

OBERHEIM OB-X / OB-Xa / OB-8 (s10H

USING THE MIDI INTERFACE - - -

When you turn on the synthesiser for the first time, you will be in omni-on mode for receive (all channels) and channel 1 for transmit - See next page for factory default settings

When you select a transmit or receive channel, this will be stored in memory and will be remembered for when you subsequently turn on the synth - all parameters listed on the next page are stored.

If you want to put the machine back to the factory default settings at any time, switch the synth on whilst holding the red push button pressed - hold for a couple of seconds then release.

RED PUSH BUTTON

Three modes are available by pushing the red push button. Before you press the red button however, make sure that no notes are pressed on the synth otherwise the results may be unpredictable.

1) PATCH CHANGE MODE - Pressing once only enters patch change mode. Any key then selects a patch change which it sends through MIDI. You are then automatically returned to playing mode.

2) SET-UP MODE - Setting MIDI channels and assignments. Give the red push button two short presses (half a second each) - then release. Follow this with a note or sequence of notes as detailed on page 2. After selecting a channel you will be automatically returned to playing mode but after making assignments you will need to press the ENTER key (Top C) to return to playing mode. This is to enable you to make the multiple key presses required when re-assigning sources to destinations. (N.B. set-ups are stored in non volatile memory).

3) TRANSPOSE MODE - Press and hold the red push button for four seconds - then release. Middle C will sound on the synth and continue to sound until you press a key. The note that you press will be the new middle C for MIDI IN. You can set any value up to two octaves up or down. Settings outside this range will be ignored. Note that transpose mode cannot be entered from program mode.

ASSIGNING MIDI CONTROL SOURCES TO DESTINATIONS - - -  
SOURCES            DESTINATIONS        (d)=factory default

AFTERTOUCH	off / modulation (d) / p.bend / vcf / ***
CONTROLLER X	off / vcf (d) / *** (***) = not used on this synth)
CONTROLLER Y	off / vcf / *** (d)
VELOCITY	off (d) / vcf / vca
MIDI VOLUME	off / vca (d)

Sources can control more than one destination at once, but a destination can only be controlled by one source at a time. Thus if velocity is currently controlling VCF and then you switch aftersynth to VCF, velocity will then control nothing until re-assigned.

C Receive channel 1 [ Bottom C ] MIDI note number 36  
 Db " " 2  
 D " " 3  
 Eb " " 4  
 E " " 5  
 F " " 6  
 Gb " " 7  
 G " " 8           Selecting a receive channel  
 Ab " " 9           will automatically put the  
 A " " 10          MIDI into omni off mode.  
 Bb " " 11          That is, it will receive on  
 B " " 12          the selected channel only.  
 C " " 13  
 Db " " 14  
 D " " 15  
 Eb " " 16  
 E Omni on mode (default)  
 F Transmit channel 1 (default)  
 Gb " " 2           The transmit channel can be  
 G " " 3           changed independently of the  
 Ab " " 4           of the receive channel, and  
 A " " 5           can be set even during omni  
 Bb " " 6           on mode.  
 B " " 7  
 C " " 8 [ Middle C ] MIDI note number 60  
 Db " " 9  
 D " " 10  
 Eb " " 11  
 E " " 12  
 F " " 13  
 Gb " " 14  
 G " " 15  
 Ab " " 16  
 A Transmit Key on velocity decrease :  
 Bb " " " " normal (default) : not stored  
 B " " " " increase :  
 C Transmit Key off velocity decrease :  
 Db " " " " normal (default) : not stored  
 D " " " " increase :  
 Eb program change off  
 E " " ON (d) (d = factory default)  
 F p.bend & mod wheel off  
 Gb p.bend ON (d)  
 G mod wheel ON (d)  
 Ab controller Y - ignored (see page 3 re controller Y)  
 A " - vcf  
 Bb " - \*\*\* (d) (\*\*\*) = not used on this synth  
 B controller X - ignored (see page 3 re controller X)  
 C " - vcf (d)  
 Db " - \*\*\*  
 D aftertouch - ignored  
 Eb " - modulation (d)  
 E " - p.bend (up only)  
 F " - vcf  
 Gb " - \*\*\*  
 G velocity - ignored (d)  
 Ab " - vcf  
 A " - vca  
 Bb MIDI volume - ignored  
 B " - vca (d)  
 C ENTER key - Press and release. [ Top C ] MIDI note no. 96

## NOTES

- 1) Controller X can be any MIDI controller.  
After pressing the red push button twice to enter SET-UP mode, operate the required MIDI controller before pressing the C key that will assign it to VCF.  
If you do not operate a controller before pressing the C or Db key, then controller X will respond to MIDI controller 16 - that is General purpose controller 1 (10 hexadecimal)
- 2) Controller Y can be any MIDI controller.  
After pressing the red push button twice to enter SET-UP mode, operate the required MIDI controller before pressing the A key that will assign it to VCF.  
If you do not operate a controller before pressing the A or Bb key, then controller Y will respond to MIDI controller 17 - that is General purpose controller 2 (11 hexadecimal)
- 3) Controller X/Y will take priority over other control messages, so if controller X/Y is the mod wheel, mod wheel messages will operate whatever controller X/Y is currently assigned to, instead of operating modulation.
- 4) Transmit/Receive channel and omni-on setting will return you directly to playing mode, all other keys will let you stay in SET-UP mode until you press the ENTER key (Top C)
- 5) The ENTER key (Top C) also resets all controllers to their default values - off in most cases - on for volume - centre for pitch bender.
- 6) After pressing the red push button twice to enter set-up mode, the first assignment that you make for any given source (after-touch for example) will cancel all other destinations currently assigned to that source - if you want to make multiple assignments, you will have to do this in the same set-up session, in other words, before you press top C.  
- For example - irrespective of what aftertouch was previously assigned to, pressing F (and release) will assign it to VCF only  
- to make aftertouch also bend pitch, you will have to press E ( and release) before pressing the top C which will ENTER the information and store it in n.v. memory.  
**OTHER SET-UPS WILL REMAIN UNALTERED UNLESS SPECIFICALLY CHANGED**
- 7) Control change commands recognised - (numbers in decimal)  
121 reset all controllers      01 modulation wheel  
123 all notes off              07 main volume  
124 omni mode off (always poly)    64 sustain pedal  
125 omni mode on (always poly)    94 select transpose mode  
126 (mono mode) = all notes off    95 select set-up mode  
127 (poly mode) = all notes off  
nnn Controller X (user defined where nnn = any controller)  
nnn Controller Y (user defined where nnn = any controller)  
Controller X default = 16    Controller Y default = 17
- 8) Other commands recognised - (numbers in hexadecimal)  
8nH notes off                  9nH notes on & velocity  
BnH control change (see above)    CnH program change  
DnH channel pressure (aftertouch)    EnH pitch-bend change  
FEH active sensing

## MIDI CONTROL OF RED PUSH BUTTON

The red push button can be "pressed" via MIDI as MIDI switch number 95 (5Fh) for regular program mode or 94 (5Eh) for transpose mode.

The selection of the push button is enough, it doesn't matter if it is being turned on or off.

In hexadecimal BX - 5F - 00 = program mode

In hexadecimal BX - 5E - 00 = transpose mode

Where X is the current MIDI channel.

[n.b. whilst in program/transpose modes the MIDI is in omni on mode]

## MIDI CONNECTORS - -

MIDI IN should be connected to a MIDI OUT or a MIDI THRU similarly MIDI OUT should be connected only to a MIDI IN and a MIDI THRU should also be connected only to a MIDI IN.

MIDI OUT is the signal from the synthesiser (or drum machine etc.) that is to be sent to another instrument. MIDI IN is a received signal that contains MIDI information from another synth, and MIDI THRU is an exact copy of information arriving at the MIDI IN socket. This allows several instruments to be connected together.

If you want to wire your own MIDI cables the following information may be useful.

- 1) Although a 5 pin connector is used, only two connections plus an earth connection are required.
- 2) If you look at the din plug from the wiring side you will see that the pins are numbered. From left to right (or clockwise) these are 1 - 4 - 2 - 5 - 3.
- 3) The pins numbered 1 & 3 are not used.
- 4) The screen (earth) is connected to pin 2 (centre pin)
- 5) Pin 4 of one plug should be connected to pin 4 of the other
- 6) Pin 5 of one plug should be connected to pin 5 of the other
- 7) You should now have a working MIDI lead
- 8) It is preferable to label one end of the cable MIDI IN & the other end MIDI OUT, to avoid confusion.

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