

# Manual

## 1. Introduction

The Control Panel software was originally designed to utilize the **Peavey PC 1600x** hardware-controller with **SEK'D Samplitude / Red Roaster**. Since the initial release of the software, the functionality has been changed to allow the Control Panel to learn MIDI commands so it can be used with any MIDI hardware controller. This manual outlines the use of the Peavey PC 1600x and the communications format of the MIDI messages used by Control Panel.

The Peavey PC 1600x uses the MIDI standard format to send information to the Control Panel, which translates this information into a format Samplitude can understand and process. Samplitude then uses this information for internal operation of components such as Volume faders in the Mixer window or scrolling horizontally in a VIP project.

The Peavey PC 1600x has 16 faders and 16 buttons plus one data wheel to control your Samplitude program.

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## 3. Connection

To connect the Peavey PC 1600x with your computer:

1. Connect your Peavey PC 1600x with a MIDI device port of your computer.  
This requires only one MIDI cable. Connect the MIDI IN port of your computer with the MIDI OUT of your Peavey PC 1600x.
2. Connect the power-cable with the Peavey PC 1600x.

## 4. Using Presets

It is important to choose the correct bank selection on your Peavey PC 1600x to gain full functionality in Samplitude.

To select the correct bank:                      Select Bank 11 (ProTools Vol/Pan)

## 5. Starting Control Panel

To start the SEK'D Control Panel:

1. Go to the Explorer.
2. Copy the program ControlPanel.exe from the SEK'D CD folder 'Tools\Peavey1600' into a directory of your choice on your hard disk (e.g. the Samplitude installation directory).
3. In the Explorer, double click ControlPanel.exe in the folder you copied the program to.

## 6. Using Control Panel

This section of the manual expands on the basic explanation of how the Control Panel operates. Use the following procedure to set up the Peavey PC 1600x and SEK'D Control Panel.

To set up the PC 1600x and SEK'D Control Panel:

1. First, select Bank 11 (ProTools Vol/Pan ) on your Peavey PC 1600x.
2. Next, select the **MIDI Input Device** in Control Panel that was used to connect the computer with the PC 1600x.
3. Use the **Start** and **Stop** buttons to start or stop the transmission of data from the PC 1600x to the Control Panel. Please note that after selecting the MIDI Input Device, Control Panel automatically waits for incoming data.
4. If you want to see the incoming MIDI data, activate the display by checking the box **Active** in the **Display MIDI Data** section.

The new version of Control Panel has the ability to learn MIDI commands. This means that Control Panel can be adjusted to use any MIDI controller. To make use of this functionality a Setup needs to be selected in Control Panel. A Setup determines which MIDI command controls specific buttons or faders in Samplitude.

When you open the Control Panel for the first time, the configuration for the Peavey PC 1600x is used.

Successive uses of Control Panel use the last Setup chosen.

There are several ways to select a Setup. At the top of the Control Panel are four buttons (A,B,C,D), each representing a different Setup. However, prior to accessing the Setups associated with the buttons you will need to store your own configuration to the buttons. By default all Setup buttons use the Peavey PC 1600x configuration.

Control Panel also lets you open or save a Setup to disk. To open a Setup, open to the File menu and select "Open Setup". Select "Save Setup As" in the File menu to save a Setup to disk.

## 7. Functions in SEK'D Samplitude

There are currently four components in Samplitude that can be controlled via the Peavey PC 1600x controller. You can use the controller to access operations within the VIP window or Object Editor. Other components are the Mixer window and the Parametric Equalizer.

A more detailed description of these four functionalities follows below.

### 7.1 VIP Project Mode

The following functions are supported in a VIP window:

Fader 1	Scrolling Horizontally
Fader 2	Zoom In/Out Horizontally
Fader 3	Scrolling Vertically
Fader 4	<b>Zoom In/Out Vertically</b> (All tracks, two, or single if range is selected)
Fader 5	<b>Zoom In/Out</b> in selected <b>Track</b>
Fader 6	Cursor or Range Position in view area
Fader 7	If <b>Range</b> is selected, this fader positions the left end of the range
Fader 8	If <b>Range</b> is selected, this fader positions the right end of the range
Fader 9	<b>Move</b> selected <b>Objects</b>
Fader 10	Move selected Objects StartHandle
Fader 11	Move selected Objects EndHandle
Fader 12	Set selected Objects Fade In
Fader 13	Set selected Objects Fade Out
Fader 14	<b>Set</b> selected <b>Objects Volume</b>

Fader 15	Currently not implemented
Fader 16	<b>Scrubbing</b> (play faster, slower, forward, or backward)

**Please Note:** The VIP mode uses an auto nulling feature for Fader 6 through 14. This means that if a fader on the Peavey PC 1600x has a different position than it's counterpart in Samplitude, the fader on the PC 1600x must be moved to the same position as in Samplitude before any other changes occur.

Button 1	Zoom In Horizontally
Button 2	Zoom Out Horizontally
Button 3	Zoom All Horizontally
Button 4	Zoom All Tracks Vertically
Button 5	Zoom All Vertically in Selected Track
Button 6	If <b>Range</b> is selected, zoom in horizontally (new range fills up complete window)
Button 7	<b>Set Cursor</b> to left end of view or if <b>Range</b> selected, set the <b>Cursor</b> on left end of the range
Button 8	<b>Set Cursor</b> to left end of view or if <b>Range</b> selected, set the <b>Cursor</b> on right end of the range
Button 9-11	<b>Set Cursor</b> to start – time of selected <b>Object</b>
Button 12	Set <b>No Fade In</b> for selected Objects
Button 13	Set <b>No Fade Out</b> for selected Objects
Button 14	Set <b>Default Volume</b> ( 0dB )
Button 15	<b>Stops the Cursor</b> at the current playback position when playing back the project. If not playing back the project, hold down the button for scrubbing with Fader 16.
Button 16	<b>Start/Stop</b> Function like the Spacebar

## 7.2 Object Editor

The following functions are supported in the Object Editor window:

Fader 1	Fade In Curve
Fader 2	Currently not implemented
Fader 3	Fade Out Curve
Fader 4	Currently not implemented
Fader 5	<b>Ratio</b>
Fader 6	Threshold
Fader 7	<b>Pan</b>
Fader 8	Mono – Stereo - Enhanced
Fader 9	<b>Volume</b>
Fader 11	<b>EQ Low</b>
Fader 12	<b>EQ Mid</b>
Fader 13	<b>EQ Hi</b>
Fader 16	<b>Scrubbing</b> (play faster, slower, forward, or backward)
Button 1	<b>Set Linear</b> the FadeIn - option
Button 2	<b>Set NoFadeIn</b>

Button 3	<b>Set Linear</b> the FadeOut - option
Button 4	<b>Set NoFadeOut</b>
Button 5 – 8	Reset To Default Value from fader 5 through 8
Button 9	Reset – Button
Button 10	Normal - Button
Button 11–13	Reset To Default Value
Button 14	Currently not implemented
Button 15	<b>Stops the Cursor</b> at the current playback position when playing back the project. If not playing back the project, hold down the button for scrubbing with Fader 16.
Button 16	<b>Start/Stop</b> Function like the Spacebar

### 7.3 Mixer Mode:

When the Mixer is displayed and active, the functionality of the PC 1600x immediately changes to the Mixer mode.

After you return to the VIP project (you can't see the mixer on-screen), the Mixer-mode functionality is disabled and VIP Project mode is active.

Fader 1-8	Volume and Pan Fader Track 1–8
Fader 9	Master Volume Fader Left
Fader 10	Master Volume Fader Right
Fader 11	Master EQ Low
Fader 12	Master EQ Mid
Fader 13	Master EQ Hi
Fader 14	Master Aux1
Fader 15	Master Aux2
Fader 16	<b>Scrubbing</b> (play faster, slower, forward, or backward)

#### Please Note:

1. The Mixer mode uses an auto nulling feature for fader 1 through 15. This means that if a fader on the Peavey PC 1600x has a different position than it's counterpart in Samplitude, the fader on the PC 1600x must be moved to the same position as in Samplitude before any other changes occur. The Mixer displays a second fader on the selected track if the fader on the Peavey PC 1600x is not located at the same position as the fader in Samplitude. This allows you to move the fader in the correct direction for nulling it.
2. Faders 1 through 8 by default are assigned to move the Volume faders in the Mixer window. The faders will control the Pan position in the Mixer window by holding Button 12 while moving fader 1 through 8. The nulling feature also works in the Pan mode. A second line is drawn into the Mixer window as a reference for comparing the Peavey PC 1600x value with it's counterpart in Samplitude.
3. If the Auto mode is selected in the Mixer window faders 1 through 8 will not function until Button 11 or 12 is pushed.

Button 1 - 8	Pressing once <b>Mutes</b> , pressing twice <b>Solos</b> the selected track
Button 9	Link the Master Volume Faders
Button 10	<b>Master Normalize</b> function
Button 11	<b>Shift Key</b> – Use together with Buttons 1 through 8 to activate the <b>Auto</b> function for the selected track (1 through 8). If the Auto function is active, the Shift key together with fader 1 through 8 records Volume Automation data for the selected track.

Button 12	Like Button 11, but activates the <b>DirectX</b> function. If the Auto function is active, this key together with faders 1 through 8 records Panorama Automation data for the selected track. If the Auto function is not active, this key used together with fader 1 through 8 sets the Pan for the selected track (instead of Volume).
Button 13	Like Button 11, but activates the <b>LINK</b> function. No fader functions.
Button 14	Currently not implemented
Button 15	<b>Stops the Cursor</b> at the current playback position when playing back the project. If not playing back the project, hold down the button for scrubbing with Fader 16.
Button 16	<b>Start/Stop</b> Function like the Spacebar

## 7.4 Parametric Equalizer

The following functions are supported within a Parametric -Equalizer window:

Fader 1	<b>EQ 1: Freq.</b>
Fader 2	<b>EQ 1: Q</b>
Fader 3	<b>EQ 1: Decibel</b>
Fader 4	<b>EQ 2: Freq.</b>
Fader 5	<b>EQ 2: Q</b>
Fader 6	<b>EQ 2: Decibel</b>
Fader 7	<b>EQ 3: Freq.</b>
Fader 8	<b>EQ 3: Q</b>
Fader 9	<b>EQ 3: Decibel</b>
Fader 10	<b>Volume: Decibel</b>
Fader 16	<b>Scrubbing</b> (play faster, slower, forward, or backward)
Button 1 – 10	<b>Reset To Default Value</b>
Button 14	<b>Reset Peak</b>
Button 15	<b>Stops the Cursor</b> at the current playback position when playing back the project
Button 16	<b>Start/Stop</b> Function like the Spacebar (Test – Button)

## 7.5 Data Wheel

The Data Wheel operates the same in all modes. The Data Wheel uses finer steps than the faders.

## 7.6 Status Text

Every time something in Samplitude is controlled with your Peavey PC 1600x you can see an indication of it in the Statusbar of Samplitude. For example, if you are nulling your fader, you can see the difference between your fader on the Peavey PC 1600x and the fader in Samplitude in the Statusbar like this:

**Move Object                      GraphPosition   45 ↔ 72 FaderPosition**

## 8. Learn MIDI – DATA

If you own another MIDI controller than the Peavey PC 1600x you can also use the Control Panel to control Samplitude. The Control Panel is capable of learning new MIDI commands. For example, you may want to use your MIDI keyboard as your MIDI controller.

Here is what you need to do:

First, you will need to select “Learn MIDI” from the “Edit” menu. This opens a new dialog that allows you to tell Control Panel facts about your MIDI controller. This dialog contains 32 buttons to assign button and fader functions in Samplitude, an **Incoming Data** section and a **Setups** section.

The **Incoming Data** section is used to interpret all incoming MIDI data. This makes it easy to find out which MIDI message is being sent by your MIDI controller.

To store any changes to the disk for future use you will need to first select the Setup button you want to store the changes to BEFORE you start making any alterations. To do this click on one of the buttons “A” through “D” in the **Setup** section.

The **Clear** button zeros all values of the actual Setup parameters. The letter specified at “Name Setup:” is the current Setup being used. The **Reset** button sets all values to the default state.

*Now you can start to have Control Panel learn your MIDI commands.*

Click on the desired button (i.e. “Fader 1”) that needs to be assigned. Control Panel is now ready to receive the MIDI message. Move or press the control element on your MIDI controller that you want to use for this function. Control Panel recognizes the MIDI data and stores it in the selected element. If you click the MIDI controller element again, the learning procedure is completed.

Please note that **all changes are only temporarily stored** and will be lost unless you use the **Store** button in the Setup section to save the changes to the Setup.

To use the current configuration you must finish the process with the **OK** button. This configures Control Panel with the current setup. If you want to leave the Learn MIDI dialog without saving the changes to the current configuration, click the **Cancel** button.

You also have the option to open or save a Setup to disk. To open a Setup, chose "**Open Setup**" in the File menu. Chose "**Save Setup As**" in the File menu to save a Setup to disk. The File menu option "**Use Peavey PC 1600x Setup**" you can quickly load the default values for use with the Peavey MIDI controller.

The text field under the “Name Setup:” option in the **Setup** section allows you to specify your own name for the configuration. You may also ‘teach’ Control Panel to switch between Setups by using the **Learn** button with incoming MIDI data from any of your MIDI controller buttons or faders. Every Setup can have its own MIDI command. However, if 2 or more Setups are assigned the same MIDI controller message, Control Panel will simply use this to switch between the Setups.

**Note:**

If you want to **zero an individual function** click on its button (or on ‘Learn’ for Setups) without sending MIDI controller data from the MIDI controller. Instead, click the button a second time (or click on Store for Setups) to zero the assignment.