

BITWIG STUDIO CONTROLLER EXTENSION

Neuzeit Instruments

DROP



Setup and Options

This document gives you a brief overview of the controller functions of Drop with Bitwig Studio. For an in-depth explanation of all functions, please read the Drop user guide provided by Neuzeit Instruments.

Setup

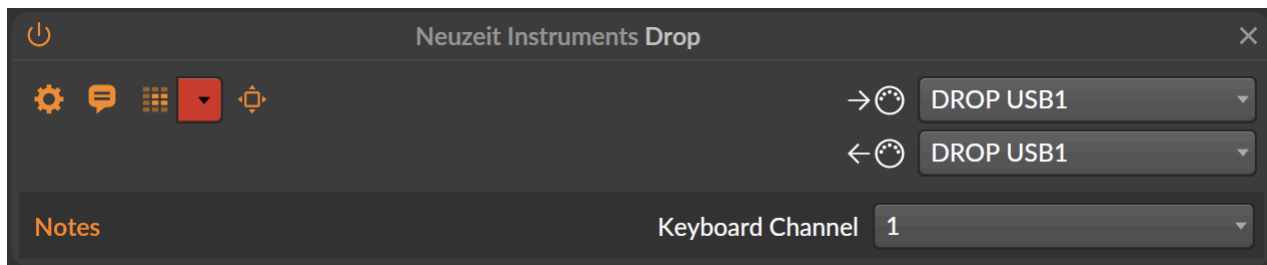
Drop should be detected and set up automatically when it is connected. If you need to add the controller manually, make sure the correct MIDI ports are selected in the Controller Settings in the Dashboard:

Mac/Windows

In: DROP USB1
Out: DROP USB1

Ubuntu

In: DROP USB1 MIDI1
Out: DROP USB1 MIDI1



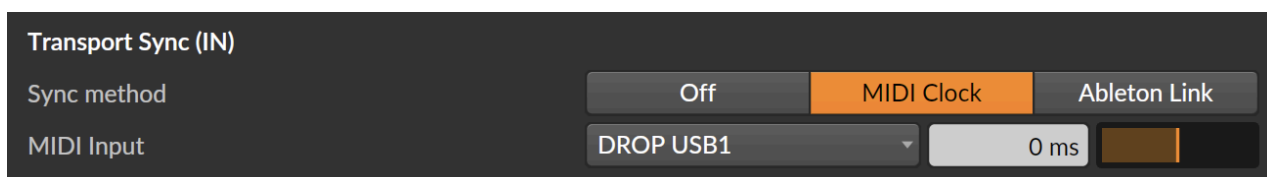
Options

Click on the **Keyboard Channel** drop-down menu to select the MIDI channel used by the grid buttons when Notes mode is selected. Please note that channel 2 and 16 are not available, they are reserved for internal communication.

Synchronization

Drop is meant to be used as the MIDI clock master in a performance setup. To synchronize Bitwig Studio to Drop, open the *Dashboard* in Bitwig Studio and navigate to the *Transport Sync (IN)* section of the *Synchronization* page.

- Select *MIDI Clock* as the Sync method
- Select *DROP USB1* as the MIDI Input



Manual Mapping

Drop is the control hub for your live performance and can control not only a DAW but a variety of hardware or software devices simultaneously. Therefore the controls are not assigned dynamically to the currently focussed mixer tracks or devices, instead they should be mapped to selected parameters in Bitwig Studio manually.

DAW Init

Before you start mapping encoders and buttons to parameters in Bitwig Studio, you should execute the DAW Init function of Drop. This ensures that all controls and LEDs are initialized with the correct settings for Bitwig Studio.

- Press the *MENU* button below the display
- Navigate to *Project > DAW Init*
- Select the settings you want to use
- If you want to be able to map the encoder buttons, deselect *Quickturn*
- Press *OK* to initialize

Manual Mapping

To map a control to a parameter, activate the mapping mode by clicking on the hand icon in the lower left corner in the Bitwig Studio window, then click on a parameter you want to map and turn a control on the Drop. To learn more about controller mapping please read the chapter “MIDI Controllers” of the Bitwig Studio user guide.



1 Encoders with Pushbuttons

All encoders can be mapped to any parameter with the LED ring showing its current value.

If Quickturn is deactivated, the encoder buttons can be mapped as well.

2 Track Buttons

All track buttons can be freely mapped with the LEDs showing their current state.

3 Track Faders

All track faders can be freely mapped. The faders work in pickup mode to avoid parameter jumps. The arrow LEDs will show the direction the fader should be moved to.

4 Layer A/B

Press LAYER A or B to switch between the two layers, effectively doubling the amount of controls.

Grid Modes

The grid can control clips and scenes in the Clip Launcher. When Bitwig Studio is synchronized to Drop, clips and scenes can also be scheduled to launch later, in sync with Drop's internal timing. Furthermore, the grid buttons can also be used to play notes.

1 Toggle between Clip Launcher and Notes

Hold SHIFT and press GRID to activate Grid Mode. The menu below the grid buttons will show various configuration options.

Set *Mode* to *DAW Grid* if you want to control the Clip Launcher, set it to *Notes* if you want to play notes.

2 Play/Stop

Press PLAY to start Drop's internal clock, hold SHIFT and press PLAY to stop the clock.

3 Navigate Launcher

Use the cursor buttons in the upper half of the circle to move the focussed area in the Clip Launcher.

Press and hold the cursor buttons to move the focussed area repeatedly.

4 Launch Clips

The buttons launch or restart clips in the Clip Launcher. The layout is dependent on the current view of Bitwig Studio.

The button LEDs indicate the current status of the clips:

- **Dark:** no clip present
- **Lit up:** clip present, but not playing
- **Blinking:** clip playing
- **Blinking (white):** clip will start on the next downbeat
- **Blinking (red):** clip will start on the next scheduled downbeat

5 Stop Clips

Press a button to stop a clip.

6 Launch Scenes

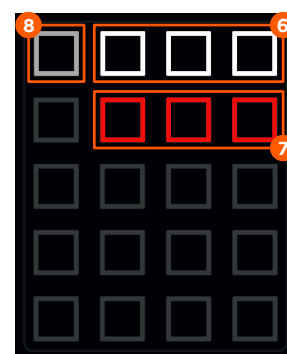
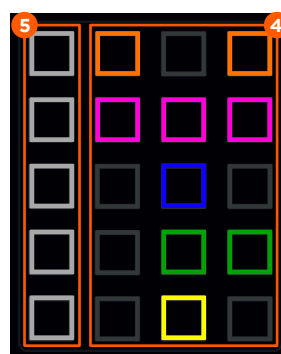
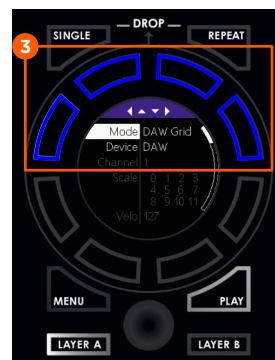
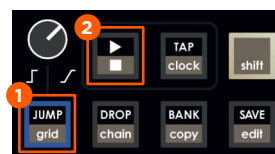
Hold SHIFT and press a white button to launch or restart a scene.

7 Schedule Scenes

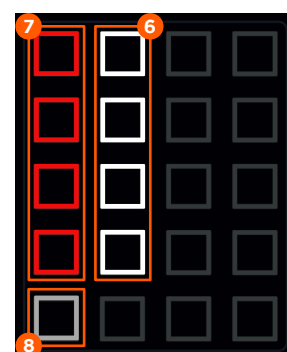
Hold SHIFT and press a red button to schedule a scene.

8 Stop All Clips

Hold SHIFT and press this button to stop all currently playing clips.



In *Arrange View* the grid controls a 3x5 area of the Clip Launcher, with tracks aligned horizontally and scenes vertically.



In *Mixer View* the grid controls a 4x4 area of the Clip Launcher, with tracks aligned vertically and scenes horizontally.