

Pulse Editor

Quick Start Manual Version 1.0 / 2013-2014 Jesús Rubio (Jeruro)



1. DESCRIPTION

Software editor for the Waldorf Pulse 1 Synthesizer.

The editor acts as any virtual instrument and allows you to control and store all parameters of the synth inside your favourite Host application.

OSX and Windows (32 & 64 bit) versions are available in VST2.4, VST3 and AudioUnit formats.

2. REQUIREMENTS

An original 1996 Waldorf Pulse 1 Synthesizer with the latest firmware version 1.42 connected to a computer via MIDI interface.

Operating systems:

*Windows XP SP1 or superior.
Mac OSX 10.6 or superior.*

3. INSTALLATION

Windows 32 bits:

PulseEditor.dll to: */Program Files/Steinberg/Vstplugins/Jeruro/*
PulseEditor.vst3 to: */ProgramFiles/CommonFiles/VST3/Jeruro/*

Windows 64 bits:

PulseEditor.dll to: */ProgramFiles (x86)/Steinberg/Vstplugins/Jeruro/*
PulseEditor.vst3 to: */ProgramFiles (x86)/CommonFiles/VST3/Jeruro/*
PulseEditor64.dll to: */ProgramFiles/Steinberg/Vstplugins/Jeruro/*
PulseEditor64.vst3 to: */ProgramFiles/CommonFiles/VST3/Jeruro/*

OSX:

PulseEditor.vst to the following location: */Library/Audio/Plug-ins/VST/Jeruro/*
PulseEditor.vst3 to the following location: */Library/Audio/Plug-ins/VST3/Jeruro/*
PulseEditor.component to the following location: */Library/Audio/Plug-ins/Components/*

Copy the plugin programs (.fxp/.vstpreset/.aupreset) to the following locations:

*Windows: /Users/[username]/Documents/VST3 Presets/Jeruro/PulseEditor/
Osx: /Users/[username]/Library/Audio/Presets/Jeruro/PulseEditor/*

NOTE: remember to refresh and/or re-scan plugin list in your HOST application.

4. INITIALIZATION AND SETUP

1. Open an instance of the plug-in in your preferred Host application.

2. Go to “Settings” page and select MIDI Output and MIDI Input Channels according your synth configuration. By default the synth receives on all 16 channels (omni mode) and it’s the desired mode when working with this software.

See synth manual for more information about MIDI Channel configuration.

3. In the same page select the MIDI Input and Output port that is connected to the synth. When a correct port is selected the editor sends a program change to the synth for synchronize with current editor program.

NOTE: make sure the selected Midi Port is not in use by another application or your Host.

5. USAGE | Synth page

In the “Synth” page you have all the available parameters grouped by type according MIDI specification of the Synth. Every parameter sends the corresponding MIDI Control Change (MIDI CC) in the range defined in the synth specification.

See synth manual for more information about MIDI CC’s.

There are two ways for sending Control Changes:

- From a knob, slider, ... from the user interface.
- From the host automatization.

Also you can select desired program number, midi channels and do INIT / GET / SET / WRITE / COPY / PASTE program actions via buttons.

TIP: by pressing “CTRL + LEFT MOUSE BUTTON” over a knob or slider you set the default value.

6. USAGE | Settings page I

In the “Settings” page you can change the MIDI configuration for communication with the synth, manage sysex files and change the editor settings.

See “INITIALIZATION AND SETUP” section for more MIDI configuration information.

EDITOR:

- Disable sysex dump capture:

If this option is checked the editor will stop listening incoming sysex messages in the input port.

- Disable midi clock send:

If this option is checked the editor will stop sending MIDI clock messages to out port.

- Disable send program at start:

If this option is checked the editor will not send the current parameter values when the loading the project, so the current program in the synth will be loaded.

6. USAGE | Settings page II

SYSEX:

In this section you can send / receive to / from the synth system exclusive dumps.

- Receive a sysex dump to file:

1. Select the type of sysex dump you want to receive from the list.
2. Click “Save to file ...” button.
3. Select the location and filename of your dump in the dialog and click “Save”.
4. The transmission of the synth data will start immediately and will be stored in the selected file.
5. Press done when completed or cancel.

- Send a sysex dump from file:

1. Click “Load from file ...” button.
2. Select the sysex file from the dialog and click “Open”.
3. The transmission of the file data will start immediately and will be stored to the synth.
5. Press done when completed or cancel.

NOTES:

- **Most sysex dump files use the default DEVICE ID 0. Remember to set the same DEVICE ID in your synth.**
- **Transmission of large sysex dumps can take several seconds. Be patient.**
- **Sending some dumps can overwrite the memory locations of the synth. Do a backup of your unit first !**

7. USAGE | Programs

You are able to select all 1 to 99 available programs from the "Synth page". Every time you select a program a sysex dump request is send and the program is transmitted from the synth to the editor.

If you want to receive manually a program, you can do it by pressing "GET" button.

If you want to send the current program to the synth, you can do it by pressing "SET" button. The program will be transmitted to the edit buffer of the synth.

If you want to store definitely the current program to the synth memory, you can do it by pressing "WRITE" button.

You can copy current program to another program by pressing "COPY" button, changing program number and pressing "PASTE" button. The new copied parameters will be send immediately to the synth.

8. USAGE | Synchronization

The editor is able to synchronize synth with the host application.

Timing:

Start, Stop and tempo changes in the host are send as MIDI Clock messages to the synth.

NOTE: Midi clock is only sent when the host is playing.

Notes:

Note On and Note Off messages are transmitted from the host to the synth.

9. USAGE | Persistence

As usual in the plugin world the current configuration of the all parameters of the synth are stored with your project when you save and loaded when you open your project. Also you have the option to load and save your programs as standard .fxb /.vstpreset / .aupreset files.

See "INSTALLATION" section for file locations.

NOTE: be aware that the current edited program is in the edit buffer of the synth so if you want to preserve it in the synth memory you must save it manually from the synth panel or by pressing the red "WRITE" button.

10. FAQ

Q:How can i save the programs in my computer?

R: Save as standard .fxp/.vstpreset/.aupreset from your host menu or save as sysex files from editor settings page.

Q: I selected the correct ports and midi channels. Why the parameter changes aren't reflected in the synth?

R: Make sure the selected port isn't in use by another application or the host. Also check if synth MIDI configuration equals the editor configuration.

Q: Why i can't see changes in parameter values / programs when changing directly from the Synth panel.?

R: Pulse synthesizer doesn't send any CC or program changes from it's MIDI Out port. You can click the "GET" button in the editor to reflect this changes.

Q: I can't see the new parameters values in the editor when i select a new program number.

R: Make sure you selected the correct MIDI IN port and MIDI IN Channel.

Q: The arpeggiator isn't working...

R: If the arpeggiator tempo is in "Ext" value the editor only sends tempo changes while Host is playing.

11. WARRANTY AND CONTACT

This is a free software and is distributed without any warranty.

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