BLOFELD VIRTUAL EDITOR

USERS GUIDE

BY SOFTKNOBS

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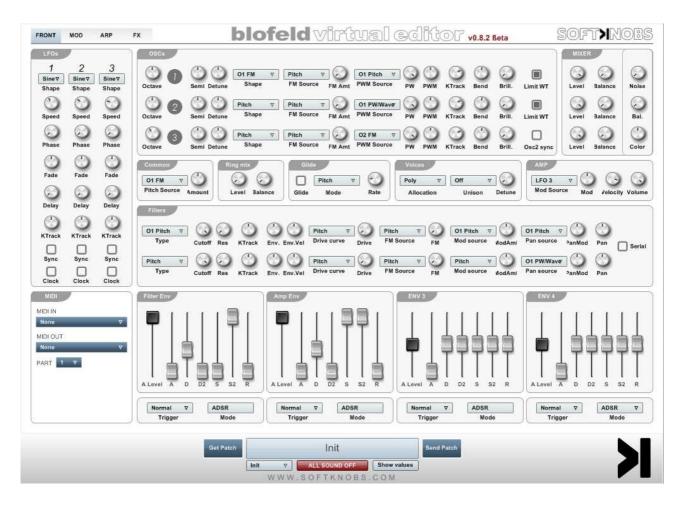


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INTRODUCTION

Blofeld Virtual Editor is a flexible tool to control and edit patches of the incredible Waldorf Blofeld desktop synthesizer.

Blofeld Virtual Editor is to be used as a VST instrument. A standalone version is planned when the plugin gets some maturity.

INSTALLATION

Blofeld Virtual Editor is Windows only and no Mac version is planned.

VST PLUGIN

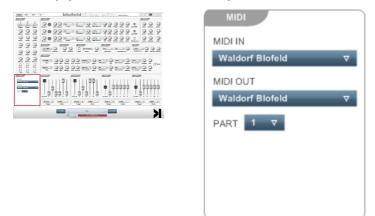
Installing the plugin is as simple as copying the BlofeldVirtualEditor0.8.0b.dll in your VstPlugins directory (be sure that the folder is the one defined inside your host. See your host's documentation for further information).

Be sure to remove any previous version of this virtual editor before installing a new one.

SETUP

SETTING UP THE SOFTWARE

To start using the Blofeld Virtual Editor you will need to define which Midi input/output is used by your Waldorf Blofeld synthesizer.



When using the midi of Waldorf Blofeld over the USB cable, select the device in the MIDI IN and MIDI OUT lists. By default the Blofeld is recognized as something like « Generic USB Device » or "Waldorf Blofeld" depending on the driver used.

When using a midi cable with the Midi in port of the Waldorf Blofeld only the MIDI OUT needs to be specified in the Blofeld Virtual Editor. In this case the MIDI IN should be set to « None ».

Please note that when using the midi cable only, you won't be able to transmit any data from the Waldorf Blofeld. This means that functions like « Get Patch » or knob

synchronization will not work.

Once the configuration is done, simple route all the MIDI messages to the plugin.



The plugin requires an exclusive access to the MIDI input and MIDI output of the synthesizer. Be sure to disable them in your host's configuration, otherwise you will get a « Device in use » error message.

SETTING UP THE WALDORF BLOFELD

The Blofeld Virtual Editor only sends and receives SysEx messages. In order for the plugin to function correctly, the Global parameter « Ctrl Send » has to be set to « SysEx ». If not, the Blofeld Virtual Editor will not react correctly to all of the parameters you edit on the Blofeld synthesizer. Below is a picture of the « Global » page showing the right parameter to use.



Refer to the Waldorf Blofeld documentation for further information on how to change global parameters.



Please note that only Device ID 0 (00h) is handled at this time. It is not possible to control a Blofeld with a different Device ID.

USING BLOFELD VIRTUAL EDITOR

QUICK START

Once set up, the Blofeld Virtual Editor is rather self explanatory.

Typical work flow is to select a patch on your Waldorf Blofeld, click the « Get Patch » button and start tweaking!



Note that when the plugin is loaded, the « Init » patch is automatically sent to the synthesizer's edit buffer and thus overwrites any unsaved modification for the currently selected patch.

ADJUSTING CONTROLS

The Blofeld Virtual Editor uses a common set of controls consisting of knobs, vertical

sliders, drop down selection menus, check boxes and buttons.

KNOBS AND SLIDERS

Knobs and sliders operation is very similar. To adjust a value, simply left click and hold on the desired control and move the mouse up or down to increase / decrease the value.

To reset a parameter to its default value, click on it while holding the "Ctrl" key down. Note that the default value is always the same, based on the Waldorf Blofeld documentation.

DROP DOWN MENUS

These are also simple to operate. Clicking anywhere on the control will pop up a window with available options. The current value is always displayed on the control and has a check next to it when the drop down menu is open. To cancel the selection when the drop down menu is open, click anywhere outside of it to cancel (you can even click on any another control, its value will not change).

USAGE

Additionally to the real time control of the Waldorf Blofeld parameters, some buttons let you perform special actions:

PANEL TABS

FRONT MOD ARP FX

These tabs are used to select the currently displayed panel.

The front panel, is displayed by default. Though, other parameters can be edited such as modulations routes and modifiers « MOD », arpeggiator « ARP » and « FX ». Clicking on any of these tabs will show the according panel.

GET PATCH



« Get patch » button synchronizes the Blofeld Virtual Editor with the current patch of the Waldorf Blofeld. This function is very useful when you want to edit a patch in the Blofeld Virtual Editor based on the currently selected patch of the Waldorf Blofeld. In a way this function asks for a patch dump and adjusts the Blofeld Virtual Editor accordingly. This means that the Blofeld Virtual Editor will also synchronize when receiving a patch dump manually performed on the Waldorf Blofeld.

This function is part specific when used in Blofeld's « Multi mode ».

SEND PATCH

Send Patch

The « Send patch » button sends the current state of the plugin to the synthesizer.

This function is automatically invoked every time the plugin is loaded so that an « Init »patch is loaded (new instance) or saved patch (after loading a project using this plugin)

This function is part specific when used in Blofeld's « Multi mode ».

ALL SOUND OFF

ALL SOUND OFF

« All sound off » can be clicked at anytime to tell the Waldorf Blofeld to stop playing. Useful when some notes are stuck.

SHOW VALUES

The "Show values" button allows to temporarily show the current value of a control instead of its label. Holding the button will show the values and releasing it will show the control labels.

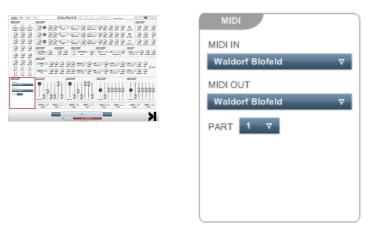
PART CONFIGURATION

Since version 0.8.0, it is possible to control several parts using Blofeld's $\,$ « Muti mode ».

The support is basic and is « one patch, one midi channel » oriented.

The control is limited to patch properties, none of the « Multi » specific parameters can be controlled at this time. This is true for the « Mixer », « Receive », « Tuning », « Velocity Range » and « Key Range » parameters which are not supported.

It is done by loading several instances of the plugin and selecting different part numbers for each one. The part number can be changed in the « Midi » section as shown below:



Thus, each instance will control a different part of the « Multi » and all parameters will be controlled by part. This is also true for the « Get patch » and « Send patch » button that will send and retrieve patches per part.

BI-DIRECTIONAL EDITING

When using the USB cable and set up accordingly, the editing is bi-directional. That

means that if you edit directly the Waldorf Blofeld, you will see the according edited value change inside the Blofeld Virtual Editor and the other way round.

SAVE AND RESTORE

When saving a project in your host that includes the Blofeld Virtual Editor, all knob positions are saved as well. These values are sent to the Waldorf Blofeld when you load the project again.

These values are sent once when the project is loaded and can be sent at anytime whith the « Send patch » button.

Please note that when using various instances of the plugin for different parts, you need to manually switch to « Multi » mode in order for all parts to be loaded correctly.

SUPPORT AND UPDATES

Should anything go wrong with the software, visit Softknobs' homepage

http://www.softknobs.com to find assistance or e-mail info@softknobs.com.

Softknobs' website is where you can get the latest version of the software and updates as they are released.

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