microQ PC Editor/Librarian v 1.0

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http://www.luigibianchi.com/microq/microq.htm

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Overview

The microQ PC Editor/Librarian is a software tool that allows you to easily interact with your **Waldorf microQ**(C) in a very comfortable way. All the parameters of your device are accessible with very few mouse clicks, so that you don't have to navigate through deep menus or forms hierarchies to gain access to a specific **Waldorf microQ**(C) parameter.

The Memory Objects type hierarchy is described in the next figure:

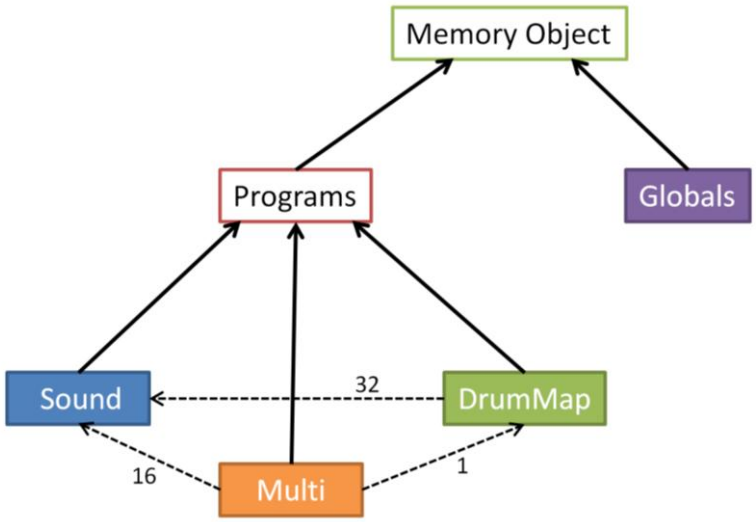

Fig. 1 - Memory Object hierarchy of the Waldorf microQ and the microQ PC Editor

A **Program** is represented by one of the following objects:

1) **Sounds** (also called Instruments). According to the Waldorf microQ manual "a Sound program stores information about the character of a sound". As in the **Waldorf microQ**(C), there are 3 banks of 100 Sounds (300 sounds in total). In addition to the hardware device, this software includes an extra bank of 100 sounds that can be used to store temporary sounds, as a service memory area usable to rearrange sounds contained in a bank, etc... Then, 400 programs for the sounds are available in the PC memory.

2) **Drum Maps** (also called simply Drums). A Drum Map contains the reference (e.g. the 47th Sound), and not a copy, to 32 Single Sound Programs which can be organized on the Keyboard. "Reference and not a copy" means that if you change a Sound then all the Drum Maps that are referring to it will also change. Similarly, if you move a Sound from the memory location A to the memory location B then all the Drum Maps that are referencing the Sound located in B will use the moved sound and their effect will be modified. As in the **Waldorf microQ**(C), there is a bank of 20 Drum Maps. In addition to the hardware device, this software includes an extra bank of 20 programs that can be used to store temporary Drum Maps, as a service memory area usable to arrange a bank of Drum Maps, etc... Then, 40 programs for the drums are available in the PC memory.

3) **Multis**. A Multi contains the reference, and not a copy, to up to 16 Single Sound Programs and up to one Drum Map. "Reference and not a copy" means that if you change a Sound or a Drum Map then all the Multis that contain a reference to that Sound or Drum Map will also change. Similarly, if you move a Sound or a Drum Map from the memory location A to the memory

location B then all the Multis that are referencing the Sound or Drum Map located in B will use the moved sound and their effect will be modified. As in the **Waldorf microQ(C)**, there is a bank of 100 Multis. In addition to the hardware device, this software includes an extra bank of 100 Multis that can be used to store temporary Multis, as a service memory area usable to arrange a bank of Multis, etc... Then, 200 programs for the Multis are available in the PC memory.

Each program type has an additional memory location, the **Edit Buffer**, which holds all the parameters of a program and that is the special memory location with which you'll interact to modify a sound: you can only modify an edit buffer and not the programs stored into the banks. You can, however, copy an edit buffer into the desired memory. If you want to modify a program you have to copy it into the corresponding Edit Buffer, then modify it and finally copy it again from the Edit Buffer into the desired memory location.

Finally, another object is represented by the **Globals Buffer**, which is unique, that is there is just one instance of it, and that contains all the settings relative to the whole machine, such as the Tuning, the Transposition, the MIDI channel and many others.

The main features of this microQ PC Editor/Librarian are:

1) Sounds/Instruments editing.
2) Multis editing.
3) Drum Maps editing.
4) Single programs loadings and savings.
5) Whole banks loadings and savings.
6) Complete set of programs loadings and savings.
7) Sounds/Multis/Drum Maps rearranging (sorting, etc..).
8) Globals Settings.
9) ...and Many more.....

Note that it is out of the scope of this manual to illustrate the meanings of the parameters of a Sound, Multi or Drum Map. For this kind of information please refer to the official manual from Waldorf. Instead, this manual is intended for describing how to interact with the **Waldorf microQ(C)** through this software editor and how to improve your sound editing ability, to create new sounds and to organize them into banks for optimal use in either live or studio contexts.

Installation

To use the software you have to install it. Run the microQEditSetup.exe program that can be downloaded from http://www.luigibianchi.com/microQ/microQ.htm and follow the instructions. You need to have installed at least Windows XP SP3 and a screen resolution of at least 1368 * 768 pixels.

Once installed the software you can run the program to test its features in trial mode. This special trial mode allows you to use the software with full features for two weeks after you have activated the license. In this case, after the activation, you just have to press the ***Continue trail*** button. So, reassuming, you will first activate the license, then you'll test the software (trail mode) and then, if you'll be satisfied by it, you'll purchase it for a very small fee (registration process).

Fig. 2 - microQ PC Editor activation (trial) registration (purchase) form.

After the trial period, in order to continue to use the software, you have to purchase a license (registration process) through a secure online guided procedure (PayPal).

Background

Before starting to use the software, few aspects relative to the way the PC and the **Waldorf microQ**(C) interact should be briefly described.

Together with the hundreds of programs that can be stored in the PC memory, there are three Edit Buffers that are used to edit programs: one for the Sounds, one for the Multis and one for the Drum Maps. These buffers are usually used to upload single edited programs into the corresponding Edit Buffers of the **Waldorf microQ**(C).

In Fig. 3 the memory blocks of either the microQ PC Editor or the **Waldorf microQ**(C) are reported. The main differences among these two pieces of hardware are the three additional buffers (Sound Bank t, Multis Bank t and Drum Maps Bank t) which are only available on the PC side. They have been added to facilitate certain operations such as rearranging the programs, making partial backups, etc... The letter *'t'* suggests they are mostly used for *temporary* operations.

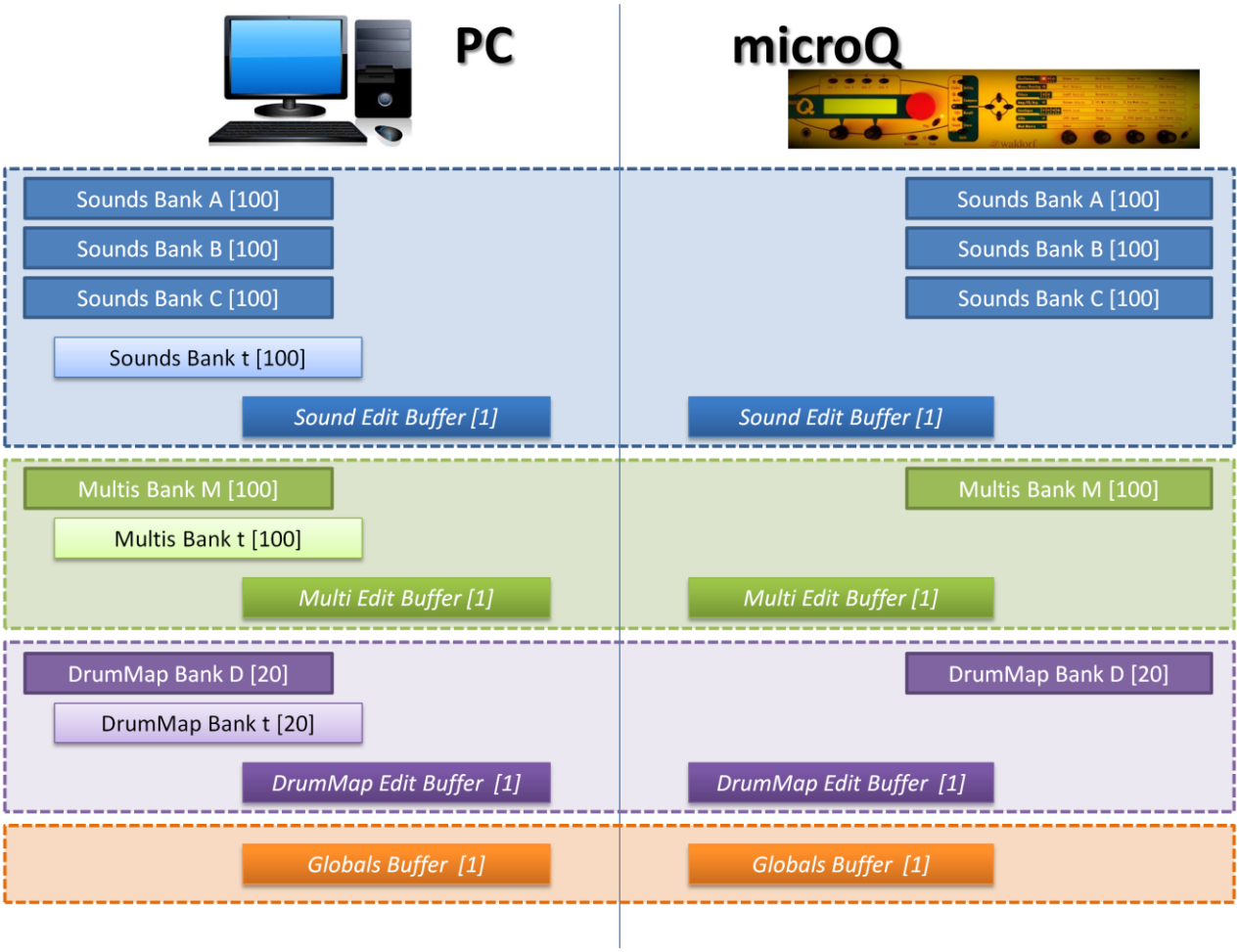

Fig. 3 - Memory blocks of the objects handled by the PC Editor (left) and the Waldorf microQ device

Note also that even if memory locations have the same name (e.g. Sound Edit Buffer, Sound bank A, etc..), they represent different storage locations (one on the PC side, the other on the Waldorf microQ) and they contain in general different settings/parameters. No procedure to automatically synchronize them is implemented but just some commands to copy memory programs from one

location into another one, even if one is located on the PC and the other one on the **Waldorf microQ**(C). So it is possible for example to copy a Multi from a PC program into a microQ program, but any successive modification of the Multi on the PC side does NOT update the corresponding Multi on the microQ side: to update the Multi on the Waldorf microQ you have to copy it from the PC to the microQ hardware device.

Quick Start

You are now ready to use the microQ PC Editor. You can run it from either the Start Menu of from an Icon from the Desktop (if you selected to have this option during the installation procedure).

Once you have launched the microQ PC Editor a form like the following one (Fig. 4) will appear.

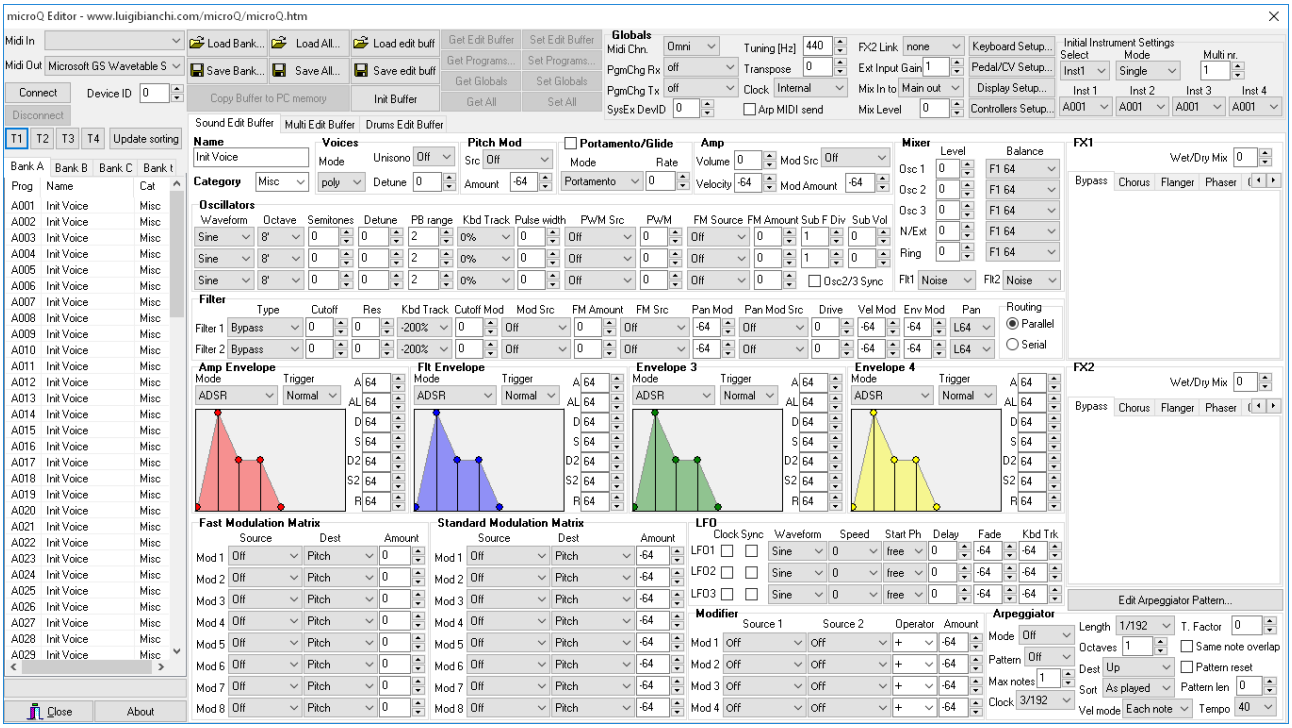

Fig. 4 - Main form of the microQ PC Editor

*It is strongly recommended to backup the whole **Waldorf microQ**(C) internal memory. You can use any sequencer or software that allows that or use the microQ PC Editor: in this case you can do this by copying your data into the microQ PC Editor and then by saving the data. To do this press the "**Get All**" button (this will overwrite your PC microQ PC Editor memory) and then the "**Save All**" button. Note that your MIDI connection should be correctly set.*

The form, that at first sight might appear complicated, is organized in a way that it will look you familiar in very few minutes. It was also designed to fit on a screen whose resolution is at least 1368 * 768 pixels.

There are 5 main Zones:

1) The MIDI Interface Hardware Settings zone (top left), in which you can select the MIDI input and output ports that you are going to use (*Ethernet MIDI 0* and *Ethernet MIDI 1* in the right figure). Then, you have to press the ***Connect*** button to start to use these MIDI ports and the ***Disconnect*** button to stop using them.

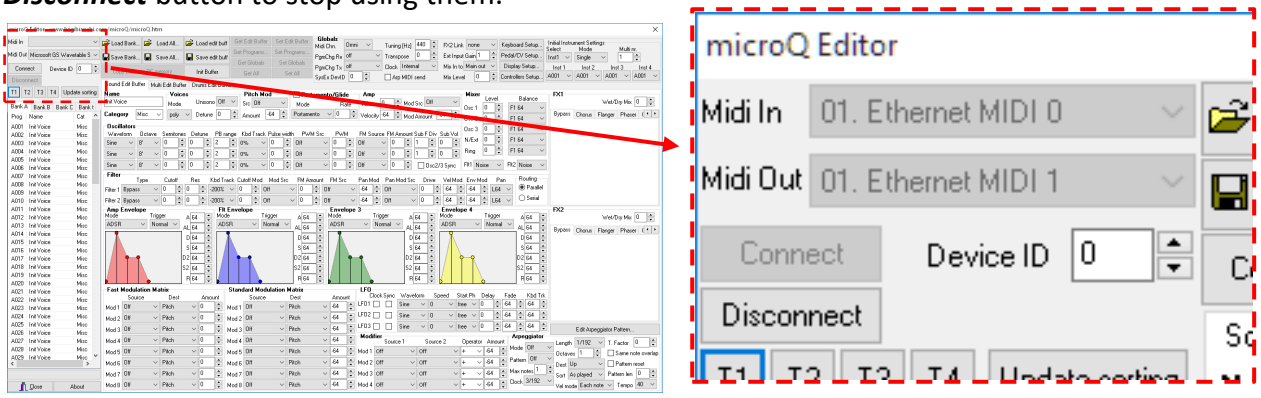

Fig. 5 - The main form in which it is shown where the MIDI Interface Hardware Settings Zone is located (left) and a zoom of the zone (right) where all the controls are easily visible.

Note that these is a necessary step to allow the communication between the **Waldorf microQ(C)** and your PC, otherwise they could not communicate.

2) The Objects Memory zone (top center) from which you can load/save programs from/to the PC (the 6 ***Load*** and ***Save*** buttons) and transfer programs from the PC to the **Waldorf microQ(C)** (the 4 ***Set***... buttons) and vice-versa (the 4 ***Get***... buttons).

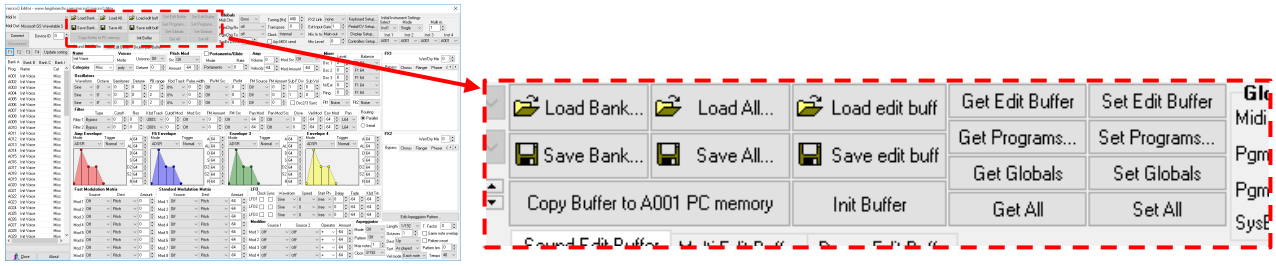

Fig. 6 - The positioning of the Objects Memory zone on the main form (left) and a zoom of it (right)

Form this panel you can also store a buffer into one of the PC memory locations (***Copy Buffer to XYZ PC memory*** button) and Initialize a buffer to the machine system default (***Init Buffer*** button).

3) The Globals zone, from which you can set/get **Waldorf microQ(C)** global parameters, such as transposition, tuning as well as Keyboard, Pedal/CV, Display and Controllers settings.

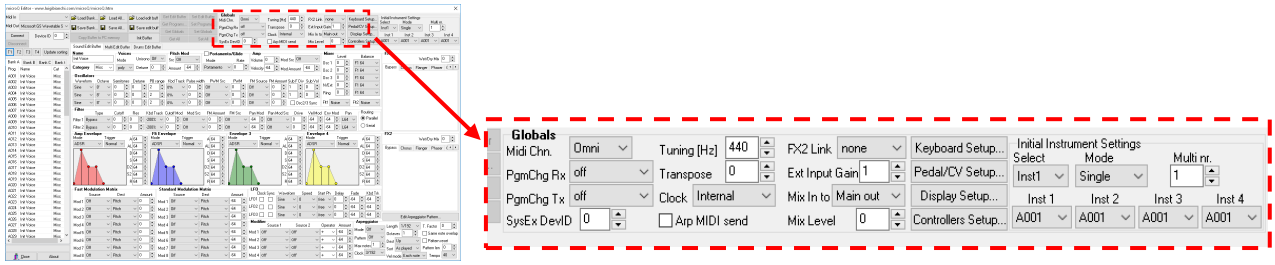

Fig. 7 - The positioning of the Globals zone on the main form (left) and a zoom of it (right)

4) The Edit Buffers Mode zone, from which you can edit the programs in the PC memory. Note that any changes to a Program can only be done on an Edit Buffer. Then, before any Program editing operation, regardless of its type, you have to copy it into its edit buffer. Once modified, you have to copy it into a memory location. Remember that there are TWO edit buffers, one on the PC side, the other one on the Waldorf microQ side. To hear changes during editing, you have to copy the PC Editor edit buffer into the Waldorf microQ edit buffer with the Set Edit Buffer command. And if you like it, remember to store it into a memory location!

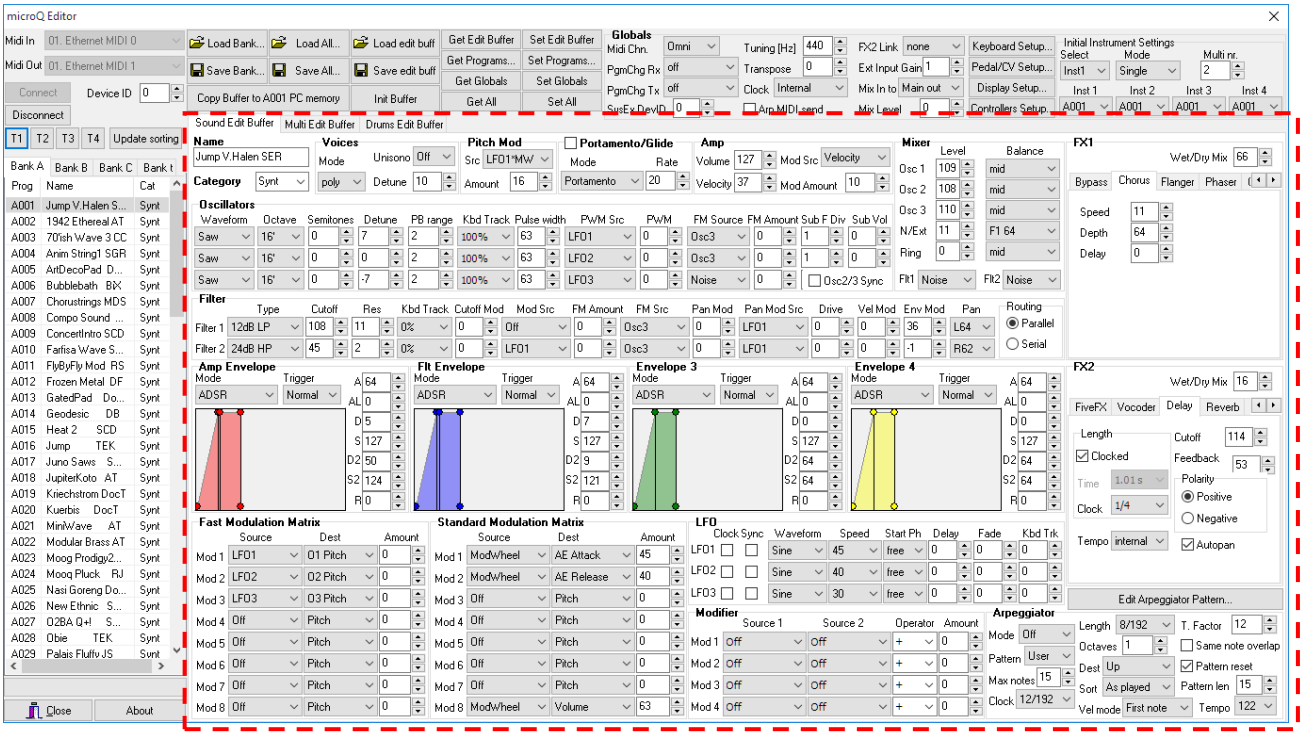

Fig. 8 - The Edit Buffer Zone

Here you can find three important areas:

a) The program type Tab (rounded by an orange ellipse in the following figure) , from which you can choose to work with a **Sound**, **Multi** or **Drum Map** ***Edit Buffer*** of the PC.

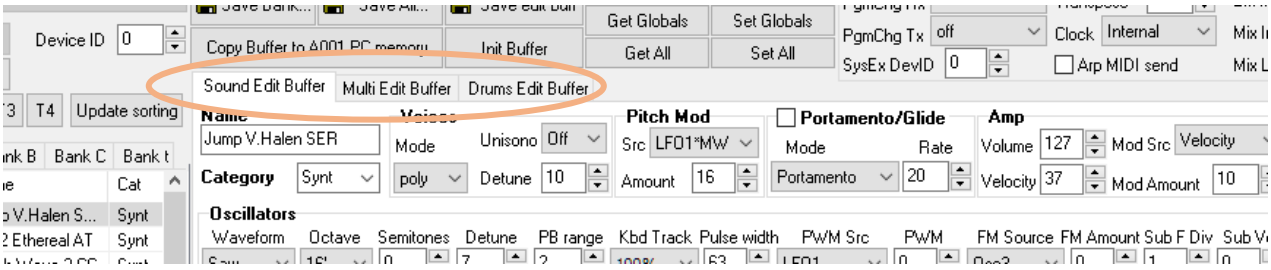

Fig. 9 - The positioning of the Program Type Tab

Selecting the proper tab from the control is the first thing to do while dealing with programs: if one wants to edit, copy, save or load a ***Multis*** bank then he has to select the ***Multi Edit Buffer*** Tab. The same obviously applies to ***Sounds*** and ***Drum Maps***.

The Programs Mode Zone contains all the settings relative to each of the three edit buffer of the PC (a ***Sound***, a ***Multi*** and a ***Drum Map*** Edit Buffer). All the editing is performed on one of these three PC memory buffers and to upload it to the **Waldorf microQ(C)** corresponding edit buffer you have to press the ***Set Edit Buffer*** button from the Memory Zone.

The **program type Tab** is also important because it automatically changes the behaviour of some buttons: if you have selected the **Multi Edit Buffer** tab then the buttons surrounded by the red line in Fig. 10 become specific to Multis. So you can load and save a bank of Multis, the Multi edit buffer and you can copy the multi edit buffer from the **Waldorf microQ(C)** to the microQ PC Editor PC memory (Get Edit Buffer) and from the microQ PC Editor to the edit buffer of the **Waldorf microQ(C)**.

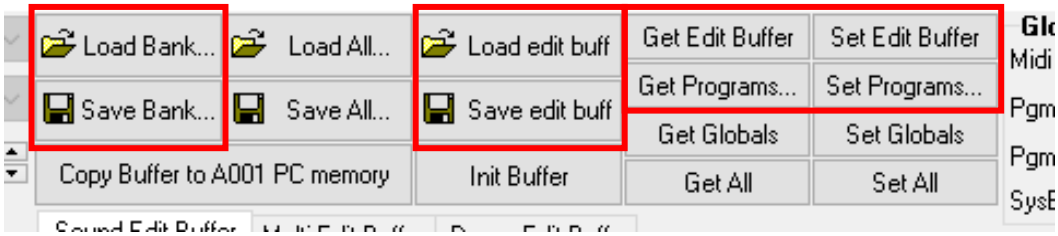

Fig. 10 - The buttons of the Objects Memory Zone that change their behaviour according to the selected Program Type

b) The Edit Buffer Area, which is the largest area of the whole form and that allows you to access and modify every parameter of a Sound, Multi or Drum Map. By selecting the proper buffer type from the **program type Tab** you have access to all the parameters relative to a program type. It is out of the scope of this manual to describe the Waldorf microQ parameters that can be edited. Please, refer to the official manual of the instrument for this.

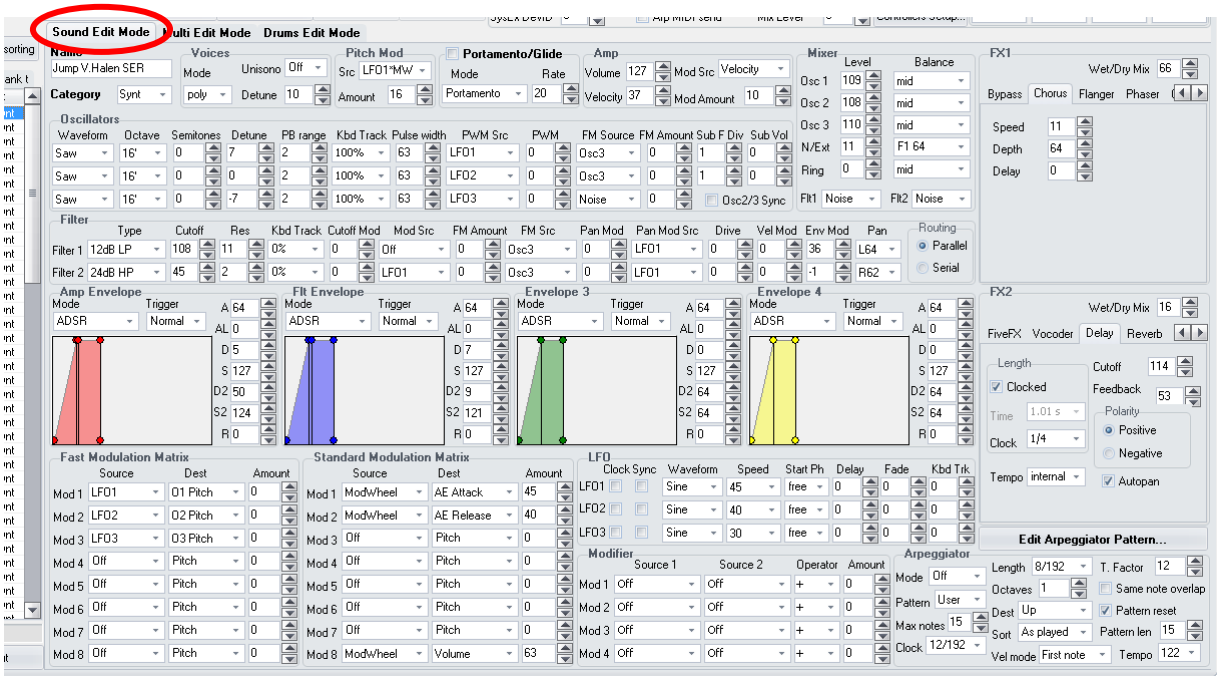

Fig. 11 - The Sound Edit Buffer, accessible when the Sound Edit Mode tab is selected

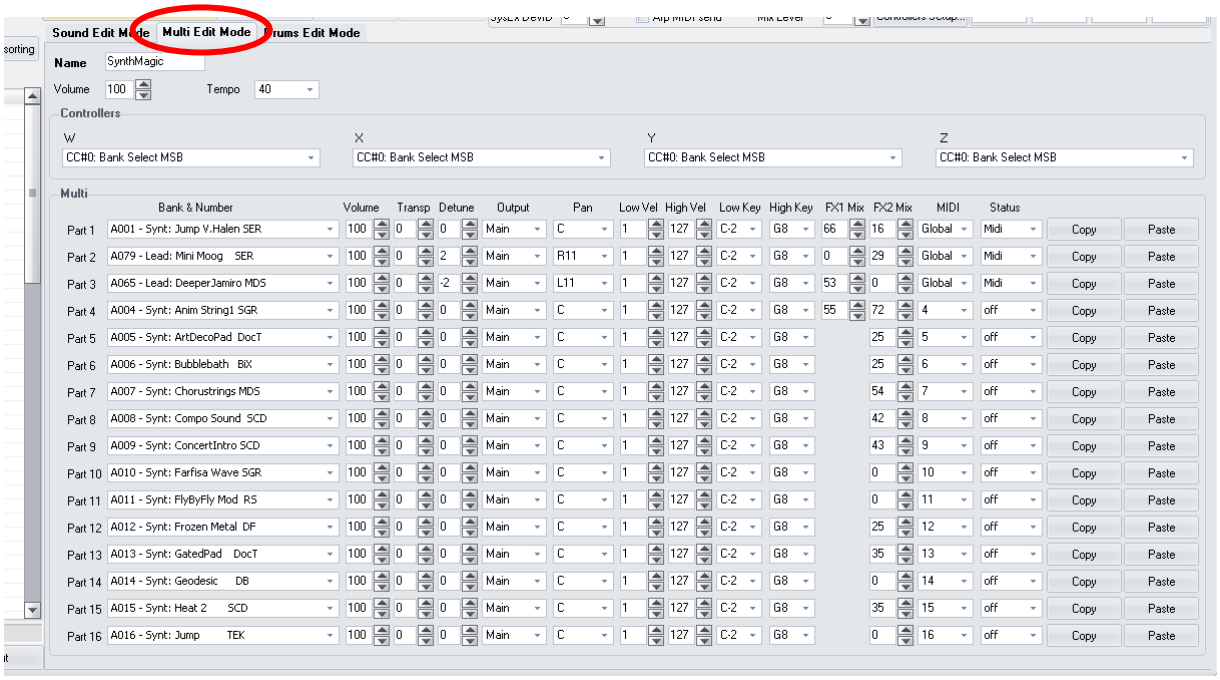

Fig. 12 - The Multi Edit Buffer, accessible when the Multi Edit Mode tab is selected

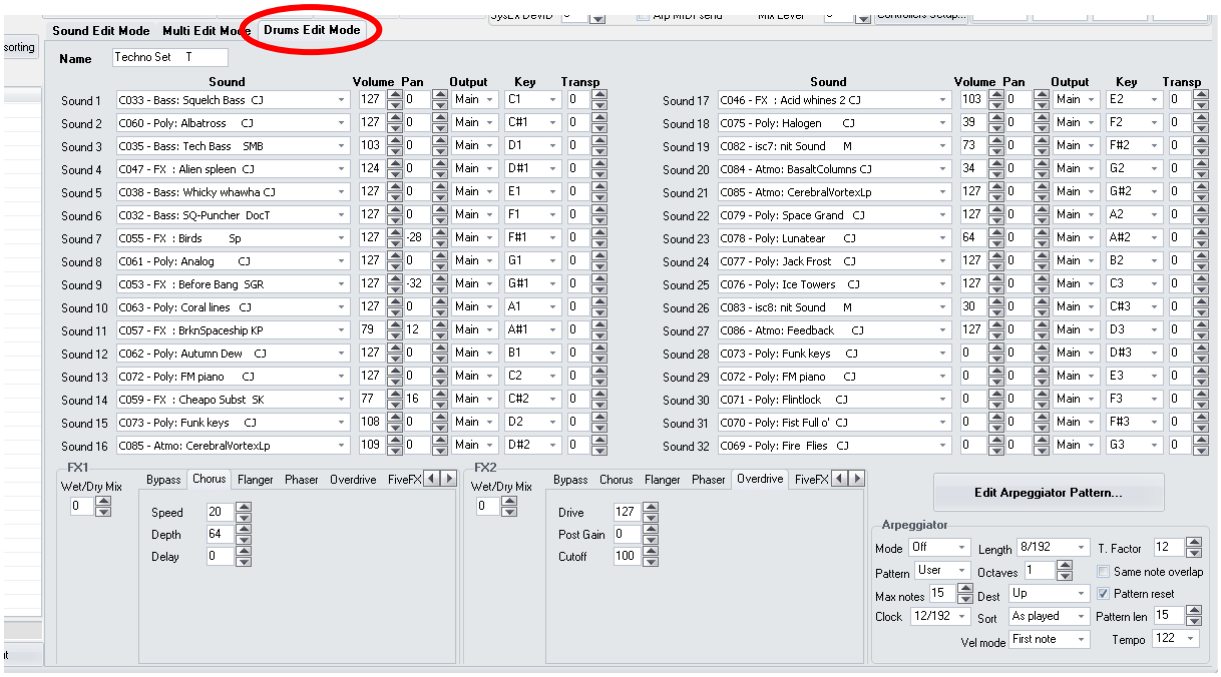

Fig. 13 - The Drum Map Edit Buffer, accessible when the Drum Map Edit Mode tab is selected

5) The Programs list Zone, which contains all the **programs** of the PC memory relative to the selected mode: in case of Sound Edit Mode the list of the sounds of one among Bank A (as in Fig. 13), Bank B, Bank C and Bank t is shown.

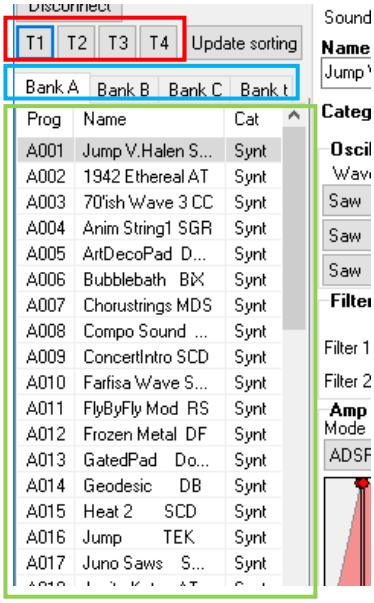

Fig. 14 - The Programs List Zone. Here the first 17 Sounds of Bank A are shown.

If you double click on a Program from the program list, this will be automatically copied into the Edit Buffer to allow its editing.

This is the zone in which you can sort and organize your programs: in fact you can sort, move, initialize, load, save them as well as you can perform classical copy and paste procedures. Its commands will be now illustrated.

The buttons T1, T2, T3 and T4 (surrounded by a red rectangle in Fig. 14), when pressed, generate different random notes that are sent to the Waldorf microQ through the selected MIDI Interface. This was implemented to allow the sound designer to hear the effects of sound parameters changes without the need to leave his hands from the PC. If you are editing a Program, you have to transfer them to the Waldorf microQ before pressing the Tx buttons to hear the modified sounds, otherwise the changes will remain only on the PC side.

The Program Bank Tab (surrounded by a blue rectangle in Fig. 14) allows you to select a different Memory Bank by clicking on it.

Several commands are also available by right clicking with the mouse on the Programs List (surrounded by a green rectangle in Fig. 14): a Popup Menu will show you several operations that can be performed very quickly on the programs, some of them enabled only when exactly one Program is selected. They are:

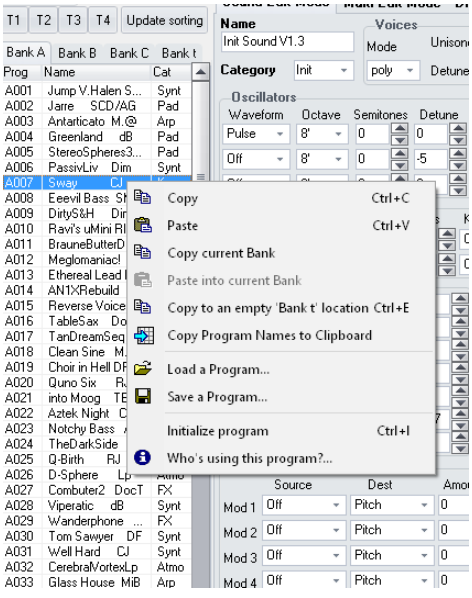

Fig. 15 - The Popup Menu of the Programs List

a) ***Copy***. With this command, you can copy one or more programs that have been selected in an internal temporary memory buffer of the PC that are then available for future Paste operations;

b) ***Paste***. With this command you can paste the program(s) copied with the previously described Copy command into the desired contiguous memory location(s) (From A007 in Fig. 15);

c) ***Copy current Bank***. This can be used to copy the active memory Bank (Bank A in Fig. 15) in an internal temporary memory buffer of the PC for successive Paste operations;

d) ***Paste into current Bank***. This can be used to paste a previously copied bank into the active one. You can, for example, organize some Programs in Bank t and then copy and paste the whole bank into Bank A;

e) ***Copy to an empty 'Bank t' location***. With this command you can copy a Program into an empty memory location of the Bank t. An empty memory location is a memory location which contains data as those after an initialization procedure (at program startup or after an

initialization command). This is implemented to allow you to easily select interesting sound and put them into a memory location that contains no data. If no empty locations are available then a message is shown;

f) ***Copy Program Names to Clipboard***. This command allows you to copy the program names of a Bank into the Clipboard. You can then paste them into a word processor and save or print them for your convenience;
g) ***Load a Program...*** With this command you can load a single program from an external file;
h) ***Save a Program...*** With this command you can save a single program to an external file;
i) ***Initialize program***. This command sets a Program to its default (empty) value.
j) ***Who's using this program?***. Multis and Drum Maps do not store information regarding the characteristics of a Sound, but just its reference (e.g. use Sound A007). Multis also can store a reference to a Drum Map. If you modify a Sound (e.g. A007), then, Multis and Drum Maps are modified accordingly. Before modifying a Sound, then, it is important to know who's using it. With this command a list of Multis and Drum Maps that are using a Program (Sound or Drum Map) is returned to the sound designer.

In addition to this operation that are accessible through the popup menu, you can sort programs by means of classical drag and drop operations or, in alphanumerical order, by clicking on the "***Prog***", "***Name***" and "***Cat***" header buttons. Note that this will not change the memory location in which programs are stored. Only when you press the ***Update sorting*** button all the changes become permanent in the PC memory (not in the Waldorf microQ device!) and then the program numbers are changed. This means that the memory location of a Program is changed. As Multis and Drum Maps store just the memory locations of a Sound to indicate which one to use and not a copy of it, to avoid that the new sorting could make Multis and Drum Maps pointing to a memory location which now contains a different program, their references to Programs are automatically extended to preserve their functionality. For example if, after the sorting procedure, the program A013 is moved into the location A024 then all the Multis and Drum Maps references to the program A013 are automatically changed into the program A024 (see

Fig. 16, Multi part 6).

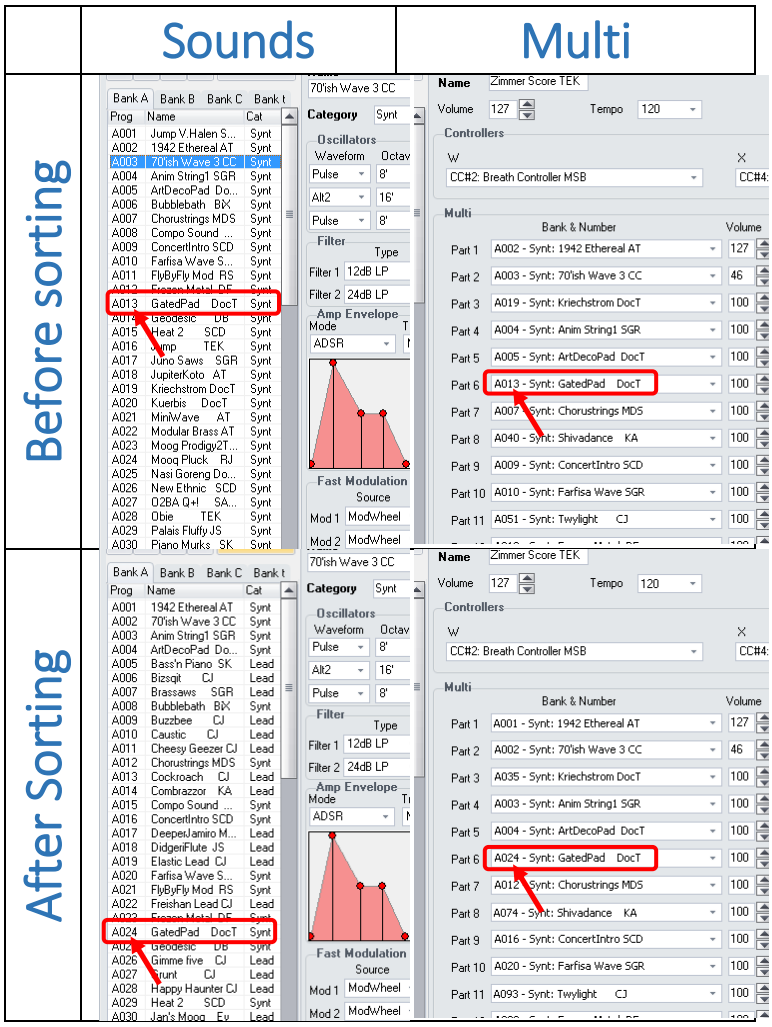

Fig. 16 - Memory locations (Sound column) and references (Multi column) after an Update Sorting command. Note that Multi references are updated accordingly to preserve linkage with the proper Program (e.g. see Multi Part 6 that continues to point to the Sound GatedPad even if it changed memory location (from A013 to A024).

<u>But keep in mind that this will occur on the PC side, not on the Waldorf microQ side! So, read carefully the following important advice:</u>

IMPORTANT: IF YOU UPLOAD ANY SOUND (E.G. VIA THE "SET PROGRAMS..." COMMAND) INTO THE WALDORF MICROQ(C) AFTER AN "UPDATE SORTING" COMMAND, YOU SHOULD ALSO UPLOAD MULTIS AND DRUM MAPS IF YOU WANT TO PRESERVE MULTIS AND DRUM MAPS LINKS WITH THE PROPER SOUNDS! OTHERWISE THE CORRECTED MULTIS AND DRUM MAPS REFERENCES WILL BE MEMORIZED ON THE PC SIDE ONLY! OTHER SIMILAR SITUATIONS ARE POSSIBLE, SO IT IS RECOMMENDED TO EXECUTE A "SET ALL" COMMAND AFTER AN "UPDATE SORTING" COMMAND.

microQ PC Editor Description

The MIDI Interface Hardware Settings Zone

From this small zone you can select the input and output MIDI devices and the two buttons to **Connect** and **Disconnect** the PC MIDI ports: these two buttons are necessary because usually a PC MIDI interface can be used by just one application at a time, and then you need to decide when the **microQ PC Editor** should take its control.

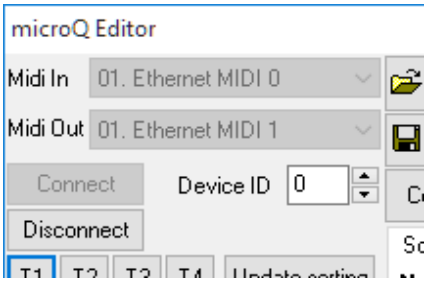

Fig. 17 - The MIDI Interface Zone

The Globals Zone

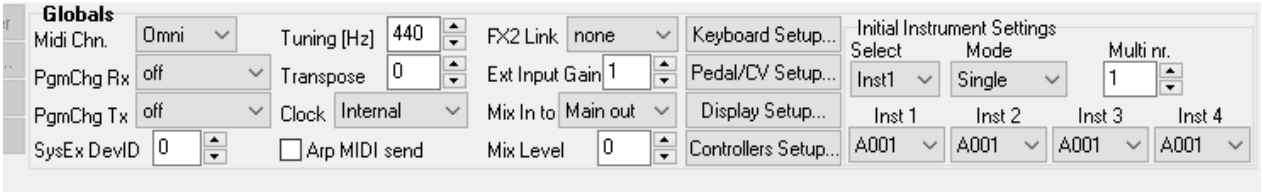

Fig. 18 - The Globals Zone

From this zone you have access to all the **Globals** parameters (on the PC side). These are a collection of settings that affect the whole machine, regardless of the selected operating modality, and include the MIDI channels, the tuning, the transposition, the controllers, etc... Please, refer to the **Waldorf microQ** manual to understand the meaning of each parameter. As for the edit buffers, you should copy the Globals parameters from the PC to the microQ (by pressing the Set Globals button) in order to modify the parameters on the musical instrument.

The Programs Memory Zone

It is very important to understand where Sounds, Multis, Drum Maps and Global data are stored and how to move them from a memory location to another. The first thing to know is that there are two different memory areas which store all the data: one is on the PC side and handled by the microQ PC Editor and the other one is on the Waldorf microQ device (the musical instrument) side. The two sides are connected through your MIDI interface which can transfer data in both direction. The two memory areas are independent each other so that they in general contain different data. You can, however, copy a memory block (e.g. a Sound) from the PC editor side to the Waldorf microQ side or vice-versa, but after you have copied it, any modification that is done to an object on one side is not automatically transferred to the other side. You have to copy again the modified object.

The followings table and figure illustrate the number and type of objects handled on both sides of the MIDI chain.

TABLE I - Memory Storage Capabilities

Object	PC side		microQ side	
	Count	Description	Count	Description
Sound	**401**	**4** banks (A, B, C, t) of **100** Sounds each plus **1** Sound Edit Buffer	**301**	**3** banks (A, B, C) of **100** Sounds each plus **1** Sound Edit Buffer
Multis	**201**	**2** banks (M, t) of **100** Multis each plus **1** Multi Edit Buffer	**101**	**1** bank (M) of **100** Multis plus **1** Multi Edit Buffer
Drum Maps	**41**	**2** banks (D, t) of **20** DrumMaps each plus **1** DrumMap Edit Buffer	**21**	**1** bank (D) of **20** Drum Maps plus **1** Drum Map Edit Buffer
Globals	1	There is just **1** memory location for this object	1	There is just **1** memory location for this object

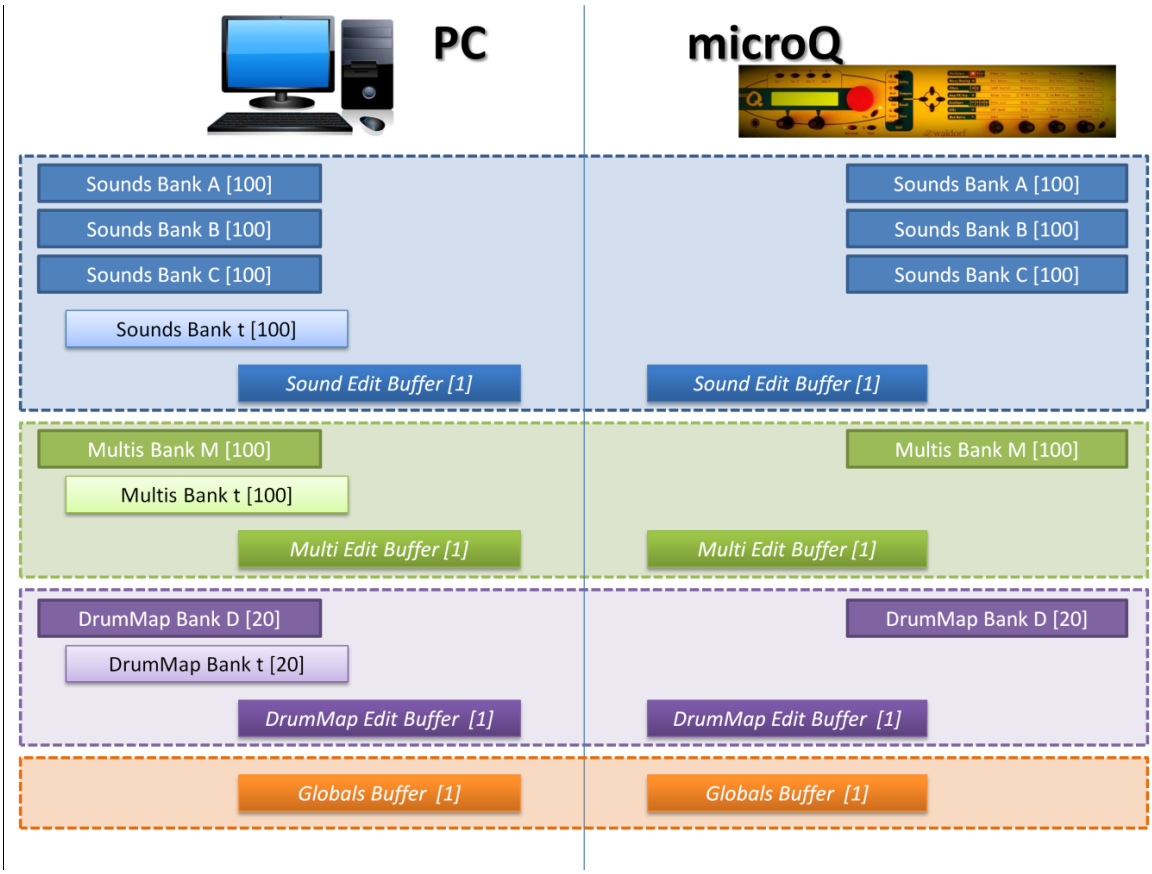

Fig. 19 - Memory Objects of the PC Editor and Waldorf microQ

You can copy objects from a memory location into another one of the same object type through 16 buttons in the Programs Memory Zone. They act on

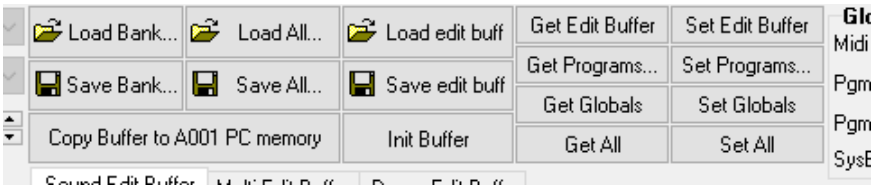

Fig. 20 - The Program Memory Zone

the object type selected in the Program Type Tab: for example if you are in *Multi* mode then the **Load Bank...** button will show a DialogBox that will allow you to load a whole bank of *Multis*. The buttons of the first three rows of this zone refer to operation acting on the PC side only, that is do not modify objects contained in the microQ. Data transmission among the PC side and the microQ side is performed after pressing buttons of the 4th and 5th column: in particular **Get** buttons (4th column) will transfer data from the microQ device to the PC editor whereas **Set** buttons will copy data from the PC side into the Waldorf microQ instrument.

Their functioning will be now illustrated.

Load Bank... With this button you can load a whole bank of programs into a PC Editor bank. If you are in Sound Mode you can load 100 Sounds and put them into the actually selected bank (**Bank A** in Fig. 21) among the four available (Bank A, Bank B, Bank C and Bank t). Select the destination bank BEFORE loading a file bank. If you are in Multi Mode you can load 100 Multis and put them into the selected bank among the two available (Bank M and Bank t). Finally, if you are in Drum Map Mode you can load 20 Drum Maps and put them into the selected bank among the two available (Bank D and Bank t). Note that Multis and Drum Maps objects do not store the sounds objects they are using but just their reference (the program number). Thus, loading a Multi or Drum Map could result in a mess if the proper Sounds objects are not in the PC memory. If you are in doubt, maybe the **Load All...** command could be a better choice.

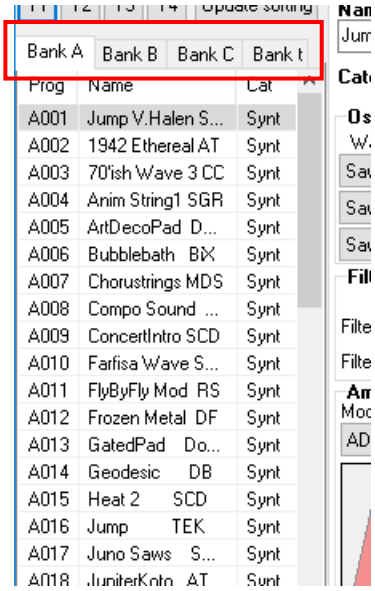

Fig. 21 - Programs List

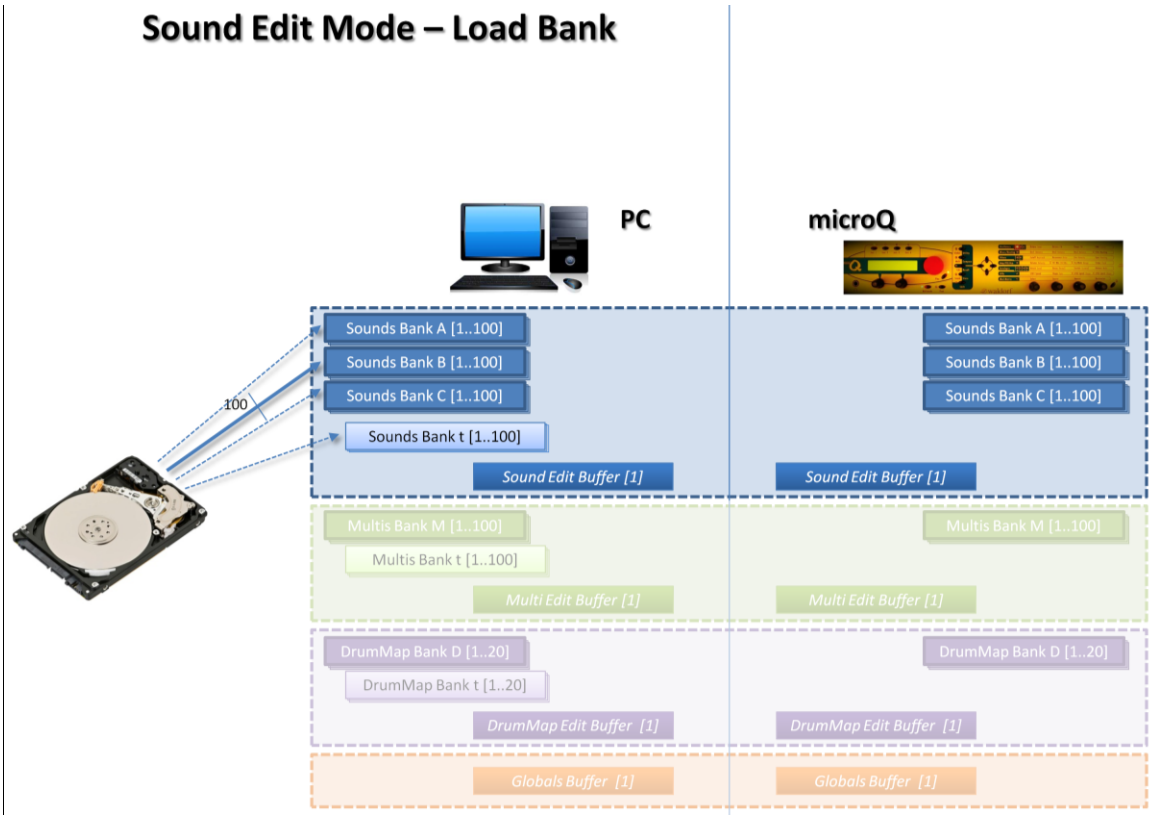

Fig. 22 - The Load Bank Command in Sound Edit Mode: 100 Sounds are loaded from a PC file and copied into the active Bank (Bank B in the figure)

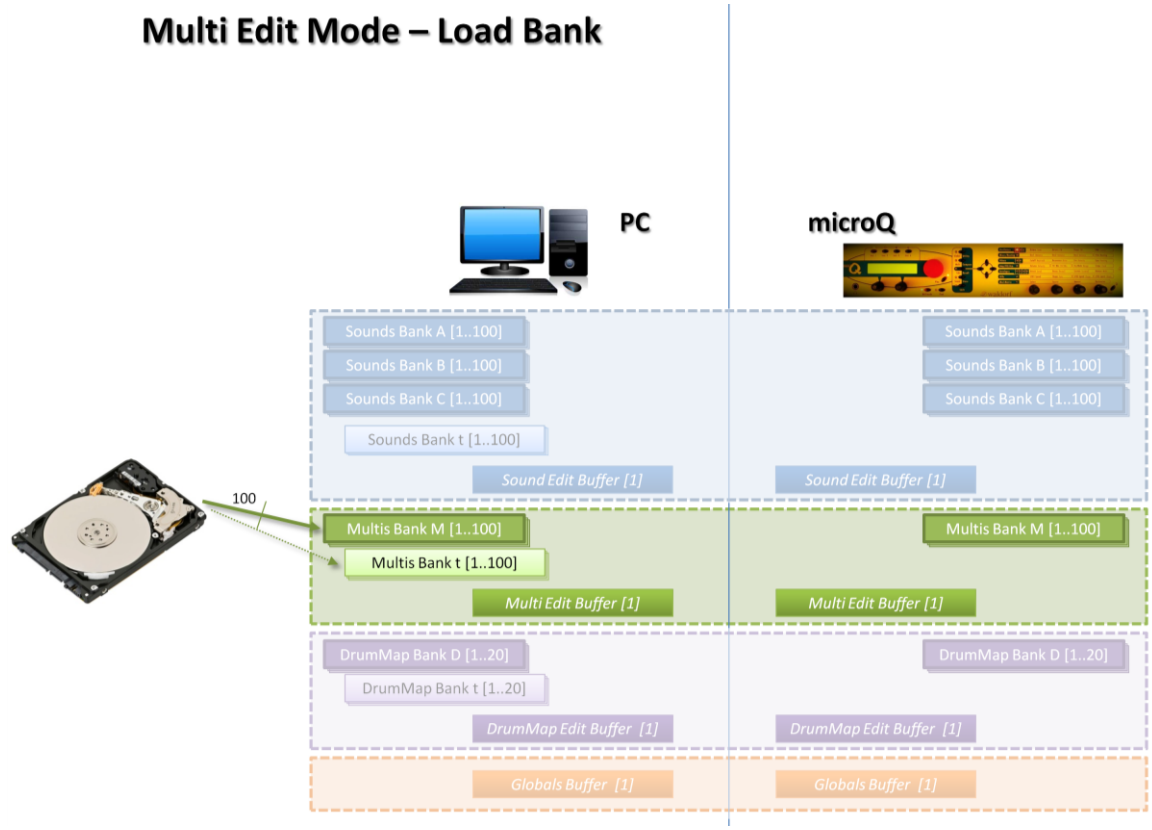

Fig. 23 - The Load Bank Command in Multi Edit Mode: 100 Multis are loaded from a PC file and copied into the active Bank (Bank M in the figure)

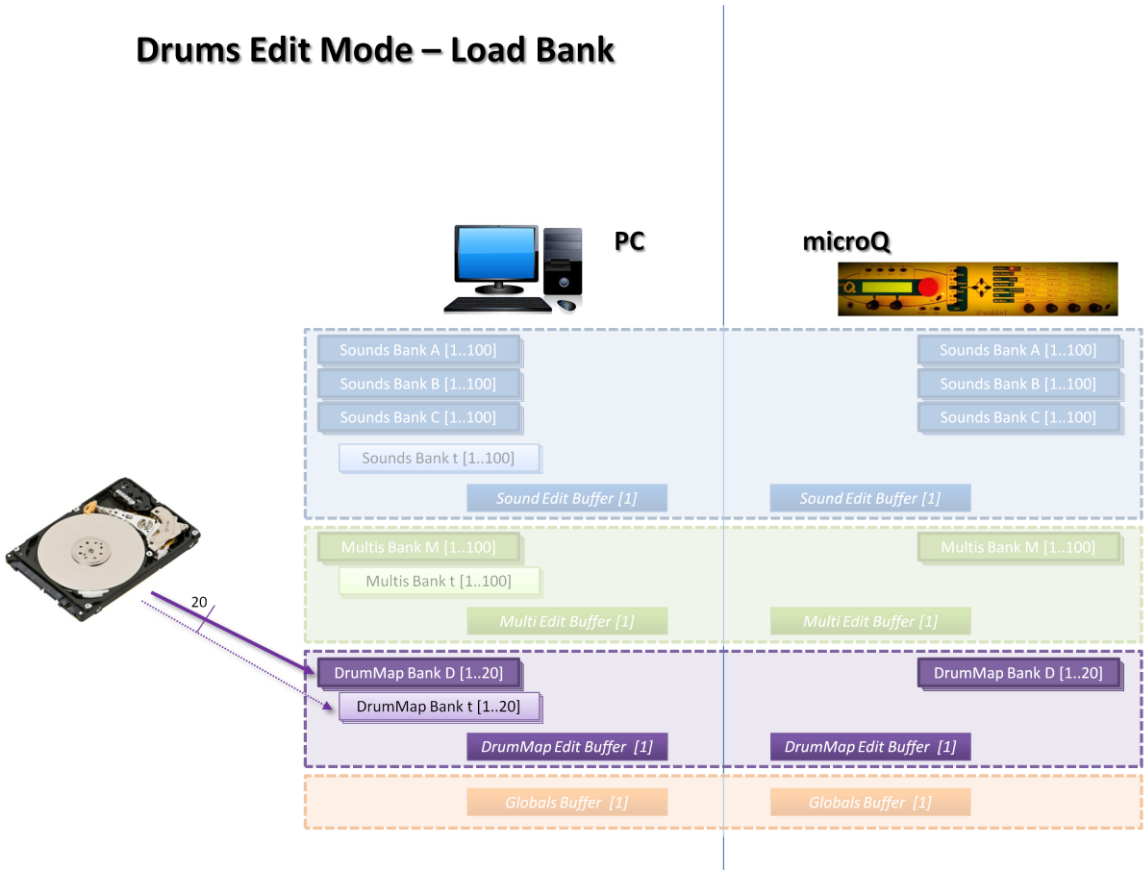

Fig. 24 The Load Bank Command in DrumMap Edit Mode: 20 DrumMaps are loaded from a file and copied into the active Bank (Bank D in the figure)

1. Save Bank... With this button you can save and store a whole bank of programs into a PC file. If you are in Sound Mode you can save 100 Sounds from the actually selected bank. Select the bank you want to store BEFORE saving a file bank. If you are in Multi Mode you can save the 100 Multis of the selected bank. Finally, if you are in Drum Map Mode you can save the 20 Drum Maps of the selected bank. Note that Multis and Drum Maps objects do not store the sounds objects they are using but just their reference (the program number). Thus, in this case it is suggested to also store the whole Sound set.

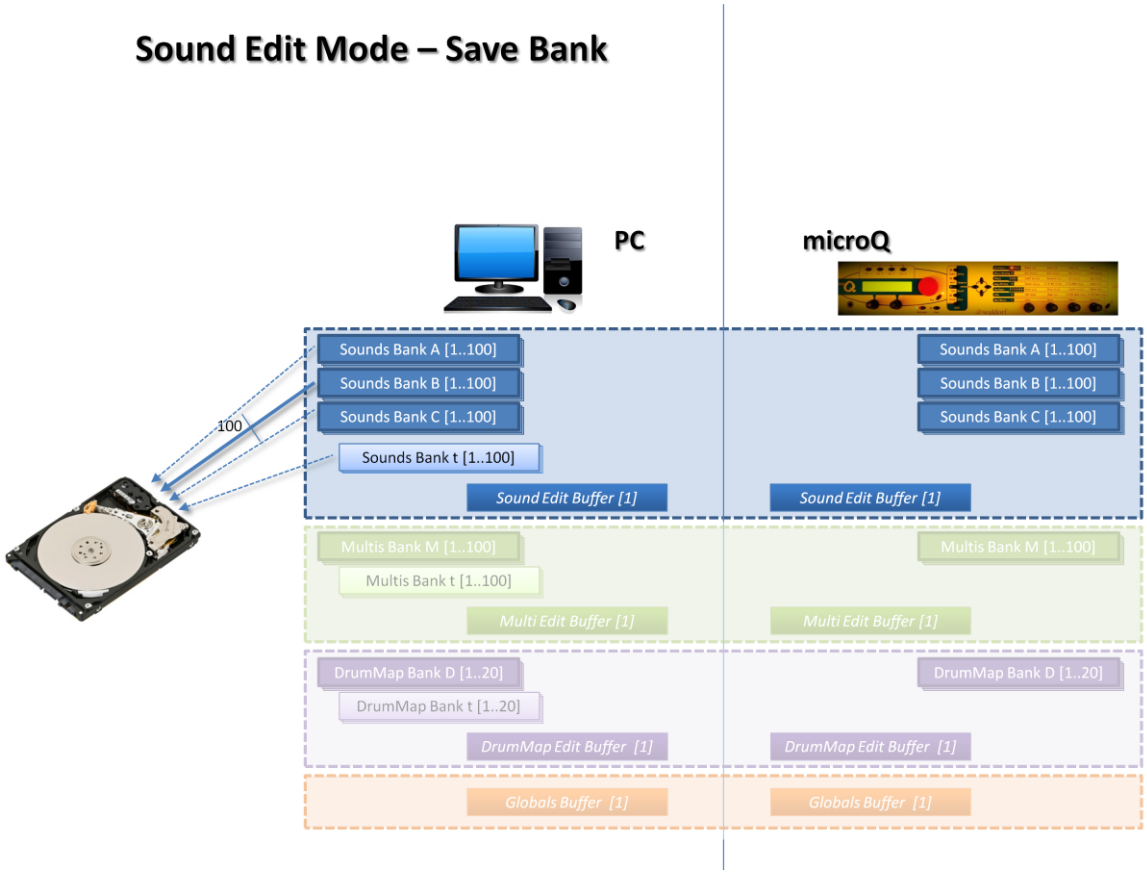

Fig. 25 - The Save Bank Command in Sound Edit Mode: the 100 Sounds from the selected active Bank are stored to a PC file.

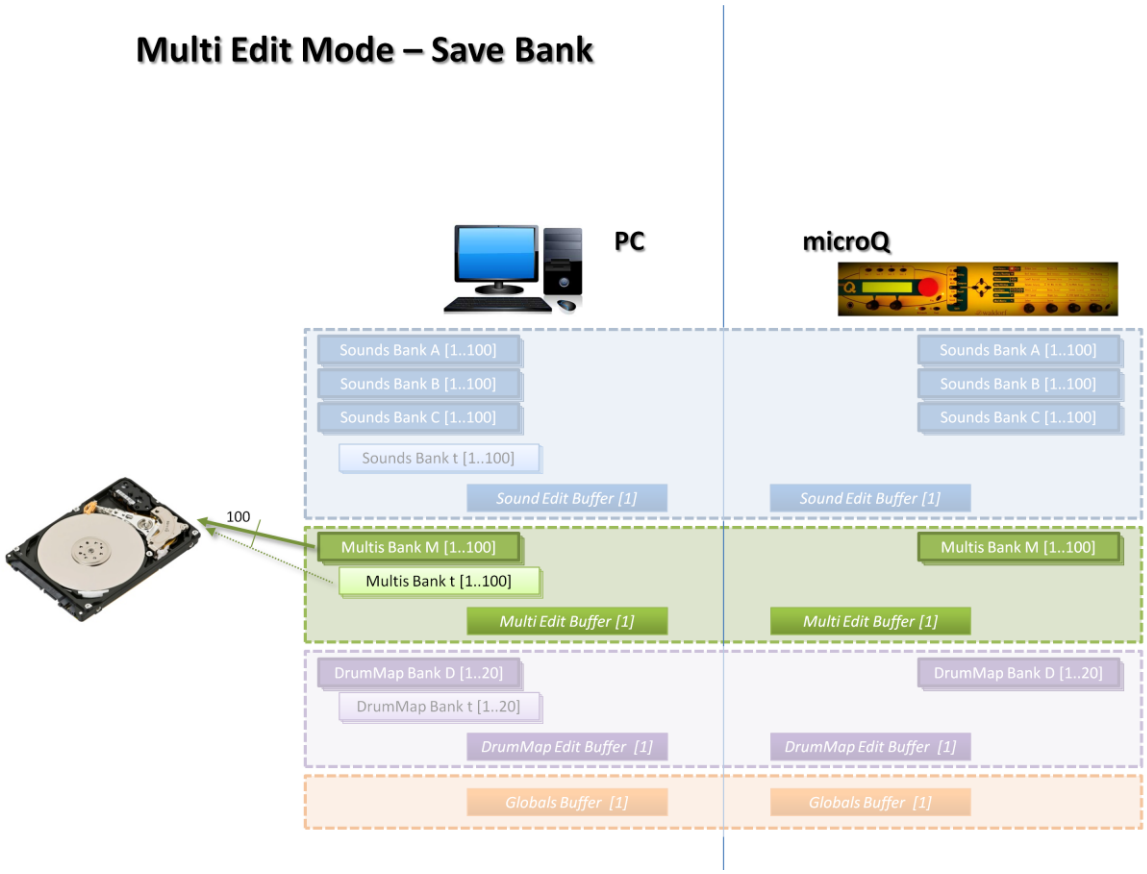

Fig. 26 - The Save Bank Command in Multi Edit Mode: the 100 Multis from the selected active Bank are stored to a PC file.

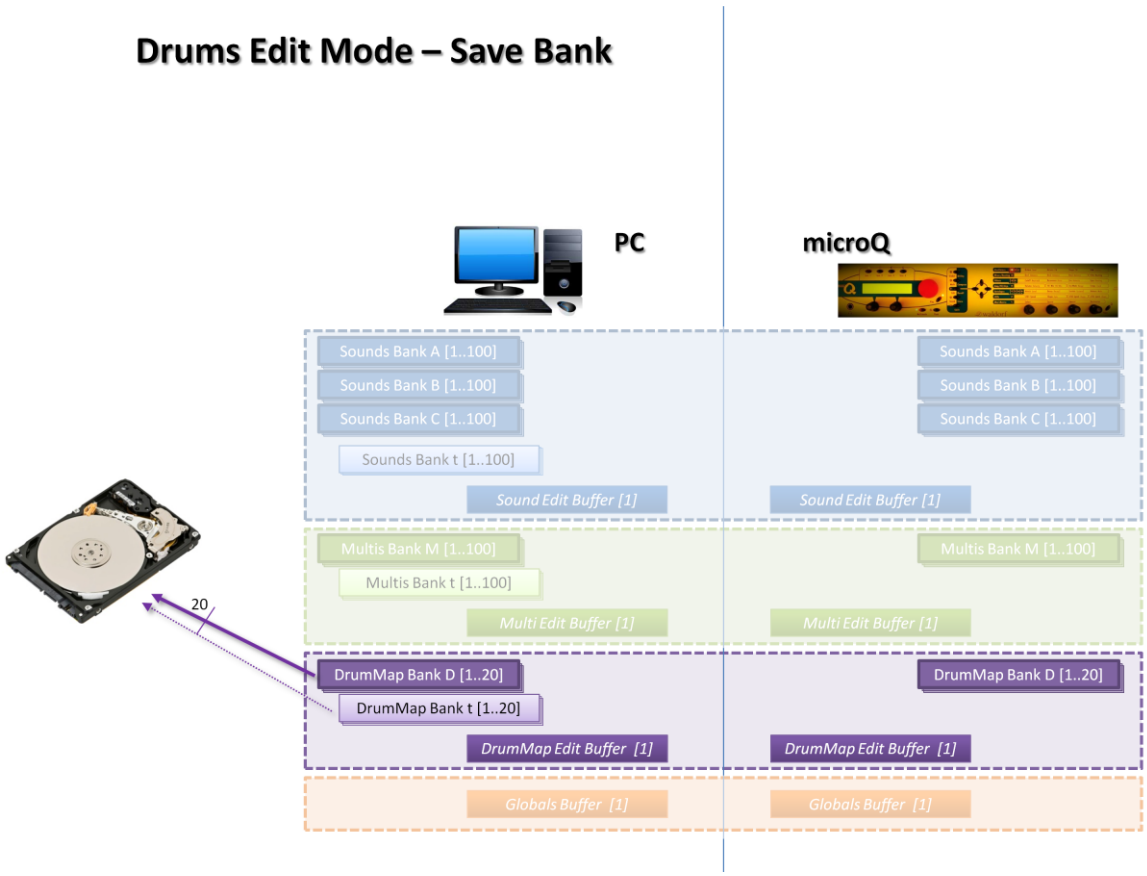

Fig. 27 - The Save Bank Command in DrumMap Edit Mode: the 20 DrumMaps from the active Bank are stored to a PC file.

2. Load All... With this button you can load the complete set of objects into the PC memory: Sounds, Multis, Drum Maps and Globals. This is the easiest, safest and fastest way to restore a complete configuration. Multis and Drum Maps program references to sounds, furthermore, refer to the correct objects which is not guaranteed if you are loading a Multis or Drum Maps bank.

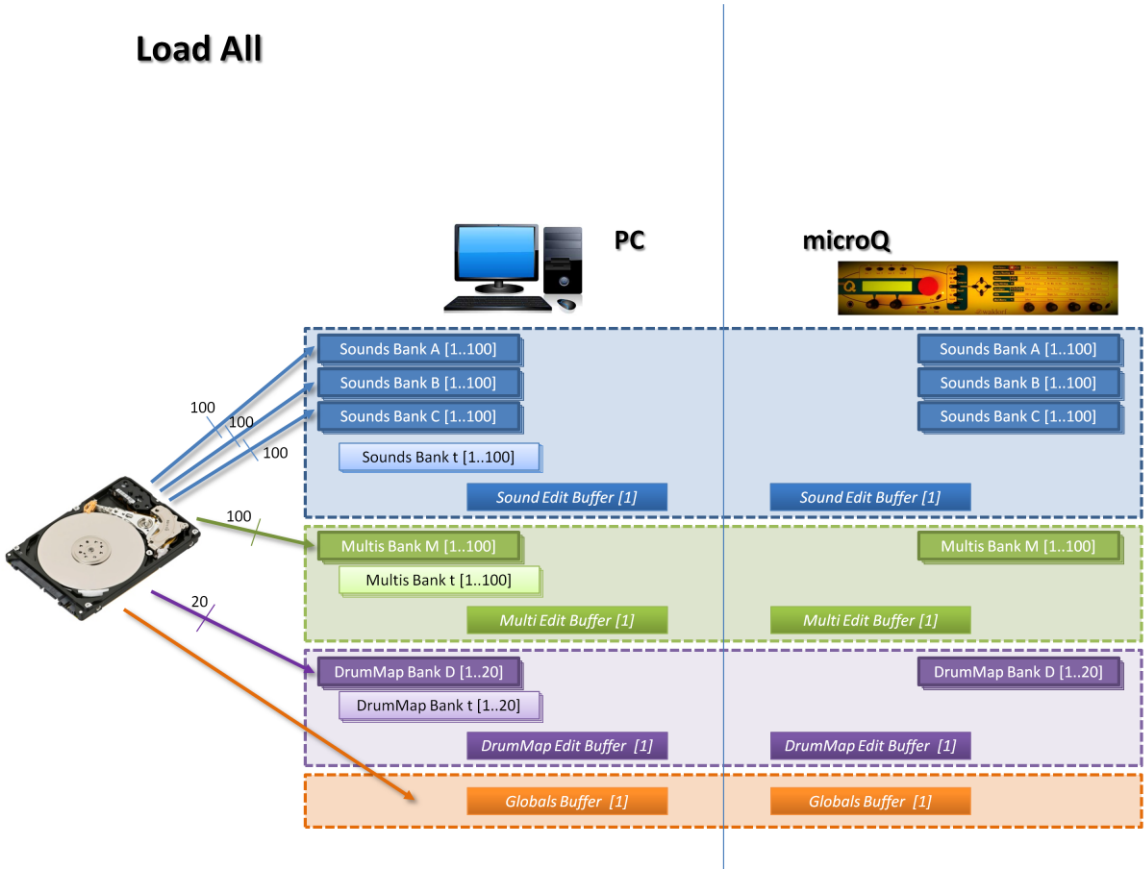

Fig. 28 - The Load All command: 300 Sounds, 100 Multis, 20 DrumMaps and the Globals Buffer are loaded from a PC file.

3. Save All... With this button you can store the complete set of objects of the PC microQ PC Editor into a PC file. This includes Sounds, Multis, Drum Maps and Globals. This is the easiest, safest and fastest way to backup a complete configuration. But this does not backup your Waldorf microQ device, just the objects of the PC microQ PC Editor. If you want to backup your microQ device you have to copy your objects from the microQ side to the PC side (see the **Get All** command) before pressing the **Save All...** button.

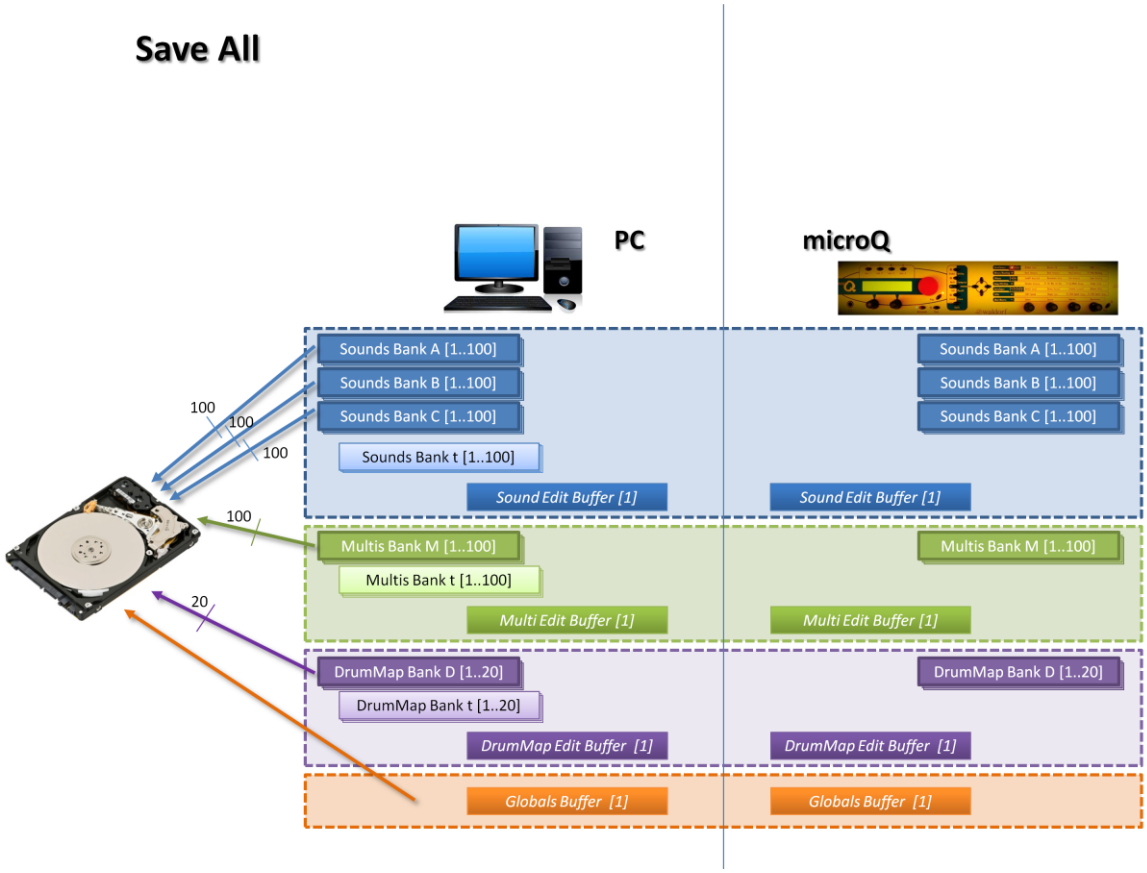

Fig. 29 - The Save All command: 300 Sounds, 100 Multis, 20 DrumMaps and the Globals Buffer are stored into a PC file.

4. Copy Buffer to XXX PC memory. With this command you can copy the edit buffer into the selected PC memory. You must select the destination memory location BEFORE copying the edit buffer. To select the target memory destination you have to **single**-click on the Program List. Be careful that a double click will overwrite the Edit Buffer!

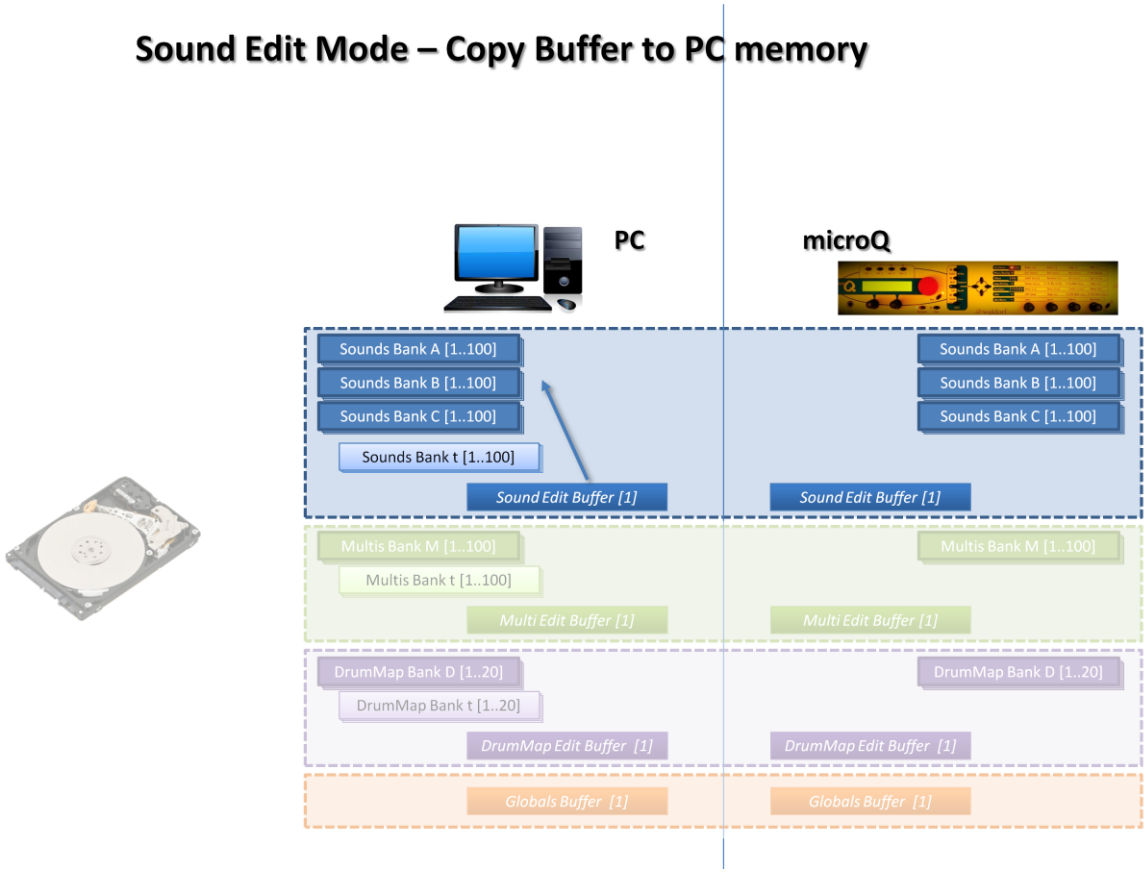

Fig. 30 - Copy Buffer to PC Memory in Sound Edit Mode: the Edit Buffer Sound is copied into one of the memory locations of the Bank A, B, C, or t.

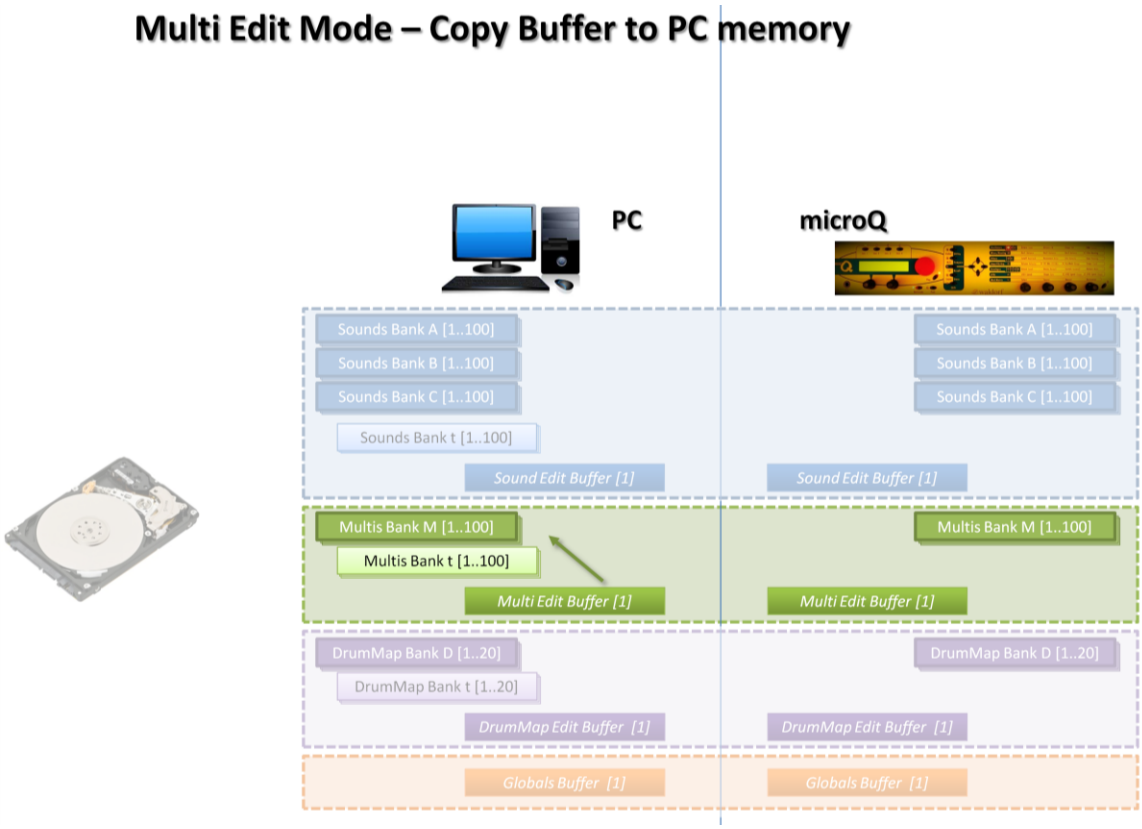

Fig. 31 - Copy Buffer to PC Memory in Multi Edit Mode: the Edit Buffer Multi is copied into one of the memory locations of the Bank M or t.

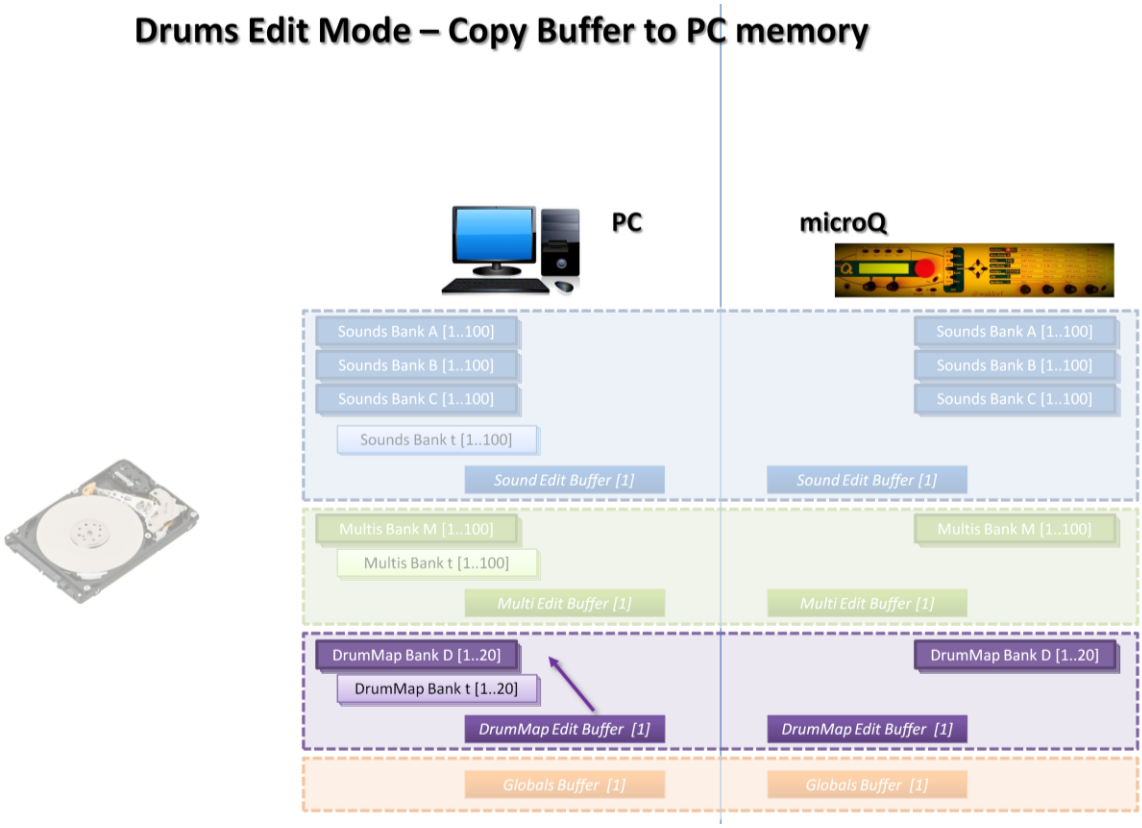

Fig. 32- Copy Buffer to PC Memory in Multi Edit Mode: the Edit Buffer Multi is copied into one of the memory locations of the Bank D or t.

5. Load Edit Buffer. With this command you can load a unique program into the corresponding Edit Buffer on the PC (not on the microQ). Two different file formats are supported: native PC Editor files (*.qss), or MIDI SysEx files (*.syx, *.mid);

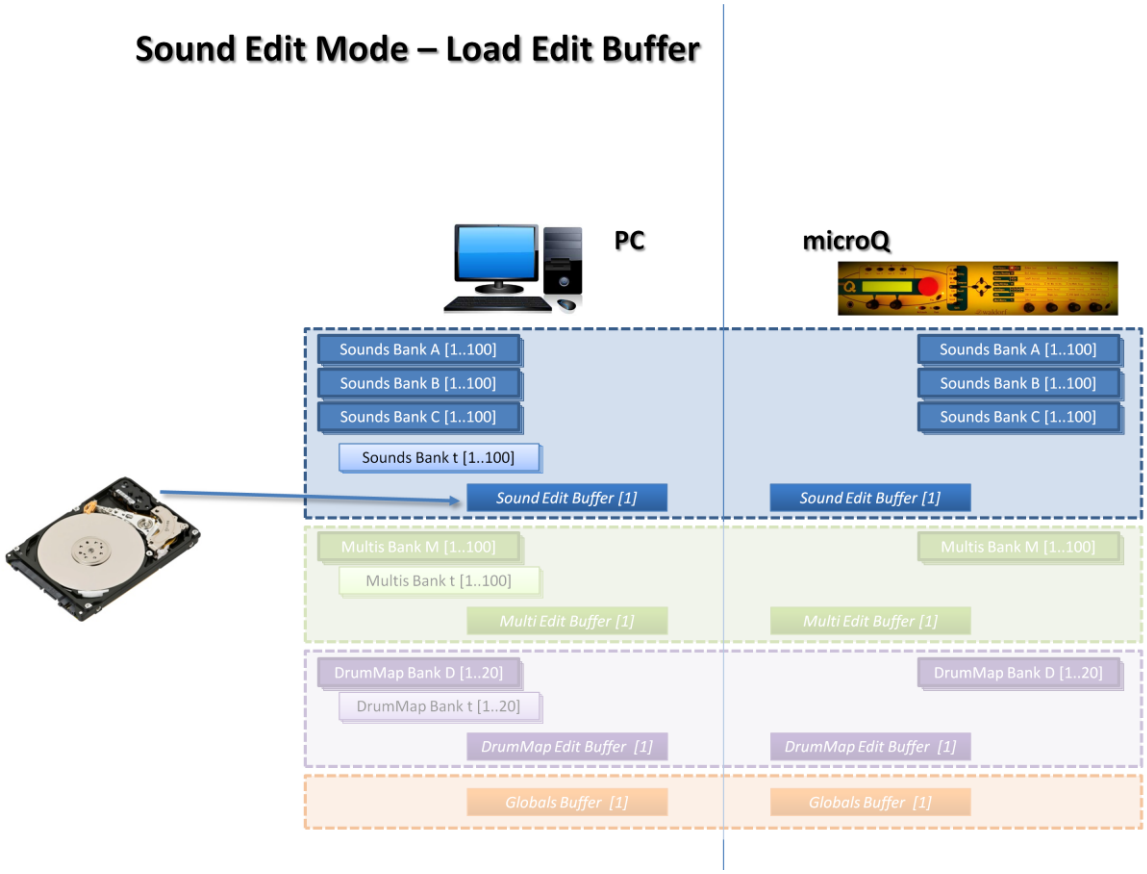

Fig. 33 - Load Edit Buffer in Sound Edit Mode: a PC file can be directly loaded into the Sound Edit Buffer

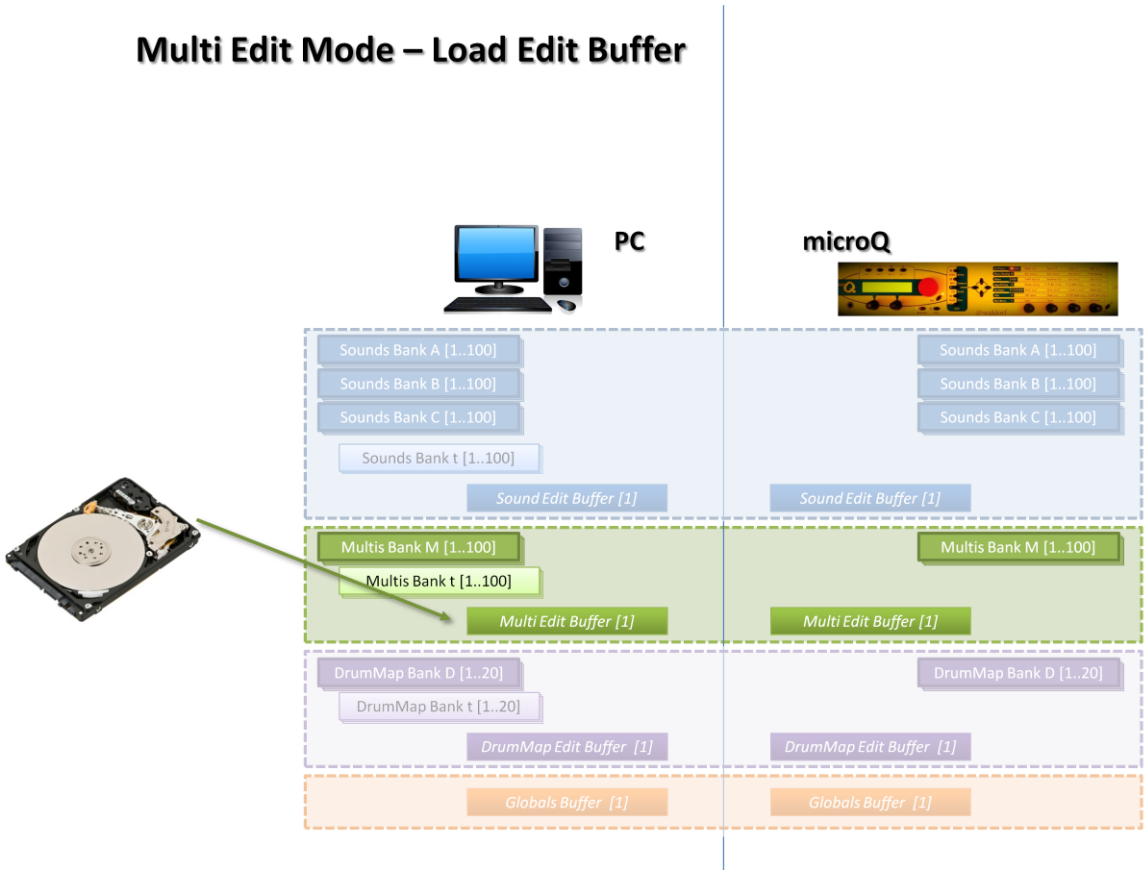

Fig. 34 - Load Edit Buffer in Multi Edit Mode: a PC file can be directly loaded into the Multi Edit Buffer

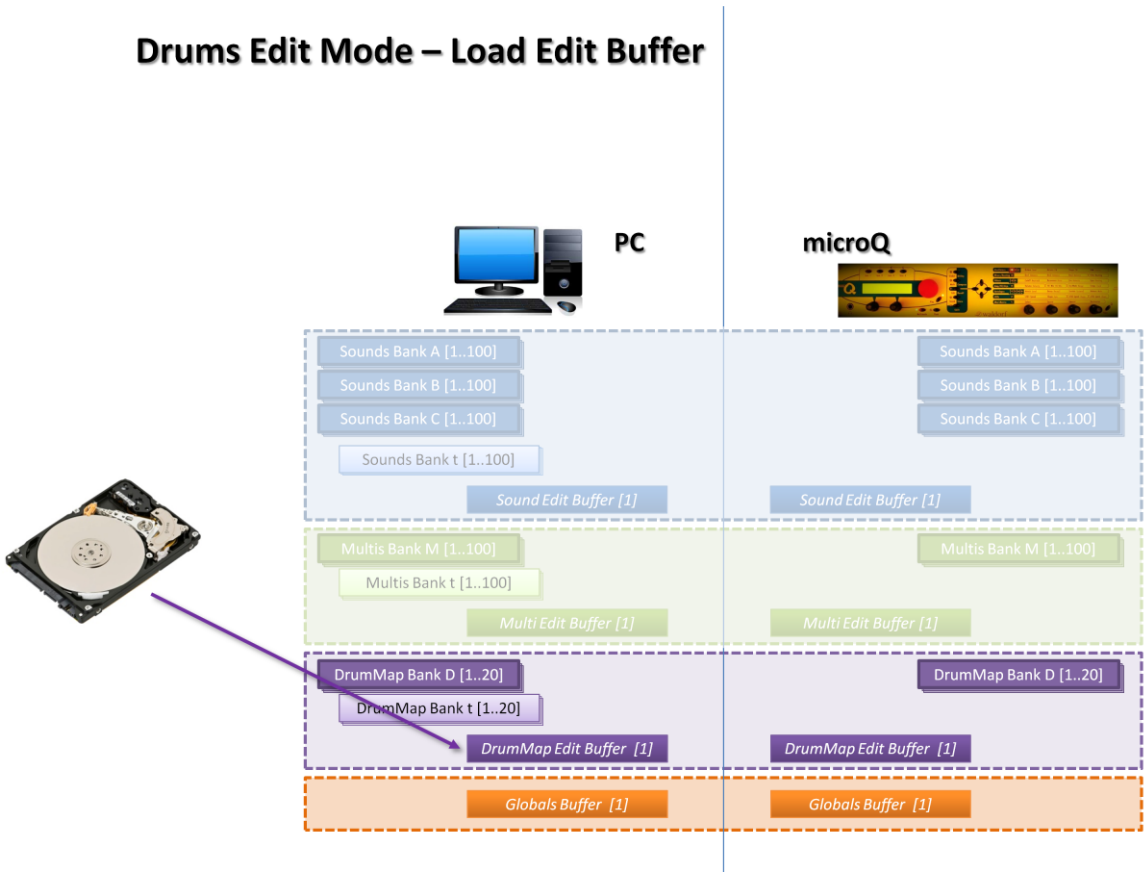

Fig. 35 - Load Edit Buffer in Drums Edit Mode: a PC file can be directly loaded into the Drums Edit Buffer

6. Save Edit Buffer. With this command you can store a PC Edit Buffer into a file. Only the native file format (*.qss) is supported.

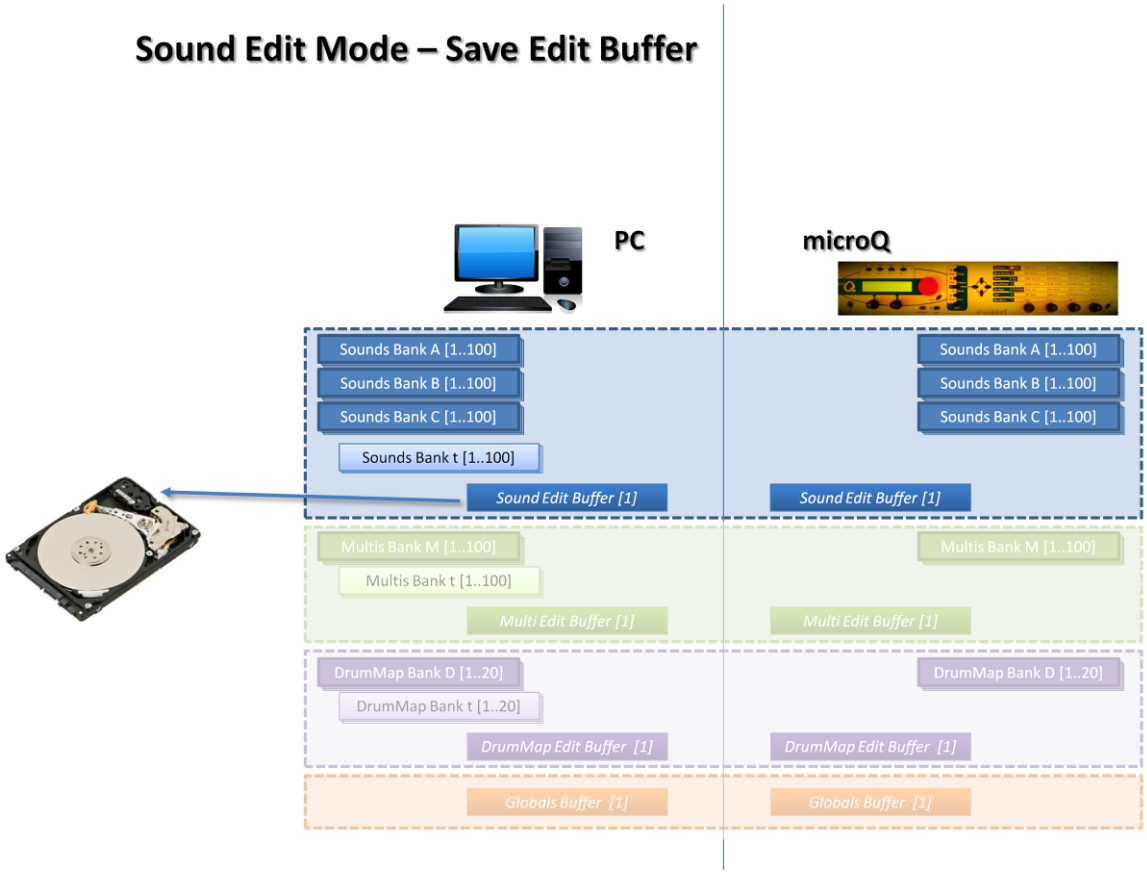

Fig. 36 - Save Edit Buffer in Sound Edit Mode: its content can be stored to a PC file.

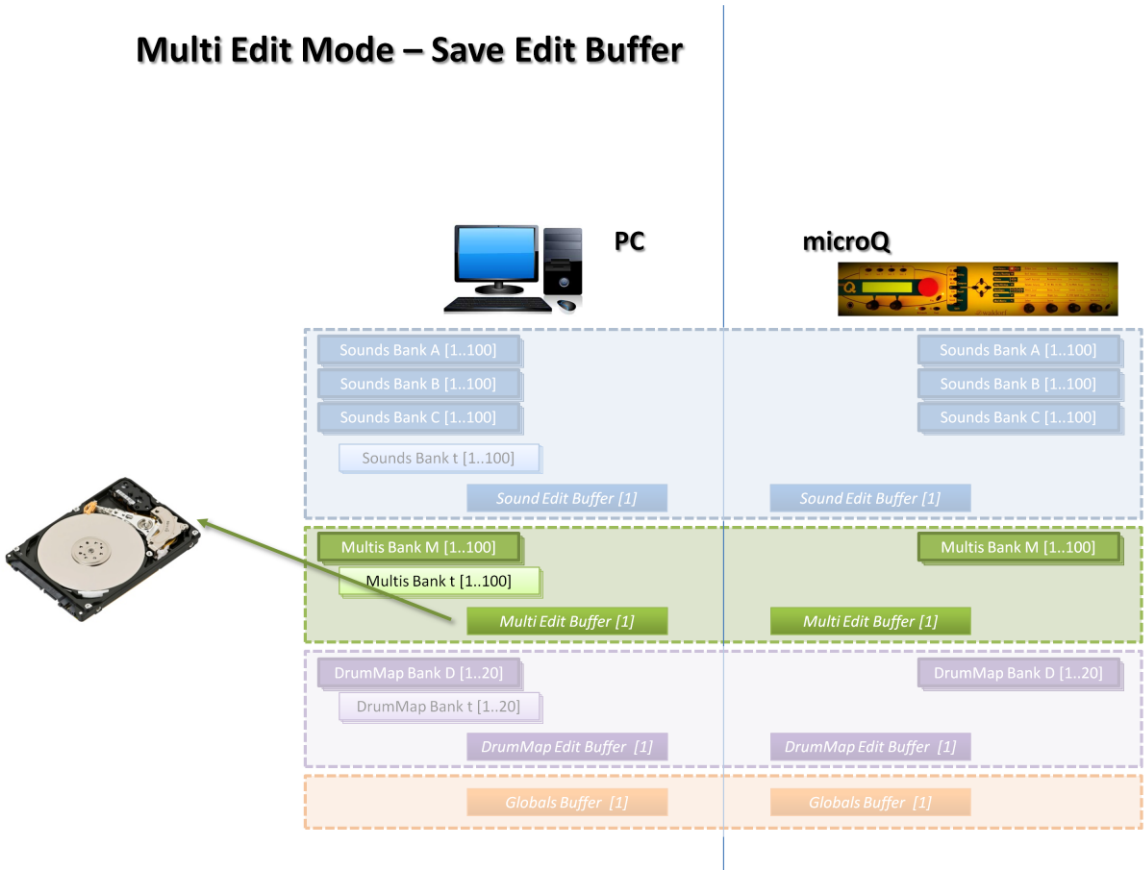

Fig. 37 - Save Edit Buffer in Multi Edit Mode: its content can be stored to a PC file.

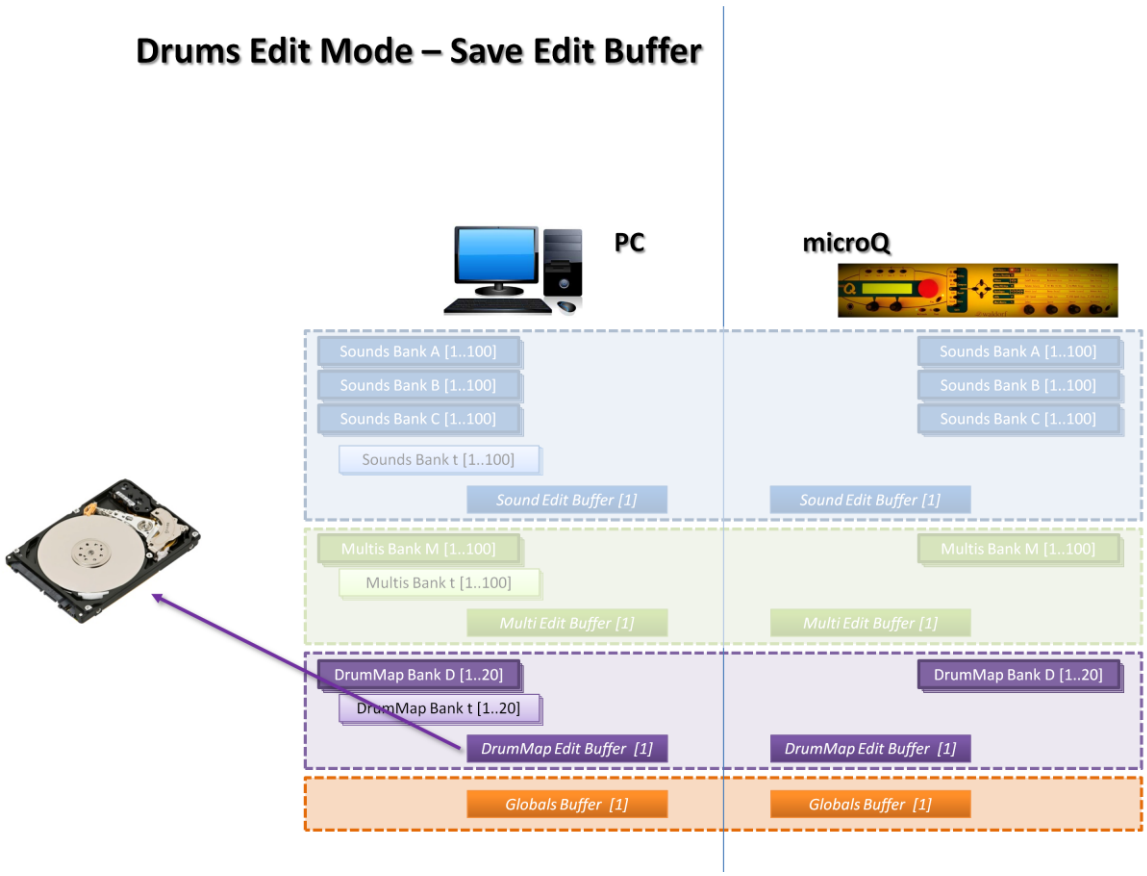

Fig. 38 - Save Edit Buffer in Drums Edit Mode: its content can be stored to a PC file.

7. Init Buffer. With this command you can initialize an edit buffer by assigning default values to it. Actually, initialization is performed by loading a predefined file stored in the same path of the microQ PC Editor. There are three files for this: ***INIT.QSS*** for Sounds, ***INIT.QSM*** for Multis and ***INIT.QSD*** for Drum Maps. To modify initialization parameters you can set the initial desired values into an Edit Buffer and then save the Edit Buffer overwriting the corresponding ***INIT.QS**** file.

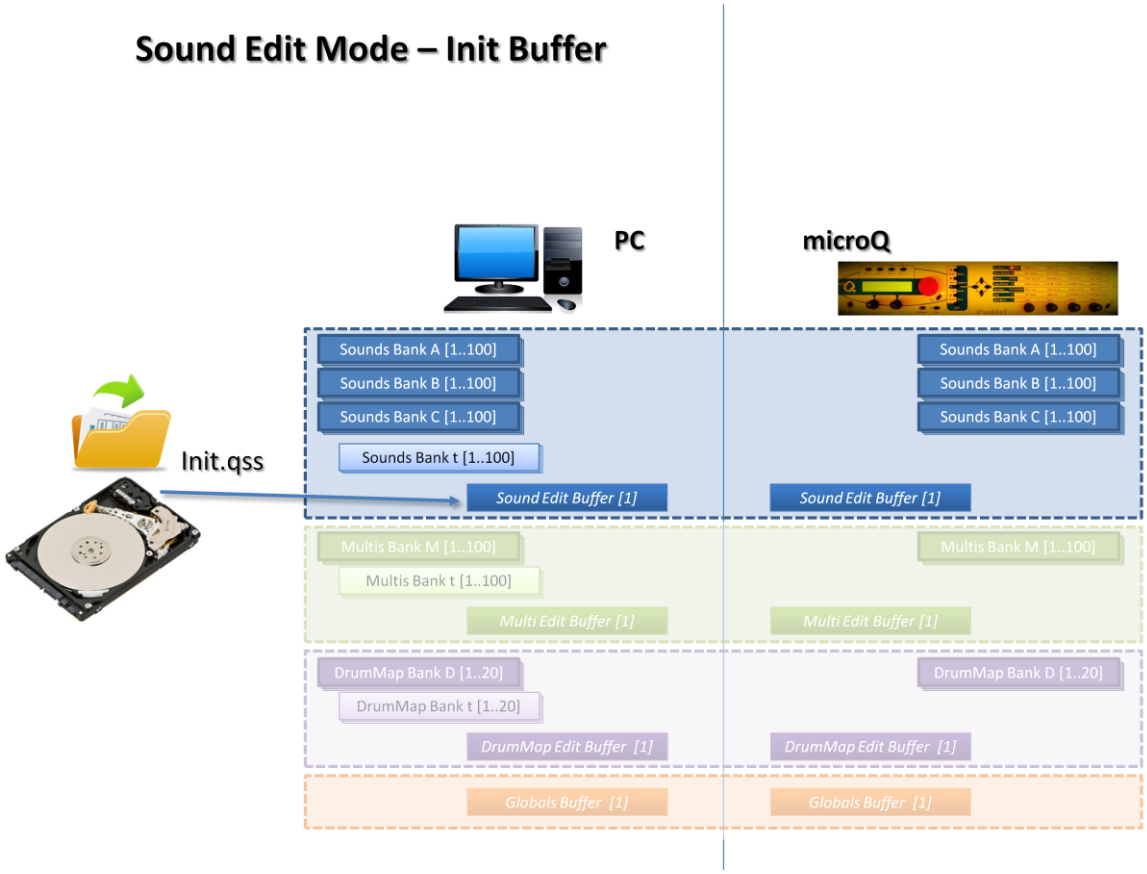

Fig. 39 – Initialization of the Sound Edit Buffer: the file INIT.QSS is loaded and copied into the Edit Buffer

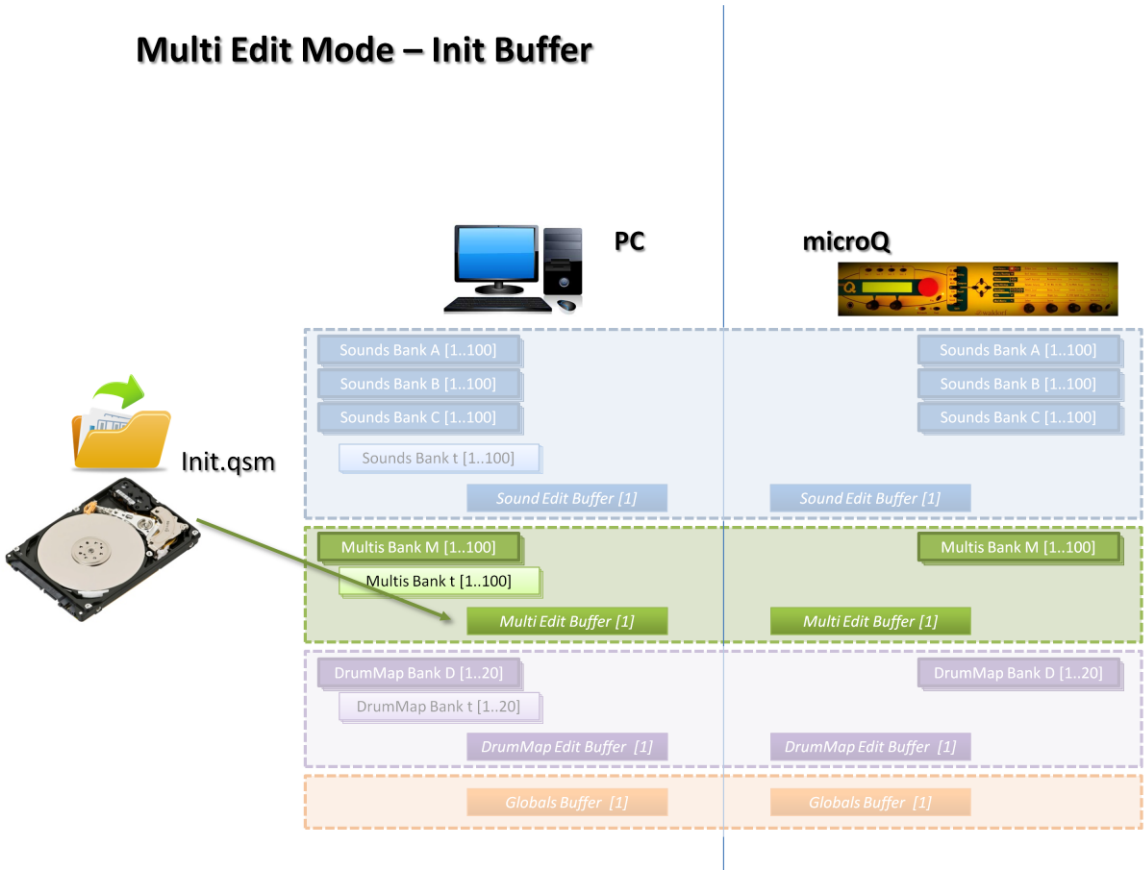

Fig. 40 – Initialization of the Multi Edit Buffer: the file INIT.QSM is loaded and copied into the Edit Buffer

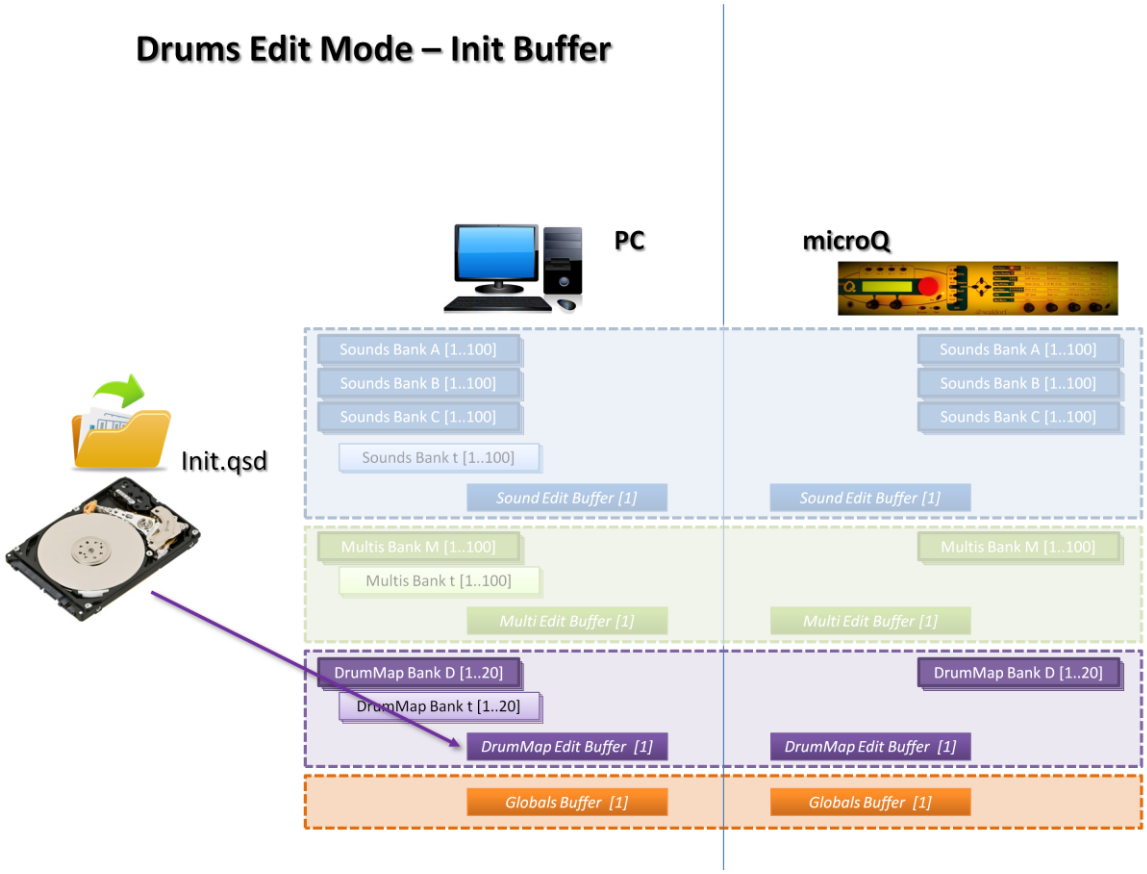

Fig. 41 – Initialization of the Drum Map Edit Buffer: the file INIT.QSD is loaded and copied into the Edit Buffer

8. Get Edit Buffer. With this operation you can copy the Edit Buffer of the microQ into the corresponding Edit Buffer of the PC Editor.

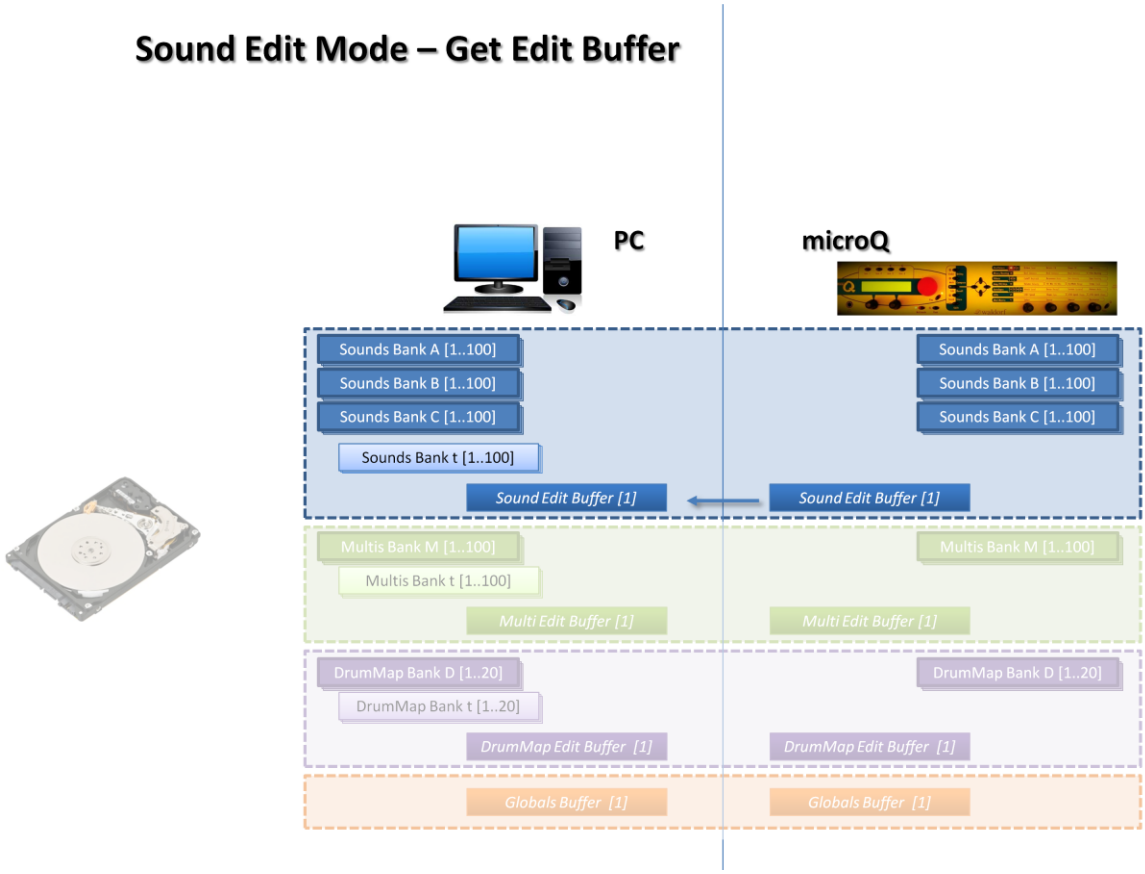

Fig. 42 - Get Edit Buffer in Sound Edit Mode: the content of the Waldorf microQ Sound Edit Buffer is copied into the corresponding PC Editor buffer.

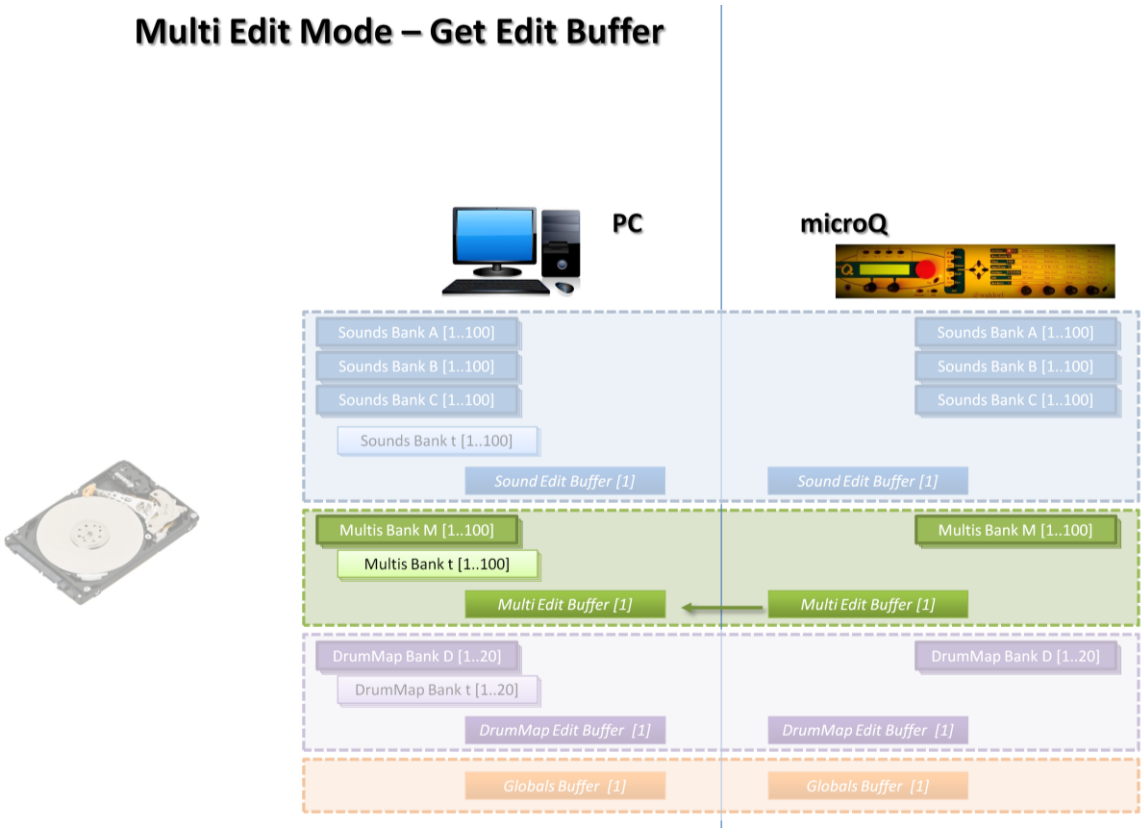

Fig. 43 - Get Edit Buffer in Multi Edit Mode: the content of the Waldorf microQ Multi Edit Buffer is copied into the corresponding PC Editor buffer.

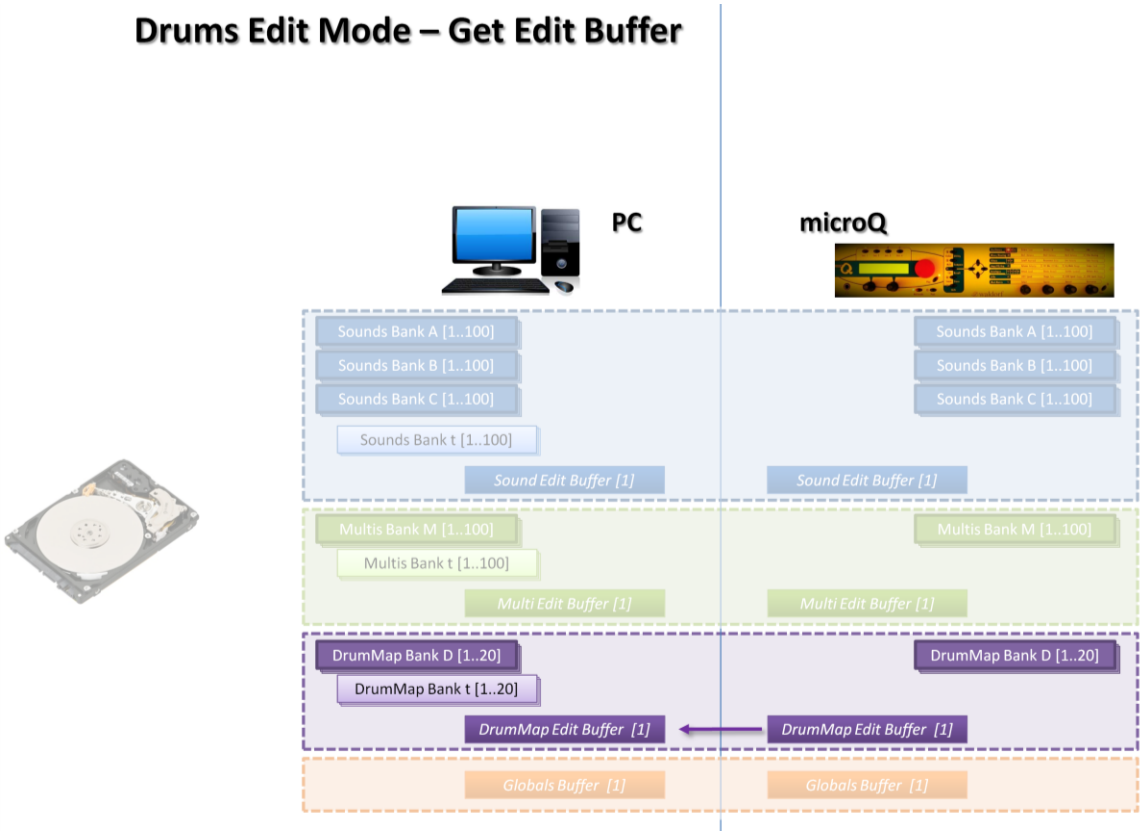

Fig. 44 - Get Edit Buffer in Drums Edit Mode: the content of the Waldorf microQ Drum Map Edit Buffer is copied into the corresponding PC Editor buffer.

9. Set Edit Buffer. Similarly, but in the opposite direction, you can upload to the **Waldorf microQ** Edit Buffer the one handled by the PC Editor.

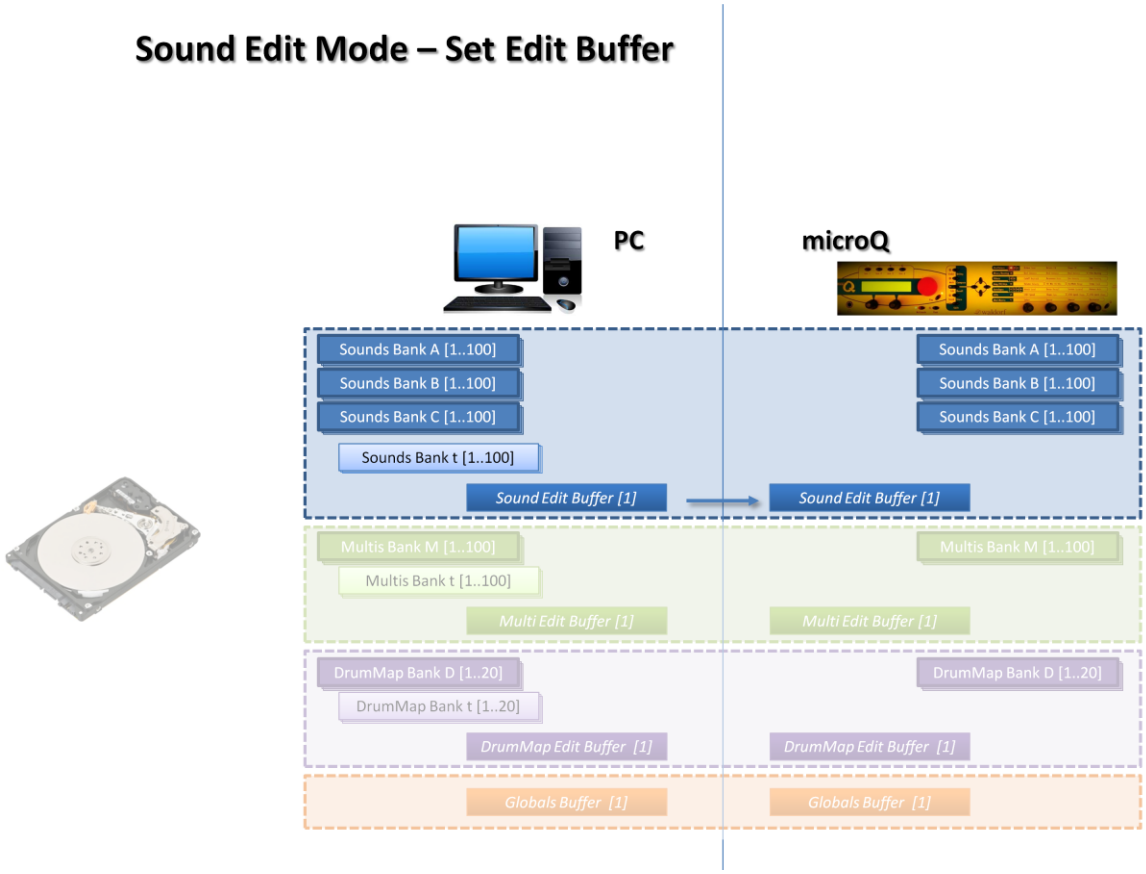

Fig. 45 - Set Edit Buffer in Sound Edit Mode: the content of the PC Editor Sound Edit Buffer is copied into the corresponding Waldorf microQ buffer.

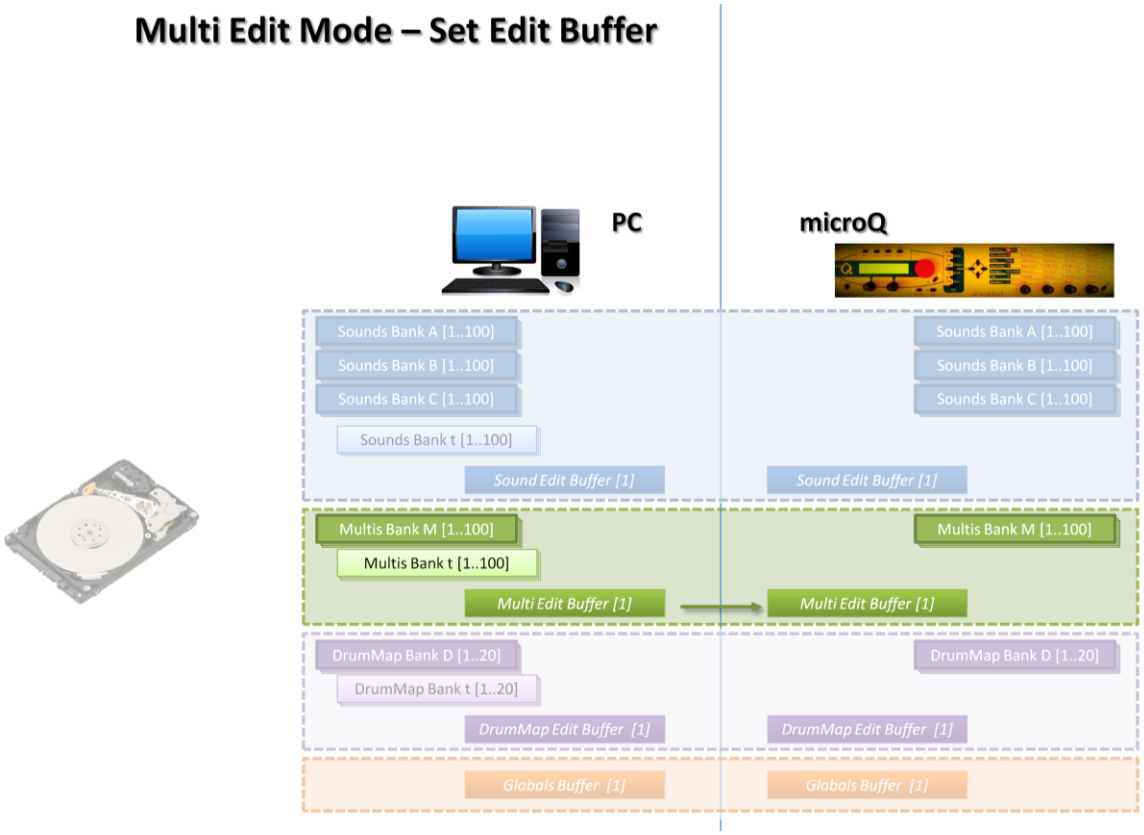

Fig. 46 - Set Edit Buffer in Multi Edit Mode: the content of the PC Editor Multi Edit Buffer is copied into the corresponding Waldorf microQ buffer.

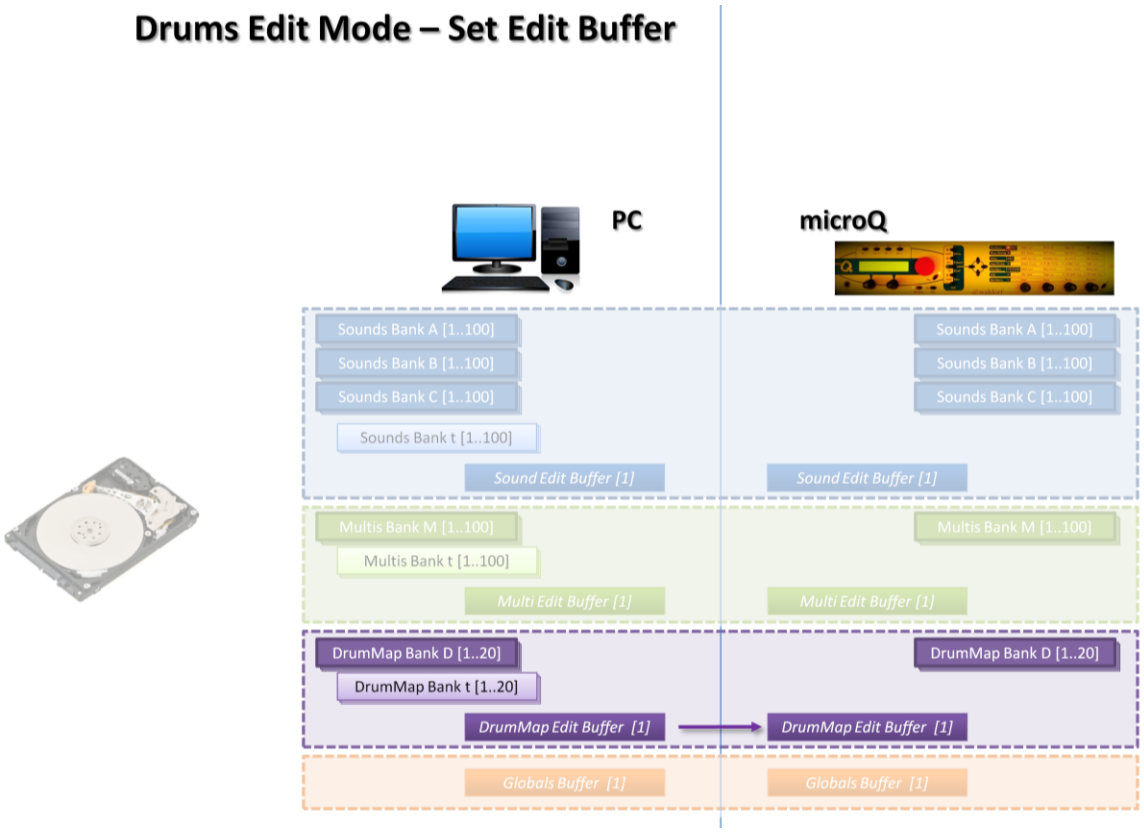

Fig. 47 - Set Edit Buffer in DrumMap Edit Mode: the content of the PC Editor Drums Edit Buffer is copied into the corresponding Waldorf microQ buffer.

10. Get Programs.... With this command you can copy programs from the **Waldorf microQ** to the PC Editor. This will overwrite the previously stored programs. You can select the range of the programs to be copied by selecting the first and the last one and the location of their destination on the PC Editor by selecting the location of the first program on the PC Editor. The other programs will be stored in the successive locations. If the available memory locations are not sufficient to hold all the programs then a message will be displayed. Note that in this way you are not forced to store for example the A001-A020 Waldorf microQ Sounds range into the A001-A020 locations on the PC side, but you can store them in whatever destination range you want (from t016 to t035 in the example of Fig. 49). This is useful if you want to provide a different order to your sounds.

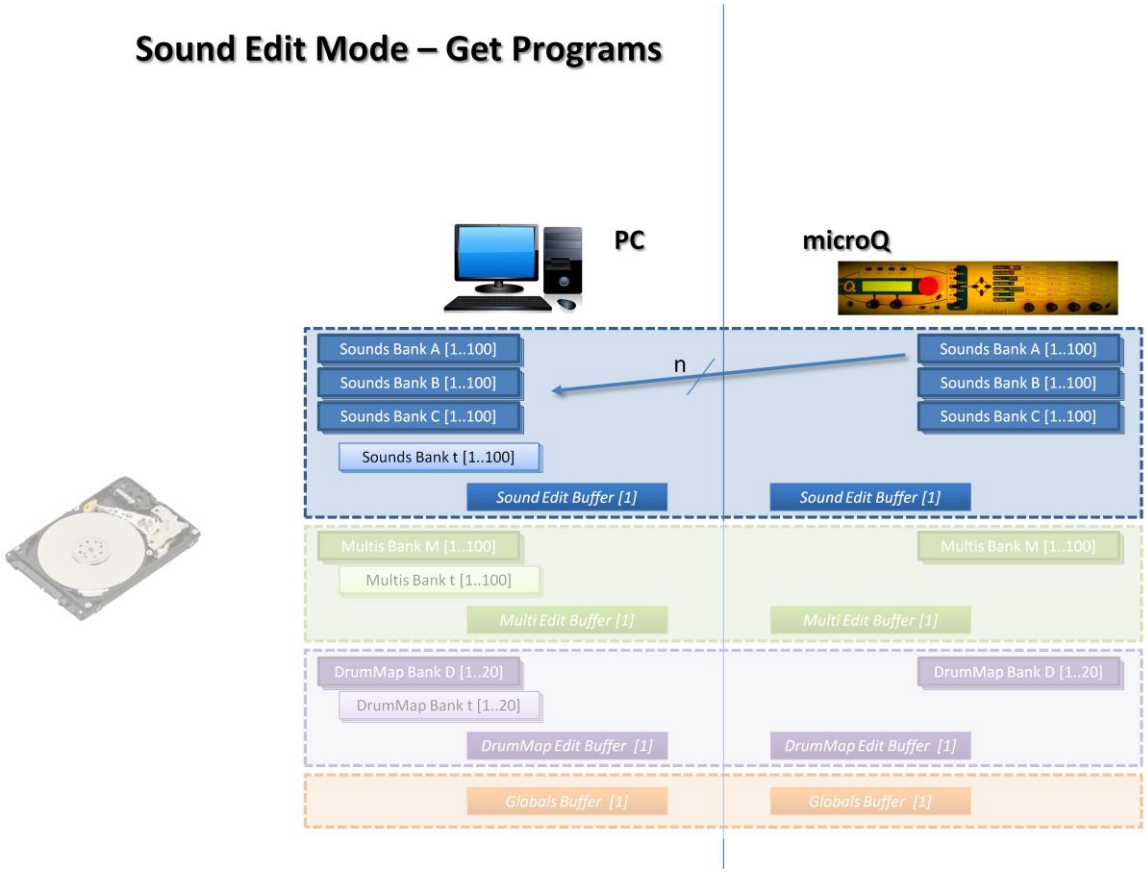

Fig. 48 - Get Programs in Sound Edit Mode: the content of a range of contiguous Sounds on the Waldorf microQ is copied into the PC Editor memory, starting from a user defined location.

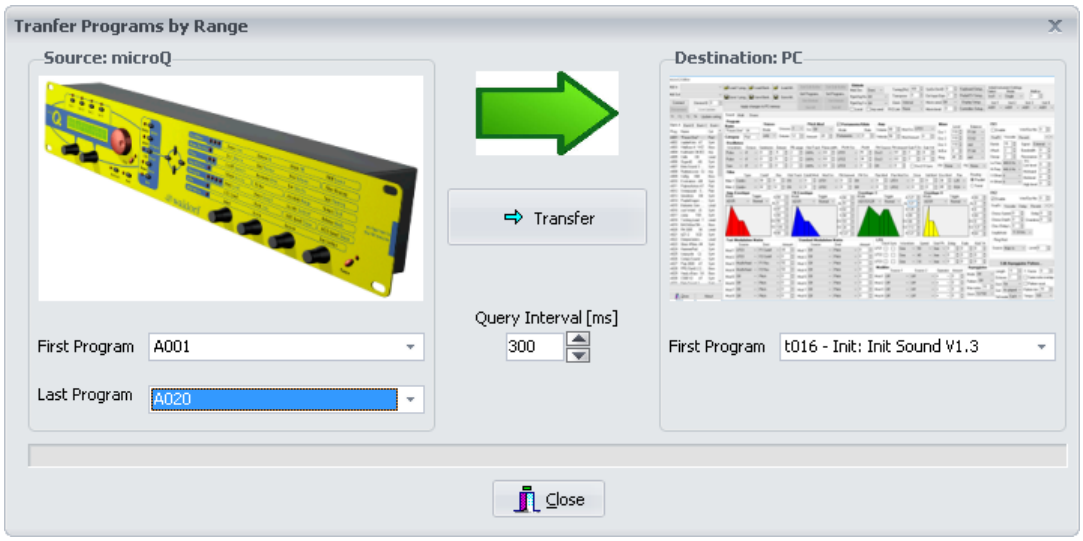

Fig. 49 - The form that allows you to select from the source (microQ in the figure) the Programs to be copied, by defining its range, and the destination memory location (from t016 of the PC Editor in the figure).

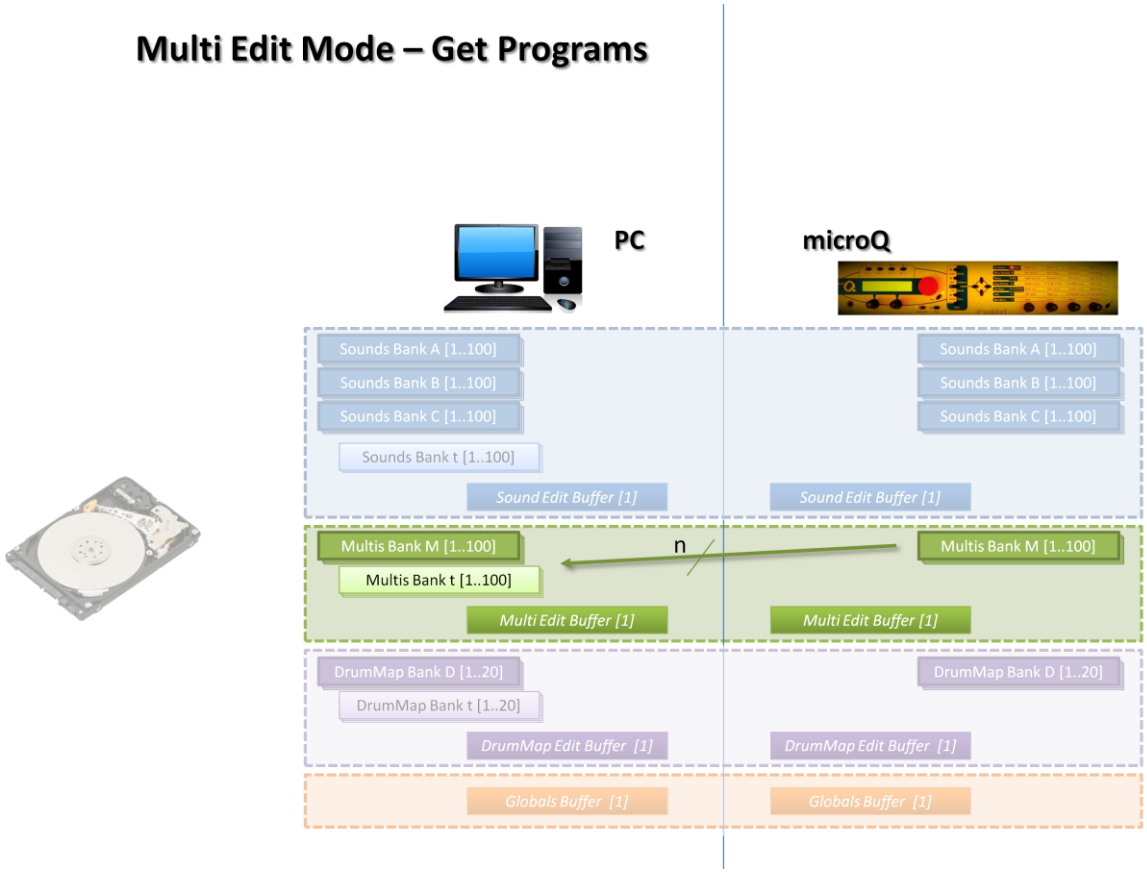

Fig. 50 - Get Programs in Multi Edit Mode: the content of a range of contiguous Multis on the Waldorf microQ is copied into the PC Editor memory, starting from a user defined location.

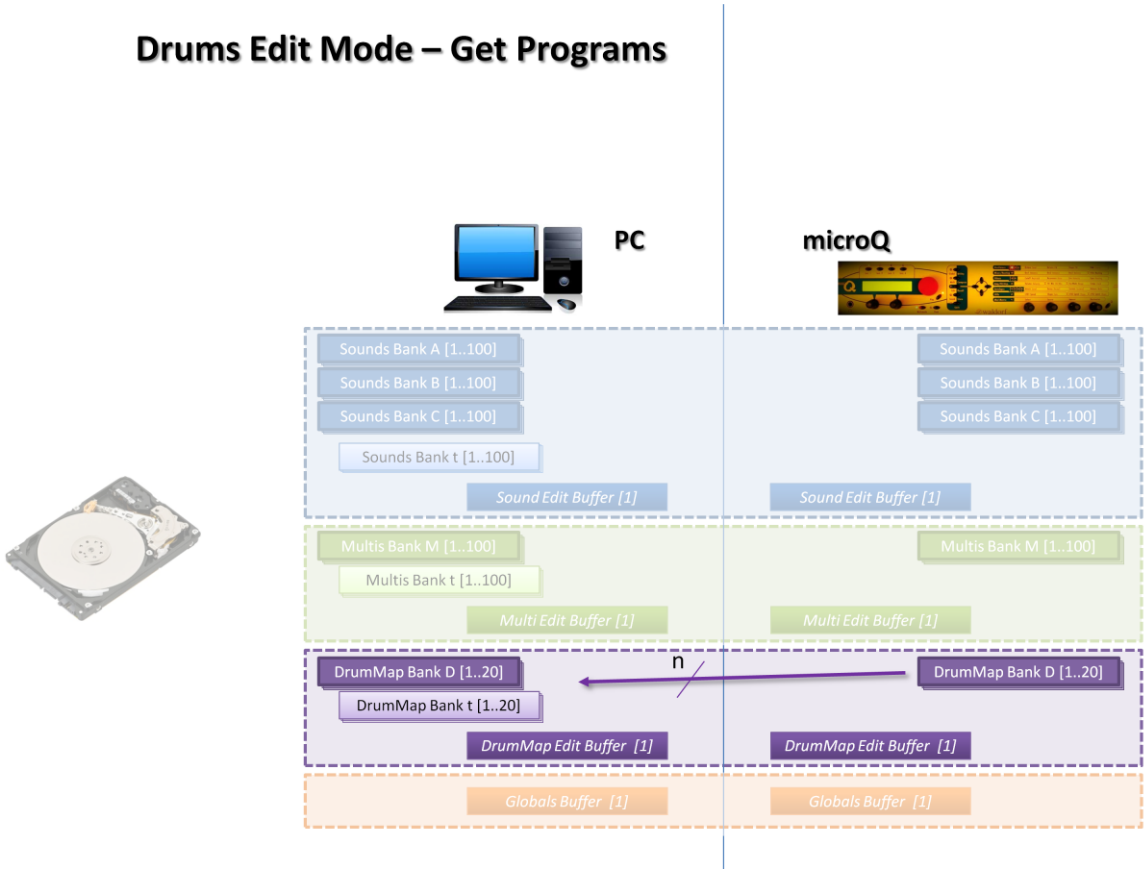

Fig. 51 - Get Programs in DrumMap Edit Mode: the content of a range of contiguous Drums on the Waldorf microQ is copied into the PC Editor memory, starting from a user defined location.

11. Set Programs... With this command you can copy programs from the PC Editor to the **Waldorf**. This will overwrite the previously stored programs. You can select the range of the programs to be copied by selecting the first and the last one and the location of their destination on the **Waldorf microQ** by selecting the location of the first program on the PC Editor. The other programs will be stored in the next locations. If the available memory locations are not sufficient to hold all the programs then a message will be displayed.

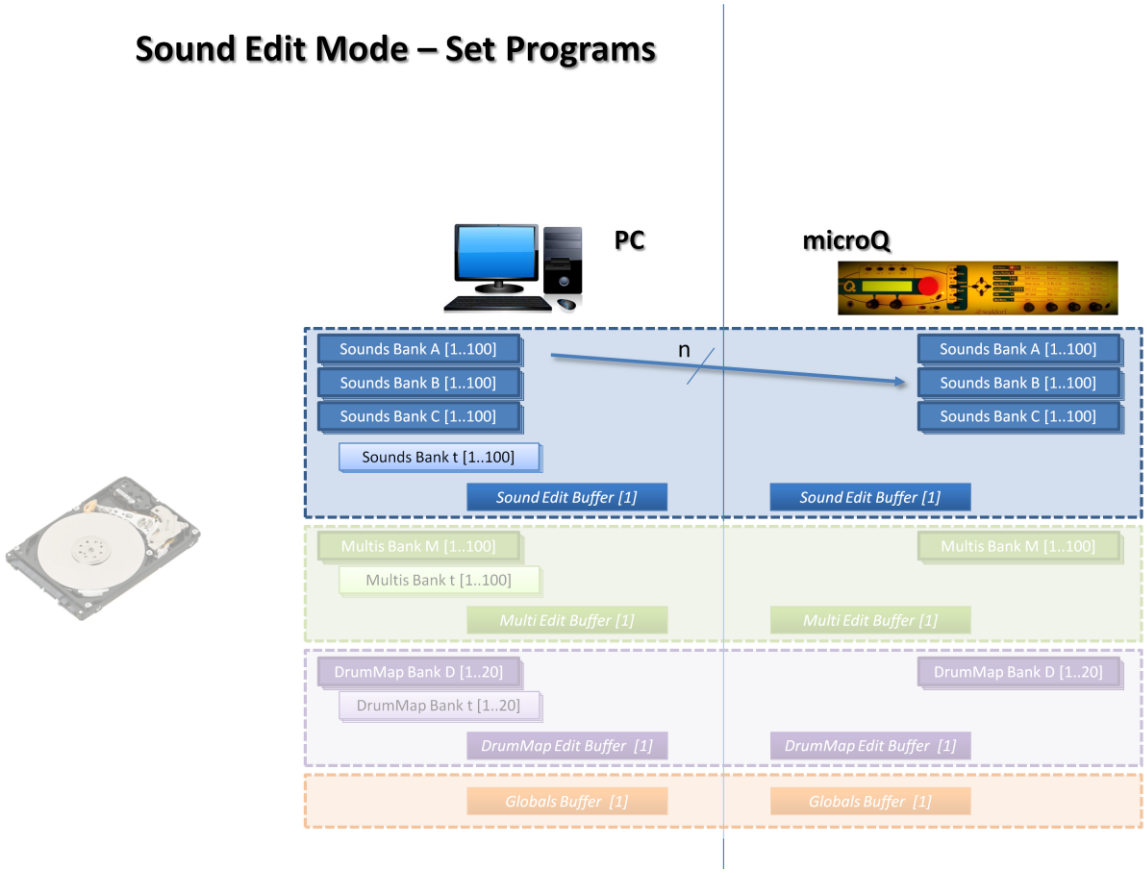

Fig. 52 - Set Programs in Sound Edit Mode: the content of a range of contiguous Sounds on the PC Editor is copied into the Waldorf microQ memory, starting from a user defined location.

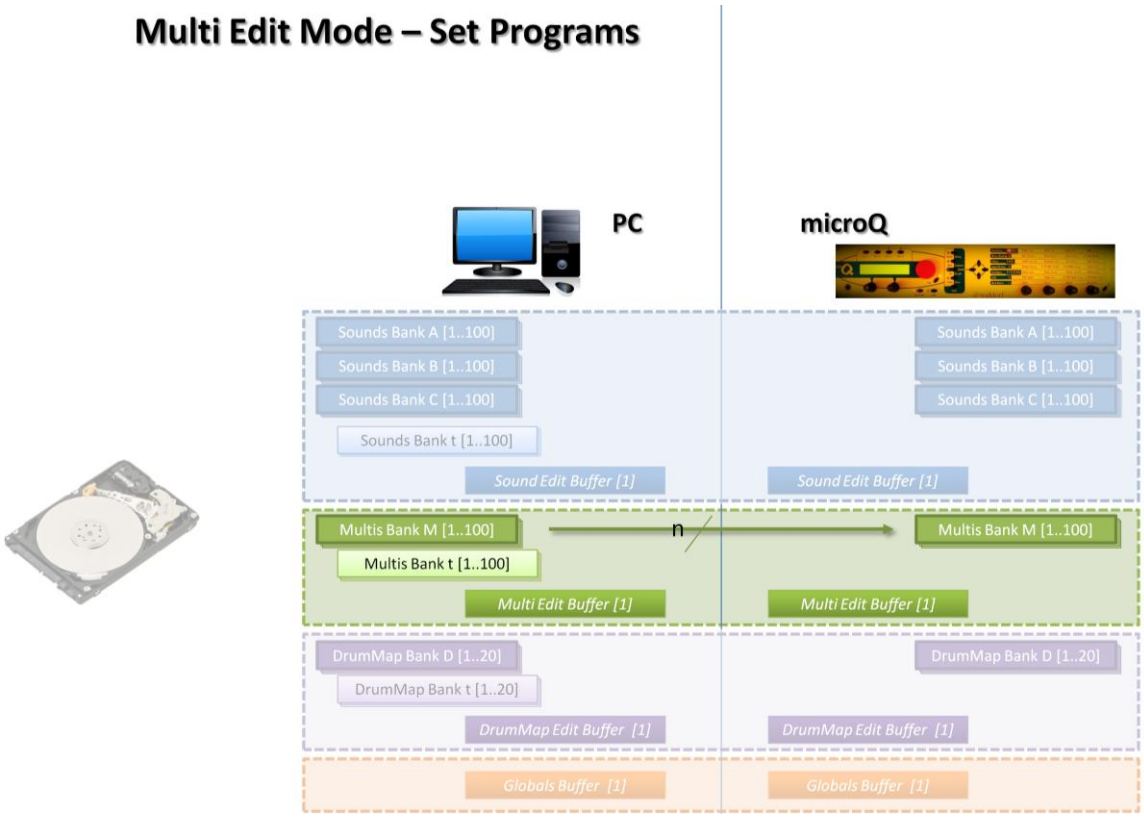

Fig. 53 - Set Programs in Multi Edit Mode: the content of a range of contiguous Multis on the PC Editor is copied into the Waldorf microQ memory, starting from a user defined location.

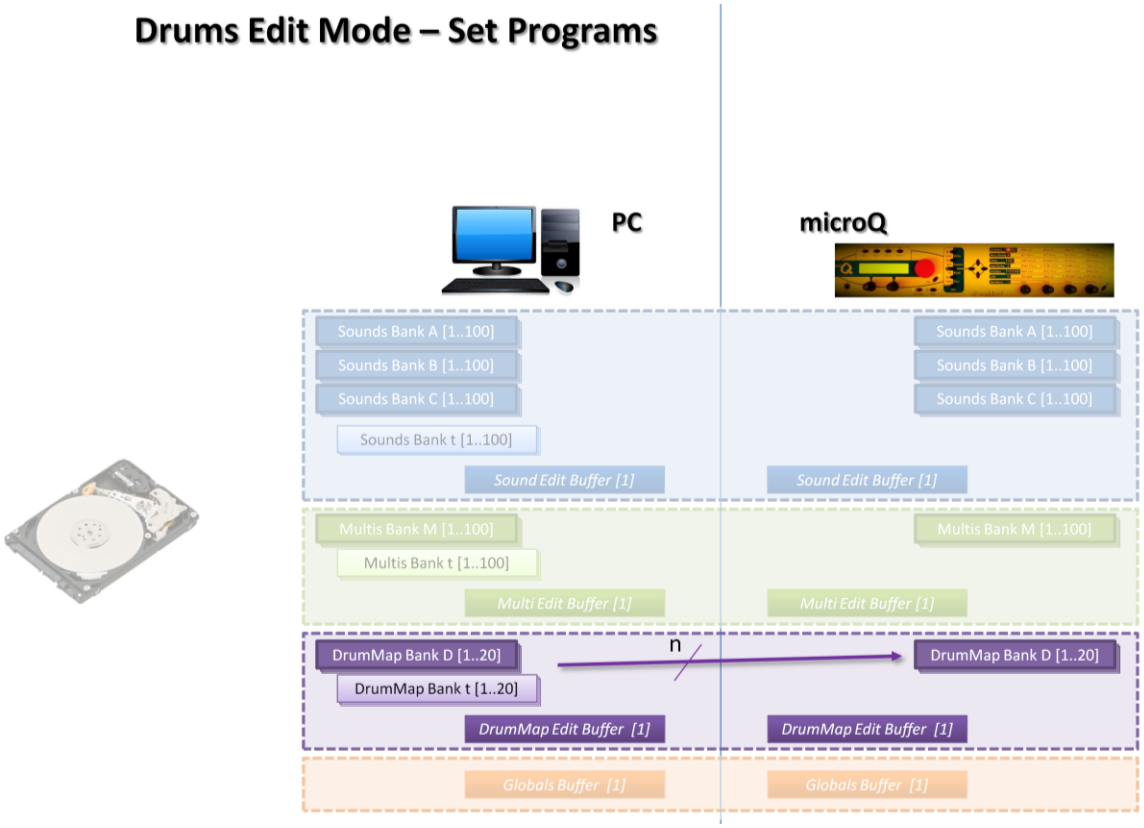

Fig. 54 - Set Programs in Drum Map Edit Mode: the content of a range of contiguous DrumMaps on the PC Editor is copied into the Waldorf microQ memory, starting from a user defined location.

12. Get Globals. With this command you can copy the Globals settings of the microQ into the corresponding Globals object of the PC Editor.

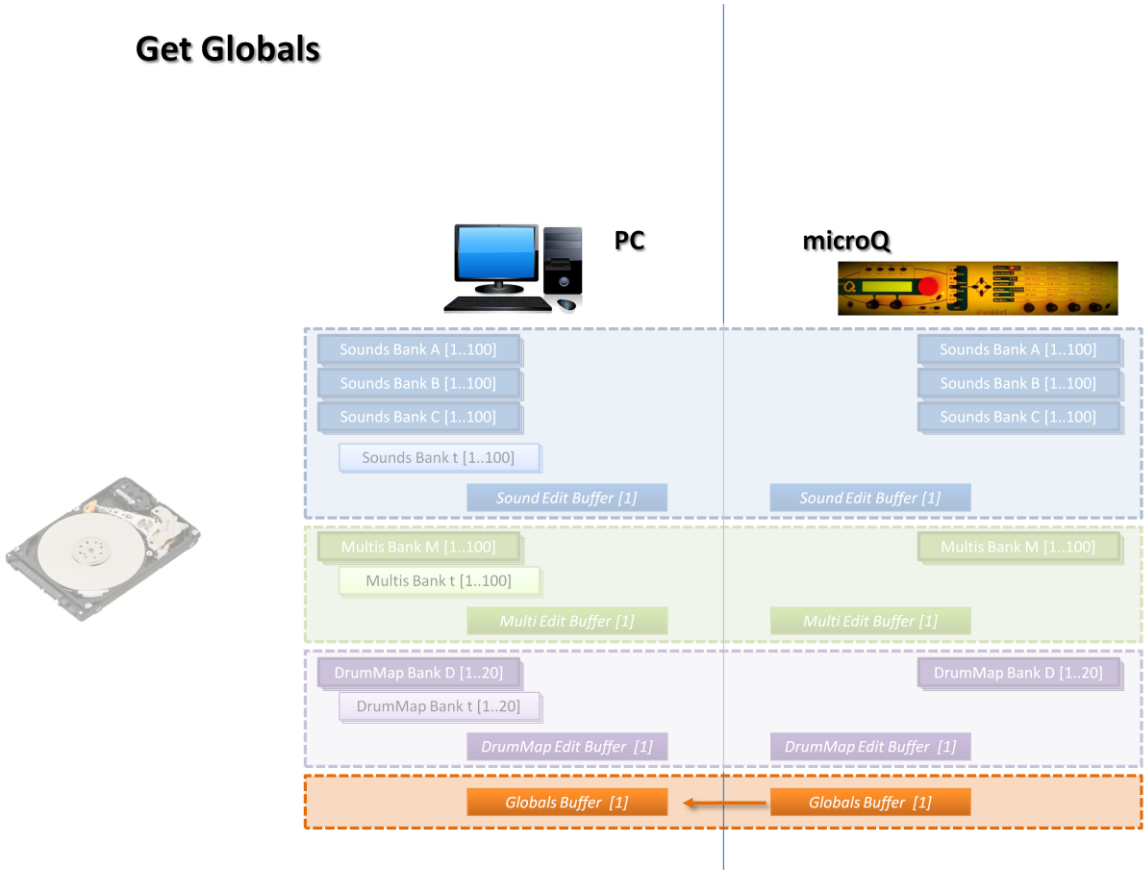

Fig. 55 - Globals buffer from the Waldorf microQ is copied onto the corresponding buffer on the PC Editor

13. Set Globals. Similarly, but in the opposite direction, you can upload to the Waldorf microQ a copy of the Globals of the PC Editor.

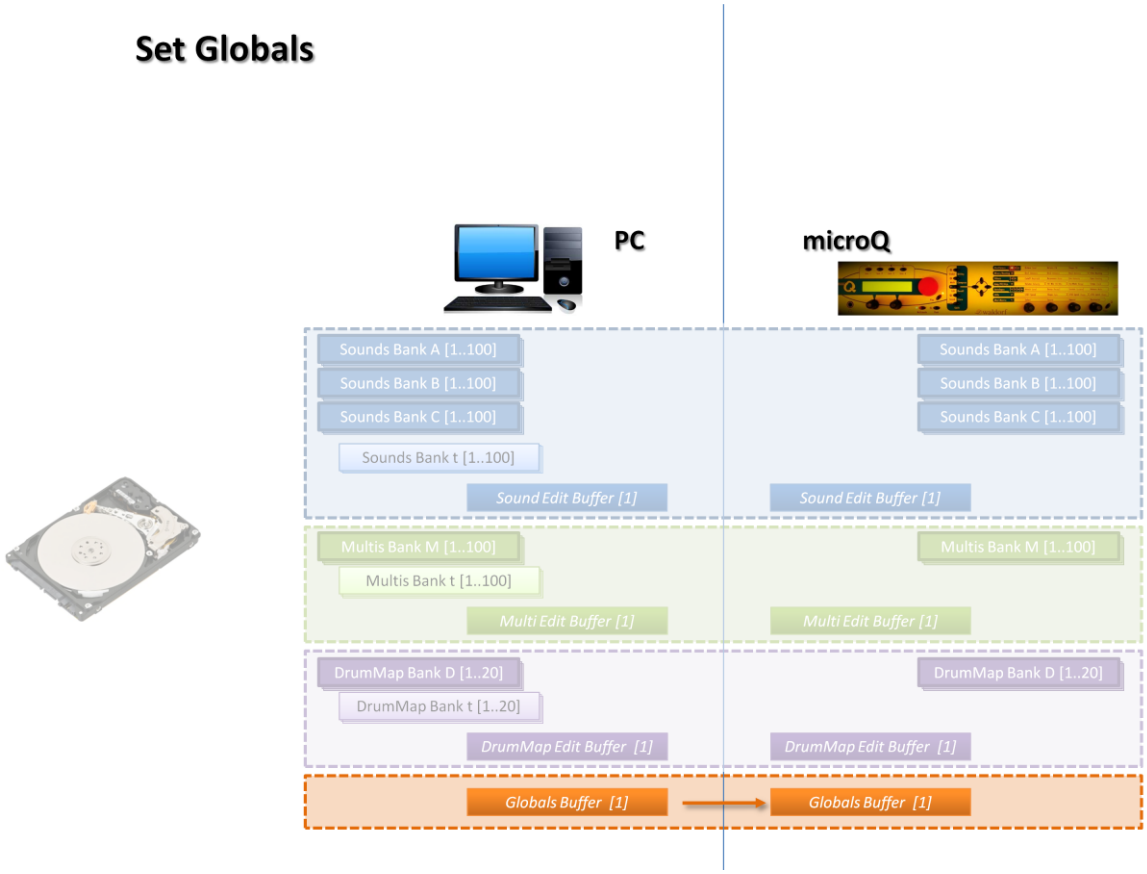

Fig. 56 - Globals buffer from thePC Editor is copied onto the corresponding buffer on the Waldorf microQ

14. Get All. With this operation you can copy all the objects of the microQ into the corresponding objects of the PC Editor. After this operation (which usually lasts a couple of minutes), the corresponding memory locations will contain the same data. If you want to backup the data of your Waldorf microQ you can invoke the **Get All** command and then the **Save All** command.

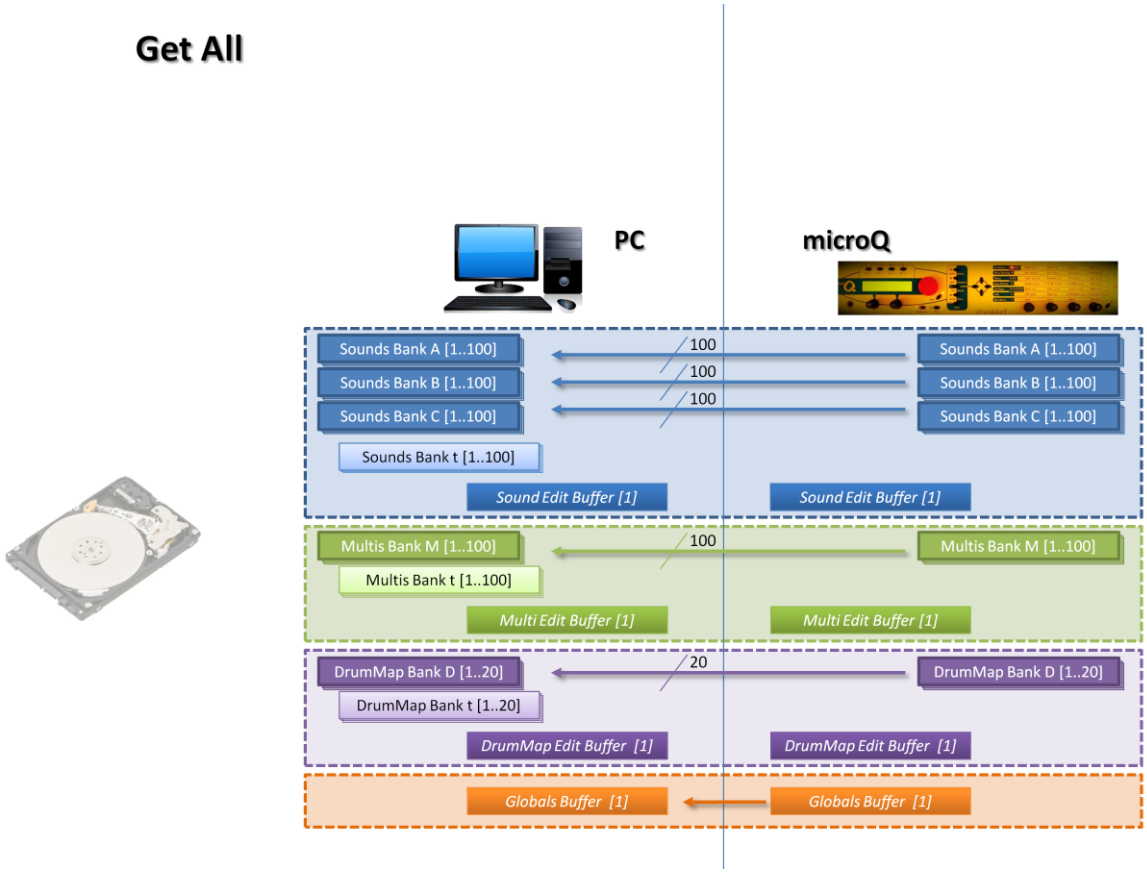

Fig. 57 - With Get All command the whole set of the editable parameters of the microQ is copied from the microQ to the PC Editor memory. t Banks (Sounds, Multis and DrumMaps) are left unmodified.

15. Set All. This is opposite than the previous command: all the objects contained in the PC editor (except for the extra Bank t) will be copied into the corresponding memory locations of the Waldorf microQ. If you want to restore a backupped microQ configuration then you have to invoke the **Load All** command, select the desired backup file and then the **Set All** command.

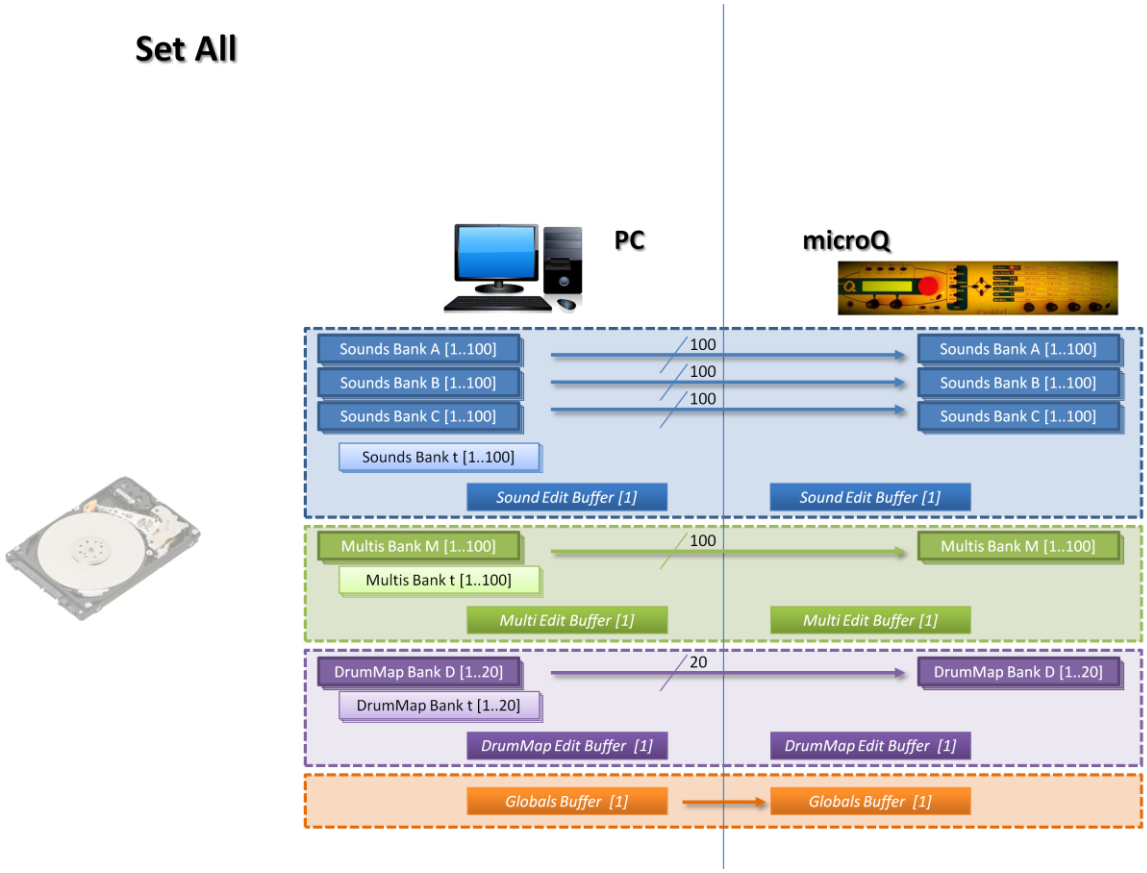

Fig. 58 - With Set All command the whole set of the editable parameters of the microQ is copied from the PC Editor memory to the microQ. t Banks (Sounds, Multis and DrumMaps) are not copied as they are available only on the PC side.

TIPS

Editing Waldorf microQ programs.

You can modify Programs only on the PC Editor Edit Buffer. Then you have to put a Program in the Edit buffer, modify it and then eventually store it.

How to put a Program into the PC Editor edit buffer:

1) If the Program is in the PC Editor you have to find it in your Program List and then double click on it.

2) If the Program is in the Waldorf microQ Edit Buffer you just need to invoke the Get Edit Buffer command.

3) If the Program is in a Waldorf microQ memory location you need to invoke the Get Program command selecting the proper memory locations to transfer (source and destination). Then, once the program has been transferred on the PC, proceed as in 1).

How to modify an Edit Buffer Program.

Modify all the parameter you want, but if you want to hear the Program remember that you are acting on the PC Editor Edit Buffer, and then you have to transfer it to the Waldorf microQ corresponding buffer with the Set Edit Buffer command. Remember also to store the Program somewhere, if you like it, because no UNDO capabilities are implemented either on the PC or on the Waldorf microQ side, so that if you overwrite a memory location you cannot recover it.

How to store a Program from the PC Editor edit buffer:

1) If the Program should be stored in the PC Editor you have to invoke the Copy Buffer to PC memory command.

2) If the Program should be copied in the Waldorf microQ Edit Buffer you just need to invoke the Set Edit Buffer command.

3) If the Program should be copied in a Waldorf microQ memory location you need to invoke the Set Program command selecting the proper memory locations to transfer (source and destination).

Backup

To backup the Waldorf microQ device you should invoke the Get All command, to transfer all the Waldorf microQ data into the PC Editor, and then the Save All command to store them into a file.

Restore

To restore the Waldorf microQ device you should invoke the Load All command by specifying the file which contains backupped data, and then the Set All command to transfer the loaded data to Waldorf microQ.

Bugs

Please, signal bugs at the following email address, providing a description of them and the steps to reproduce them:

microq_bug@luigibianchi.com

Features requests

If you need some special features, try to ask for them. Maybe you can see them in future releases. Use this email address:

microq_feature_request@luigibianchi.com