi Merger** NTE,CLK,PC merge with CC... & CCinput is a thing between MSQ_CC_BCR and BCR only since we have intelligent UI with Pages..
- **Patch Manager** it replaces the Synths internal Patch Storage, to even get more, because, each PC event from your Sequencer is multiplied by the BANK CC (CC 32)...
- **Motion Sequencer** Record your Controller Movements in a Sequence in 32th Resultion @ maximal 256 Steps length
64th is possible, just a Factor in the code, but it will also reduce the max.Step length to 128 steps, also the midi traffic will go HI! imagine you automate $8 \times 32 = 256$ CCs, and dump that @64th into your synth, over midi... ;)... but in cases like: drumcomputers, where a much things must be static to provide the percussive punching sound - there are normally not that much automations... so maybe for a drummachine 64th is a good yoice, but in my experience with a nord drum 2 (for which i have written the programm) in my expirience 64th is to high..... how ever i get lost in detail... =====
Features ===== - **Remote your Synths** by: 8x Midichannels with up to 32x Control Change (CC)
For the BCR i only can provide 8×29 , because i need some controlls to control the MB Program itself...
- **Save the Patches** and dump it the Synth
- **Load hundrets of Patches** via received Program Change + the Bank-CC (CC32)
- **Save Patches** vie CC24 + CC value 0-127... when sending before a BankCC32 you can expand that..
- **Record CC-Motion-Sequences** use a footpedal connected to FSW1 on the backside of the BCR, to ARM/Disarm it... so you can tweedle 2 ore more CC @ once... but you dont have to, BCR-onboard is also a Button for it
- **PLAY Motions-Sequences**, up to 256 steps @ 32th rate... this steps of course are only right when you have choosen 4/4 in your Patch... elsewhere of course will differ a bit...but 256 is max.
- **VELOCITY MORPH** Add Velocity-Ammount to CCs
- **MERGE** incoming Midi-Notes/Clock/Pitchbend with Automated CCs.
- **Set Sequencer Beatstructure** - how to interprete Clock-ticks (4/4, 5/4, 6/4, 7/4...)
- **Global Page:** for example you use 8 simular Drum-Voices, with the Global you have 8 channel strips

with dedicated Controlls, for example:

8xVolume, 8xTone/Noise-Mix, 8xDistortion, 8xClick

if you have one Synth over 2 MSQ_CC_BCR Tracks(booth set to MidiChannel 0, to get 64CCs instead of 32), then the Global Page: have the ability to show/edit a parameter from Track1Voice on Track1Global, and from Track2Voice on Track2Global... it depends how you set the Midichannel in the Systemsettings (which are currently in the CODE itself (recompile

- Many of this features, especially the **System Settings would need a UI**, but that would it make bigger, more expensiv, and maybe more complex to use... & **this case is UI-less** - it is set once, for one multipart-synth+bcr2000, MSQ_CC_BCR do all the Preset Store, and Automations, so it is one Unit > to use the Unit in a other way would make all the Patches (1000Patches+3000 Variants) useless, so

once done, it is a black box loadet via Programchange! ... it is not that i cant program a good UI 😊, minimal is better here, there will be other MSQ outthere, be prebered for the MSQ_CC_2xLRE & MSQ_CC_ELO

===== Hardware Requirements ===== **External Requirement:**(for example) * Melody/Clock Source with ProgramChange-Output: [midibox_seq_v4l](#) oops that dont do PC...

* Melody/Clock Destination: NordDrum 2

* Midicontroller: 1x BCR2000 **Midibox:**

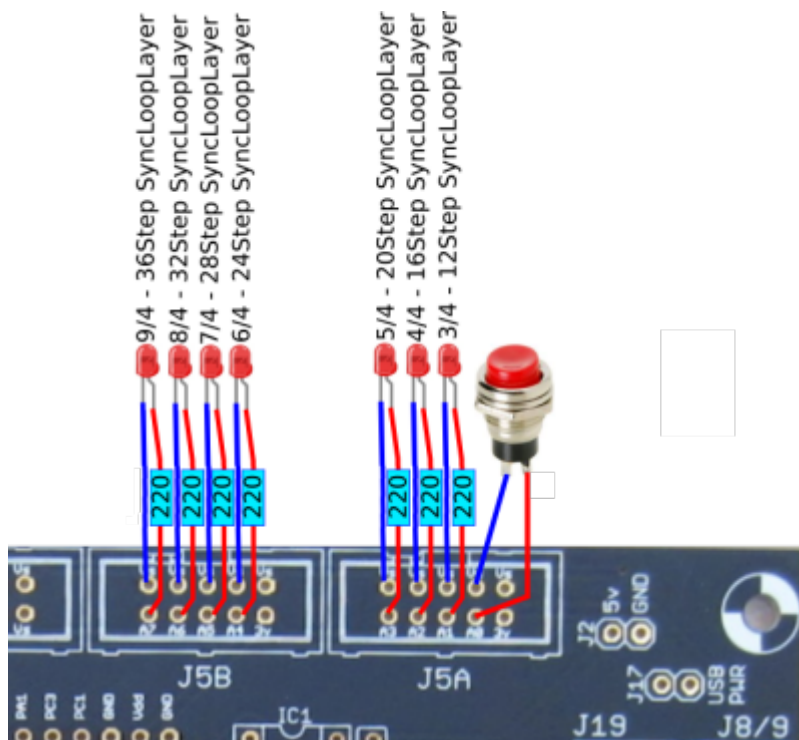
* [core32](#)

* [1xMidi IO](#) connect 1 midicontroller and 1 Note/Clock-Source/Destination

* SD-Card, formated with FAT32, and the file "bcr1.syx" on it

* Soldering Iron, Wires, PCB....

* USB Power Supply... I tried to use the Midi-BUS-Power from BCR2000 but it is too weak! **Visual Feedback directly from MBHP** * a Momentary Switch Connected to J5A Pin0 * 7 LEDs in serial with 220Ohm each to GND connected to J5A Pin1-3 and J5B Pin0-4 The LEDs show via Gestic (Patterns) if something is wrong, done, busy, & show the Rythm structure: The Switch switches as Radio-Button thru the Rythm Structures (4/4, 5/4...), the LED-Indicating this. By Holding the Switch and Powering



the Core, it will Dump Out a Sysex Template to you



=====

Why BCR2000 ===== because I have 3 of them but they are to old dirty, damaged... i cant get a good price for it, so better hold it and make something

with it.

===== Setting up a BCR2000 ===== == Cabeling == MidiIO Porta Out >> BCR Midi IN

AFTER Uploading the Sysex, and restarting the BCR connect:

MidiIO Porta In >> BCR Midi OUT A

== Upload the Sysex-Template == 1. unpack [bcr1.syx.zip](#) and put "bcr1.syx" on a SD-Card (root level)

2. Put SD-Card into CORE32

3. bridge J5A Pin0 to ground, or connect a switch to it, that you will need if you want to sequence other song structures then 4/4 (which is default)!

4. Power the core up.

...if the filestructure (patches) are already existent...then it takes less then half a minute to dump the BCR-2000 Layout Data...

You dont have to save the preset, it will make it automatic

...when no filestructure... then it will take about 16minutes... the core has to make

4000Patches*32KB=139MB!!!!... so better:

* Faking a filestructure: make a empty folder "mq" and put it on SD-Card, make the syx.dump, make your first simple standart patch, the sound you will start with...to the next 1000 Patches ;) so choose carefully, young jedi... then remove the Card, earse the "mq" folder on the card, and put it into the core again, now it will copy your "standart patch" to 4000 others

===== Frontpanels ===== == BCR2000 Stickers == The Blue Elements are the MBHP Remotes... the Rest is for the Synth

FSW Left: RECORD MSQ
FSW Right: Clear Sel MSQ

Push-Button of Rotary >
VELO CLR ALL COPY PASTE SYS

Upper Button Row >
Var1 Var2 Var3 Var4 RELOAD COPY LOAD AUTO MORPH

Lower Button Row >
no need to label...its 1 2 3 4 5 6 7 8

Hold "SYS" + Press "VELO"
= Route CC Mode
Press again "SYS" to save and leave

MSQ MSQ Active Variation PART

1. Encoder Row (Push)
BPF TYPE GAIN CLICK TYPE GAIN DISTORT Q BPF FREQ PAN LEVEL

2. Encoder Row
To/No <Mix> TYPE FREQ FILTER RESO ENV ATK/RTE FILTER ENV MODE TYPE/DYN DECAY ATT ENV

3. Encoder Row
DISTORT WAVE GAIN ENV TIMBRE DEC PUNCH BEND BEND-Time TUNE TUNE GLOBAL CLR ALL

4. Encoder Row
GAIN HI-DEC LO-DEC TYPE Spectra TONE> <NOISE Loop Indicate Loop Length Velo Morph REC CLR SEL

CC NR Val Min Val Max
SYS_Mode: CC_Route "1"

CH NR
SYS_Mode: CH_Part "2"

select a Part and moove encoder

UNTESTET, NOT SCALED!!!!
In Order to better understand the Routing of the Internal CCs to externals:

Deep Edit Mapping							
PART 1-6 Nord Drum2							
Click		Distortion		BPF		Attenuator	
Type	Gain	Type	Gain	Q	Freq	Pan	Level
57	56	24	23	26	25	10	7
0	0	0	0	0	0	0	0
127	127	127	127	127	127	127	127
0	1	2	3	4	5	6	7
Filter		Filter Envelope			ATT-ENV		
Type	Q	Frequency	ENV	ATK/RTE	MODE	TYP/DYN	DECAY
15	17	14	16	18	19	20	21 oder 22?
0	0	0	0	0	0	0	0
127	127	127	127	127	127	127	127
8	9	10	11	12	13	14	15
WAVE		TIMBRE		TUNE			
Gain	ENV	Decay	Punch	Bend	Bend Time	Tune	
46	52	53	47	48	54	55	12??
0	0	0	0	0	0	0	LSB61
127	127	127	127	127	127	127	MSB31
16	17	18	19	20	21	22	23
TONE ATT ENV TONE			TONE	<MIX>	Motion Sequencer		
HI-Decay	LO-Decay	Decay Type	Spectra	Tone/Noise	Indicator	Length	Morph
50	51	49	30	58	255	255	255
0	0	0	0	0	0	0	0
127	127	127	127	127	127	127	127
24	25	26	27	28	29	30	31
each Vertical Row can be thought copied 8 times per Map, i just wrote them on one Sheet to see what each Map can do							
Channel Strip Mapping							
Channel Strip 1 - Mixer							
Click	Noise Filter	Noise					
Gain	Q	LO-Decay					
1	8	15				255	255
0	1	10	3	4	5	6	7
<MIX>	Noise Filter	Timbre					
Noise/Tone	Frequency	LO-Decay					
28	9	19				255	255
8	9	10	11	12	13	14	15
Distortion	BPF	Tone					
Gain	Q	HI-Decay					
3	4	24				255	255
16	17	18	19	20	21	22	23
Attenuator	BPF	TONE					
Level	Freq	LO-Decay					
7	5	25				255	255
24	25	26	27	28	29	30	31

==== MBHP ==== ===== Software ===== Firmware ===== V1. from

17.02.2018 [msq_cc_bcr_v1.norddrum2.zip](#)

hardcodet for a NordDrum2 (also newest sysex for the BCR includet)

===== CC Routing to Synths ===== MSQ_CC_BCR internal i have 8x32 CCs, they are always identical.

but with a simple input output matrix i can decide which CC it gets in real world.

each of the 8 Part can have midichannle 0-15...

So we talking about Mapping... in the moment it is made in the source code with a simple array.

this array could be saved and loadet from SD-Card aka "SYS settings", and this array could be editet

by a simple editor... 

i dont have a glue about this, nor time no interest in doing this...

the format of this setting is simple, the file starts with (converted from hex) mq04 and then the Routing array starts [32][127] for those how know how to program a simple interface for it?

===== To Do ===== Nothing it is done!

maybe scale min max values for CC: for example different synths have only 0-3value instead of

0-127, by different functions like WAVEFORM...) - this will be interesting when using other synths then nord drum...

===== Resources ===== [BCR-Manual](#)

[BCR-SYSEX-GUIDE](#)

[TOKEN-Reference](#)

[BC-Convert](#) Convert SYX into Textfile to Edit and reverse... better then every BCR Editor! But Windows only... i run a oracle virtualbox with a VM-W7 under Linux, with a shared folder

===== Community users working on it ===== * [Phatline](#) = Programming, Documentation...

Just let a Private message on the forum to user already involved, the sourcecode is includet in the firmware .zip!!!

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