

ReMOTE SL COMPACT

USER GUIDE

OS 4.1 AND AUTOMAP UNIVERSAL 2.0



REMOTE SL COMPACT USER GUIDE

OS 4.1 AND AUTOMAP UNIVERSAL 2.0

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1 INTRO

Welcome to the Novation ReMOTE SL Compact User Guide! This guide is designed to help you get started with the controller, as well as to provide comprehensive information about its operational features and Automap software. The content is structured in a way that should allow you to read only as far as you need to. Basic and essential information is covered early on whilst the latter sections deal with more advanced features.

We are constantly developing the SL Compact and Automap Universal and software updates will be made available as free downloads on the Novation website. We suggest checking the SL Compact product page regularly to ensure you have the latest update and documentation.

No troubleshooting section has been included in this guide. If you require further guidance or technical support after reading this guide please visit the Novation Answerbase, which can be found in the support area at www.novationmusic.com. The Novation Answerbase contains troubleshooting articles for all Novation products and a technical support contact form that you can use to get in touch with us if you cannot find the information you are after.

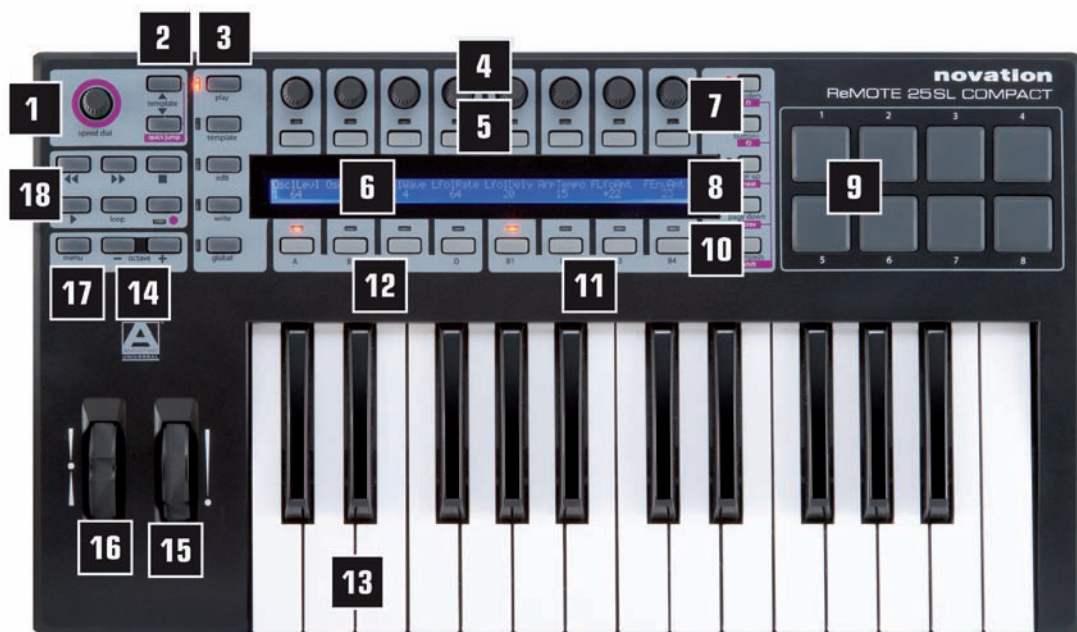
2 REGISTRATION

To register your SL Compact, visit www.novationmusic.com and click the 'Register' link in the main menu at the top of the home page, then fill in the required details. Once you have registered, your one-year product warranty will become active, providing a 'no compromise' service solution. In addition to this you can sign up to receive Novation e-zines, which are e-mail newsletters (sent once every two or three months) containing product update news, competitions, freebies and tips from signed artists. Registering your SL Compact is the best way to ensure you stay up to date with updates, as well as help with any technical enquires you may make.



3 HARDWARE OVERVIEW

3.1 FRONT PANEL OVERVIEW



1. Speed dial – provides quick control of whatever the mouse rests over in Automap mode or one of 16 parameters in non-Automap mode. Also selects mixer sends and plug-in presets in Automap Universal

2. Template up/down buttons – select templates 1-40 by ascending/descending in single steps. Pressing together activates Quick Jump mode, where buttons above and below the display can be used to quickly jump to another template

3. Mode/menu buttons – switch between Play mode or one of the three edit modes (Edit, Template or Global). Write button saves settings

4. 8 encoders – assignable controls that can be used to control up to 32 parameters, in conjunction with the four encoder group switches (A-D) below

5. 8 buttons – assignable controls that can be used to control up to 32 parameters, in conjunction with the four button group switches (B1-4) below

6. LCD display – displays up to 8 parameter names and values simultaneously, as well as various menu options

7. Encoder/f1 and button/f2 row select buttons – display the parameter names and values of either the encoders or buttons on the LCD display. Used for other functions in Automap mode

8. Page up and down/next and prev buttons – scroll between any available pages of display or menu options in each mode. Select different plug-ins for control (with shift held down) and bank mixer tracks in Automap mode

9. 8 drum pads – assignable pads that can be used to eg: trigger 8 clips or play 8 drum samples

10. Drumpad row select/shift button – displays the parameters assigned to the drumpads on the LCD screen. Holding down in Automap Universal mode allows active plug-ins to be viewed and selected (with the next/prev buttons)

11. Button group select switches – activate one of four button groups (B1-4)

12. Encoder group select switches – activate one of four encoder groups (A-D)



- 13. Keyboard** – semi-weighted velocity-sensitive keyboard with aftertouch
- 14. Octave up/down buttons** – transpose the keyboard in whole octaves across the entire MIDI note range
- 15. Mod wheel** – assignable modulation control
- 16. Pitch bend wheel** – assignable pitch control, springs back to the centre
- 17. Menu button** – activates the Quick Menu in Play mode, where general Template settings, such as keyboard transpose, can be quickly edited. Also, press and hold in an edit mode to temporarily display the name of the current edit screen and show instructions where possible
- 18. Transport buttons** – 6 assignable buttons ideal for controlling sequencer transport

3.2 REAR PANEL CONNECTIONS



- 1. PSU connector** – allows a power supply unit (PSU - not supplied) to be connected for providing 9V DC from the mains
- 2. Power select switch** – sets the power supply between DC, off and USB
- 3. USB connector** – allows the supplied USB cable to be connected for linking to a computer. This connection provides power as well as data flow
- 4. Sustain pedal** – allows a sustain pedal (not supplied) to be connected
- 5. Expression pedal** – allows an expression pedal (not supplied) to be connected
- 6. MIDI In/Out** – two standard MIDI ports allow connection to additional MIDI equipment such as hardware synthesizers



4 GETTING STARTED WITH THE SL COMPACT

4.1 POWERING THE SL COMPACT

The SL Compact can be powered in one of two ways. One option is to connect the keyboard to your computer using the supplied USB cable, which will supply power to the device, then set the power select switch to USB (extreme right position). The other option is to connect a PSU (not supplied) and set the power switch to DC (extreme left position) to power the keyboard from the mains. The required PSU output specs are 9V, dc, 600-1000mA, center pin positive.



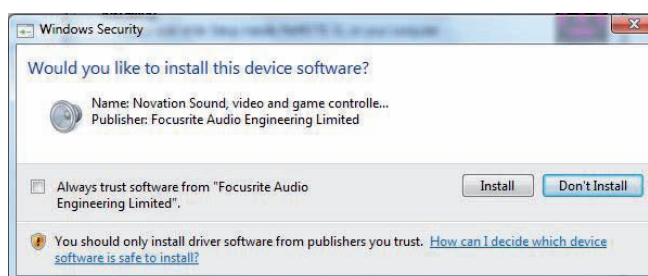
4.2 INSTALLATION - PC

The latest ReMOTE SL installer is compatible with Windows XP SP2, XP X64 and Vista (32 and 64 bit editions).

1. Connect the ReMOTE SL Compact to your computer via USB and ensure it is switched on. If the Windows Found New Hardware Wizard opens click 'Cancel' to close it. If you already have an older version of Automap Universal installed, make sure the Automap Server is NOT running.
2. Double-click on 'ReMOTESLSetup.exe' to run the installer.
3. Whilst the driver is installing, the following message may appear:



Win XP



Win Vista

Click 'Continue Anyway' (Win XP) or 'Install' (Win Vista) to continue installation.

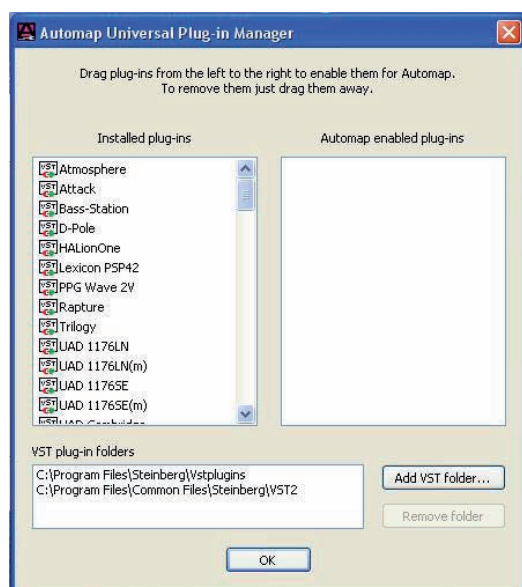


4. Once the driver is installed, the installer will run the ReMOTE SL Compact Hardware Upgrade:



Select to update the operating system and Automap templates. If you use Pro Tools then select the HUI update too. Once the operating system has been uploaded to the SL Compact you will be prompted to turn the unit off and back on again before the rest of the updates are sent to it.

5. Towards the end of the installation the Automap Plug-in Manager will open automatically.



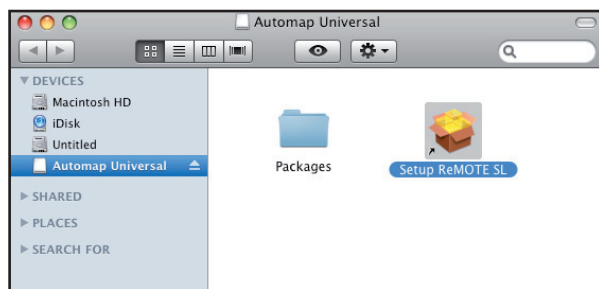
Select the plug-ins you want to use with Automap by dragging them from the left-hand list to the right-hand list, then click 'OK' to close the Plug-in Manager window and complete the installation.



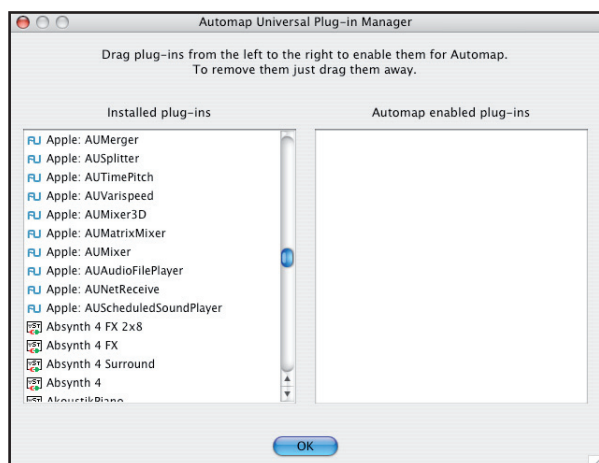
4.3 INSTALLATION - MAC

The latest ReMOTE SL installer is compatible with OS X 10.3.9 or later.

1. Connect the ReMOTE SL Compact to your computer via USB and ensure it is switched on. If you already have an older version of Automap Universal installed, make sure the Automap Server is NOT running.
2. Mount 'ReMOTESLInstaller.dmg' and double click on ' Setup ReMOTE SL' to run the installer.



3. During installation the Automap Plug-in Manager will open automatically. Select the plug-ins you want to use with Automap by dragging them from the left-hand list to the right-hand list, then click 'OK' to close the Plug-in Manager window.



4. The ReMOTE SL Compact Hardware Upgrade application will also run automatically (watch out - this window may open behind the Plug-in Manager and Installer windows!):

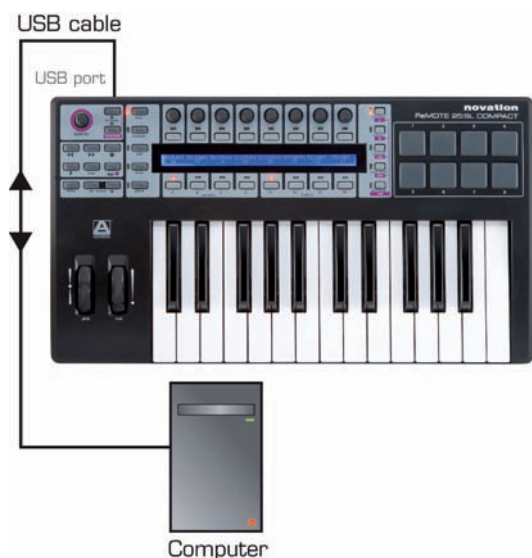


Select to update the operating system and Automap templates. If you use Pro Tools or Digital performer then select the appropriate HUI update too. Once the operating system has been uploaded to the SL Compact you will be prompted to turn the unit off and back on again before the rest of the updates are sent to it.



4.4 CONNECTING THE SL COMPACT

If you want to control software using the SL Compact, connect it to your computer using the supplied USB cable:



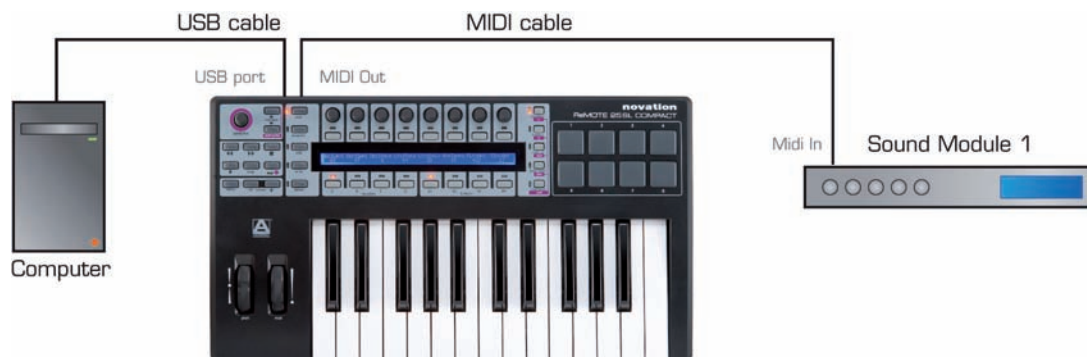
If you want to control hardware MIDI devices using the SL Compact, connect them to the MIDI OUT port on the back of the unit:



It is possible to use the SL Compact to control hardware MIDI devices without it being connected to a computer, however if there is no USB connection the SL Compact must be powered using a PSU.

4.5 USING THE SL COMPACT AS A MIDI INTERFACE

As well as being able to control software and hardware, the SL Compact can be used as a MIDI interface i.e. it can route MIDI data between your computer and hardware MIDI devices. For this, the SL Compact must be connected to your computer via USB and to your hardware MIDI devices via the MIDI connectors on the back of the unit:



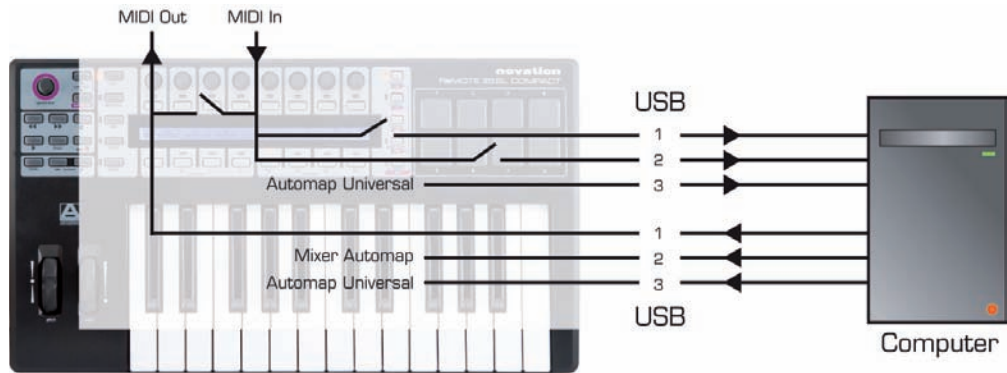
The SL Compact has one physical MIDI port (with IN and OUT connectors) and a further three virtual ports over the USB connection. These ports are labelled as M1, U1, U2 and U3 in the menus on the SL Compact where you set how MIDI data is routed in, out or through the unit. Because there are three virtual USB ports, the SL Compact will appear three times in the MIDI input and output device lists in your software as follows:

- ReMOTE SL Compact Port 1
- ReMOTE SL Compact Port 2
- ReMOTE SL Compact Port 3

If you use Windows Vista the SL Compact will appear as:

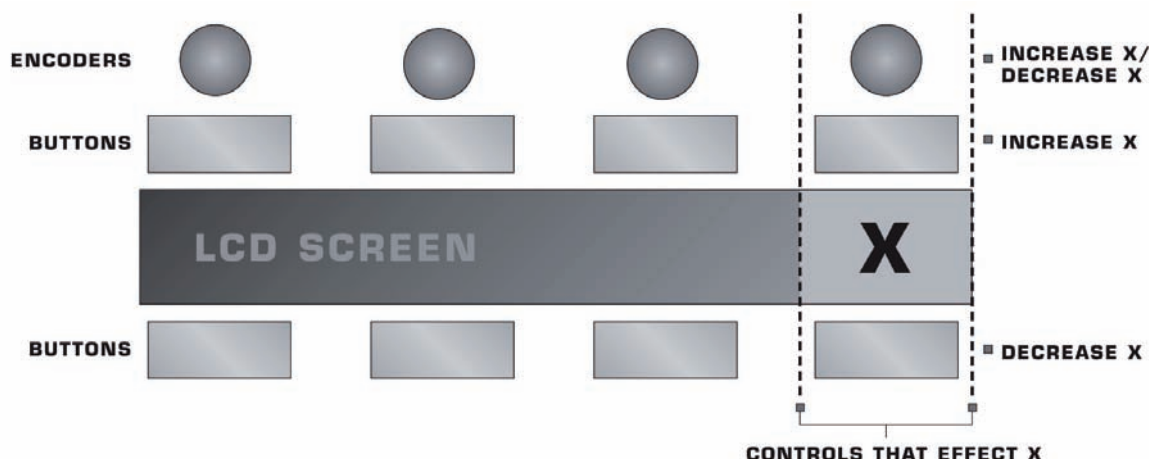
Input:	Output:
ReMOTE SL Compact	ReMOTE SL Compact
MIDIIN2 (ReMOTE SL Compact)	MIDIOUT2 (ReMOTE SL Compact)
MIDIIN3 (ReMOTE SL Compact)	MIDIOUT3 (ReMOTE SL Compact)

Any MIDI data sent from your computer on USB port 1 will automatically be routed to the MIDI OUT connector. MIDI data sent from an external MIDI device to the MIDI IN connector can be routed to USB port 1, USB port 2 or back out of the MIDI OUT connector (see section 11 for further information on setting where data from the MIDI IN connector is routed to). The following diagram shows how data can be routed through the SL Compact between the physical MIDI and virtual USB ports:



4.6 MODES AND MENUS OVERVIEW

The vertical column of five buttons to the left of the display are the mode and menu buttons. These allow access to settings that affect individual controls within a template (Edit), general template settings (Template) and also the overall keyboard settings (Global). Whilst in any of the 'edit' menus, the screen displays available settings and the encoders and buttons aligned with a setting can be used to edit it, as follows:



Use the PAGE UP/DOWN buttons to scroll through all pages of available settings in an edit menu. If only using the SL Compact for Automap Universal, the only edit mode you may need to access is the Global menu. See the Global Mode section for details.

Here is a breakdown of each mode:

Play mode

This is the default mode for the SL Compact and the one that will be active when the keyboard powers up. This mode should be active most of the time, as it's the one to use when using Automap or standard templates to control software or hardware. After making changes to any settings in one of the three edit menus, press the PLAY button to return to play mode so that the LED next to the button illuminates.

Template menu

This menu allows access to settings that affect the currently selected template. Press the TEMPLATE button to access this menu and then use the PAGE UP/DOWN buttons to scroll between the two pages of options. Pressing the TEMPLATE button a second time will access the Keyboard Zones Menu, where the keyboard can be split into zones for playing different instruments within the same template (see the Keyboard Zones Menu section for details). Repeatedly press the TEMPLATE button to switch between the Template Menu and Keyboard Zones Menu.

Edit mode

This mode allows access to the individual settings of any assignable control within the currently selected template. Controls that can be edited in this mode are: encoders, buttons, drum pads, transport controls, pedals, pitch and mod wheels. Press the EDIT button to activate Edit mode and the PAGE UP/DOWN buttons to scroll between the pages of settings for the currently selected control (where available). To activate a different control for editing in this mode, press and hold down the EDIT button and operate the control.

Global Menu

This menu allows access to the general device settings on the SL Compact eg: memory protect, and wheel/drum pad calibration. Press the GLOBAL button to access the menu and then use the PAGE UP/DOWN buttons to scroll between the seven pages of settings.



Write button

The WRITE button allows you to save settings and confirm actions on the SL Compact. Whilst in Play, Edit or Template modes, pressing WRITE will save all changes to the currently selected template by first taking you to a screen where you can set the template name and choose which of the 40 memory locations you want to save the template to. Once you have set these, press WRITE again to confirm. Pressing WRITE whilst in the Global menu saves all Global settings.

4.7 TEMPLATES - WHAT ARE THEY AND HOW DO I SWITCH BETWEEN THEM?

All the settings for every individual control accessed in Edit Mode and the settings accessed in the Template Menu can be saved to the SL Compact's internal memory, and then recalled. A group of saved settings is called a template.

As an example of the use of templates, you may have two synthesizers (software or hardware) that you want to control with the SL Compact. To do this, you would have to program each control (set it to send the correct MIDI data and name it appropriately) for one synth and save all settings to a memory location, then program every control for the other synth and save all settings to a different memory location. This provides you with two templates, one for each synth. Now, to control each synth, you can simply switch between the two templates.

There is space for 40 templates on the SL Compact. Templates 1-33 are pre-programmed standard templates (designed by Novation to work with popular software instruments), templates 35- 36 are blank user templates and templates 34, 37-40 are Automap templates. You cannot delete any templates so that there are less on the SL Compact but you can overwrite any template by editing and then saving it, or by uploading one from your computer.

There are four ways to switch between the 40 onboard Templates:

TEMPLATE UP/DOWN buttons – these are located next to the Speed dial in the top left corner of the SL Compact's front panel. Pressing them steps up/down through the templates one at a time.

Quick Jump – pressing the TEMPLATE UP/DOWN buttons together calls up 16 templates on the SL Compact's display. Templates 1-8 appear on the top row and 33-40 on the bottom row. Use the buttons directly above and below the screen to select the corresponding template. For example, press button 3 on the row above the screen to call up template 3, or press button 6 on the row below to select template 38. The PAGE UP/DOWN buttons can be used to scroll the top row through Templates 1-8, 9-16, 17-24 and 25-32.

Menu/Function button – pressing the MENU button in Play mode accesses the Quick Menu that allows the core template settings such as Transpose and Common port routing to be changed. The first option on this screen is template number, which shows the currently selected template. Change this value, using the encoder above or buttons above and below, to change the currently selected Template. When you press MENU again, the newly selected template will be active.

Use any assignable button or drumpad – any assignable button or drumpad within any template can be used to select one of the onboard templates. This can be useful for quickly switching to a different template. To set this up, the button must be selected for editing in Edit Mode and then the **Control** set to 'template' and the desired template number set. See the Edit Mode section for details.

When you switch to a different template, the number and name will appear briefly on the display, before it switches to showing the parameter names and values of the currently selected row of controls. To see the number and name of the currently selected template, you can press and hold the PLAY button at any time.

The SL Compact will load template 1 by default when the keyboard powers up. To change the 'load up' template to a different number, you must select the template you want to be active on start up, then press the GLOBAL button to access the Global Menu, then press the WRITE button to save the Global settings. That template will now be active every time the SL Compact is powered up.

If you have set the SL Compact up to work in Automap mode then the relevant Automap template will be selected when you launch your music software, although you can switch away from and back to this template as you please using any of the processes described in this section.



5 AUTOMAP OVERVIEW

Automap is a revolutionary system for controlling software plug-ins and sequencers using the SL Compact. Certain templates on the SL Compact are reserved for use with Automap. These are templates 34 and 37-40. To avoid problems when using Automap we suggest that, unless instructed, you do not edit these templates.

Automap works in two different ways, 'Automap Universal' and 'Sequencer Automap'.

5.1 AUTOMAP UNIVERSAL

Automap Universal is a pioneering system that allows automatic mapping of software parameters to the SL Compact. It also provides a quick and simple learn system which you can use to create your own custom control maps. Automap Universal can be used to control any VST, AU or Pro Tools (RTAS or TDM) format plug-in in any sequencer (note Pro Tools plug-in format support is only currently available on Mac). It can also be used to control the mixer in Cubase, Nuendo, Sonar and Tracktion. It is also possible to control hardware MIDI devices with Automap Universal using the Automap MIDI client.

To use Automap Universal you must select the Automap Universal template (template 38) on the SL Compact and run the Automap Server software on your computer. The Automap Server handles communication between the SL Compact and the software you are controlling. When you run the Server the Automap Universal window will appear. This is a resizable, semi-transparent, heads-up display from which you can view and edit control assignments, select a different client to control and view the interactive help.

To control a plug-in you must first enable it for Automap control in the Plug-in Manager. Once enabled it will be "wrapped", meaning that a new version of the plug-in will be created which is contained within the Automap software. The new Automap-wrapped plug-in will appear in your sequencer with "(Automap)" after its original name. Load the Automap-wrapped plug-in in your sequencer to allow Automap control over it. The plug-in will look exactly the same as before but with the addition of an Automap border at the bottom of the window, from which you can access Automap functions.

When you load an Automap-wrapped plug-in, the plug-in parameters will be automatically mapped to the SL Compact controls. You can open as many Automap-wrapped plug-ins as you like (up to a limit of 253) but you can only control one at a time from the SL Compact. To select a plug-in for control, click on the Automap logo in the bottom-left hand corner of the plug-in window so that it turns red.

To control the mixer in Cubase, Nuendo, Sonar or Tracktion, first follow the relevant set up instructions in section 8.

5.2 SEQUENCER AUTOMAP

There are separate Automap templates on the SL Compact to allow control over sequencers that do not use Automap Universal for mixer control. These are Pro Tools (template 34), Reason (template 37), Logic (template 39), Ableton Live (template 40) and Digital Performer (installed as template 34 instead of Pro Tools if selected during installation). These work differently to Automap Universal in that the SL Compact communicates directly with the sequencer when using these templates, rather than through the Automap Server software.

Each sequencer has its own set up procedure, detailed in the section 10 of this guide. Once the set up procedure is complete the SL Compact will automatically switch to the relevant template each time you open your sequencer. You are free to switch from this template to any other on the unit (to control other software or hardware) and back again. This includes the Automap Universal template for when you want to control Automap-wrapped plug-ins. If you select a Sequencer Automap template for a program which is not running on your computer, you will see an OFFLINE message appear on the SL Compact display.

The Pro Tools, Logic and Ableton Live Sequencer Automap templates include some means for controlling plug-ins. This can be used where it is not possible to use Automap Universal for plug-in control i.e. for those that use a proprietary plug-in format, or where you find it easier than using Automap Universal.



5.3 AUTOMAP AND THE SL COMPACT'S MIDI PORTS

The SL Compact has three virtual MIDI ports over the USB connection. USB ports 2 and 3 are used for transfer of Automap data between the SL Compact and the computer. Port 2 is used for transferring Automap data between a sequencer program and the SL Compact (i.e. Sequencer Automap). Port 3 is used for transferring Automap data between the Automap Server software and the SL Compact. If you are using Automap, it is important to only select port 2 or 3 in your software where instructed in this guide.

USB Port 1 is used for transfer of all non-Automap data between the SL Compact and your computer. This includes keyboard note and aftertouch, pitch bend, modulation, expression and sustain pedals, program and bank change data. All factory standard (non-Automap) templates send data on USB Port 1. Additionally USB port 1 must be used when routing MIDI data between your computer and an external MIDI device connected to the SL Compact's MIDI IN and OUT connectors (see section 4.5). Ensure only SL Compact Port 1 is selected as the input to MIDI tracks in your sequencer.

When controlling plug-ins using Automap Universal, it is important to remember that the keyboard, pitch/mod wheels and pedal inputs on the SL Compact will NOT follow the currently selected Automap-wrapped plug-in. They will always send data to whichever MIDI track is record enabled in your sequencer, meaning you can simultaneously play a soft-synth from the keyboard and use the controls to tweak the parameters of a different plug-in. If you select an Automap-wrapped instrument plug-in for control then you must also record enable the corresponding MIDI or instrument track in your sequencer before the keyboard, pitch/mod wheels and pedals will control it.

5.4 AUTOMAP TEMPLATES AND STANDARD TEMPLATES - WHAT IS THE DIFFERENCE?

Templates 1-33, 35 & 36 on the SL Compact are 'standard' templates, so called because when they are selected the SL Compact functions as a standard MIDI controller. A standard MIDI controller allows you to set what MIDI message each of its controls sends. If you want to control software or hardware that responds to MIDI then you need to know what messages it responds to. This information can usually be found in the documentation for the software or hardware. Once you know this, you can set up the controls on a standard MIDI controller to send those messages.

We have used this method to program the standard templates on the SL Compact to work with popular software instruments (except templates 35 and 36, which are blank user standard templates). These templates can be used where it is not possible or desirable to use Automap Universal for controlling software instruments, for example when using a software instrument as a stand-alone program rather than a plug-in within a sequencer.

With standard templates there is only one-way communication from the SL Compact to the software or hardware you are controlling and the SL Compact has no way of knowing when a parameter is changed from the software or hardware itself. For example, if you change a parameter on a software instrument with the mouse, the parameter value displayed on the SL Compact will not update to reflect that change.

The Automap templates have been set up such that the controls send MIDI messages that are recognised by the Automap software i.e. the Automap Server or Sequencer Automap implementation. The Automap software then "automatically maps" those MIDI messages to different plug-in or sequencer parameters, depending on what you select to control. Because Automap incorporates two-way communication between your computer and the SL Compact, the Automap software can send display data back to the SL Compact to automatically name the controls and let you know which parameter each control is currently assigned to. Additionally you can see the current value of each parameter, even if it is being changed using the mouse.

5.5 RECORDING PARAMETER AUTOMATION WHEN USING AUTOMAP

To record control movements from the SL Compact in a sequencer when using a standard template, you must record enable a MIDI track and then put the sequencer into record. MIDI control data will then be recorded onto the MIDI track when you operate a control on the SL Compact.



When using an Automap template, MIDI control data is converted into Automation data by the Automap software i.e. the Automap Universal Server or Sequencer Automap implementation, to allow control over software parameters. This means that control movements will not be recorded as MIDI data. To record control movements from the SL Compact in a sequencer when using an Automap template, you must set the Automation mode on the relevant instrument or audio track to 'write' (some sequencers have a number of different write modes) and then put the sequencer into playback (not record). Automation data will then be written when you operate a control on the SL Compact. Remember to set the Automation mode for the track back to 'read' when you have finished recording control movements. Note that some sequencers use different methods for writing Automation data compared with this so check the documentation for your sequencer.

5.6 SPEED DIAL FUNCTION WHEN USING AUTOMAP

When using the SL Compact in Automap mode the SPEED DIAL can be used to control any on-screen parameter that you can control using the mouse (in any program). Simply move the mouse pointer over what you want to control, then press and rotate the SPEED DIAL. This process can be used for e.g. altering parameters on a soft-synth, controlling mixer parameters in your sequencer, selecting an option from a drop-down menu or resizing a window. The Automap Universal Server software must be running and one of the Automap templates (template 34 or 37-40) must be selected for this function to work.



6 AUTOMAP UNIVERSAL

6.1 AUTOMAP UNIVERSAL TERMINOLOGY

Before you start to use Automap Universal we recommend getting to know the terminology associated with it:

Clients

“Client” is the term used for anything you can control using Automap Universal. This could be one of the following:

Automap-wrapped plug-in (VST, AU or Pro Tools format)
Sequencer mixer
Automap MIDI Client

Clients connect to the Automap Server and tell it what parameters they have available to control. The Server assigns these parameters to controls on the SL Compact. A maximum number of 253 clients can be connected to the Server at one time.

At present only Cubase, Nuendo, Sonar and Tracktion support Automap Universal mixer control. For other sequencers mixer control may be possible using Sequencer Automap. Automap Universal mixer control for other sequencers will be included in future updates so keep an eye out on www.novationmusic.com for update news.

The Automap MIDI client can be used to control software or hardware that responds to MIDI control change (CC) messages. More information on the Automap MIDI client can be found in section 9.

Control Maps

“Control Map” is the term used for the arrangement of parameters across the SL Compact's controls. It is possible to assign the parameters of whatever you are controlling to the physical controls on the SL Compact however you like. For example, if you are controlling a software synthesizer you may wish to assign filter cutoff to encoder 1, filter resonance to encoder 2, filter envelope decay to encoder 3 etc. Once you have assigned parameters in the way you want, you can save the arrangement of parameters as a control map that can be recalled when you next control that software or device so that the SL Compact's controls still control those same parameters.

Pages

Although there is a finite number of assignable controls on the SL Compact, you are not limited to assigning only that same number of parameters. A control map can have more than one “page” of controls. You can create a new page and assign all the controls to different parameters, then switch between the new and original pages to access double the number of parameters. It is possible to create as many pages as you like, or remove them if you have too many. The PAGE UP/DOWN buttons can be used to navigate through pages within a control map. It is possible to assign more than one control on the SL Compact to the same parameter, meaning the same physical control can be assigned to the same parameter on different pages of a control map.

Control Map Groups

Each control map will belong to one of four groups, according to the type of client it controls. The four groups are User, FX, Instrument and Mixer. A control map will be automatically assigned to a group however you can change the group that it belongs to from the Automap Universal window (see section 7.3).

The group system allows quicker selection of control maps. If you want to control a certain effect plug-in then you know it will be in the FX group and you will only have to look through the FX control maps to find it, not all control maps. We have given the groups useful names, however, since you can assign a control map to any group you like, there is nothing to stop you from using them differently to the way they are labelled. For example, you may wish to control the plug-ins on only four of the tracks in your session, in which case you could assign the control maps such they are separated between the four groups on a track-by-track basis rather than according to the type of client.



6.2 THE AUTOMAP SERVER

The Automap Server software is the bridge between the SL Compact and the software you are controlling. It runs in the background handling communication between your software and SL Compact, however it allows access to all the features of Automap.

If the Server is not already running on your computer then it will open up automatically when you open an Automap-wrapped plug-in or run a sequencer which is set up for Automap Universal mixer control. The SL Compact will automatically switch to the Automap Universal template (template 38) when the Server starts. This template must be selected to use Automap Universal. If it is selected but the Server is not running, 'Automap is OFFLINE' will appear on the SL Compact display. If it is selected and the Server is running then, unless a client is selected for control, the SL Compact display will look as follows:

Novation Automap Universal 2.x
No clients connected | No ReWire transport found

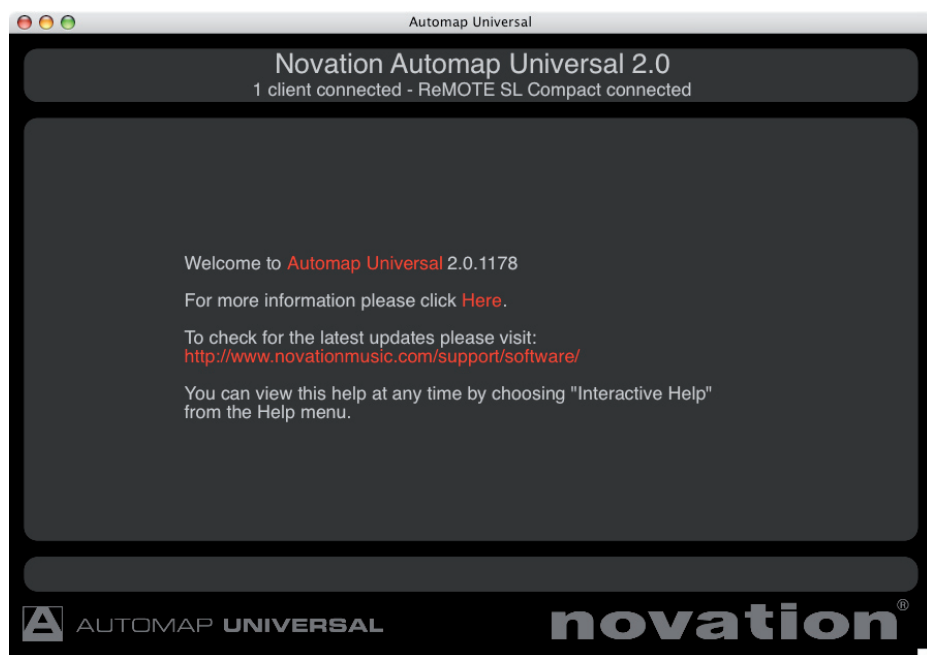
The Automap Server can be launched manually by running it from:

Windows: Start -> All Programs -> Novation -> Automap Universal -> Launch Server

Mac OSX: /Applications/AutomapServer

After launching the Automap Server you will see the following window:

This is the Automap Universal window. You can resize, maximize and minimize the Automap Universal window but it will not go to the background when you give another window focus. When open, it will remain visible in front of all other windows,



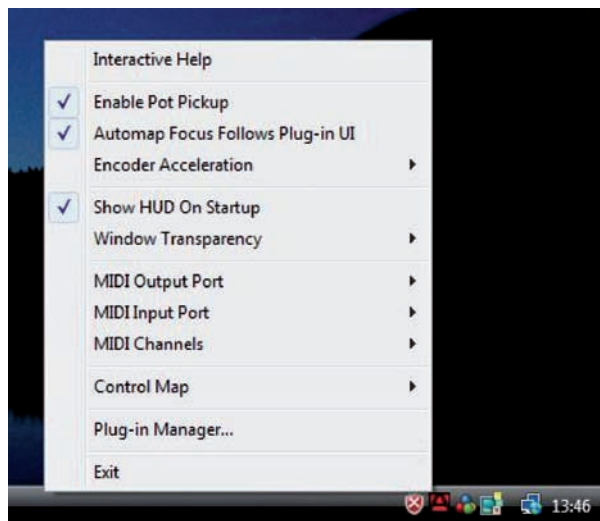
however you can set it to be semi-transparent so that you can see what is going on behind it (see section 6.3). Press the VIEW button on the SL Compact (BUTTON 2 in BUTTON GROUP B4) to open and close the Automap Universal window.



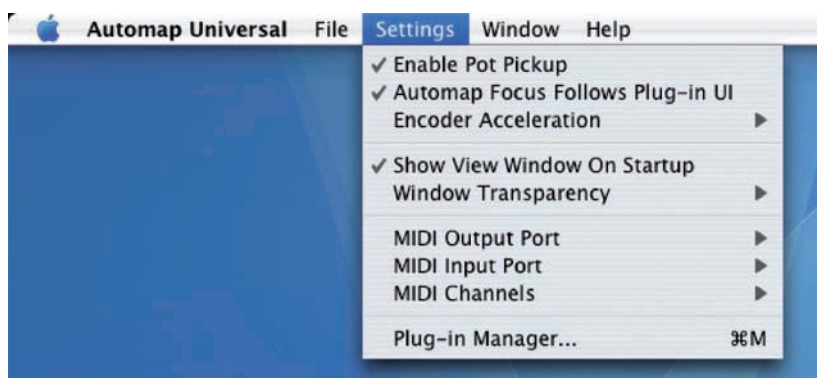
6.3 THE AUTOMAP SETTINGS

Once the Automap Server is running you can access the Automap settings as follows:

Windows: Click on the Automap logo in the system tray.



Mac OSX: Click on the Automap logo in the dock and then select the 'Settings' menu.



The following options are available:

Enable Pot Pickup: This option does not apply to the SL Compact and it will not make any difference if it is checked or not. This only applies to the ReMOTE SL, which has analogue pot and slider controls.

Automap Focus Follows Plug-in UI: This option applies to controlling Automap-wrapped plug-ins in your sequencer. If this is active then the SL Compact will automatically map to whichever plug-in you select in your sequencer. If this is not active then you must manually select a different plug-in to control, either by clicking the Automap logo in the bottom left-hand corner of a plug-in window or selecting one from the Browser View of the Automap Universal window.

Encoder Acceleration: This option applies to the endless rotary encoders on the SL Compact and is used to set the encoder acceleration i.e. the relationship between how fast you rotate an encoder and the magnitude of its effect over the parameter you are controlling. The default setting is Medium but this can also be set to Fast (for coarser control) or Off (for finer control).

Show View Window On Startup: This option allows you to select whether or not the Automap Universal window appears when you launch the Automap Server.

Window Transparency: This option is used to set the transparency of the Automap Universal window.

MIDI Input Port, MIDI Output Port & MIDI Channels: These options relate to the Automap MIDI Client. See section 9 for further information on using the Automap MIDI Client.



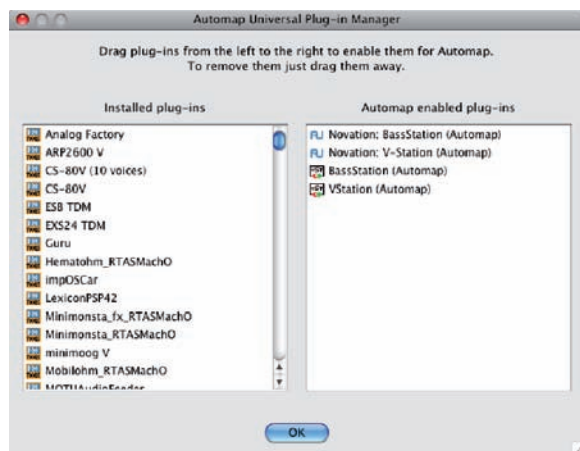
Control Map Options: The options contained in the Control Map sub-menu relate to control maps. These options are found under the 'File' menu on Mac OSX and more information on them is given in section 7.4.

Plug-in Manager: This option opens a separate window, the Plug-in Manager, where you can select which plug-ins you want to enable for Automap control.

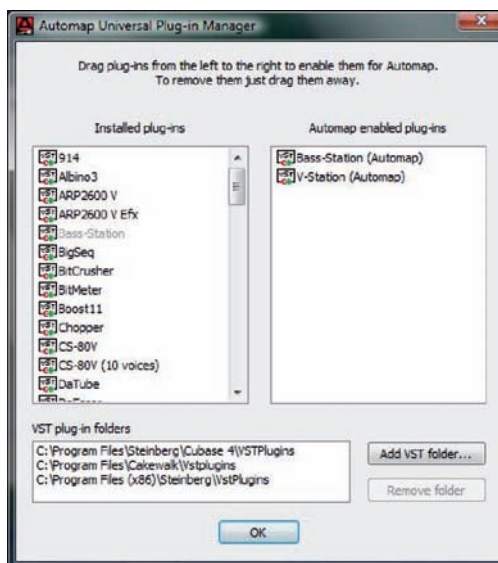
6.4 THE PLUG-IN MANAGER

It is possible to control any VST, AU or Pro Tools (RTAS & TDM) format plug-in using Automap Universal, however a plug-in must first be enabled for Automap control in the Plug-in Manager (note Pro Tools plug-in format support is only currently available on Mac). Once enabled it will be "wrapped", meaning that a new version of the plug-in will be created which is contained within the Automap software.

The left-hand list in the Plug-in Manager window shows all plug-ins installed on your system and the right-hand list shows all plug-ins that have been wrapped. To select a plug-in to be wrapped for Automap control simply drag it from the left-hand list to the right-hand list. You can ctrl-click (PC) or command-click (Mac) to select multiple plug-ins in either list. Once you have dragged all plug-ins that you want to wrap, click 'OK' to close the Plug-in Manager window. You can wrap as many VST or RTAS plug-ins as you like however only a maximum of 256 AU plug-ins can be wrapped. If you wrap a plug-in whilst your sequencer is running then you will need to restart your sequencer before the wrapped version will be available to use.



Mac OSX



Windows

When running in Windows, the Plug-in Manager has the options to add and remove VST folders. Use these to make sure all of your VST plug-in folders appear in the 'VST plug-in folders' list so that all plug-ins are scanned by the Plug-in Manager. On Windows computers only, once a VST plug-in has been wrapped, a new *.dll file will be created for that plug-in in the same folder as the original plug-in *.dll file. You can move the new *.dll file to any location you like on your computer, e.g. to a separate VST plug-ins folder or a subfolder in your current VST plug-ins folder.






7 CONTROLLING PLUG-INS WITH AUTOMAP UNIVERSAL

This following sub-sections of this guide focus on using Automap Universal to control plug-ins, however much of the information is relevant to controlling sequencer mixers and the Automap MIDI client. Therefore we suggest becoming familiar with plug-in control before moving on to the next sections of this guide.

7.1 AUTOMAP-WRAPPED PLUG-INS

An Automap-wrapped plug-in will appear in the list of plug-ins in your sequencer with "[Automap]" after its original name. Load the Automap-wrapped version of a plug-in into your sequencer to allow Automap control over it. The plug-in will look exactly the same as the original version but with an additional Automap border at the bottom of the window. The Automap border allows access to Automap functions as follows:







-  **Automap logo switch:** This indicates which plug-in currently has 'Automap focus' i.e. which plug-in can currently be controlled from the SL Compact. It will be red for the plug-in which has Automap focus and white for all other plug-ins. Click it when it is white to turn it red and give Automap focus to that plug-in. It will then automatically turn white on the plug-in that previously had Automap focus. Note that if 'Automap Focus Follows Plug-in UI' is enabled (see section 6.3) then simply selecting a different plug-in within your sequencer, with the mouse, will change which plug-in has Automap focus.
-  **Learn switch (crosshair):** This indicates whether learn mode is currently active or not. It will be red when either Learn Once or Learn Latch is active and white when learn mode is turned off. When it is red you can click it to disable learn mode. When it is white you can click it to activate Learn Once. Learn mode is described in more detail in section 7.7.
-  **Novation Logo:** When clicked, this opens up a drop-down menu from which you can access some Control Map options. More information is given on these in section 7.4.

Name Text Box: This serves two functions. Firstly, immediately after loading a plug-in or giving it Automap focus, it displays the 'instance name' for that plug-in. Every instance of an Automap-wrapped plug-in will have its own instance name that you can use for identification when selecting a control map. You can change the instance name by clicking on the box, typing in a new name and pressing enter.

Secondly, once a control on the SL Compact has been operated, it displays the control name. Once again you can change the control name by clicking on the box, typing in a new name and pressing enter.

Max Number Box: Displays the max value of the last control operated on the SL Compact. To edit the max value click on the box, type in a new value and press Enter.



-  **Min Number Box:** Displays the min value of the last control operated on the ReMOTE SL. To edit the min value click on the box, type in a new value and press Enter.
-  **Step Size Number Box:** Displays the step size value of the last control operated on the SL Compact. To edit the step size value click on the box, type in a new value and press Enter.
-  **“Pot” Button:** Sets the max, min and step values for the last control operated on the SL Compact to max=127, min=0 and step size=1 so that it has a continuous pot type response.
-  **“Button” Button:** Sets the max, min and step values for the last control operated on the SL Compact to max=1, min=0 and step size=1 so that it has a toggle (on/off) button type response.

7.2 THE AUTOMAP UNIVERSAL TEMPLATE

The Automap Universal template (template 38) must be selected on the SL Compact to use Automap Universal. When using Automap Universal, it is only possible to assign software parameters to ENCODER GROUPS A-D and BUTTON GROUPS B1 – B3.



BUTTONS GROUP B4 on the SL Compact is not assignable in Automap mode and instead has been set aside for activating Automap functions, the purpose of which will become clearer as you continue to read through this guide. Press the BUTTONS GROUP B4 SWITCH to show the available Automap functions on the SL Compact display. There are two pages of functions available, the Main Menu and the Control Map Menu:

Page 1 – Main Menu

- Button 1 - Learn:** Toggles the learn mode state between Off, Learn Once and Learn Latch.
- Button 2 - View:** Opens the Automap Universal window in Control Map View.
- Button 3 - User:** Opens the Automap Universal window in Browser View and shows all user control maps.
- Button 4 - FX:** Opens the Automap Universal window in Browser View and shows all FX control maps.
- Button 5 - Inst.:** Opens the Automap Universal window in Browser View and shows all instrument control maps.
- Button 6 - Mixer:** Opens the Automap Universal window in Browser View and shows all mixer control maps.
- Buttons 7 & 8 - Control Map Menu:** Press these to access the Control Map Menu (2nd page of options).



Buttons 1 & 2 - Main Menu: Press these to return to the Main Menu (1st page of options).

Button 3 - Add Page: Creates another page of assignable controls for the selected control map. You can create as many pages as you like.

Button 4 - Remove Page: Removes the currently selected page.

Button 6 - Clear All: Clears all controls of their current assignment.

Button 7 - Set As Default: Saves the current control map as the default control map for that client.

Button 8 - Rebuild Map: Reverts the parameter mapping to the default order exported by the client.

Other functions available on the Automap Universal template are:

PAGE UP/DOWN Buttons: Press these to scroll through the different pages of assignable controls for the currently selected control map. Also press and hold the DRUMPADS/SHIFT button and then press the PAGE UP/DOWN buttons to scroll through all available control maps and select a different one for Automap control. The available control maps will appear on the SL Compact display in the order of most recently used, from the left.

SPEED DIAL: Rotate the SPEED DIAL to select different plug-in presets. Preset navigation will only work where a plug-in uses the host preset navigation system, rather than it's own built-in one. The SPEED DIAL can also be used to control any on-screen parameter that can be altered using the mouse. Simply move the mouse cursor over the parameter you want to change then press and rotate the SPEED DIAL to control it.

Transport Buttons: These buttons will control the transport in your sequencer. The Automap Server uses ReWire to allow transport control and you may need to enable the Automap Server as a ReWire input in your sequencer before the transport buttons will work (instructions for this are given later in this guide where necessary). Note that the record button will not work, as the record function is not available through ReWire.

If you use Cubase, Nuendo, Sonar or Tracktion and have set up Automap Universal mixer control then the record button will work since, in this case, transport commands are sent directly to the host rather than using ReWire.

Tempo: The Automap Universal Server also uses ReWire to allow tempo control over your sequencer. The tempo setting can be found in the Quick Menu, accessed by pressing the MENU button whilst in Play mode. The 'BPMPort' setting in the Global menu on the SL Compact must be set to 'ON' for tempo control to work (this ensures the SL Compact sends ReWire tempo messages when you change tempo – see section 11). You can use the tempo setting to set the tempo in your sequencer regardless of which template is selected on the SL Compact, however if the Automap Universal Server is not running tempo control will not work.

7.3 THE AUTOMAP UNIVERSAL WINDOW

The Automap Universal Window allows viewing of control assignments, control maps and help information. This window can be opened by:

- Launching the Automap Server (if 'Show View Window On Startup' is enabled in the Automap settings menu)
- Selecting 'Interactive Help' from the Automap Universal Help menu (Mac) or Automap settings menu (PC)
- Pressing either the VIEW, USER, FX, INST. OR MIXER buttons on the SL Compact

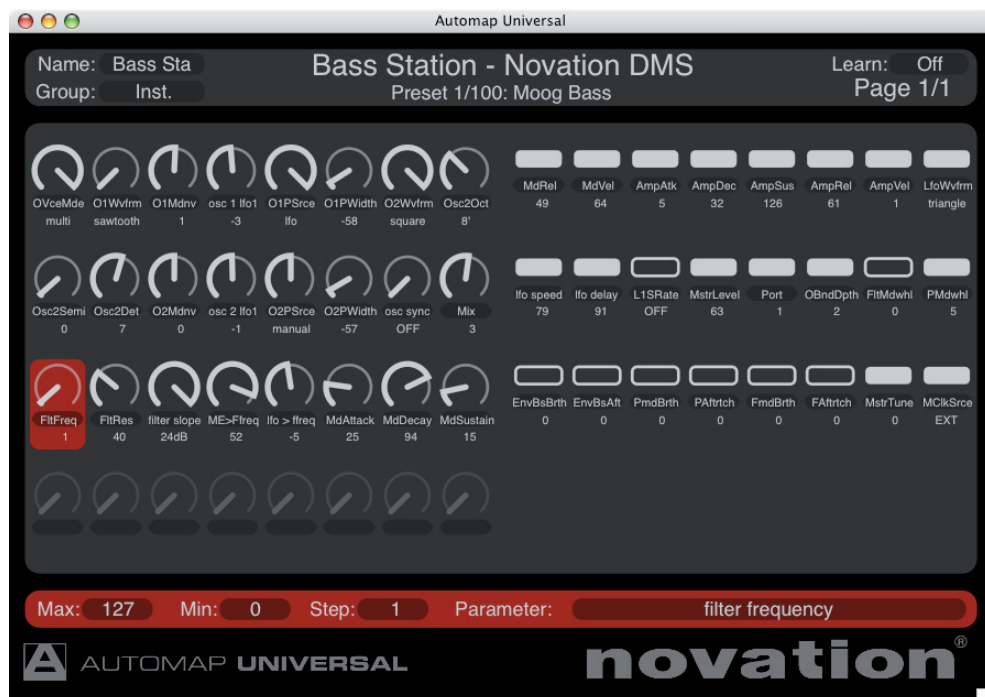
The window opens over all other currently open windows. It cannot be moved to the background however you can set it to be semi-transparent from the Automap settings menu. The window can be closed by:

- Clicking the close icon in the top corner of the window
- Pressing the VIEW button on the SL Compact.

The window can be resized to be as big or small as you like. There are three different views – Control Map View, Browser View and Help View.



Control Map View



To open the Automap Universal window in Control Map view, ensure an Automap-wrapped plug-in has Automap focus and then press the VIEW button on the SL Compact. The Automap Universal window will open and show the current control map, as shown above. The window is divided into three sections: the control map info at the top, the control layout in the middle and the control settings at the bottom:

Control Map Info

This section shows the following info about the control map:

Instance Name: This is the name of the control map as it will appear in Browser View and on the SL Compact display when selecting a control map. The instance name defaults to the name of the plug-in however you can change the instance name by clicking on it, typing in a new one and then pressing enter. The instance name is unique to each instance of an Automap-wrapped plug-in in a session, allowing you to easily identify the correct control map for the plug-in you want to control when in Browser View (see section 7.8 for more info on instance names).

Group: This is the 'control map group' to which the control map belongs. There are four control map groups – User, FX, Instrument and Mixer. You can assign a control map to any one of these you like by clicking on the group and selecting a different one from the drop-down menu. Control maps for FX plug-ins will automatically be put in the FX group and control maps for instrument plug-ins in the instrument group.

Client name: This is shown in the middle of the info section and tells you what the SL Compact is currently controlling.

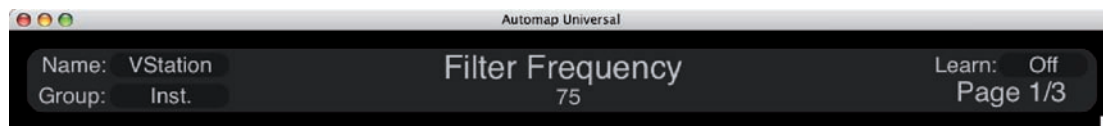
Preset name and number: This is shown below the client name, where available.

Learn: This indicates whether learn mode is Off, Learn Once or Learn Latch. You can change the learn mode state by clicking on the learn mode box and selecting a different option from the drop-down menu. The info section will change colour when learn mode is active (dark red for Learn Once and bright red for Learn Latch).

Page: This shows the number of the currently displayed page and the total number of pages of the selected control map.



When you operate a control on the SL Compact, the client name and present name will change to show the control name and parameter value:



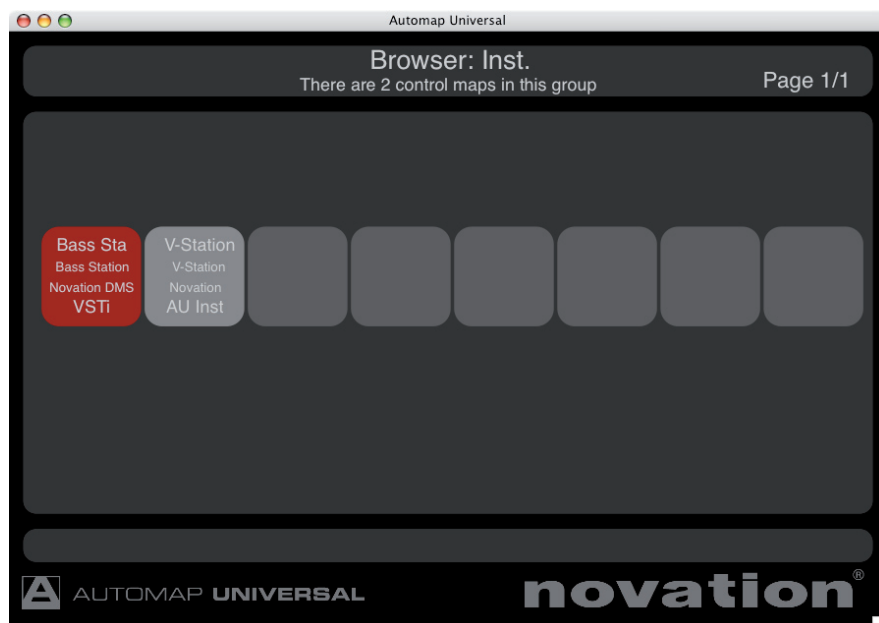
Control Layout

This shows the controls on the hardware, their names and current values. To rename a control simply click on the control name, type in a new one and press Enter to confirm, or Escape to cancel. To clear a control of its current parameter assignment, click on it and press Backspace or Delete.

Control Settings

This section shows the settings for the currently selected control (also available from the Automap border in the plug-in window). Click on a control to bring its settings up in this section. You can enter new max, min and step values by clicking on the current value, typing in a new one and pressing Enter to confirm, or Escape to cancel. It is also possible to change which parameter the currently selected control is assigned to by clicking on the parameter name and selecting a different one from the drop-down menu.

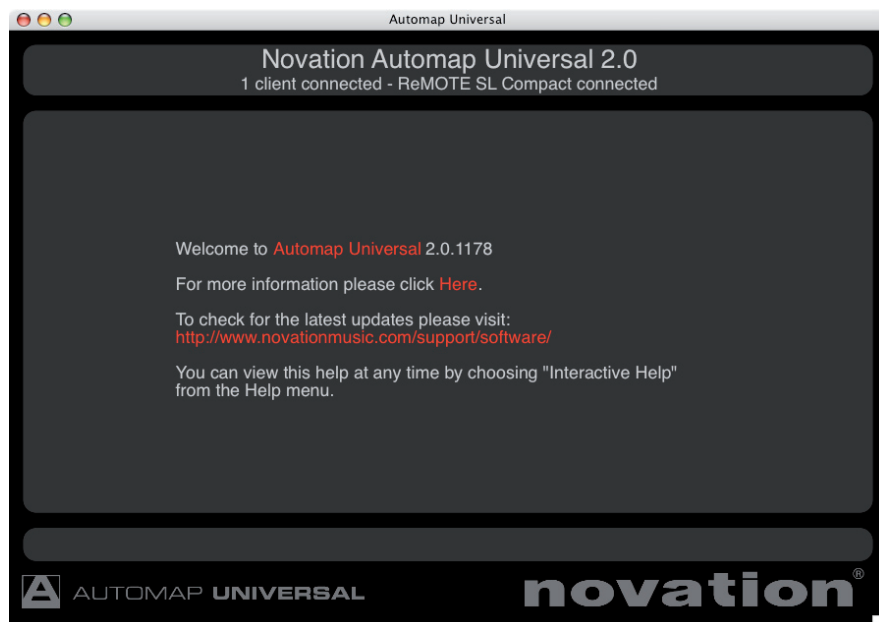
Browser View



To open the Automap Universal window in Browser View press one of the control map group buttons (USER, FX, INST. or MIXER) on the SL Compact. The Automap Universal window will then appear as shown above. All available control maps in the selected group are shown in the order of most recently used, from the left. The currently selected control map, if in that group, will be highlighted red. You can select a control map by clicking on it with the mouse or by using the 8 encoders on the SL Compact. Selection from the hardware allows you to switch between different control maps without using the mouse at all.



Help View

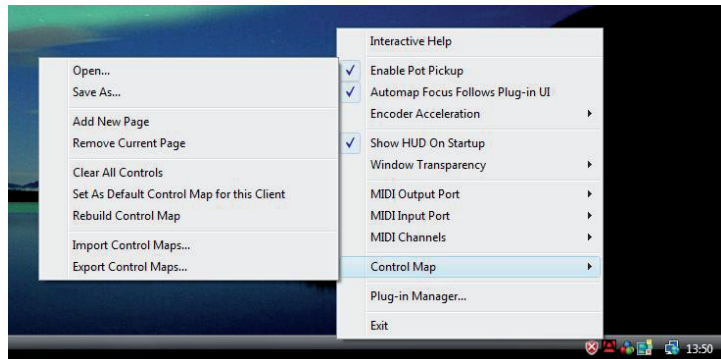


To open the Automap Universal window in Help View select 'Interactive Help' from the Automap Universal 'Help' menu (Mac) or from the Automap settings menu (PC). Also if you press the VIEW button on the SL Compact when no control map is selected the Automap Universal window will open in Help View. Click on the linked red words to navigate to other pages of the interactive help.

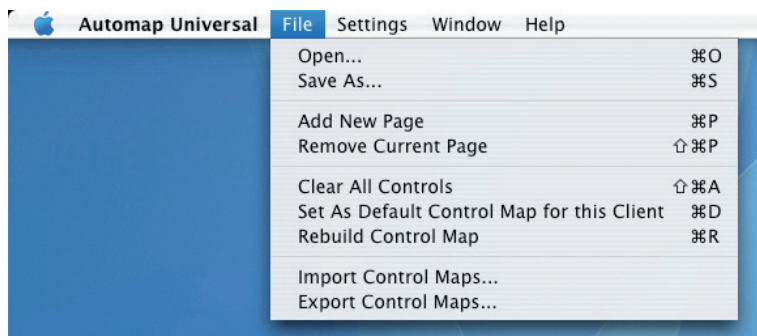
7.4 CONTROL MAP OPTIONS

The control map options can be accessed as follows:

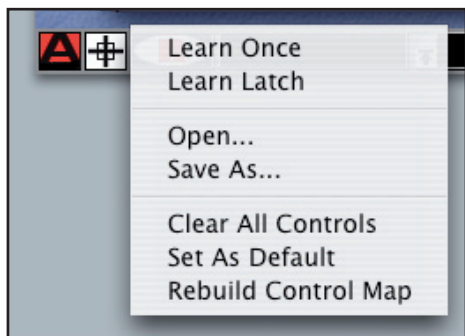
Windows: click on the Automap logo in the system tray and select the 'Control Map' sub-menu:



Mac OSX: click on the Automap logo in the dock and then select the 'File' menu:



Some of the control map options are also available from the drop-down menu that appears when you click on the Novation logo on the Automap border of an Automap-wrapped plug-in:



Furthermore some of these options are available from the bottom right-hand row of buttons on the SL Compact (see section 7.2). Here is a quick guide to each of the options. See the following sections for further information on them.

Learn Once (only available from border menu and SL Compact): When this is active you can alter a plug-in parameter with the mouse and then operate an assignable control on the SL Compact to assign the parameter to it. Learn mode will automatically be disabled after one control has been assigned.

Learn Latch (only available from border menu and SL Compact): This is the same as Learn Once however learn will not be automatically disabled after learning one control and you can continue learning controls as described above. You must remember to disable learn mode manually after you have finished learning controls. To do this either deselect it from the menu, click the Learn Switch (crosshair), press the LEARN button on the SL Compact or select a different control map.

Open... (not available from SL Compact): Select this to open a previously saved control map for the selected plug-in from an *.automap file.

Save As... (not available from SL Compact): Save the current control map for the selected plug-in to an *.automap file.

Add New Page (not available from border menu): Adds another page of assignable controls to the control map. You can create as many pages as you like.

Remove Current Page (not available from border menu): Removes the currently selected page from the control map. Use the PAGE UP/DOWN buttons on the SL Compact to change the currently selected page.

Clear All Controls: Clears all controls that are assigned to the plug-in with Automap focus. This should be used when you want to completely re-assign all controls in your own custom way.

Set As Default: Save the current control map for the selected plug-in as the default control map that loads when you subsequently open an instance of that plug-in.

Rebuild Control Map: Rebuilds the control map from the order in which parameters are exported by the plug-in.

Import/Export Control Maps (not available from border menu or SL Compact): These options allow you to import or export all default and instance mappings in the form of a single *.mappings file. See section 7.6 for further info on default and instance control maps and where these options are useful.



7.5 PLUG-IN PARAMETER LAYOUT

When you open an Automap-wrapped plug-in for the first time, or when you use the 'Rebuild Control Map' feature, the plug-in parameters will be mapped to the SL Compact in the order in which they are presented by the plug-in. It is unlikely that this order will be intuitive and you will probably want to clear some or all controls and re-assign them in a more organised way. You can then use the 'Save As Default' feature so that your mapping is recalled whenever you subsequently open an Automap-wrapped instance of that plug-in.

We have already created default mappings for some popular plug-ins that are installed on your system by the ReMOTE SL range installer. If you open an Automap-wrapped instance of a plug-in for which we have created a default mapping, the parameters will be mapped to the SL Compact in the order in which we programmed them rather than the order in which they are presented by the plug-in.

7.6 DEFAULT AND INSTANCE CONTROL MAPS

When you use the 'Set As Default' option, the Automap Server saves the current control map as an *.automap file, named according to the plug-in it was created with, in the following location:

Win XP: C:\Documents and Settings\[your user name]\Local Settings\Application Data\Novation\Automap Universal\Mappings\ReMOTE SL Compact

Win Vista: C:\Users\[your user name]\Local\AppData\Novation\Automap Universal\Mappings\ReMOTE SL Compact

Mac OSX: ~/Library/Application Support/Novation/Automap Universal/Mappings/ReMOTE SL Compact

That control map will then be recalled every time you load an instance of the corresponding plug-in into a sequencer session. This is a 'default' control map.

When you load an Automap-wrapped plug-in into a session, the Automap system will automatically store a control map for that instance of the plug-in without you having to use the 'Save As...' or 'Set As Default' options. This is an 'instance' control map and it will only be recalled for that instance of the plug-in in that particular session. Any changes you make to the control map for that plug-in instance will be automatically saved to the instance control map when you save your sequencer session and automatically recalled when you next load the session.

The default and instance control maps make up the content of the *.mappings file which is created when you use the 'Export Control Maps' option. If you transfer a session which uses Automap-wrapped plug-ins from one computer to another then, after importing the *.mappings file, both the default and the instance control maps will be recalled.

7.7 EDITING A CONTROL MAP

Clearing Controls

To clear a parameter from one of the SL Compact's controls simply open up the Automap Universal window in Control Map View, use the mouse to select the control you want to clear and press Backspace or Delete.

Clearing parameters can be useful where a parameter has a long name that does not fit in the 8-character space on the display above it. If you want to see the full parameter name on the SL Compact display (rather than an abbreviation of it) then clear the control to the right of it. The SL Compact will automatically use the extra blank display space to show the full parameter name.

If you want to completely change how the parameters of a plug-in are mapped to the SL Compact then use the 'Clear All Controls' option so that you can start creating a control map from scratch.



Learning Controls

Software parameters can only be learned to ENCODER GROUPS A-D and BUTTON GROUPS B1 – B3 on the SL Compact. To learn a parameter to a control on the SL Compact activate either Learn Once or Learn Latch. Next use the mouse to alter the parameter you want to assign and then operate the control on the SL Compact that you want to assign it to. The parameter will then be mapped to that control. Learn Once and Learn Latch can be activated in one of the following four ways:

- Selecting Learn Once or Learn Latch from the drop-down menu which appears when you click the Novation logo on the Automap border
- Clicking the crosshair on the Automap border (this activates Learn Once)
- Selecting Learn Once or Learn Latch from the drop-down menu which appears when you click on the learn state in the Control Map Info section of the Automap Universal window (when in Control Map View).
- Pressing the LEARN button on the SL Compact. Repeated presses of the LEARN button cycle through Learn Once, Learn Latch and Off.

If you use Learn Latch (instead of Learn Once) then you can continue assigning parameters by altering them with the mouse and operating a control on the SL Compact until you turn learn mode off (don't forget to turn it off once you are done assigning!). Note that it is possible to assign more than one control on the SL Compact to the same software parameter but only one parameter can be assigned to each control.

7.8 CONTROL SETTINGS - NAME RANGE AND STEP SIZE

The Name, Max, Min and Step Size settings are available to edit from both the Automap border and Control Map View of Automap Universal window. You can edit these settings by clicking on them with the mouse, typing in a new name/value and pressing Enter to confirm, or Escape to cancel.

When you first load an instance of an Automap-wrapped plug-in, or immediately after a plug-in is given Automap focus, the Name box on the Automap border will show the instance name of that plug-in as it appears in Browser View and on the SL Compact when selecting a control map. It may be useful to change the instance name so you can differentiate it from another instance of the same plug-in. For example, you may have two instances of the Novation Bass Station soft-synth in your project, one playing a bass line and another playing a lead line. When you select a different control map you will see them both appear as 'BassSta'. Renaming them to e.g. 'BS-Bass' and 'BS-Lead' will allow you to see which one is which.

Once a plug-in has been given Automap focus simply operate any control to bring up its Name, Max, Min and Step Size settings in the Automap border. In the Automap Universal window you must select a control with the mouse to bring up its Max, Min and Step Size settings. If the control is not assigned to a parameter then no settings will appear.

To change the name of a control as it appears on the SL Compact display simply click on the Name box on the Automap border, or on the control name in the Control Map View, then type in a new name and press Enter to confirm, or Escape to cancel. If the name is longer than 8 characters it will be automatically abbreviated on the SL Compact display unless the control to the right of it is unassigned, in which case the blank display space is used to show the full control name.

The Max, Min and Step Size settings have a different effect depending on whether the control is an encoder or button:

Encoders: The difference between the max and min values determines the number of encoder steps it takes to scale the whole range of a parameter i.e. it determines how sensitive the encoder is. Since it is the difference between the max and min values and not their absolute values that determine sensitivity, the values you enter can be anything you like. We recommend leaving the min value set to 0 and the step size value set to 1, you can then simply edit the max value to change the encoder sensitivity. A higher max value will give finer control over a parameter and a lower max value will give coarser control.

If you want the encoder action to be reversed so that it changes the parameter from min to max as you rotate it anti-clockwise, swap the max and min values around. If you want an encoder to have its 0 position in the centre, enter a negative number for the min value. This is useful for parameters such as pan and EQ gain.



Buttons: The difference between the max and min values determines the number of button presses required to change the parameter from its minimum value to its maximum value. For a switch-type parameter with only two states e.g. bypass on/off, max=1, min=0 and step size=1 will give the button a toggle action.

If the assigned parameter is a switch-type with more than two states e.g. filter type switchable between low-pass, band-pass and high-pass, enter a higher max value. For the example given, a max value of 2 will cause the button to switch between the three filter types.

If the assigned parameter is a continuous type e.g. filter cutoff, the button can be used to step up through the parameter range. With the min value set to 0 and step value set to 1, you can simply adjust the max value to determine the number of button presses it takes to step up through the whole parameter range. If you want the button action to be reversed so that it steps down through the parameter range, swap the max and min values around.

Setting the step value to 0 will give the button a momentary type action. This means it will cause the parameter to go to its maximum value when pressed and minimum value when released. This may be useful for e.g. quickly toggling an effect such as a beat masher on/off in real time.

7.9 SAVING A CONTROL MAP

When you have finished clearing controls, assigning parameters and adjusting control settings, you can save the control map. To save it as the default control map which loads when you open an Automap-wrapped instance of that plug-in, use the 'Set As Default' option.

It is possible to save the control map but not make it the default control map. An example of where this would be useful is when using Native Instruments' Reaktor, where you may use different control maps for the different ensembles available within Reaktor and a single default control map is not useful. Use the 'Save As...' option to save a control map as an *.automap file to wherever you like on your computer.

Whether you use the 'Set As Default' or 'Save As...' option to save a control map, the name, max value, min value, step size value and parameter assigned to each control will be stored. The instance name is not stored. Instance names for all Automap-wrapped plug-ins in a sequencer project are stored automatically with the instance control maps when you save the project and will be recalled when you next load it.

To load a previously saved control map you must first load an Automap-wrapped instance of the plug-in it was created with. This will automatically load the default control map for that plug-in. Ensure the plug-in has Automap focus and then use the 'Open...' option to load the previously saved control map.



8 CONTROLLING A SEQUENCER MIXER WITH AUTOMAP UNIVERSAL

At the time of writing only the following sequencers support Automap Universal Mixer Control:

Cakewalk Sonar (version 6.2 or later, including version 7)

Mackie Tracktion (version 3.0.4.6 or later)

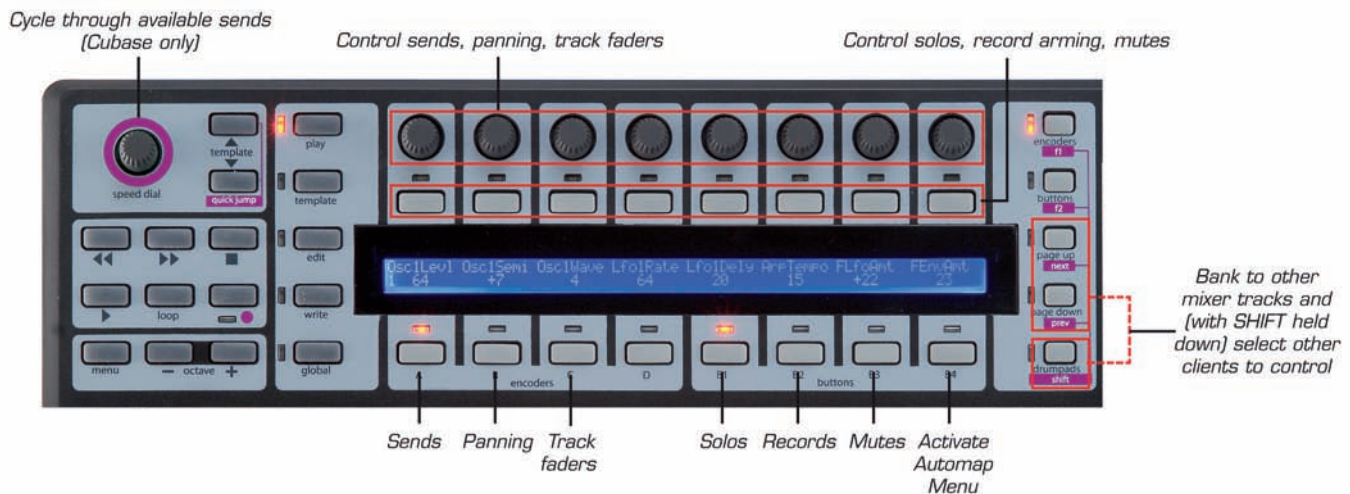
Steinberg Cubase (version SX/SL/SE 3.1.1.944 or later, including versions 4, Studio 4 and LE 4)

Steinberg Nuendo (version 3.2.1.1153 or later, including version 4)

Support for other sequencers will be included in future updates so keep an eye out on www.novationmusic.com for update news.

You will need to follow the relevant set up instructions for your sequencer, given in sections 8.1 to 8.3. After you have done so a control map for your sequencer mixer will appear in the Mixer group of control maps. This control map will appear each time you subsequently start your sequencer and disappear when you quit it. Only one control map can be used to control a sequencer mixer – you cannot create more control maps for the same sequencer mixer. Remember however that, as with any other control map, you can create as many pages in the mixer control map as you like.

The default parameter mapping for the mixer control map is as follows:



When using the SL Compact to control a sequencer mixer you can clear and assign parameters just as you would when controlling a plug-in, as described in section 7.7. Only the following mixer parameters can be assigned:

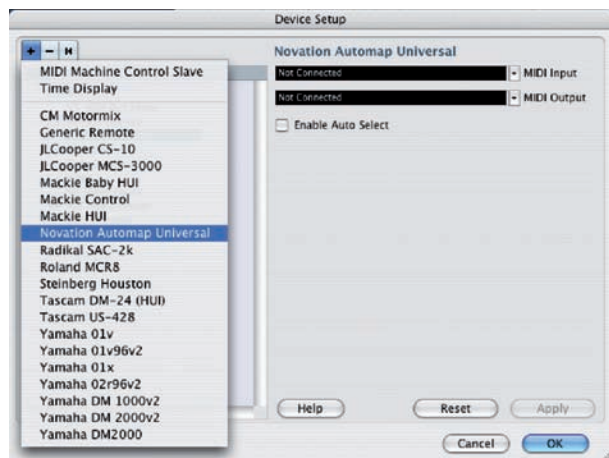
- Track level
- Track pan
- Mute
- Solo
- Record Arm
- Send level

After clearing and learning parameters, you can use the 'Set As Default' option to save the current control map as the default mixer control map that loads when you open or start a new a sequencer project. With the exception of Tracktion, any changes to the default mixer control map are not automatically saved with the project. If you change the default mixer control map to suit the needs of a particular project then you must save the control map using the 'Save As...' option before closing the project. After reopening the project, select the mixer control map from the Browser View of the Automap Universal window and then use the 'Open...' option to load the previously saved mixer control map.

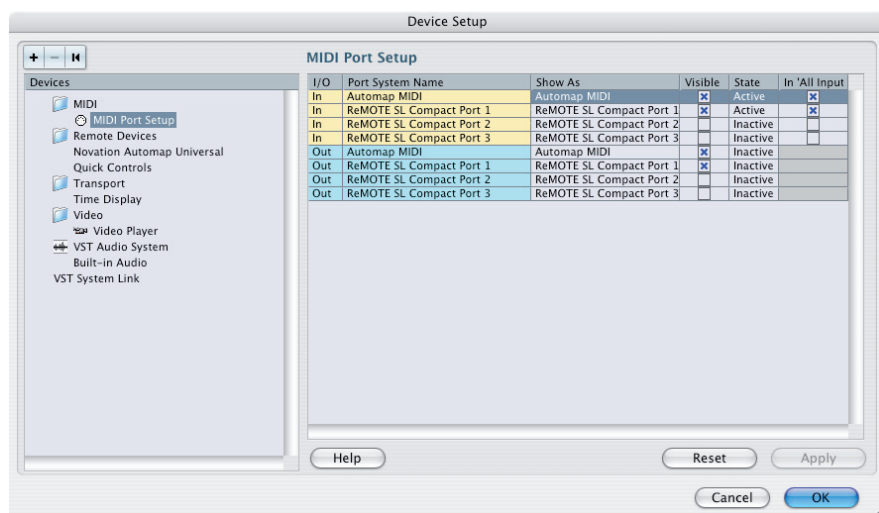


8.1 CUBASE/NUENDO SETUP

1. Connect the SL Compact to your computer, switch it on and launch the Automap Server.
2. Launch Cubase/Nuendo and select 'Device Setup...' from the 'Devices' menu.
3. In the 'Device Setup' window click '+' and add 'Novation Automap Universal'. Leave the MIDI input and MIDI output 'not connected'.



4. Select the 'MIDI Port Setup' page of Device Setup and ensure SL Compact ports 2 and 3 are not selected in the 'Visible' or 'All MIDI Inputs' columns, then click 'Apply'.



5. Click 'OK' to close the Device Setup window, then open a project and start controlling!

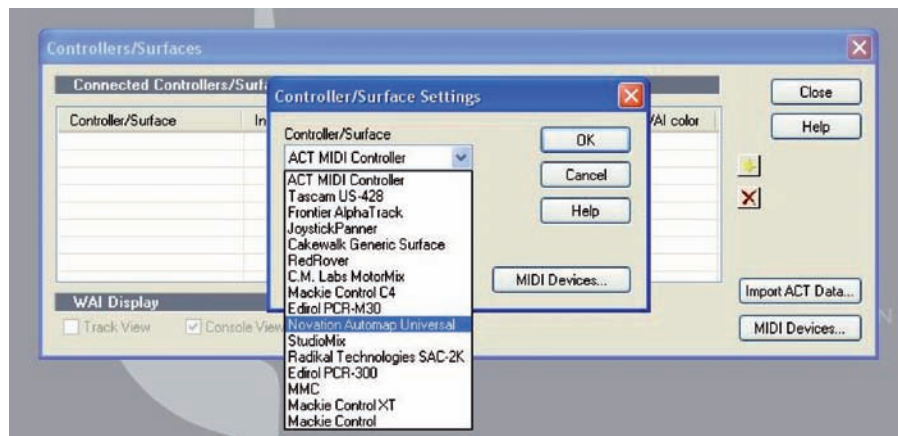
The 'Enable Auto Select' option on the Novation Automap Universal page of Cubase Device Setup allows automatic selection of a track in Cubase/Nuendo when you adjust the level of that track from the SL Compact.

Use the SPEED DIAL on the SL Compact to select the send bank (1-8) that the encoders will control. The currently selected send bank is shown in place of preset name/number in the Control Map View of the Automap Universal window.

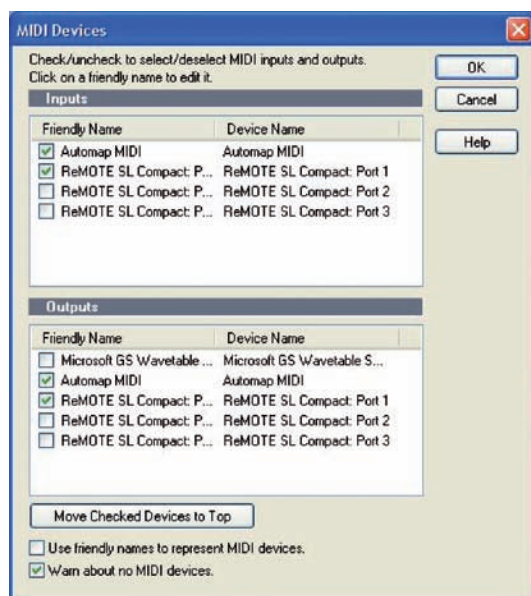


8.2 SONAR SETUP

1. Connect the SL Compact to your computer, switch it on and launch the Automap Server.
2. Launch Sonar and select 'Controllers/Surfaces...' from the 'Options' menu.
3. In the 'Controllers/Surfaces' window click the star icon to add a new control surface.
4. The 'Controller/Surface Settings' window will appear. Set the Controller/Surface to 'Novation Automap Universal' and set the Input Port and Output Port to '---None---', then click 'OK' and close the 'Controllers/Surfaces' window.



5. Select 'MIDI Devices...' from the 'Options' menu and make sure SL Compact ports 2 and 3 are unchecked in the MIDI Inputs and Outputs list, then click 'OK', open a project and start controlling!



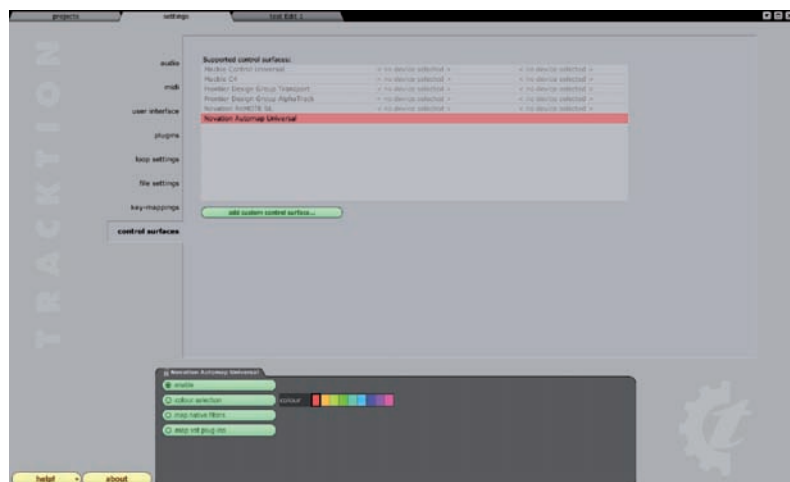
When controlling bus send level of track in Sonar, it is only possible to assign controls on the SL Compact to bus send level

1. Bus send levels 2-4 cannot be learned to controls on the SL Compact.

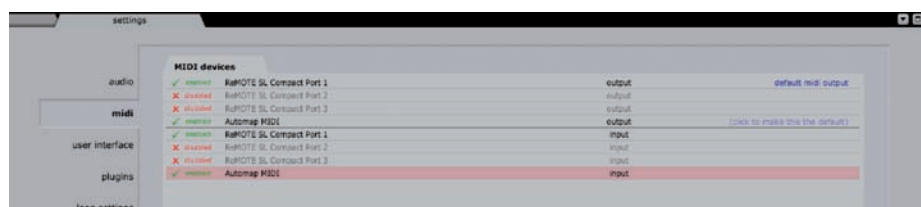


8.3 TRACKTION SETUP

1. Connect the SL Compact to your computer, switch it on and launch the Automap Server.
2. Launch Tracktion and go to the 'Control Surfaces' page of the settings.
3. Select 'Novation Automap Universal' in the 'Supported Control Surfaces' list and click 'Enable' in the properties panel.



4. Select the 'MIDI' page of the Tracktion settings and make sure SL Compact ports 2 and 3 are disabled, then open a project and start controlling!



When the Tracktion mixer control map is selected, ENCODERS GROUP A on the SL Compact will be unassigned because the tracks in a Traktion project do not, by default, have any aux sends to control. To control send level you must add an aux send filter to a track and then learn the send level to a control on the SL Compact.

The 'Map Native Filters' and 'Map VST Plug-ins' options shown in the Novation Automap Universal properties panel allow you to control Tracktion's native filters and also non-Automap-wrapped VST plug-ins running in Tracktion. This is not the same as controlling Automap-wrapped VST plug-ins, which can also be loaded into Tracktion, because the SL Compact is communicating with the filters and VST plug-ins via the Automap Server and Tracktion, rather than just via the Automap Server. This has certain implications that are explained below.

When these options are enabled, a control map will be added to one of the four control map groups when you add a new native filter or non-wrapped VST plug-in. It will be put in the correct group, according to whether the filter is an instrument, effect or something else (e.g. an aux send filter will be put in the User group). You can select different filters or VST plug-ins (wrapped and non-wrapped) to control from the Browser View of the Automap Universal window. If 'Automap Focus Follows Plug-in UI' is enabled in the Automap settings (see section 6.3) you can also select different filters and VST plug-ins to control by simply clicking on them in the main Tracktion window. Click on a volume/pan filter to select the Tracktion mixer control map.

When controlling native filters and non-wrapped VST plug-ins, you can clear and assign controls as described in section 7.7, however saving of default and instance control maps will not work (see section 7.6). If you change the control map for a native filter or non-wrapped VST plug-in you must use the 'Save As...' option to save the control map before quitting the project. After reloading the project you will need to select the control map for that filter/plug-in and use the 'Open...' option to load the previously saved control map for it.



9 THE AUTOMAP MIDI CLIENT

“Client” is the term used for anything you can control with Automap Universal. The Automap MIDI client is a bit of software that runs in the background on your computer and communicates with the Automap server. When you control it using Automap Universal, it sends MIDI messages to a destination of your choice. This allows you to use Automap Universal to control software and hardware using standard MIDI messages. The Automap MIDI client can also receive MIDI data, allowing MIDI feedback and learning of MIDI messages to the controls on the SL Compact. The following sections give a guide to how the Automap MIDI client works.

9.1 MIDI PORTS

Before using the Automap MIDI client you must select the MIDI input port and MIDI output port from the Automap settings menu. These are the ports that the MIDI client will receive and send MIDI data on and you can select any physical MIDI port on your system.

You will also see an ‘Automap MIDI’ port. This is a special virtual port that can be used to send MIDI data between the Automap MIDI client and a software application. Consequently you will also see ‘Automap MIDI’ appear as an available MIDI input and output port in your music software. The virtual Automap MIDI port will only be available when the Automap Server is running. You must launch the Automap Server before launching your music software so that your music software can establish a connection to it as it launches. If you quit the Automap Server whilst your music software is running you must quit your music software, re-launch the Automap Server and then re-launch your music software to re-establish the connection.

An option for ‘All MIDI ports’ has been included in the MIDI input ports list, for when you want the Automap MIDI client to receive on all available MIDI ports, including the virtual Automap MIDI port. On Windows computers, MIDI interface devices that do not have a multi-client MIDI driver may not work correctly with your music software if you select this option so you may need to select a specific input port instead.

9.2 MIDI CONTROL MAPS

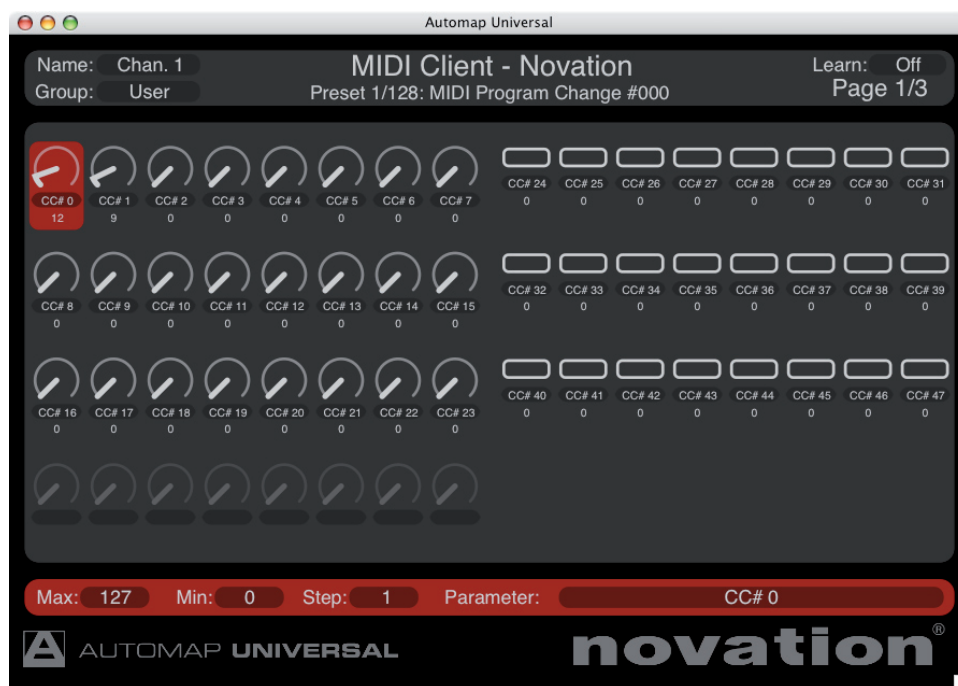
Once you have selected the MIDI ports you can create a MIDI control map. All controls in a MIDI control map will send data on the same MIDI channel. You must therefore select which MIDI channel you want the controls to send data on by selecting that channel from the Automap settings menu. A check will appear next to the selected MIDI channel in the menu to show it is active and a MIDI control map assigned and named according to that channel will appear in the User control map group. You can edit the name of the control map as you would for the instance name of a plug-in control map.

It is possible to activate more than one MIDI channel – in fact you can activate all 16. To activate another MIDI channel select it from the Automap settings menu. Another MIDI control map for the newly selected MIDI channel will be added to the User group. To deactivate a MIDI channel and remove its control map, deselect it from the Automap settings menu so there is no check next to it.



9.3 ASSIGNING MIDI MESSAGES

The Control Map View of the Automap Universal window will look as follows when a MIDI control map is selected:



The default MIDI control map has 129 assigned controls across multiple pages. Each control is assigned to a different MIDI Control Change (CC) number, starting from 0 and going up to 127, plus an extra control at the end assigned to pitch bend. This is how the controls will be mapped when you activate a MIDI channel, however you can change the default MIDI control map by reassigning the controls and using the 'Set As Default' option.

To change the MIDI message that a control is assigned to, click on it with the mouse and then select a different message from the drop-down menu which appears when you click on the 'Parameter' box in the control settings section of the window. Only MIDI CC 0-127 and pitch bend messages are available. The controls will be named by default with the MIDI message they are assigned to send, however you can change the control name to whatever you like by clicking on it in the control layout section of the window, typing in a new name and pressing Enter to confirm, or Escape to cancel. The max, min and step size values will have the same effect over the parameter you are controlling as described in section 7.8.

9.4 USING LEARN MODE TO ASSIGN MIDI MESSAGES

Since the MIDI client can receive MIDI data, it is possible to use learn mode to assign MIDI messages to controls on the SL Compact. When learn mode is active the Automap Server will listen for MIDI messages on the MIDI client's MIDI input port. It will only listen for the messages which can be assigned to controls i.e. MIDI CC and pitch bend messages. After a MIDI message is received, simply operate a control on the SL Compact to assign it to that message.

9.5 SAVING A MIDI CONTROL MAP

Once you have finished clearing, assigning and renaming controls you can save the MIDI control map to a *.automap file using the 'Save As...' option. When you activate a MIDI channel you can load in a saved control map using the 'Open...' option (the MIDI channel is not stored with the MIDI control map). If you use the 'Set As Default' option then that MIDI control map will be recalled every time you activate a MIDI channel from the Automap settings menu.

When you quit the Automap Server, the MIDI input and output port settings, the currently active MIDI channels, and all control assignments in their MIDI control maps are automatically stored. On launching the Automap Server again all Automap MIDI client settings and MIDI control maps will be restored. This means that if you have a permanent music-making set up, you do not have to worry about re-activating MIDI channels or importing MIDI control maps every time you sit down to make music.



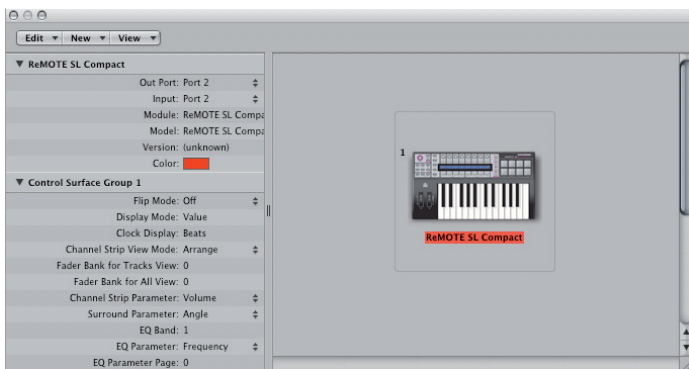
10 SEQUENCER AUTOMAP

This section contains set up instructions for all sequencers that use Sequencer Automap.

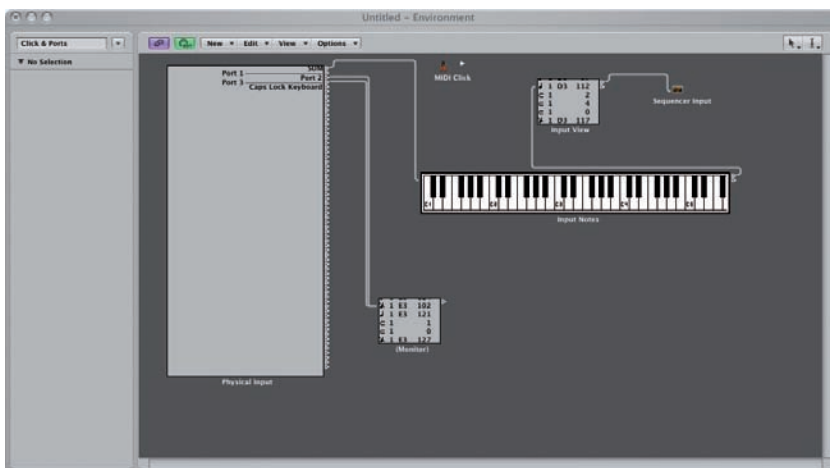
10.1 LOGIC

ReMOTE SL Installer 4.1 will recognise and install support for Logic Pro 8 and Logic Express 8. To set up Logic Automap in Logic 7 or 8, carry out the following steps:

1. Make sure you have Logic 7.1 or later.
2. Connect the ReMOTE SL Compact to your computer, turn it on and launch Logic.
3. In Logic go to Preferences -> Control Surfaces -> Setup...
4. Select 'Scan All Models...' from the 'New' menu.
5. The ReMOTE SL Compact should be automatically detected. A message may appear saying that some models cannot be scanned. Click 'OK', then click 'Done' (Logic 7) or close the 'Install' window (Logic 8).
6. Click on the ReMOTE SL Compact in the Control Surface Setup window to view it's settings (on the left-hand side of the window). Ensure the Input and Out Port are set to 'Port 2'. Note that if you have any other MIDI interfaces or USB MIDI devices their ports will be listed as 'port 1', 'port 2' etc. so make sure you have the correct 'port 2' selected.



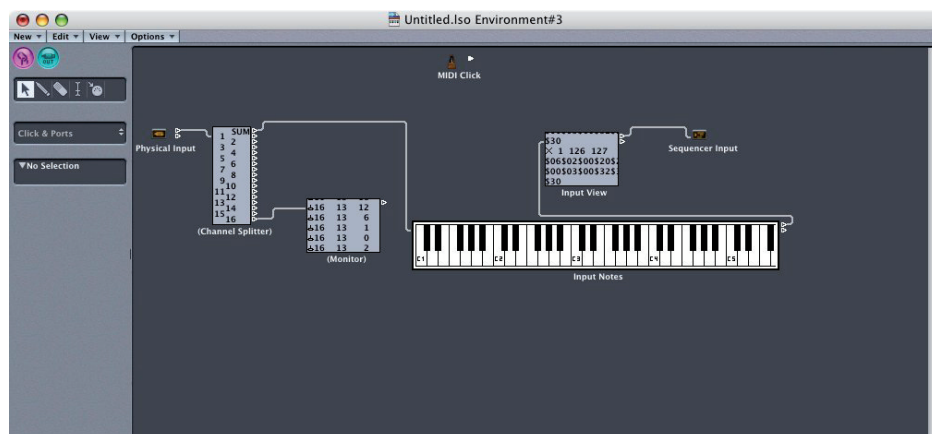
7. Open the Logic Environment and select the 'Clicks & Ports' page from the drop-down menu on the left-hand side of the window.
8. Logic Pro only: Select 'Monitor' from the 'New' menu to create a Monitor object and connect both port 2 and port 3 of the ReMOTE SL to it from the Physical Input, as shown:



Again remember that any other MIDI devices will have their ports labeled as 'port 1', 'port 2' etc. too so be careful which ports you connect!



9. Logic Express only: Select 'Channel Splitter' from the 'New' menu to create a Channel Splitter object. Delete the connection from the Physical Input to the Input Notes keyboard. Make a new connection from the Physical Input to the Channel Splitter and then another from the SUM port of the Channel Splitter to the Input Notes keyboard. Select 'Monitor' from the 'New' menu to create a Monitor object and connect the channel 16 port of the Channel Splitter to it. The Environment should then look as follows:



10. Close the Environment. To avoid having to repeat step 8 or 9 every time you start a new project you may wish to save the current project as the default project which loads when you start Logic. To do so select 'Save As...' from the 'File' menu, name the project 'autoload' and save it in the following location:

[user]/Library/Application Support/Logic/Song Templates

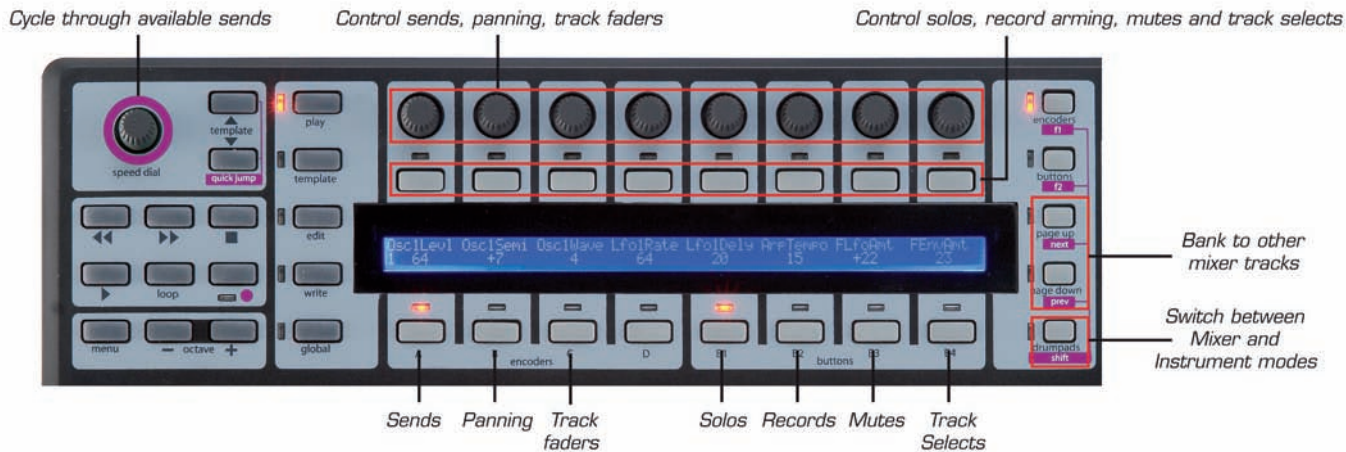
Note that step 8 or 9 should be repeated for any existing Logic projects.

The Logic Automap template (template 39) must be selected on the SL Compact when using it in Logic Automap mode. Once you have followed the above set up instructions the SL Compact will automatically switch to the Logic Automap template and will do so each time you subsequently start Logic. Whilst using the SL Compact in Logic Automap mode, you can switch to any other template on the unit (for example to control hardware MIDI devices, or Automap-wrapped AU plug-ins using the Automap Universal template) and then switch back to the Logic Automap template to control the Logic mixer again.

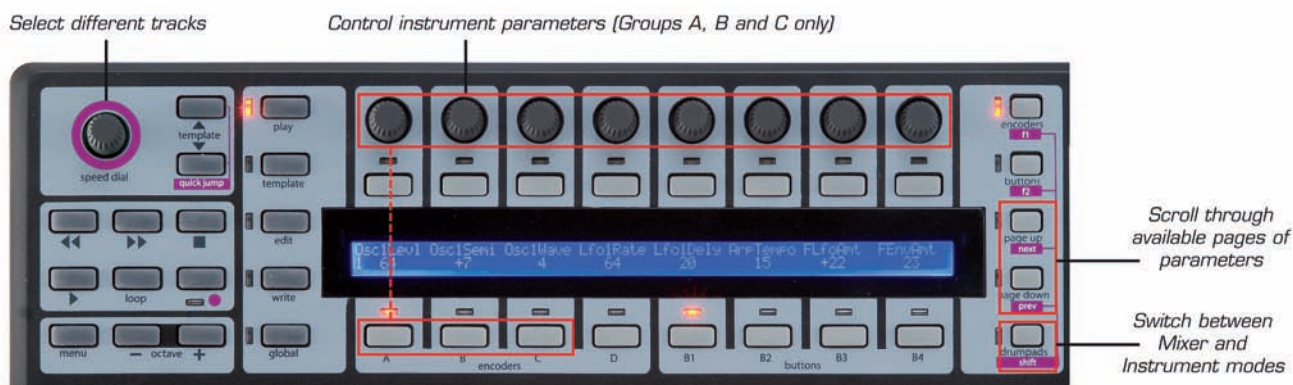
The SL Compact has two modes of operation when using it in Logic Automap mode: Mixer mode and Instrument mode. Mixer mode can be used to control the Logic Mixer and Instrument mode can be used to control the software instrument on the currently selected track. Use the SHIFT button (also labelled DRUMPADS) to switch between Mixer and Instrument modes. In Mixer mode, you will see the track names on the top row of the SL Compact display. In instrument mode, you will see the parameters of the currently selected instrument track on the display. If the SL Compact is in Instrument mode and the currently selected track does not have an instrument loaded into it, or is not an instrument track, then you will see dashes across the SL Compact display indicating that there is nothing to control.



In Mixer mode, you can use the SL Compact controls as follows



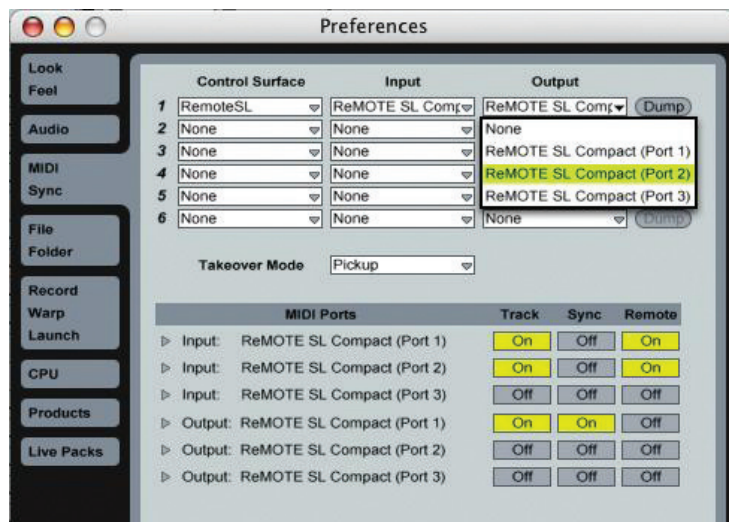
In Instrument mode, you can use the SL Compact controls as follows:



10.2 ABLETON LIVE

To set up Ableton Automap, carry out the following steps:

1. Make sure you have Ableton Live 5.2 or later. If you need to update Live then you can download the latest version from www.ableton.com.
2. Connect the SL Compact to your computer and open Live. Go to the 'MIDI/Sync' page of the Live preferences and set the options as shown in the following screenshot:

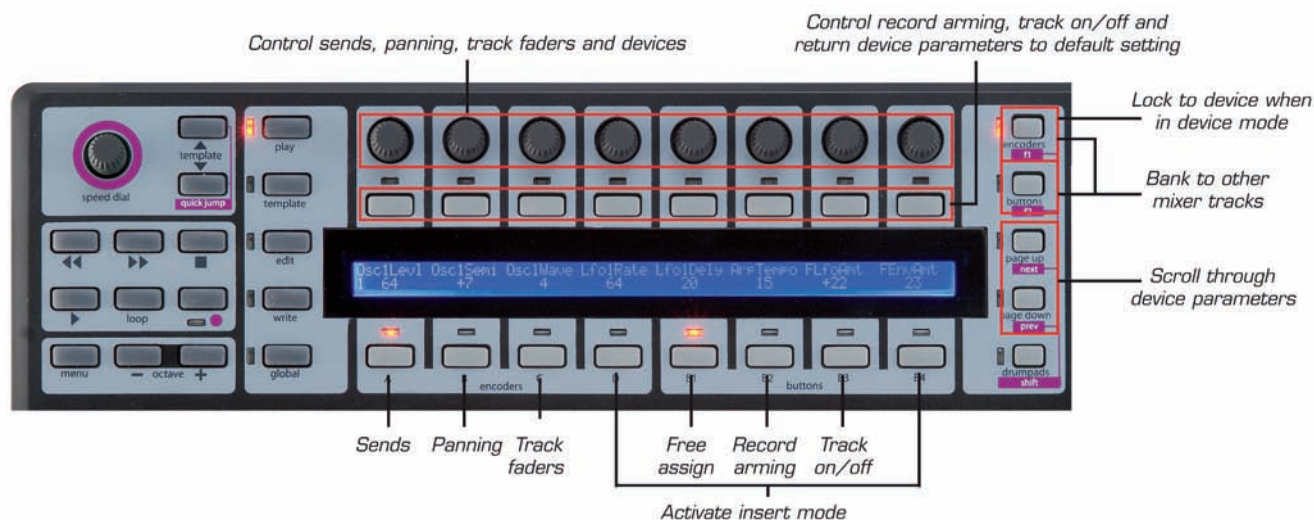


NOTE: The Input AND Output of the SL Compact in the 'Control Surfaces' section should be set to SL Compact Port 2.

3. Exit the preferences and start using Live!

The Live Automap template (template 40) must be selected on the SL Compact when using it in Live Automap mode. Once you have followed the above set up instructions, the SL Compact will automatically switch to the Live Automap template and will do so each time you subsequently start Live. Whilst using the SL Compact in Live Automap mode, you can switch to any other template on the unit (for example to control hardware MIDI devices, or Automap-wrapped AU plug-ins using the Automap Universal template) and then switch back to the Live Automap template to control Live again.

Once Automap is set up, you can control Ableton in the following way:



Transport Controls - These are mapped as labelled on the SL Compact.

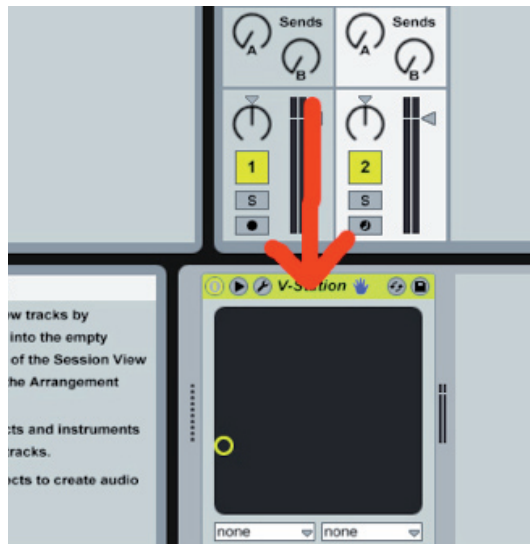


Mixer Controls - The 8 encoders can be used to control track level, pan and send level. The ENCODERS GROUP SELECT SWITCHES determine what the encoders control. encoders Group A controls sends. Press the encoders Group A switch once for Send A and twice for Send B. encoders Group B controls panning. encoders Group C controls track levels.

The 8 assignable buttons can be used to control record arming and track on/off. The BUTTONS GROUP SELECT SWITCHES determine what the buttons control. Buttons group B2 controls record arming and buttons group B3 controls track on/off.

The names of the 8 tracks currently mapped to the SL Compact will appear on the SL Compact display. To bank to other tracks on the mixer, use the F1/ENCODERS and F2/BUTTONS switches.

Insert Controls - The encoders and buttons can also be used to control plug-ins including Ableton's internal effects and instruments. To switch to insert mode, press either ENCODERS GROUP D SWITCH or BUTTONS GROUP B4 SWITCH. To select a device in Live to control, click on the Device Title Bar (as shown below) using the mouse.



The plug-in parameters will then appear on the SL Compact screen. Use the PAGE UP/DOWN buttons to scroll through pages of plug-in parameters. The encoders can be used to alter the parameters and the buttons can be used to return the parameters to their default value. For the 'DeviceOn' parameter, the button will toggle the device on/off.

To lock the SL Compact to the currently selected device, press the F1/ENCODERS button. A message will appear at the bottom of the Ableton window to indicate that the SL Compact is locked to the device in Live. Press the F1/ENCODERS button again with that device selected for control to unlock the Compact, or press the F1/ENCODERS button with another device selected to lock to that one instead.

User Defined Controls - BUTTONS GROUP B1 is not assigned in the Live Automap template, meaning that you can assign them to parameters in Live as you like using Live's MIDI learn feature (click on 'MIDI' in the top right-hand corner of the Live window). DRUMPADS have been assigned to the notes C3, D3, E3, F3, G3, A3, B3 and C4 so that they correspond to the 8 samples in Impulse.

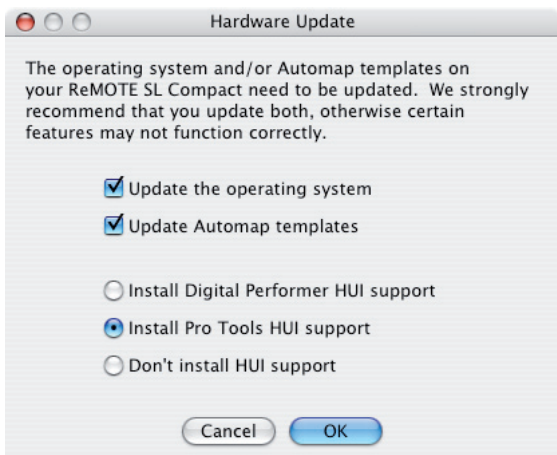
Can I edit the order in which plug-in parameters are mapped to ENCODERS GROUP A?

This is possible using Live's Rack plug-ins (Instrument Rack, Audio Effect Rack and MIDI Effect Rack), which have 8 macro controls to that you can assign any parameter from any plug-in within the Rack. When you select a Rack plug-in for control its 8 macro controls are mapped to ENCODERS GROUP A on the SL Compact, allowing you access to all parameters you have assigned to those macro controls.



10.3 PRO TOOLS

1. Select template 34 on the SL Compact and ensure it is called 'ProTools Automap'. If not, run the latest ReMOTE SL installer. When given the option to update the unit, select to 'Install Pro Tools HUI Support'.



Mac OSX



Windows

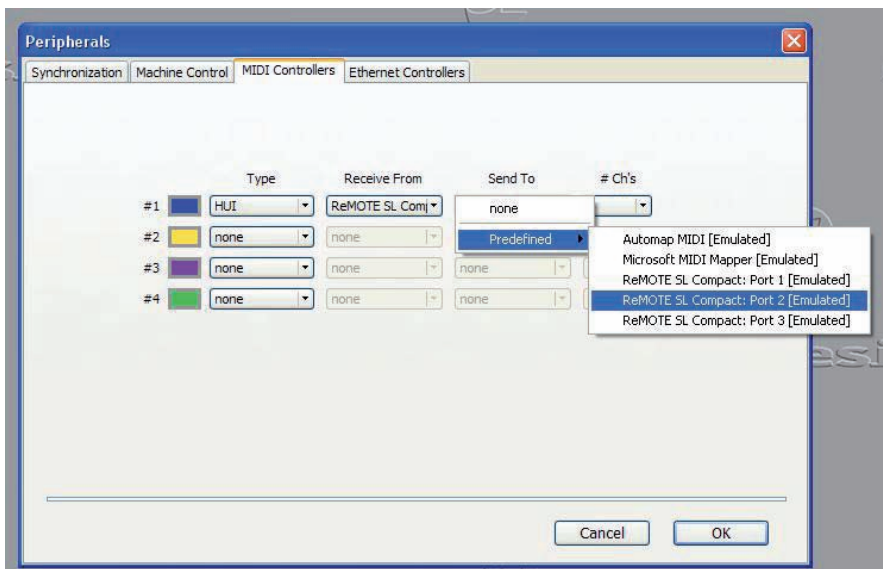
2. On the SL Compact, press the GLOBAL menu button to enter the Global menu, scroll up to the 3rd page and set the HUI parameter to 'ON'. Press WRITE to save the setting and then the PLAY mode button to return to Play mode.
3. Check that the Pro Tools HUI Control Surface Personality file, 'HUI' or 'HUI-MotorMix', is installed on your computer. This is found in the following location:

PC: C:\Program Files\Common Files\Digidesign\DAE\Controllers

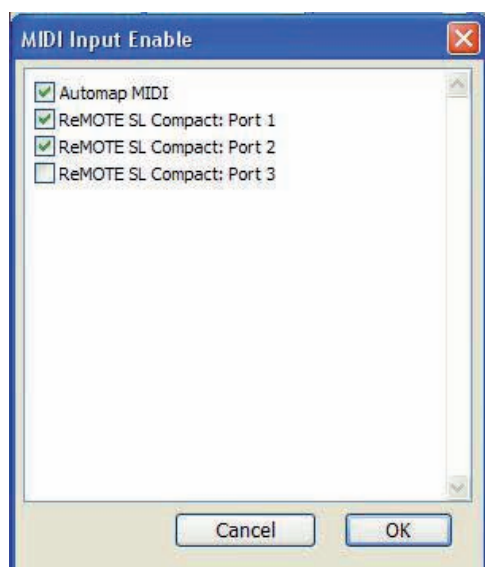
Mac: HD/Applications/Digidesign/Pro Tools/Controllers

If it is not there then you can download it from www.digidesign.com.

4. Make sure the the SL Compact is connected to your computer and switched on, then launch Pro Tools.
5. In Pro Tools select 'Peripherals' from the 'Setup' menu and then select the 'MIDI Controllers' page in the Peripherals window. Set 'Type' to 'HUI' and 'Send To' and 'Receive From' to 'ReMOTE SL Compact Port 2', then click 'OK'.



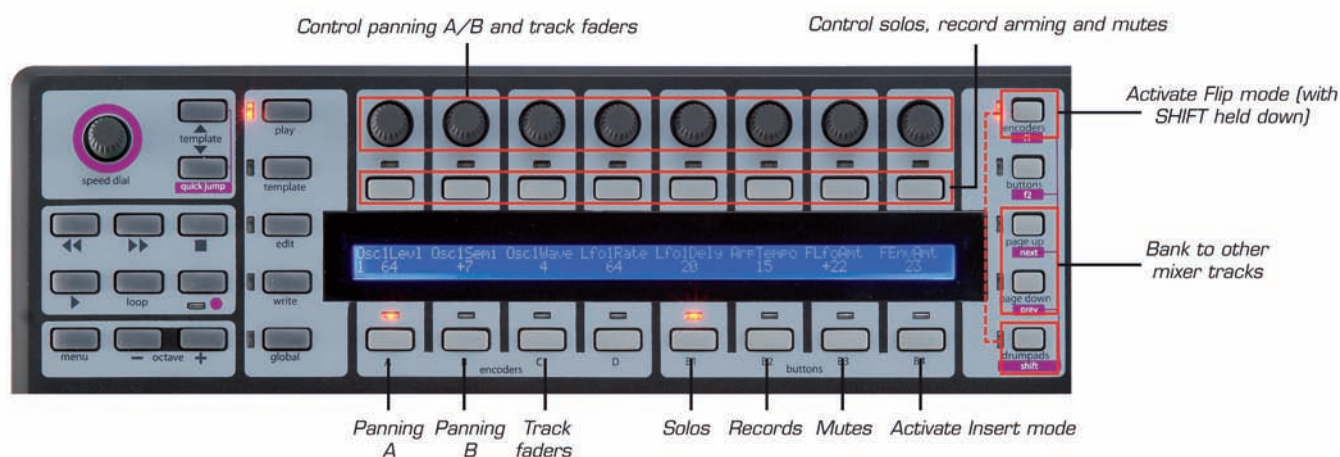
6. In Pro Tools, load a project then select 'MIDI -> Input Devices...' from the 'Setup' menu and ensure 'ReMOTE SL Compact Port 3' is unchecked, then click 'OK'. This prevents Automap Universal data, intended for the Automap Server, from being routed into Pro Tools.



The Pro Tools Automap template (template 34) must be selected on the SL Compact to use it in Pro Tools Automap mode. Once you have followed the above set up instructions the SL Compact will automatically switch to the Pro Tools Automap template and will do so each time you subsequently start Pro Tools. Whilst using the SL Compact in Pro Tools Automap mode, you can switch to any other template on the unit (for example to control a soft-synth) and then switch back to the Pro Tools Automap template to control Pro Tools again.

The Automap Universal server software allows tempo control from the SL Compact over any ReWire host application, including Pro Tools, and also transport control from the Automap Universal template (see sections 7.2 and 13.1). For this tempo and transport control to work you must enable the Automap Server as a ReWire input in Pro Tools. To do this create a stereo aux track in your session and add an 'Automap Universal Transport' ReWire instrument plug-in to the first insert slot on that track.

You can use the SL Compact to control the Pro Tools mixer as follows:



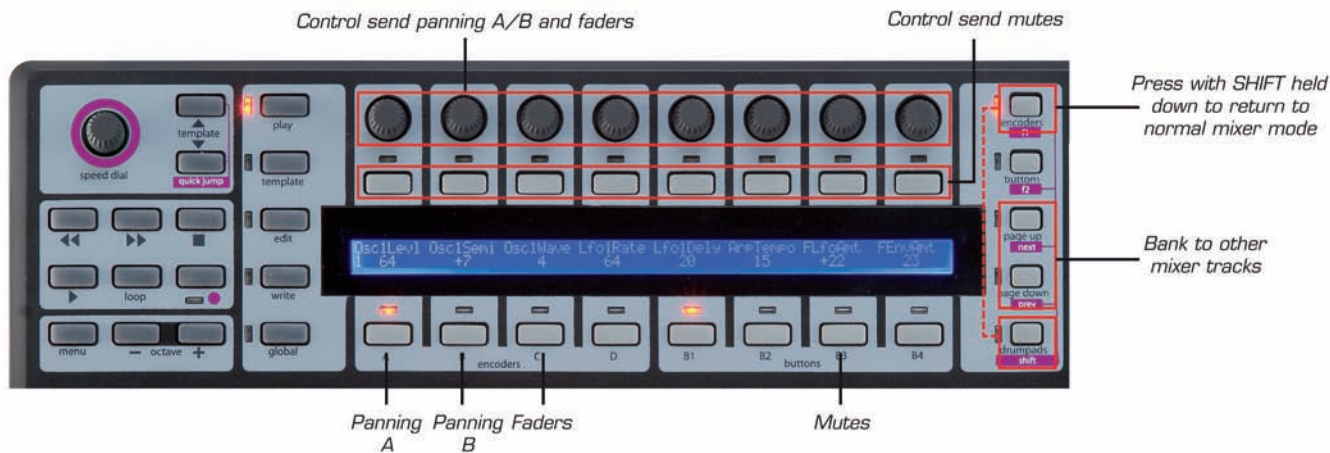
The encoders can control track levels, panning, as well as send levels and panning (in FLIP Mode, see below). The ENCODERS GROUP SELECT SWITCHES determine what the encoders control. encoders Group A controls panning of the Left channel for a stereo track, whilst encoders Group B controls panning of the right channel. encoders Group A should be used for the panning of a mono track. encoders Group C controls track levels. When controlling track level or send level from the ReMOTE SL Compact, press and hold the ENCODERS C GROUP SELECT SWITCH whilst rotating an encoder to see the slider level in dB on the ReMOTE SL Compact display.



The 8 assignable buttons can be used to control solos, mutes and record arming. The BUTTONS GROUP SELECT SWITCHES determine what the buttons control. buttons Group B1 controls solos. buttons Group B2 controls record arming. buttons Group B3 controls mutes.

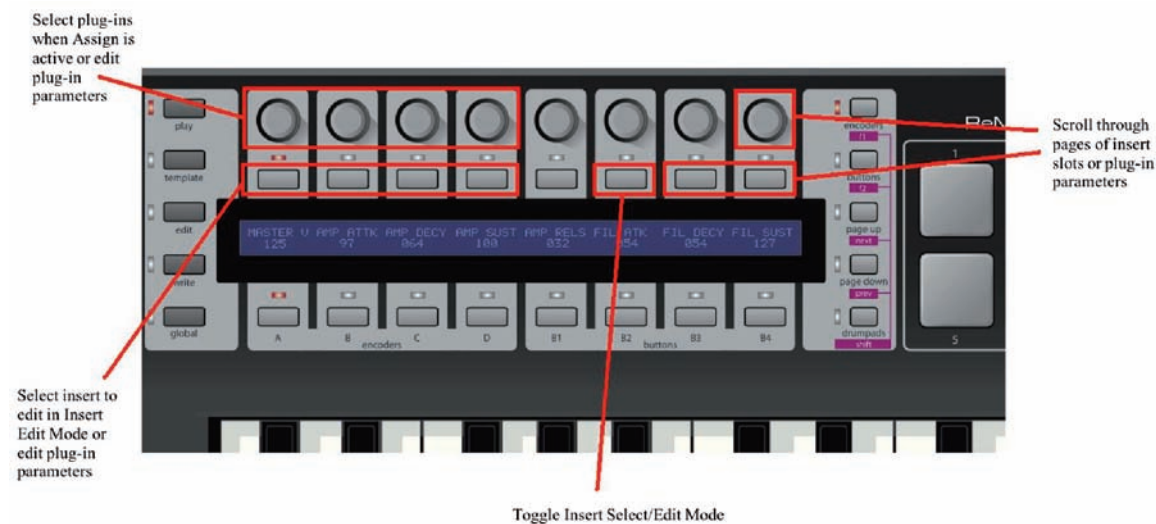
The encoders and buttons only control the 8 mixer tracks active on the SL Compact. To bank to other tracks on the mixer, use the PAGE UP/DOWN buttons. When the encoderS Group D switch is pressed, the SL Compact display shows the function of each of the other group switches, which is useful if you forget how the mixer parameters are assigned to the SL Compact.

To control sends, the SL Compact must be put into Flip mode. To do this, press and hold the SHIFT button (also labelled DRUMPADS) then press F1/ENCODERS. In Flip mode, the same controls for the mixer work for the sends on each track, as follows:



In Flip mode, the SPEED DIAL is used to cycle through send banks. To exit Flip mode, press and hold the SHIFT button then press F1 once again.

It is possible to control plug-ins from the Pro Tools Automap Template by pressing the BUTTONS GROUP B4 SWITCH to enter Insert mode. The SL Compact controls can then be used to control plug-ins as follows:



There are in fact two modes for controlling plug-ins – Insert Select mode and Insert Edit mode. You can switch between these two modes using BUTTON 6. In Insert Select mode you can select different plug-ins and in Insert Edit mode you can edit plug-in parameters. When you first press the BUTTONS GROUP B4 SWITCH the SL Compact will go into Insert Select mode but after that it will remember which Insert mode you were previously in when switching between controlling the mixer and inserts.



In Insert mode, the SL Compact display can show a maximum of 4 insert slots or 8 plug-in parameters at one time. ENCODERS 1-4 and BUTTONS 1-4 correspond to these insert slots/parameters. ENCODER 8 or BUTTONS 7 and 8 are used to scroll through pages of insert slots or plug-in parameters.

In Insert Select mode the SL Compact display shows the insert slots of the currently selected track. The currently displayed insert slots ('Insert 1-4' or 'Insert 5') and the selected track name are shown on the top line and the plug-in names are shown on the bottom line:

Insert 1-4	Audio 1				Pan	0. 0.
Cmprs/LD3	D-Verb	No Insert	No Insert			

There are 5 insert slots for each track in Pro Tools but only 4 can be displayed at one time on the SL Compact so use ENCODER 8 or BUTTONS 7 and 8 to access the 5th insert slot.

To edit the inserts on a different track press and hold F1/ENCODERS. You will see abbreviated track names on the SL Compact display – press the button above the track with inserts you want to edit. Note that you may need to press the PAGE UP/DOWN buttons whilst F1/ENCODERS is held down to scroll through banks of tracks to find the one you want.

To assign a plug-in to an insert slot, press F2/BUTTONS to enable Assign mode. An arrowhead will appear next to each insert slot to indicate Assign mode is enabled. Rotate one of ENCODERS 1-4 to select a plug-in for one of the insert slots. Once you have selected a plug-in, press the button above that insert slot to confirm your selection and disable Assign mode.

One of the insert slots on the SL Compact display will constantly flash, indicating that it is currently selected for editing in Insert Edit mode. To switch to Insert Edit mode to control plug-in parameters, press BUTTON 6. If you want to select a different insert slot for editing in Insert Edit mode, press the button above that slot in Insert Select mode. If there is a plug-in already loaded into that insert slot then the SL Compact will automatically switch to Insert Edit mode. Up to 8 parameters of the currently selected plug-in will appear on the SL Compact display (4 on the top line and 4 on the bottom line):

Inv Off					Pan	0. 0.
Knee 1.9	Ratio 3:1	Attk 10 ms	Rel 156ms			

Continuous parameters are shown on the bottom line and can be edited using ENCODERS 1-4. Parameters which are better suited to being controlled using buttons are shown on the top line and can be edited using BUTTONS 1-4. Use ENCODER 8 or BUTTONS 7 and 8 to scroll through pages of plug-in parameters. The page number will appear on the SL Compact display as you scroll. Press BUTTON 6 to return to Insert Select mode once you have finished editing plug-in parameters.

When in Insert Select or Insert Edit mode, the selected track/insert slot on the SL Compact will follow what you select on-screen using the mouse so it is not necessary to select different tracks or insert slots from the SL Compact hardware. Also, in either mode, press and hold SHIFT (also labelled DRUMPADS) and then press F2/BUTTONS to open/close the window of the currently selected insert slot.

When in Insert mode, you can press the ENCODERS GROUP C SWITCH to allow you to use the encoders to control track faders whilst still in Insert mode. Press the BUTTONS GROUP B4 SWITCH to use the encoders for controlling Inserts again. To exit Insert mode press ENCODERS GROUP A, B, D or BUTTONS GROUP B1, B2 or B3 SWITCHES.

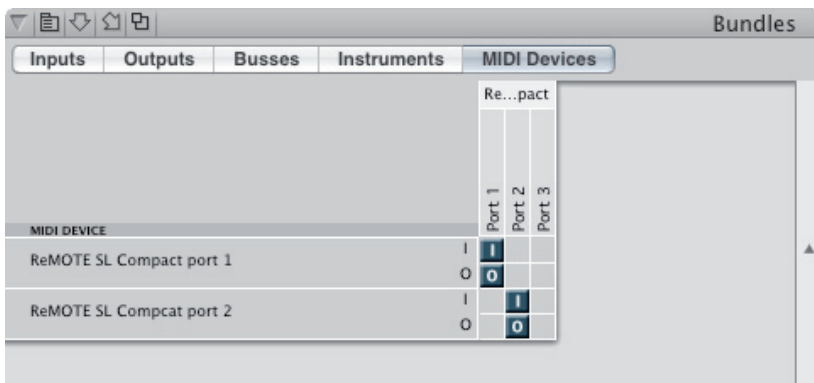


10.4 DIGITAL PERFORMER

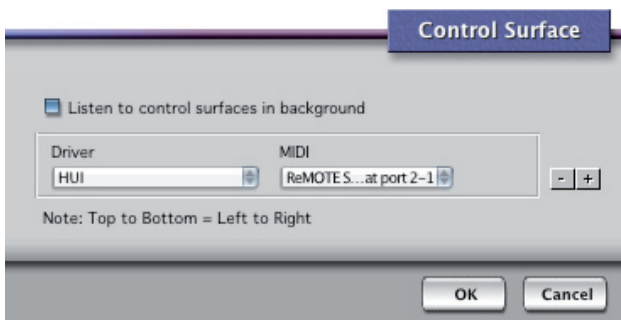
1. Run the latest ReMOTE SL installer. When given the option to update the unit, select to 'Install Digital Performer HUI Support'.



2. On the SL Compact, press the GLOBAL menu button to enter the Global menu, scroll up to the 3rd page and set the HUI parameter to 'ON', then press WRITE to save the setting and the PLAY mode button to return to Play mode.
3. Make sure the SL Compact is connected to your computer and switched on, then launch Digital Performer.
4. Select 'Bundles' from the 'Studio' menu in Digital Performer and select the 'MIDI Devices' tab in the Bundles window.
5. Add two new devices using the 'Add' button at the bottom of the window and rename them 'ReMOTE SL Compact port 1' and 'ReMOTE SL Compact port 2' respectively. Set the input and output for these devices (by clicking on the boxes) as shown in the following screenshot:



6. Select 'Control Surface Setup...' from the 'Setup' menu in Digital Performer. In the setup window, add a control surface using the '+' button then select 'HUI' from the 'Driver' drop-down menu and 'ReMOTE SL Compact port 2-1' from the 'MIDI' drop-down menu. Make sure 'Listen to control surfaces in background' is enabled, then click 'OK'.

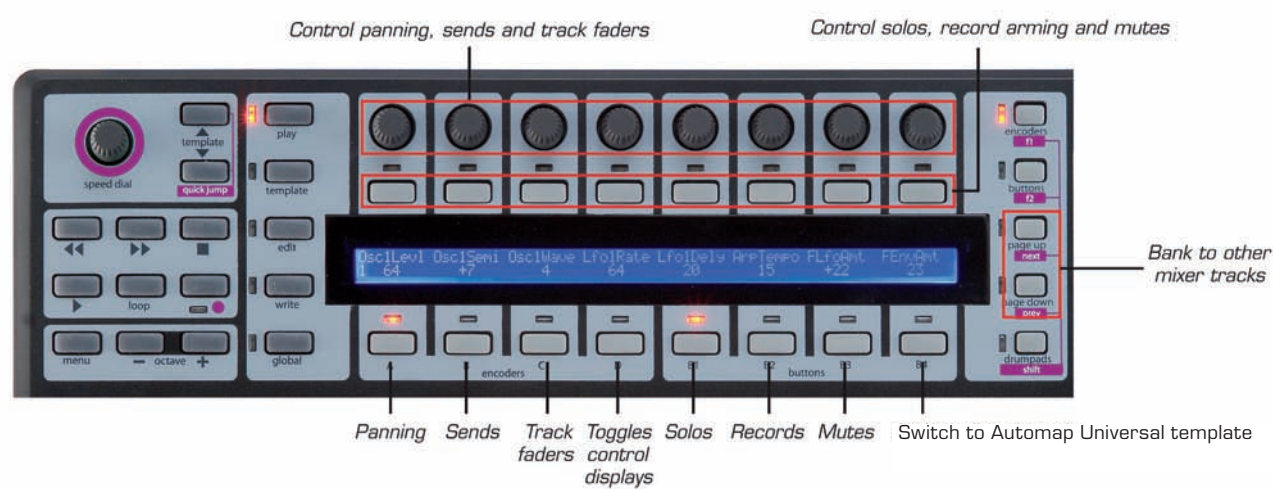


The MOTU DP Automap template (Template 34) must be selected on the SL Compact when using it in Digital Performer Automap mode. Once you have followed the above set up instructions the SL Compact will automatically switch to the MOTU DP Automap template and will do so each time you subsequently start Digital Performer. Whilst using the SL Compact in Digital Performer Automap mode, you can switch to any other template on the unit (for example to control AU plug-ins) and then switch back to the MOTU DP Automap template to control Digital Performer again.

It is important to ensure that 'ReMOTE SL Compact port 1' is selected as the input for all MIDI and Instrument tracks in Digital Performer so that Automap data on ports 2 and 3 does not get routed to soft-synths and MIDI devices. To allow specific input ports to be selected you need to turn on Multi Record by selecting it from the 'Studio' menu in Digital Performer.

The Automap Universal Server software allows tempo control from the SL Compact over any ReWire host application, including Digital Performer (see section 13.1). If you are using the Automap Universal template (template 38) to control Automap-wrapped AU plug-ins in Digital Performer then it is also possible to use the transport controls on the SL Compact to control the transport in Digital Performer via ReWire (see section 7.2). For this tempo and transport control to work you must enable the Automap Server as a ReWire input in Digital Performer. To do this create a stereo aux track in your session and set its input to 'Automap Universal Transport:Dummy channel L 1-Dummy channel R 2'.

In Digital Performer Automap mode, the SL Compact can be used to control the mixer as follows:



The encoders can control track levels, panning and send levels. The ENCODERS GROUP SELECT SWITCHES determine what the encoders control. encoders Group A controls track panning. ENCODERS Group B controls send levels, along with the SPEED DIAL, which is used to select the send bank. ENCODERS Group C controls track levels.

The buttons can be used to control solos, mutes and record arming. The BUTTONS GROUP SELECT SWITCHES determine what the buttons control. buttons Group B1 controls solos. buttons Group B2 controls record arming. buttons Group B3 controls mutes.

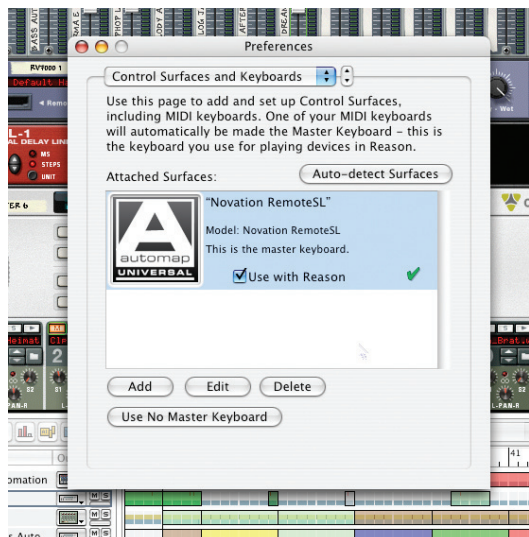
The encoders and buttons only control the 8 mixer tracks active on the SL Compact. To bank to other tracks on the mixer, use the PAGE UP/DOWN buttons. When the encoder buttons Group D Switch is pressed, the SL Compact display shows the function of each of the other group switches, which is useful if you forget how the mixer parameters are assigned to the SL Compact.



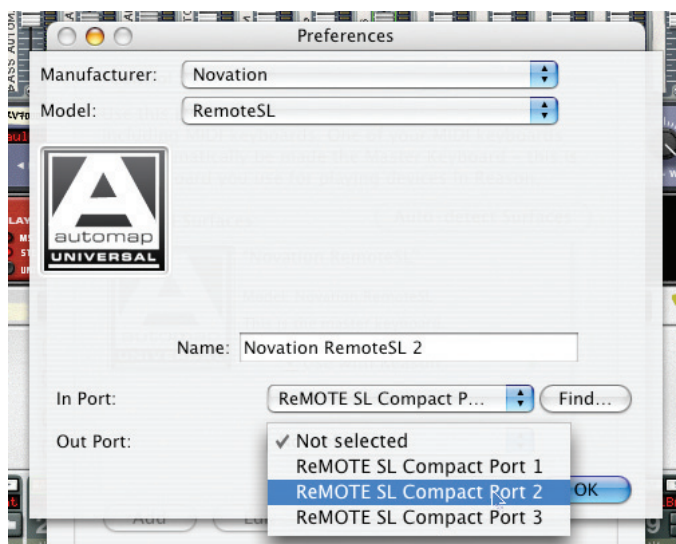
10.5 REASON

To set up Reason Automap, carry out the following steps:

1. Make sure you have Reason 3.0.4 or later. If you need to update then you can download the latest version from <http://www.propellerheads.se>.
2. Connect the SL Compact to your computer and start Reason 3.
3. Go to the 'Control Surfaces and Keyboards' page of the Reason preferences.
4. Click 'Auto-detect surfaces' - the ReMOTE SL Compact will automatically be recognised and appear in the list of attached surfaces (it will appear as 'Novation RemoteSL' as it uses the same Reason intergration as the original ReMOTE SL):



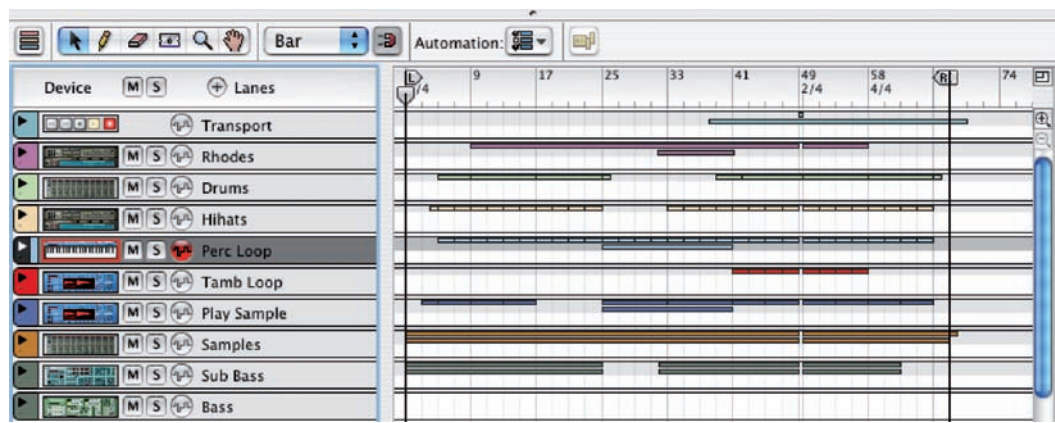
5. Click on the ReMOTE SL (Compact) in the list to select it and then click 'edit' to access its settings.
6. Ensure the In Port and Out Port are set to 'ReMOTE SL Compact: Port 2', then click 'OK'.



7. Exit preferences and start using Reason!



The SL Compact will now automatically switch to the Reason Automap template (template 37) and will do so each time you subsequently launch Reason. To control a Reason device from the SL Compact select it with the mouse in the Reason sequencer, as shown here with the 'Perc Loop' track:



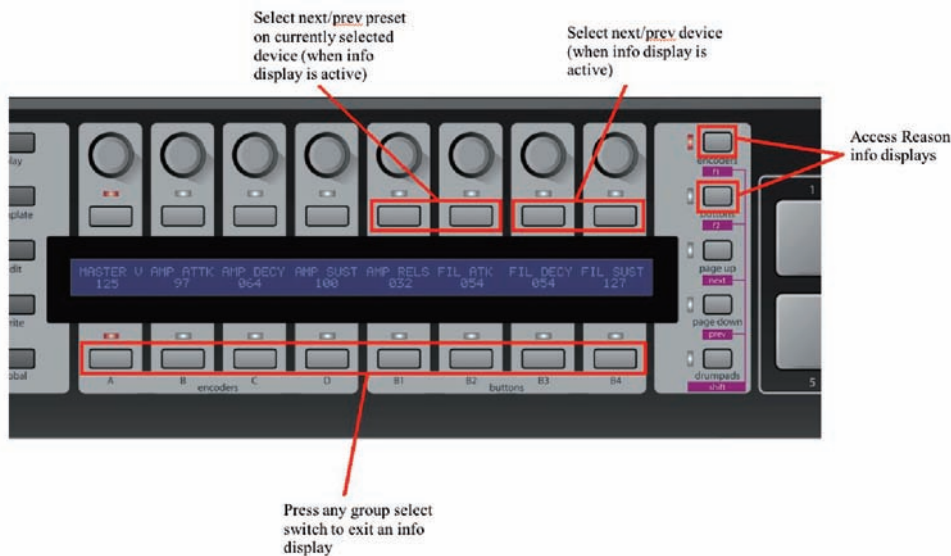
When a Reason device is selected for hardware control, the SL Compact controls will automatically be mapped to the device parameters and you will see the parameter names and current values on the SL Compact display. Where the same type of parameter is found on different Reason devices it will generally be mapped to the same control on the SL Compact e.g. filter cutoff is mapped to ENCODER 8 in ENCODER GROUP B for all Reason devices that have a filter.

Pressing F1/ENCODERS or F2/BUTTONS whilst in Reason Automap mode causes an information display to appear on the SL Compact display. The information shown is different depending on whether you press F1/ENCODERS or F2/BUTTONS, as follows:

F1/ENCODERS: Document name, currently selected device, currently selected device parameter page, song position and device name.

F2/BUTTONS: Tempo, loop on/off status, left loop position, right loop position and target track name.

When either information display is active you can use BUTTONS 7 and 8 in BUTTONS GROUP B3 to scroll through the available Reason devices in the project and select a different one to control, instead of using the mouse. You can also use BUTTONS 5 and 6 in BUTTONS GROUP B3 to scroll through presets on the currently selected Reason device. Press any GROUP SELECT SWITCH to exit the info display.

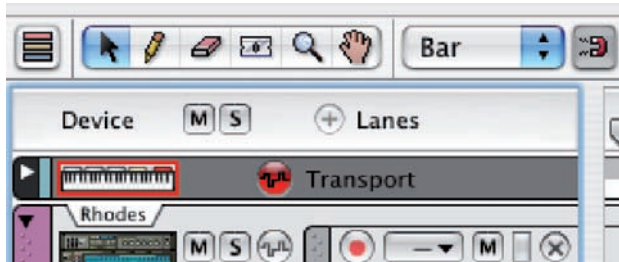


Only ENCODERS GROUPS A-C and BUTTONS GROUPS B1-B4 are assigned in Reason Automap mode. ENCODERS GROUP D is not used and pressing the ENCODERS GROUP D SWITCH will have no effect.



Reason devices that have lots of assignable parameters will have more than one 'page' of parameters available for some rows of controls on the SL Compact. For example, when controlling ReDrum ENCODERS GROUP A can be switched between controlling pan, length and velocity. Repeatedly press a GROUP SELECT SWITCH to cycle through the available pages of parameters for that control group. If a group of controls has no parameters assigned to it then the GROUP SELECT SWITCH for that group will be inactive. The Reason devices which use multiple pages of controls are BV512, Dr. Rex, Maelstrom, Mixer 14:2, NN19, ReDrum, ReGroove Mixer, Subtractor and Thor.

To control the ReGroove Mixer from the SL Compact, select the 'Transport' track in the reason sequencer:



BUTTONS 1-4 in BUTTONS GROUP B2 to switch the SL Compact between controlling banks A to D of the ReGroove mixer.

When controlling Mixer 14:2 you can switch between controlling channels 1-7 and 8-14 use the PAGE UP/DOWN buttons.

Controlling Reason Running in ReWire Mode

If you use Reason in ReWire mode with another sequencer then it is possible to switch the SL Compact between controlling your main sequencer and Reason, however this may require you to set up the SL Compact slightly differently with Reason. All sequencers that use Sequencer Automap for control use USB port 2 to communicate with the SL Compact. If your main sequencer and Reason are both listening for Automap data from the SL Compact on port 2 then data which is intended for one program will also get passed to the other and cause unexpected parameter changes.

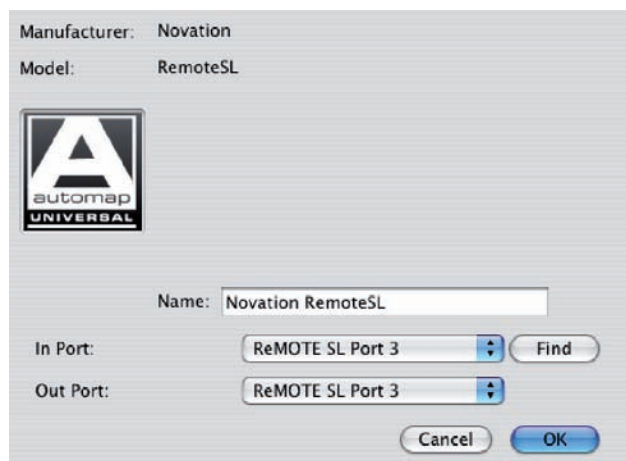
If your main sequencer uses Automap Universal for mixer control i.e. if you use Cubase, Nuendo, Sonar or Tracktion, there will be no problem as USB port 3 is used for communication between the Automap Universal Server and the SL Compact, leaving port 2 free for communication with Reason. Simply set up Reason as instructed above and then switch between the Automap Universal template (template 38) and the Reason Automap template (template 37) when you want to switch from controlling your sequencer mixer or Automap-wrapped plug-ins to controlling Reason.

If you use Logic, Ableton Live, Pro Tools or Digital Performer as your main sequencer and run Reason in ReWire mode then you will need to set up Reason so that it communicates with the SL Compact using USB port 3. Although port 3 is reserved for communication between the SL Compact and the Automap Universal Server, the Automap system has been designed so that the Server will ignore messages intended for Reason. Set up Reason as instructed above and then carry out the following steps:

1. Select the Reason Automap template (template 37) on the SL Compact and press the TEMPLATE button to enter the Template menu.
2. Set **KeybPort** to 'ComnPORT'.
3. Set **ComnPort** to 'U3'.
4. Press WRITE three times to save the settings and then the PLAY mode button to return to Play mode.
5. Launch Reason and go to the 'Control Surfaces and Keyboards' page of the Reason preferences.
6. Click on the ReMOTE SL in the list to select it and then click 'Edit' to access its settings.



7. Ensure the 'In Port' and 'Out Port' are set to 'ReMOTE SL Compact Port 3', then click 'OK'.



After following these steps you can switch between the Reason Automap template (to control Reason), the Automap Universal template (to control Automap-wrapped plug-ins) and the Automap template for your sequencer. Remember that you can use any of the four methods detailed in section 4.7 to switch between templates on the SL Compact. With Reason set up to use port 3 it will still be possible to use the SL Compact with Reason when it is running in stand-alone mode.

When the Reason Automap template is selected, the SL Compact keyboard will control the currently selected Reason device. When running Reason in ReWire mode with another sequencer it may be desirable for the keyboard to send data to whichever MIDI track is record enabled in your main sequencer instead of following the currently selected Reason device. If you want the SL Compact to work in this way then select the Reason Automap template and set **KeybPort** to 'U1' in the Template menu. Note that the pitch/mod joystick, sustain pedal and expression pedal will also follow the **KeybPort** setting.



11 THE GLOBAL MENU

The GLOBAL Mode allows access to all the universal SL Compact settings. There are seven pages in the Global Menu, which you can scroll through using the PAGE UP/DOWN buttons. The first page displays the currently loaded OS version and one setting, as follows:

ENCSENSV		SL Compact	
1		3.1.10	

EncSensv (Encoder Sensitivity): This value defines how sensitive the encoder response is, from 1 (least sensitive) to 4 (most sensitive). Setting the value to 4 means that the value will increase/decrease in larger steps when you rotate the knob quickly, allowing you to scale the full value range with only a small, quick rotation.

The second page of the Global Menu is as follows:

Mem Prot		Midi To		DispTime	KeepVals	Midi Clk
OFF		U1 M1		250 MS	OFF	INTERNAL

Mem Prot (Memory Protect): With this option set to ON, none of the SL Compact settings can be overwritten. Set this to OFF if you want to save templates or GLOBAL settings.

MIDI To: This option sets where MIDI data received at the SL Compact MIDI Input on the rear panel is routed to (refer to picture at the bottom of page 7). The routing options are as follows:

- OFF – MIDI data is not transmitted
- U1 – Sent to USB Port 1 (SL Compact Port 1 in the sequencer)
- U2 – Sent to USB Port 2 (SL Compact Port 2 in the sequencer)
- M1 – Sent to SL Compact MIDI Out
- U1 M1 – Sent to USB Port 1 and MIDI Out
- U2 M1 – Sent to USB Port 2 and MIDI Out

DispTime (Display Timeout): Set the length of time that temporarily displayed information (eg: the SPEED DIAL display) remains on the SL Compact display. Set the value between 0 and 1260ms, or to PERM (permanent).

KeepVals (Keep Values): This applies to standard (non-Automap) templates. If this is set to ON then the SL Compact will automatically store the value of each control when you switch away from the currently selected template and restore those values when you select that template again. If this is set to OFF then the SL Compact will only store control values when you manually save the template.

Midi Clk (MIDI Clock): This option defines the MIDI Clock source. The choices are:

- AUTO (automatic sensing of a MIDI Clock source, including the SL Compact's internal timing reference)
- INTERNAL (the SL Compact's internal timing reference)
- EXT-AUTO (automatic sensing of a MIDI Clock source, excluding the SL Compact's internal timing reference)
- USB1 (MIDI Clock received at USB Port 1, from the sequencer)
- USB2 (MIDI Clock received at USB Port 2, from the sequencer)
- MIDI-IN (MIDI Clock received at the MIDI In on the rear panel)

The third page of the Global Menu is as follows:

Template Change	Sustain Pedal	Midi Clock To	BPM Port	ID Ports	HUI
Chan 16	U1 U2 M1	U1 M1	ON	U1	ON



Template Change: It is possible to use program change messages to remotely change the currently selected template on the SL Compact. The first Template Change setting allows you to define which MIDI Channel the SL Compact will respond to program change messages on. The second Template Change setting allows you to set which MIDI ports the SL Compact will respond to Program Change messages on, and can be set as follows:

- OFF – SL Compact will not allow Templates to be changed remotely
- U1 – Received at USB Port 1 (SL Compact Port 1 from the sequencer)
- U2 – Received at USB Port 2 (SL Compact Port 2 from the sequencer)
- M1 – Received at SL Compact MIDI In
- U1 M1 – Received at USB Port 1 or MIDI In
- U2 M1 – Received at USB Port 2 or MIDI In
- U1 U2 – Received at USB Port 1 or 2
- U1 U2 M1 – Received at USB Port 1, USB Port 2 or MIDI In

Sustain pedal: This option sets the response of the pedal to either:

- AUTO: Automatic detection of whether the pedal is a normally closed or normally open type. If your pedal isn't working properly or has an inverse action on this setting, try one of the other two options.
- NormOPEN: Adjusts settings for a pedal that closes when pressed.
- NormCLSD: Adjusts settings for a pedal that opens when pressed.

MCkTo (MIDI Clock To): This option sets where MIDI Clock is routed to (set on the previous GLOBAL page), so that it can be sent to other MIDI devices for synchronisation. The choices are the same as the options for MIDI To on Page 2 of the Global Menu (see previous page of this guide).

BPMPort: This option sets whether ReWire BPM messages are sent to your computer or not. These messages are used for Tempo control over your sequencer from the SL Compact but they will only have an effect when the Automap Universal Server software is running. This should be set to OFF if you do not want to control the tempo in your sequencer from the SL Compact.

IDPorts: This option sets which ports the SL Compact will respond to a sysex ID request message on and subsequently send a sysex ID message on in return. The choices are the same as the options for the Template Change ports setting (see above). For Mixer Automap to work correctly this should be set to 'U2'.

HUI: This option allows HUI mode to be turned on and off. This should only be set to ON when using the SL Compact in Automap mode with Pro Tools or Digital Performer.

The fourth page of the Global Menu is for template dumping and operation system control, as follows:

Template Dump	Send	Ports	Midi O/S	USB1 O/S
Current All	Globals	U1 M1	Send Receive	Receive

Template Dump: The first two options on this page allow you to dump templates in sysex format from the SL Compact to your computer or another MIDI device for backing up or editing in the Template Editor software. The first option allows you to dump a single template. Rotate ENCODER 1 to select which template you want to dump (range is Current, 1-40), then press the button above to send the template. Press the button above 'All' to send all templates.

Send Globals: Press the button above this option to dump the Global settings in sysex format.

Ports: This option sets where Template and Global sysex dumps are sent to. The choices are the same as the options for 'MIDI To' on Page 2 of the Global Menu (See page 40).

Midi O/S (Operating System): Press the buttons directly above Send or Receive to transmit or listen for an operating system (OS) sysex dump on the MIDI In and Out connectors on the back of the SL Compact.



USB1 O/S (Operating System): Press the button above Receive to prepare the SL Compact to receive an OS sysex dump on USB Port 1. This will activate a screen where you can confirm or cancel the OS update using the EDIT or WRITE buttons respectively.

The fifth page of the Global Menu is for calibration of the wheels and keyboard aftertouch, as well as showing the current power status of the SL Compact, as follows:

Pitch	Mod	Read	Atch	Set		Power
---	---	---		---		USB

To calibrate the pitch wheel, slowly move it from the centre up to the top, then to the bottom and back to the centre again. Do not force the wheel at the end of its travel. Repeat this and look at the value under 'Pitch' on the SL Compact display. It should now reach 255 when the wheel reaches the top of its travel and 0 when it reaches the bottom of its travel.

To calibrate the mod wheel, slowly move it from the bottom, up to the top and then back to the bottom again. Do not force the wheel at the end of its travel. Repeat this and look at the value under 'Mod' on the SL Compact display. It should now reach 127 when the wheel reaches the top of its travel and 0 when it reaches the bottom of its travel.

To calibrate the aftertouch, press a keyboard key down with enough pressure to fully engage the aftertouch mechanism and hold the key in that position. Whilst holding the key down, use ENCODER 4 to increase the 'Set' value from 0. Whilst increasing the 'Set' value, watch the 'Read' value which will automatically start increasing from 0. As soon as the 'Read' value reaches 127, stop increasing the 'Set' value and release the key. Try fully pressing some other keys to make sure that the 'Read' value reaches 127 when the aftertouch mechanism is fully engaged. If it does not reach 127 then increase the 'Set' value so that it does (it may only require an increase of 1 or 2).

A further calibration available on this page is setting the keyboard size of your unit. Press the bottom and top keyboard keys at the same time. 'Octaves' and the number of octaves on the keyboard (2 or 4) will appear on the display to show that the SL Compact has recognised the correct keyboard size. After carrying out the above calibrations press WRITE to save the settings.

The current power source is displayed below 'Power'. This reads either USB or PSU depending on whether power is supplied over USB or using an external PSU. The sixth page of the Global Menu is the first of two pages for calibrating the drum pads. The eight values across the SL Compact display correspond to drum pads 1-8. The pad hit velocity value is shown on the top line ('---' if the pad has not yet been hit) and the calibration value is shown on the bottom line. This first page is for full velocity (maximum strength hit) calibration:

127	---	---	---	---	---	---	---
64	64	64	64	64	64	64	64

Hit a pad at full strength to check the current calibration. If the hit velocity value above the pad goes to 127 too easily, decrease the pad calibration value using the encoders or buttons underneath. This will reduce the sensitivity of the pad, meaning need to hit it harder to reach maximum velocity.

The seventh page of the Global Menu is the second of the two pages for calibrating the drum pads. This is for soft hit threshold calibration:

40	---	---	---	---	---	---	---
20	20	20	20	20	20	20	20

Hit a pad softly and view the hit velocity value. If the value does not update when you hit the pad then the threshold is too high. Use the ENCODERS to adjust the threshold values. Lowering the threshold will increase the sensitivity of the pad meaning that it will respond to a softer hit.



11.1 SAVING GLOBAL SETTINGS

To save any Global settings, press the WRITE button whilst in the Global Menu. Note that Mem Prot (Memory Protect) must be OFF on page 2 of the Global Menu for settings to be saved. When you save the global settings, the currently selected template will become the template that the unit loads when it is powered up. If you want to change which template the unit starts up on, simply select that template, enter the Global Menu and press WRITE.

12 STANDARD TEMPLATES

The majority of Templates on the SL Compact (currently 1-33, 35 and 36) are 'standard' templates. They are so-called because when they are selected, the SL Compact functions as a standard MIDI controller.

A standard MIDI controller allows you to set what MIDI message each of its controls sends when operated. If you want to control software or hardware that responds to MIDI messages then you need to know what messages it responds to. This information can usually be found in the manual for the software or hardware. Once you know this, you can set the controls on the MIDI controller to send those messages.

Communication is only one-way from the controller to the software or hardware. This is unlike Automap, where two-way communication between the software and the SL Compact allows the MIDI messages sent from the SL Compact to be automatically remapped to different software parameters, depending on what you select on-screen, and then for the information displayed on the SL Compact to be updated to reflect the new mapping. With standard Templates, the controls are assigned and named accordingly by the user. Because there is no feedback from the software or hardware you are controlling, the SL Compact has no way of knowing when a parameter is changed from the software or hardware itself. For example, if you are controlling a soft-synth using a standard Template and you change a parameter with the mouse, the parameter value displayed on the SL Compact will not update to reflect that change.

We have pre-programmed the standard templates 1 to 32 on the SL Compact to work with popular software instruments. These templates can be used where it is not possible or desirable to use Automap for controlling software instruments. Note that some of the factory-programmed standard templates require some form of set up within the software instrument before they will work. See the 'Standard Template Guide' in the appendix of this user guide for further information and instructions for each individual template.

Standard templates can be created and edited using the ReMOTE SL Compact Template Editor software which is free to download from www.novationmusic.com. If you want to control a hardware MIDI device then you will need to create one or more standard templates for it.

The rest of the information in this user guide refers to using and editing standard templates.



13 PLAY MODE

The following section outlines the way the SL Compact functions when using standard templates in Play Mode.

Play Mode is the default SL Compact mode and will be active after powering the keyboard up. When a template first loads, either on power up or when a different template is selected, its name and number will appear briefly on the SL Compact display. The **DispTime** setting on the second page of the Global Menu determines how long these details remain on the display (see page 40). After that, the display will show the names and values of the controls in the currently selected control row. When you select a template, the control row that was selected when the template was last saved will automatically be selected again. To change the default control row for a template, simply select the desired row and then re-save the template (see page 61 for instructions on saving templates). If you want to view the template name and number again then press and hold PLAY.

Additional information about each control in the currently selected row can be displayed in Play Mode by pressing the PAGE UP/DOWN buttons. Press PAGE UP once to see the MIDI message type and value for each control and press PAGE UP a second time to see the MIDI port routing and MIDI channel setting for each control. Press PAGE DOWN to scroll back down through the information pages. If you select a different control row whilst viewing one of the additional information pages then the display will automatically switch back to showing control names and values.

The ENCODERS, BUTTONS and DRUMPADS row select switches (to the right of the display) are used to select which controls have their information displayed on the SL Compact. The LEDs next to the buttons indicate which controls are currently displayed. Operating any control (except a drumpad) will automatically force a row select operation, for example if the encoders are currently selected and you press a button then the display will automatically switch to displaying information for the buttons and the LED next to the BUTTONS/F2 will light. The drumpads do not force a row select operation so that you can play them whilst still viewing information for the buttons or encoders. The only way to view the information for the drum pads is to press the DRUMPADS/SHIFT BUTTON.

The group select switches below the SL Compact display are used to select the currently active encoders and buttons group, which are indicated by the LEDs above the switches. They also work in conjunction with the encoders/F1 and buttons/F2 SWITCHES for selecting which controls have their information displayed on the SL Compact. Pressing any group select switch will automatically force a row-select operation, for example if the encoders are currently selected and you press the BUTTONS GROUP B1 SWITCH, the display will automatically switch to displaying information for the buttons and the LED next to the BUTTONS/F2 SWITCH will light.

Standard templates can be grouped together to allow quick switching between them in Play Mode. This feature is useful where the software or hardware you are controlling has lots of parameters and you need to create more than one template to allow access to all of them. To quickly switch between grouped templates, repeatedly press any group select switch. As an example, there are three factory programmed V-Station templates on the SL Compact. In the first template, Encoders group A are assigned to the parameters for oscillator 1, in the second they are assigned to the parameters for oscillator 2 and in the third they are assigned to oscillator 3. Try selecting one of the V-Station templates and repeatedly press the ENCODERS GROUP A SWITCH. You will see the parameter names change between 'Osc1', 'Osc2' and 'Osc3' as you switch between the templates in the group. When a grouped template is selected a number will appear in the bottom left-hand corner of the SL Compact display to indicate which template in the group is currently selected. You will see this change from 1-3 as you switch between the V-Station templates using the ENCODERS GROUP A SWITCH.

13.1 THE QUICK MENU

When in Play Mode, pressing the MENU button accesses the Quick Menu which contains several important settings. Press the MENU button once more to exit the Quick Menu and return to Play Mode. The Quick Menu display looks as follows:

Template	Bank	Program	Trnspose	TempoBPM	ConnChan		BPM
5	1	55	+5	126	1		Status

Template – shows the currently selected Template. Change this to select a different Template



Bank – this setting allows you to send MIDI bank change messages from the SL Compact. Bank change messages are sent as a CCO (Bank MSB) and CC32 (Bank LSB) pair. The Bank MSB value is always set to 0 and the Bank LSB value is as displayed. The MIDI channel and the MIDI ports on which the messages are sent are determined by the KeybChan and KeybPort settings in the Template Menu (see page 57)

Program – this setting allows you to send MIDI program change messages from the SL Compact. The MIDI channel and the MIDI ports on which the messages are sent are determined by the KeybChan and KeybPort settings in the Template Menu (see page 57)

Transpose – shows the amount in semi tones by which the keyboard is transposed. This can be set to any value from -64 to +63

TempoBPM – This setting controls the tempo of the SL Compact’s internal timing reference. If you are sending MIDI clock from the SL Compact to other MIDI software or hardware then this setting will only have an effect over the synced devices if the SL Compact clock source status is INTERNAL and RECEIVING. See the ‘BPM Status’ section below for information on how to check the clock source status. This setting has an additional function when using the SL Compact in Automap mode. If the Automap Universal Server software and a ReWire host application are running on your computer then the tempo in the ReWire host will follow the **TempoBPM** setting on the SL Compact. The **BPMPort** setting in the Global Menu must be set to ON for this to work so that ReWire tempo messages are sent when the **TempoBPM** setting is changed (See page ??)

ComnChan – this setting allows you to change the Common MIDI channel of the Template (this setting is also found in the Template Menu). This is the MIDI channel that any individual control with **MidiChan** set to ‘ComnChan’ will transmit on, and is therefore useful for changing the setting of multiple controls at the same time. See page 57 for further details

BPM Status – Press the button above or below ‘BPM Status’ on the SL Compact display to see the current clock status of the SL Compact. The display will look as follows:

Internal Tempo 120 BPM	Source	Status		<<BPM>>
Current Tempo 120 BPM	INTERNAL	RECEIVING		

The following information is displayed:

- Internal Tempo** – This is the tempo of the SL Compacts internal timing reference
- Current Tempo** – This is the current MIDI clock tempo.
- Source** – This is the MIDI clock source. The available sources are INTERNAL, USB 1, USB 2 and MIDI IN.
- Status** – This shows whether the SL Compact is receiving MIDI clock or not. If it is then RECEIVING will be displayed. If not then FLYWHEEL will be displayed and the SL Compact will remain at the current tempo until a valid MIDI clock source is detected again.
- <<BPM>>** – Use the encoder and buttons in line with this to adjust the tempo as described for the TempoBPM parameter on the previous page.

Press the MENU button to exit the Quick Menu and return to Play Mode.



13.2 THE SPEED DIAL FUNCTION IN STANDARD TEMPLATES

When using standard templates on the SL Compact, the SPEED DIAL can be used to quickly access any of the parameters assigned to ENCODERS GROUP A or B. When you press the SPEED DIAL, the control names for ENCODERS GROUP A appear on the top row of the display and those for ENCODERS GROUP B appear on the bottom row, as follows:

Osc1-2Mix	Osc2Semi	-----	LFO Rate	LFO Dely	-----	FLOAmt	FEnvAmt
Portamnt	Osc2Fine	Osc1MEnv	Osc1LFO	-----	-----	FiltReso	FiltFreq

The parameter currently assigned to the SPEED DIAL will flash. To assign a different parameter to the SPEED DIAL press the button above (for the top row) or below (for the bottom row) the corresponding control name. The SPEED DIAL will now control that parameter. When you operate the SPEED DIAL a bar graph will appear on the SL Compact display to indicate the parameter value.

The SPEED DIAL cannot be used to access parameters assigned to encoders which have DispType set to REL 1, REL2 or APOT (see page 48 for further information on the DispType setting). If an encoder is set to one of these display types, or if it is not assigned to send a MIDI message at all, then '-----' will appear for it on the display when you press the SPEED DIAL to indicate you cannot select that parameter.



14 EDIT MODE

ASSIGNING CONTROLS ON THE SL COMPACT

In Edit Mode, you can access the settings for each individual assignable control on the SL Compact (all buttons, encoders, wheels, transport buttons and pedals). These settings define what MIDI message is sent when the control is operated. To access the settings for a particular control, press and hold the EDIT button and then operate the control you want to edit. Note that for buttons and encoders you may need to select a different group using the group select switches and then operate the desired control before releasing the EDIT button. The encoders and buttons above and below each option on the display can then be used to alter the settings for the control. Use the PAGE UP/DOWN buttons to scroll through the available pages of settings for the control (there will be between 1 and 3 pages of settings, depending on the type of control).

If a control is not assigned to send a MIDI message then when you select it in Edit Mode the display will look like this:

Control	DispType						
NoContrl	BLANK						

The **Control** setting is the first one you will set as it defines the type of MIDI message the control sends. If you are not familiar with any of the different types of MIDI messages listed in this section (with the exception of 'Template' they are all defined in the MIDI Specification) then we suggest doing some background reading on MIDI at this point so that you can better understand the options available in Edit Mode.

The available options for the **Control** setting depend on the physical control type, i.e. whether it is an encoder, button, pedal etc. For example, it is only possible to assign the pitch wheel to send pitch bend messages, consequently you cannot set **Control** to PITCHBND for any other assignable controls on the SL Compact. The following table shows which MIDI messages can be assigned to each of the different types of physical controls on the SL Compact:

	Control Change	NRPN	RPN	Sysex	MMC	Note On/Off	Program Change	Bank Change	Drum Note	Template	System Real Time	Pitch Bend
Encoders	0	0	0	0								
Buttons (inc. transports)	0	0	0	0	0	0	0	0		0	0	
Drum Pads	0	0	0	0	0		0	0	0	0	0	
Pitch Wheel	0	0	0	0								0
Mod Wheel	0	0	0	0								
Sustain Pedal	0	0	0	0	0	0	0	0		0	0	
Expression Pedal	0	0	0	0								

Once you have chosen the type of MIDI message you want a control to send, you can adjust the rest of the settings for that control. The available settings will depend on what **Control** is set to. The following is a guide to each of settings available for the different **Control** options. Follow through the section for Control Change (CC) first of all as these are the most commonly used MIDI messages for parameter control and also many of the settings for CC apply to the other **Control** options too:



CONTROL CHANGE (CC)

Control	DispType	Low Val	High Val	Ports	MidiChan	CC Num	
CC	0-127	0	127	ComnPORT	ComnCHAN	0	

PAGE 1

BtnType		Change Case Numbers etc		Name:			
STEP		Upper	Lower	Punctu	<<	CHAR	>>

PAGE 2

DispType (Display Type): This setting allows you to select how the value for the control appears on the SL Compact display. For encoders, it can also be used to change the mode of operation. The options are:

0-127: Control value displayed with range 0 to 127. This is best suited to a parameter with a single direction increase/decrease, e.g. track volume.

-64/+63: Control value displayed with range -64 to +63. This is best suited to a parameter with a bi-directional increase/decrease (zero position in the middle), e.g. track pan.

Additional options for encoders only:

REL1 (Relative 1): A message with value 65 is sent out for every clockwise step (increment) and a message with value 63 is sent out for every anti-clockwise step (decrement). With this option, the encoder functions as a true endless control rather than emulating an analogue pot as with the 0-127 and -64/+63 settings.

REL2 (Relative 2): This is similar to the REL1 setting, however it includes encoder acceleration. A message with value $64+n$ is sent out for every clockwise step (increment) and a message with value $64-n$ is sent out for every anti-clockwise step (decrement). The value n depends on how fast you rotate the encoder. It will be 1 when you rotate it slowly and get larger the faster you rotate it, meaning that you can scale the full range of a parameter with a small quick turn of an encoder.

0-16K (14-bit mode): MIDI data values are transmitted as a 7-bit binary number, allowing a maximum value range of 0-127. The MIDI Specification allows for two MIDI control messages to be sent together, where the data values form an MSB (most significant byte) and LSB (least significant byte) pair, making a 14-bit binary number and allowing a maximum value range of 0-16383. This is useful where fine control over a parameter is required however the parameter you are controlling must be able to receive 14-bit MIDI values. If you want to send 14-bit values for fine control over a parameter then set DispType to 0-16K.

For CC controls, the MIDI Specification only allows for CC numbers 0 to 31 to be used in this way. Two CC messages are sent when the value of a parameter is changed – the first with the MSB value and the second with the LSB value. To enable the receiving device to distinguish between which CC message has the MSB value and which has the LSB value, the LSB value message is sent using a different CC number, calculated by adding 32 to the original CC number. Consequently CC numbers 32 to 63 are used for sending the LSB value in 0-16K (14-bit) mode. As an example, if a CC encoder has **DispType** set to 0-16K and **CC Num** set to 0 then, for each encoder step, two messages will be sent – a CCO message with the MSB value and a CC32 message with the LSB value. The important point to note is that if an encoder has **Control** set to CC and **DispType** set to 0-16K then **CC Num** should only be set from 0 through 31 and not higher.

APOT: This is a variation of REL2 and is the same system that is used by some other existing popular control surfaces. A message with value $0+n$ is sent out for every clockwise step (increment) and a message with value $64+n$ is sent out for every anti-clockwise step (decrement). The value n will equal 1 when you rotate the encoder slowly and increases as you rotate the encoder faster.



Additional options for buttons only:

ON/OFF: Control value displayed as either ON or OFF. The low value setting determines the ON value and the high value setting determines the OFF value. This is best suited to a bi-state parameter where you want to see whether it is in an on or off state, e.g. phase reverse on a mixer channel.

LED: This is like ON/OFF except that nothing is displayed when the control is in an OFF state (rather than 'OFF' being displayed as with ON/OFF).

Additional option for when **Control** is set to 'NoContrl':

LABEL: If a control is not assigned to send a MIDI message then generally no information will be displayed for it in Play mode and there will be a blank space for it on the display. You can, however, use that blank space to display up to 8 characters (on the top line) by setting **DispType** to 'LABEL'. If this is set, the control name will be displayed, even though the control is not assigned to anything. You can edit the control name by pressing PAGE UP when in Edit Mode. See page 51 for further information on editing control names.

LowVal (Low Value) and HighVal (High Value): These options allow you to set the upper and lower limits of the control value. By default, the Low Value will be set to the lowest possible value and the High Value will be set to the highest possible value. In this case, the control will affect a parameter throughout its whole range. Adjust these settings if you want the control on the SL Compact to affect a parameter through only part of its range.

The range of values allowed for both of these settings will depend on the DispType setting as follows:

DispType	Range for LowVal and HighVal settings
Q-127	0 to 127
-64/+63	-64 to +63
REL1	Not available
REL2	Not available
Q-16K	0 to 16383
APOT	Not available
ON/OFF	0 to 127
LED	0 to 127

With an encoder, the control value will scale from the Low Value to the High Value as you rotate it clockwise. Consequently if you want the control value to increase as you rotate the encoder clockwise, make sure the High Value is larger than the Low Value. If you want the control value to decrease as you rotate the encoder clockwise (inverted action), make the Low Value larger than the High Value. This also applies to the pitch and mod wheels and the expression pedal.

For buttons and trigger pads, the Low Value and High Value should be set in conjunction with the **BtnType** (Button Type) setting. See page ?? and ?? for further information.

Ports: This sets the port routing for the control, i.e. where the MIDI messages generated by the control are routed to when it is operated. The options are as follows:

OFF – MIDI data is not transmitted

U1 – Sent to USB Port 1

U2 – Sent to USB Port 2

U3 – Sent to USB Port 3

M1 – Sent to MIDI Out

U1 M1 – Sent to USB Port 1 and MIDI Out

U2 M1 – Sent to USB Port 2 and MIDI Out

U3 M1 – Sent to USB Port 3 and MIDI Out

KeybPORT – Sent to the Keyboard Port (set in the Template Menu)

ComnPORT – Sent to the Common Port (set in the Template Menu)



KeybPORT and ComnPORT are special options that allow the port routing for the control to follow one of two common routing settings, which can be accessed from the Template menu (Keyboard Port and Common Port). The advantage presented by these options is that if a number of controls are set to either KeybPORT or ComnPORT then you can change the port routing for all of those controls by editing a single parameter, rather than editing the individual setting for each control. More information on the Keyboard Port and Common Port routing settings can be found in the Template Menu section on page 57-58.

MidiChan (MIDI channel): This option sets the MIDI Channel on which the data will be transmitted. This can be set to a value between 1 and 16, or to KeybCHAN or ComnCHAN. Like the KeybPORT and ComnPORT options for the Ports setting, KeybCHAN and ComnCHAN are special options which allow the MIDI Channel setting for the control to follow one of two common MIDI Channel settings which can be accessed from the Template Menu (Keyboard Channel and Common Channel). More information on the Keyboard Channel and Common Channel routing settings can be found in the Template Menu section on page 57 and 58.

CC Num (Control Change Number): This allows you to set the Control Change (CC) number for the control to a value from 0 through 127. You can toggle display format of the **CC Num** setting between decimal and hexadecimal by pressing and holding MENU and then pressing the ENCODERS GROUP A SWITCH.

BtnType (Button Type): This setting is available for buttons, drum pads and the sustain pedal only. Where available, it can be found on the second page of control settings so press the PAGE UP button to access it. It should be set in conjunction with the Low Value and High Value for the control to determine how the button works. The options are as follows:

NORMAL – The Low Value is sent when the button is pressed, nothing is sent on release.

MOMENTRY – The Low Value is sent when the button is pressed and the High Value is sent when the button is released.

TOGGLE – The Low Value is sent when the button is first pressed, nothing is sent on release. The High Value is sent on the next button press, nothing is sent on release. The Low and High Values will be sent alternately on further button presses. This setting is useful when you want to control a bi-state parameter such as Track Solo On/Off. Remember that if you set the display type to ON/OFF that the Low Value is sent for the ON state and the High Value is sent for the OFF state. This means you will need to adjust the Low Value and High Value settings for the control such that the Low Value is the one that causes Solo to turn on and the High Value is the one that causes Solo to turn off, otherwise the labelling will be incorrect on the SL Compact.

STEP – If this option is selected, an extra setting, **StepVal** (Step Value), will appear next to **BtnType**. With the STEP option, the value sent each time the button is pressed will step from the Low Value to the High Value in steps of a size determined by the **StepVal** setting. When the High Value is reached the next button press will cause the Low Val to be sent and the value will step up again on subsequent presses. Note that the High Value is always sent before returning to the Low Value, even if it takes a jump less than the step size to reach the High Value. For example if a button had the settings Low Value 0, High Value 16 and Step Value 5 then on alternate button presses the value sent would be 0, 5, 10, 15, 16, 0, 5.... If you want a button to step down instead of up then make sure the Low Value is larger than the High Value. The Step Value range is 1-64.

The MOMENTRY option is not available for the trigger pads because they only respond to a hit and do not have a mechanism to detect when you release your finger from them. Instead of MOMENTRY, they have a special VELOCITY option. When this is set, the value sent out when you hit the pad will depend on how hard you hit it. The control value is still constrained within the Low Value and High Value settings. As an example, if Low Value is 0 and High Value is 127 then a soft hit will give a value near 0, a medium hit will give a value near 64 and a hard hit will give a value near 127. If Low Value is 2 and High Value is 0 then a soft hit will give value 2, a medium hit will give value 1 and a hard hit will give 0.



Name: This setting can be found on the second page of control settings so press the PAGE UP button to access it. Here you can set the name for the control that appears on the SL Compact display. The control name can be a maximum of 8 characters long. To enter a character, first use the encoders or buttons in line with the '<' and '>' symbols on the display to move the cursor to where you want to enter the character. Then, use the buttons in line with 'Upper', 'Lower' and 'Punctu'/'Number' to select the type of character you want to enter (upper case, lower case, punctuation or number). Note that repeated presses of button 5 will switch between 'Punctu' and 'Number'. Finally, use the encoder or buttons in line with 'CHAR' to select the character you want to enter. If you want to enter a space, select 'Punctu', as the first punctuation character is a blank space.

NON-REGISTERED PARAMETER NUMBER (NRPN) -

Control	DispType	Low Val	High Val	Ports	MidiChan	NRPN lsb	NRPN msb
NRPN	0-127	0	127	ComnPORT	ComnCHAN	52	68

PAGE 1

BtnType		Change Case Numbers etc		Name:			
STEP		Upper	Lower	Punctu	<<	CHAR	>>

PAGE 2

The **DispType**, **LowVal**, **HighVal**, **Ports**, **MidiChan**, **BtnType** and **Name** settings are the same as for Control Change (CC) so see the previous section for information on these settings.

NRPN lsb (Non-Registered Parameter Number Least Significant Byte): This allows you to set the NRPN lsb value for the control to a value from 0 through 127.

NRPN msb (Non-Registered Parameter Number Most Significant Byte): This allows you to set the NRPN msb value for the control to a value from 0 through 127.

You can toggle display format of the **NRPN lsb** and **NRPN msb** setting between decimal and hexadecimal by pressing and holding MENU and then pressing the ENCODER GROUP A SWITCH.

REGISTERED PARAMETER NUMBER (RPN) -

Control	DispType	Low Val	High Val	Ports	MidiChan	RPN lsb	RPN msb
RPN	0-127	0	127	ComnPORT	ComnCHAN	52	68

PAGE 1

BtnType		Change Case Numbers etc		Name:			
STEP		Upper	Lower	Punctu	<<	CHAR	>>

PAGE 2

The **DispType**, **LowVal**, **HighVal**, **Ports**, **MidiChan**, **BtnType** and **Name** settings are the same as for Control Change (CC) so see that section for information on these settings.

RPN lsb (Registered Parameter Number Least Significant Byte): This allows you to set the RPN lsb value for the control to a value from 0 through 127.

RPN msb (Registered Parameter Number Most Significant Byte): This allows you to set the RPN msb value for the control to a value from 0 through 127.

You can toggle display format of the **RPN lsb** and **RPN msb** setting between decimal and hexadecimal by pressing and holding MENU and then pressing the ENCODER GROUP A SWITCH.



SYSTEM EXCLUSIVE (SYSEX) -

Control	DispType	Low Val	High Val	Ports	Length	DataType	DataPsn	PAGE 1
SYSEX	0-127	0	127	ComnPORT	6	NONE	0	

BtnType		Change Case Numbers etc			Name:	
STEP		Upper	Lower	Punctu	«	CHAR »

SYSEX F0 00 00 00 00 00 F7	« VALUE »
----------------------------	-----------

PAGE 3

The **LowVal**, **HighVal**, **Ports**, **MidiChan**, **BtnType** and **Name** settings are the same as for Control Change (CC) so see that section for information on these settings.

DispType (DisplayType): The options for this setting are the same as for CC however the REL1, REL2 and APOT display types are not available for encoders.

DataType: This allows you to set the format of the sysex message as follows:

NONE – Sysex message does not contain a variable byte and a fixed message is sent every time the control is operated.

SINGLE – Sysex message contains one variable byte. The value of this byte is determined by the current control value and limited by the Low Value and High Value settings. The position of the variable byte in the sysex message can be edited.

ROLAND – Sysex message contains one variable byte and one checksum byte. The value of the variable byte is determined by the current control value and limited by the Low Value and High Value settings. The format of the sysex message is fixed such that the second-to-last byte is always the variable byte and the last byte is always the checksum byte (excluding the F7 byte).

If an encoder has **DispType** set to O-16K then the options for **DataType** are as follows:

NONE – Sysex message does not contain a variable byte and a fixed message is sent every time the control is operated.

LSB-MSB - Sysex message contains two variable bytes that form a MSB and LSB pair, allowing a 14-bit value to be transmitted. The LSB precedes the MSB in the sysex message. The two bytes cannot be separated by non-variable bytes but the position of the pair of bytes in the message can be edited.

MSB-LSB – This is the same as LSB-MSB except the MSB precedes the LSB in the sysex string.

ROLAND - Sysex message contains two variable bytes and one checksum byte. The format of the message is fixed such that the last three bytes of the string are always MSB, then LSB and then checksum (excluding the F7 byte).

DataPsn (Data Position): This allows you to set the position of the variable data byte(s) in the sysex message. This value will automatically be constrained by the **Length** setting. Note that if **DataType** is set to ROLAND then this value will be fixed, as the format of ROLAND sysex messages cannot be edited.

To edit the value of each of the non-variable bytes in the sysex message, press PAGE UP twice to access the sysex message page. All bytes are displayed in hexadecimal format. By default, the SL Compact will place an FOh at the start and F7h at the end of the message and set all other non-variable bytes to 00h. Variable bytes appear as 'DV' and a checksum byte will appear as 'CS' - these cannot be edited.



To edit a byte, use the buttons or encoders in line with the '<<' and '>>' symbols to navigate the cursor to the desired byte and then use the buttons or encoder in line with 'VALUE' to set the value (range 00 to 7F). Press PAGE DOWN twice after editing the sysex message to return to the control settings.

MIDI MACHINE CONTROL (MMC)

Control		Command		Ports	DeviceID		
MMC		STOP		ComnPORT	14		

The **Ports** setting is the same as for Control Change (CC) so see that section for information on that setting.

Command: This sets the type of MMC command that the control will transmit from the following options: STOP, PLAY, DEF PLAY (deferred play), FORWARD, REWIND, RECORD, REC EXIT (record exit), REC PSE (record pause), PAUSE, EJECT, CHASE, ERRRESET (error reset), MMCRESET.

DeviceID: This sets the Device ID number transmitted in the MMC command message (range 0-127).

NOTE ON/OFF

Control		Note		Velocity		Ports	MidiChan		
NOTE		C-2		127		ComnPORT	ComnCHAN		

PAGE 1

BtnType		Change Case Numbers etc		Name:					
STEP		Upper		Lower		Punctu	<<	CHAR	>>

PAGE 2

The **Ports**, **MidiChan**, and **Name** settings are the same as for Control Change (CC) so see that section for information on these settings.

Note: This sets the MIDI note value (range C-2 to G8). The Note setting will be displayed as a MIDI note value by default but you can toggle the display format between note value, decimal and hexadecimal by pressing and holding MENU and then pressing the ENCODER GROUP B SWITCH. The note value can be set using the buttons and encoder in line with the Note setting or by pressing a key on the keyboard. To enable keyboard entry of the note value, edit the note value using one of the buttons or the encoder in line with the setting. A flashing cursor will then appear by the note value to indicate that you can edit it using the keyboard.

Velocity: This sets the velocity value sent with the note on message (range 0-127).

BtnType (Button Type): This is exactly as described for Control Change (CC) however the STEP option is not available. If this is set to MOMENTRY then the button will send a note on message when pressed and a note off message when released. If this is set to TOGGLE then alternate presses of the button will send note on and off messages.



PROG CHG (PROGRAM CHANGE)

CONTROL		Low Prog		High Prog		PORTS		MIDICHAN				PAGE 1
PROG CHG		0		127		ComnPORT		ComnCHAN				

BtnType		Change Case Numbers etc		Name:								PAGE 2
STEP		Upper		Lower		Punctu	<<	CHAR	>>			

The **Ports**, **MidiChan**, **BtnType** and **Name** settings are the same as for Control Change (CC) so see that section for information on these settings.

LowProg and HighProg: These are like the Low Value and High Value settings but instead they define the Low and High Program Change number. They should be set in conjunction with the **BtnType** setting as described in the Control Change (CC) section. This way you can use a button to select a single program/patch, toggle between two different programs/patches or step through a whole bank of programs/patches on repeated presses. Note that the VELOCITY option for drumpads is not available if **Control** is set to PROG CHG.

BANK CHG (BANK CHANGE)

CONTROL		BankMode		Bank lsb		Bank msb		PORTS		MIDICHAN				PAGE 1
BANK CHG		LSB		0		127		ComnPORT		ComnCHAN				

		Change Case Numbers etc		Name:										PAGE 2
		Upper		Lower		Punctu	<<	CHAR	>>					

The **Ports**, **MidiChan** and **Name** settings are the same as for Control Change (CC) so see that section for information on these settings.

BankMode: This determines the format of the bank change message that is sent. CC numbers 0 and 32 are reserved for bank selection in the MIDI Specification. CCO messages are used for coarse bank selection (Bank MSB) and CC32 for fine bank selection (Bank LSB). As an example, a synth may accept CCO messages to select different categories of sounds e.g. keyboard instruments, and then CC32 to select different sub-categories, e.g. acoustic piano. However, some synths do not respond to CCO messages and some do not respond to CC32 messages. You should check the manual for the synth to which you are sending the bank change message to find out what the required format for bank change messages is, then set **BankMode** accordingly to one of the following options:

LSB – A single CC32 message is sent, the value of which is determined by the **Banklsb** setting (see below).

MSB – A single CCO message is sent, the value of which is determined by the **Bankmsb** setting (see below).

MSB-LSB – A CCO message followed by a CC32 message is sent. The values are determined by the **Bankmsb** and **Banklsb** settings (see below).

Banklsb: This determines the bank least significant byte value, i.e. the value of the CC32 message.

Bankmsb: This determines the bank most significant byte value, i.e. the value of the CCO message.



DRUMNOTE

CONTROL		Note		PORTS		MIDICHAN		Auto-Off		Off Sync
DRUMNOTE		C-2		ComnPORT		ComnCHAN		NONE		TIMER

PAGE 1

BtnType		Change Case Numbers etc	Name:							
STEP		Upper	Lower	Punctu	<<	CHAR	>>			

PAGE 2

This option only applies to the drumpads and allows you to set them up to send MIDI note data when hit. The velocity value sent is always dependent on how hard you hit the drumpads and cannot be set to a fixed value. The **Ports**, **MidiChan** and **Name** settings are the same as for Control Change (CC) so see that section for information on these settings.

Note: This is the same as for NOTE ON/OFF so see that section for information on this setting.

Auto-Off: This sets the amount of time (in milliseconds) that a note off message is sent after the trigger pad has been hit. It can be set to NONE, in which case a note off message is not sent at all, or from 10ms to 16383ms.

Off Sync: This sets the timing reference for the note off message which is sent after the drum pad has been hit. It can be set to TIMER, in which case the note off message will be transmitted after the number of milliseconds **Auto-Off** is set to (or, if **Auto-Off** is set to NONE, no note off message will be sent). The other options allow you to set a note length, in which case the SL Compact will ignore the **Auto-Off** setting. Instead it uses MIDI clock as a timing reference and sends a note off message after the selected note length has passed. If you are recording notes into a sequencer then you will need to make sure that you are sending MIDI clock from the sequencer to the SL Compact and that the SL Compact is set to sync to incoming MIDI clock (see the Global Menu section for information on setting the MIDI clock source). The range of the note length setting is 32nd triplet to 12 bars. When selecting a note length, 'T' indicates a triplet note length and 'D' indicates a dotted note length.

TEMPLATE

CONTROL		Template								
TEMPLATE		10								

This option is different to the others in that it is not a type of MIDI message. Instead, this option allows you to set any button, drumpad or the sustain pedal to switch to another template on the SL Compact. No MIDI message is sent when you operate a Template control. There is only one setting available:

Template: This sets the template number that the unit will switch to when the control is operated.

REALTIME (SYSTEM REAL TIME)

CONTROL		LowVal		HighVal		PORTS				
REALTIME		RT-Start		RT-Stop		ComnPORT				

PAGE 1

BtnType		Change Case Numbers etc	Name:							
NORMAL		Upper	Lower	Punctu	<<	CHAR	>>			

PAGE 2

The **Ports** and **Name** settings are the same as for Control Change (CC) so see that section for information on these settings.



LowVal (Low Value) and HighVal (High Value): These define the Low and High control value and should be set in conjunction with the BtnType parameter (see below). The available options for this setting are standard MIDI system real time messages: start (RT-Start), continue (RT-Contu), stop (RT-Stop), active sensing (RT-Actvs) and system reset (RT-Reset).

BtnType: This is exactly as described for Control Change (CC), however the STEP option and VELOCITY option for drumpads are not available. If this is set to NORMAL, the button will send the Low Value message when pressed and nothing when released. If this is set to TOGGLE, alternate presses of the button will send the Low Value and High Value messages. This means that if Low Value is set to RT-Start and High Value to RT-Stop you can use a single button to start and stop the receiving device.

PITCHBND (PITCH BEND)

CONTROL				PORTS	MIDICHAN	
PITCHBND				ComnPORT	ComnCHAN	

PAGE 1

		Change Case Numbers etc	Name:		
		Upper	Lower	Punctu	<< CHAR >>

PAGE 2

This option only applies to the pitch wheel. No other controls on the SL Compact can be assigned to send pitch bend messages. There are no options for limiting the control value as this can be done on the instrument you are controlling by altering the pitch bend up/down range (if the option is available). The **Ports**, **MidiChan** and **Name** settings are the same as for Control Change (CC) so see that section for information on these settings.



15 THE TEMPLATE MENU

This menu allows access to overall template settings that do not apply to individual assignable controls and are not found in Edit Mode. Press the TEMPLATE button to access the Template Menu and edit the settings for the currently selected template. There are two pages in the Template Menu which you can scroll between using the PAGE UP/DOWN buttons. Additionally, pressing the TEMPLATE button a second time accesses the Keyboard Zones Menu, which also has two pages. Repeated presses of the TEMPLATE button will switch between the Template Menu and the Keyboard Zones Menu. Further information on the Keyboard Zones Menu can be found on page 59.

TEMPLATE MENU PAGE 1 – Keyboard, MIDI Channel and MIDI Port settings

The first page of the Template Menu is as follows:

VELCURVE	AFTERTCH	KEYBCHAN	KEYBPORT	COMNCHAN	COMNPORT	Pot Mode
1	ON	12	U2	12	U2	JUMP

VelCurve (Velocity Curve): This sets the velocity curve (loudness response) of the keyboard keys to either SOFT 1-2, MEDIUM 1-3, HARD 1-2 or a fixed velocity value between 8 and 127.

AfterTch (Aftertouch): This setting allows you to turn the keyboard aftertouch mechanism on/off.

KeybChan (Keyboard MIDI Channel): This sets the MIDI channel on which note on/off and aftertouch messages are sent when the keyboard keys are operated. Additionally when bank and program messages are sent using the Quick Menu in Play Mode (see page 45), they are sent using the Keyboard MIDI Channel. Any assignable controls that have **MidiChan** set to 'KeybCHAN' in Edit Mode will also send messages using the Keyboard MIDI Channel. If you change the Keyboard MIDI Channel setting then all controls assigned to KeybCHAN will follow the change automatically. The range for this setting is 1-16 and ComnCHAN (see below).

KeybPort (Keyboard Port): This sets the port(s) on which MIDI data from the keyboard (note and aftertouch messages) are sent from the SL Compact. Additionally, when bank and program messages are sent using the Quick Menu in Play Mode (see page 45), they are sent on the ports set here. Any assignable controls that have **MidiPort** set to 'KeybPort' will also send messages using the Keyboard Ports. If you change the Keyboard Ports setting then all controls assigned to KeybPORT will follow the change automatically. The options for this setting are as follows:

OFF – MIDI data is not transmitted
U1 – Sent to USB Port 1
U2 – Sent to USB Port 2
M1 – Sent to SL Compact MIDI Out Connector
U1 M1 – Sent to USB Port 1 and MIDI Out Connector
U2 M1 – Sent to USB Port 2 and MIDI Out Connector
ComnPORT – Follow the ComnPort setting (see below)

ComnChan (Common MIDI Channel): This sets the Common MIDI channel. Any assignable controls that have **MidiChan** set to 'ComnCHAN' in Edit Mode will send messages using the Common MIDI Channel. If you change the Common MIDI Channel setting then all controls assigned to ComnCHAN will follow the change automatically. This feature is useful where you want to change the channel of some or all assignable controls in one template as it can be achieved by changing only one setting. The factory programmed standard templates on the SL Compact have been created such that all assignable controls have **MidiChan** set to ComnCHAN so that you can change the MIDI channel by simply altering the Common MIDI Channel setting. This setting can also be accessed from the Quick Menu in Play Mode.



ComnPort (Common Port): This sets the Common MIDI port(s). Any assignable controls that have **Ports** set to ComnPORT in Edit Mode will send messages on the MIDI ports set here. If you change the Common Port setting then all controls assigned to ComnPORT will follow the change automatically. This feature is useful where you want to change the routing of some or all assignable controls in one template as it can be achieved by changing only one setting. The factory-programmed standard templates on the SL Compact have been created such that all assignable controls have **Ports** set to ComnPORT, so that you can change the routing by simply altering the Common Port setting. The options for this setting are as follows:

- OFF – MIDI data is not transmitted
- U1 – Sent to USB Port 1
- U2 – Sent to USB Port 2
- U3 – Sent to USB Port 3
- M1 – Sent to SL Compact MIDI Out Connector
- U1 M1 – Sent to USB Port 1 and MIDI Out Connector
- U2 M1 – Sent to USB Port 2 and MIDI Out Connector
- U3 M1 – Sent to USB Port 3 and MIDI Out Connector

TEMPLATE MENU PAGE 2 – Template Grouping

The second page of the Template Menu is as follows:

Template	Position	Size	:	FM7				Native Instr
17	2	2						

This page contains the settings that apply to creating template groups. Template groups have already been mentioned in the Play Mode section on page 45 and an example was given as to where template groups might be a useful feature. Here is an explanation of the settings used to create template groups:

Template: This selects the template whose group settings you are currently editing. The template name will appear on the top line of the display to the right of the settings.

Position: This sets the position of the template within the group.

Size: This sets the size of the group i.e. the number of templates in the group. This must be set to the same value for all templates in a group.

For template groups to work correctly it is important to make sure that grouped templates are stored in consecutive memory locations on the SL Compact. For example if you have three templates that form a group then you could store them in e.g. memory locations 16, 17 and 18. Also it is important to make sure that the **Position** is set correctly for each template according to the order in which they are stored. Using the same example, template 16 must have **Position** set to 1, template 17 must have it set to 2 and template 18 to 3.



16 KEYBOARD ZONES

As mentioned in the Template Menu section, pressing the TEMPLATE button whilst already in the Template Menu accesses the Keyboard Zones Menu. In this menu, you can split the keyboard into up to four zones and set the MIDI channel, port routing and other settings separately for each zone. For example, this feature could allow you to set one half of the keyboard to trigger a soft-synth running on your computer and the other half to trigger a hardware synth connected to the SL compact MIDI Out port. There are two pages of settings available in the Keyboard Zones Menu, which you can scroll between using the PAGE UP/DOWN buttons. The first page is as follows:

Zones	Zone	Low Note	HighNote	Trnspose	VelCurve	MidiChan	Ports
ON	1	C-2	C4	+12	3	3	U1 M1

Zones: This option turns the Keyboard Zones ON or OFF.

Zone: This selects the keyboard zone that you are currently editing.

Low Note: This sets the lowest note of the selected keyboard zone range. It is possible to set this value using the keyboard. To do so, edit the setting using the encoder or buttons in line with it on the display so that a flashing cursor appears next to the value, indicating that you can use the keyboard to set it.

HighNote: This sets the highest note of the selected keyboard zone range. It is possible to set this value using the keyboard in the same way as for Low Note.

Transpose: This sets the transpose amount in semitones for the selected keyboard zone (range -64 to +63 semitones).

VelCurve (Velocity Curve): This option defines the Velocity curve for the keys within the Keyboard Zone to either SOFT 1-2, MEDIUM 1-3, HARD 1-2 or a fixed velocity value between 8 and 127.

MidiChan (MIDI Channel): This sets the MIDI Channel of the Keyboard Zone (range 1-16).

Ports: This sets the port(s) on which MIDI data from the selected keyboard zone (note and aftertouch messages) are sent from the SL Compact. The options for this setting are as follows:

OFF – MIDI data is not transmitted

U1 – Sent to USB Port 1

U2 – Sent to USB Port 2

M1 – Sent to SL Compact MIDI Out Connector

U1 M1 – Sent to USB Port 1 and MIDI Out Connector

U2 M1 – Sent to USB Port 2 and MIDI Out Connector

The second page of the Keyboard Zones Menu is as follows:

Zones	Zone	AfterTch	PitchBnd	ModWheel	PitchBnd & ModWheel
ON	1	ON	ON	ON	USE TEMPLATE CHAN/PORTS

Zones: This a duplicate of the Zones setting on the first page of the Keyboard Zones Menu and turns the keyboard zones ON or OFF.

Zone: This a duplicate of the Zones setting on the first page of the Keyboard Zones Menu and selects the keyboard zone that you are currently editing.

AfterTch (Aftertouch): This sets whether or not aftertouch messages will be sent using the MIDI Channel and Ports setting for the current zone. Note that SL Compact has a channel aftertouch mechanism (not polyphonic aftertouch) meaning that any keyboard key you press, whether it is within the zone range or not, will cause aftertouch messages to be sent using the MIDI Channel and Ports setting for that zone.



PitchBnd (Pitch Bend): This sets whether or not pitch bend messages will be sent (using the MIDI Channel and Ports setting for the current zone) when the pitch wheel is operated.

ModWheel (Modulation Wheel): This sets whether or not modulation wheel (CC1) messages will be sent (using the MIDI Channel and Ports setting for the current zone) when the mod wheel is operated.

PitchBnd & ModWheel: This sets whether or not the pitch and modulation wheels are included in the keyboard zones, as follows:

USE TEMPLATE CHAN/PORTS – Pitch and modulation wheels follow their individual settings as set in Edit Mode and the PitchBnd and ModWheel settings in the Keyboard Zones menu are ignored.

USE ZONE CHAN PORTS – Pitch and modulation wheels transmit pitch bend and modulation messages on the MIDI Channels and Ports for all zones that have PitchBnd and ModWheel set to ON. The individual settings for the pitch and modulation wheels, as set in Edit Mode, are ignored. This means that if you have previously set the wheels to send other types of MIDI messages in Edit Mode i.e. not pitch bend and modulation messages, then when you set USE ZONE CHAN PORTS they automatically revert back to sending pitch and modulation messages (although the individual settings in Edit Mode will not be lost).

Setting up Keyboard Zones is also easy to do with the free Template Editor software, available from the Novation website.



17 SAVING AND NAMING TEMPLATES

Before you perform a save operation, make sure that Memory Protect is set to OFF in the Global Menu (see page 40). When you save a template, the following data is stored and will be recalled when you next select that template:

- All settings for each individual control, as set in Edit Mode.
- All settings in the Template Menu
- All settings in the Keyboard Zones Menu
- All settings in the Quick Menu (accessed in Play Mode)
- The current keyboard octave setting
- The currently selected encoder and button groups and row-select status
- The current value of each assignable control
- The control currently assigned to the SPEED DIAL

To save a template, press WRITE when in Play Mode, Edit Mode, the Template Menu or the Keyboard Zones Menu. This will bring up the template save display:

V-Station-1	Novation						To Template	
<		CHAR		>	Upper	Lower	Punctu	1

If you want to cancel the save operation, press one of the other Mode/Menu switches (PLAY, TEMPLATE, EDIT or GLOBAL), which will take you to that mode or menu.

On the template save display, you can set the template name that is shown on the top line of the display. The control name can be a maximum of 48 characters long. To enter a character, first use the encoders or buttons in line with the '<' and '>' symbols on the display to move the cursor to where you want to enter the character. Then, use the buttons in line with 'Upper', Lower' and 'Punctu'/'Number' to select the type of character you want to enter (upper case, lower case, punctuation or number). Note that repeated presses of BUTTON 6 will switch between 'Punctu' and 'Number'. Finally, use the encoder or buttons in line with 'CHAR' to select the character you want to enter. If you want to enter a space, select 'Punctu', as the first punctuation character is a blank space.

Once you have set the template name, use the encoder or buttons in line with 'To Template' to select the template memory location that you want to save the template to. Finally, to complete the save operation, press WRITE once more.

17.1 RESTORING TEMPLATES

If you edit a template and then accidentally select another template without remembering to save your edits, you can restore the last edited template by pressing the SPEED DIAL when in Edit Mode, the Template Menu or the Keyboard Zones Menu. The SL Compact display will then look as follows:

V-Station-1		Novation	(WRITE to Restore)
Template 1	An Edited but saved version of this template is available		

The name and number of the template which you last edited will be shown. Press WRITE to restore the template with the edited settings. This template will automatically be selected and you can press WRITE to save it using the template save procedure described above



APPENDIX

I SPECIFICATIONS

Keyboard

Keys: 25/49

Type: semi-weighted with aftertouch

Velocity Curves: 7 - individually assignable for each Template

Pitch and Mod Wheel Mechanism

Pitch wheel: spring loaded, centre return, front to back motion

Mod wheel: free running, front to back motion

LCD Display

LCD: 1 x 144-character silver. Blue LED backlit

Interfacing

Data Ports: 1 x USB MIDI (Win XP/Mac OSX class-compliant)

MIDI: 1 x MIDI Out, 1 x MIDI In

Sustain Pedal: 1 x 1/4" Jack Input

Expression pedal: 1 x 1/4" Jack Input

Controls

Rotary Encoders: 8 - Infinite Rotation (x4 with Group Select switches A-D)

Buttons: 8 (x4 with Group Select switches B1-4)

Trigger pads: 8

Transport Controls: Rewind/Fast Forward/Stop/Start/Record/Loop (assignable buttons)

Speed dial: rotary encoder, pressing activates other modes

Menu button

General Operation: Play/Edit/Template/Global/Write buttons

Display select: encoders, buttons, page up/down and drumpads switches

Template select: up/down buttons

Keyboard Octave: up/down buttons

General

External Power Supply: Standard 'Centre Positive' 9V DC 600mA Power Supply (not supplied)

Size

[25] W=475mm, H=68mm, D=260mm

[49] W=800mm, H=68mm, D=260mm

Weight

[25] 2.8kg

[49] 4.5kg

Computer OS Requirements

Mac: OSX 10.3.9 or greater. 10.4 and 10.5 both supported.

Windows: XP with service pack 2 or greater. XP X64, Vista 32-bit and Vista 64-bit are all supported.

Minimum Recommended Computer Specs

Mac: G4/1GHz, 256MB RAM

PC: Pentium 3/1GHz, 256MB RAM (computers running Windows Vista will require a higher spec)



II LIST OF FACTORY TEMPLATES

Novation – V-Station 1
Novation – V-Station 2
Novation – V-Station 3
Novation – Bass Station
Native instruments – FM7
Native instruments – Pro53 1
Native instruments – Pro53 2
Native instruments – Battery 2
Native instruments – B4
Native instruments – Kontakt 2
G-Force – impOSCar 1
G-Force – impOSCar 2
G-Force – Oddity 1
G-Force – Oddity 2
G-Force – Minimonsta 1
G-Force – Minimonsta 2
Korg – MS20
Korg – Polysix
Korg – LegacyCell
Arturia – CS-80V 1
Arturia – CS-80V 2
Arturia – ARP2600V 1
Arturia – ARP2600V 2
Linplug – Albino 1
Linplug – Albino 2
Cakewalk – z3ta+ 1
Cakewalk – z3ta+ 2
Cakewalk – z3ta+ 3
Steinberg – HALion
reFX – Vanguard 1
reFX – Vanguard 2
reFX – Vanguard 3
Image Line – FL Studio
Pro Tools Automap template
User 1
User 2
Reason Automap template
Automap Universal template
Logic Automap template
Ableton Live Automap template



III GUIDE TO FACTORY STANDARD TEMPLATES

Most standard templates for soft synths follow a basic layout, so that similar parameters are always assigned to the same controls on the SL Compact, no matter what instrument is being controlled. The general synth parameter layout is as follows:

Group A Encoders: OSC X LEVEL, OSC X SEMI, OSC X WAVE, LFO X SPEED, LFO X DELAY, FILT X TRACK, FILT X LFO, FILT X ENV

Group B Encoders: PORTAMENTO, OSC X DETUNE, OSC X ENV, OSC X LFO, LFO X WAVE, FILT X OD, FILT X RES, FILT X FRQ

Group C Encoders: AMP ATTACK, AMP DECAY, AMP SUSTAIN, AMP RELEASE, FILT ATTACK, FILT DECAY, FILT SUSTAIN, FILT RELEASE

Group B1 Buttons: OSC X OCTAVE, OSC UNISON, LFO X 1 SHOT, LFO X COM, FILT X BYPASS

Group B2 Buttons: OSC X SYNC, LFO X KEYSYNC, LFO X TRIGGER, FILT X SLOPE, FILT X TYPE

Group B3 Buttons: ENV/GATE INVERT, HOLD, REPEAT

Here is a guide to each standard Template:

V-Station

Location: Templates 1, 2 and 3

Title : V-Station 1,2 and 3

A group of three standard templates is used for the V-Station. The templates follow the general synth parameter layout but additional arpeggiator parameters are assigned to BUTTONS GROUP B3.

Bass-Station

Location: Template 4

Title: Bass Station

This template follows the general synth parameter layout, however no controls are available for individual oscillator levels on the Bass Station so instead ENCODER 1 in GROUP A is assigned to the osc mix level.

FM7

Location: Template 5

Title: FM7

Before using the FM7 template, you must import a mapping file into the plug-in. To do this go to the 'Master' page in the plug-in window and click 'Load' in the 'Controller Define' section. Locate the file 'RemoteSL.f7c' in the FM7 resources folder on the SL Compact DVD and click 'Open'. Once you have done this, click 'Pref' to access the FM7 preferences and make sure the following options are checked/set:

MIDI controller range 000-127

0...63: off / 64...127: on

Use op A controllers for selected op (op select controller: 9)

Use 3 CCs for ratio

The SL Compact FM7 template will then map correctly to the software. You can save the 'RemoteSL.f7c' file to your computer with the other mapping files that come with the FM7, stored in the following location:

PC – C:\Program Files\Native Instruments\FM7\Assigns

Mac – HD/Applications/FM7/Assigns

The envelope and filter parameters are assigned as in the general synth parameter layout. ENCODERS GROUP A are assigned to the operator parameters where ENCODER 1 selects the operator and ENCODERS 2-8 can be used to control the selected operator.



Pro53

Location: Templates 6 and 7

Title: Pro 53

Before using the Pro-53 template, you must import a controllermap file into the plug-in. To do this, click on the 'NI' logo on the Pro-53 window and select 'load controllermap' from the drop-down menu. Locate the file 'RemoteSL.txt' in the Pro-53 resources folder on the SL Compact DVD and click 'Open'. The SL Compact Pro-53 template will then map correctly to the software, mainly following the general synth parameter layout. You can save the 'RemoteSL.txt' file to your computer with the other mapping files that come with the FM7, stored in the following location:

PC – C:\Program Files\Native Instruments\Pro-53\Presets\Controller Maps

Mac – HD/Applications/Pro-53/Presets/Controller Maps

Battery 2

Location: Template 8

Title: Battery

Drumpads 1-8 trigger cells 1-8 (MIDI notes C1-G1). ENCODERS GROUP C are assigned to CCO-CC7 and correspond to controllers A-H in the modulation section.

B4

Location: Template 9

Title: B4

Encoders Group A control Lower Manual with 'fully out' on Buttons Group B1. Encoders Group C are for Upper Manual with "fully out" on Buttons Group B3. Encoders Group B and Buttons Group B2 are for other controls.

Kontakt II

Location: Template 10

Title: Kontakt II

We have created a default Kontakt multi to work with the SL Compact Kontakt 2 template. To load this into Kontakt 2 select 'load...' from the 'Load/Save' drop-down menu and select the 'ReMOTE_SL.nkm' file found in the Kontakt 2 resources folder on the SL Compact DVD. The multi contains 8 empty instruments assigned to MIDI channels 1-8 respectively. Once it is loaded, you can use Encoders Group A to control tuning of the 8 instruments, Encoders Group B to control pan and Encoders Group C for level.

ImpOSCar

Location: Templates 11 and 12

Title: ImpOSCar 1 and 2

A group of two standard templates that mostly follow the standard synth parameter layout is used for impOSCar. ENCODER 3 in GROUP A is used to control osc 1 wave in template 1 and osc 2 wave in template 2.

Oddity

Location: Templates 13 and 14

Title: Oddity 1 and 2

A group of two standard templates that mainly follow the standard synth parameter layout is used for Oddity. Additional osc parameters are assigned to ENCODERS GROUP B and BUTTONS GROUP B2. HPF cutoff is assigned to ENCODER 6 in GROUP B. VCA and VCF velocity amounts are assigned to ENCODERS 7 and 8 in GROUP C.



Minimonsta

Location: Templates 15 and 16

Title: Minimonsta 1and 2

A group of two standard templates that mainly follow the standard synth parameter layout is used for Minimonsta. Encoders Group A are assigned to Osc 1 and Delay parameters on template 1 and Osc 2 and Osc 3 parameters on template 2.

MS-20

Location: Template 17

Title: MS-20

This template follows the standard synth parameter layout. Buttons Group B2 are assigned to Osc 2 parameters.

PolySix

Location: Template 18

Title: Polysix

This template mainly follows the standard synth parameter layout. Encoders Group C and Buttons Group B3 are assigned to the arpeggiator parameters.

LegacyCell

Location: Template 19

Title: LegacyCell

Encoders Group A are assigned to the encoder parameters and Encoders Group C are assigned to the slider parameters.

CS-80V

Location: Templates 20 and 21

Title: CS-80V-1/2

A group of two standard templates is used for the CS-80V. Before using these templates you must copy a mapping file to your computer. Locate the file 'controlMidi' in the CS-80V resources folder on the SL Compact DVD and copy it to the following location:

PC – C:\Program Files\Arturia\CS-80V\save

Mac – HD/Library/Preferences/Cs80V/save

The SL Compact CS80-V templates will then map correctly to the software. Template 1 should be used to control osc 1 and its HPF and LPF filters. Template 2 should be used to control osc 2 and its HPF and LPF filters. With both templates, the HPF parameters are assigned to ENCODERS 7 and 8 in GROUP A and the LPF parameters are assigned to ENCODERS 7 and 8 in GROUP B.

Arp2600V

Location: Templates 22 and 23

Title: Arp2600V-1/2

A group of two standard templates is used for the ARP2600V. Before using these templates you must copy a mapping file to your computer. Locate the file 'controlMidi' in the ARP2600V resources folder on the SL Compact DVD and copy it to the following location:

PC – C:\Program Files\Arturia\ARP2600V\save

Mac – HD/Library/Preferences/arp2600v/save



The SL Compact ARP2600V templates will then map correctly to the software. The templates follow the general synth parameter layout where possible. Template 1 contains controls assigned to osc 1 and template 2 contains controls assigned to osc 2.

Albino

Location: Templates 24 and 25

Title: Albino 1 and 2

A group of two standard templates is used for Albino. Before using the Albino templates you must import a mapping file into the plug-in. To do this, click on 'ECS' in the plug-in window and select 'Load' from the drop-down menu. Locate the file 'Albino3_ReMOTE_SL.MOD' in the Albino resources folder on the SL Compact DVD and click 'Open'. The SL Compact Albino templates will then map correctly to the software. Note that there are separate mapping files for Albino 2 and Albino 3 so make sure you import the correct one. The templates follow the general synth parameter layout but additional arpeggiator parameters are assigned to BUTTONS GROUP B3.

z3ta+

Location: Templates 26, 27 and 28

Title: Z3ta 1,2 and 3

A group of three standard templates is used for z3ta+. Before using these templates, you must copy two mapping files to your computer. Locate the files 'midic00.rgc' and 'midicfg.txt' in the z3ta+ resources folder on the SL Compact DVD and copy them to the directory in which the z3ta+ plug-in is installed (your VST plug-ins folder). The SL Compact z3ta+ templates will then map correctly to the software, mainly following the general synth parameter layout.

Halion

Location: Template 29

Title: Halion

This template follows the general synth parameter layout where possible.

Vanguard

Location: Templates 30, 31 and 32

Title: Vanguard 1, 2 and 3

A group of three standard templates is used for Vanguard. The templates follow the general synth parameter layout but additional effects parameters are assigned to ENCODERS GROUP B on template 2. Also, the envelope modulation amount parameters are assigned ENCODERS GROUP C in template 3.

FLStudio

Location: Template 33

Title: FLStudio

To set up the SL Compact to work with FL Studio, follow these steps:

1. Make sure you have FL Studio 7 or later.
2. Connect the SL Compact to your computer, switch it on, select the FLStudio template (template 33) and launch FL Studio.
3. In FL Studio select 'MIDI Settings' from the 'Options' menu to open the MIDI Settings window.
4. In the MIDI Settings Window you will see 'ReMOTE SL Compact: Port 1', 'ReMOTE SL Compact: Port 2' and 'ReMOTE SL Compact: Port 3' in the 'Input' list. Ensure that only 'ReMOTE SL Compact: Port 1' is active by clicking on it in the list and then clicking the 'Enable' box. Also select 'Novation ReMOTE SL' from the 'Controller Type' drop-down menu, then close the MIDI Settings window.





Many of the controls in the template are unassigned so that you can learn them to parameters in FL using the 'Link to controller...' feature, accessed by right-clicking on a parameter. Some controls however are assigned to functions in FL Studio, as follows:

GROUP A ENCODER 6 – pattern select
 GROUP A ENCODER 7 – mixer channel select
 GROUP A ENCODER 7 – sequencer channel select

GROUP B4 BUTTON 1 – metronome on/off
 GROUP B4 BUTTON 2 – blend record on/off
 GROUP B4 BUTTON 3 – loop record on/off
 GROUP B4 BUTTON 4 – step editing mode on/off
 GROUP B4 BUTTON 5 – loop time select
 GROUP B4 BUTTON 6 – add marker
 GROUP B4 BUTTON 7 – undo
 GROUP B4 BUTTON 8 – shift

TRANSPORT BUTTONS – assigned as labelled

The controls that have no assigned function are set to send MIDI messages so that you can instantly learn them to parameters in FL using the 'Link to controller...' feature. Simply right-click on a parameter and select 'Link to controller...' to view the 'Remote control settings' for that parameter. Ensure 'Auto detect' is enabled and then operate the control on the SL Compact that you want to assign to that parameter.

The controls available for learning to parameters in FL Studio work in different ways as follows:

GROUP A ENCODERS 1-5 – These are relative type controls with encoder acceleration. When you assign a parameter to one of these controls, the parameter value will increase/decrease by 1 for every encoder step when you rotate the control slowly. When you rotate it faster, the parameter value will increase/decrease by a larger amount for every encoder step, meaning you can scale the full parameter range with a small quick rotation of the control.



ENCODERS GROUP B and C – These act as standard analogue rotary controls.

ENCODERS GROUP D – These are not set to send MIDI messages and FL Studio will not assign parameters to them when they are operated.

GROUP B1 BUTTONS 1-4 – These are momentary or ‘hold’ buttons. If a parameter is assigned to these then it will be turned on when the button is pressed and off when the button is released.

GROUP B1 BUTTONS 5-8 – These are two pairs of increment/decrement buttons. When you assign either button in a pair to a parameter, the decrement button will decrease the parameter value by 1 step when pressed and the increment button will increase it by one step when pressed.

BUTTONS GROUP B2 and B3 – These are switch-type buttons. When you assign a button to a parameter it will cause the parameter value to go to minimum and maximum on alternate presses.

