ODDSOUND : MR EDITOR

User Guide
Version 1.04 (07 Oct 2022)

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MR EDITOR: TABLE OF CONTENTS

Windows

- MR Editor works with Windows 7, 8, and 10, 32bit and 64bit.
- VST, VST3 and AAX are supported in both 32bit and 64bit hosts.
- Your graphics card must support OpenGL2. This should include most cards, though performance with integrated Intel graphics may be poor.

Mac OS

- MR Editor requires OS X 10.7 or newer on Intel Mac.
- VST, VST3, AU and AAX are supported in 64bit hosts only.

How To Install On Windows

You need two files to install, the ODDSound MR Editor installer and a licence file. Both are available from your account at **oddsound.com** whilst logged in.

For a 30-day demo, click 'Demo' on the MR Editor page to request a demo licence file to be emailed to you.

To install the license, double-click the license.reg file and this box will open:
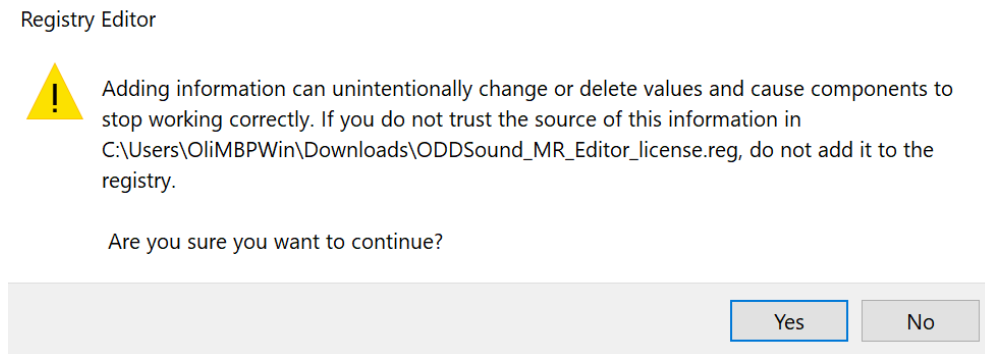
Click 'Yes' and the license will be installed.

Next unzip and double-click the installer to run it. It will look like this:
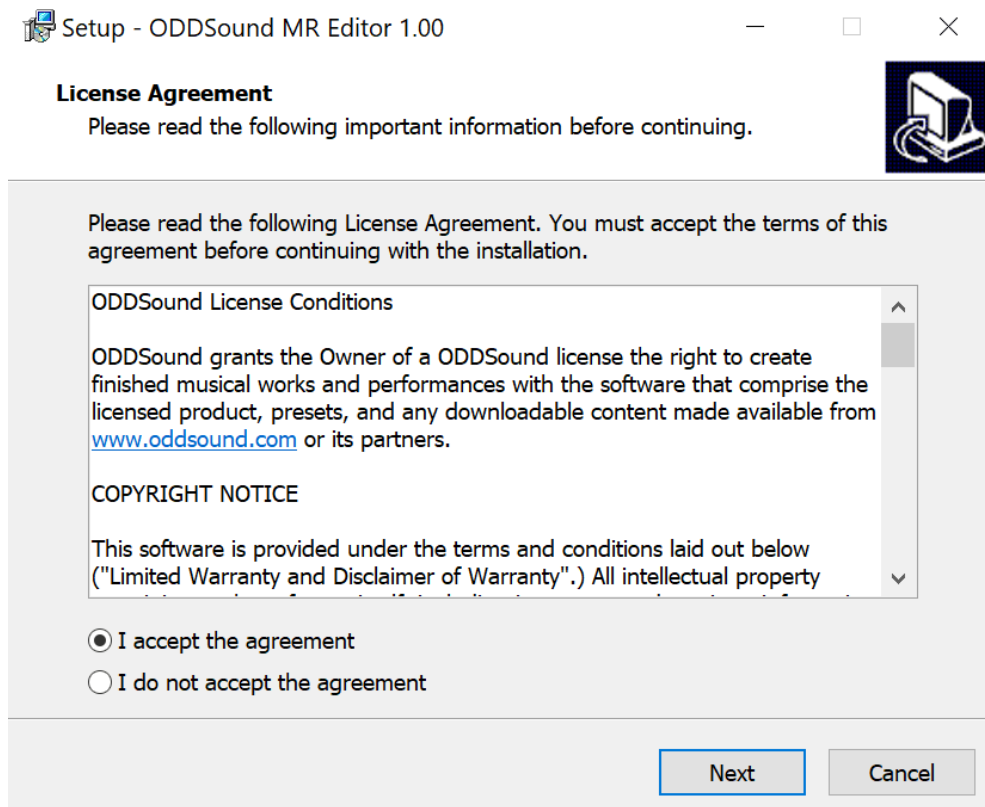
Accept the agreement and click 'Next' to get to the installation options:
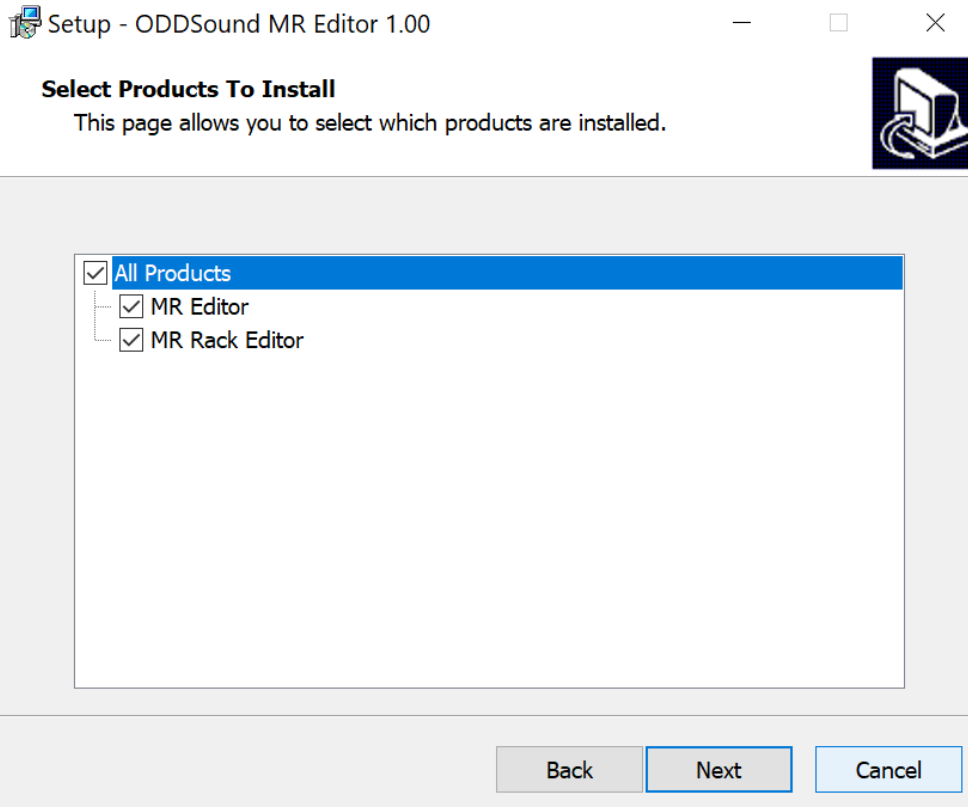
Select the components to be installed and click 'Next' to choose which plugin formats to install:
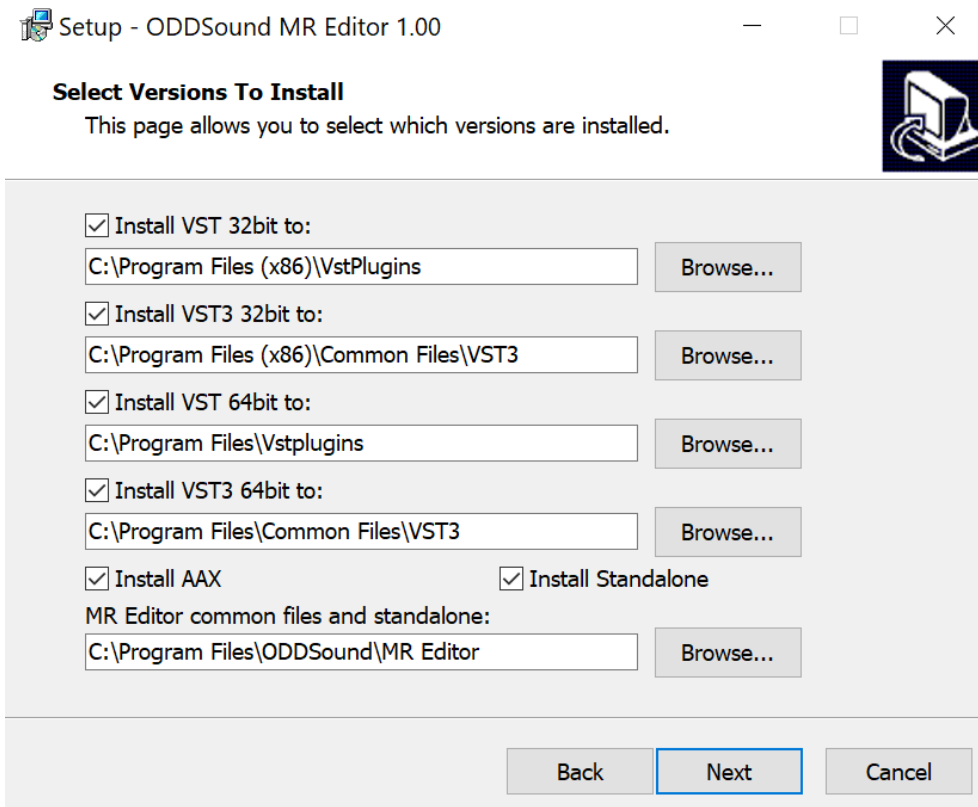
Enable the check boxes for the plugins formats to be installed. The install location for each format can be set in the box below the relevant check box. AAX has no location option as it must be installed to a specific folder. An option for a standalone app version is also available, and this will be installed in the same location as the common files, specified at the bottom of the page.

If the standalone version is selected for install you will be prompted to select whether it should be added to a start menu group or a desktop icon created.
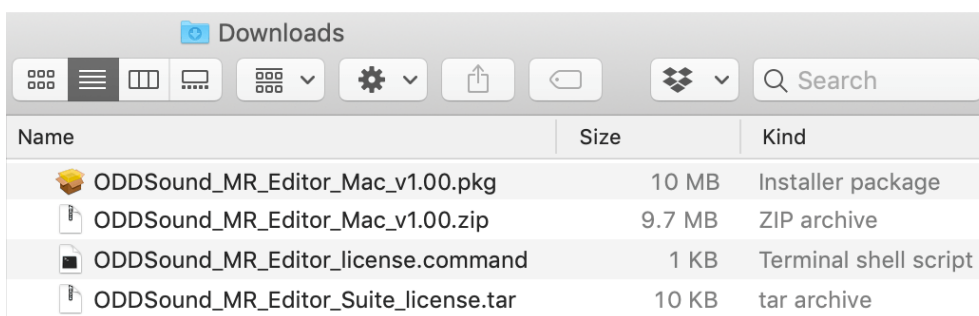
Once all options have been set, click 'Next' and 'Install' to complete installation.

How To Install On OSX

You need two files to install, the ODDSound MR Editor installer and a licence file. Both are available from your account at **oddsound.com** whilst logged in.

For a 30-day demo, click 'Demo' on the MR Editor page to request a demo licence file to be emailed to you.

If using Safari, one or both of these files may be automatically unzipped after downloading. If not, double-click to decompress them so you get this:

Right-click the 'license.command' file, select 'Open' to install the license. The license will install and you'll get the following message to confirm:
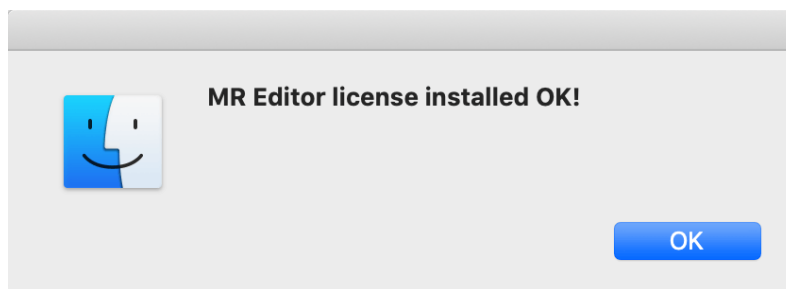
Right-click the installer .pkg file, select 'Open' and continue through installation to the 'Installation Type' page:

Package Name	Action	Size
▼ ☑ MR Editor		13.8 MB
☑ MR Editor AAX	Install	2.7 MB
☑ MR Editor AU	Install	2.6 MB
☑ MR Editor VST	Install	2.5 MB
☑ MR Editor VST3	Install	2.7 MB
☑ MR Editor Standalone	Install	3.1 MB
☑ MR Editor Resources	Install	80 KB
▼ ☑ MR Rack Editor		14.2 MB
☑ MR Rack Editor AAX	Install	2.8 MB
☑ MR Rack Editor AU	Install	2.7 MB
☑ MR Rack Editor VST	Install	2.6 MB
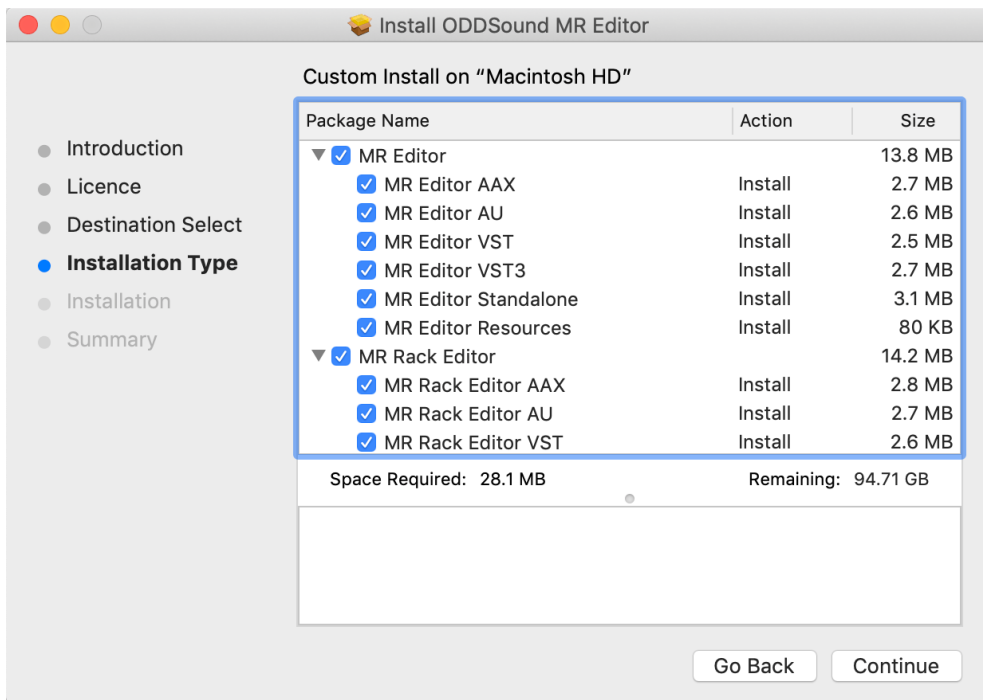
Specify which components and plugin formats will get installed, then click 'Continue' to complete installation.

This software is an editor for the Ensoniq MR series of synthesisers, including the MR Rack, MR 61, MR76 and ZR 76. The rack version has a number of differences in functionality to the keyboard versions and as such we have created separate versions of this software for the keyboard (MR Editor) and rack (MR Rack Editor) models. Select the appropriate version when installing, or both if required. This manual covers both versions, however some parts will apply to just one and are noted as such.

The software is organised by tabs, each being a separate editor for a distinct element of the hardware, plus a **Setup (page 31)** page with options pertaining to the functioning of the editor software itself. Of particular note is the Sound Editor, which allows access to parameters not available on the hardware for creating new sounds using the MR synth engine.

Familiarity with the inner workings of the MR series is assumed in this manual. For details on the function of the parameters in this editor, refer to the MR user guide.

Controls and parameters that respond to mouse actions are coloured light blue.

For numeric value parameters, you can click and drag, use the mousewheel or double-click and enter a number to set the parameter value (note: some of the MR FX parameters use a value look-up table and these do not support text entry). Hold shift whilst dragging or mousewheeling for fine adjustment.

Slider parameters may be dragged either up/down or left/right. Hold shift whilst dragging or mousewheeling for fine adjustment. To see the value of the slider, enable slider tooltips on the **Setup (page 31)** page.

Hold Ctrl/Cmd whilst clicking a parameter to reset it to its default value.

The mousewheel will not work for adjusting drum kit parameters but will instead scroll the table. Hold shift whilst scrolling for slow scroll.

MIDI Learn

Any automatable parameter in MR Editor can be learned to a MIDI CC. Right-click a parameter for MIDI learn options. When learning, a control will flash green until a MIDI CC message is received. It will then turn permanently green to indicate it has been learned. Right-click to re-learn or unlearn. Any CC messages assigned to a parameter will not be passed through the plug-in.

The MIDI channel of CC messages sent to MR Editor can be used to determine in which part or layer the assigned parameter will be edited. See the **MIDI Setup (page 31)** options for further information.

| ODDSOUND | MR RACK EDITOR | | ↺ ↻ | PERFORMANCE | SOUND | SYSTEM | SETUP | ! |

| ODDSOUND | MR EDITOR | | ↺ ↻ | DRUM KIT | SOUND | SYSTEM | SETUP | ! |

Undo/Redo

A full undo/redo for any parameter changes on the UI. Edits in the **Bank Manager (page 26)** and any changes to options on the **Setup (page 31)** page are not logged as undo steps.

Performance (MR Rack Editor only)

This page is an editor for MR Rack performances, including a mixer, an editor page for individual part parameters and an editor for the PerfEditKit.

Drum Kit (MR Editor only)

This page is an editor for drum kit sounds on the MR.

Sound

This page is an editor for sounds on the MR.

System

This page includes a bank manager for sending, receiving and storing presets and banks, along with a section for editing the system parameters on the MR.

Setup

This page contains configuration settings for MR Editor.

Panic Menu

Click the '!' icon for a popup menu from which you can select a MIDI panic message to send to the MR. All Notes Off, All Sound Off and Reset All Controllers messages can be sent on either the currently selected **keyboard channel (page 30)**, or all MIDI channels.

This page allows editing of performances. At the top of the page are options for transferring performances to/from the hardware and saving them to disk as follows:

Performance Name: Double-click to edit and enter a new name.

Request Performance: Click to request a performance dump from the MR Rack. The dump will be requested from the .

Send Performance: Click to send a performance dump to the MR Rack. The dump will be sent to the .

Dump Location: Set where performance dumps will be requested from and sent to. This can either be the performance edit buffer or a specific bank and program. Performances can only be written to bank 1, unless an SRAM card is installed in which case banks 96 and up may be used.

Load Performance: Click to load a performance SysEx dump from disk into the performance editor.

Save Performance: Click to save the current performance to disk as a SysEx dump. The default location for these is:

Win: Documents\OddSound\MR Rack Editor\Performances

OSX: Library/Audio/Presets/OddSound/MR Rack Editor/Performances

The MR Rack has a performance edit buffer into which a performance is loaded when selected on the hardware. Any changes made to individual parameters in the Performance Editor will apply to the performance loaded into the edit

buffer. It is therefore advisable to make sure the editor and hardware are in sync before editing individual parameters. To do this, either request a dump from the performance edit buffer or load a performance from disk and send it to the performance edit buffer.

Part Mixer

PART MIXER	PART EDIT	PERF EDIT KIT						
LINK GRP			SOUND	CHAN	FX BUS	VOLUME	PAN	CUTOFF ▼	LINK
1	⏻	M S	Rap Bass	1	DRY				
2	⏻	M S	Grumbler	2	CHOR				
3	⏻	M S	303 Bass	3	INS				
4	⏻	M S	Rave Vox	4	REV M				
5	⏻	M S	Rave m7maj7	5	CHOR				
6	⏻	M S	VintgeRoads	6	INS				∞
7	⏻	M S	SurfaceNoiz	7	DRY				∞
8	⏻	M S	Chatty Aahs	8	INS				
9	⏻	M S	Digatalic	9	REV M				∞
10	⏻	M S	PerfEditKit	10	REV M				
11	⏻	M S	AnalogBrass	11	REV M				
12	∞ ⏻	M S	Rezz Stab	12	CHOR				
13	∞ ⏻	M S	Brassy Stab	13	CHOR				
14	∞ ⏻	M S	Poly Stab	14	REV L				
15	⏻	M S	OdysseyLead	15	REV M				
16	⏻	M S	MassiveLead	16	INS				

This tab contains settings for all 16 parts:

Link Group: Click in this column to add or remove parts from the part link group. The part link group allows quick linking or copying of part parameters across multiple parts from the parameter right-click and part edit section menus.

Part Enable: Click to set whether a part is enabled in the performance.

Mute: Click to set whether a part is muted in the performance.

Solo: Click to set whether a part is soloed in the performance.

Sound: Click to open a pop-up menu and select a sound for a part. Use the mousewheel to scroll through sounds in the same bank. The list of sounds available in any user-writable bank will be taken from the bank manager, so it may be useful to make sure the bank manager is in sync with the hardware when picking part sounds (see the **Bank Manager (page 26)** section).

Chan: Set the part MIDI channel. Drag all the way up for the STAK channel.

FX Bus: Set the part FX bus routing.

Volume: Set the part volume.

Pan: Set the part pan.

Part Parameter: Any part parameter can be edited for all 16 parts via this column. Click the column heading to select a parameter.

Link: Each part parameter can be linked across any number of parts. When a linked parameter is edited it will be set to the same value in all other linked parts, unless **Param Linking (page 32)** is set to 'Mouse' and it is a slider or envelope parameter, in which case linking is relative. The Link column shows the linking for the currently selected part

parameter. Click in the column to link or unlink parts for the selected parameter. A parameter will change colour to yellow to indicate that it is linked. Alt-click on a parameter, or its label in the Part Edit tab, to quickly link or unlink it.

Part Edit

This tab allows editing of all parameters for a single part. A menu at the top right of the Part Edit section includes options to copy, link and unlink all part parameters, as well as an option to initialise the part.

The parameters are divided into six sections, with each section having its own menu for copying, linking and unlinking all parameters in it. To copy, link or unlink an individual parameter, right-click on it to open a popup menu.

To the left of the six part parameter sections is a table. Click the part numbers in the table to select which part is currently being edited. The currently selected part number is shown in a green box. Parts in the link group are indicated with yellow numbers.

The part parameter and link columns in the table function in the same way as in the Part Mixer tab, allowing you to view and edit a single parameter across all parts. Click the column heading to select a parameter or, if 'Auto Select Focus Param' is enabled on the **Setup (page 31)** page, click on any parameter or parameter label in the sections on the right of the table.

Perf Edit Kit
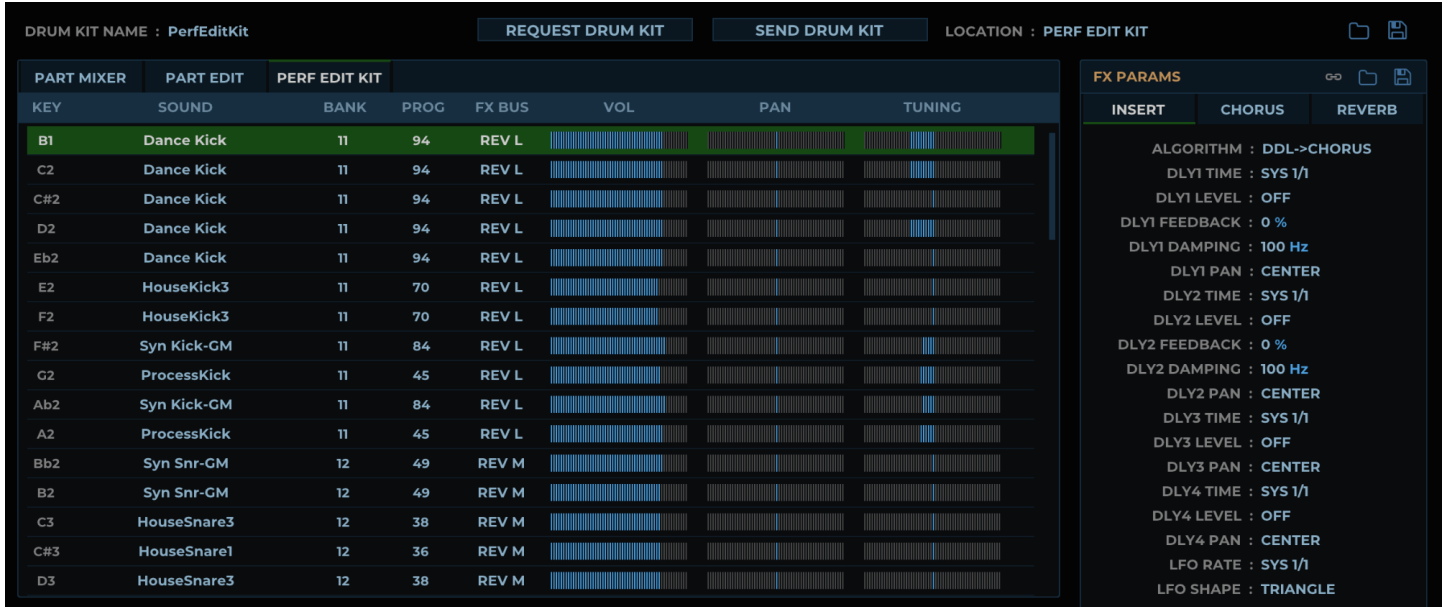
This tab allows editing of all parameters for the PerfEditKit stored with the performance. When selected, the options at the top of the UI change to be specific to drum kit sounds as follows:

Drum Kit Name: Double-click to edit and enter a new name.

Request Drum Kit: Click to request a drum kit sound dump from the MR Rack. The dump will be requested from the **dump location (page 15)**.

Send Drum Kit: Click to send a drum kit sound dump to the MR Rack. The dump will be sent to the **dump location (page 15)**.

Dump Location: Set where drum kit dumps will be requested from and sent to. This can either be the PerfEditKit in the performance edit buffer or a specific bank and program. A list of known drum kit sounds is added to the drop down list for quickly setting the bank and program number.

Drum kit editing on the MR Rack is only possible with the PerfEditKit of the currently selected performance. Edits to individual drum kit parameters will always apply to the PerfEditKit.

To edit a drum kit, set it as the PerfEditKit either by loading it on the hardware or sending it from the editor to the PerfEditKit location. If loaded from hardware, request a dump of the PerfEditKit into the editor so that it is in sync with the hardware before editing any parameters.

Category: When sending a drum kit sound to a specific bank and program location on the MR Rack, this sets the SoundFinder category that will be saved with the sound. It will automatically update when a drum kit dump is requested.

Load Drum Kit: Click to load a drum kit sound SysEx dump from disk to the PerfEditKit in the Performance Editor.

Save Drum Kit: Click to save the current PerfEditKit to disk as a drum kit sound SysEx dump. The default location for these is:

Win: Documents\OddSound\MR Rack Editor\Sounds

OSX: Library/Audio/Presets/OddSound/MR Rack Editor/Sounds

Drum Key Table

This allows editing of the parameters for each drum key as follows:

Key: Click in this column to select a drum key. Multiple drum keys can be selected by Shift-clicking to select a range or Ctrl/Cmd-clicking to add/remove individual keys to the selection. With multiple keys selected, the **FX Bus (page 16)**, **Vol (page 16)**, **Pan (page 16)** and **Tuning (page 16)** parameters can be simultaneously edited for multiple keys.

Right-click in the Key column for a popup menu with the following options:

- **Copy:** Copy all parameters for the selected key, including the sound.
- **Paste:** Paste all parameters to the selected key, including the sound.
- **Request Sound Dump:** This will request the sound assigned to the selected key into the Sound Editor, allowing it to be edited or saved to disk. The dump **bank (page 21)** and **program (page 21)** on the Sound editor page will automatically be set to the bank and program of the assigned sound and the UI will automatically switch to the Sound Editor.

Sound: Select the sound assigned to a drum key. Drum kit sounds will not appear in the popup menu. The bank and program numbers of the selected sound are shown in the columns to the right. The list of sounds available in any user-writable bank will be taken from the bank manager, so it may be useful to make sure the bank manager is in sync with the hardware when picking drum key sounds (see the **Bank Manager (page 26)** section).

Bank: Set the bank number of the assigned sound.

Prog: Set the program number of the assigned sound. Because the mousewheel scrolls the table, it cannot be used to scroll through sounds in a bank, so drag this parameter instead. If you select a location which is empty the bank and program number, rather than sound name, will be displayed in the Sound column.

FX Bus: Set the drum key FX Bus routing. If multiple keys are selected they will all be set to the same value.

Vol: Set the drum key volume. If multiple keys are selected they will be set relative to the edited key.

Pan: Set the drum key panning. If multiple keys are selected they will be set relative to the edited key.

Tuning: Set the drum key tuning. If multiple keys are selected they will be set relative to the edited key.

FX Settings

Routing: This section contains the performance FX routing parameters.

Output: This section allows assignment of the different FX busses to physical outputs on the hardware.

Control: This section allows assignment of a modulation source to an insert FX parameter.

FX Params

This section allows editing of the FX parameters for the insert FX, global chorus and global reverb.

When the insert FX is selected some icons become available to click in the section header:

Link To Sound FX: When selected, any changes to insert FX parameters will be mirrored in both the Performance and Sound Editors. This is useful when editing a sound with insert FX, as edits to the insert FX parameters can only be auditioned in real-time if the sound being edited is loaded into the insert control part of the currently selected performance (see **Editing Sound Insert FX Parameters (page 25)**). When link is enabled from the Performance editor, the parameters in the Performance Editor will be copied to the Sound Editor and vice versa.

Save Insert FX: This allows you to save the insert FX settings to disk as a SysEx dump. The MR SysEx specification does not include an insert FX bulk dump, so it is stored as a collection of single parameter change messages. The default location for insert FX settings is:

Win: Documents\OddSound\MR Rack Editor\FX Presets

OSX: Library/Audio/Presets/OddSound/MR Rack Editor/FX Presets

Load Insert FX: Load an insert FX parameter dump from disk.

Saving Insert FX With A Drum Kit

When sending a drum kit dump or saving a drum kit to disk, it is possible to include the insert FX parameters in the SysEx data. For this to happen:

- The drum kit **dump location (page 15)** must be set to a specific bank and program number.
- The PerfEditKit must be on the insert control part.
- The insert FX algorithm must not be set to OFF.
- At least one drum key must be routed to the insert FX bus, with a sound other than 018:127 'Silence'.

This page allows editing of drum kit sounds. At the top of the page are options for transferring drum kit sounds to/from the hardware and saving them to disk as follows:

Drum Kit Name: Double-click to edit and enter a new name.

Request Drum Kit: Click to request a drum kit sound dump from the MR. The dump will be requested from the **dump location (page 18)**.

Send Drum Kit: Click to send a drum kit sound dump to the MR. The dump will be sent to the **dump location (page 18)**.

Dump Location: Set where drum kit dumps will be requested from and sent to. This can either be the SongEditKit, RthmEditKit or a specific bank and program. A list of known drum kit sounds is added to the drop down list for quickly setting the bank and program number.

This also sets the bank and program numbers sent with drum key parameter changes. Drum kit editing on the MR is only possible with the SongEditKit or RthmEditKit, so either of these should be selected to hear changes to a drum kit in real-time. To edit a drum kit either convert it into the SongEditKit or set it as the current rhythm's RthmEditKit. Alternatively send it to either location from the editor. If loaded from hardware, request a dump of the SongEditKit or RthmEditKit into the editor so that it is in sync with the hardware before editing any parameters.

Category: When sending a drum kit sound to a specific bank and program location on the MR, this sets the SoundFinder category that will be saved with the sound. It will automatically update when a drum kit dump is requested.

Save Drum Kit: Click to save the current drum kit to disk as a drum kit sound SysEx dump. The default location for these is:

Win: Documents\OddSound\MR Editor\Sounds

OSX: Library/Audio/Presets/OddSound/MR Editor/Sounds

Drum Key Table

This allows editing of the parameters for each drum key as follows:

Key: Click in this column to select a drum key. Multiple drum keys can be selected by Shift-clicking to select a range or Ctrl/Cmd-clicking to add/remove individual keys to the selection. With multiple keys selected, the **FX Bus (page 19)**, **Volume (page 19)**, **Pan (page 19)** and **Tuning (page 19)** parameters can be simultaneously edited for multiple keys.

Right-click in this column for a popup menu with the following options:

- **Copy:** Copy all parameters for the selected key, including the sound.
- **Paste:** Paste all parameters to the selected key, including the sound.
- **Request Sound Dump:** This will request the sound assigned to the selected key into the Sound Editor, allowing it to be edited or saved to disk. The dump **bank (page 21)** and **program (page 21)** on the Sound Editor page will automatically be set to the bank and program of the assigned sound and the UI will automatically switch to the Sound Editor.

Sound: Select the sound assigned to a drum key. Drum kit sounds will not appear in the popup menu. The bank and program numbers of the selected sound are shown in the columns to the right. The list of sounds available in any user-writable bank will be taken from the bank manager, so it may be useful to make sure the bank manager is in sync with the hardware when picking drum key sounds (see the **Bank Manager (page 26)** section).

Bank: Set the bank number of the assigned sound.

Prog: Set the program number of the assigned sound. Because the mousewheel scrolls the table, it cannot be used to scroll through sounds in a bank, so drag this parameter instead. If you select a location which is empty the bank and program number, rather than sound name, will be displayed in the Sound column.

FX Bus: Set the drum key FX Bus routing. If multiple keys are selected they will all be set to the same value.

Vol: Set the drum key volume. If multiple keys are selected they will be set relative to the edited key.

Pan: Set the drum key panning. If multiple keys are selected they will be set relative to the edited key.

Tuning: Set the drum key tuning. If multiple keys are selected they will be set relative to the edited key.

FX Params

This section contains the drum kit FX routing and modulation parameters.

Insert FX

This section allows editing of the insert FX parameters. In the header of this section are the following icons:

Save Insert FX: This allows you to save the insert FX settings to disk as a SysEx dump. The MR SysEx specification does not include an insert FX bulk dump, so it is stored as a collection of single parameter change messages. The default location for insert FX settings is:

Win: Documents\OddSound\MR Editor\FX Presets

OSX: Library/Audio/Presets/OddSound/MR Editor/FX Presets

Load Insert FX: Load an insert FX parameter dump from disk.

Saving Insert FX With A Drum Kit

When sending a drum kit dump or saving a drum kit to disk, it is possible to include the insert FX in the SysEx data. For this to happen:

- The insert FX algorithm must not be set to OFF.
- At least one drum key must be routed to the insert FX bus, with a sound other than 018:127 'Silence'.

| ODDSOUND | MR EDITOR | | | DRUM KIT | SOUND | SYSTEM | SETUP | ! |

SOUND NAME : AmazonRiver   REQUEST SOUND   SEND SOUND   BANK : 1   PROG : 1

LAYER 1 : InitLayer ▼

WAVEFORM
- WAVEFORM : CUICA
- DIRECTION : FORWARD
- START :
- SHIFT MODE : OFF
- SHIFT AMT :

FILTER
- CUTOFF 1 :
- CUTOFF 2 :
- MODE : 3LP/1LP
- LINK : ON
- F1 KBD TRK : +1
- F1 TRK KEY : C3
- F2 KBD TRK : OFF
- F2 TRK KEY : C3

LFO & NOISE
| LFO | NOISE |
- WAVEFORM : TRIANGLE
- DEPTH :
- RATE :
- SYNC : NORMAL
- DELAY :
- RETRIGGER : OFF
- PHASE :

ENVELOPE
| ENV 1 | ENV 2 | ENV 3 |

PITCH
- SEMI : 21 semitones
- FINE : 0 cents
- GLIDE : OFF
- GLIDE TIME :
- KEY TRACK : OFF
- PB ENABLE : ON

CONTROL
- TRIG MODE : KEY DOWN
- SUS ENABLE : ON
- KEY GROUP : 0
- TRIG CTRL : CC0

	LO	HI
KEY :	A-1	B2
VELOCITY :	0	127
CTRL :	0	127

MODULATION
| WAV | PIT | FLT | LFO | ENV | OUT |
- F1 ENV 2 AMT :
- F1 MOD SRC : OFF
- F1 MOD AMT :
- F2 ENV 2 AMT :
- F2 MOD SRC : OFF
- F2 MOD AMT :

OUTPUT
- VOLUME :
- PAN :
- DELAY : 723 ms
- ROLLOFF MDE : OFF
- ROLLOFF SLPE :
- ROLLOFF KEY : C3
- VOICE MODE : POLY

INSERT FX
- ALGORITHM : DDL->CHORUS
- DLY1 TIME : 250 ms
- DLY1 LEVEL : -12.0 dB
- DLY1 FEEDBACK : -22 %
- DLY1 DAMPING : 21.2 Hz
- DLY1 PAN : FULL LEFT
- DLY2 TIME : 500 ms
- DLY2 LEVEL : 0.0 dB
- DLY2 FEEDBACK : -42 %
- DLY2 DAMPING : 2.0 Hz
- DLY2 PAN : CENTER
- DLY3 TIME : 375 ms
- DLY3 LEVEL : -12.0 dB
- DLY3 PAN : FULL RIGHT
- DLY4 TIME : 187 ms
- DLY4 LEVEL : -16.5 dB
- DLY4 PAN : FULL LEFT
- LFO RATE : 2.0 Hz
- LFO SHAPE : TRIANGLE
- LFO PHASE : 90 deg
- CHORUS DEPTH : 1.2 ms
- CHORUS CENTER : 20.0 ms
- SPREAD : -5

LAYERS

LNK	GRP				NAME	WAVEFORM ▼	LINK
1	∞	⏻	M	S	InitLayer	CUICA	∞
2	∞	⏻	M	S	InitLayer	CUICA	∞
3	∞	⏻	M	S	InitLayer	CUICA	∞
4		⏻	M	S	InitLayer	WHISTLE	
5		⏻	M	S	InitLayer	CUICA	
6		⏻	M	S	InitLayer	POP BRASS SEC	
7		⏻	M	S	InitLayer	FR HORN SECT	
8		⏻	M	S	InitLayer	NUT RATTLE LP	
9		⏻	M	S	InitLayer	PAN FLUTE	

SOUND

MAIN	FX
NUM LAYERS : 12	INS IN MIX :
CATEGORY : *CUSTOM	CHORUS MIX :
GM ALIAS : BOTTLE BLOW	REVERB AMT :
PB UP : 2 UP	INS MOD SRC : OFF
PB DOWN : 2 DOWN	MOD SRC MIN : 0
HELD PBEND : OFF	MOD SRC MAX : 127
PITCH TABLE : EqualTemper	INS MOD DEST : DLY1 TIME
RE-SRIKE LIMIT : 0	MOD DEST MIN : 0 ms
ALT FX BUS : DEFAULT	MOD DEST MAX : 630 ms

This page allows editing of sounds. Split/layer sounds (MR keyboard versions only) are not supported.

At the top of the page are options for transferring sounds to/from the hardware and saving them to disk as follows:

Sound Name: Double-click to edit and enter a new name.

Request Sound: Click to request a sound dump from the MR. The dump will be requested from the dump **bank (page 21)** and **program (page 21)**.

Send Sound: Click to send a sound dump to the MR. The dump will be sent to the dump **bank (page 21)** and **program (page 21)**.

Dump Bank: Set the bank number which sound dumps will be requested from and sent to.

Dump Prog: Set the program number which sound dumps will be requested from and sent to.

Load Sound: Click to load a sound SysEx dump from disk.

Save Sound: Click to save the current sound to disk as a sound SysEx dump. The default location for these is:

Win: Documents\OddSound\MR [Rack] Editor\Sounds

OSX: Library/Audio/Presets/OddSound/MR [Rack] Editor/Sounds

Editing sounds on the MR

The MR doesn't have an edit buffer for sounds. Instead they are edited directly in RAM memory. It may therefore be advisable to keep a backup of a sound or copy it to another RAM location before editing it. To edit a sound in ROM memory it must first be copied to a RAM memory location.

To edit a sound and hear the changes in real-time, select it on the hardware and set the dump bank and program to match in the editor. Either request or send a sound dump so that the editor and hardware are in sync. Any parameter changes made in the editor will be updated on the hardware in real-time.

Layer Parameters

The main section of the Sound Editor is for editing the layer parameters. Select the current layer from the drop-down menu at the top left. A sound can have up to 16 layers. Set the number of layers in the **Sound Parameters (page 24)** section.

A menu at the top right of the Layer Parameters section includes options to copy, link and unlink all layer parameters, as well as an options to initialise, load and save the layer (see **Loading And Saving Layers (page 23)**).

The layer parameters are divided into eight sections, with each section having its own menu for copying, linking and unlinking all parameters in it. To copy, link or unlink an individual parameter, right-click on it to open a popup menu.

Copy, link and unlink options are only available in sounds that have more than one layer.

To select a waveform for a layer, click the waveform name to open a pop-up menu containing all available waves organised by expansion and type. Alternatively, use the mousewheel on the waveform name to scroll through waves in the same sub-folder.

Loading And Saving Layers

The menu at the top right of the **Layer Parameters (page 0)** section contains the following options for loading and saving individual layers:

Import single layer sound: All settings for a layer can be imported from an MR sound dump in SysEx format. If the selected sound has more than one layer, the settings for the first layer will be imported.

Export as single layer sound: A layer can be exported as a single-layer MR sound in SysEx format. This means it can be dumped directly to the MR to audition it. No insert FX settings are saved with the exported sound.

Layer Table

At the bottom left is a table showing all layers of the current sound, with the following columns:

Layer Number: Click the layer numbers to select which layer is currently being edited. The currently selected layer number is shown in a green box. Layers in the link group are indicated with yellow numbers.

Link Group: Click in this column to add or remove layers from the layer link group. The layer link group allows quick linking or copying of layer parameters across multiple layers from the parameter right-click and layer parameter section menus.

Layer Enable: Click to set whether a layer is enabled in the sound.

Mute: Click to set whether a layer is muted in the sound.

Solo: Click to set whether a layer is soloed in the sound.

Layer Name: Double-click to edit and enter a new name.

Layer Parameter: Any layer parameter can be edited for all layers via this column. Click the column heading to select a parameter or, if "Auto Select Focus Param" is enabled on the **Setup (page 31)** page, click on any parameter or parameter label in the Layer Edit section.

Link: Each layer parameter can be linked across any number of layers. When a linked parameter is edited it will be set to the same value in all other linked layers, unless **Param Linking (page 32)** is set to 'Mouse' and it is a slider or envelope parameter, in which case linking is relative. The Link column shows the linking for the currently selected layer parameter. Click in the column to link or unlink layers for the selected parameter. A parameter will change colour to yellow to indicate that it is linked. Alt-click on a parameter, or its label in the Layer Edit section, to quickly link or unlink it.

Sound Parameters

Main: This section contains global sound parameters which are always included in a sound SysEx dump.

FX: This section contains sound FX parameters which are only included in a sound SysEx dump if the insert FX algorithm is not set to 'OFF'.

Insert FX

This section allows editing of the insert FX parameters. In the header of this section are the following icons:

Link To Sound FX (MR Rack Editor only): When selected, any changes to insert FX parameters will be mirrored in both the Performance and Sound Editors. This is useful when editing a sound with insert FX, as edits to the insert FX parameters can only be auditioned in real-time if the sound being edited is loaded into the insert control part of the currently selected performance (see **Editing Sound Insert FX Parameters (page 25)**). When link is enabled from the Sound Editor, the parameters in the Sound Editor will be copied to the Performance Editor and vice versa.

Save Insert FX: This allows you to save the insert FX settings to disk as a SysEx dump. The MR SysEx specification does not include an insert FX bulk dump format, so it is stored as a collection of single parameter change messages. The default location for insert FX settings is:

Win: Documents\OddSound\MR [Rack] Editor\FX Presets

OSX: Library/Audio/Presets/OddSound/MR [Rack] Editor/FX Presets

Load Insert FX: Load an insert FX parameter dump from disk.

Editing Sound Insert FX Parameters

MR Rack: Insert FX parameters can be stored with a sound in the MR Rack but cannot be directly edited in RAM. To make and hear changes to insert FX parameters in real-time, the sound must be loaded into the insert control part of the current performance. The insert FX parameters will then be loaded into the performance edit buffer. The insert control part should be routed to the insert FX bus to hear the insert effect applied to the sound.

From the Sound Editor page, click the link icon in the Insert FX section header to link the insert FX parameters on the Sound and Performance pages. Changes to insert FX parameters will now be mirrored between the Sound and Performance Editors and the performance insert FX will be updated in real-time. To save the edited insert FX with the sound, either re-save the sound on the hardware or send a sound dump from the editor.

MR Keyboard: Insert FX parameters can be stored with a sound in the MR but cannot be directly edited in RAM. It is only possible to make and hear changes to insert FX parameters in real-time from the hardware, not from the editor. Insert FX parameters stored with a sound can be edited in the Sound Editor, however to audition any changes the sound must be sent to the hardware and re-selected.

The Bank Manager is a representation of the RAM storage on the hardware. It allows complete banks to be edited, transferred to/from the hardware and saved to disk. The RAM memory configuration differs between the MR Rack and keyboard versions, so the layout of the Bank Manager is different in each editor.

MR Rack RAM Banks

An MR Rack bank contains 32 performances and up to 128 sounds. A single RAM bank is available on the hardware (bank 1), however more may be added with an SRAM card. The top left table of the Bank Manager shows all available banks, which will be just bank 1 by default. If you have an SRAM card installed, add additional banks by clicking the '+' icon. CRD banks start at bank number 96. The number of banks to add will depend on the size of the SRAM card installed.

Click on a bank in the Bank table to select a bank to edit. The performances and sounds contained in that bank will be shown in the Performance and Sound tables.

MR Keyboard RAM Banks

#	NAME	CAT	LAYERS	KIT	FX
FLS SOUNDS		LAYERS : 261/361			
0	Positrons	SYN-PAD	5		●
1	Lovely	SYN-PAD	3		●
2	Mood Unit	SYN-COMP	4		●
3	Translucent	SYN-PAD	3		●
4	Steel Pad	LAYERS	3		●
5	AmazonRiver	*CUSTOM	12		●
6	SpinCrystal	SYN-PAD	2		●
7	Textures	SYN-PAD	4		●
8	Watery Pad	SYN-COMP	3		●
9	MicroTrans	SYN-VINT	2		●
10	WhisperWood	MALLET	3		
11	Strat Pad	SYN-COMP	4		●
12	Orch/Wheel	ORCHSTRA	6		●
13	Flute Pad	WINDRE...	3		●
14	A Ha Ha Ha	VOCALS	2		●
15	Airy Voices	VOCALS	2		●
16	Slow Wash	SYN-PAD	3		●
17	Transphere	SYN-PAD	7		●

#	NAME	CAT	LAYERS	KIT	FX
RAM SOUNDS		LAYERS : 0/361			
0	-				
1	-				
2	-				
3	-				
4	-				
5	-				
6	-				
7	-				
8	-				
9	-				
10	-				
11	-				
12	-				
13	-				
14	-				
15	-				
16	-				
17	-				

A bank on the MR keyboard versions can contain up to 128 sounds. By default a single RAM bank is available on the hardware (bank 1 'FLS'), however a second volatile RAM sound bank can be made available via the librarian (bank 2 'RAM'). The MR Editor contains two bank tables, one for each of these banks.

Working With Banks

The following icons are available for each bank:

Request Bank: Request an entire bank from the hardware.

Send Bank: Send an entire bank from the hardware.

Load Bank: Load an entire bank from disk. Two bank formats are supported:

- **.syx:** A series of single sound and/or performance (MR Rack only) dumps stored in a single MIDI SysEx file. MR Editor saves banks in this format (see below).
- **.sbk:** MR sound bank format, used when saving a sound bank to floppy disk on the MR keyboard versions.

Save Bank: Save an entire bank to disk. Banks are saved as a series of single sound and performance (MR Rack only) dumps. The default location for these is:

Win: Documents\OddSound\MR [Rack] Editor\Banks

OSX: Library/Audio/Presets/OddSound/MR [Rack] Editor/Banks

In MR Rack Editor only, request and send icons appear in the header of each table for requesting and sending all banks, performances or sounds currently listed in the table.

Sound banks can contain up to 128 sounds, however in reality there may be less than this owing to a limit on the number of sound layers that can be stored in a bank. The total number of layers used by all sounds in a bank must not

exceed 361. A counter at the top of the sound bank tables shows the total number of layers.

To sync the Bank Manager with the hardware, either request or send all banks in use. If you wish to keep the Bank Manager synced with the hardware when using the Performance, Drum Kit or Sound Editors, enable Sync Editor Dumps on the **Setup (page 31)** page. Whenever a dump is requested or sent from an editor, the Bank Manager will be updated so that it stays in sync with the RAM memory on the hardware.

Sound And Performance Tables

Individual sounds and performances (MR Rack only) are listed in the Bank Manager tables. For each sound, the following information can be seen in the table:

- The SoundFinder category.
- The number of layers.
- Whether the sound is a drum kit.
- Whether the sound has an insert FX saved with it.

Sounds and performances can be dragged in a table to reorder them. Multiple sounds or performances can be selected by Shift-clicking to select a range or Ctrl/Cmd-clicking to add/remove from the selection.

In MR Editor, sounds can be dragged between the FLS and RAM tables.

Right click on a row for the following options:

Request Dump: Request a dump of the selected sounds or performances into the Bank Manager.

Send Dump: Send a dump of the selected sounds or performances to the hardware.

Send Dump To Edit Buffer: Send a dump of the selected sound or performance to the edit buffer on the hardware. Since there is no true edit buffer for sounds, bank 1 prog 127 is used.

Send Program Change: Send a bank and program change message on the currently selected **keyboard channel (page 30)**. In MR Rack Editor, this option will be disabled for performances if 'Perf Prog Rcv' is set to OFF in the **System Params (page 29)**. It will be disabled for sounds if 'Perf Prog Rcv' is set to ON and the keyboard channel is set to STAK or the same channel number as the STAK channel. Double-clicking a row in a Bank Manager table acts as a shortcut for this option.

Load…: Load a sound or performance from disk to the selected location in the table.

Save…: Save the selected sound or performance to disk.

**Copy:** Copy the selected sound or performance.

Paste: Paste a sound or performance to the selected location in the table.

Initialize: Initialize the selected location in the table to the default sound or performance. The default sound or performance can be set on the **Setup (page 31)** page.

Erase: Remove the selected sounds or performances from the bank.

Edit: Load the selected sound, drum kit or performance for editing. The UI will automatically switch to the relevant editor page.

Set as PerfEditKit (MR Rack Editor only): Set the selected drum kit sound as the PerfEditKit in the Performance Editor. The UI will automatically switch to the Perf Edit Kit tab in the Performance Editor.
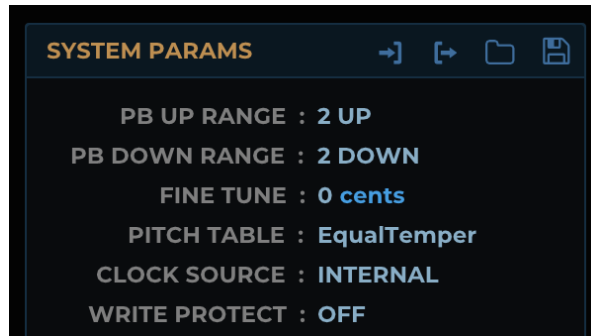
This section contains the system parameters found on the MR. Single system parameter change messages are not supported, therefore when editing a system parameter, a message will be sent containing all system parameters. This should be noted in case the system parameters on the hardware differ from those in the editor. It is advisable to sync the editor and hardware by clicking the request icon in the System Params section header before editing system params.

System parameter dumps can be saved to disk. The default location for these is:

Win: Documents\OddSound\MR [Rack] Editor\System

OSX: Library/Audio/Presets/OddSound/MR [Rack] Editor/System

SysEx ID

This system parameter is used when multiple MR units are used in the same hardware setup. Since each unit may have a different set of sounds and performances stored in RAM, MR Editor saves a separate Bank Manager state for each SysEx ID. This means that a separate instance of MR Editor can be used for each unit. When you change the SysEx ID, the Bank Manager state for that ID will be loaded. You must also change the SysEx ID directly on the hardware (from the System menu) as well as in the editor, so that it doesn't ignore SysEx messages with an unexpected SysEx ID. Note that the Bank Manager state will be synced across multiple instances using the same SysEx ID.

The keyboard and controls next to it can be used to send MIDI data to the MR. The four sliders to the right correspond to Sys Ctrl 1-4 in the System Params section and send out the selected CCs. The MIDI channel for the keyboard and controllers is set at the bottom right. This is the MIDI channel on which messages will be sent when clicking on the keyboard or control sliders. MIDI messages that pass through the plug-in can optionally be reassigned to the channel set here with the Chan Data setting on the **Setup (page 32)** page. Drag all the way up for the STAK (MR Rack) or BASE (MR keyboard) channel.

This page contains configuration settings for MR Editor which are stored globally and apply to all instances.

MIDI
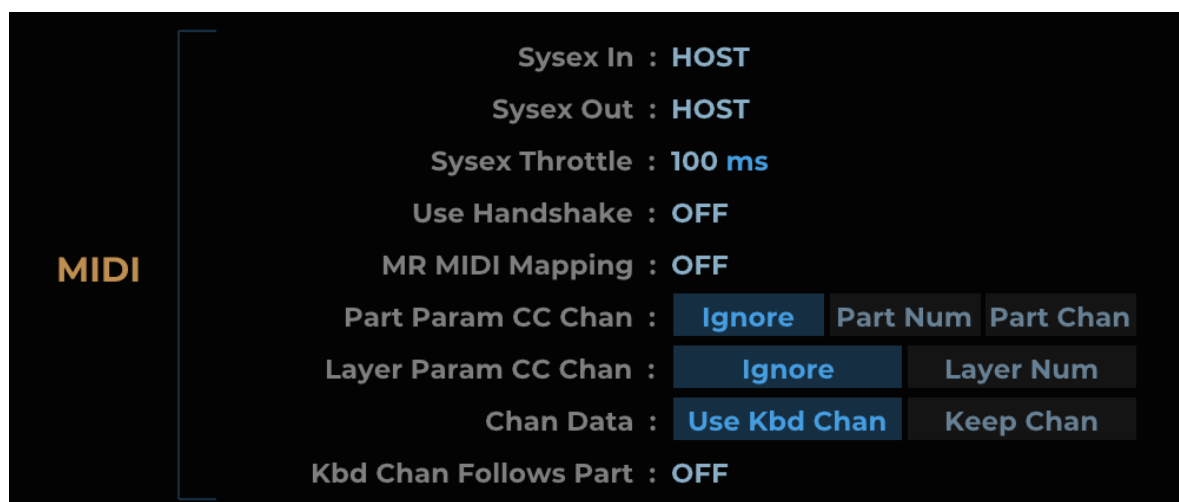
Model (MR Editor only): Select the appropriate MR model for correct addressing of SysEx messages.

SysEx In: Select the MIDI source from which MR Editor will receive SysEx data. Some DAWs do not support transfer of SysEx data to and from plug-ins, in which case this can be used to receive SysEx data directly from a hardware MIDI port or device.

SysEx Out: Select the destination for SysEx data. If a DAW does not support plug-ins sending SysEx data this can be set to a physical MIDI port or device.

SysEx Throttle: Limit the rate at which SysEx messages are sent, to avoid overloading the hardware with SysEx data.

Use Handshake: If enabled, the editor will wait until it has received a SysEx handshaking message from the hardware before sending any further SysEx messages. This is a further measure to avoid overloading the hardware with SysEx data.

MR MIDI Mapping (MR Rack Editor only): If this is enabled, any performance parameters that can be controlled by CC, RPN or NRPN messages will use those instead of SysEx messages. These messages will be sent via the host DAW, not via the SysEx Out port selected above. It may be preferable to enable this when automating performance parameters, however, if enabled, parameter changes will affect all parts assigned to the same MIDI channel. The editor will also respond to CC, RPN or NRPN messages if sent from a DAW. See the MR Rack user guide for a full list of CC, RPN and NRPN mapped parameters.

Part Param CC Chan (MR Rack Editor only): This parameter selects how MIDI channel is used with CCs that have been learned to part parameters as follows:

- **Ignore:** MIDI channel is ignored and the assigned CC will control the parameter only in the part in which it was learned, regardless of which MIDI channel it was sent on.
- **Part Num:** MIDI channel determines in which part the assigned parameter will be edited, mapping MIDI channel number to part number.
- **Part Chan:** MIDI channel determines in which part(s) the assigned parameter will be edited, following the MIDI channel setting for each part.

Layer Param CC Chan: This parameter selects how MIDI channel is used with CCs that have been learned to layer parameters as follows:

- **Ignore:** MIDI channel is ignored and the assigned CC will control the parameter only in the layer in which it was learned, regardless of which MIDI channel it was sent on.
- **Layer Num:** MIDI channel determines in which layer the assigned parameter will be edited.

Chan Data: This parameter sets whether MIDI channel messages are reassigned to match the keyboard channel setting. If **MR MIDI Mapping (page 31)** is enabled, messages will be reassigned before processing parameter changes.

- **Use Kbd Chan:** MIDI channel messages will be reassigned to match the keyboard channel setting.
- **Keep Chan:** MIDI channel messages will not be reassigned.

Kbd Chan Follows Part (MR Rack Editor only): If enabled, the keyboard channel will automatically follow the channel of the selected part when on the **Part Edit (page 14)** page of the Performance Editor.

Dump
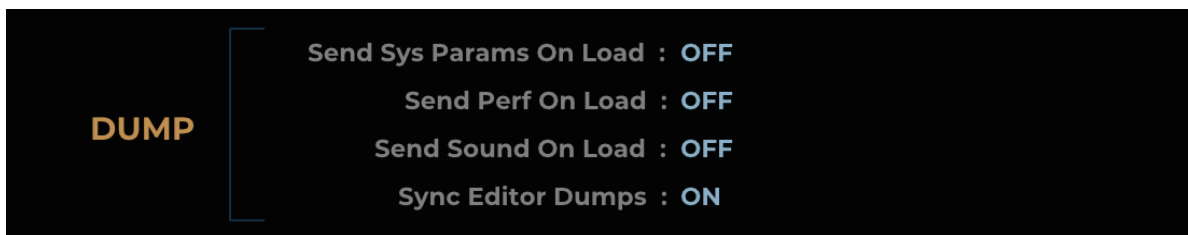
Send Sys Params On Load: Enable to send a system parameter dump on load. This may be useful to automatically update the hardware when loading a DAW session or opening the standalone version.
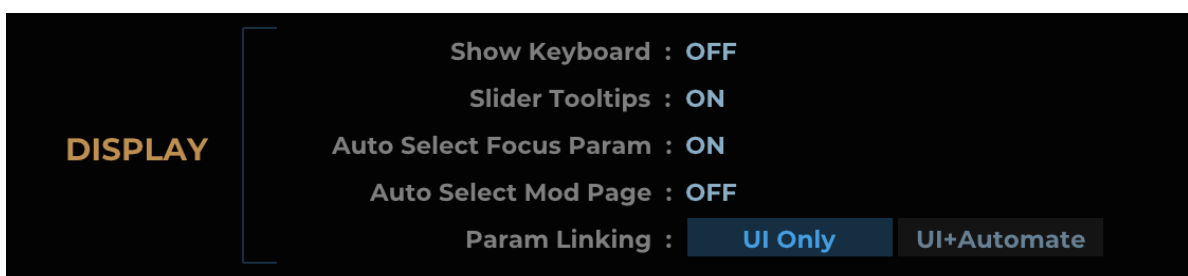
Send Perf On Load (MR Rack Editor only): Enable to send a performance dump on load.

Send Kit On Load (MR Editor only): Enable to send a drum kit dump on load.

Send Sound On Load: Enable to send a sound dump on load.

Sync Editor Dumps: Enable to keep the **Bank Manager (page 26)** in sync when sending and requesting performances, drum kits or sounds from the editor pages.

Display

Show Keyboard: Show/hide the piano keyboard at the bottom of the UI.

**Slider Tooltips:** Show/hide tooltips displaying the parameter value when dragging a slider.

Auto Select Focus Param: Automatically set the selected performance or layer parameter when editing a parameter of clicking on a parameter label.

Auto Select Mod Page: Automatically select the sub-page in the Modulation section of the Sound Editor when editing a parameter of clicking on a parameter label.

Param Linking: This sets the way in which parameters are linked as follows:

- **UI Only:** Parameter linking only takes effect when editing parameters via the UI. If selected, slider and envelope parameters will be relatively linked, all other parameters will use absolute linking (i.e. will be set to the same value in all parts or layers).
- **UI + Automate:** Parameter linking will take effect either when editing parameters via the UI, automating parameters from the host or controlling them via MIDI CC. If selected, linking for all parameters will be absolute.

Mouse
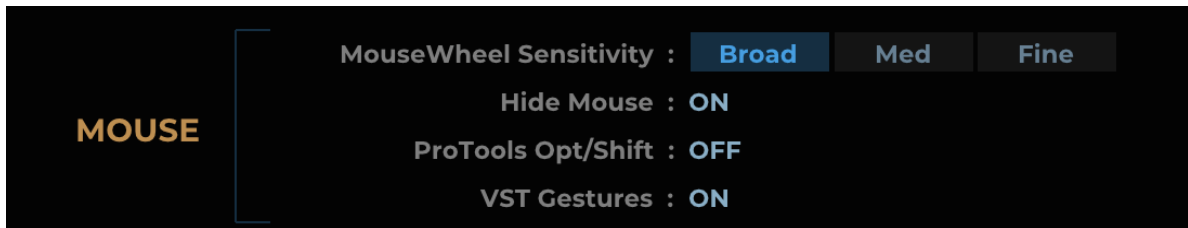
MouseWheel Sensitivity: Set the mousewheel sensitivity response.

Hide Mouse: Set whether the cursor is hidden when dragging parameters.

ProTools Opt/Shift: Swap the Alt and Shift key modifier functions.

VST Gestures: Disable this if the DAW seems to be taking a long time to process parameter changes. MR Editor has a very large number of parameters and any caching done by a DAW on begin and end edit calls may slow things down.

Preset
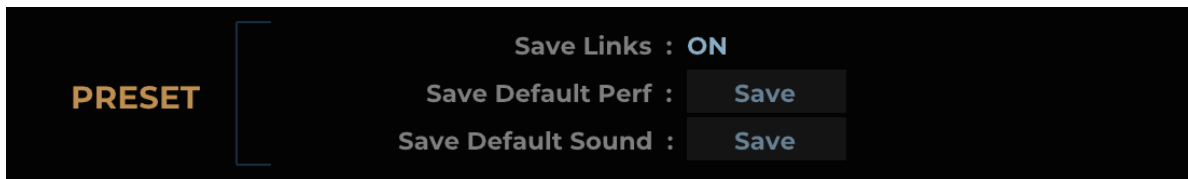
Save Links: Enable to save parameter linking with a sound or performance. Linking is not part of the MR SysEx specification, so this data is stored as extra SysEx data with the sound or performance. If the saved dump is sent to the hardware using another program, it will ignore the link data.

Save Default Performance (MR Rack Editor only): Save the current loaded performance as the default for when opening a new instance or initialising a performance in the **Bank Manager (page 26)**.

Save Default Kit (MR Editor only): Save the current loaded drum kit as the default for when opening a new instance.

Save Default Sound: Save the current loaded sound as the default for when opening a new instance or initialising a sound in the **Bank Manager (page 26)**.
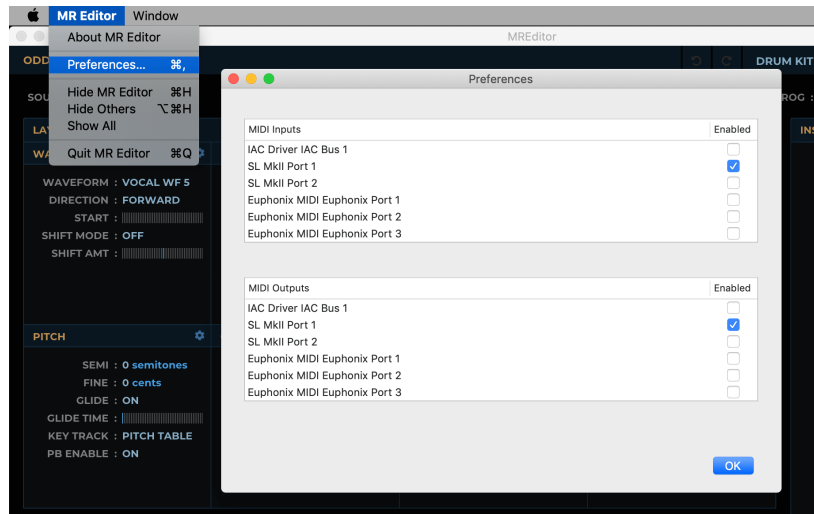
When running MR Editor standalone, MIDI input and output ports can be enabled or disabled via a preferences window. These settings are stored for the next time MR Editor is launched.

- **Windows:**
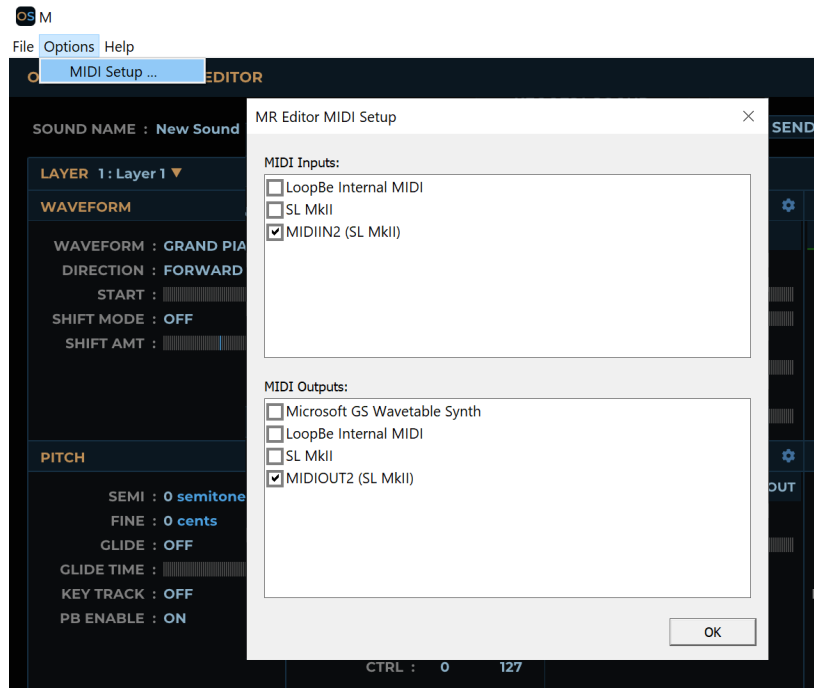
- **OSX:**

In developing this editor, some issues were found in the MR firmware:

- Chorus input mix does not update on the hardware when setting from MR Editor, even though the display on the unit updates.
- Layer solo state does not update on the hardware when setting from MR Editor.

For any issues not listed here or any other queries feel free to get in touch at **oddsound.com/contact**.