

BCR 2000 to Ableton LIVE

Mackie Control Emulation

Version 4 – 6.8.08

This bcr2000 preset (sysex file) was created by me, using [bcmanager](#) and [bcreditor](#). It is based on extensive work from [Namihei](#) and others at the [Ableton Live forum](#). Many thanks to all their hard work.

Change log – wow! -

This will **overwrite preset #2** – Back up your presets before playing with this. You have been warned!

- *Scaled back to 1 preset*
- *See chart or image for new layout.*
- *Added functions by using knobs as buttons via sysex.*
 - *Think of them as rotary switches.*
 - *That do 1 thing when turned clockwise and a different thing when turned counter clockwise.*
 - *bank <+>*
 - *cursor < + >, and up down.*
 - *View clip-fx/bottom, browser/arrange-session*
 - *previous marker, next marker.*
 - *So the bottom row from the image has 6 rotary switches.*
- *Moved faders to top row,*
 - *Bar leds indicating levels.*
 - *Resolution changed, if you turn knob slow = slow increments, fast = large value changes. In fact, can go whole range with quick twist.*
- *Vpots moved to 3rd row from bottom.*
 - *Similar resolution adjustments. Quick twist = whole range, slow = small changes in value.*

You can move those things were you like with bcmanager (see link at the top of the page). I strongly encourage you to download that program and make this controller do what you want. You can copy and paste, set ranges, do all kinds of fun things. I guess you know, I like bcmanager.

- Beware tho, when you first use it you many accidentally overwrite all your presets. I did this. Back up before you begin.

If you are opening this, then you have a BCR2000.

I cannot stress how flexible this controller is and the how easy it is to edit presets using bcmanager.

If you have a pc then you must go to the [bc2000](#) yahoo group. Mark and Royce have created some excellent editors for the pc. No more, buggy java editor from the company. The wealth of information on the controller and it's flexibility is well documented by Mark and Royce. Go join and learn.

What this preset it for – Turn you cheap BCR2000 into really nice control surface and an almost full Mackie. Does it do everything, no. It is enough to increase you productivity significantly and get your hands off the mouse/keyboard. Try it, you have nothing to loose except 1 preset slot on the BCR2000. Functions and usage explained below.

Installation instructions -

You need to get the sysex file to the BCR2000. Here are some ways using osx.

- [SysEx Librarian](#)
- <http://opuslocus.com/forums/viewtopi...fa614bfeb0bbe8>
- <ftp://ftp.ritual.org/MacOSX/Applications/debehringer.1.0.zip>

For PC, [Midiox](#), is an awesome free ware program with many other functions. You will need midiyoke, available at the same place, if you plan to use huskervu with it. You can also use, and I strongly recommend, Bcmanager, see link above.

A. Send files to BCR2000 – Mode U1, other modes, you are on your own. Check the manual for mode setting on BCR2000, if needed..

1. Send “BCR2000+Live_ver4.**syx**” to the BCR2000 using Midiox or your favorite sysex librarian. When you send the file you will see the BCR's lights dance.
2. This one file will **overwrite preset #2 on the BCR2000**. Make sure you back up all your bcr2000 presets before sending this file. You have been warned twice!

B. Set up Live

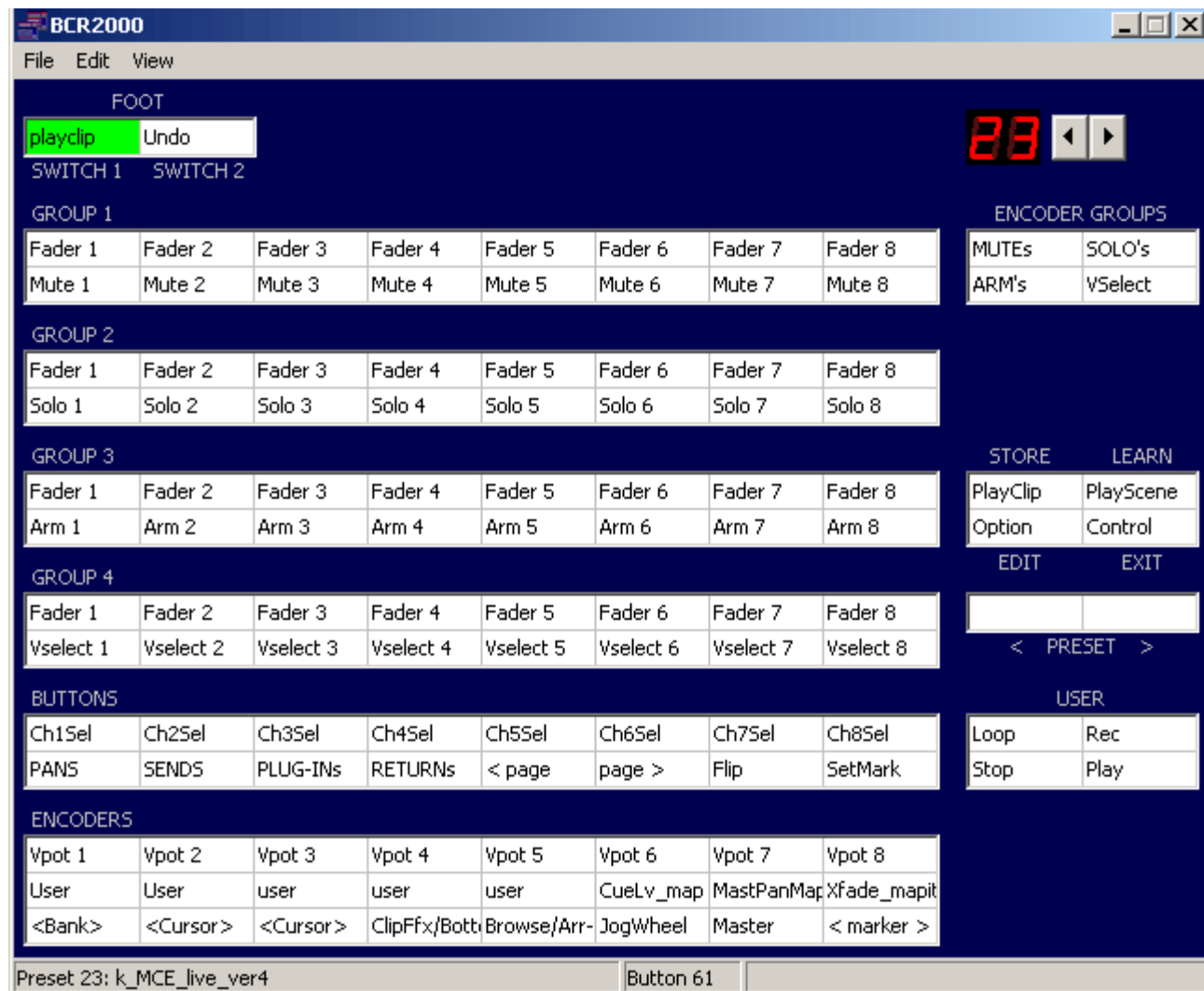
1. Preferences>midi sync – control surface 1 drop down to MackieControl, input – what ever the midi port is called in your system for the bcr or however midi data is getting from the bcr to Live. Output, what ever midi port is back to the bcr2000. The output port is important to have visual feedback on the BCR2000. If you are using Huskervu, why wouldn't you, follow the instructions on that website. (See screen shot below) If on a mac, the [LC Xview](#) looks good.
2. Value scaling is up to you. I don't seem to need it since the bcr BCR2000 stays where it belongs as long as you route midi output from LIVE to the BCR2000 eventually. You could go BCR2000>AbletonLive>(virtual port)Huservu or LCXview>BCR2000.
3. Scroll down the midi ports and open up TRACK and REMOTE for both input and output on BCR2000.
4. In use, always boot the BCR2000 1st, then any lcd emulation and then Live, last. Otherwise it

won't have the BCR2000 ports listed. Set up ports as you need. Image below shows that I send the output to the midiyoke3 (I set that as the input on Huskervu).



C. Usage/description – try these to get acquainted.

- View my [movie](#) on YouTube or a demo. The layout of the preset in the movie is not the same as this one. Sorry and no, I am not going to film it again.
- Go to *preset 2* on your BCR, twist the third row up from bottom (see image below) **vpot1** (leftmost knob, third row up) you should see the lights next to the KEY button in Live at the top right, light up showing data exchange. You should also see the pan knob for track 1 in Live follow **vpot1**. **Vpot2** will control track 2 pan etc... If not, check your midi routing and the Live setup for mackie control. Try **fader 1** and you should see the fader on track 1 in Live, follow. You might also note the the fader leds on the BCR2000 follow the position in Live (and they remember when you bank down to 9-16 and back!). * Note - *the vpot led's don't work correctly*.



Screen Shot of Bcmanager(see link above): BCR2000+Live_ver4 layout.

- **Mute/solo/arm/vselect** – (encoder group buttons top right) Look at the screen shot again of the layout of this preset to make sense of this.
 - **Each of the 8 Faders has can be pushed to act as a button.**
 - If **encoder group #1** button (MUTES) is active then these buttons become **mutes** for each track 1-8 (unless you have more tracks and use the bank buttons from above they will follow).
 - **Solo hit the solo button** = faders pushes are now solos. **Arm** and **v-select** work the same way.
 - If you want to **arm** multiple tracks or **solo** multiple tracks you need to press and hold **CONTROL** while pressing the faders you want armed or soloed.
- **Vpots** – (Located on the third row of knobs from the bottom.) These are the main controls for the emulation. Their function changes, based on other buttons. (Pans, Sends, Plug-ins, Returns and Flip.
 - **Pans** – each vpot controls pan by track. Vpot1 = pan on track 1.
 - If more than 8 tracks – **Bank <+> (rotary switch).**
 - **Banks** – are in sets of 8, 1-8, 9-16, etc..

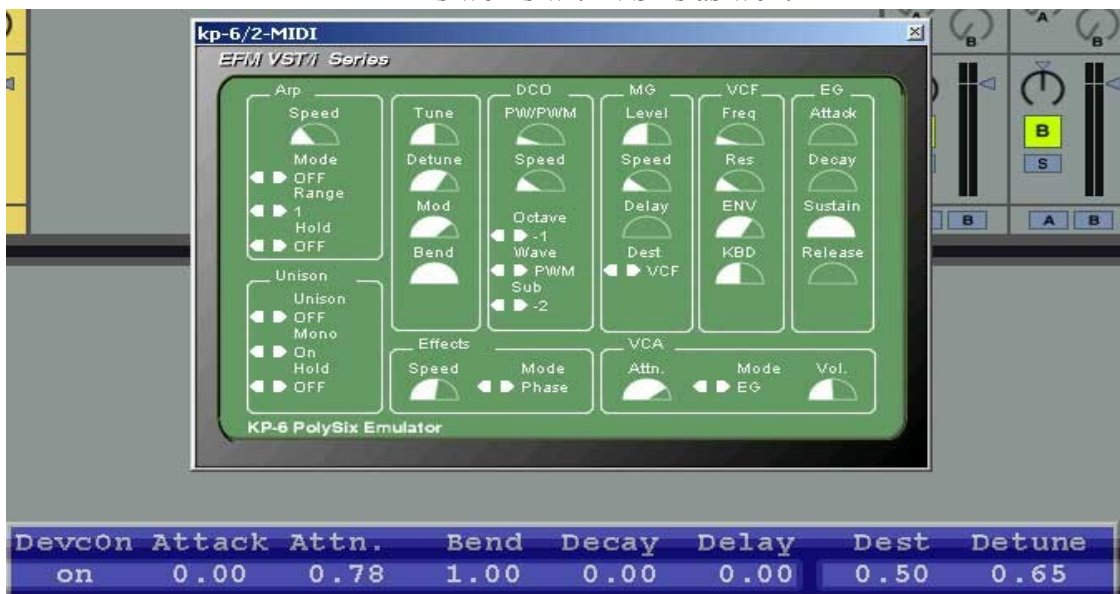
- No limit.
- Clockwise turn of the bank knob will go out, 9-16 then 17-24... etc.
- Counterclockwise turn of the bank rotary switch (knob) will come back, 17-24 then 9-16, then 1-8. Visual feedback from LCD emulation is necessary to know where you are.
- **Sends** - each vpot controls send by track, as with pan.
 - The number of sends is directly related to the number of return tracks in the project. *Note – if you have no return tracks there are no sends.
 - **Push Ch1SEL** button (see chart above, top row of buttons) = Live will then highlight track1, then hit the **SEND** button now (depending on how many return tracks you have) **Vpot 1** becomes send 1 level, **Vpot 2** becomes send 2 level (depending on how many return tracks you have, if you have 5 then there will be 5 send knobs each corresponding to a Vpot. Now hit **Ch2SEL** button = Live will highlight track2. **vpot 1** becomes send 1 for track 2 and **vpot 2** becomes send 2 for track 2... etc. This really works.
- **PLUG-IN's** = Set the vports to control plugin settings! **Note this take a little getting used to.* Some sort of LCD emulation is a must, for this to be effective.



Screen shot of Live with native plugin visible on Huskervu.

- Try this, open a project of yours with some native Live effects or a vst on a track.
1.
- Press **ChSel1** (ber button press) track 1, or use cursors (described below) or computer cursors to highlight track 1.

- Press **PLUG-IN's** (LCD emulation will show plugins for track 1)
- Then press the **v-select button** (encoder group button #4, located top right, 1 down)
 - Push down on the top row (**fader1/push**) = chooses the first plugin, if you had more than one you could use (**fader2 push**) to select the second plugin... etc
- **Vpot** knobs 1-8 will, now, control that selected plugins first 8 parameters.
 - Again without some sort of LCD – you are flying blind. Huskervu works great with this.
 - You will get titles and values of parameters.
- If the selected plugin has more than 8 parameters –
 - **Page > button led will light up. (that is cool!)**
 - Use the **Page <, >** buttons to navigate thru the pages of parameters, the vpot will control the parameters visible on the LCD emu.
 - If there are only 8 parameters – the **Page >** button led will NOT light.
 - This works with VST's as well.



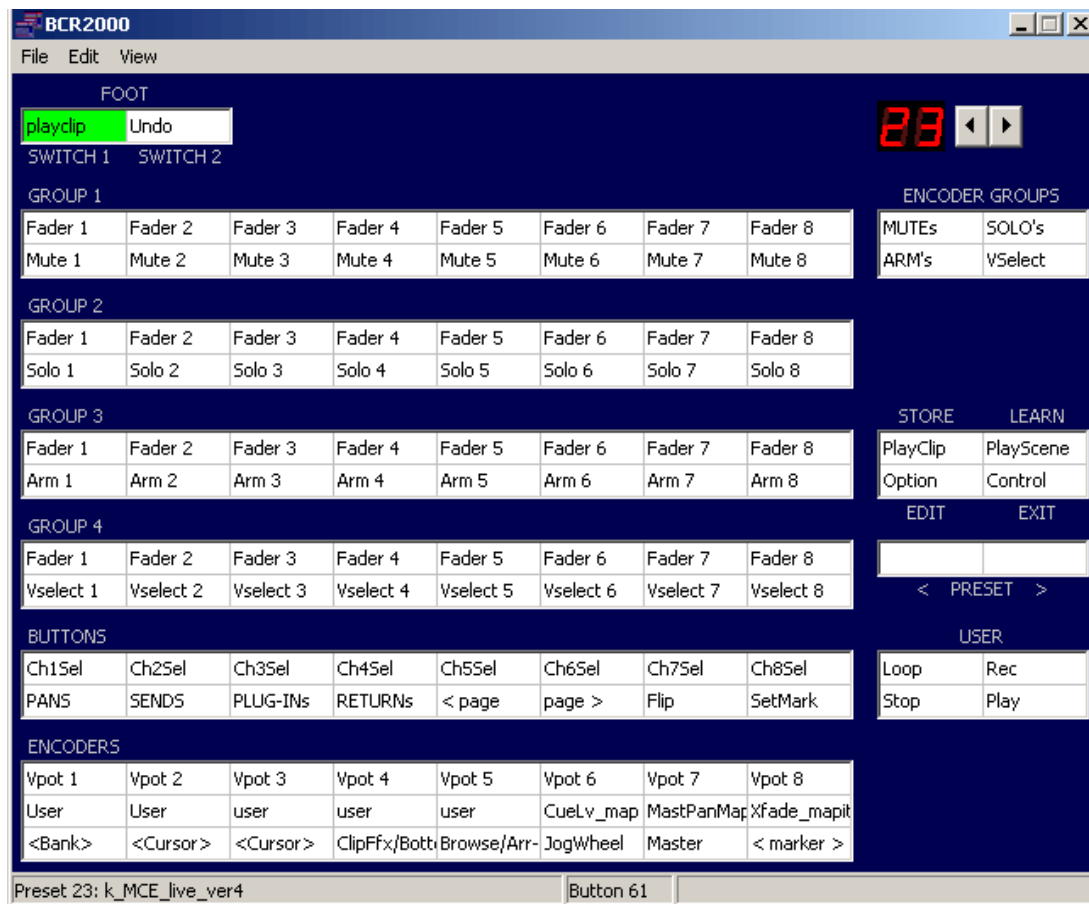
VST with Huskervu showing 1st of 5 pages of controls auto magically mapped to the vpot selected by the page buttons.

- How to work it with RACKS ? I don't know, seems like the only issue is knowing what you are controlling.
- That, friends, is really nice!
- You can change back to sends or pans just by hitting those buttons.
- **RETURNS** - control the return tracks and are a special case for the entire emulation.
 - **Hit Returns** -
 - Now **faders** control the volume of each **return** track (**Fader 1** will control **return** track **A**)
 - **Vpots** control **pan** or **send** or **plugins** on return tracks!
 - Mutes/solo/will also work on return tracks.
 - LCD emulation is important here too!
 - Hit **Returns** again to get out of those controls.

*Using this preset is really all about the **VPOTS** and how they control different things depending on track selected and (pan, send, plugin and return buttons). Experiment, you won't be disappointed.*

*Huskervu – or some other LCD emulation is really necessary for successful use of this preset. How many times shall I say it? The visual feedback of what you are controlling with text and value displayed makes it easy to work with. See the screen shot above. *Note - Some vsts have labels that show up in Huskevuvu, some do not. Crystal (great free synth) only shows “param#1, param#2 etc... I think racks show something like that too, bummer.*

- **Faders** – Top row of knobs = control the level of the tracks.
 - **Flip** – When flip has been pushed the **vpots** and **faders** switch places
 - Be aware of that if **faders** are not doing what you expect.
 - **Master** – the master fader is located on the bottom row of knobs next to Jog. Master only controls the master level, never, anything else.
- Navigation and control – using the **PlayClip**, **PlayScene** and **Cursors**, **Marker** and **Markers**◇
 - **PlayClip** , **PlayScene**, +**OPTION** -
 - **PlayClip**=play what ever clip is highlighted, hold **OPTION** + **PlayClip**=stop what ever clip is highlighted.
 - **PlayScene**= play highlighted scene, **OPTION**+**PlayScene**=stop the scene.
 - **Cursor** (<,> **down**, **up**) commands have been added as rotary switches. Bottom row 2nd from left (see image below) Now I can't remember which does what...
 - **Cursor** <,> Turn knob left (counterclockwise) = cursor moves left and will continue moving left. Turn same knob right (cw) = cursor moves right. * **NOTE** - This behavior (one control one direction turn, a different control for the other direction) is common for all the new rotary switches (bottom row up to jog and includes marker◇).
 - Same with up down. Now, if I knew which was what...
 - **SetMark** – this button sets marker points.
 - **Marker** ◇ - rotary switch, bottom row far right -
 - **Marker** < - will go to the previous marker.
 - **Marker** > - will go to the next marker.



- **JOG wheel in session view.**
 - **JOG wheel** = up and down clip list like the cursors above.
 - **JOG** in *arrange view* is really a **JOG** and it is awesome
- Transports at the bottom right set of buttons is pretty self-explanatory. **Note – no rewind or ff, sorry... ran out of room.*
- **View rotary switches – to allow control of the views you see in Live**
 - Clipfx/Bottom view –
 - ccw = toggles clip/fx view.
 - cw = toggles bottom section in live
 - Browse/Arrange-session-
 - ccw = toggles browser view
 - cw = toggles arrange/session view.
- Don't forget the **foot switches** –
 - **#1 play active clip** – if the track is armed this will begin recording so hands free trigger. This is nice for guitar or bass.
 - **#2 undo.** You can use Jog or cursors to go to next clip or **Track buttons** to go to other tracks. Almost like have the fcb1010, but not quite, only two foot switches.. alas. Also, foot switch info does *not* show up on Huskervu.
- **Preset arrow keys are untouched and you can switch quickly between presets.*

Above all play with it. Open some project you are working on and not worried about, to get used to using this. Make labels so you can just look and go. Bcmanager will print labels!!!

If you don't like it you can always go back to just having faders, the stock “all controls” for BCR2000 and LIVE, and plug in controls by switching presets. One button press and you are back to the old way and without having to remap every time to move clips or tracks or whatever, but why would you. It really is nice, you won't go back.

You can still change presets on the fly like if you are working with a softsynth or some vst you have mapped. Don't forget that **plugin** does work with vsts.

If you want to change things just use bcmanager to work the file the way you want, then save and send it back to the bcr2000 and you have customized it yourself. It is pretty easy with bcmanager.

Tips for BCMANAGER -

1. Use it you will love it.
2. The file included here is 1 preset.
 - Get used to bcmanager for a little bit before sending this file.
 - You can dump you bcr to bcmanager and save it. Bcmanager will request the dump, no need to touch the bcr besides turning it on and routing midi.
 - You could then open the .syx file included here with bcmanager, highlight just that preset and click send from the preset window, **not send all to bcr**, just that one preset.
 - Remember it will overwrite preset #2.

Best of luck.

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