microQ PC Editor/Librarian v 1.0



by Luigi Bianchi http://www.luigibianchi.com/microq/microq.htm



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Disclaimer

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Overview

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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

Pag. 4

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.

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- 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.

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Installation

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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).

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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

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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:

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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.

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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).

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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.

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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!

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A010 Estimatives Super-	
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Fig. 8 - The Edit Buffer Zone

Here you can find three important areas:

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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.

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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*.



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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).

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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.

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int	F	Filter 2	24dB HP	Ŧ	45 🛋	2	a 0%	- 0		LFO1	- 0 A	0.	c3	-	0 🔺 LFO		0	0	A .1	A 862	- O S	erial		
int –	- 0	Amp	Invelope					FIt Enve	elone			4	Envel	one :	3			Envel	lone 4				FX2	
int	ł	Mode		Trigg	er	A 64	M	ode	· 1	rigger	A 64		lode		Trigger	A	64 🎒	Mode		Trigger	A 64	4 🌒		Wet/Dry Mix 16 🚔
int		ADSR	-	Norr	nal - ,	AL O		ADSR	Ŧ	Normal ·	ALO	à.	ADSR		 Normal 	AL) 🛓	ADSR		Norma	AL O		FineEV Meesder	Delau Rouarb
int int		1	ſ		1	D5			,		D7	ž [7	1		D	1	Î	Ŷ		DO		TIVELA VOCOUEI	
int						s 127					\$ 127					6	127				S 11	27	Length-	Cutoff 114 🚔
int						12 50					D2 0					02					02 0		Clocked	Feedback
int						2 30					02 3					02	04				02.0		1.01.0	Delevity
int					1	oz 124					52 121					52	54				52 6	4	Time 1.015 V	- Davisius
int			•			RO	- 🗟 🖌		•		RO	-		•		R		6	0		RO		Clock 1/4 ·	Fositive
Int	6	-Fast I	Modulatio	n Ma	trix			Star	ndard Mo	odulation	n Matrix				LFO						F 1 V			Negative
int			Source		Dest		Amount		Sourc		Dest		Amour	it I	FO1	Sine	- 45	beed 3	free -	Delay			Tempo internal -	🔽 Autopan
int	11	Mod 1	LF01	*	01 Pitch	Ŧ	0 📮	Mod 1	ModWh	eel -	AE Attack	Ŧ	45	.		Sine	* 40	-	iiee +					
int		Mod 2	LF02	*	02 Pitch	*	0	Mod 2	ModWh	eel 🔹	AE Release	Ŧ	40	≜ L	.FU2	Sine	~ 40	*	free -	0	0 🚍 0	-		
int		Mod 3	LF03	-	03 Pitch	*	0	Mod 3	Off	÷	Pitch	Ŧ	0	<u>ا</u> ا	.F03 📃 📃	Sine	- 30	*	free 👻	0	0 🔷 0		Edit Arpeggi	ator Pattern
int int		Mod 4	Off	+	Pitch	*	0	ModiA	Off	-	Pitch	*	0		Modifier	1	Course	- 2	0		Arpeg	giator		10 A
int		MUU 4	04		Dout		•	_ mou 4	0"		Dark		~ •	₩.	sou 	cei	Source	ez	Upera	or Amour	Mode C	Off 👻	Length 8/192 -	T. Factor
int		Mod 5	011	-	riton	-		Mod 5	UIT	Ť	FIGH	*	U	× *	100 I Off	Ŧ	UII	Ŧ	+	• U	Dellara	llser ≖	Octaves 1 🚍	Same note overlap
int N	-	Mod 6	Off	*	Pitch	Ŧ	0	Mod 6	; Off	-	Pitch	Ŧ	0	N	4od 2 Off	Ψ	Off	*	+	- 0		16 4	Dest Up 👻	Pattern reset
		Mod 7	Off	-	Pitch	*	0	Mod 7	Off	-	Pitch	Ŧ	0	1 N	Aod 3 Off	-	Off	-	+	- 0	Max note	S 10	Sort As played -	Pattern len 15 🚔
ıt		Mod 8	Off	*	Pitch	Ŧ	0	Mod 8	ModWh	eel 🔹	Volume	Ŧ	63		1od 4 Off	Ŧ	Off	Ŧ	+	- 0	Clock 1	2/192 -	Vel mode First note	▼ Tempo 122 ▼

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

Name	SynthMagic																									
Volume	100 🛋 Tempo 40	*																								
Controll	ers																									
W			×								Y											Z				
CC#0: B	ank Select MSB	*	CC‡	0: Ba	nk Selec	t MSB				Ŧ	С	C#0:	Bank S	Selec	t MSB					Ŧ		CC#0:	Bank S	elect N	ISB	
Multi																										
	Bank & Number		Volum	e T	ransp D	etune	Outp	ut	Pan		Low Ve	Hig	h Vel	Lov	v Key	High	Кеу	FX1	Mix	FX2 M	x I	IDI	Stat	us		
Part 1	A001 - Synt: Jump V.Halen SER	Ŧ	100	U			Main	Ŧ	U	Ψ.		12		0.2	Ŧ	68	*	66		16	Gilo	oal -	Midi	Ŧ	Сору	Pa
Part 2	A079 - Lead: Mini Moog SER	Ŧ	100	0	2		Main	Ŧ	B11	Ŧ	1	12	27 🚔	C-2	*	G8	Ŧ	0		29 🗄	Glo	oal -	Midi	Ŧ	Сору	Pa
Part 3	A065 - Lead: DeeperJamiro MD5	Ŧ	100	0		2	Main	Ŧ	L11	Ŧ	1	12	27 🚔	C-2	Ŧ	G8	Ŧ	53		0	Glo	oal -	Midi	-	Сору	Pa
Part 4	A004 - Synt: Anim String1 SGR	Ŧ	100	0	0		Main	Ŧ	С	Ŧ	1	12	27 🚔	C-2	Ŧ	G8	Ŧ	55		72	4	Ŧ	off	Ŧ	Сору	P
Part 5	A005 - Synt: ArtDecoPad DocT	Ŧ	100	0	0		Main	Ŧ	С	Ŧ	1	12	27 🚔	C-2	*	G8	Ŧ			25	5	Ŧ	off	-	Сору	Pa
Part 6	A006 - Synt: Bubblebath BiX	Ŧ	100	a 0	a 0		Main	Ŧ	С	Ŧ	1	12	27 🚔	C-2	-	G8	Ŧ			25	6	-	off	-	Сору	Pa
Part 7	A007 - Synt: Chorustrings MDS	-	100	a 0	0		Main	Ŧ	С	Ŧ	1	12	27 🚔	C-2	-	G8	Ŧ			54	7	÷	off	÷	Сору	Pa
Part 8	A008 - Synt: Compo Sound SCD	Ŧ	100	•			Main	Ŧ	С	Ŧ	1	12	27 쵞	C-2	-	G8	Ŧ			42	8	*	off	*	Сору	Pa
Part 9	A009 - Synt: ConcertIntro SCD	+	100	• 0			Main	Ŧ	С	Ŧ	1	12	27 🏝	C-2	-	G8	Ŧ			43	9	÷	off	÷	Сору	Pa
Part 10	A010 - Synt: Farfisa Wave SGR	*	100	• • 0			Main	Ŧ	С	Ŧ	1	12	7	C-2	*	G8	÷			0	10	*	off	*	Сору	Pa
Part 11	A011 - Synt: FlyByFly Mod RS	*	100	- - 0			Main	*	С	+	1	12	7	C-2	*	G8	*			0	11	*	off	*	Conv	Pa
Part 12	A012 - Synt: Erozen Metal DE		100	• •			Main		0		1	12	7	C.2		68				- L 25 4	12		off		Сору	P
			100				- Main	•	0	•		2 14 1 1 1 1	" 💌	0.2		00	_				12				copy	
Part 13	AU13 - Synt: GatedPad Doc1	*	100	V		V	Main	Ŧ	L	Ŧ			· ·	U-2	Ψ.	48	Ŧ			30 E	13	Ť	110	Ť	Сору	Pa
Part 14	A014 - Synt: Geodesic DB	Ŧ	100	0	0		Main	Ŧ	С	Ŧ	1	12	27	C-2	Ŧ	G8	Ŧ			0	14	Ŧ	off	Ŧ	Сору	Pa
Part 15	A015 - Synt: Heat 2 SCD	-	100	0	0		Main	Ŧ	С	-	1	12	27 🚔	C-2	*	G8	*			35	15	Ŧ	off	Ŧ	Сору	Pa
Part 16	A016 - Synt: Jump TEK	*	100	a 0	0		Main	Ŧ	С	-	1	12	27 🚔	C-2	-	G8	+			0	16	Ŧ	off	Ŧ	Сору	Pa

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

Name	Techno Set																		
	Sound		Volun	ne Pan		lutput	Кеу	1	Fransp		Sound		Volu	ime Pa	in	Output	Key		Tr
Sound 1	C033 - Bass: Squelch Bass CJ	Ŧ	127	0		Main 👻	C1	Ŧ	0	Sound 17	C046 - FX : Acid whines 2 C	-	103	3 🗐 0		Main 👻	E2	Ŧ	J
Sound 2	C060 - Poly: Albatross CJ	Ŧ	127	0		Main 👻	C#1	Ŧ	0	Sound 18	C075 - Poly: Halogen CJ	*	39	0		Main 👻	F2	Ŧ	
Sound 3	C035 - Bass: Tech Bass SMB	Ŧ	103	0		Main 👻	D1	Ŧ	0	Sound 19	C082 - isc7: nit Sound M	*	73	0		Main 👻	F#2	Ŧ	
Sound 4	C047 - FX : Alien spleen CJ	Ŧ	124	0		Main 👻	D#1	Ŧ	0	Sound 20	C084 - Atmo: BasaltColumns	- U	34	0		Main 👻	G2	Ŧ	
Sound 5	C038 - Bass: Whicky whawha CJ	Ŧ	127	0		Main 👻	E1	Ŧ	0	Sound 21	C085 - Atmo: CerebralVorte×	Lp 👻	127	7 🌲 0		Main 👻	G#2	Ŧ	
Sound 6	C032 - Bass: SQ-Puncher DocT	Ŧ	127	0		Main 👻	F1	Ŧ	0	Sound 22	C079 - Poly: Space Grand C	J ~	127	7 🌲 0		Main 👻	A2	Ŧ	
Sound 7	C055 - FX : Birds Sp	Ŧ	127	-28		Main 👻	F#1	Ŧ	0	Sound 23	C078 - Poly: Lunatear CJ	*	64	0		Main 👻	A#2	Ŧ	
Sound 8	C061 - Poly: Analog CJ	Ŧ	127	0		Main 👻	G1	Ŧ	0	Sound 24	C077 - Poly: Jack Frost CJ	-	127	7 쵞 O		Main 👻	B2	Ŧ	
Sound 9	C053 - FX : Before Bang SGR	Ŧ	127	-32		Main 👻	G#1	Ŧ	0	Sound 25	C076 - Poly: Ice Towers CJ	-	127	7 쵞 O		Main 👻	C3	Ŧ	
Sound 10	C063 - Poly: Coral lines CJ	Ŧ	127	0		Main 👻	A1	Ŧ	0	Sound 26	C083 - isc8: nit Sound M		30	0		Main 👻	C#3	Ŧ	
Sound 11	C057 - FX : BrknSpaceship KP	Ŧ	79	12		Main 👻	A#1	Ŧ	0	Sound 27	C086 - Atmo: Feedback C	J ~	127	7 🌒 0		Main 👻	D3	Ŧ	
Sound 12	C062 - Poly: Autumn Dew CJ	Ŧ	127	0		Main 👻	B1	Ŧ	0	Sound 28	C073 - Poly: Funk keys CJ		0	0		Main 👻	D#3	Ŧ	
Sound 13	C072 - Poly: FM piano CJ	Ŧ	127	0		Main 👻	C2	Ŧ	0	Sound 29	C072 - Poly: FM piano CJ	*	0	0		Main 👻	E3	Ŧ	
Sound 14	C059 - FX : Cheapo Subst SK	Ŧ	77	16		Main 👻	C#2	Ŧ	0	Sound 30	C071 - Poly: Flintlock CJ	*	0	0		Main 👻	F3	Ŧ	
Sound 15	C073 - Poly: Funk keys CJ	Ŧ	108	0		Main 👻	D2	*	0	Sound 31	C070 - Poly: Fist Full o' CJ	-	0	0		Main -	F#3	Ŧ	
Sound 16	C085 - Atmo: CerebralVortexLp	Ŧ	109	0		Main 👻	D#2	÷	0	Sound 32	C069 - Poly: Fire Flies CJ	~	0	0		Main -	G3	÷	
-FX1	tiv Bypass Chorus Flanger Phaser	Over	drive	FiveFX	• •	FX2	Dru Mix	By	pass Cl	orus Flanger Phas	ser Overdrive FiveFX								
0 💌	Speed 20 (A) Depth 64 (Y) Delay 0 (Y)					0		D P C)rive ?ost Gain Cutoff	127 V 0 V 100 V		Arpeggiator Mode Off Pattern User Max notes 15 Clock 12/192	* * *	Length Octaves Dest L Sort 4	8/19 s 1 Jp As play	2 - 2 - ved -	T. Facto Same Pattern le	note note n re: n 1	2 :se

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.

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:

- 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);
- T1 T2 T3 T4 Update sorting Voices Init Sound V1.3 Unison Mode Bank A Bank B Bank C Bank t Prog Name A001 Jump A002 Jarre A003 Antart Category Init Name Jump V.Halen S... Jarre SCD/AG Antarticato M.@ Greenland dB Detune Cat poly Synt Pad Oscillators
 Oscillators

 Waveform
 Octave
 Semitones

 Pulse
 8'
 0

 Off
 8'
 0

 Detune 0 Arp Pad A004 A005 StereoSphe es3. Pad A006 PassivLiv Dim Synt Eeevil Bass St 🖹 Copy A008 Ctrl+C A009 DirtyS&H Dir Ravi's uMini RI 🛍 Paste Ctrl+V A010 A011 BrauneButterD Copy current Bank A012 Meglomaniac! **e** eal Lead 📄 🔒 Paste into current Bank A013 Eth A014 AN1XRebuild AN1XRebuild Converte Cause Reverse Voice Capy to an empty 'Bank t' location C Tablesax Do TanDreamSeq Copy Program Names to Clipboard Chori in Hell DF Load a Program... Aztek Night C Notchy Bass , Notchy Bass , Notchy Bass , Notchy Bass , rse Voice 🗈 Copy to an empty 'Bank t' location Ctrl+E 4015 A016 A017 A018 A019 A020 A021 A022 A023 Ctrl+l TheDarkSide Q-Birth RJ **3** Who's using this program?.. A024 A025 Q-Birth A026 D-Sphere Combuter2 DocT Viperatic dB Source Dest Amo A027 FX Pitch A028 Synt FX Mod 1 Off 0 A029 Wanderphone Mod 2 Off Pitch Π DF A030 Tom Sawyer D Well Hard CJ Synt Synt Δ031 Mod 3 Off Pitch 0 rehraVortexI n Atmo A032 - Pitch Mod 4 Off - 0 A033 Glass House MiB Arp



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

c)	Copy current Bank. This can be used to copy the active	Fig. 15 - The Popup Menu of the Programs List
	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 22 September 2016

	4		5	
4	1	1		
	(
	N	P	,	1
	1	-		-



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 <u>the program</u> <u>numbers are changed</u>. 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).

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	Sound	S	Multi
	Bank A Bank B Bank C Bank t Prog Name Cat	70'ish Wave 3 CC Category Synt	Name Zimmer Score TEK Volume 127 💣 Tempo 120 🔹
ള	A001 Jump V.Halen S Synt A002 1942 Ethereal AT Synt A003 701sh Wave 3 CC Synt A004 Anim String1 SGR Synt A005 ArtDecoPad Do Synt	Oscillators Waveform Octa Pulse * 8'	av W X CC#2: Breath Controller MSB CC#4
rtir	A006 Bubblebath BX Synt A007 Chorustrings MDS Synt A008 Compo Sound Synt A009 ConcertIntro SCD Synt A010 Estres Vara S Synt	Pulse • 8' Filter Type	Multi Bank & Number Volume Part 1 A002 - Synt: 1942 Ethereal AT 127 127
O O	A010 Failisa wave S Synt A011 FlyByFly Mod RS Synt A012 Freeen Metal DF Synt	Filter 1 12dB LP	Part 2 A003 - Synt: 70'ish Wave 3 CC - 46
	A013 GatedPad DocT Synt AUTA Geodesic DB Synt	Amp Envelope	Part 3 A019 - Synt: Kriechstrom DocT - 100
e	A015 Heat 2 SCD Synt A016 Symp TEK Synt	ADSR -	Part 4 A004 - Synt: Anim String I SeR - 100 -
Ο	A017 Juno Saws Stark Synt A018 JupiterKoto AT Synt A019 Krisekstern Dest		Part 6 A013 - Synt: Hildeced do Boer 100 -
jf(A013 Kilechston Doct Synt A020 Kuerbis Doct Synt A021 MinWave AT Sunt		Part 7 A007 Synt: Chorustrings MD5 - 100
36	A022 Modular Brass AT Synt A023 Moog Prodigy2T Synt		Part 8 A040 - Synt: Shivadance KA 🔹 100 🗧
	A024 Moog Pluck RJ Synt A025 Nasi Goreng Do Synt	East Modulation	Part 9 A009 - Synt: ConcertIntro SCD - 100
	A026 New Ethnic SCD Synt A027 02BA Q+I SA Synt	Source	Part 10 A010 - Synt: Farfisa Wave SGR • 100 2
	A028 Uble TEK Synt A029 Palais Fluffy JS Synt	Mod 1 ModWheel	Part 11 A051 - Synt: Twylight CJ - 100
	Bank A Bank B Bank C Bank t	70'ish Wave 3 CC	Name Zimmer Score TEK
	Prog Name Cat A	Category Synt	Volume 127 Tempo 120 -
	A001 1942 Ethereal A1 Synt A002 70'ish Wave 3 CC Synt	Oscillators Waveform Octa	av w x
b0	A005 Anim Stiring Star Synt A004 ArtDecoPad Do Synt A005 Bass'n Piano SK Lead	Pulse - 8'	CC#2: Breath Controller MSB - CC#4
ů	A006 Bizsqit CJ Lead A007 Brassaws SGR Lead ≡	Alt2 - 16' Pulse - 8'	a Multi
tii	A008 Bubblebath BIX Synt A009 Buzzbee CJ Lead	Filter	Bank & Number Volume Part 1 A001 - Svnt: 1942 Ethereal AT v 127
	A010 Caustic CJ Lead A011 Cheesy Geezer CJ Lead	Filter 1 12dB LP	Part 2 A002 - Synt: 70'ish Wave 3 CC - 46
^o	A012 Chorustrings MDS Synt A013 Cockroach CJ Lead	Filter 2 24dB LP	Part 3 A035 - Synt: Kriechstrom DocT - 100
	A014 Lombrazzor KA Lead A015 Compo Sound Synt A015 Consortiute SCD Sust	Mode ADSB	Ti Part 4 A003 - Synt: Anim String1 SGR - 100
5	A017 DeeperJamiro M Lead A018 DidgerElute JS Lead		Part 5 A004 - Synt: ArtDecoPad DocT - 100
Ľ,	A019 Elastic Lead CJ Lead A020 Farfisa Wave S., Sunt		Part 6 A024 - Synt: GatedPad DocT - 100
∆f	A021 FlyByFly Mod RS Synt A022 Freishan Lead CJ Lead		Part 7 A012 Synt: Chorustrings MDS + 100
	A022 Freedon Motel DE Synt A024 GatedPad DocT Synt		Part 8 A074 - Synt: Snivadance KA * 100 -
	A02 Geodesic DB Synt A026 Gimme five CJ Lead	-Fast Modulation	Part 10 A020 - Synt: Farfisa Wave SGR + 100
	A027 Frunt CJ Lead A028 Happy Haunter CJ Lead	Mod 1 ModWheel	Part 11 A093 - Synt: Twylight CJ - 100
	A020 need 2 out Synt	Mod 2 ModWheel	

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).

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:

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.

microQ Editor				
Midi In	01. Ethernet MIDI 0 🦳 🗸 🖌			2
Midi Out	01. Ethernet MIDI 1 \sim			
Connect Device ID 0			C	
Disconnect				Sc
T1 T2 T2 T4 Undate contine				
Fig. 17 - The MIDI Interface Zone				

The Globals Zone

 \bigcirc

:[Globals Midi Chn.	Omni ~	Tuning (H	lz] 440 📫	FX2 Link none	\sim	Keyboard Setup	Initial Instru Select	ment Setting: Mode	s Multi	nr
	PgmChg Rx	off	 Transpose 	e 0 🛉	Ext Input Gain 1	•	Pedal/CV Setup	Inst1 ~	Single	/ 1	÷
_	PgmChg Tx	off	Clock Int	iternal 🗸 🗸	Mix In to Main out	\sim	Display Setup	Inst 1	Inst 2	Inst 3	Inst 4
	SysEx DevID) 0 🛉	🗌 Arp MI	IDI send	Mix Level 0	•	Controllers Setup	A001 \sim	A001 \sim	A001 🗸	A001 ~

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.

Obiect	PC side			microQ side		
0.0,000	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		

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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

~	൙ Load Bank 🕻	🍰 Load All	😅 Load edit buff	Get Edit Buffer	Set Edit Buffer	h	
~	D Cause Dauch			Get Programs	Set Programs	Det	
•	🔚 Save Bank	E Save All	🔚 Save edit burr	Get Globals	Set Globals	12	
-	Copy Buffer to A001 PC memory		Init Buffer	Get All	Set All		
	Cound Edit Duffor	M REDD W	D D D M			-	
		Fig. 20 -	The Program Mei	mory 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 <u>into the actually selected bank</u> (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). <u>Note that Multis and Drum Maps</u> 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.

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Bank (Dank D. Dank C.	Daulah	Jum
Danka	Darik Di Darik C	Danki	Cat
Prog	Name	Cat n	Lau
A001	Jump V.Halen S	Synt	-Os
A002	1942 Ethereal AT	Synt	
A003	70'ish Wave 3 CC	Synt	Sau
A004	Anim String1 SGR	Synt	Sai
A005	ArtDecoPad D	Synt	ou.
A006	Bubblebath BX	Synt	Sau
A007	Chorustrings MDS	Synt	Fil
A008	Compo Sound	Synt	
A009	ConcertIntro SCD	Synt	Filte
A010	Farfisa Wave S	Synt	Filte
A011	FlyByFly Mod RS	Synt	Ап
A012	Frozen Metal DF	Synt	Moc
A013	GatedPad Do	Synt	AD
A014	Geodesic DB	Synt	
A015	Heat 2 SCD	Synt	
A016	Jump TEK	Synt	
A017	Juno Saws S	Synt	
A018	JuniterKoto AT	Sunt	

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)

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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)

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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 <u>the actually selected bank</u>. 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.

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 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.

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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!



Sound Edit Mode – Copy Buffer to PC memory

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.

Multi Edit Mode – Copy Buffer to PC memory



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.

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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);



Sound Edit Mode – Load Edit Buffer

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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

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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.

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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

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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.

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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.

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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.



Sound Edit Mode – Get Programs

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.



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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.



Sound Edit Mode – Set Programs

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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.

Multi Edit Mode – Set Programs

PC microQ Sounds Bank A [1..00] Sounds Bank A [1..100] Sounds Bank B [1..100] Sounds Bank A [1..100] Sounds Bank C [1..100] Sounds Bank C [1..100] Sounds Bank K [1..100] Sound Edit Buffer [1] Multis Bank M [1..100] Multi Edit Buffer [1]

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.

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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 the PC 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.

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- Pag. 45
- 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

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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

