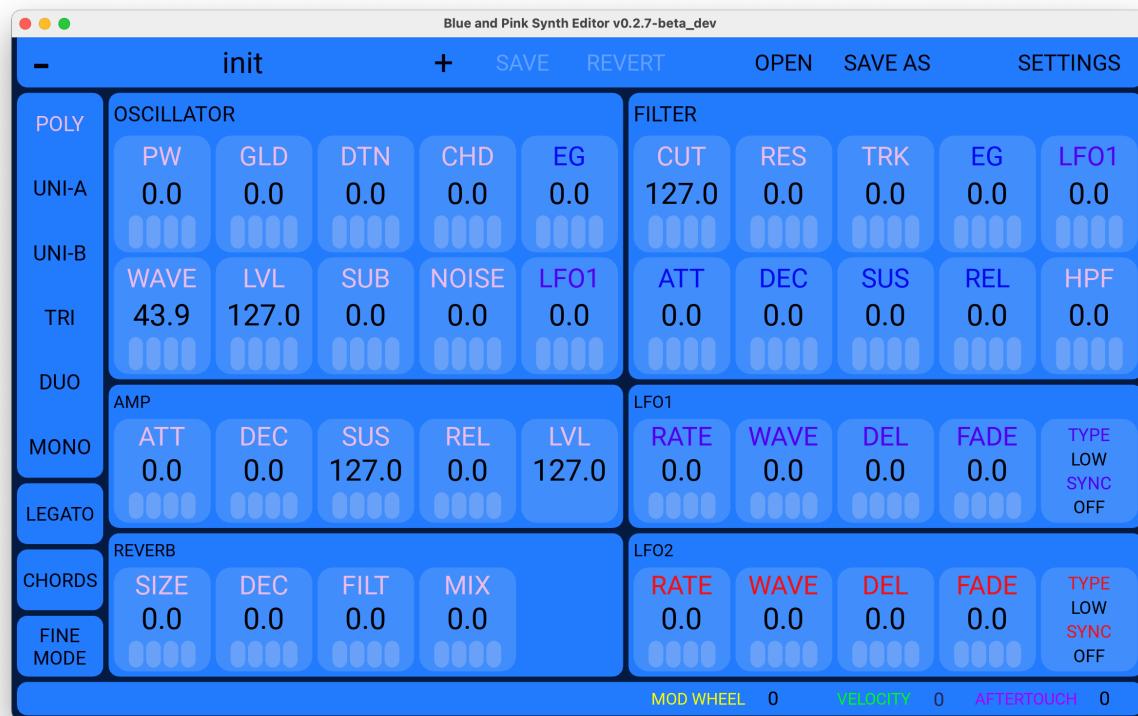


BLUE AND PINK SYNTH EDITOR

Blue and Pink Synth Editor uses MIDI to control a connected Dreadbox Nymphes synthesizer. It supports every kind of MIDI message that Nymphes can send or receive, including SYSEX preset dumps and dump requests. Blue and Pink Synth Editor also acts as a MIDI router, allowing you virtually connect MIDI input and output ports to Nymphes.

REALTIME EDITOR

Blue and Pink Synth Editor is a realtime editor, which means that the onscreen controls always show Nymphes' current values, and when you adjust a control you hear the effect immediately.



If no Nymphes is connected to the computer, then all controls will be disabled (except the SETTINGS button) and you'll see something that looks like this:



MIDI CONTROL CHANGE MESSAGES

When you move a slider on Nymphes' control panel, Blue and Pink Synth Editor receives a MIDI Control Change message and display the new value.

When FINE MODE is not enabled, adjusting most onscreen controls in Blue and Pink Synth Editor sends Control Change messages to Nymphes.

This is true for all parameter types except CHORDS (which are only accessible via SYSEX) and AFTERTOUCH.

Blue and Pink Synth Editor understands and can generate every MIDI Control Change

message supported by Nymphes.

MIDI SYSEX MESSAGES

Blue and Pink Synth Editor can decode and generate Nymphes SYSEX messages, unlocking some Nymphes features that are not accessible in any other way.

FLOATING POINT VALUES AND FINE MODE

As mentioned earlier, Nymphes generates a MIDI Control Change message when a slider is moved. MIDI Control Change messages use 7-bit integers for their values, for a range of just 0 to 127.

Internally, Nymphes measures slider positions with greater precision, and these values are represented as floating-point numbers inside presets.

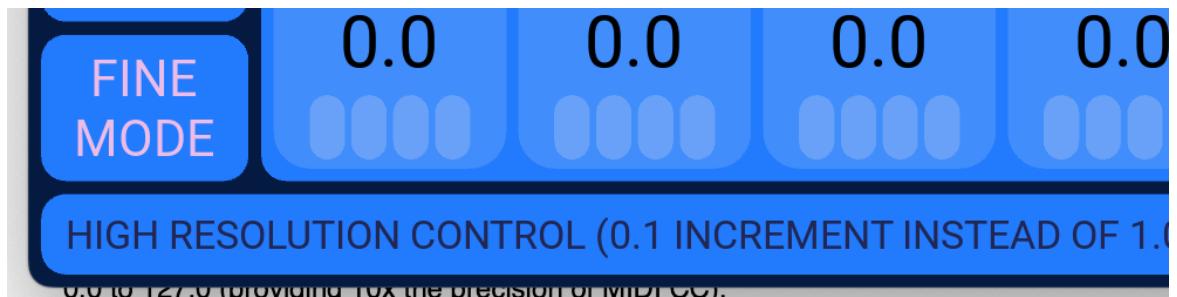
When a preset is recalled, Nymphes outputs a MIDI SYSEX preset dump with the full contents of the preset. Blue and Pink Synth Editor decodes this message and displays the floating-point parameters as 0.0 to 127.0 (this is 10x the precision of MIDI CC).

Blue and Pink Synth Editor also has the ability to generate SYSEX preset dump messages to send to Nymphes, making it possible to set Nymphes values with floating-point precision.

There are two ways to send float values to Nymphes:

1. Enable FINE MODE by clicking the FINE MODE Button, or holding the

Command key while adjusting a control



2. Double-click a control with a decimal place and then type the desired value



CHORDS

Accessing and controlling chords settings requires the use of SYSEX preset dumps.

Blue and Pink Synth Editor v0.2.7-beta_dev

USER A2		+	SAVE	REVERT	OPEN	SAVE AS	SETTINGS
POLY	CHORD 0 (0-9)						
	ROOT	SEMI 1	SEMI 2	SEMI 3	SEMI 4	SEMI 5	
UNI-A	60	0	0	0	0	0	
UNI-B	CHORD 1 (10-27)						
	ROOT	SEMI 1	SEMI 2	SEMI 3	SEMI 4	SEMI 5	
TRI	36	36	12	0	0	0	
DUO	CHORD 2 (28-45)						
	ROOT	SEMI 1	SEMI 2	SEMI 3	SEMI 4	SEMI 5	
MONO	60	4	7	11	0	4	
LEGATO	CHORD 3 (46-63)						
	ROOT	SEMI 1	SEMI 2	SEMI 3	SEMI 4	SEMI 5	
BACK	60	5	9	12	0	5	
FINE MODE	CHORD 4 (64-81)						
	ROOT	SEMI 1	SEMI 2	SEMI 3	SEMI 4	SEMI 5	
	60	7	11	12	7	12	
	CHORD 5 (82-99)						
	ROOT	SEMI 1	SEMI 2	SEMI 3	SEMI 4	SEMI 5	
	60	9	12	17	12	24	
	CHORD 6 (100-117)						
	ROOT	SEMI 1	SEMI 2	SEMI 3	SEMI 4	SEMI 5	
	60	11	12	23	12	24	
	CHORD 7 (118-127)						
	ROOT	SEMI 1	SEMI 2	SEMI 3	SEMI 4	SEMI 5	
	51	12	0	12	0	0	
	MOD WHEEL 0 VELOCITY 0 AFTERTOUCH 0						

GETTING STARTED

SETTING UP NYMPHES

USER INTERFACE

Most of the oscreen items in Blue and Pink Synth Editor act as both a parameter value display and a control for adjusting the parameter's value.

MOUSE CURSOR

When the mouse touches something that can be controlled, the cursor turns into a hand.



For most controls, a short informative message will also appear in the INFO MESSAGE AREA in the BOTTOM BAR.



DISABLED CONTROLS

A control may be disabled if its function is not currently applicable.

It will appear greyed-out, and the mouse cursor will not change to a hand when touching it.



If Nymphes is not connected, only the SETTINGS button will be enabled.



TOP BAR



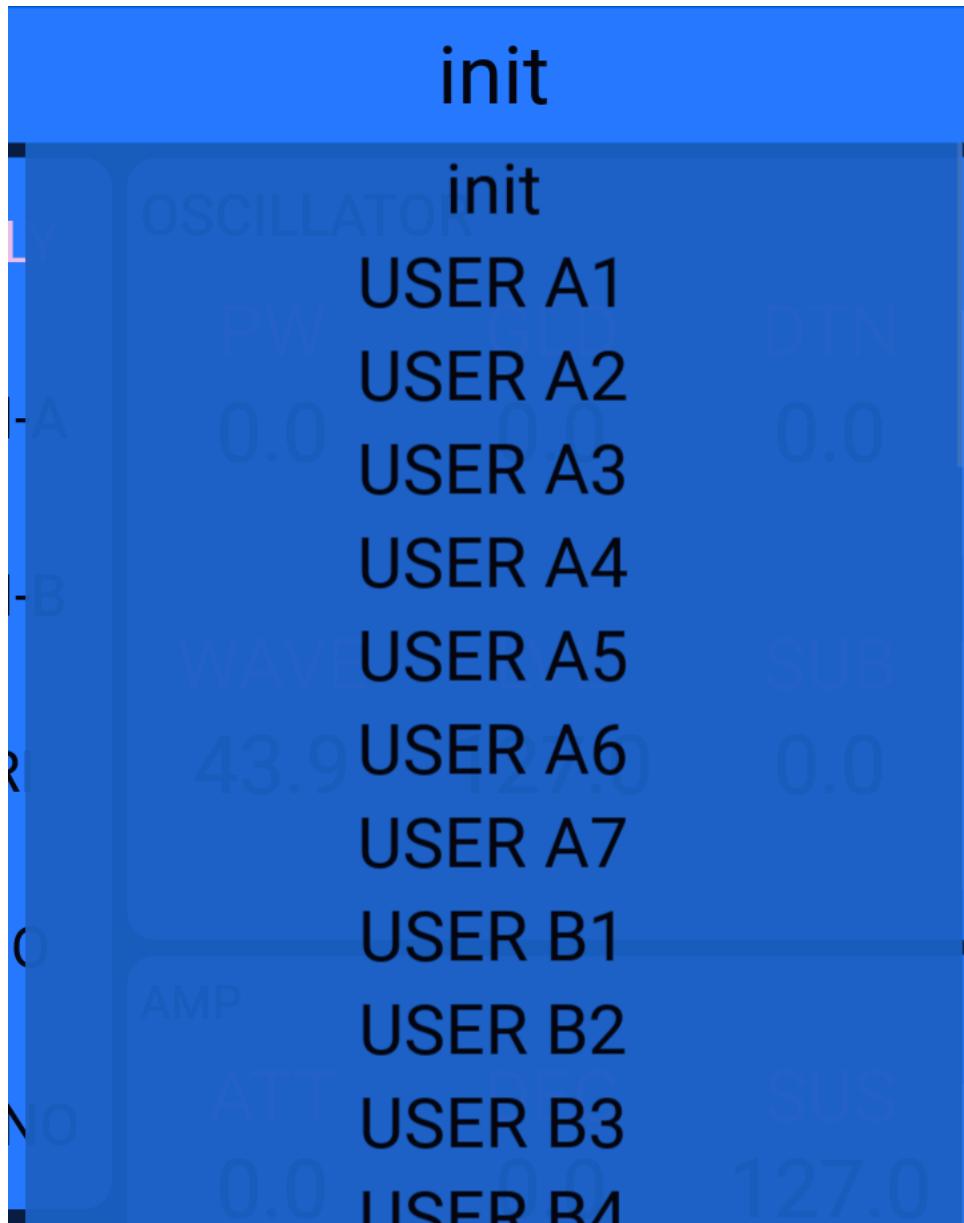
The TOP BAR contains preset controls and a SETTINGS button.

PRESET CONTROLS

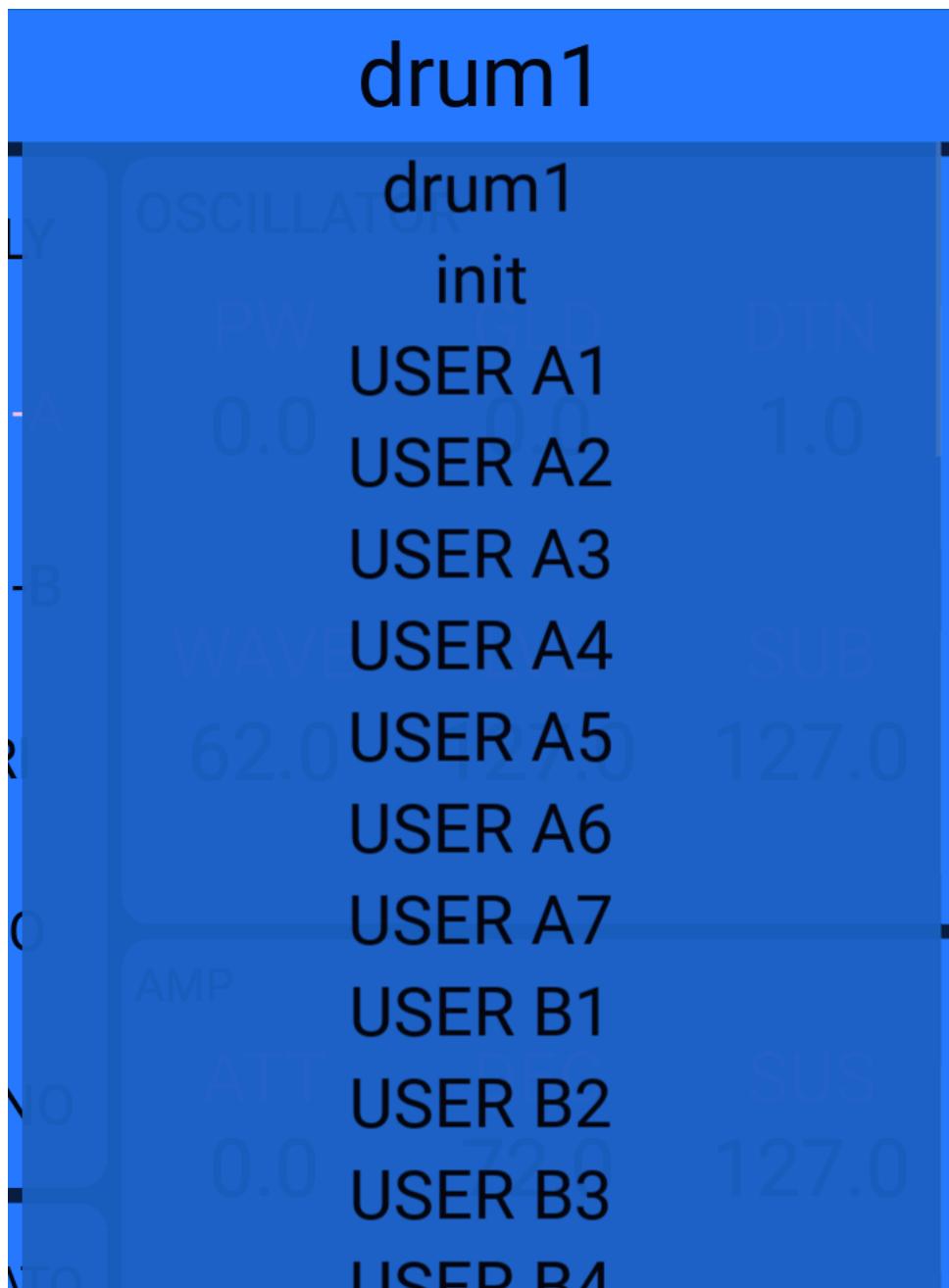
PRESET SELECTOR

The PRESET SELECTOR shows the name of the currently-loaded preset and lets you recall a different preset by clicking and choosing from the PRESETS LIST.

You can scroll the list up and down using the mouse wheel.



If a preset file has been loaded or saved, then it will be listed above the INIT PRESET:



NEXT PRESET BUTTON



Recalls the next preset in the list.

The list order is as follows:

- The currently-loaded preset file (if there is one)
- The INIT PRESET
- USER A1 to USER G7
- FACTORY A1 to FACTORY G7

If the current preset is the last preset in the list (FACTORY G7), then pressing the NEXT PRESET BUTTON will load the first preset.

PREVIOUS PRESET BUTTON



Recalls the previous preset in the list.

If the current preset is the first preset in the list, then pressing the PREVIOUS PRESET BUTTON will recall FACTORY G7.

SAVE BUTTON



Saves the current changes to the currently-loaded preset.

The SAVE BUTTON is disabled if no changes have been made since loading the current preset.

If the currently-loaded preset is one of Nymphe's memory slots (USER A1 through FACTORY G7), then it will be updated in Nymphe's memory¹.

¹ Behind the scenes, this is accomplished using a 'persistent import' via SYSEX:

1) A new preset object is created using the current values of all sound parameters

If the currently-loaded preset is a file, then the current sound settings will be saved to the file.

To prevent accidental changes to the INIT preset, the SAVE BUTTON is always disabled when the INIT preset is loaded.



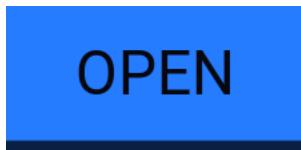
REVERT BUTTON



Reloads the current preset.

The REVERT BUTTON is disabled if no changes have been made since loading the current preset.

OPEN BUTTON



Click the OPEN BUTTON to load a preset file².

2) The preset object's import type is set to 'persistent', and its bank and preset are set to match that of the currently loaded preset

3) The preset object is sent to Nymphes via SYSEX

4) When Nymphes receives the SYSEX message, the contents of the memory slot are overwritten

² Behind the scenes, this is accomplished using a 'non-persistent' import via SYSEX:

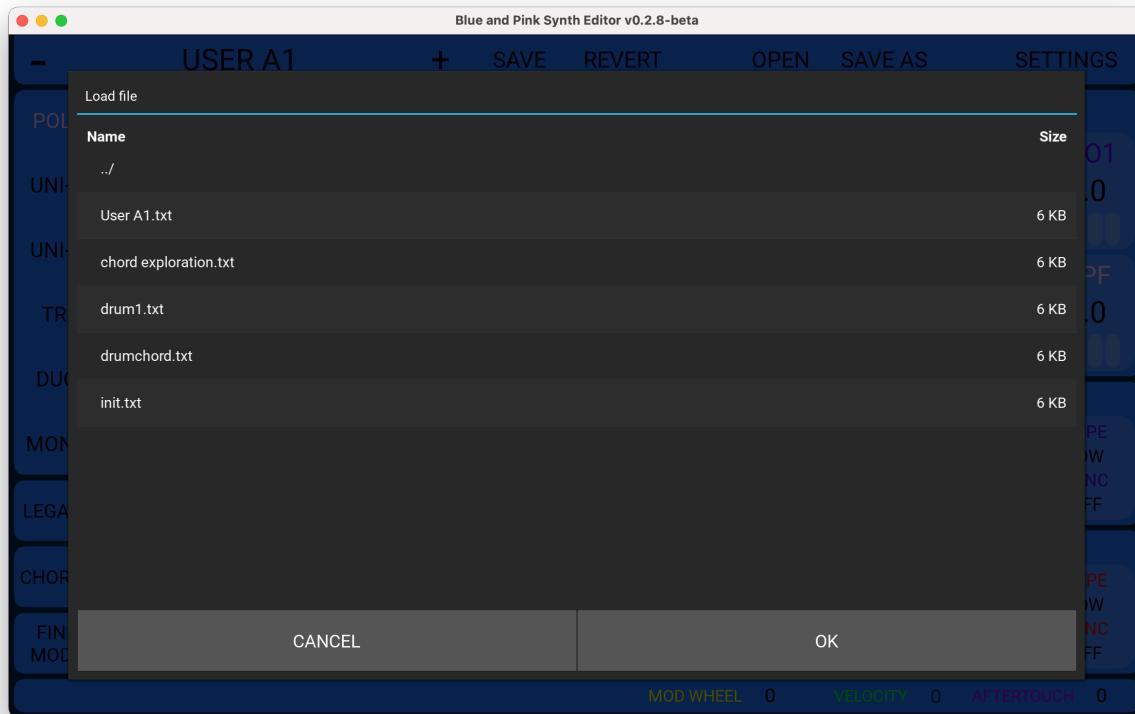
1) A new preset object is created using the contents of the preset file

2) The preset object's import type is set to 'non-persistent'

3) The preset object is sent to Nymphes via SYSEX

Select a file by clicking it and then click the OK button or press the Enter key.

Click the CANCEL button or press the ESC key to close the dialog without doing anything.



SAVE AS BUTTON

SAVE AS

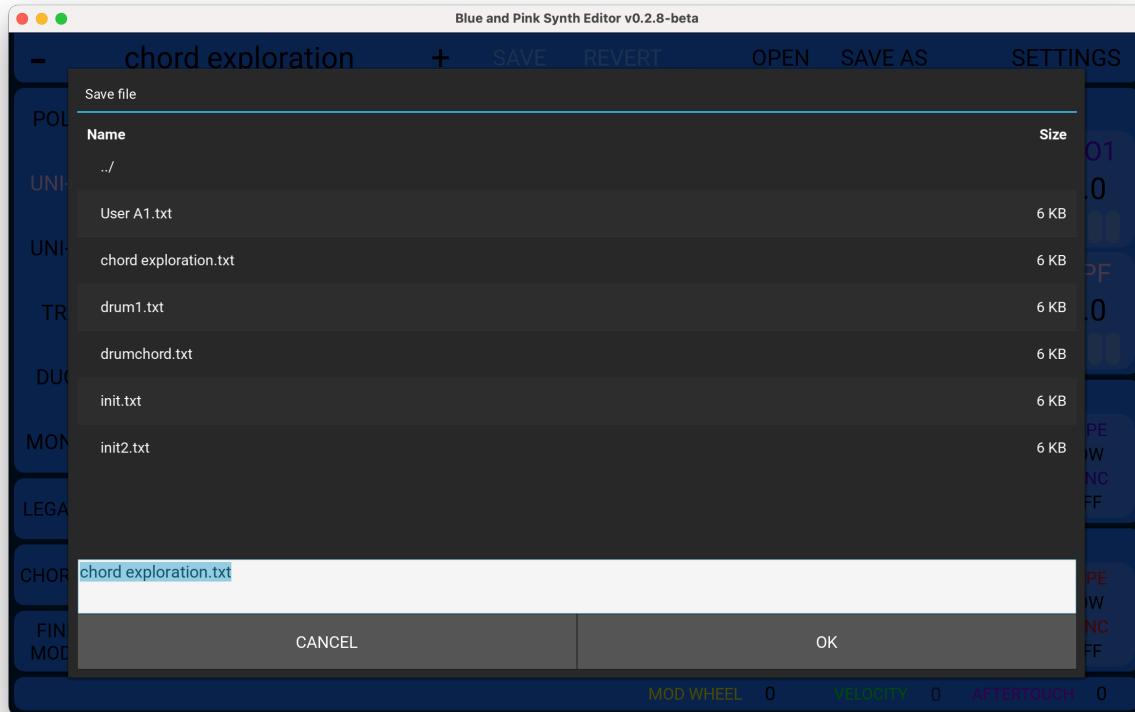
Click the SAVE AS BUTTON to save the current preset as a file.

Type a name for the new file, and click the OK button or press the Enter key.

Click the CANCEL button or press the ESC key to close the dialog without doing anything.

-
- 4) When Nymphes receives the SYSEX message, all sound parameters are loaded into current memory but no Nymphes memory slots are overwritten

anything.

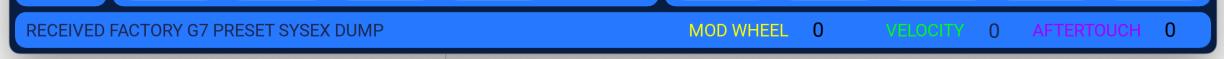


SETTINGS BUTTON

SETTINGS

Click the SETTINGS BUTTON to go to the SETTINGS SCREEN

BOTTOM BAR



INFO MESSAGE AREA

The left half of the Bottom Bar is the INFO MESSAGE AREA. It displays status

messages and provides extra information as the mouse cursor passes over controls.

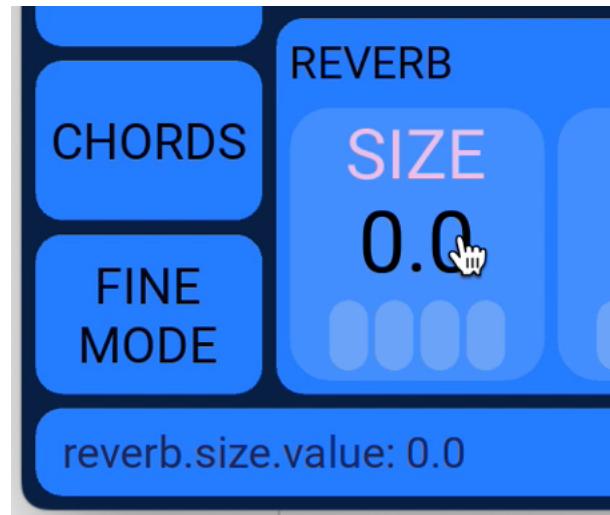
When Nymphes is not connected, a message is displayed in the INFO MESSAGE AREA:



Messages are displayed when SYSEX messages containing Nymphes presets are received:



When the mouse touches a value or modulation control, the INFO MESSAGE AREA displays the full name of the parameter that the control targets.



When the mouse touches a button, the INFO MESSAGE AREA shows a short description of what the button does:



PERFORMANCE CONTROLS



MOD WHEEL CONTROL

MOD WHEEL 0

The MOD WHEEL CONTROL displays the most recent mod wheel (MIDI CC 1) value received from connected MIDI input ports.

It can also be used to send mod wheel messages (MIDI CC 1) to Nymphes and connected MIDI output ports. The message is sent on Nymphes' MIDI channel (found on SETTINGS SCREEN).

VELOCITY DISPLAY

VELOCITY 0

This displays the velocity of the most recent MIDI note-on message received from connected MIDI input ports.

The VELOCITY DISPLAY is read-only. It cannot be used to generate MIDI messages, because velocity is an attribute of MIDI note-on messages.

AFTERTOUCH CONTROL



The AFTERTOUCH CONTROL displays the most recent MIDI aftertouch amount received from connected MIDI input ports.

It handles both channel aftertouch and poly aftertouch MIDI messages.

You can also use the AFTERTOUCH CONTROL to send a channel aftertouch message to Nymphes and connected MIDI output ports.

The message is sent on Nymphes' MIDI channel (found on SETTINGS SCREEN).

LEFT BAR

The LEFT BAR contains the PLAY MODE CONTROLS, CHORDS BUTTON, AND FINE MODE BUTTON. It is found on both the MAIN SCREEN and the CHORDS SCREEN.



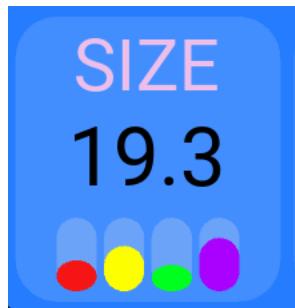
PLAY MODE CONTROLS

CHORDS BUTTON

FINE MODE BUTTON

MAIN SCREEN

FLOAT-VALUE PARAMETER CONTROLS



FLOAT-VALUE PARAMETER CONTROLS provide access to both value and modulation amounts for most of Nymphes' sound parameters.

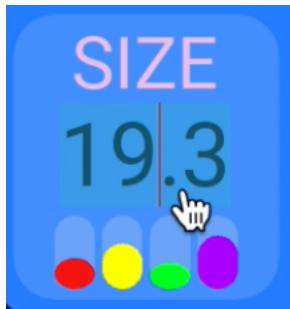
PARAMETER VALUE

The value is shown in black text as a number from 0.0 to 127.0:

19.3

There are three ways to set the value:

1. Click the value and drag up or down
2. With the cursor over the value, use the mouse wheel to scroll up or down
 - Helpful tip: You can invert the mouse wheel direction in the SETTINGS screen
3. Double-click, and then type a new value:

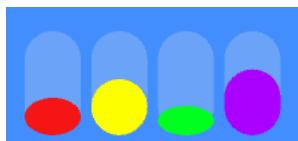


MODULATION AMOUNTS

Amounts for the four modulation sources are shown in the sliders below the main value text.

From left to right:

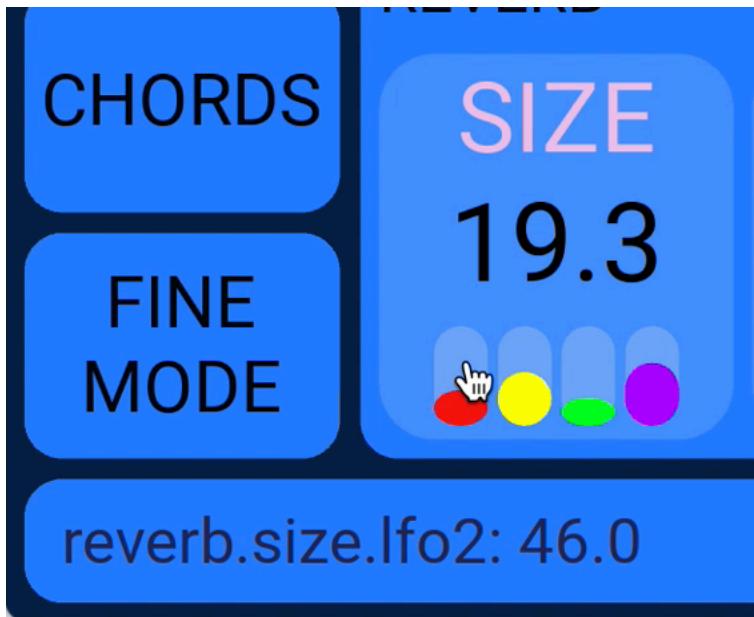
- LFO2 (red)
- MOD WHEEL (yellow)
- VELOCITY (green)
- AFTERTOUCH (violet)



To adjust modulation amounts, move the mouse over a slider and do one of the following:

- Click and drag up or down
- Scroll with the mouse wheel
 - Helpful tip: You can invert the mouse wheel direction in the SETTINGS screen

The modulation amount is also shown as a number in the INFO MESSAGE AREA in the BOTTOM BAR of the screen:



FINE MODE

All Nymphes parameters that are modulation matrix targets (as well as the modulation amounts themselves) are stored internally as floating-point values. Enabling FINE MODE provides higher-precision control over these values, incrementing in 0.1 steps instead of 1.0

MAIN LEVEL CONTROL (LVL)



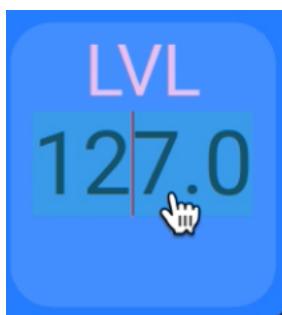
Nymphes has a software-controlled output gain stage connected in series with the physical volume control located on its front panel. The MAIN LEVEL CONTROL responds to MIDI Control Change #7, and its value is stored as a floating point number.

It is the only floating-point value parameter that is not a modulation matrix target.

Blue and Pink Synth Editor groups the MAIN LEVEL CONTROL together with the AMP section controls.

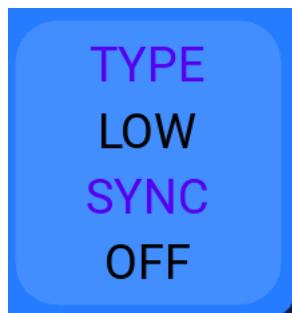
As with other numerical controls, there are three ways to set the value:

- Click the value and drag up or down
- With the cursor over the value, use the mouse wheel to scroll up or down
 - Helpful tip: You can invert the mouse wheel direction in the SETTINGS screen
- Double-click, and then type a new value:



LFO TYPE AND SYNC CONTROLS

These controls are found in the LFO1 AND LFO2 sections.



LFO TYPE

The TYPE control lets you set the speed range for the LFO.

There are four options:

- 0: BPM
- 1: LOW
- 2: HIGH
- 3: TRACK

There are three ways to set the LFO TYPE:

- Click the type name and drag up or down
- With the cursor over the type name, use the mouse wheel to scroll up or down
 - Helpful tip: You can invert the mouse wheel direction in the SETTINGS screen
- Double-click the type name, and then enter the number of the new type:



As with many other controls, the current numerical value of the control is displayed in the INFO MESSAGE AREA of the BOTTOM BAR:

MONO	ATT 0.0	DEC 0.0	SUS 127.0	REL 0.0	LVL 127.0	RATE 0.0	WAVE 0.0	DEL 0.0	FADE 0.0	TYPE LOW SYNC OFF				
LEGATO														
CHORDS	REVERB					LFO2								
FINE MODE	SIZE 19.3	DEC 0.0	FILT 0.0	MIX 0.0						RATE 0.0	WAVE 0.0	DEL 0.0	FADE 3.0	TYPE BPM SYNC OFF
lfo1.type.value: 1											MOD WHEEL 0	VELOCITY 0	AFTERTOUCH 0	

SYNC

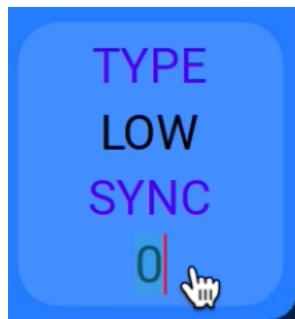
The SYNC control lets you enable Key Sync for the LFO.

It has two values:

- 0: OFF
- 1: ON

There are three ways to set SYNC:

- Click the value and drag up or down
- With the cursor over the value, use the mouse wheel to scroll up or down
 - Helpful tip: You can invert the mouse wheel direction in the SETTINGS screen
- Double-click the value, and then type 0 or 1



PARAMETER SECTIONS

All of the parameters on the MAIN screen are grouped into sections. Where possible, the groups have been laid out similarly to the Nymphes front panel.

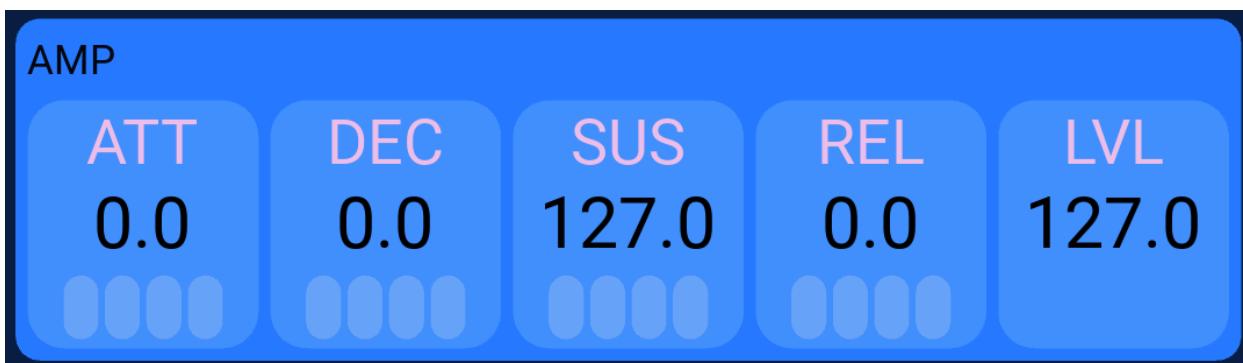
OSCILLATOR SECTION

OSCILLATOR				
PW 0.0	GLD 0.0	DTN 0.0	CHD 0.0	EG 0.0
WAVE 43.9	LVL 127.0	SUB 0.0	NOISE 0.0	LF01 0.0

FILTER SECTION



AMP SECTION



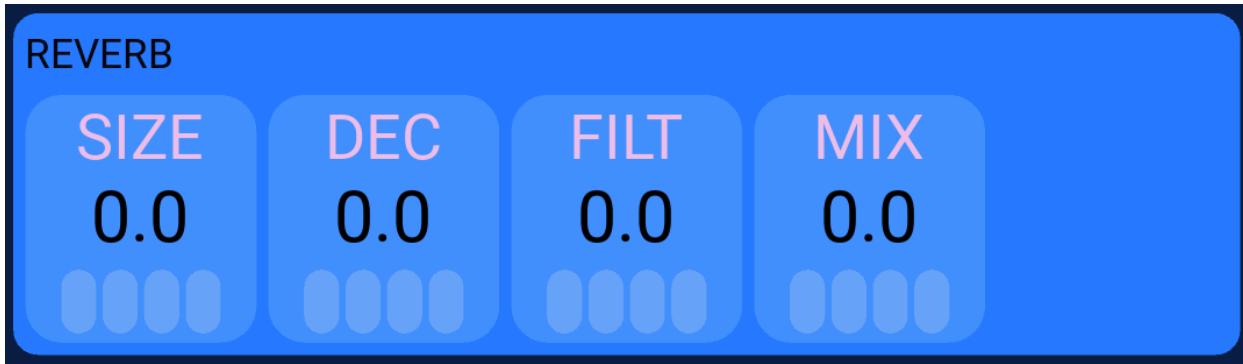
LFO1 SECTION



LFO2 SECTION

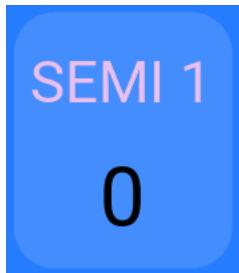


REVERB SECTION



CHORDS SCREEN

CHORD PARAMETER CONTROLS



CHORD PARAMETER CONTROLS are used in the CHORDS screen to set the pitch of the individual notes that make up each chord.

The value is an integer with a range from -127 to 127.

As with other numerical controls, there are three ways to set the value:

- Click the value and drag up or down
- With the cursor over the value, use the mouse wheel to scroll up or down
 - Helpful tip: You can invert the mouse wheel direction in the SETTINGS screen
- Double-click, and then type a new value

Root doesn't do anything

SETTINGS SCREEN

Preset files are human-readable txt files, with their data stored in CSV (comma-separated-values).

drumchord.txt

```
nymphes-midi preset v1.0.0
preset_import_type, None
preset_type, None
bank_name, None
preset_number, None
float_precision_num_decimals, 1
osc.wave.value, 62.0
osc.wave.lfo2, 0.0
osc.wave.mod_wheel, 0.0
osc.wave.velocity, 0.0
osc.wave.aftertouch, 0.0
osc.pulsewidth.value, 0.0
osc.pulsewidth.lfo2, 127.0
osc.pulsewidth.mod_wheel, 0.0
osc.pulsewidth.velocity, 0.0
osc.pulsewidth.aftertouch, 0.0
osc.voice_mode.value, 1
osc.legato.value, 0
mix.osc.value, 127.0
mix.osc.lfo2, 0.0
mix.osc.mod_wheel, 0.0
mix.osc.velocity, 0.0
mix.osc.aftertouch, 0.0
mix.sub.value, 127.0
mix.sub.lfo2, 0.0
mix.sub.mod_wheel, 0.0
mix.sub.velocity, 0.0
mix.sub.aftertouch, 0.0
mix.noise.value, 0.0
mix.noise.lfo2, 0.0
mix.noise.mod_wheel, 0.0
mix.noise.velocity, 0.0
mix.noise.aftertouch, 0.0
mix.level.value, 127.0
pitch.glide.value, 0.0
pitch.glide.lfo2, 0.0
pitch.glide.mod_wheel, 0.0
pitch.glide.velocity, 0.0
pitch.glide.aftertouch, 0.0
pitch.detune.value, 15.0
pitch.detune.lfo2, 0.0
pitch.detune.mod_wheel, 0.0
pitch.detune.velocity, 0.0
pitch.detune.aftertouch, 0.0
pitch.chord.value, 0.0
pitch.chord.lfo2, 0.0
pitch.chord.mod_wheel, 0.0
pitch.chord.velocity, 0.0
pitch.chord.aftertouch, 0.0
pitch.eg.value, 127.0
pitch.eg.lfo2, 0.0
pitch.eg.mod_wheel, 0.0
pitch.eg.velocity, 0.0
pitch.eg.aftertouch, 0.0
pitch.lfo1.value, 0.0
pitch.lfo1.lfo2, 0.0
pitch.lfo1.mod_wheel, 0.0
pitch.lfo1.velocity, 0.0
pitch.lfo1.aftertouch, 0.0
lpf.cutoff.value, 41.0
lpf.cutoff.lfo2, 0.0
lpf.cutoff.mod_wheel, 0.0
```

Don't change anything in the first row, as it contains the preset file version:

nymphes-midi preset v1.0.0

The next four rows provide information on the preset slot that the file was generated from (or None if the file was created from scratch).

At the time of writing, these values are read-only, and nothing will happen if you change these values in the file. This may change in the future.

This is from a file saved from User bank A1:

**preset_import_type, non-persistent
preset_type, user
bank_name, A
preset_number, 1**

This is from a file created from scratch:

**preset_import_type, None
preset_type, None
bank_name, None
preset_number, None**

The next row contains the float precision used at the time of preset creation. This value is read-only, so nothing will happen if you change this in the file. This might change in the future.

float_precision_num_decimals, 1

The remaining rows contain all parameters that make up a Nymphes preset. You can edit these and set them to whatever values you wish.

Float Parameters

Notice that some values contain a decimal. These are float values, and their range is 0.0 to 127.0

```
osc.wave.value, -43.9
osc.wave.lfo2, 0.0
osc.wave.mod_wheel, 0.0
osc.wave.velocity, 0.0
osc.wave.aftertouch, 0.0
osc.pulsewidth.value, 0.0
osc.pulsewidth.lfo2, 0.0
osc.pulsewidth.mod_wheel, 0.0
osc.pulsewidth.velocity, 0.0
osc.pulsewidth.aftertouch, 0.0
osc.voice_mode.value, 0
osc.legato.value, 0
mix.osc.value, 127.0
mix.osc.lfo2, 0.0
mix.osc.mod_wheel, 0.0
mix.osc.velocity, 0.0
mix.osc.aftertouch, 0.0
mix.sub.value, 0.0
mix.sub.lfo2, 0.0
mix.sub.mod_wheel, 0.0
mix.sub.velocity, 0.0
mix.sub.aftertouch, 0.0
mix.noise.value, 60.0
mix.noise.lfo2, 0.0
mix.noise.mod_wheel 0.0
```

Integer Parameters

Voice Mode is an integer with a range of 0 to 5.

Legato is an integer with a range of 0 to 1.

```
osc.voice_mode.value, 0  
osc.legato.value, 0
```

LFO Type is an integer with a range of 0 to 3.

LFO Key Sync is an integer with a range of 0 to 1.

```
lfo1.type.value, 1  
lfo1.key_sync.value, 0  
  
-----  
lfo2.type.value, 1  
lfo2.key_sync.value, 0
```

Chord parameters are integers with a range of -127 to 127.

```
chord_0.root.value, 0
chord_0.semi_1.value, 0
chord_0.semi_2.value, 0
chord_0.semi_3.value, 0
chord_0.semi_4.value, 0
chord_0.semi_5.value, 0
chord_1.root.value, 0
chord_1.semi_1.value, 0
chord_1.semi_2.value, 0
chord_1.semi_3.value, 0
chord_1.semi_4.value, 0
chord_1.semi_5.value, 0
chord_2.root.value, 0
chord_2.semi_1.value, 0
chord_2.semi_2.value, 0
chord_2.semi_3.value, 0
chord_2.semi_4.value, 0
chord_2.semi_5.value, 0
chord_3.root.value, 0
chord_3.semi_1.value, 0
chord_3.semi_2.value, 0
chord_3.semi_3.value, 0
chord_3.semi_4.value, 0
chord_3.semi_5.value, 0
```

INIT Preset

- Will always be regenerated if deleted
- You can edit it via text or by clicking the save as button

PRESETS FOLDER

PRESET FILES