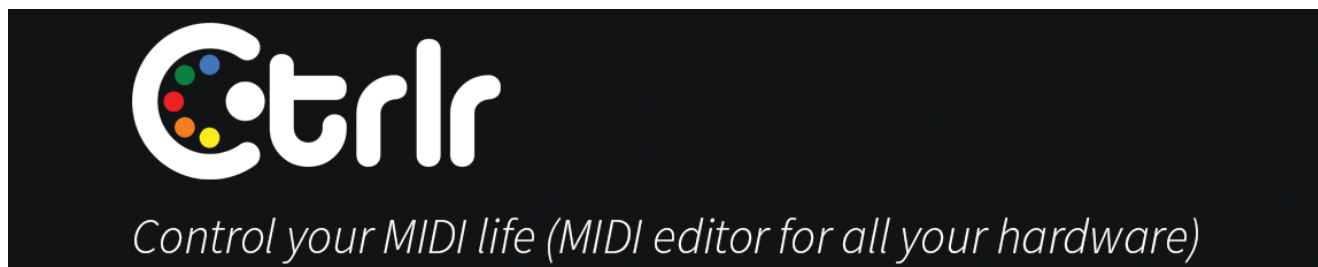


Moving to github

ctrlr is moving to **github** to make the use of the website more friendly. Please post all issues there. Also a discussion addon is enabled. I'm still working on how to deal with panel uploads.



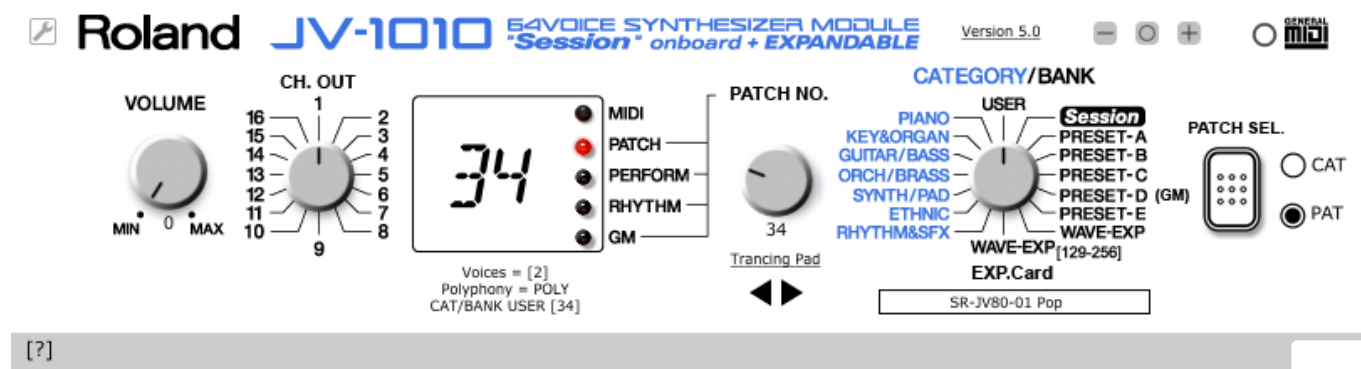
≡ Menu

Panels

All panels go here

JV-1010 Editor

December 3, 2020 by dnaldoog





How to run this program.

USING CTRLR

Run this program from within the Ctrlr program itself. Download a copy of 5.3.201 for Windows/Linux or 5.3.198 for MacOS. and load this program into Ctrlr. This can be done from within a DAW too, by loading this panel into the VST version of Ctrlr, which will have been preinstalled into your VST folder.

I. Go to :: File » Open Panel

SEPARATE TO CTRLR

It is also possible to compile and run this program as a separate standalone program or VST/AU .

STANDALONE INSTANCE

- I. Open this program from within the Ctrlr program.
- II. Go to :: File » Open Panel
- III. Go to :: Panel » Panel Mode. Change the Canvas Bonds last number of four from 224 to 248*
- IV. Then Go to :: File » Export » Export Restricted Instance.

VST/AU Component INSTANCE

- I. Open this program from within the Ctrlr VST/AU program within your DAW.
- II. Go to :: File » Open Panel
- III. Go to :: Panel » Panel Mode. Change the Canvas Bonds last number of four from 224 to 248*
- IV. Then Go to :: File » Export » Export Restricted Instance.

※ Workaround/Bug Fix :: To build as standalone executable on Windows or export as VST, please add 24 pixels to the panel height before exporting.. (*otherwise you will find the bottom 24 pixels have been truncated*).

- Version 5.0
- 07/16/2021

Roland JV-1010 Editor

This panel is a basic patch selector for the Roland JV-1010.

This panel has limited editing capability.

Download :

<https://sourceforge.net/projects/jv-1010-editor/>

downloads 850

IMPORTANT!

If after installing a new version of this program ,
there are no images visible, or previous version images are showing:

- MacOS ※
— delete folder "**Library/Preferences/JV-1010 Editor/** " and restart program.
- WINDOWS ※
— delete folder "**C:Users%USERNAME%AppDataRoamingJV-1010 Editor**" and restart program.
 - cmd ⇒ @RD /S /Q "C:Users%USERNAME%AppDataRoamingJV-1010 Editor"

Thanks to user *lecleto* for assistance in making this panel.

For deeper editing capability please try this panel. <https://ctrlr.org/jv-patched-roland-jv-xp-patch-editor/>

Changelog

- **Version 1.0** ~ 12/03/2020
 - First Release
- **Version 2.0** ~ 12/04/2020
 - Fixed wrong patch select for XPA patches over 128 in CATEGORY section
 - Streamlined bank change messages in CATEGORY Section.



- **Version 3.0** ~ 12/25/2020
 - Menu also displays by category
 - Added limited editing features
 - Can now update panel with USER patch names
- **Version 4.0** ~ 01/01/2021
 - Bug Fix: when in CAT mode moving bank dial past WAVE-EXP crashed panel.
- **Version 5.0** ~ 07/16/2021
 - Black Theme

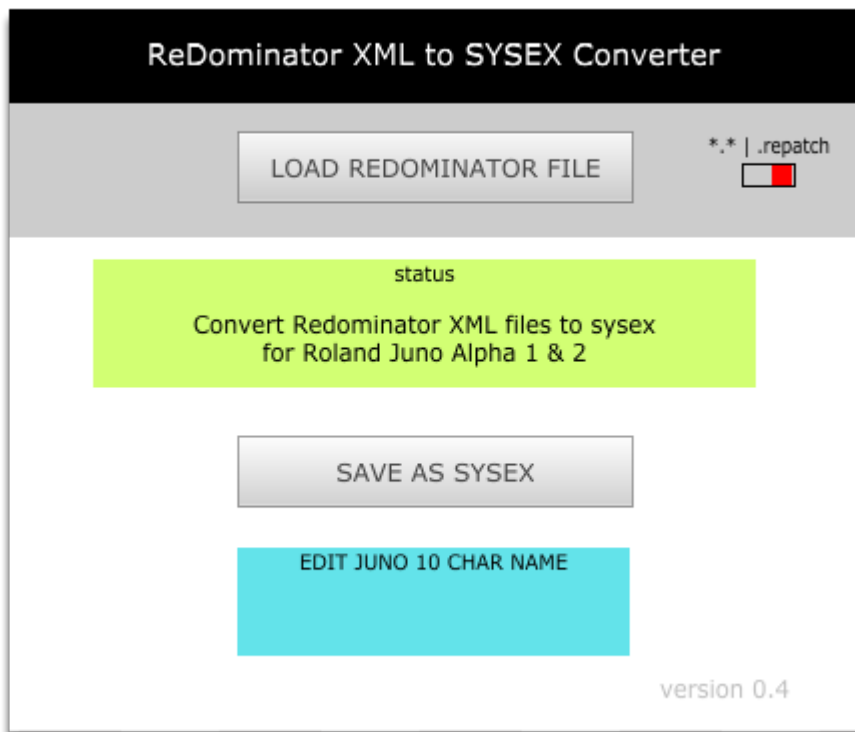
📁 Panels

🔖 JV-1010

💬 3 Comments

ReDominator XML Converter

November 26, 2020 by dnaldoog



Download: <https://sourceforge.net/projects/ctrlr-utilities/>

- Version 0.4
- 05/12/2021

Convert ReDominator files to sysex

For Roland Juno 1 & 2 and MKS-50

<https://www.audiorealism.se/redominator.html>

Changelog

- ※ 0.4 05/12/2021 panel automatically truncates name to 10 characters. Switch file load *.*|.repatch
- ※ 0.3 alpha 05/01/2021 -suppressed *assert* error message when wrong file type/size loaded
- ※ 0.2 alpha 12/14/2020 – fixed load file cancel crash – added rename function
- ※ 0.1 alpha 11/26/2020

 Panels

 22 Comments

Juno Alpha

November 19, 2020 by dnaldoog





- Version 0.98
- 05/16/2021

JUNO ALPHA Editor

Download :: <https://sourceforge.net/projects/juno-alpha/>

downloads 4.9k

Known Issues

5/16/2021

In versions below 0.97.1 the panel crashes when user changes any TONE MODIFY button is pressed on the Juno itself.

3/19/2021

In versions 0.45 and below, reloading of values from saved single files and dumps; DCO_ENV_MODE in bulk dumps was incorrect. It seems one of the dummy bytes in the 31

byte message is sometimes/always set to 01. I mistakenly presumed it would be set to 00. Please download the latest version version 0.97.1, which addresses these issues.

If there are no images visible, or previous version images are showing after installing a new version of this program:

- MacOS ✱ — delete folder Library/Preferences/Juno Alpha/ and restart program.
- WINDOWS ✱ — delete folder C:\Users%USERNAME%\AppDataRoaming\Juno Alpha and restart program. @RD /S /Q "C:\Users%USERNAME%\AppDataRoaming\Juno Alpha"
- When saving custom cc ⇒ sysex mapping to file under *Linux* and *MacOS* be sure to add extension .JUMP to end of filename.
- Workaround/Bug Fix :: To build as standalone executable on Windows or export as VST, please add 24 pixels to the panel height before exporting.. (*otherwise you will find the bottom 24 pixels have been truncated*).

DAW Setup

To create a VST or AU file:

- Load the Ctrlr.dll (Ctrlr VST/AU) into your DAW
- Load this panel into Ctrlr VST/AU instance.
- Then go to File -> Export -> Export Restricted Instance.
This will build a VST *dll* or AU (.component) file.
- You can now load this panel independently of Ctrlr.
- Or download pre built files from 

Running as VST under Cubase

1. In Cubase, Disable †Midi-in **Midi-out ports to the "Juno Synth".
2. Open Juno Alpha VST in an instrument track IN=(All Midi Inputs)
3. Create Midi track IN=(All Midi Inputs) OUT=("Juno Synth" Midi-in) (I record midi notes & data to this track).
4. In the VST Ctrlr panel connect to the †Midi-in and **Midi-out ~ connected to "Juno Synth" (you disabled them in Cubase (See step #1)).
5. I found the only Midi-thru setting that needs to be checked was
MIDI→Midi Thru→"Plugin-host->Output Device"
(*The 5th option down in the fold out menu*)
6. Engage Monitor on Both tracks.



Running as VST under Reaper

This is the “Juno Synth’s” audio output)

1. Insert – Track
2. Record Arm
3. Monitor Input (right-click record button)
4. Track Input: Stereo Input

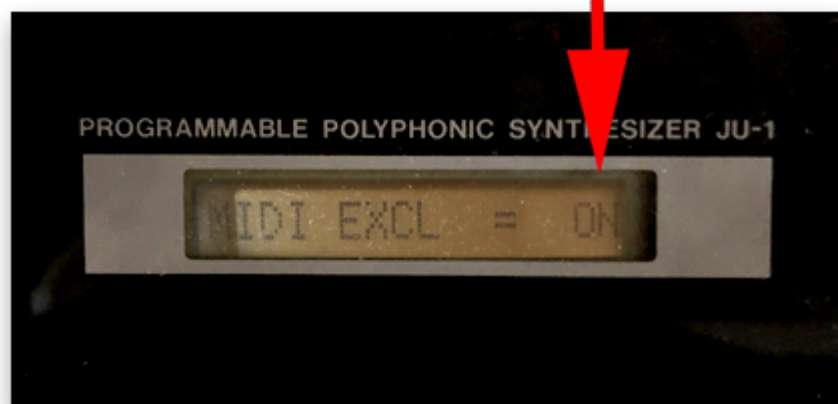
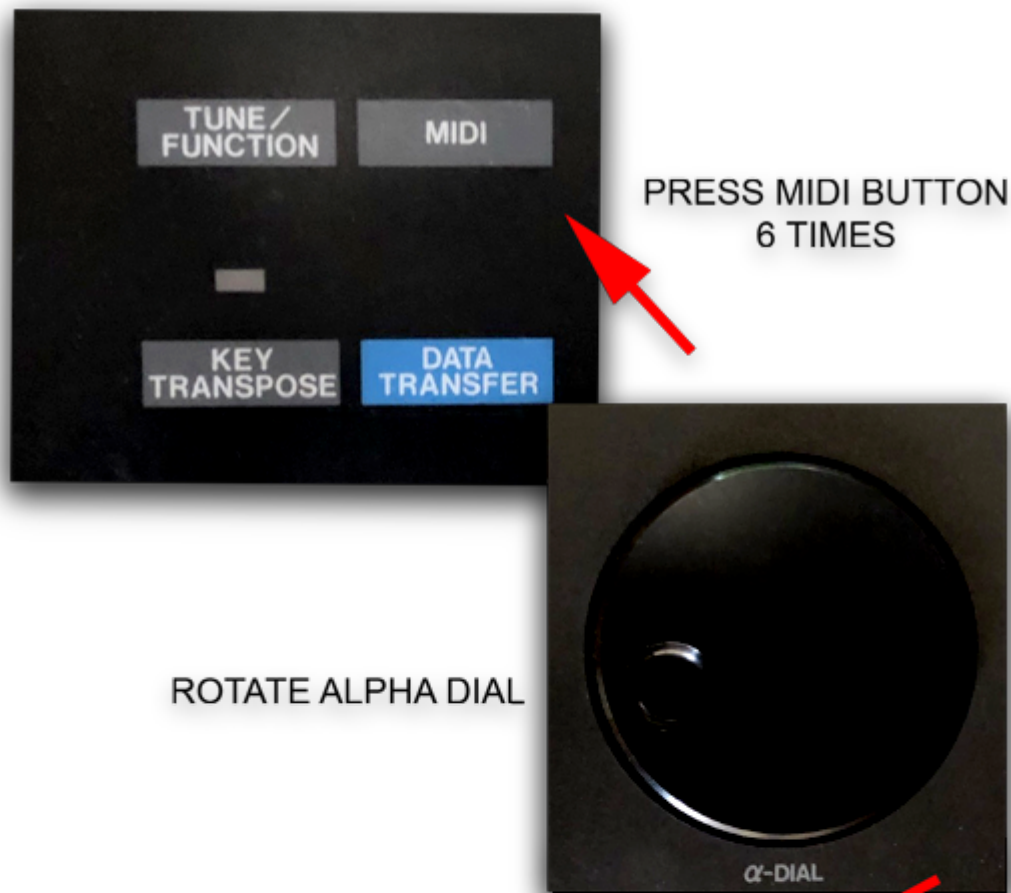
(Ctrlr VST settings)

1. Insert – Virtual Instrument on New Track – Panel
2. Routing – MIDI Hardware Output – “Juno Synth”
3. Ctrlr MIDI – MIDI Thru – Deselect “Input Device -> Output Device”
4. Ctrlr MIDI – MIDI Thru – Select “Plugin Host -> Output Device”
5. Ctrlr MIDI – “Input from host to comparator”
6. Ctrlr MIDI – “Output to Plugin Host”

And make sure in your Preferences, Audio – MIDI Devices, you have it set so that your MIDI Device which connects to the “Juno Synth” is enabled for input, output, and control messages (right-click).

How to connect computer (panel) to Juno





HOW TO CONNECT COMPUTER TO JUNO

[How to run this program.](#)

USING CTRLR

Run this program from within the Ctrlr program itself. Download a copy of 5.3.201 for Windows/Linux or 5.3.198 for MacOS. and load this program into Ctrlr. This can be done from within a DAW too, by loading this panel into the VST version of Ctrlr, which will have been preinstalled into your VST folder.

I. Go to :: File » Open Panel

SEPARATE TO CTRLR

It is also possible to compile and run this program as a separate standalone program or VST/AU .

STANDALONE INSTANCE

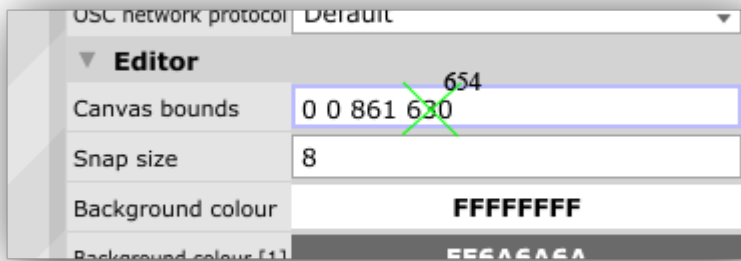
- I. Open this program from within the Ctrlr program.
- II. Go to :: File » Open Panel
- III. Go to :: Panel » Panel Mode. Change the Canvas Bonds last number of four from 630 to 654✖
- IV. Then Go to :: File » Export » Export Restricted Instance.

VST/AU Component INSTANCE

- I. Open this program from within the Ctrlr VST/AU program within your DAW.
- II. Go to :: File » Open Panel
- III. Go to :: Panel » Panel Mode. Change the Canvas Bonds last number of four from 630 to 654✖
- IV. Then Go to :: File » Export » Export Restricted Instance.



Pre compiled files are available on [SourceForge](https://sourceforge.net).



※ Workaround/Bug Fix :: To build as standalone executable on Windows or export as VST, please add 24 pixels to the panel height before exporting.. (*otherwise you will find the bottom 24 pixels have been truncated*).

With thanks to *Tedjuh* for valued input and suggestions.

Also thanks to <http://llamamusic.com/mks50/>



Main page

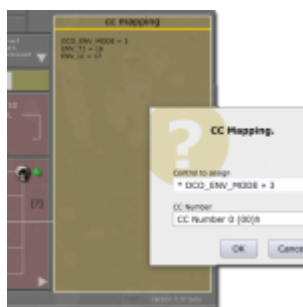


Admin (sysex dump)



Librarian





cc -> sysex mapping

Custom Styling page
FEATURES

- Download BULK DUMP from Juno to panel.
- Upload BULK DUMP to Juno.
- Save BULK DUMP to disk from panel.
- Load BULK DUMP sysex files from Disk to panel.
- Load/save single patch files and send to Juno
- cc ⇒ SYSEX mapping (Use MIDI controller to change values on panel/JUNO)‡
- VST indexing for automation of most JUNO parameters including MODULATION and PITCH BENDER
- Visual representation of EG Envelope.
- Change basic panel button colours, background etc.

CC ⇒ SYSEX Mapping ‡

1. Ctrlr – Connect your MIDI->Input/Output to the same in/out as on the JUNO.
2. Ctrlr – Connect MIDI->Controller MIDI to your MIDI Controller keyboard.
3. On your MIDI Controller keyboard assign a slider/knob to a cc # 0-127
4. In the Admin area of the panel, *switch on* cc mapping
5. Select which control on the panel you want to associate with the CC# you assigned on your hardware controller!

BULK DUMP/LOAD PROCEDURE

- 1) Connect MIDI OUT and MIDI IN cables between the Alpha Juno and the comp
- 2) Set the MEMORY PROTECT SWITCH on the back of the keyboard to the OFF ‡ ^ :
- 3) Press [MIDI] and the display will read MIDI CH = #
- 4) Turn the Alpha-Dial until all of the settings look like this:

MIDI CHANNEL= 1
 MIDI OMNI = OFF
 MIDI LOCAL = ON
 MIDI AFTER = ON
 MIDI BENDER = ON
 MIDI EXCL = ON
 MIDI HOLD = ON
 MIDI PROG C = ON
 MIDI VOLUME = ON
 MIDI PORTA = ON

- 5) The BULK DUMP data transfer methods used are different from the instructions listed in the Alpha Juno-1/2 Owner's Manual. You must press the WRITE key at the same time as the DATA TRANSFER and BULK DUMP keys are pressed.
- 6) The method for BULK LOAD data transfer used in this manner should read in the Alpha Juno-1/2 display window as:
 Bulk Load MIDI.o <==== Correct
 as opposed to the normal display of:
 Bulk Load MIDI.. <==== Incorrect
 - * The easiest way is to use these three keys at the same time
 - * is to first press the DATA TRANSFER key and then, while still pressing
 - * DATA TRANSFER, press the WRITE key and while still pressing these two
 - * keys, press the BULK DUMP key or BULK LOAD key.

Running as VST under Cubase

1. In Cubase, Disable †Midi-in **Midi-out ports to the Synthesizer (Juno Alpha).
2. Open the *Juno Alpha* VST in an instrument track IN=(All Midi Inputs)
3. Create Midi track IN=(All Midi Inputs) OUT=(Synthesizer Midi-in) (I record midi notes & data to this track).
4. In the VST Ctrlr panel connect to the †Midi-in and **Midi-out ~ connected to Synth (you disabled them in Cubase (See step #1)).
5. I found the only Midi-thru setting that needs to be checked was
 MIDI→Midi Thru→"Plugin-host->Output Device"
 (The 5th option down in the fold out menu)
6. Engage Monitor on Both tracks.

Running as VST under Reaper

(This is the Juno's audio output)

1. Insert - Track
 2. Record Arm
 3. Monitor Input (right-click record button)
 4. Track Input:Stereo Input
- (Ctrlr VST settings)

1. Insert – Virtual Instrument on New Track – Panel
2. Routing – MIDI Hardware Output – Synthesizer (Juno)
3. Ctrlr MIDI – MIDI Thru – Deselect “Input Device -> Output Device”
4. Ctrlr MIDI – MIDI Thru – Select “Plugin Host -> Output Device”
5. Ctrlr MIDI – “Input from host to comparator”
6. Ctrlr MIDI – “Output to Plugin Host”
7. SYNC with Synthesizer (Juno)

CHANGELOG

Version 0.98 ✖ 05/16/2021

- [1] Fixed crash when user presses TONE MODIFY buttons on Juno
- [2] Rewrite saveState.

*With thanks to Jeroen for reporting this error.

Version 0.97 ✖ 05/07/2021

- [1] Load Single file to Librarian [2] Random Patch Generator auto name generation
- [3] Save/load/view patch parameters as text
- [4] Load Redominator XML Patch files. (.repatch)
- [5] Change load/Save file extensions.
- [6] Audition any patch in Librarian.
- [7] Global MIDI message delay option (added in version 0.97.1) *With thanks to Tedjuh for testing of the Librarian.

Version 0.96 ✖ 04/26/2021

- [1] Added Librarian
- [2] Random Patch Generator *With thanks to Tedjuh for testing of the Librarian.

Version 0.95 ✖ 04/05/2021

- [1] Added graphics elements
- [2] DAW Recording of PitchBend/Modulation
- [3] Various code fixes

Version 0.90 ✖ 03/26/2021

- [1] Some values were not saving correctly in bulk dump file:
- [2] Complete re-write of byte message parsing.
- [3] Added customisation for graph colours.
- [4] added mini EG graph on main page and HPF legend. [*] Many Thanks to @Cowudders for testing and bug spotting.

Version 0.45 ✖ 02/14/2021

- [1] All ENV Modes were sending inverted CC Values:



[*] any files you have saved using version 0.44 will now have inverted values for all three ENV MODE switches! So you might need to reload the files and adjust each value and re save.

[*] Thanks to @Cowudders for spotting this!

Version 0.44 ✖ 12/16/2020

[1] save state for cc-sysex mapping switch

Version 0.43 ✖ 12/16/2020

[1] Fixed VST/standalone initialisation errors on startup

[2] Multiple wallpaper selection

Version 0.42 ✖ 12/06/2020

[1] Visual bug fix

[2] Code Optimisations

Version 0.41 ✖ 11/28/2020

[1] Visual bug fix

[2] Code Optimisations

Version 0.40 ✖ 11/27/2020

[1] Added panel styling customisation.

[2] Various stylistic changes.

Version 0.39 ✖ 11/23/2020

[1] Fixed next/previous menu selection initialisation bug

[2] Changed image directory cache folder.

Version 0.38 beta ✖ 11/23/2020

[1] Fixed next/previous menu selection

[2] Added MIDI selection in Admin area.

[3] Choose between how program changes update data on the Juno

Version 0.37 beta ✖ 11/19/2020

[1] First release.

Panels

 Alpha, Juno, Juno 1, Juno2, MKS-50, Roland, Roland Alpha Juno



18 Comments


Radio Button Code Generator

October 22, 2020 by dnaldoog

[HELP]
Radio Button Code Generator
v.1.0


Mouse Down Detection Area #

Mouse Down Left




24

Mouse Down Top



11


Mouse Down Right



911

Find the leading left edge of the first button in the row using red line

Mouse Down Bot




59

Find the leading right edge of the last button in the row using green line


POSITIONING

PNG Scale




0

spacing




1

Button QTY




0

PNG actual X




0


PNG actual Y



0




X Axis Pos



0

Y Axis Pos



0

Positioning of Buttons along x,y coordinates

LOAD IMAGE RESOURCES

[1] Load Images

mouse down
(2) 351

mouse position
x=188,y=64

[2] IMG OFF
(no selection)

IMG ON
(no selection)

FONTS / MENU LABELS

[3] Menu Names Initialise

Font Style

plain

Justification

centred

Font

Arial

Custom added

(no selection)

Font Size

10.0

[?] load 0

Splay

105

Spacing

0

Push Left

0

x box

0

y box

0

push up/down

0

Font Color = 0xFF000000 [?]

Alpha

Red

Green

Blue

FF

00

00

00

PRINT CODE

[4] print code to console

Panel -> LUA Console

running code for button * 0

- Version 1.0
- 10/20/2020

This panel is for developers wishing to add radio buttons using *png* images to a panel. *uiComponent* and mouse detection functions are generated to console for cutting and pasting into a project.

First initialise images (and text) Click on areas [1] [2] [3]

Images must be loaded as resources.

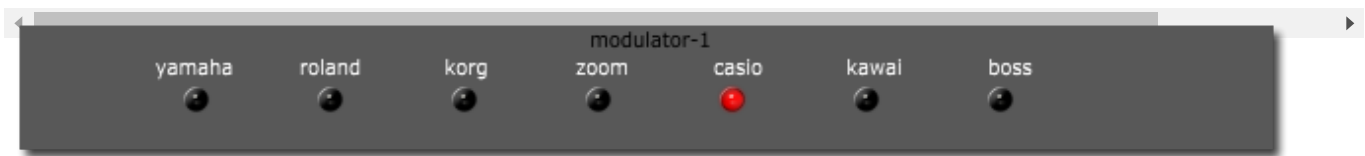
If you use custom fonts, another user may not have the same fonts on their system.

On Windows 10 any fonts installed in c:WINDOWSFonts should load, but custom fonts s
 You can include the font as a resource in a panel you release, but I am not sure if that w
 every platform.

- (1) First import image/font resources into this panel.
 - (2) Import one image for 'off state' and a separate image for 'on state' with same dimension
 - (3) Generate code by clicking on "print code to console"
- (Open the `console` window first and clear any previous messages)

In your panel:

- (A) Create a `uiComponent**` add a function with any name to 'Paint callback' field e.g. `myPai`
 - (B) Create a `mouseDown` function in the `uiComponent**` in 'Mouse down callback'
 - (C) Create a `mouseMove` function in the `uiComponent**` in 'Mouse move callback'
 - (D) In 'Resources' add 2 png images of the same size, one for "off state" and one for "on stal
- *Load the exact same images (and custom fonts) used in this program.



Example of a radio button set generated by this program.

Creating Radio Buttons separate to this program

Radio Buttons can also be created using code such as below, where the lua table `t { }` contains the names of the buttons in the radio group

```
ProgramSelect = function(--[[ CtrlrModulator --]] mod --[[ number --]], value --[[ number --]], s
  if source == 4 then
    local sName = L(mod:getName())
    local t = {"PROGRAM01", "PROGRAM02", "PROGRAM03", "PROGRAM04"} -- local table c
    for i, v in pairs(t) do
      if sName == v then
        local sysMess = string.format("F0 00 00 23 01 43 C1 00 %.2X F7", i - 1)
        panel:sendMidiMessageNow(CtrlrMidiMessage(sysMess))
      else
        _G[v]:setValue(0, true)
        -- don't use panel:getComponent(v) // use panel:getModulatorByName(v)
      end
    end
  end
end
```

```
end
end -- source == 4 (user clicked on a button - not lua generated - that would be 5 or 6) end
--[[
*NOTE: Where PROGRAM01 etc are initialised in an init script
"Called when the panel has finished loading"
PROGRAM01=panel:getModulatorByName("PROGRAM01")
PROGRAM02=panel:getModulatorByName("PROGRAM02")
PROGRAM03=panel:getModulatorByName("PROGRAM03")
PROGRAM04=panel:getModulatorByName("PROGRAM04")
--]]
```

With thanks to *Tedjuh* for assistance and comments in the development of this panel.

Version 1.0 ✱ 10/22/2020

Download: <https://sourceforge.net/projects/ctrlr-utilities/>

📁 Panels

💬 3 Comments

Zoom RFX-2000 Editor

October 9, 2020 by dnaldoog





- Version 0.3
- 10/11/2020

DOWNLOAD:: <https://sourceforge.net/projects/zoom-rfx-2000-editor/>

downloads 230

Editor for Zoom RFX-2000 multi effects rack unit. Includes full access to the hidden "EXTRA" effects inaccessible through the unit interface. †

Changes to parameters can be saved to disk and reimported to panel.

Changes to parameters are saved in memory on reload.

How to run this program.

This program needs to be run from within the **Ctrlr** program itself. Download a copy of 5.3.201 for Windows/Linux or 5.3.198 for MacOS. and load this program into **Ctrlr**. This can be done from within a DAW too, by loading this panel into the VST version of **Ctrlr**, which will have been preinstalled into your VST folder.

[1] **Go to ::** File » Open Panel

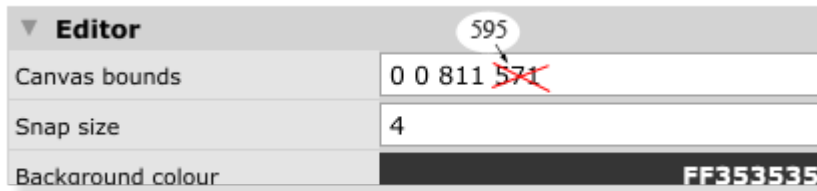
VST or STANDALONE INSTANCE

It is also possible to run this program as a separate standalone executable or VST .

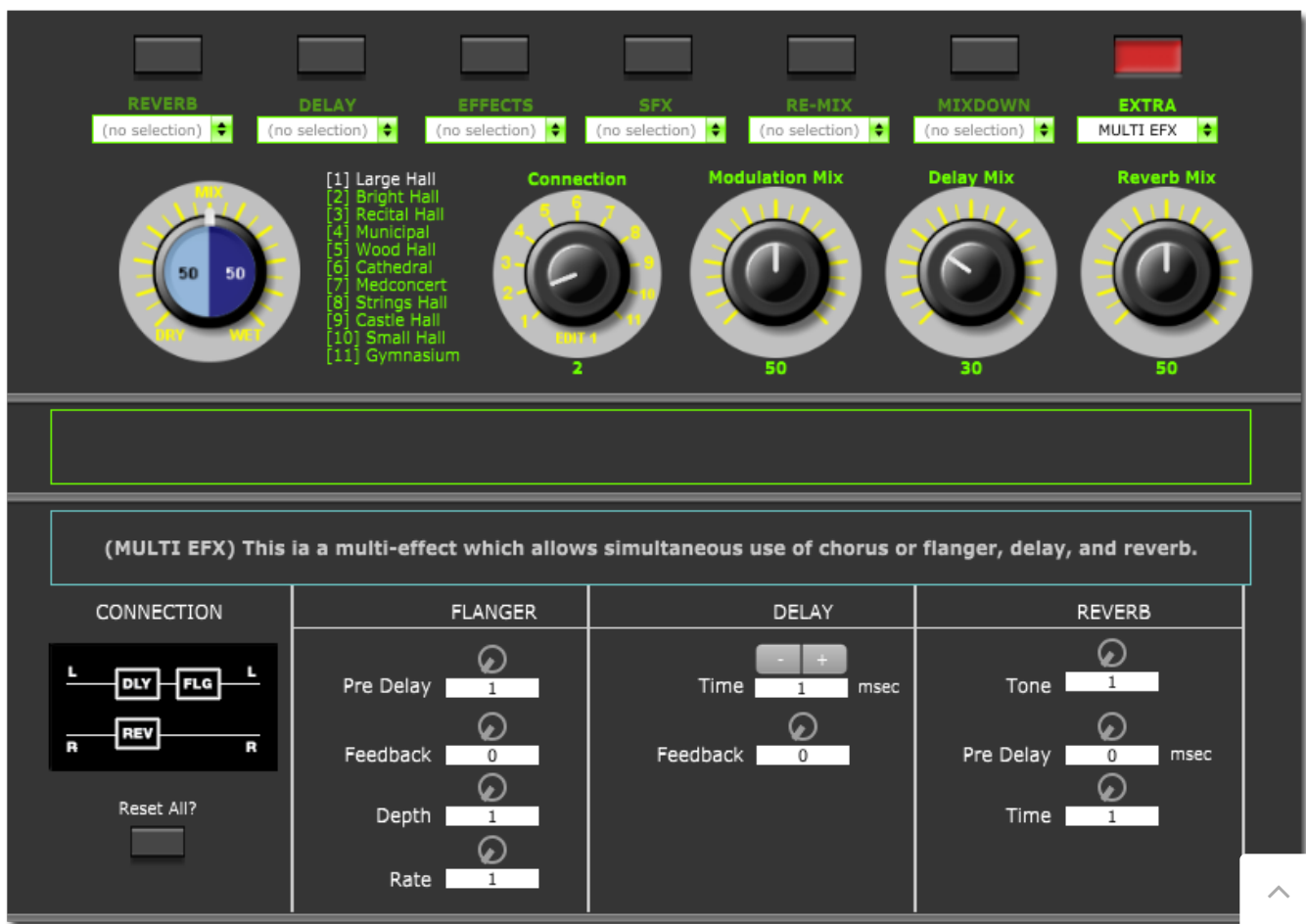
[1] Open this program from within the **Ctrlr** program

[2] **Go to ::** Panel » Panel Mode. Change the height of the panel from 571 to 595 (*See below*)

[3] Then go to File -> Export -> Export Restricted Instance.



※ **Workaround/Bug Fix ::** To build as standalone executable on Windows or export as VST, please add 24 pixels to the panel height before exporting. (*otherwise you will find the bottom 24 pixels have been truncated*).2



† MULTI EFX page

CHANGELOG:

Version: 0.1 beta * 10/09/2020

Version: 0.2 beta * removed dev code 10/10/2020

Version: 0.3 * removed dev code 10/11/2020

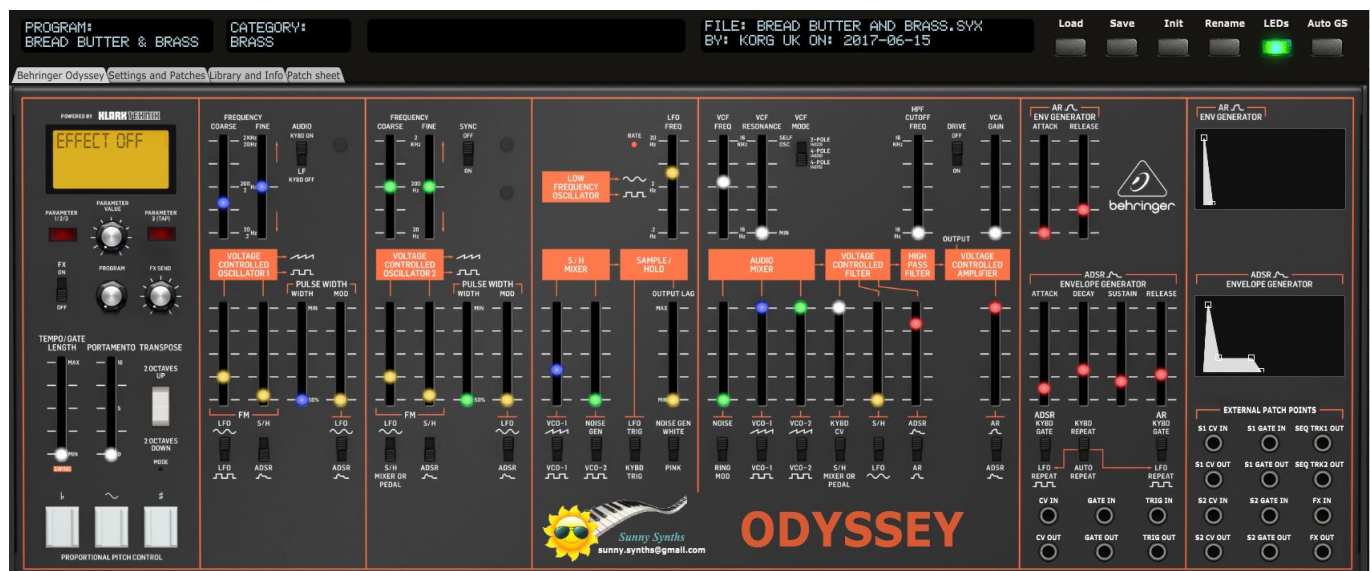
Panels

Multi Effects, RFX-2000, Zoom

2 Comments

Behringer Odyssey patch saver

October 3, 2020 by goodweather



Patch saver for the Behringer Odyssey

v1.1 2020-10-03

This panel is only a patch loader/saver on computer as the Behringer Odyssey does not support the load/save of programs or the manipulation of program parameters by Midi NRPN/CC messages except for Global settings that can be transferred to the Odyssey synth.

It can thus also be called a "patch mapper".

Features:

- Behringer Odyssey patch saver/loader for PC and Mac
- Interface with same look as actual synthesizer
- Top row of support "screens" with old look
- Simple sliders or sliders with white or color LEDs (v1.1)
- Ability to view and select any effect and adjust its 3 parameters according to the actual synth
- Envelopes graphs handled by mouse or the AR/ADSR sliders
- Load / Save programs from individual .syx files
- Easy program renaming
- Display and export of program parameters as text file
- Ability to describe 9 input/output patch cables with different sources/destinations
- Programs have a name, author, save date and description. They can be associated to a category
- Ability to describe the usage of each program in a step by step mode (up to 15 steps)
- Browser of the files on the disk
- Patch sheet tab with patch sheet for Odyssey and other gear (external synths/sequencer/FX chain)
- Patch cables (9 colors)
- Display of current precise parameter value when moving sliders
- Program settings management with automatic/manual send to the Odyssey synth
- Global settings management with automatic send to the Odyssey synth (as Behringer Synthtool)
- Panel zoom with memory
- Automatic reading of wav files associated to a patch
- Manual/Automatic reading of any wav file
- Standalone versions for PC and Mac
- VST versions for PC (32 and 64 bits)
- VST and AU versions for Mac
- All buttons associated to a Midi CC controller number so you can adjust them from a hardware controller (still no impact on the synth of course and unfortunately)

The manual can be downloaded from the [Sunny Synths' drive](#) or website www.sunnysynths.com

For more info on getting this panel, please contact sunny.synths@gmail.com

Additional pictures:





News, Panels

Behringer, Ctrlr, goodweather, Librarian, Odyssey, panel, Patch mapper, Patch saver, Sunny Synths

1 Comment

Roland GP-8 guitar effects processor panel

October 2, 2020 by oli747





Here is my first panel, to edit the effects from a Roland GP-8 guitar effects processor.

It cannot load any parameter values from the GP-8, it can only set parameter values.

Download here: [Download](#)

📁 Panels

🔖 GP8, guitar effects processor, panel, Roland, sysex

💬 Leave a comment



ARTURIA MICROFREAK EDITOR AND SOUND GENERATOR , VST AND STANDALONE

September 17, 2020 by momo





Here is my Arturia MicroFreak Editor and Sound Generator for the Arturia MicroFreak Synthesizer.

With the MicroFreak Editor and Sound Generator you have direct access to the parameters and you can generate new sound with 4 random methods

So you can get to know the great sound potential of the MicroFreak.

In the PlugIn VST Version you can record the controller movements and how to integrate the Arturia MicroFreak Synth into your DAW Project.

Editor Features:

- Complex sound changes
- Direct access to the sound parameters
- All controllers can be automated.



– **X-Y modulation of all parameters**

– **With the „Random“ function new sounds can be generated quickly.**

The editor is available for PC as VST / Standalone 32/64 bit and for MAC as VST / AU / Standalone 64 bit.

Home: <https://micro-freak-editor.jimdofree.com>

Video: https://www.youtube.com/watch?v=yPocPZGlhbc&feature=emb_title

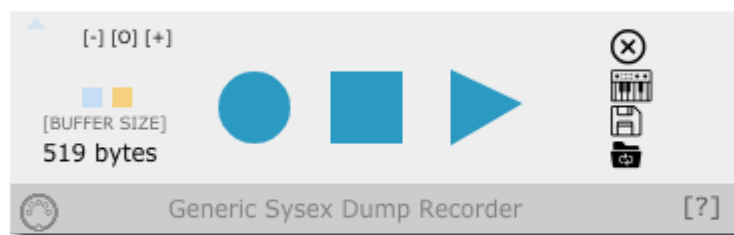
Ctrlr, Database, News, Panels

ARTURIA MICROFREAK EDITOR AND SOUND GENERATOR

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Generic Sysex Dump Recorder

September 16, 2020 by dnaldoog



- Version 1.00
- 03/09/2021

Generic Sysex Dump Recorder

Download: <https://sourceforge.net/projects/ctrlr-utilities/>

Record incoming Sysex messages, bulk dumps etc from MIDI device.

Should work on any MIDI device.

This panel can re-send Sysex back to MIDI device and save sysex to file and load sysex from file to be resent back to MIDI device.

You can also insert a custom dump request command.

Sysex dumps are retained in memory across sessions.

Custom editing of sysex message possible.

How to run this program.

This program needs to be run from within the **Ctrlr** program itself. Download a copy of 5.3.201 for Windows/Linux or 5.3.198 for MacOS. and load this program into **Ctrlr**. This can be done from within a DAW too, by loading this panel into the VST version of **Ctrlr**, which will have been preinstalled into your VST folder.

[1] Go to :: File » Open Panel

VST or STANDALONE INSTANCE

It is also possible to run this program as a separate standalone executable or VST .

[1] Open this program from within the **Ctrlr** program

[2] **Go to ::** Panel » Panel Mode. Change the height of the panel to *135 (See below)*

[3] Then go to File -> Export -> Export Restricted Instance.

※ Workaround/Bug Fix :: To build as standalone executable on Windows or export as VST, please add 24 pixels to the panel height before exporting. (*otherwise you will find the bottom*



24 pixels have been truncated).

▼ OSC	
Enable OSC for this panel	<input type="radio"/>
OSC port to listen on	1
OSC network protocol	Default
▼ Editor	
Canvas bounds	0 0 363 111 135
Snap size	8
Background colour	FFFFFFFF
Background colour [1]	FFFFFFFF
Background colour [1]	FFFFFFFF

CHANGELOG

0.90 09-16-2020 ✱ *first release*

0.95 09-17-2020 ✱ *added panel zoom feature*

0.97 09-18-2020 ✱ *added editable sysex feature*

0.99 10-18-2020 ✱ *minor code improvements*

0.97 03-09-2021 ✱ *possibly allows loading as VST*

📁 Panels

🔍 generic sysex, sysex, sysex recorder

💬 10 Comments

Lexicon PCM70 Editor

July 21, 2020 by spiffo





Lexicon PCM70 Editor & Librarian, currently at v1.3

This Editor / Librarian has been built & tested on a PCM70 running on Firmware 3.01

Features:

- Edit all Parameters in Real Time
- Edit all Patches / Modulation
- Save your Patches to Disk, then Load them again later
- Write the v2 Presets to the REG Memories of your v3 PCM70 for the best of both worlds

Bug Fixes in v1.3

File Browser was blank in the Mac Versions, now fixed!

Various Warning messages would fire off when running up a Restricted Instance, now fixed!

Download Panel: https://1drv.ms/u/s!Apb6P_37oe5eh_l8rnsHyKpMAoiPhA?e=HnzY4q

Download Windows .exe: https://1drv.ms/u/s!Apb6P_37oe5eh_lpeeomqyuHJk8KSg?e=zoV7Gq

Download Mac .app: https://1drv.ms/u/s!Apb6P_37oe5eh_l7nhzQJkNdG8d-WA?e=mfMHgb

 Panels

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