

TH-S VideoEngine2 Remote MIDI Notenwerte

LAYER A:

MIDI Channel 1

STOP:

M1 Vel 127 C0 = 24
M2 Vel 127 C#0 = 25
M3 Vel 127 D0 = 26
M4 Vel 127 D#0 = 27
M5 Vel 127 E0 = 28
MIDI/DV 127 F0 = 29

PLAY:

M1 Vel 127 E-1 = 16
M2 Vel 127 F-1 = 17
M3 Vel 127 F#-1 = 18
M4 Vel 127 G-1 = 19
M5 Vel 127 G#-1 = 20
MIDI/DV Vel 127 A-1 = 21

PAUSE:

M1 Vel 127 G#-2 = 8
M2 Vel 127 A-2 = 9
M3 Vel 127 A#-2 = 10
M4 Vel 127 H-2 = 11
M5 Vel 127 C-1 = 12
MIDI/DV Vel 127 C#-1 = 13

LAYER B:

MIDI Channel 2

STOP:

M1 Vel 127 C0 = 24
M2 Vel 127 C#0 = 25
M3 Vel 127 D0 = 26
M4 Vel 127 D#0 = 27

PLAY:

M1 Vel 127 E-1 = 16
M2 Vel 127 F-1 = 17
M3 Vel 127 F#-1 = 18
M4 Vel 127 G-1 = 19

PAUSE:

M1 Vel 127 G#-2 = 8
M2 Vel 127 A-2 = 9
M3 Vel 127 A#-2 = 10
M4 Vel 127 H-2 = 11

FADERAUTOMATION ON/OFF

M1 Vel 0 C-2 = 0
M2 Vel 127 C#-2 = 1
M3 Vel 127 D-2 = 2
M4 Vel 127 D#-2 = 3
M5 Vel 127 E-2 = 4
MIDI/DV Vel 127 F-2 = 5

NEXT/PREVIOUS CUE LAYER A und Layer B (wird immer als Paar selektiert)

M1 Controller 16 Value < 64 -> NEXT CUE
M1 Controller 16 Value > 64 -> PREVIOUS CUE

M2 Controller 17 Value < 64 -> NEXT CUE
M2 Controller 17 Value > 64 -> PREVIOUS CUE

M3 Controller 18 Value < 64 -> NEXT CUE
M3 Controller 18 Value > 64 -> PREVIOUS CUE

M4 Controller 18 Value < 64 -> NEXT CUE
M4 Controller 18 Value > 64 -> PREVIOUS CUE

M5 Controller 19 Value < 64 -> NEXT CUE
M5 Controller 19 Value > 64 -> PREVIOUS CUE

MIDI NOTE ON TRIGGER

Für das Triggern von Cues mittels MIDI Note On muß der Note On-Schalter im unteren Fenster auf "On" geschaltet werden. Dies erlaubt das Triggern der jeweils ersten 127 Cues in jedem Player mittels MIDI Note On 0-127 (Sampler-Modus). Die Lautstärken sind im jeweiligen Cue gespeichert. Stop über s.o. STOP oder Leer-Cue (-----).

Layer A:

M1: MIDI CH 11 NoteON 0-127 Cue 1 - 128 beliebige Velocity 0-127
M2: MIDI CH 12 NoteON 0-127 Cue 1 - 128 beliebige Velocity 0-127
M3: MIDI CH 13 NoteON 0-127 Cue 1 - 128 beliebige Velocity 0-127
M4: MIDI CH 14 NoteON 0-127 Cue 1 - 128 beliebige Velocity 0-127
M5: MIDI CH 15 NoteON 0-127 Cue 1 - 128 beliebige Velocity 0-127

SNAPSHOTS

Snapshots werden mit PGM Change 1-99 direkt aufgerufen (entspricht Nummer+Enter !).