MORPH

SendMorph

This device has been designed for the following applications.
=> as a performance tool for unusual control of the sends/returns, making use of the returns as a multi-effect rack
=> as a performance aid, if you come short of fingers/hands vs. the number of sends in use
=> as a preset device for track send levels, making quick recall to a different situation possible

XY panel corner to Track Send level behaviour:
In this device the panel operates in corner mode and manipulates the selected 4 send levels simultaneously. The Gain and Offset number boxes control the output range modifying the normalized {0. , 1.} output as generated from the panel control. That is:

Gain = defines the range of the output for each given corner.
For instance a Gain value of 0.25 for corner 2 will make changes in the panel relative to corner 2 be SLOWLY variable. Gain values can range from 0. to 2. (being 1. the default)
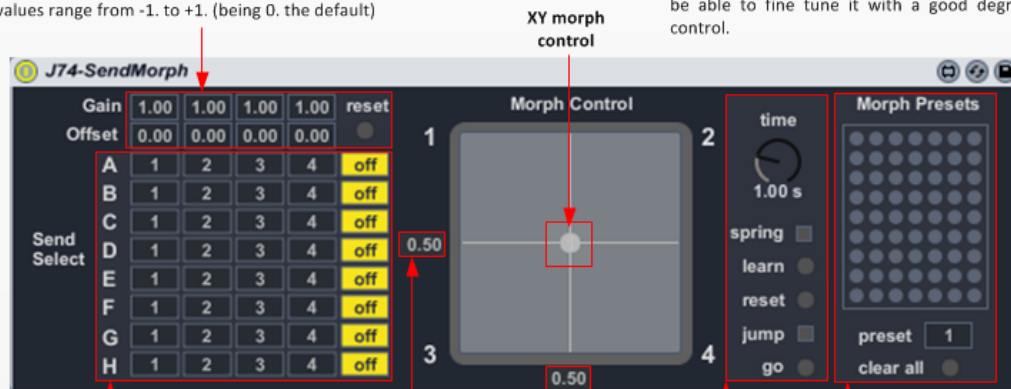**Offset** = offsets the output for each given corner.
For instance an Offset value of +0.5 for corner 2 will make changes in the panel relative to corner 2 be given a fixed increment of 0.5. Offset values range from -1. to +1. (being 0. the default)

In this way fine control of the Track Send levels can be achieved. Examples:

=> Gain 1.3, Offset -0.25 = The send level minimum value will be 0. (negatives are clipped) and the output will range quickly from 0. to 1. (clipping performed above 1.). This can be useful to have a send be often closed and be able to open it very quickly.
=> Gain 0.25, Offset 0.6 = The send level minimum value will be 0.6 and the output will range very slowly from 0.6 to 0.85. This can be useful to have a send set to a reference value and be able to fine tune it with a good degree of control.

XY morph control

Track Send to XY panel corner selection:
Track send levels (from A to H, if available) are mapped to a corner in the XY panel.

For instance, if the wished configuration is to have corner "1" mapped to send level C, corner "2" to send level F, "3" to send level A and "4" to send level G, select:
A => 3
B => off
C => 1
D => off
E => off
F => 2
G => 4
H => off

X value control
(MIDI mappable)

Y value control
(MIDI mappable)

XY panel *operation modes (MIDI mappable)*:
time = set spring recovery time (if spring selected)
spring = turns on/off spring mode (auto recovery)
learn = learn position as new spring recovery position
jump = toggles operation mode between continuous control mode (any change output XY values) and discrete control mode (changes do not output values unless the "go" button is pressed)
go = outputs XY values (in discrete control mode)

Preset Select Box
Each button refers to a storage location. To store: hold the "SHIFT" key on your keyboard and click to a button.
To recall: just click the button

The **preset number** box makes possible to automate selection *(MIDI mappable)*.

The **clear all** button erases the preset memory entirely