B-CONTROL EDIT (BETA-Version) – QUICK MANUAL

INDEX

Features Overview

- freeware software editor/librarian program for BCF2000, BCR2000 and future MIDI controller products

- runs on all popular operating systems like Windows®*, Mac®*, Linux®*, provided JAVA®* is installed

- offers simple navigation with graphical screen support, without confusing multiple popup windows

- clear visual separation into three parts:
  - ‘CONTROLLER’ (hardware unit)
  - ‘EDITOR’ (the editor itself in the computer’s temporary memory)
  - ‘COMPUTER’ (your library browser on the hard drive)

- all controller elements (buttons, faders, encoders and more) easy selectable and editable by simply clicking the corresponding part on the displayed B-CONTROL unit

- various presets can be loaded and re-arranged for a new 32-preset ‘device’

- displaying, editing and storing of devices and presets

Upcoming functionality:

- reliable *firmware dump* function between hardware and computer
- easy drag & drop logic
- various detail improvements
- support for future MIDI controller products

Installation

The installation consists of two main steps:

1. JAVA®* installation (if not already installed on your operating system)
2. Installing the BC-EDIT software

1. JAVA®* installation (if not already installed on your OS)

- Download the latest version of the JAVA®* 2 Runtime Environment ('JRE') for your operating system from the JAVA®* homepage:
  http://www.java.com/en/download/manual.jsp

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- Start the installation and follow the install instructions

2. Installing the BC-EDIT software

Hint:

The installation routine depends on your operating system!

Here we will show the installation routine under Windows®:*

- *Requirement:*
  Properly installed JAVA® 2 Runtime Environment ('JRE')*
- If JAVA®* is installed, download the latest version of our B-CONTROL EDIT software from the B-CONTROL download area on our homepage:
  http://www.behringer.com/05_support/bc_download/preset_download.cfm?lang=ENG
- Move the **'bcedit.jar'** file (and the **'bcedit.ico'** symbol) to a location where you can easily retrieve it, e.g. your desktop
- The installation is now complete
- *(Optionally you can assign the **'bcedit.ico'** symbol to the editor by clicking on the jar-file with the right mouse button and selecting the symbol at the properties menu)*
- For starting the B-CONTROL EDIT software just double-click on the 'bcedit.jar' icon

Quick panel overview

1 – CONTROLLER section

B-CONTROL hardware or a virtual unit (helpful if no hardware is connected)

2 – EDITOR section

The “actual” editor (in the current temporary memory of the computer)

3 – COMPUTER section

The library browser for your hard drive (or an alternative memory location, e.g. an USB stick) with all stored devices/presets/elements

1a – SCAN button

Searches for connected hardware units.

1b – DEVICE select

Select the hardware unit where you want to load/save data from/to.

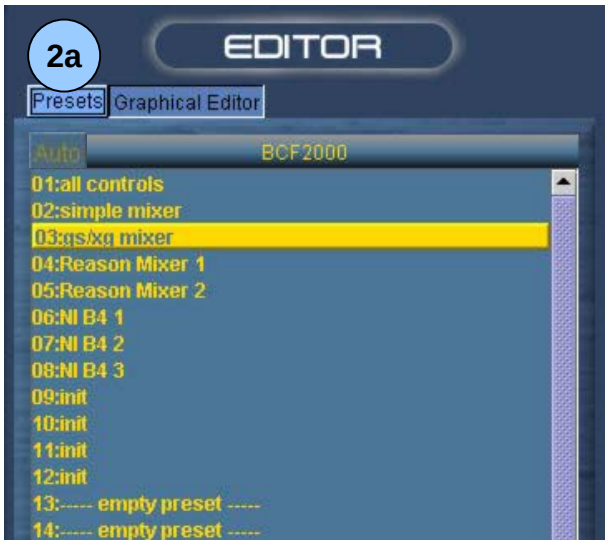
1c – PRESET select (for the device selected above)

Select a hardware preset, e.g. for checking which elements (see below) are assigned or for preset importing into editor's PRESET chart (see 2a).

1d – ELEMENT select (for the preset selected above)

Select an element on the hardware for the preset selected above, e.g. for copying to a specific element position (of the same type) into the editor (see 2b) [-> future update option].

Hint: The elements are only displayed if the **AUTO button [1e]** is active. Because the editor has to load the whole preset each time you change it in the CONTROLLER PRESETS section, this function **can be disabled for a faster workflow (recommended).**



2a – PRESETS list

Chart of the **currently loaded presets** (max. 32). Here you can change preset positions and select which preset you want to load into the graphical EDITOR (see 2b).
In the bottom section of this page you can choose (for the selected EDITOR preset):
> how many **encoder groups** you want to use
> if the **function buttons** should be **programmable** or retain their original function
> if you want to **lock** all **function** buttons **+ preset buttons**

2b – GRAPHICAL EDITOR

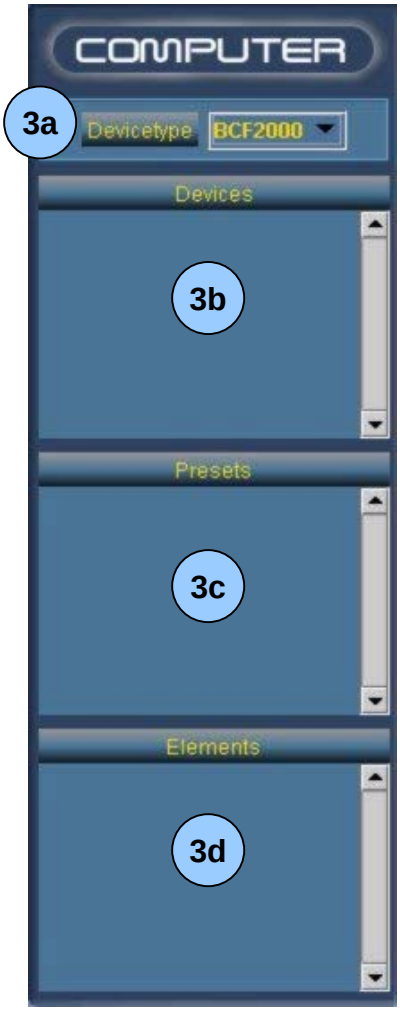
On this page you can edit a single preset in detail.

Click on a panel element to select it; than you can edit all entries that belong to this element (see below).

Tip:

If you do *not* want to activate the **AUTO** button in the **editor** (see below, **recommended!)…**

- you can easily send an edited single element by double-clicking on it (button, encoder etc.)
- it will be dumped to the temporary (!) memory of your hardware unit
- therefore do not forget to SAVE the preset on the hardware ('CONTROLLER') if you are finished with preset editing



3a – DEVICE TYPE select (for the 'COMPUTER')

Here you select what *type* of B-CONTROL unit on your hard drive will be shown. Therefore, you can load a specific element from a BCR2000 into the BCF2000 preset currently being edited [-> future update option].

3b – DEVICE select

The list with all '32-preset-settings' on your computer, called 'devices'.

3c – PRESET select (for the device selected above)

Select a preset on your computer's hard drive, e.g. for checking which elements (see below) are assigned or for preset importing into editor's PRESET chart (see 2a).

3d – ELEMENT select (for the preset selected above)

Select an element on your computer for the preset selected above, e.g. for copying to a specific element position (of the same type) into the editor (see 2b) [-> future update option].

Nomenclature

CONTROLLER – represents the connected hardware controller or a virtual unit

EDITOR – represents the 'editor itself' in the computer's temporary memory

COMPUTER – represents your 'storing area' on your computer (hard drive, USB stick), where you can browse and archive your library data

DEVICE – represents the whole memory of a (hardware) unit, including all 32 presets

PRESET – represents a single preset

ELEMENT – represents a single controller element (e.g. button, encoder, fader) that can be edited in detail in the GRAPHICAL EDITOR

AUTO (next to CONTROLLER, near **ELEMENTS**) – if active, all elements of the selected 'controller preset' are displayed, but you have to wait while the preset changes due to reloading the preset with all its data

➔ **'AUTO' = 'Off' is recommended for a faster workflow!**

AUTO (on top of the **EDITOR**) – if active, all element data changes will be transmitted *directly* to the hardware's temporary memory.

- ➔ Advantage: Control element assignment can be directly verified on the hardware
- ➔ Disadvantage: Delayed workflow because you always have to wait after each data transmission

➔ **'AUTO' = off is recommended for a faster workflow!**

➔ **The select options at the *bottom* of the *PRESETS* > EDITOR page will only be transmitted to the hardware CONTROLLER's *temporary* memory if AUTO is active!** (And they will be finally *stored* into a hardware preset **only** if you press the SAVE PRESET button!)

In the following you will find three practical examples ('scenarios') that show step-by-step how to work with the editor software.

Scenario I – editing an existing preset

Step 1 – archiving all hardware presets

Before you start editing, it is helpful to archive all hardware presets on the computer's hard drive.

- Open the editor
- CONTROLLER: Push the **Scan** button
- Select the hardware device where you want to load from

- Push the **Load > Device** button located between CONTROLLER and EDITOR

The loading will take some time because all presets with all element assignments have to be loaded into the EDITOR

- Once the loading is over, select the correct Device Type (on COMPUTER) and push the **Save > Device** button located between EDITOR and COMPUTER

- Enter a name for the 32-presets ‘device’ into the ‘Save Device…’ **popup field** and push OK

Now you have an identical setup of your 32 hardware presets – called ‘device’ – on your hard disk.

Step 2 – loading a *hardware* preset

- CONTROLLER: Select the hardware device where you want to load from (if not already done)

- EDITOR: Click on the position in the preset list into which you want to load the preset

- CONTROLLER: Click on the preset that you want to load and press the **LOAD PRESET >** button

- EDITOR: If loading is done, select the GRAPHICAL EDITOR

Step 3 – editing/naming elements

Attention: Please do not forget to always push 'Enter' or 'Return' if you made an element edit entry! Otherwise, your changes will not be stored!

The following example: Re-naming push encoder 2 (push *and* turn functions) and changing MIDI command of the *turn* function

a) **Turn function:** change & renaming

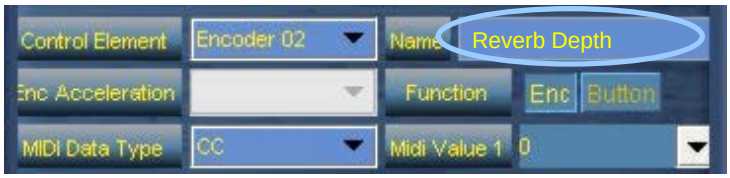
- Pre-select **encoder group 1 [1]** and then select **push encoder 2 [2]** by clicking on it

- Click on the element function **Enc** to select encoder/turn/continuous functionality of the push encoder

- Click on **MIDI Data Type** to change the turn function, e.g. from 'GS/XG' to 'Control Change'

- Click into the **MIDI Parameter** field (named “CC No.” > if CC selected as MIDI Data Type) for entering CC command ‘91’ via computer keyboard and push ‘enter’ (or ‘return’)

- Click into the **Name** field and enter a name for the new turn function (e.g. ‘Reverb Depth’) using your computer’s keyboard and push ‘enter’ (or ‘return’)



Tip:
If you do *not* want to activate the **AUTO** button into the **editor (recommended!)…** - you can easily send an edited single element by double clicking on it (button, encoder etc.) - it will be dumped to the temporary (!) memory of your hardware unit - therefore, do not forget to SAVE the preset on the hardware (‘CONTROLLER’) if you are done with preset editing

Hint:

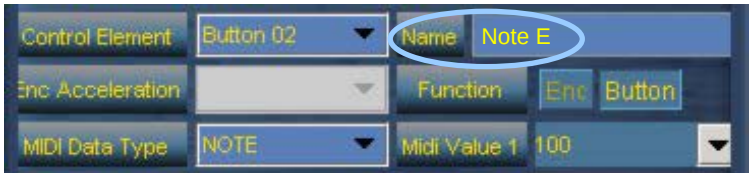
The names of *devices* and *elements* are ONLY storable on the hard drive!

Names of *presets* are storable *both* on the hardware unit and on the hard drive.

b) **Push function:** renaming

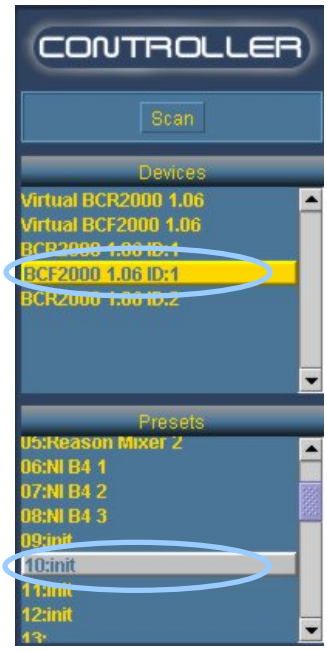
- Click on the element function **Button** to select button/push/switch type functionality of the push encoder

- Click on **Name** and enter a name for the push function, e.g. ‘Note E’, and push ’Enter’ or ‘Return’



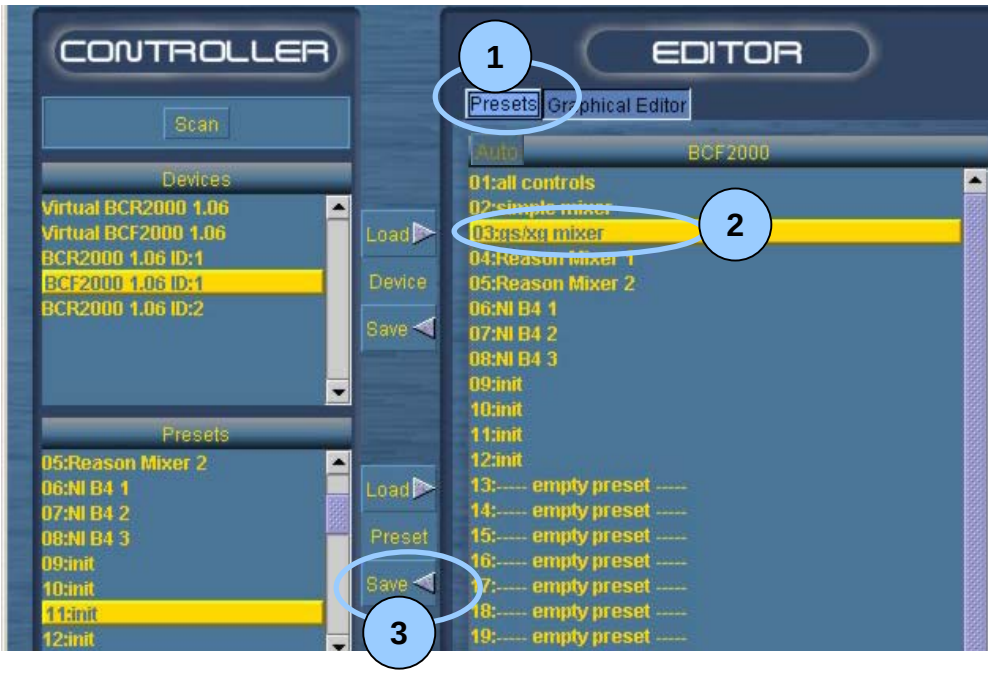
Now select the next element and repeat this procedure for editing/naming all elements.

Step 4 – saving single (edited) preset to *hardware*



- CONTROLLER: Make sure that the correct hardware **device** is selected (if you edited a BCF2000, this BCF2000 should also be selected!)
- Make sure that the desired **preset destination** is selected

- EDITOR: Select the **PRESETS** folder **[1]** and check if the preset you want to transmit is selected **[2]**
  (The preset actually edited in the Graphical Editor is already pre-selected.)



- You can rename the preset *before* storing (see bottom field “Rename”)
- Then push the **< SAVE <u>PRESET</u>** button **[3]** between CONTROLLER and EDITOR
- Press OK on the security request popup
- Wait until transmission is complete

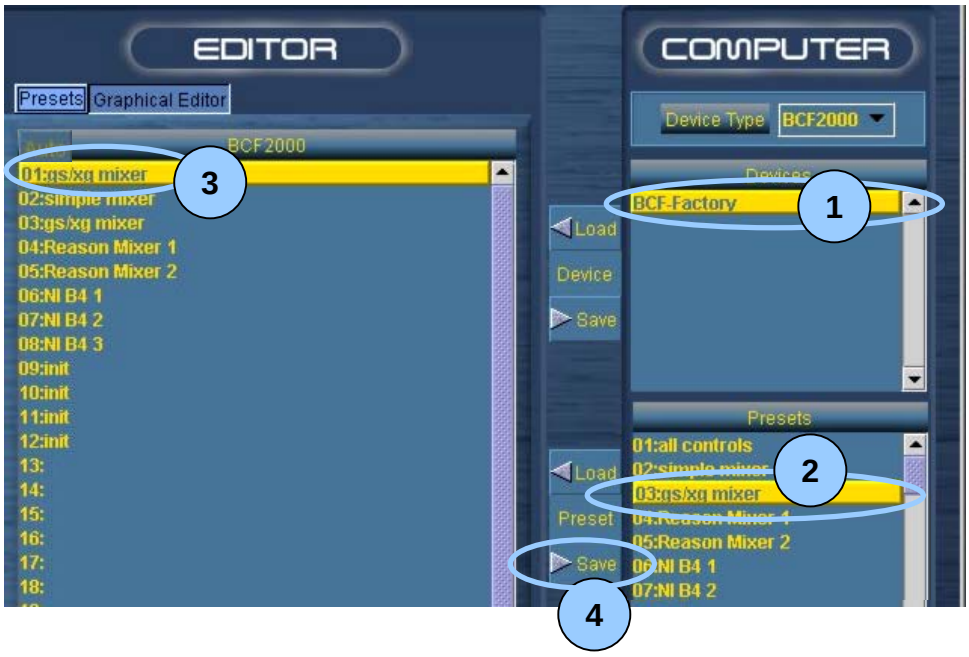
Example above:

Now Preset 03 “gs/xg mixer” has been saved (from EDITOR) into the (CONTROLLER) BCF2000 ID:1 on preset destination memory 11.

Step 5 – saving single (edited) preset on the *computer*

- COMPUTER: Make sure that the correct **Device Type** is selected
  (if you edited a BCF2000 unit, BCF2000 should also be selected!)

- Select the desired *destination* **Device** (a ’32-preset set’) **[1]** *in which* you want to store/overwrite the preset
- Select the desired *destination* **Preset [2]** (inside the device selected above) which will be overwritten
- Select the desired source **Preset [3]** in the EDITOR’s presets list
- Push the **SAVE <u>PRESET</u> >** button **[4]** between EDITOR and COMPUTER, located directly beneath ‘Presets’



- Press OK on the security request popup

Example above:
Preset 01 “gs/xg mixer” will be saved (from EDITOR) into the (COMPUTER) device ‘BCF-Factory’ on preset destination memory 03; the old preset, located at destination location 03, will be overwritten.

Scenario II – creating a new preset from scratch

Example: We want to create a new preset for software synthesizer controlling from scratch.

There are **3 possible ways to do this:**

1. Using the **LEARN function of the software instrument**
   - ➔ Push learn on the software instrument
   - ➔ Select the software element(s) you want to learn
   - ➔ Move/Push the desired hardware element(s) on the B-CONTROL
   - ➔ Save your midi settings on the software
   - ➔ Don’t forget to always select the same hardware preset again on the B-CONTROL!

2. Using the **LEARN function of the B-CONTROL hardware**
   - ➔ described in the manual

3. Using the **B-CONTROL EDIT software** for detailed parameter assignments and edits; this way is perfect if you own a MIDI chart of all data assignments (CCs) of your controlling (software) instrument or effect.
   - ➔ **described below**

Step 1 – preparations

- Open the host software and your software synthesizer within
  Or: Open your software synthesizer directly (if it works in stand-alone mode)

- Make the correct midi in/out routings (to/from your B-CONTROL) and activate the midi remote option inside your host/stand-alone software

- Open the B-CONTROL EDIT software
- CONTROLLER: Push the **Scan** button
- Select the hardware device
  where you want to load from a default preset

Step 2 – load a default preset

- EDITOR: Click on the position in the preset list <u>in which</u> you want to load the preset

- CONTROLLER: Click on the preset that you want to load and press the **LOAD <u>PRESET</u> >** button

- EDITOR: If loading is done, select the GRAPHICAL EDITOR

Hint:

If you select the AUTO button in the EDITOR, all changes you perform on-screen will be *immediately* sent to the B-CONTROL hardware!

Please keep in mind if you wish to select AUTO:

- **Advantage:** You can directly check on the hardware's elements if your assignment works properly with the software instrument/program you are controlling by directly turning/pushing hardware control elements
- **Disadvantages:** After each action in the editor software you will have to wait for a few seconds because the data first has to be transmitted
- If you select AUTO *after* you have already performed some edits, the edits *before* activating this button will not be considered
- Assignment changes on the *hardware* itself will be not considered either

Step 3 – start editing

- Now start editing by clicking on the elements and adjusting their parameters in the section below
- See -> 'Scenario I – Step 3'

Attention:

Please do not forget to always push ‘Enter’ or ‘Return’ if you made an element edit entry! Otherwise, your changes will not be stored!

Tip:
If you do ***not*** want to activate the **AUTO** button into the **editor (recommended!)…** - you can easily send a single edited element by double-clicking on it (button, encoder etc.) - it will be dumped into the temporary (!) memory of your hardware unit - therefore, do not forget to SAVE the preset on the hardware (‘CONTROLLER’) if you are done with preset editing

Step 4 – saving single (edited) preset on the *hardware*

- See -> ‘Scenario I – Step 4’

Step 5 – saving single (edited) preset on the *computer*

- See -> ‘Scenario I – Step 5’

Scenario III – preset compiling for a new 'device' setup

Example: We want to…

- import various presets from several hardware units and from a hard disk
- then store the newly compiled EDITOR > PRESETS list as a new 'device' to the hard disk and to one of the hardware units

The following *source* presets must be compiled:

Source Device	Device Name	Source Preset No.	Preset Name
BCR Hardware ID 1	-	03	SX Mixer 1
BCR Hardware ID 1	-	04	SX Mixer 2
BCR Hardware ID 2	-	12	Sampler
BCR Hardware ID 2	-	13	Grand Piano
BCR Device (on computer)	Instruments 1	21	Guitar Rack
BCR Device (on computer)	Instruments 2	32	VA-Synth Alpha
BCR Device (on computer)	Drum Modules	32	Drumbox

The following *destination* 'device' must be created:

NEW Device	Device Name	NEW Preset No.	Preset Name
EDITOR > PRESET list	My Live Set 1	01	SX Mixer 1
"	"	02	SX Mixer 2
"	"	03	Sampler
"	"	04	VA-Synth Alpha
"	"	05	Guitar Rack
"	"	06	Grand Piano
"	"	07	Drumbox

Hint:

- ***Device* and *Element* names are only storable onto the COMPUTER (hard disk)**

- ***Preset* names are storable on *both* hardware units and on your hard disk**

Step 1 – loading all presets into EDITOR > 'PRESETS' list

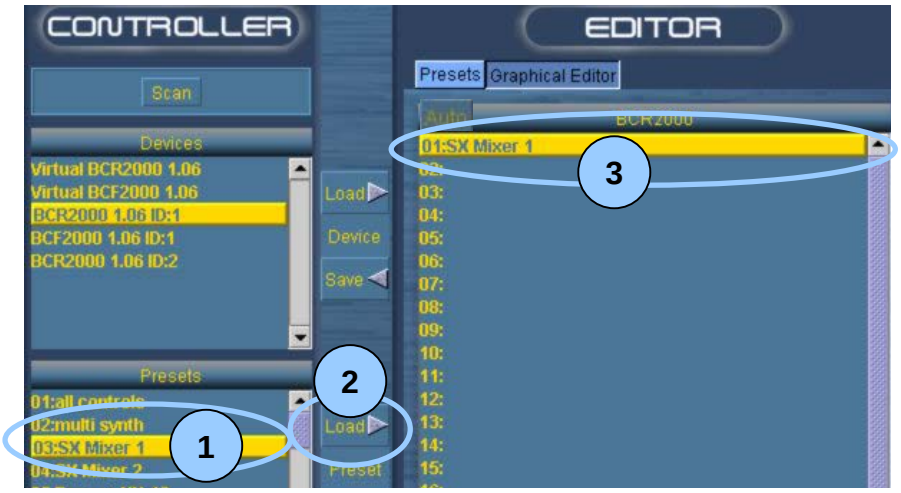
- Open the editor
- CONTROLLER: Push the **Scan** button **[1]**

a) Select the first BCR hardware unit (ID 1) [2] where you want to *load* from the following two presets:

Source Device	Device Name	Source Preset No.	Preset Name
BCR Hardware ID 1	-	03	SX Mixer 1
BCR Hardware ID 1	-	04	SX Mixer 2

- EDITOR: Click on preset *destination* **01**

- CONTROLLER: Click on Preset **03** that you want to load **[1]** and press the **LOAD PRESET >** button **[2]**
- *Preset 03 (SX Mixer 1) is now loaded to EDITOR > PRESET list no. **01*** **[3]**



- EDITOR: Click on preset *destination* **02** **[1]**
- CONTROLLER: Click on Preset **04** that you want to load **[2]** and press the **LOAD PRESET >** button **[3]**

- *Preset 04 (SX Mixer 2) is now loaded to EDITOR > PRESET list no.* ***02*** **[4]**

b) Select the second BCR hardware unit (ID 2) that you want to *load* from the following 2 presets:

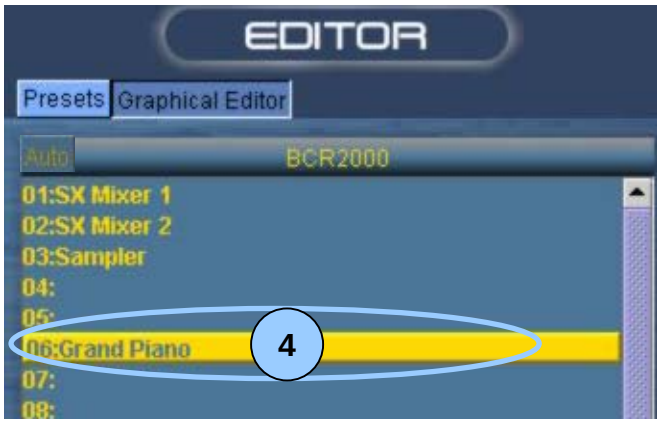
Source Device	Device Name	Source Preset No.	Preset Name
BCR Hardware ID 2	-	12	Sampler
BCR Hardware ID 2	-	13	Grand Piano

- EDITOR: Click on preset *destination* **03** **[1]**
- CONTROLLER: Click on Preset **12** that you want to load **[2]** and press the **LOAD PRESET >** button **[3]**

- *Preset 12 (Sampler) is now loaded to EDITOR > PRESET list no.* ***03*** **[4]**

- EDITOR: Click on preset *destination* **06** **[1]**
- CONTROLLER: Click on Preset **13** that you want to load **[2]** and press the **LOAD PRESET >** button **[3]**

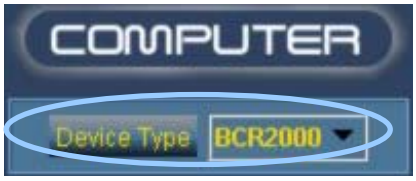
- *Preset 13 (Grand Piano) is now loaded to EDITOR > PRESET list no.* ***06*** **[4]**



c) Select (step by step) 3 different BCR 'Devices' on the hard disk ('COMPUTER') where you want to *load* from the following 3 presets:

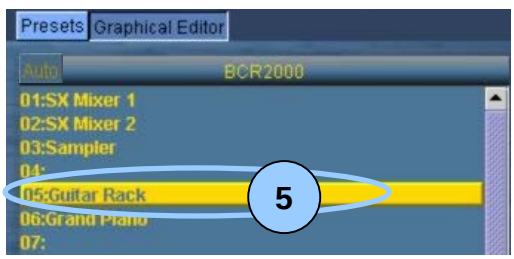
Source Device	Device Name	Source Preset No.	Preset Name
BCR Device (on computer)	Instruments 1	21	Guitar Rack
BCR Device (on computer)	Instruments 2	32	VA-Synth Alpha
BCR Device (on computer)	Drum Modules	32	Drumbox

- Make sure that the correct **Device Type** (in our example: BCR2000) is selected under 'COMPUTER'



- EDITOR: Click on preset *destination* **05 [1]**
- COMPUTER: Select the **Device** with the name **'Instruments 1' [2]**
- COMPUTER: Click on **Preset 21** that you want to load **[3]** and press the **<LOAD PRESET** button **[4]**

- *Preset 21 (Guitar Rack) is now loaded to EDITOR > PRESET list no. **05*** **[5]**



Continue the same way with the two other presets that you want to copy:

- EDITOR: Click on preset *destination* **04**
- COMPUTER: Select the **Device** with the name **'Instruments 2'**
- COMPUTER: Click on **Preset 32** that you want to load
- press the **<LOAD PRESET** button (between EDITOR and COMPUTER)
- *Preset 32 (VA-Synth Alpha) is now loaded to EDITOR > PRESET list no. **04***

- EDITOR: Click on preset *destination* **07**
- COMPUTER: Select the **Device** with the name **'Drum Modules'**
- COMPUTER: Click on **Preset 32** that you want to load
- press the **<LOAD PRESET** button (between EDITOR and COMPUTER)
- *Preset 32 (Drumbox) is now loaded to EDITOR > PRESET list no. **07***

Now the newly arranged PRESET list in the EDITOR should look like this:

NEW Preset No.	Preset Name
01	SX Mixer 1
02	SX Mixer 2
03	Sampler
04	VA-Synth Alpha
05	Guitar Rack
06	Grand Piano
07	Drumbox

Step 2 – saving compiled setup as a new 'device'

a) 'Device' (32-preset compilation) storing on 'COMPUTER' (hard disk)

- COMPUTER: Select correct **Device Type [1]** (in our example: BCR2000)
- Push the **SAVE DEVICE >** button **[2]** (between EDITOR and COMPUTER)
- **Enter a name** for the new device into the popup field (e.g. 'BCR Live Set 1') and **push OK [3]**

b) 'Device' (32-preset compilation) storing on the first BCR hardware unit (ID 1)

- CONTROLLER: Select the first BCR hardware unit (ID 1) under **Devices**

- Push the **< SAVE DEVICE** button (between CONTROLLER and EDITOR)

- Wait until transmission to BCR hardware device is complete
