

MSQ-CC-LRE V2

MotionSeQuencer for ControlChanges

for 2xLRE8x2 Boards

for 1x LRE5-LCD2 Boards

Synth-Patch-Editor & Motion-Sequencer 4 ControlChange (= CC-Automation)

Introduction

Controls and automate a Nord Drum2 (Drum-Synth) [NORD DRUM 2](#)

It acts as:

- **Midi Merger** NTE,CLK,PC merge with CC... - **Patch Manager** it replaces the Synths internal Patch Storage, each PC Number from your Sequencer is added by the BANK CC (CC 32), where each Nr is ADD 128 PC Numbers more...
- **Motion Sequencer** Record your Controller Movements in a Sequence in 32th Resultion @ maximal 256 Steps length

Features

- **Remote your Synths** by: 8x Midichannels with up to 32x Control Change (CC)
- **Save the Patches** and dump it to 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 to 128x128 patches
- **Record CC-Motion-Sequences - PLAY Motions-Sequences** up to 256 steps @ 32th rate -
- **VELOCITY MORPH** Add Velocity-Ammount to CCs
- **MERGE** incoming Midi-Notes/Clock/Pitchbend with Automated CCs
- **Set Sequencer Beatstructure** - how to interpret Clock-ticks (4/4, 5/4, 6/4, 7/4...) - CC23
- **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 2xMSQ_CC_LRE 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 hardcodet but via Mapping Array changeable)
- for one multipart-synth, MSQ_CC_LRE 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 (128x128 patches) useless, so once done, its bound to it, load all with Programchange! minimal is better here, there will be other **MSQs** outthere see [MSQ-CC-BCR](#)

Hardware Requirements

External Requirement:(for example)

- Melody/Clock Source with ProgramChange-Output: [midibox_seq_v4](#) | oops that dont do PC...
- Melody/Clock Destination: NordDrum 2

Midibox:

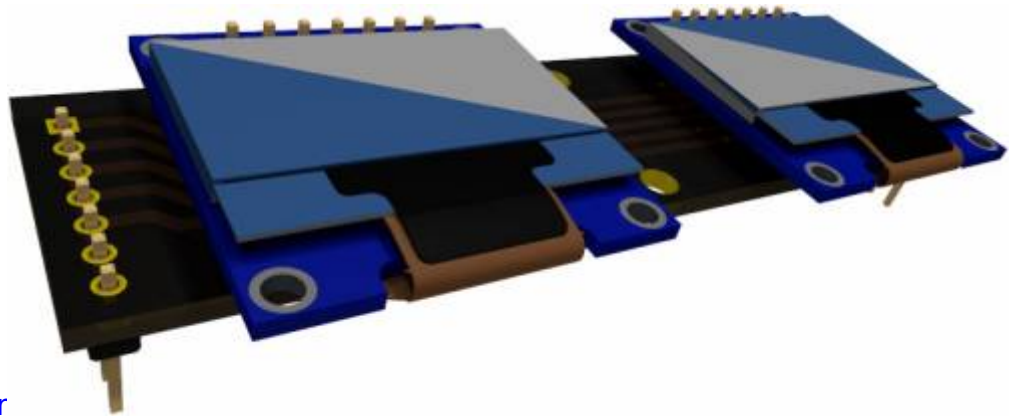
- 1x [core32](#)



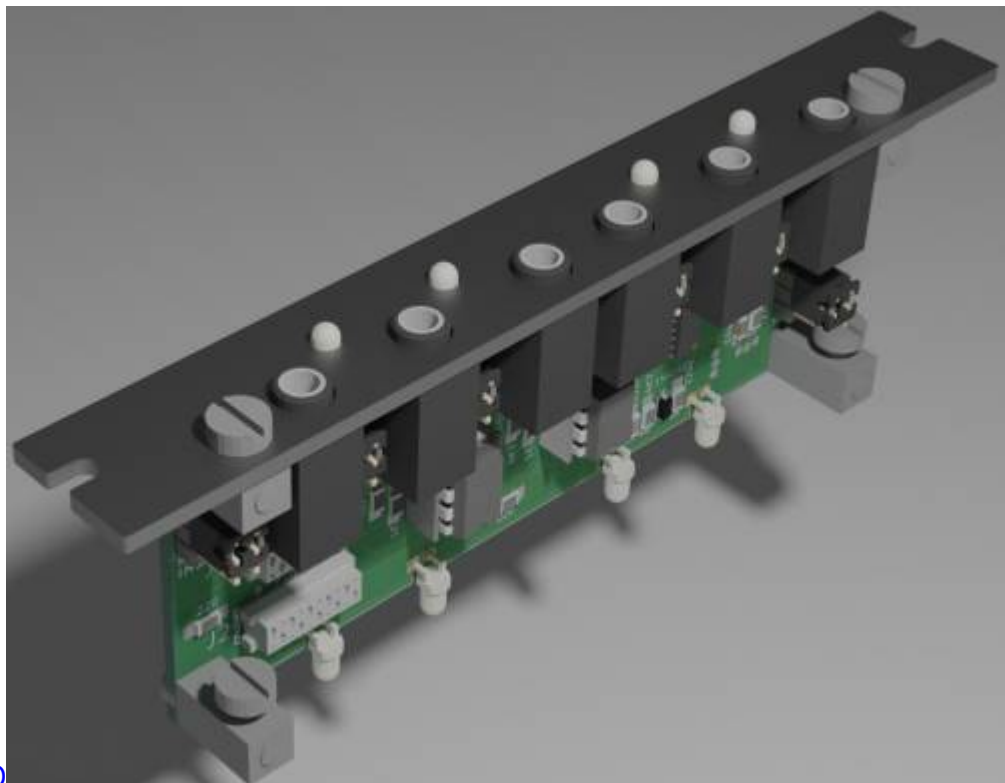
- 1x [LRE5-LCD2](#)



- 2x [mb-lre8x2cs_pcb](#)



- 8x [LRE-OLED-Bar](#)
- 17x SSD1306 OLED Screens (smalles variant, 7 Pin)
- 1x DINX4



- 1x [Euro-Midi-IO](#)
- SD-Card, formatted with FAT32
- Soldering Iron, Wires, PCB....
- USB Power Supply

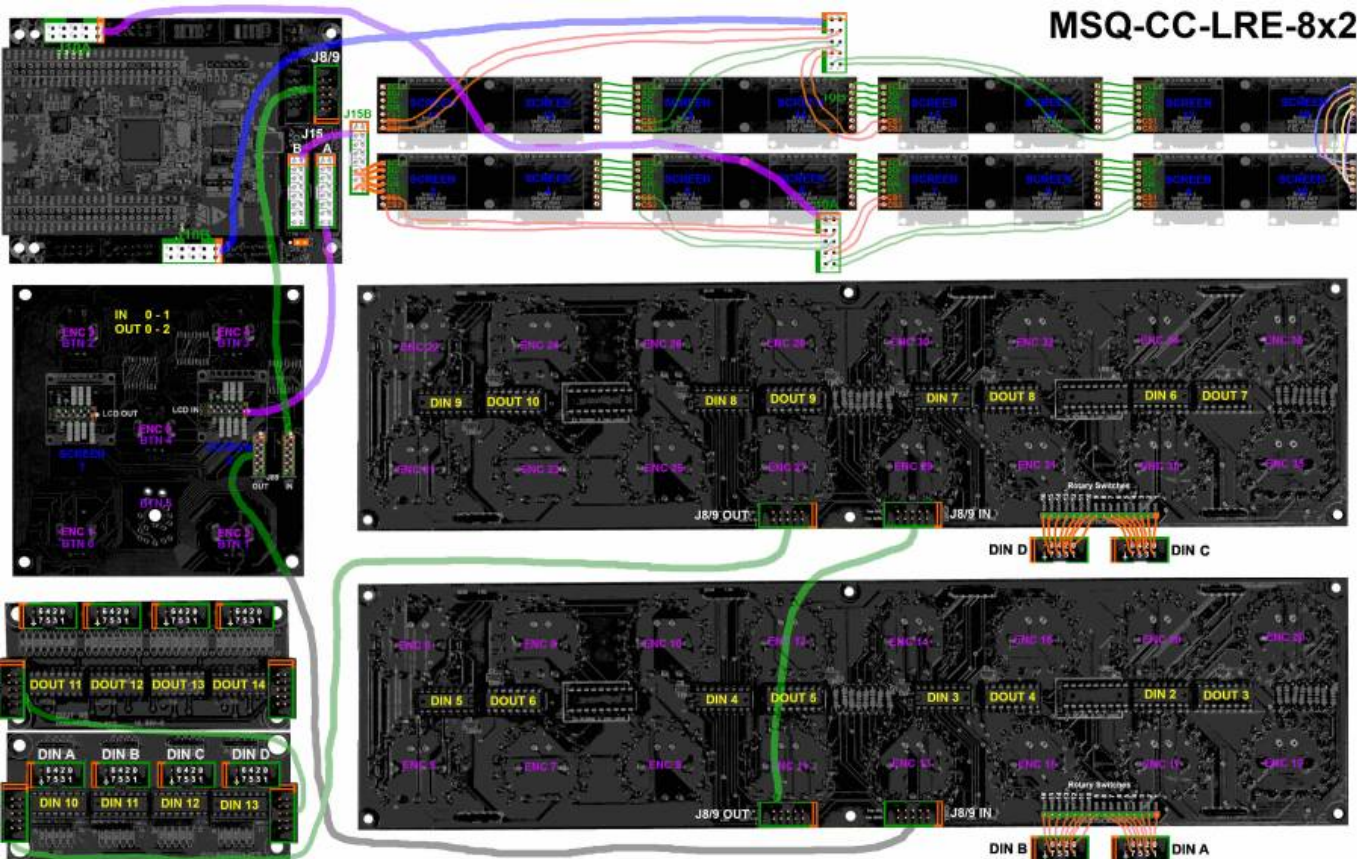
Setting

Cabeling MIDI

MidiIO PortB Out »> Synth Midi IN

MidiIO PortB In »> Clock+Notes

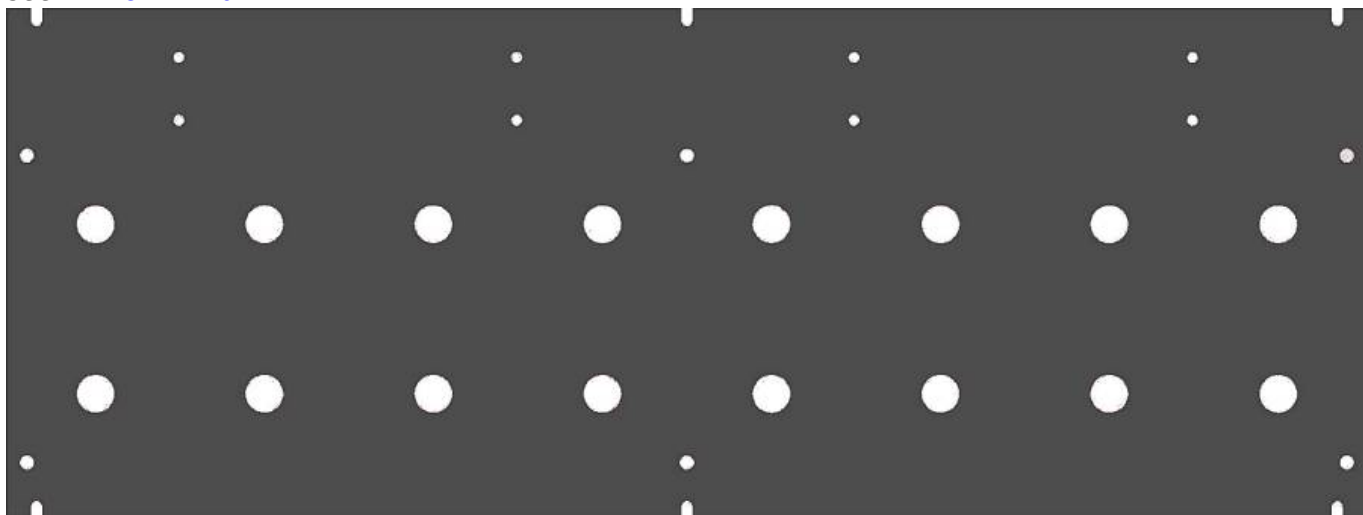
Cabeling Modules



Frontpanels

MBHP

see [LRE-OLED-Bar](#)



Software

From:

<https://www.midibox.org/dokuwiki/> - **MIDibox**

Permanent link:

<https://www.midibox.org/dokuwiki/doku.php?id=msq-cc-lre-v2&rev=1643992236>

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