

## Additions to Control Freak firmware 23/07/2001

Numbers in ( ) brackets refer to Control Freak Original – 8 sliders

### 1. **Soft Thru on/off**

Soft Thru, previously always on, can now be turned off.

Go to the Edit Global Data menu and press the right arrow key until the option “Soft Thru On/Off” is displayed – turn the data wheel to select on or off. Press the <store> key to store your selection. Press <exit> to return to normal playing mode. Default is Soft Thru *ON*. – Note that your selection is not activated until stored.

### 2. **Control Channel – buttons pressed and programs selected remotely by MIDI**

Go to the “Edit Global Data” menu item and press the right arrow key until the option “Control Channel xxx” is displayed – turn the data wheel to select a MIDI channel or select *off*. Press the <store> key to store your selection, then press exit to return to normal playing mode. If *off* has been selected control channel is disabled.

If a MIDI channel has been selected, that channel will respond to MIDI program changes by changing the current program on the Freak. Note that sometimes program changes are numbered 1 to 64 (128) rather than 0 to 63 (127).

Additionally you can press the buttons using MIDI notes. Note numbers 36 to 51 (43) will press buttons 1 to 16 (8) respectively when the note is depressed. When the note is released the selected button will be released.

Default is Control Channel *OFF*. – Note that your selection is not activated until stored.

### 3. **Erase Program**

An erase program facility has been added to the menu after the “Copy Program” menu entry. This can be used to erase one program only, or many programs (or all – if you want!). Go to the “Erase Program” menu item and press the right arrow key once. The display will show “From Program” to prompt you for the start program – this will always default to the current program. If you want to change the program selection, use the data wheel. Now press the right arrow key once more and the display will show “To Program” to prompt you for the end program – this will default to the same program as your selection for “From Program” above. You can select any program number for “To Program” by using the data wheel, as long as it is the same or greater than the “From Program” selection. Press the right arrow key again and the display will show “Push STORE key to start Erasing”. Push the <store> key and the selected program(s) will be erased. Press <exit> to return to normal playing mode.

### 4. **Delete to end of line**

When you are editing names or data, you can use <shift + delete> to delete from the current cursor position to the end of the line. Hold the <shift> key down while you press the <delete> key [F1]. This can be used not only in the “Edit ..... Name” menus but also in the “Edit ..... Data” menus where it will delete all data from the current position to the end of the string – useful for blanking data entries.

### 5. **Scene Memory**

You can now store 256 scenes in the Freak. A scene records the position of all 16 (8) sliders plus the number of the program current at that time.

To access the scene memory, press the left arrow key several times {through the real-time menu items} until you reach “Scene Memory”. You can now use the data wheel to select a scene. The display will show “Next Scene xxx” where xxx is the scene number.

To **store** the current slider positions and the current program to the scene memory, hold the <shift> key down while you press the <store> key. The display will briefly show “Updating memory” and return to the “Next Scene xxx” display.

To **send** scenes simply use the data wheel to select the scene you want to send. The display will show “Next Scene xxx”. Now press the <store> key. {without pressing shift} The program will be recalled and the slider positions at that time will be sent from the MIDI out. The display will then show “Sent Scene xxx”. If you try to recall an empty scene the display will show “Empty Scene xxx”. Note that the program recalled from that scene number will be set as the new current program so that the sliders will have the correct effect if you want to use them to adjust a slider value.

When scene memory is active, sliders will not only show their current value when moved, but also the stored value for that slider in that scene. As is normal operation for the Freak, if you hold the <shift> key while moving a slider, MIDI will not be sent, so this gives you a means of matching the sliders to their stored value. An empty scene will show stored slider values of 127.

Scene memory is in effect a real-time function, so all sliders, buttons and function keys operate as normal – except as detailed above.