

SYNESTHESIA

MIDI IMPLEMENTATION

You can use any standard MIDI controller capable of sending *Program Change* (PC), *Control Change* (CC) messages, and *MIDI Clock* to remotely change presets or controlling other functions or parameters in Synesthesia.

CONTROL CHANGE

The CC numbers listed in the tables below are the default values. You may assign arbitrary (0 to 99) to each CC functions using the SymmLab editor software (*Menu > MIDI Configuration*).

DSP-X14Bypass = o, Engage = 127DSP-Y15Bypass = o, Engage = 127Ramp-X16Release = o, Trigger = 127Ramp-Y17Release = o, Trigger = 127X Tap-Divide18 $0 - 7$ Y Tap-Divide19 $0 - 7$ Y Tap-Divide19 $0 - 7$ Y Algorithm20 $0 - 36$ Y Algorithm21 $0 - 36$ Bypass / Engage22Bypass = o, Engage = 127Tap Tempo23anyPre / Post24Pre = o, Post = 127DSP Routing25Mixture = 1 Split = 2Load Patch A / B26Load A = o, Load B = 127	OPERATION	CC# (default)	Value Range	
DSP-Y15 $Bypass = 0$, $Engage = 127$ Ramp-X16 $Release = 0$, $Trigger = 127$ Ramp-Y17 $Release = 0$, $Trigger = 127$ X Tap-Divide18 $0 - 7$ Y Tap-Divide19 $0 - 7$ Y Tap-Divide19 $0 - 7$ Y Algorithm20 $0 - 36$ Bypass / Engage22Bypass / Engage22Bypass / Engage22Bypass / Engage22Bypass / Engage23any $6 = 1:4$ ($4x$ faster)Pre / Post24Pre = 0, Post = 127Cascade = 0DSP Routing25Mixture = 1 Split = 2Load Patch A / B26Load Patch A / B26Load Patch A / B26Load Patch A / B26Load Patch A / B26	DSP-X	14	Bypass = 0, Engage = 127	
Ramp-X16Release = 0, Trigger = 127Ramp-Y17Release = 0, Trigger = 127X Tap-Divide18 $0 - 7$ Y Tap-Divide19 $0 - 7$ Y Tap-Divide19 $0 - 7$ Y Algorithm20 $0 - 36$ Y Algorithm21 $0 - 36$ Bypass / Engage22Bypass = 0, Engage = 127Tap Tempo23anyPre / Post24 $Pre = 0, Post = 127$ DSP Routing25Mixture = 1Split = 2Load Patch A / B26	DSP-Y	15	Bypass = 0, Engage = 127	
Ramp-Y17Release = 0, Trigger = 127X Tap-Divide18 $0 - 7$ $Tap-Divide$ Y Tap-Divide19 $0 - 7$ $0 = Ignore Tap tempo / Midi Clock$ X Algorithm20 $0 - 36$ $1 = 4 : 1 (4x slower)$ Y Algorithm21 $0 - 36$ $3 = 1 : 1$ Bypass / Engage22Bypass = 0, Engage = 127 $3 = 1 : 1$ Tap Tempo23any $6 = 1 : 4 (4x faster)$ Pre / Post24Pre = 0, Post = 127 $7 = 3 : 4 (4/3s faster - dotted 8th)$ DSP Routing25Mixture = 1Split = 2Load Patch A / B26Load A = 0, Load B = 127	Ramp-X	16	Release = 0, Trigger = 127	
X Tap-Divide18 $0 - 7$ Tap-DivideY Tap-Divide19 $0 - 7$ $0 = Ignore Tap tempo / Midi Clock$ X Algorithm20 $0 - 36$ $1 = 4 : 1 (4x slower)$ Y Algorithm21 $0 - 36$ $2 = 2 : 1 (2x slower)$ Bypass / Engage22Bypass = 0, Engage = 127 $3 = 1 : 1$ Tap Tempo23any $5 = 1 : 3 (3x faster)$ Pre / Post24Pre = 0, Post = 127 $7 = 3 : 4 (4/3x faster - dotted 8th)$ DSP Routing25Mixture = 1Split = 2Load Patch A / B26	Ramp-Y	17	Release = 0, Trigger = 127	
Y Tap-Divide19 $0 - 7$ $0 = Ignore Tap tempo / Midi Clock$ X Algorithm20 $0 - 36$ $1 = 4 : 1 (4x slower)$ Y Algorithm21 $0 - 36$ $2 = 2 : 1 (2x slower)$ Bypass / Engage22Bypass = 0, Engage = 127 $3 = 1 : 1$ Tap Tempo23any $6 = 1 : 4 (4x faster)$ Pre / Post24Pre = 0, Post = 127 $7 = 3 : 4 (4/3x faster - dotted 8th)$ DSP Routing25Mixture = 1Split = 2Split = 2Load Patch A / B26Load A = 0, Load B = 127	X Tap-Divide	18	0 - 7	Tan-Divide
X Algorithm20 $0 - 36$ $1 = 4:1 (4x slower)$ Y Algorithm21 $0 - 36$ $2 = 2:1 (2x slower)$ Bypass / Engage22Bypass = 0, Engage = 127 $3 = 1:1$ Tap Tempo23any $6 = 1:4 (4x faster)$ Pre / Post24Pre = 0, Post = 127 $7 = 3:4 (4/3x faster - dotted 8th)$ DSP Routing25Mixture = 1Split = 2Split = 2Load Patch A / B26Load A = 0, Load B = 127	Y Tap-Divide	19	0 - 7	• ap-Divide • o = Ignore Tap tempo / Midi Clock
Y Algorithm21 $0 - 36$ $2 = 2:1 (2x slower)$ Bypass / Engage22Bypass = 0, Engage = 127 $3 = 1:1$ Tap Tempo23any $5 = 1:3 (3x faster)$ Pre / Post24Pre = 0, Post = 127 $7 = 3:4 (4/3x faster - dotted 8th)$ DSP Routing25Mixture = 1Split = 2Split = 2Load Patch A / B26Load A = 0, Load B = 127	X Algorithm	20	0 - 36	1 = 4:1 (4x slower)
Bypass / Engage22Bypass = 0, Engage = 127 $4 = 1:2 (2x faster)$ Tap Tempo23any $5 = 1:3 (3x faster)$ Pre / Post24 $Pre = 0, Post = 127$ $7 = 3:4 (4/3x faster - dotted 8th)$ DSP Routing25Mixture = 1Split = 2Split = 2Load Patch A / B26Load A = 0, Load B = 127	Y Algorithm	21	o - 36	2 = 2:1 (2x slower) 3 = 1:1
Tap Tempo23any $5 = 1:3$ ($3x$ faster)Pre / Post24Pre = 0, Post = 127 $6 = 1:4$ ($4x$ faster)DSP Routing25Mixture = 1Split = 2Split = 2Load Patch A / B26Load A = 0, Load B = 127	Bypass / Engage	22	Bypass = 0, Engage = 127	4 = 1:2 (2x faster)
Pre / Post24 $Pre = 0, Post = 127$ $7 = 3:4$ (4/3x faster - dotted 8th)DSP Routing25Mixture = 1Split = 2Load Patch A / B26Load A = 0, Load B = 127	Tap Tempo	23	any	5 = 1:3 (3x faster) 6 = 1:4 (4x faster)
Cascade = 0 DSP Routing 25 Mixture = 1 Split = 2 Load Patch A / B 26 Load A = 0, Load B = 127	Pre / Post	24	Pre = 0, Post = 127	7 = 3:4 (4/3x faster - dotted 8th)
DSP Routing 25 Mixture = 1 Split = 2 Load Patch A / B 26 Load A = 0, Load B = 127			Cascade = 0	
Split = 2 Load Patch A / B 26 Load A = 0, Load B = 127	DSP Routing	25	Mixture = 1	
Load Patch A / B 26 Load A = 0, Load B = 127			Split = 2	
	Load Patch A / B	26	Load A = 0, Load B = 127	
Toggle Rotor Speed 27 any	Toggle Rotor Speed	27	any	
Reset Sequence 28 any	Reset Sequence	28	any	
Bank Up / Down 29 <i>Down</i> = 0, <i>Up</i> = 127	Bank Up / Down	29	<i>Down</i> = 0, <i>Up</i> = 127	
PARAMETERS CC# (Default) Value Range	PARAMETERS	CC# (Default)	Value Range	
X-Speed 30 0 - 127	X-Speed	30	0 - 127	
X-Depth 31 0 - 127	X-Depth	31	0 - 127	
X-Tweak 3 ² 0 - 127 algorithm to the next.	X-Tweak	32	0 - 127	algorithm to the next.
X-SP1 33 0-A	X-SP1	33	o - A	
X-SP2 34 0 - B For example, the TREMOLO algorithm has 3	X-SP2	34	o - B	possible values for SP1 (<i>wave-shape</i>) :
X-SP3 35 0 - C - Triangle - 0	X-SP3	35	o - C	• Triangle - o
Y-Speed 36 0-127 • Sine - 1	Y-Speed	36	0 - 127	 Sine - 1 Square - 2
Y-Depth 37 0 - 127	Y-Depth	37	0 - 127	- Sybure - 2
Y-Tweak 38 0 - 127 Therefore in this case the range of valid value is from 0 to 2.	Y-Tweak	38	0 - 127	Therefore in this case the range of valid values is from 0 to 2.

GFI SYSTEM

(firmware v2.3.0 and above)

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PARAMETERS	CC# (Default)	Value Range
Y-SP1	39	o - <mark>A</mark>
Y-SP2	40	0 - <mark>B</mark>
Y-SP3	41	0 - C
Expression	42	0 - 127
Patch Up/Down	43	Patch Down = 0 , Patch Up = 127

<u>Note</u> :

SP1 = secondary parameter 1 (twisting the SPEED knob).

SP2 = secondary parameter 2 (twisting the DEPTH knob).

SP3 = secondary parameter 3 (twisting the TWEAK knob).

CC#42 is added in firmware v2.3.0.

CC#42 simulates an expression pedal control, you can use it as a direct substitution to an expression pedal.

CC#43 is added in firmware 2.4.6



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PROGRAM CHANGE (PC)



Total preset : 32

MIDI CHANNEL

Synesthesia is pre-programmed to use MIDI channel 1. You can change the channel number to any number from 1 through 16 in **Global Settings** menu.

MIDI CLOCK

MIDI clock allows you to sync the tempo of Synesthesia to other gears via MIDI sync timing pulses. You have the freedom to decide which preset and which DSP should respond to midi clock and which should not. To configure a DSP to respond to midi clock simply set the Tap-Divide option for that DSP to any values other than "Ignore Tap/Clk". <u>Example</u>:

	Tap-Divide (Y)	Tap-Divide (X)	Result
Preset 1	Ignore Tap/Clk	Ignore Tap/Clk	Both DSPs will not respond to midi clock.
Preset 2	1:1	Ignore Tap/Clk	DSP-Y will respond to midi clock, DSP-X won't.
Preset 3	Ignore Tap/Clk	2:1	DSP-X will respond to midi clock, DSP-Y won't.
Preset 4	1:1	2:1	Both DSPs will respond to midi clock.

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(firmware v2.3.0 and above)

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