AKAI S5000/S6000 MIDI Sequencer Mixermap Information

Introduction

This document provides information on how best to use the mixermaps[1] provided on the Akai web site for the MIDI sequencers: Cubase[2] and Cakewalk[2]. It may be possible to use these mixermaps with other sequencers which support the appropriate formats, but this has not been verified.

The mixermaps operate by sending System Exclusive (sysex) messages to the sampler to control various parameters within a MULTI in real-time. Thus it becomes possible to adjust an individual part's level, pan settings, FX send etc., while a sequence is playing. Moreover, recording these sysex messages allows such mixing to be automated for maximum complexity and creativity.

Please feel free to modify these mixermaps to suit your own requirements, and to redistribute these modified versions. Note, however, that modified versions must be marked as such so that they are not confused with the original Akai-supplied versions.

Note that because sysex is only supported in OS Version 1·20 or later, these mixermaps will not function on an S5000/S6000 with any previous operating system.

Cakewalk Studioware Panels

There are two panels provided for use with Cakewalk: a main panel and a smaller, less functional, version which required less screen-space to use. These panels have been set up so that all of the output is directed to Track 1. By doing this it makes it simple to change which MIDI port is used to send the data — simply change the routing of Track 1 and all of the panel's controls will use the new routing.

On each panel you will notice that there are two additional knobs for setting the sysex DeviceID and the Part Bank. The DeviceID allows you to target a single sampler which is part of a MIDI chain and the Part Bank allows you to access each of the 128 parts in a MULTI without having to have 128 mixer strips visible at once. Note that, as described in the sysex documentation, a DeviceID of zero will work with any sampler, regardless of its currently selected DeviceID.

Recommendations

- Set Track 1 to the external MIDI port which is connected to your S5000/S6000. (Note that either port A or port B on the sampler may be used.)
- If you only have one S5000/S6000 connected to this MIDI port, set the DeviceID on the panel to zero. This ensures that the sampler will respond to sysex, regardless of the setting of its own DeviceID.
- To control more than 8 parts at any one time, open multiple panels and set the Part Bank numbers to different values. For example, to control parts 1–8 and 17–24, you would set one of the Part Banks to 0 (parts 1–8) and the other to 2 (parts 17–24).

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[1] "Mixermap" is the terminology used in Steinberg Cubase, other sequencers may use different terminology. For example, Twelve Tone System's Cakewalk uses the term "Studioware Panel".

[2] All trademarks are acknowledged.

Figure 1: Cakewalk Studioware panels. The standard and small panels are shown.

Cubase Mixermaps

The Cubase mixermaps are split into two groups, 16 channel and 32 channel maps.

16 channel — with control over Part Level, Solo, Mute, Pan, Effect Send Level and Fine Tune:

- mix1_16.mix for parts 1 to 16
- mix17_32.mix for parts 17 to 32
- mix33_48.mix for parts 33 to 48
- mix49_64.mix for parts 49 to 64

32 channel — with control over Part Level, Pan and Effects Send Level:

- mix1_32.mix for parts 1 to 32
- mix33_64.mix for parts 22 to 64

Note that mixermaps to control parts 65 to 128 can easily be created by modifying the mixermaps supplied.

Changing the MIDI outputs of the mixermap

Each object (i.e., control) in the mixermap can be assigned to a particular MIDI output and channel. This may have to be adjusted depending on the type MIDI interface used and which output the sampler is connected to.

In order to change the output of object, the mixermap is opened and the object is edited by double-clicking with the pointer tool and selecting appropriate output in the OUTPUT list.

N.B. The output can be changed for all the objects in the map by holding down the ALT key while selecting the output.

It also possible to define an INTRUMENT — (output and MIDI channel). This can be initialised on an individual track within the main Cubase page and then be assigned to an object or objects in the same manner as the OUTPUT list.

Remote control

The mixermap can be controlled from a standard MIDI keyboard to allow smooth editing to facilitate real-time fading and panning etc.

To allow a control to be adjusted remotely, the control must first be selected by positioning the mouse pointer over the control and left clicking with the SHIFT key held down. The remote control is toggled both on and off in this manner.

All of the objects which use a fader or rotary control can be adjusted using the MODULATION wheel on the MIDI keyboard. The Solo and Mute functions can be controlled using the SUSTAIN pedal.

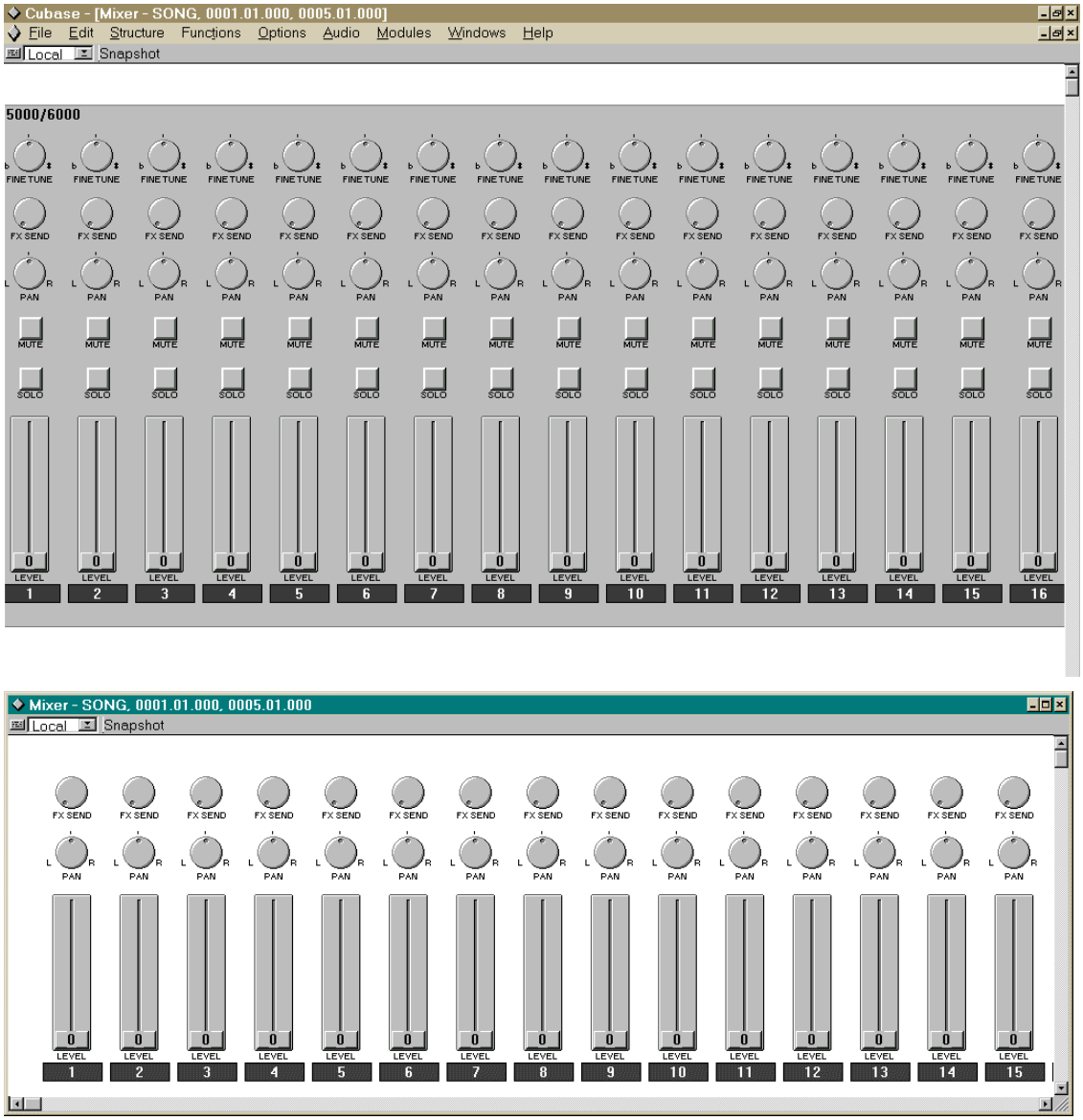

Figure 2: Cubase Mixermaps. The 16-channel (top) and 32-channel (bottom) mixermaps are shown