

## ***Synth Controller manual addendum for editions 'QFeld' for Waldorf microQ and Blofeld***

The supported synthesizers by default use CCs for parameter changes. Therefore there is no CC-SysEx-translator and no small numbers on the faceplate. To find the CC-numbers for the synth-parameters please consult the manual of your synthesizer.

Due to technical issues and the optional SL-Sample extension the span for OSC Shape ends at 57 when editing the Blofeld from the SSC. There may be more shapes which have to be selected at the synth itself.

The fact OCS 3's shapes end with 'Sine' and do not support wavetables lies in the synths architecture. The Synth Controller can't change that :-)

Some helpful tips:

Please keep in mind many units inside your synth have much more to offer than the Synth Controller can supply; LFOs can be tweaked on the Synth itself to fade in, have a delay until they start, different waveshapes and Midiclock-Sync. VCF drive got different modes and ringmod starts to make sense only when the input sources start to get detuned.

FM in the OSC- or Filter-section only makes sense after an FM-source is selected, otherwise any amount causes no change in sound.

### ***Multi Edit Mode***

The Q/Blofeld offer a multimode where you have several instruments playing different sounds on different or similar Midichannels at the same time. This led us to the idea of a simple but interesting **Multi Edit Mode**. It is not a full editor but a funny and powerful multi instrument performance mode.

You enter Synth Controller's Multi Edit Mode by holding the upper and lower buttons for about 2 seconds. You can leave Synth Controller's Multi Edit Mode by pressing any single button. Please don't expect the Q/Blofeld to jump in its multi mode when selecting the Multi Edit Mode on the Synth Controller. The Q/Blofeld's multi mode and the Synth Controller's 'Multi Edit Mode' are intended to be used together but they have to be engaged separately on both devices.

After entering this mode, the Synth Controller can adjust

- Midi Control change for controller number 7 (Level)
- Midi Control change for controller number 1 (Modwheel)
- Midi Control change for controller number 2 (Breath)
- Midi Control change for controller number 3 (Foot)

for the Midichannels 1 to 4 simultaneously.

The fun with the Synth Controller's multi mode starts after preparing your patch(es) to make heavy use of the Midicontroller numbers 1 to 3 inside the Q/Blofeld's modulationmatrix.