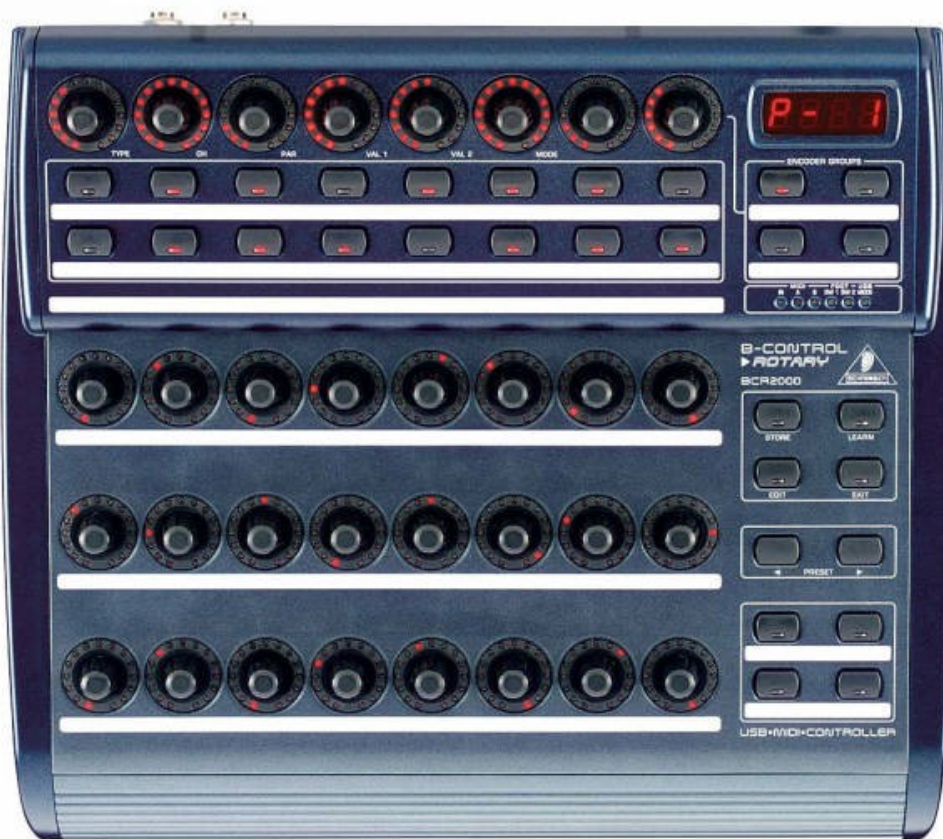


VFX + BCR2000
remote control
6.23.08
Editing/sysex/realtime control of this



Ensoniq VFX synthesizer

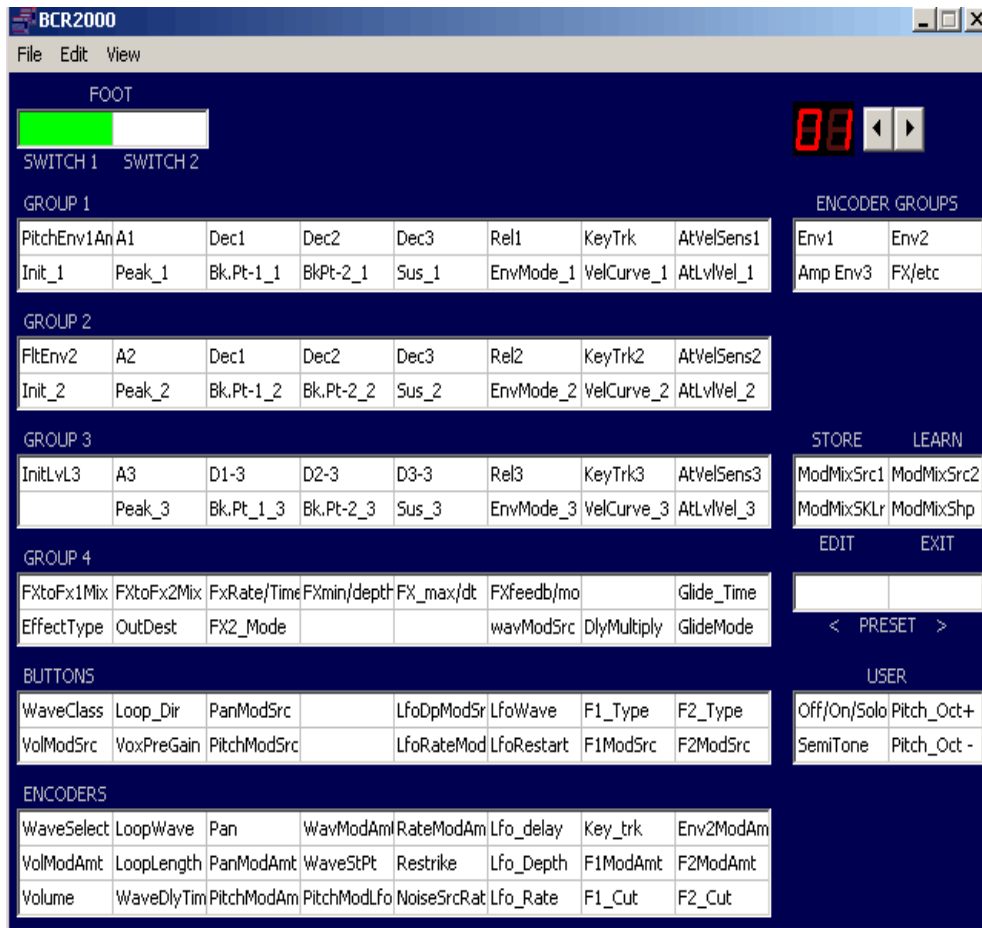
With this...



BCR2000 : These are \$130 US - a very flexible controller able to do a very good mackie emulation as well.

Using using system exclusive midi messages (sysex).

Screen shot of bcmanager – preset 1 of 6 (see notes) layout.



This shows preset 1, however, it should show preset 11!

Contents

| | |
|--|---|
| What?..... | 3 |
| Why?..... | 3 |
| Installation Instructions..... | 3 |
| Description of layout | 3 |
| Encoders | 4 |
| The bottom row of encoders, left to right..... | 4 |
| 4 Buttons to the right of bottom row - 1st button (top left) | 4 |
| Next row up - #2 encoders..... | 4 |
| Next row - # 3 encoders..... | 4 |
| Modulation Sources | 4 |
| Buttons bottom row | 5 |
| The top row of encoders/push knobs will control groups 1-4..... | 5 |
| Group 1 are all Env 1..... | 5 |
| Buttons next to row 3 | 5 |
| Notes – things to keep in mind..... | 5 |
| buy me a beer!..... | 6 |

What?

This is one .syx (sysex) file that contains six (6) presets – that will **overwrite presets 11-16** in your bcr2000!

You are strongly encouraged to back up your bcr2000 before using sending this preset.

It can be sent to your bcr2000 using your favorite sysex utility, but why not use bcmanager, it is really great!

Why?

These 6 presets – provide real time control/editing your Ensoniq VFX (vanilla – not sure about the SD?) with the BCR2000!

No more menus!

Installation Instructions

1. Extract files into a folder.
 - Readme.txt
 - vfx_bcr2000_control_README.pdf
 - vfx_all_3.syx
2. Route midi to the Bcr2000. Either usb or direct, you figure that part out.
3. This will **OVERWRITE presets #11-16!**
4. Send the vfx_all_3.syx to the bcr2000.
5. Route midi from the BCR2000 to the VFX - Watch your modes... see bcr manual for help with that.
6. Read the description of layout below.
7. While looking at the image and twist some knobs. (see notes at the end of this doc.)
8. ***To reduce midi errors you will need to set your transmission interval *to 100*.
 - The default for transmission interval is 2. Which is great for controllers going to software, but it way to fast for the old VFX.
 - How to change the tx interval – You will need to be on a *different* preset, not 11-16 (they all have the buttons we need mapped as controls. So try 10 or 17.
 - Press and hold the Edit button, then press the Store button.
 - Now press the top row, far right knob (encoder)
 - You will probably see the number 2.
 - Turn that knob until you get to 100.
 - Now press the Exit button.
 - If you go to a different preset for controlling software it will be painfully slow so just “edit/store” press encoder 8, change the 100 to 2.
9. If don't change your transmission interval, you will get lots of midi sysex errors on the VFX.
10. You will also get lots of errors of you turn things too fast. You will have to experiment.

Description of layout

not a description of how to *program* your vfx, read your vfx manual for that.

Remember preset 1 = voice 1 controls on the VFX. Preset 2 = Voice 2 ...etc all the way to #6

Encoders

The bottom row of encoders, left to right

Volume, wave delay time, pitch modulation amount (all mod amounts depend mod source button see later chart), pitch mod amount controlled by LFO, Noise Src rate, Lfo_rate, Filter #1 cut, Filter #2 cut.

4 Buttons to the right of bottom row - 1st button (top left)

Voice #1 off/on/solo (the bcr2000 will show numbers it's screen 0,1,2 for off/on/solo it's good to remember that)
Pitch_Oct + goes up 0-4 octaves than wraps back to 0,
Semitone goes up 0-11 semitones, then wraps back to 0.
Pitch_oct- On screen bcr will show 6383=oct-1, 6382=oct-2, 6381=oct-3, 6380=oct-4

Next row up - #2 encoders

Volume modulation amount, Loop length (multiwave only) Pan Modulation amount, wave start point, restrike, lfo_depth, Filter 1 cut Modulation Amount, etc.

Next row - # 3 encoders

Wave select (turn this knob to change your waveforms all are there), Loop wave (multiwave only) Pan, wave mod amount, rate mod amount(Lfo), lfo delay, Key track amount filter 1 cut,
Env 2 modulation amt filter 2 cut.

| Modulation Sources | |
|---------------------|---------------------|
| # on BCR2000 screen | Modulator |
| 0 | LFO |
| 1 | Env 1 |
| 2 | Env 2 |
| 3 | Noise |
| 4 | Mixer |
| 5 | Velocity |
| 6 | Keyboard |
| 7 | Timbre |
| 8 | Pedal |
| 9 | Pitch |
| 10 | XControl |
| 11 | Pressure + Velocity |
| 12 | Wheel + Pressure |
| 13 | Wheel |
| 14 | Pressure |
| *15 | OFF – Default |

Buttons bottom row

Watch values on bcr screen 15 (off) is default.

Volume modulation source (see table), voice pre gain, pitch mod source, blank, lfo rate mod source, lfo restart, filter1 cut mod source, filter 2 cut mod source.

Next row up Wave class, loop direction, pan mod source, blank, lfo depth mod source, Filter 1 type, filter 2 type.

The top row of encoders/push knobs will control groups 1-4

In general the knobs are the times, the pushes are the levels (with 16 steps of 8 over the range 0-120)

Note - This is a compromise to allow as many controls as possible, if you don't like it change it!

Group 1 are all Env 1

Knob #1

Pitch envelop 1 amount=Knob turn

Initial Level value=push

Knob #2

Attack time =knob turn

Peak level = push

knob #3

Decay 1 time

Break point 1 level

knob #4 decay2,breakpoint #2 level

knob #5 decay3, sustain level

knob #6 release time, Envelop Mode

knob #7 KeyTrack amount, Vel curve

knob #8 Attack velocity sensitivity, attack level velocity sensitivity.

Group 2 = Env2 is the same commands.

Group 3 = Env 3 the only difference is initial level is on the knob no push for first knob.

Group 4 is FX and etc.

Buttons next to row 3

Store = modulation mixer source #1 (see chart),

Learn = modulation mixer source #2,

Edit = Modulation mixer scaler, and

Exit = Modulation mixer shape.

Notes – things to keep in mind

1. This sysex file will **overwrite** presets 11-16. Beware and back up your's before sending these.
2. You may not like my layout, feel free to change this however you like. Putting the Env 1+3 levels on a button, was a compromise. You may want to move it...
3. Hints – hold one note down, then tweak, no pumping aftertouch!

4. These scripts were made with [Bcmanager](#).
 1. Very nice easy editing of bcr2000 or bcf2000.
 2. Once a minimal understanding is achieved with bcmanager - capturing the sysex from the vfx was easy with this. The hardest part was deciding the layout. The screen shot above shows the layout viewed in bcmanager. Also – strips are available to print from bcmanager.
5. The biggest surprise was discovering that you can control all 6 voices like this with a simple preset <> change on the bcr.

That's all folks.

Enjoy – and if you like it,

buy me a [beer](#)!