Presonus Atom Sq MIDI Script Manual

ver 0.2.6

The layout used by this script will likely change as more features are introduced. Currently, most use will involve using **E** to switch between Step and Keyboard modes and the **F** and **B** buttons to rotate through sub-menus within those two modes.

Jog Wheel

The jog wheel will scroll through browser sounds, mixer tracks and channels when their respective window is focused. Due to an unfortunate quirk with the SQ, the first page of the Song mode must be open on the controller or the jog wheel does not send any midi data. Arrows can be used for the same functionality.

Letter Buttons

A is the enter button

B rotates through sub-menu options (sub-sub-menus)

C opens the channel window for selected channel

D brings up the plugin picker

E toggles through 3 main modes listed below

F selects sub-menus

G rotates between Piano, Browser, and Playlist windows

H the mixer and channel windows

Transport buttons

The Transport buttons function as labeled. **Shift** can be used to access the secondary functions with the exception of Count-in.

Song buttons

Page 1

Solo and **Mute** work as expected. If the Mixer window is focused the **Arm** button will toggle record. If the channels window is focused, it will set the current channel to the mixer path of the last selected mixer track.

Page 2

Button **1** applies the quantizer to the selected channel.

Button **4** adds random steps to the selected channel in step-mode.

Button **5** applies random notes to the selected channel. (See below)

Pad Modes

The **E** button rotates between the two major modes, Notes and Step-Sequencing.

Notes

Notes mode has two sub-modes, which **F** rotates through.

In Continuous Notes, the C notes are highlighted in blue and play notes sequentially. (The **B** button will eventually be used to allow scales to be chosen)

In Keyboard Modes, pads light and play as a keyboard. The **B** button will rotate through octaves.

Additionally, when FPC or Slicex are focused, the pads are automatically mapped.

Step Sequencer

When Channels are focused and Step Sequencer is selected the pads will now input steps. The jog wheel and up/down arrows select channels. The leds will change to reflect the state of the currently selected channel's pattern.

The step-sequencer has three sub-menus.

32 Steps

In 32 steps, the top row extends access to steps 17-32.

Pattern Access

The top row allows instant access to patterns 1-16.

Parameter Entry

In Parameter Entry mode, steps are no longer entered or removed. Instead, individual steps can be selected to edit their parameters. Select an active step and the knobs can be used to edit the Pitch, Velocity, Release, Fine Pitch, Panning, Mod X, and Mod Y of that step using the knobs 1-7 respectively.

Sub-Sub Menus

Standard vs Random Notes

Pressing the **B** button in 32 or Pattern Access modes will alternate between Standard and Random Notes. In Standard, the knobs control the channels as discussed below. In Random Notes

mode, the knobs control various scales that can be applied to notes on a channel's sequence. Knob **5** will choose the root note (this will appear in the hint message on the top left of FL). Knob **6** chooses the scale and knobs **7** and **8** control the low and high range of notes to be used. Push Button **5** to apply.

Additionally, in any step-sequencer sub-menu, Button **4** under **Song** can be used to add random steps. The touchpad controls the likelihood of each step being set on. Touch to the left and all steps will be filled and to the right for less. All the way right will result in a cleared pattern.

Knobs

If the Mixer is focused, knob **5** will control the volume of the selected channel and knob **6** will control the panning.

When Channels are focused and Standard Mode is active, knob **5** will control the volume of the selected channel. Knob 6 will control the panning and Knob **7** will change the color of the selected channel.

Plugin parameters are controlled by the knobs when they are focused. Some plugins (Transistor Bass, Osc 3, Drumpad et al) are mapped to a more reasonable layout than the default, with more coming. This can be adjusted in the pluginsdata.py file.

Touchpad

Plugins

The current implementation is to use the touchpad as meta-controllers when certain plugins are focused. Open Transistor Bass or Drumpad to sample this functionality. Multiple parameters can be set to be controlled by the touchpad at the same time. They can also be set to react differently to the touchpad, so some parameters can increase and others decrease. (See plugindata.py to set-up and the vst-parameter repository on my github for more information and plugin values to use)

Troubleshooting

The step-sequencer control is dependent on the step 1 pad sending CC #36. It does this in the default mode when the Octave under Inst is set to 0. If your steps are out of alignment you may have selected the wrong octave under **Inst**.

This script is still in early development, so bugs undoubtedly exist that I am unaware of. Please create an issue on GitHub with a description of the bug and the output of View/Script Output when you encounter the issue.

If you have ideas for future functionality please email me at forgery810@gmail.com. I am particularly interested in what to do with the touchpad, beyond the random implementation described above.