

QuNexus Live Edit Mode Manual

QuNexus Version 1.1.1

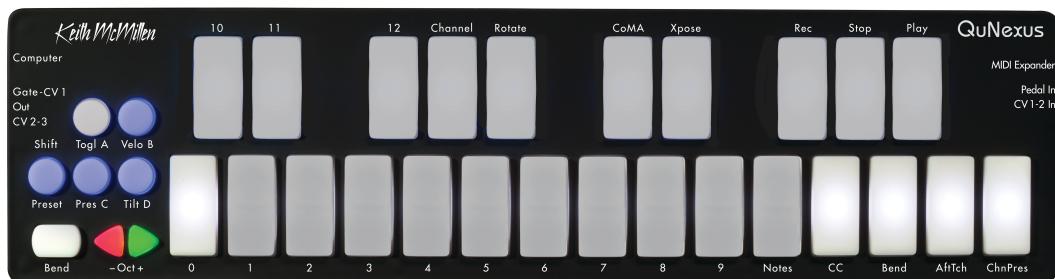
July, 2013

Live Edit Mode is mainly intended for making quick edits on the fly. In Live Edit Mode you can turn on and off Channel Rotation, change the MIDI output channel, transpose the keyboard, go into [CoMA](#) mode, turn Channel Pressure and Poly After Touch on and off, set the bend range, and send program change messages. It should be noted that these **edits do not persist** after changing presets or unplugging QuNexus. Any Live Edits will affect **Keyboard Layer only** (not Controller Layer). An illegal entry will just kick you out of Live Edit Mode but any legal entries made prior to that will be kept.

To enter Live Edit Mode hold the Shift button for approximately two and a half seconds until the blue LED on the Shift button turns on and stays lit. To exit just press the Shift button again (you don't have to hold it down to exit).



When you first enter Live Edit Mode you might see that a few of the LEDs on the keyboard turn on. This is because the **ChnPres**, **AftTch**, **CC**, and **Rotate** key buttons all display their state in Live Edit Mode. All four of these are on in the image below:

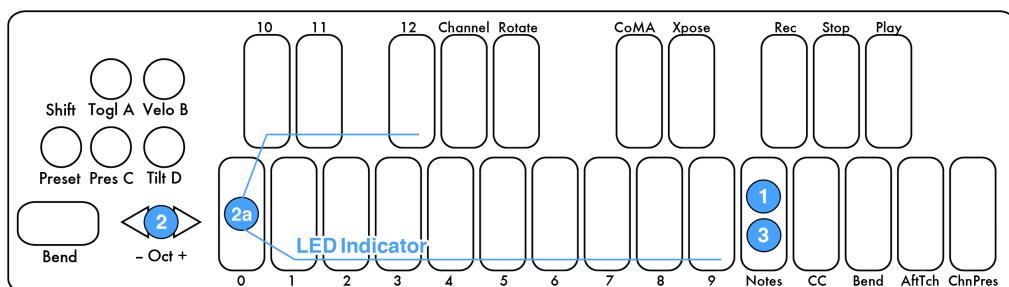


These key buttons act as toggles as well to turn Channel Pressure, Poly After Touch, CCs, and Channel Rotation on and off. Note that if you turn CCs off, all 3 possible CCs from Keyboard Layer will not output unless you turn them back on.

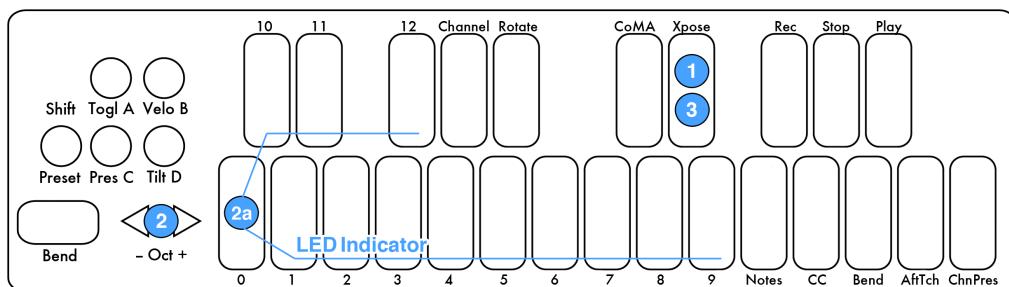
The rest of the things you can do in Live Edit Mode are set up pretty much the same way. Listed below is an outline of the basic steps to edit everything else. Following these steps you can find information that is more specific to each function.

1. Hit the key button associated with what you wish to edit (see details below steps).
2. Use the -Oct+ buttons to increment or decrement to the desired number. The numbered keys display what number you are on as you go.
 - a. Since the QuNexus keys only have number labels up to 12, numbers above 12 in Live Edit Mode are displayed with a solid LED in the tens place and a blinking LED in the ones place.
 - i. Example A: If 16, the LED on key 1 will be solid and the 6 key will blink.
 - ii. Example B: If 112, the LED on key 11 will be solid and the 2 key will blink.
3. Hit the associated button again to accept the edit and move on.

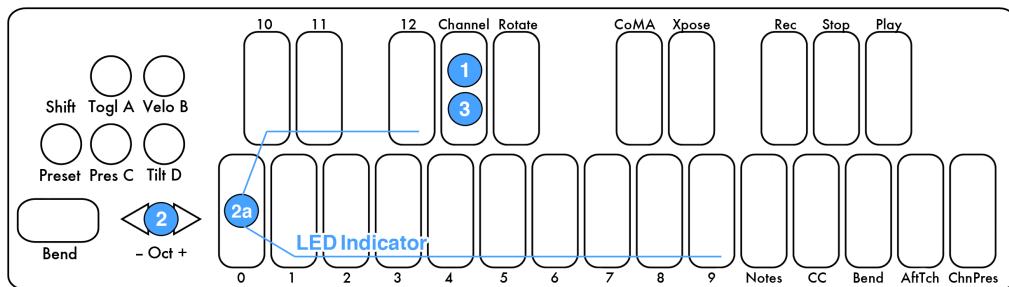
To set the **Polyphony** of the Channel Rotation function, use the “Notes” key with the steps above. The polyphony is how many channels/keys can be used at one time when Channel Rotation is on.



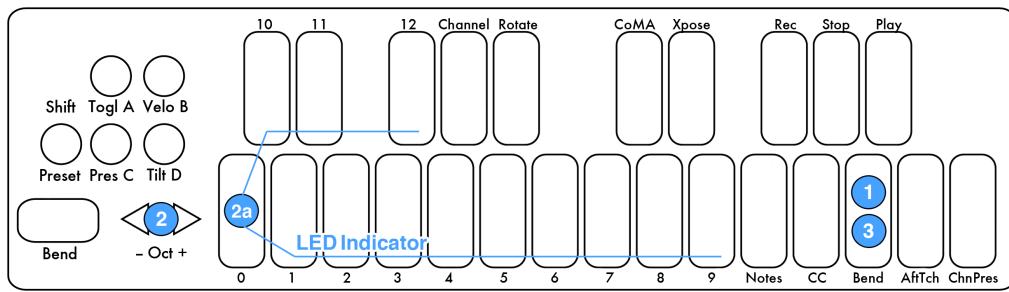
To **Transpose** the QuNexus, use the key labeled “Xpose” with the steps listed above. You can go up or down 11 semitones. If you are below 0 the - Oct button will blink; if you are above 0 the + Oct button will blink.



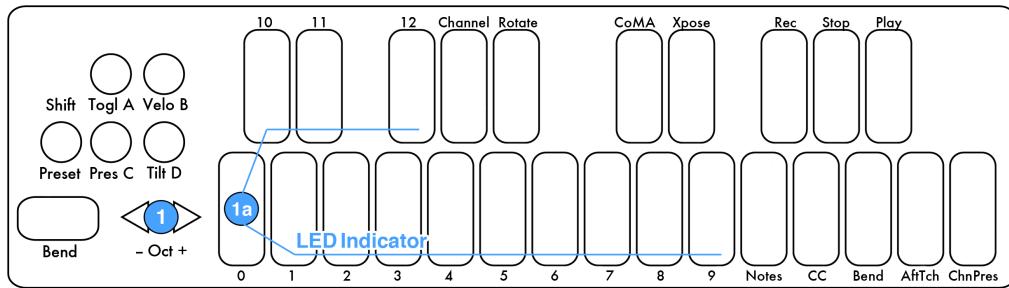
To change the MIDI Output **Channel** number, use the key labeled “Channel” with the steps listed on the previous page (shown below).



To set the **Pitch Bend** Range use the key labeled “Bend” with the steps listed on the previous page (shown below). You can go from 0 to 12 semitones. If it is set to 0, Pitch Bend will be disabled. The Bend Range will apply to the Bend Pad and also anything set to Pitch Bend in Keyboard Layer.



To send **Program Change** messages you don't have to hit a key button first. The current Preset's Program Change Number will be displayed when you first enter Live Edit Mode. Use the -Oct+ buttons to increment or decrement to the desired Program Change. The messages will output as you pass them.

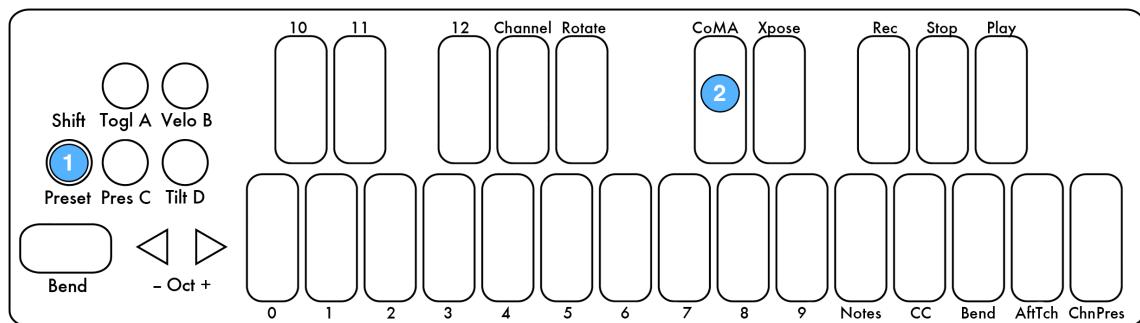


CoMA Mode

Many DAWs and performance software tools like Ableton Live and Apple's Logic have MIDI Mapping modes that will recognize MIDI data from a controller and map it to whatever you choose. Since the QuNexus can have multiple data sources outputting from one key, it is often necessary to use the Controller Mapping Assistant (CoMA). CoMA mode allows quick mapping of each available data source one at a time, enabling rapid and efficient software/controller pairings.

CoMA Mode Mapping Guide

To enter CoMA Mode:



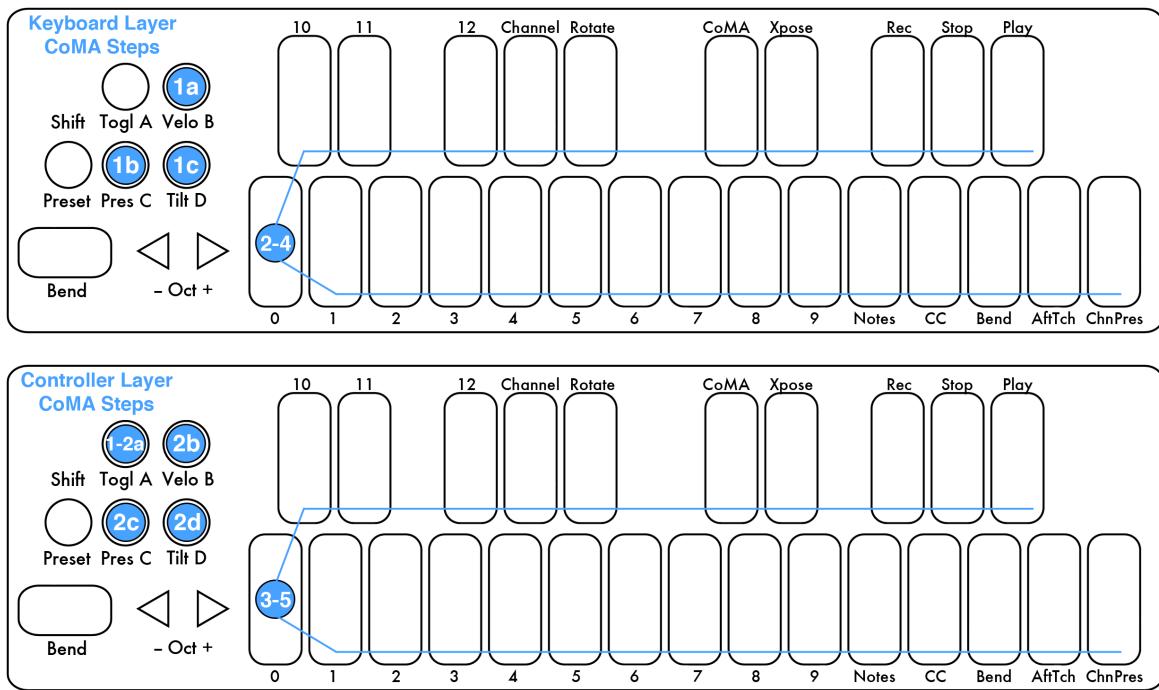
1. Hold down the Shift Button (for about two and a half seconds) until the Shift Button turns blue and stays on. This puts you in Live Edit Mode.
2. Hit the key labeled "CoMA".

Tap the Shift Button to exit CoMA Mode and go back to playing QuNexus normally.

CoMA will work differently depending on whether Channel Rotation is turned on. Channel Rotation is only turned on in the QuNexus Factory Preset C.

There are also a few differences when mapping MIDI from Keyboard Layer vs. Controller Layer. Switch between Keyboard Layer and Controller Layer by holding the Togl button for 1 second while in CoMA mode. The CoMA key is solid blue for Keyboard Layer and blinks for Controller Layer. The CoMA Mode key must be blue (or blinking blue) if you want to use the Togl button to switch between Layers.

Channel Rotation off:



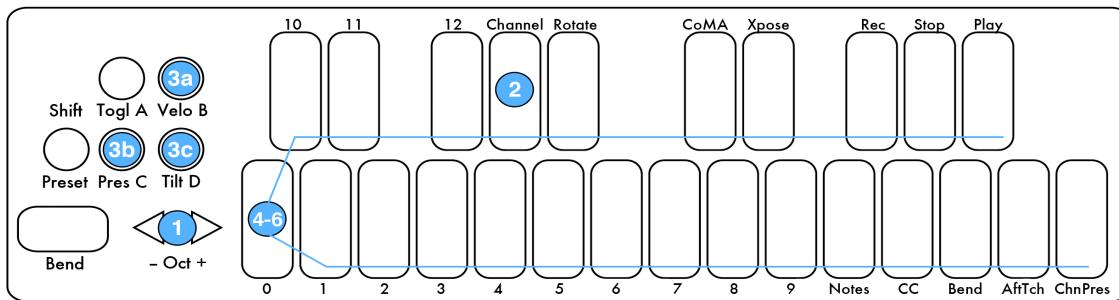
Keyboard Layer

1. After entering CoMA Mode hit the desired source button:
 - a. "Velo" button for note
 - b. "Pres" button for pressure
 - i. skip to step 3
 - c. "Tilt" button for tilt
 - i. skip to step 3
2. Hit the desired key to output a Note (use octave buttons to switch octaves if necessary for note mapping).
 - a. All keys in Keyboard Layer have the same CC#s for Pressure or Tilt, so all you need to do is press the source button to output the MIDI message.
3. The key's MIDI message will output.
4. If mapping multiple Notes, do so now just by hitting the next key.
5. You can switch sources just by tapping the button for the next source you want to map (see step 1 and repeat).

Controller Layer

1. After entering CoMA Mode hold the Togl A button for 1 second to map Controller Layer. The CoMA key will flash blue.
2. Hit the desired source button:
 - a. "Togl" button for toggle
 - b. "Velo" button for note
 - c. "Pres" button for pressure
 - d. "Tilt" button for tilt
3. Hit the desired key (octave buttons don't apply here because MIDI in Controller Layer doesn't shift with the octave buttons).
4. The key's MIDI message will output.
5. If mapping multiple notes or CCs, do so now just by hitting the next key.
6. You can switch sources just by tapping the button for the next source you want to map (see step 2 and repeat).

Channel Rotation on:



Keyboard Layer

1. After entering CoMA Mode the Channel Key LED will be on, prompting you to enter the Channel number you wish to assign. Select the Channel number using the -Oct+ buttons to increment or decrement to the desired number. The numbered keys display what number you are on as you go.
 - a. Since the QuNexus keys only have number labels up to 12, numbers above 12 in Live Edit Mode are displayed with a solid LED in the tens place and a blinking LED in the ones place.
 - i. Example: If 14, the LED on key 1 will be solid and the 4 key will blink.
2. Hit the Channel Key.
3. Hit the desired Source button:
 - a. "Velo" button for note
 - b. "Pres" button for Pressure
 - i. skip to step 5
 - c. "Tilt" button for Tilt
 - i. skip to step 5
4. Hit the desired key (use octave buttons to switch octaves if necessary for note mapping).
 - a. All keys in Keyboard Layer have the same CC#s for Pressure or Tilt, so all you need to do is press the source button to output the MIDI message.
5. The key's MIDI message will output.
6. If mapping multiple notes, do so now just by hitting the next key.
7. You can switch sources just by tapping the button for the next source you want to map (see step 3 and repeat).
8. You can switch channels by holding down the Channel key for approximately 1 second (see step 1 and repeat).

Controller Layer

Controller Layer does not rotate channels even when in Channel Rotation Mode so you can use the steps for when Channel Rotation is off (see the previous page).

The **Expression Pedal** does not map in CoMA Mode unless Channel Rotation is on. This is because the Expression Pedal can be mapped outside of CoMA Mode quite easily just by stepping on it. When Channel Rotation is enabled the Expression pedal sends out on all active

Channels. If no keys are held down it will send out on the main starting Channel. If Channel Rotation is on you can map it in CoMA Mode after selecting the Channel (after step 2 from previous page). To map it push it on fully and then push it all the way off.

For Information about Keyboard Layer, Controller Layer, and Channel Rotation see the QuNexus Quickstart Guide or the QuNexus Full Manual.