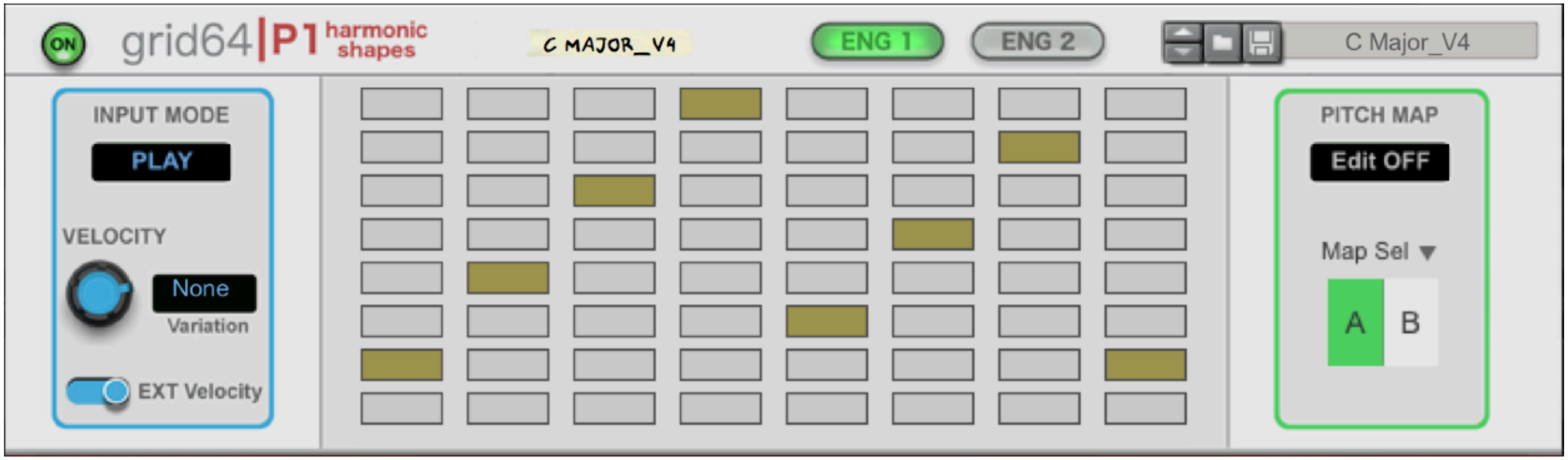
Grid64 Player

Model P1: Harmonic Shapes

Rack Extension for Reason



USER MANUAL

version 1.0.0

Table of Contents

1. Introduction

The grid64 Player series of rack extensions takes inspiration from the tools developed over the years by the user community of grid MIDI controllers, and wants to bring some of those workflows to the Reason environment.

The model P1 is the next player in the series and its focus is on harmony. Like for the previous model P0, the pads on rows 2 through 8 can be programmed to create a variety of note layouts. But unlike the model P0, the pads on the bottom row are able to store 8 different chord shapes. These chord shapes can then be used to play different types of chords based on the Engine type selected:

- with Engine 1 selected, the bottom pads simply trigger the chords as they were stored in their respective slots, but more than one slot can be triggered at once to create more complex chords
- with Engine 2 selected, the bottom pads select a chord shape, then when any other pad is pressed, a chord is triggered using that chord shape. More than one pad can be pressed at the same time to play more complex chords.

The advantage of a grid layout compared to a traditional piano keyboard is that the shape of chords remains unchanged when transposing the notes to other musical keys. In addition, the model P1 offers several ways to modify the note layout thus expanding the possibilities for harmonic experimentation.

The device was made to be used with a controller with an 8x8 pad layout. The models supported are the Novation Launchpads, NI Maschine Jam, Ableton Push and the Akai APC Mini. For those, you can download custom Remote files which enable two-way communication with Reason*.

If you don’t have a grid controller, you can still use a midi keyboard to trigger the grid64 Player.

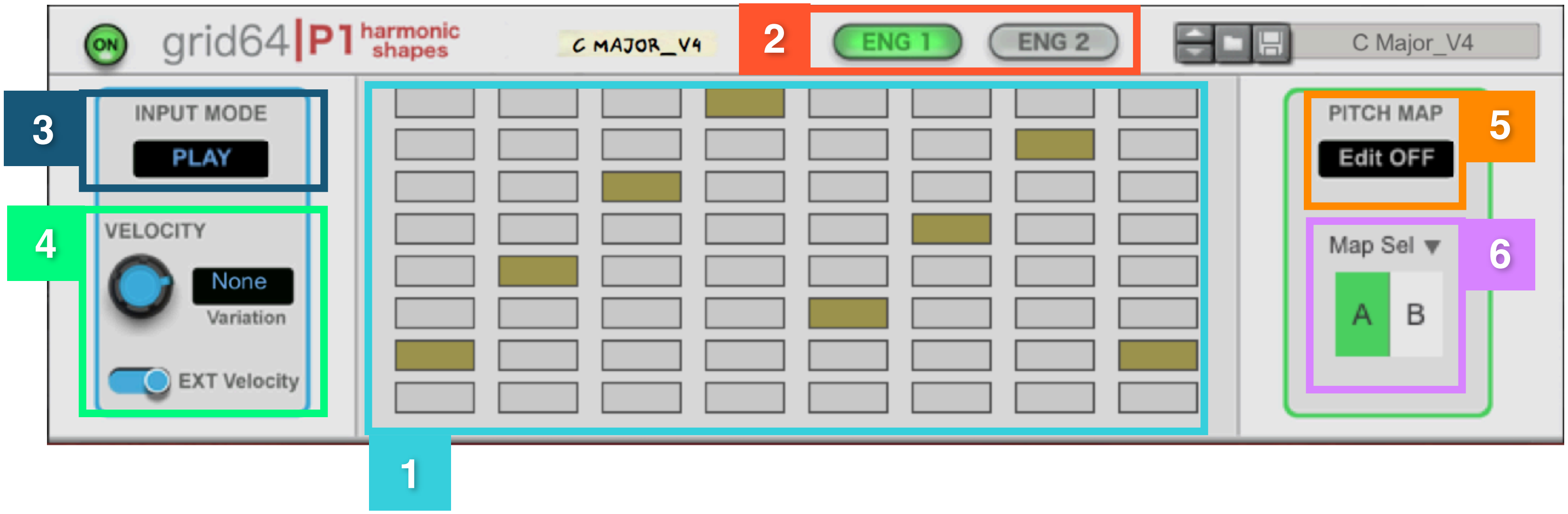
* Reason standalone mode only, the Reason Rack plugin does not support Remote.

1.1 Product Details

- Interface for 8x8 grid MIDI controllers featuring two-way communication with Reason (in standalone mode, after setting up the control surfaces for the supported models, Remote files are provided)
- Enable "Learn" mode to save up to 8 chord shapes using the bottom row of pads
- Enable "Play" mode to trigger chords using two Engine types
- Engine 1: use the bottom 8 pads to trigger the stored chords, additional notes can be played on top using the other pads. Multiple slots can be triggered at once to create more complex chords
- Engine 2: use the bottom 8 pads to select a chord shape, then use that shape to play a chord by pressing on any other pad. Multiple pads can be triggered at once to create more complex chords
- Fully programmable pitch layout where the user can assign a specific pitch and color to each pad
- Row or column edit menus with the ability to copy/paste, transpose, rotate, shuffle and randomize all the pitches in a given row or column
- Map edit menu with the ability to copy/paste, transpose, shuffle, randomize and assign presets to all the pitches in the selected map
- Two configurable map variations A and B per patch which can be switched during play
- EXT Velocity switch allows to bypass the MIDI velocity from a controller and uses instead the velocity set by the Velocity knob with 4 amounts of velocity variation - None, Low, Medium, High.
- The device can also be triggered with the mouse or with a regular midi keyboard using notes C0 to D#5

2. Overview

Here is a quick overview of the main interface elements. For more details on each section, refer to later parts of this manual.



1. Main interface which shows which pad is triggered from a connected controller. You can also use the mouse to trigger a pad. When edit mode is "ON", the interface allows you to choose a note for each pad and assign a pad color (see section 3.2.2 for more details). The bottom row of pads is used to select the slots for storing the chords.

2. Engine select buttons. Engine 1 allows to play back the chords stored in memory. Engine 2 uses the chord shapes stored in memory to trigger new chords when pads are pressed.

3. Input mode selection: if "Learn" mode is engaged, chords you play and their shapes are stored in memory. Use "Play" mode to play back the chords and to trigger the shapes across the grid.

4. If your device is not capable of sending MIDI velocity, here you can select the desired velocity level and the amount of random variation. If your device can send MIDI velocity, you might still desire to use this to achieve "Fixed" velocity. In either case, the EXT velocity slide needs to be in the OFF position to bypass the velocity from the controller.

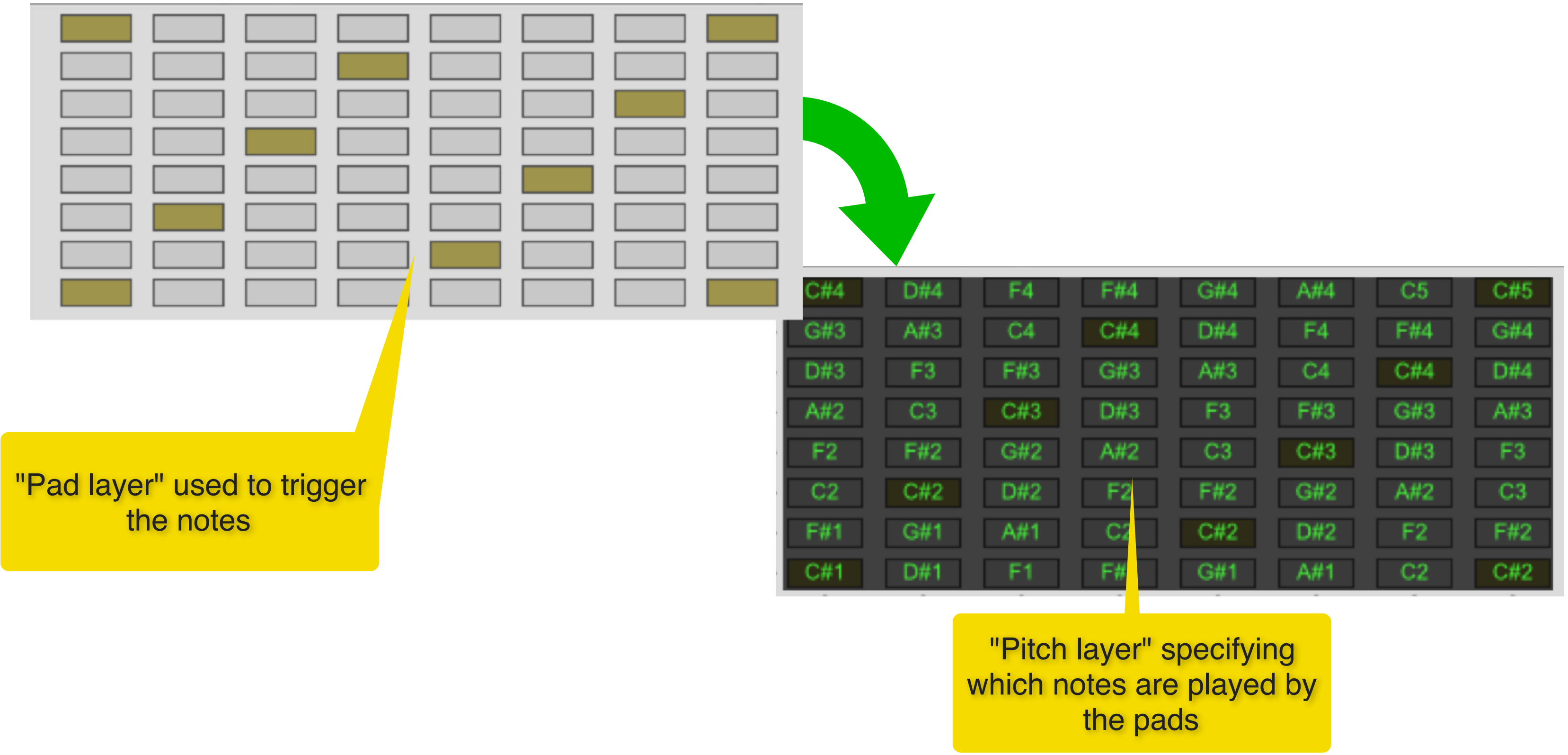
5. Click in the display to enable "Edit" mode. Once "ON", you will be able to configure the pitch map to suit your needs.

6. There are 2 pitch map variations which can be freely switched to access more notes. There are several editing functions which make it possible to quickly duplicate maps and alter maps in various ways for more advanced uses.

3. Usage

grid64IP1 is a player device and hence it needs to be instantiated on top of an instrument. This can be a synth, a sampler, a drum machine or anything which receives notes and is able to make noise!

Before going into the details of programming the device, let's get some basics out of the way. The pads grid layout is basically an interface layer sitting on top of the underlying "pitch map" layer. A pad press triggers whichever note is programmed in the underlying "pitch map" layer. In Engine 1, this "pitch map" layer is fully programmable and it can be edited an altered in many different ways. Furthermore, you can switch between two different "pitch maps" while playing the device by using the Map select buttons.



C#4	D#4	F4	F#4	G#4	A#4	C5	C#5
G#3	A#3	C4	C#4	D#4	F4	F#4	G#4
D#3	F3	F#3	G#3	A#3	C4	C#4	D#4
A#2	C3	C#3	D#3	F3	F#3	G#3	A#3
F2	F#2	G#2	A#2	C3	C#3	D#3	F3
C2	C#2	D#2	F2	F#2	G#2	A#2	C3
F#1	G#1	A#1	C2	C#2	D#2	F2	F#2
C#1	D#1	F1	F#1	G#1	A#1	C2	C#2

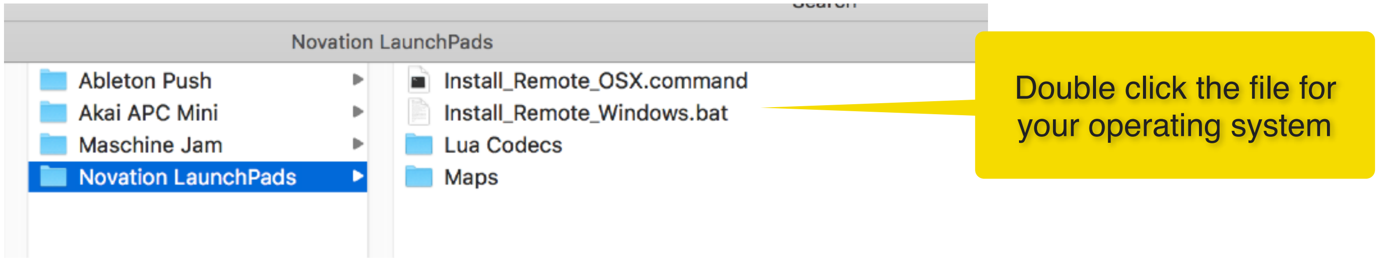
"Pad layer" used to trigger the notes

"Pitch layer" specifying which notes are played by the pads

3.1 Setting up your grid controller in Reason (standalone)

3.1.1 Install the Remote files

You can download the remote files from the grid64P0 product page in the Reason Studios Shop. Once you have downloaded and unzipped the files, navigate to the folder for your midi controller. In there, you will find two installer files, one for Mac and one for Windows. Double click the installer for your operating system. On Mac OS X, you will see the terminal window open when the process is completed. On Windows, you will see the console flash quickly and then closing.



Double click the file for your operating system

Alternatively, you can copy and paste the remote files manually. This is what you do:

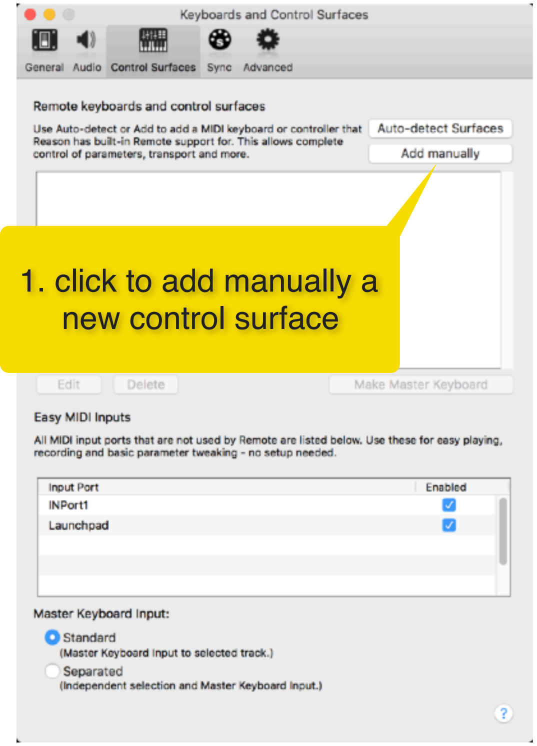
1. Go to the download, open the folder for your controller, then open "Lua Codecs", copy the entire folder in there and paste it at this location:
   Mac -> Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Codecs/Lua Codecs
   Windows -> C:/ProgramData/Propellerhead Software/Remote/Codecs/Lua Codecs

2. Go back to the download, open the folder for your controller, then open "Maps" copy the entire folder in there and paste it at this location:
   Mac -> Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Maps
   Windows -> C:/ProgramData/Propellerhead Software/Remote/Maps

Please note, on Windows the directory "ProgramData" is hidden by default. You need to enable "Show hidden files". See how to do it here: https://support.microsoft.com/en-us/help/14201/windows-show-hidden-files

3.1.2 Creating Control Surfaces in Reason (standalone)

Once the remote files have been installed, start Reason. Go to "Preferences" -> "Control Surfaces" and click on "Add Manually" to create a new control surface. In the example below, we are showing how to configure a Launchpad MK1 as a controller. You will need to create two control surfaces. For each, you use as In and Out ports the midi ports of the Launchpad.



1. click to add manually a new control surface

Keyboards and Control Surfaces

Remote keyboards and control surfaces

Use Auto-detect or Add to add a MIDI keyboard or controller that Reason has built-in Remote support for. This allows complete control of parameters, transport and more.

Easy MIDI Inputs

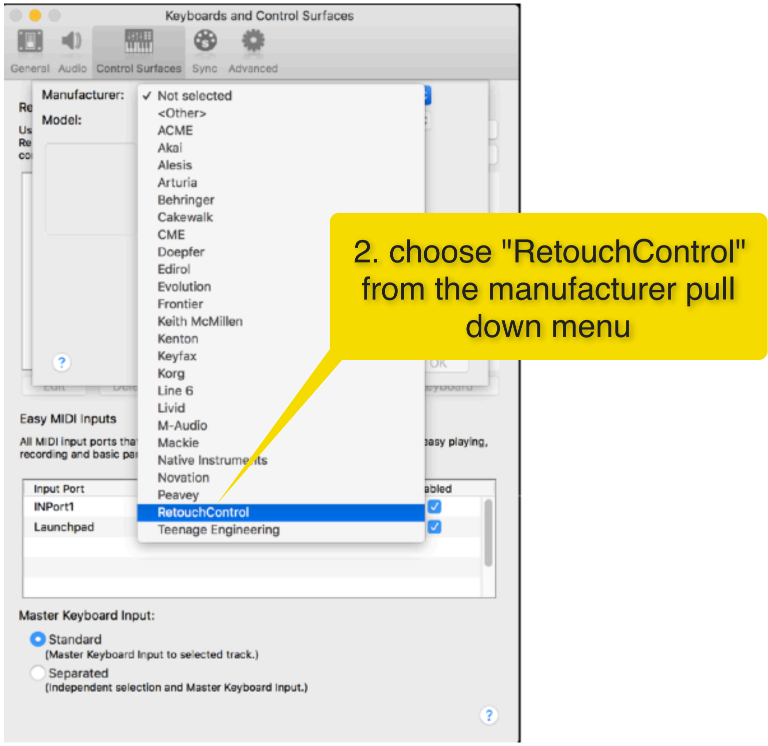
All MIDI input ports that are not used by Remote are listed below. Use these for easy playing, recording and basic parameter tweaking - no setup needed.

Input Port	Enabled
INPort1	☑
Launchpad	☑

Master Keyboard Input:

● Standard (Master Keyboard Input to selected track.)

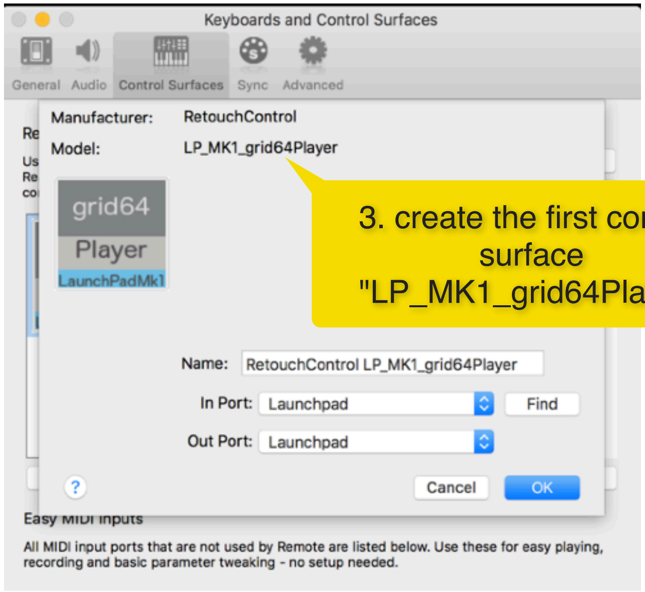
○ Separated (Independent selection and Master Keyboard Input.)



2. choose "RetouchControl" from the manufacturer pull down menu

Manufacturer:

Model:



Manufacturer: RetouchControl

Model: LP_MK1_grid64Player

Name: RetouchControl LP_MK1_grid64Player

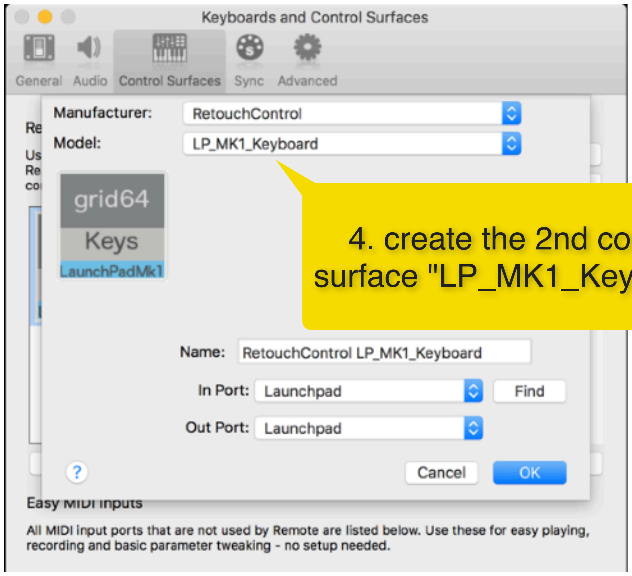
In Port: Launchpad

Out Port: Launchpad

Easy MIDI Inputs

All MIDI input ports that are not used by Remote are listed below. Use these for easy playing, recording and basic parameter tweaking - no setup needed.

3. create the first control surface "LP_MK1_grid64Player"



Manufacturer: RetouchControl

Model: LP_MK1_Keyboard

Name: RetouchControl LP_MK1_Keyboard

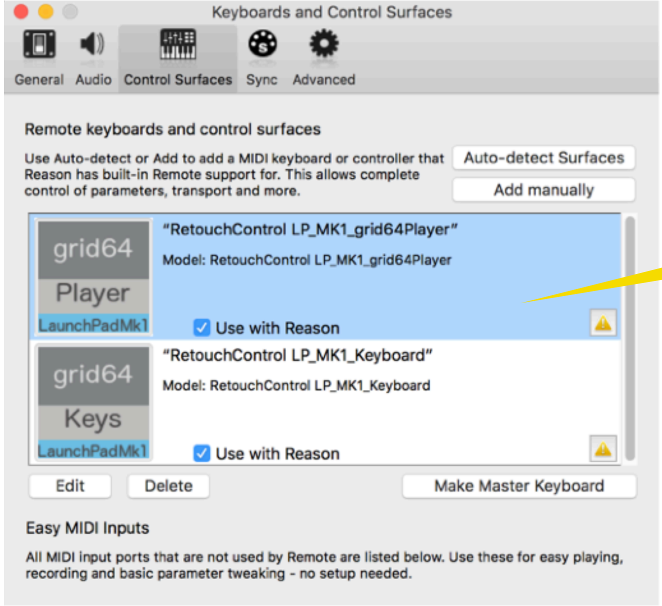
In Port: Launchpad

Out Port: Launchpad

Easy MIDI Inputs

All MIDI input ports that are not used by Remote are listed below. Use these for easy playing, recording and basic parameter tweaking - no setup needed.

4. create the 2nd control surface "LP_MK1_Keyboard"



Remote keyboards and control surfaces

Use Auto-detect or Add to add a MIDI keyboard or controller that Reason has built-in Remote support for. This allows complete control of parameters, transport and more.

"RetouchControl LP_MK1_grid64Player"

Model: RetouchControl LP_MK1_grid64Player

☑ Use with Reason

"RetouchControl LP_MK1_Keyboard"

Model: RetouchControl LP_MK1_Keyboard

☑ Use with Reason

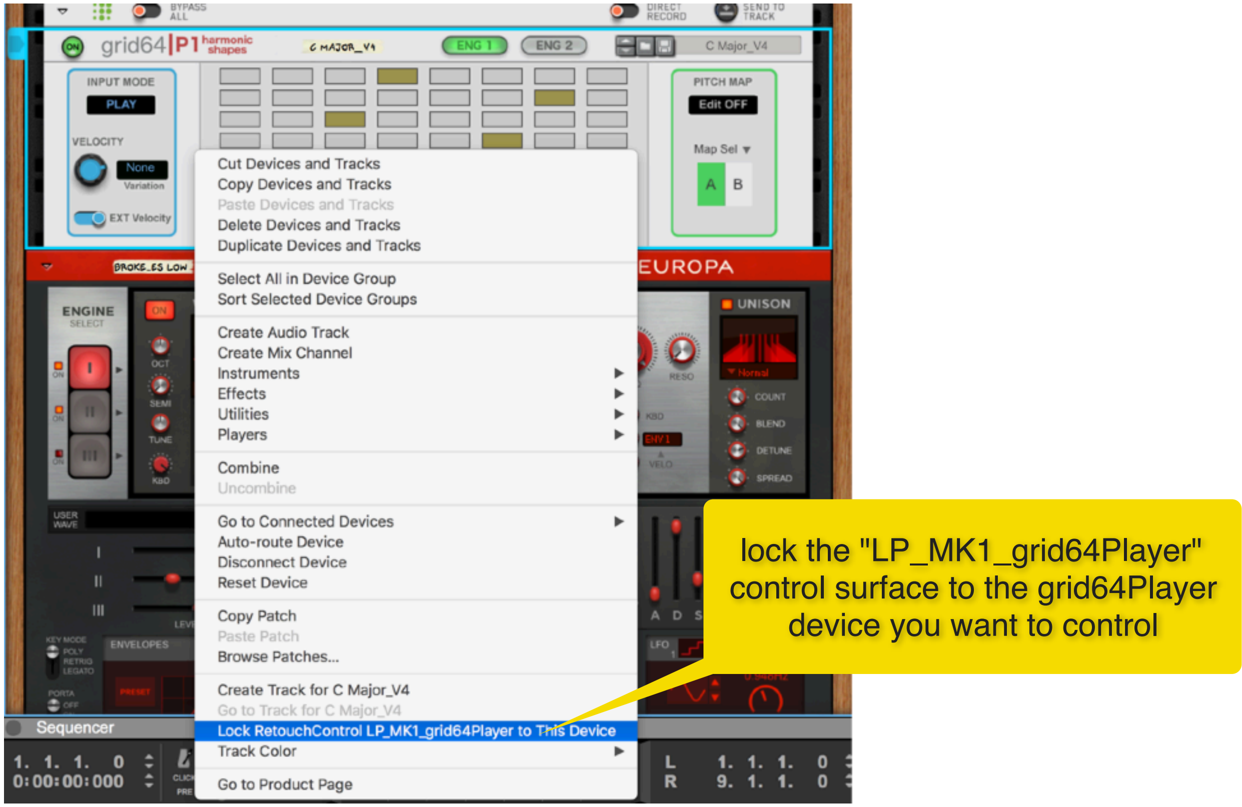
Easy MIDI Inputs

All MIDI input ports that are not used by Remote are listed below. Use these for easy playing, recording and basic parameter tweaking - no setup needed.

5. both control surfaces are now configured. Verify that the "grid64Player" control surface is not set as master keyboard!

3.1.3 Using the Control Surfaces in Reason (standalone)

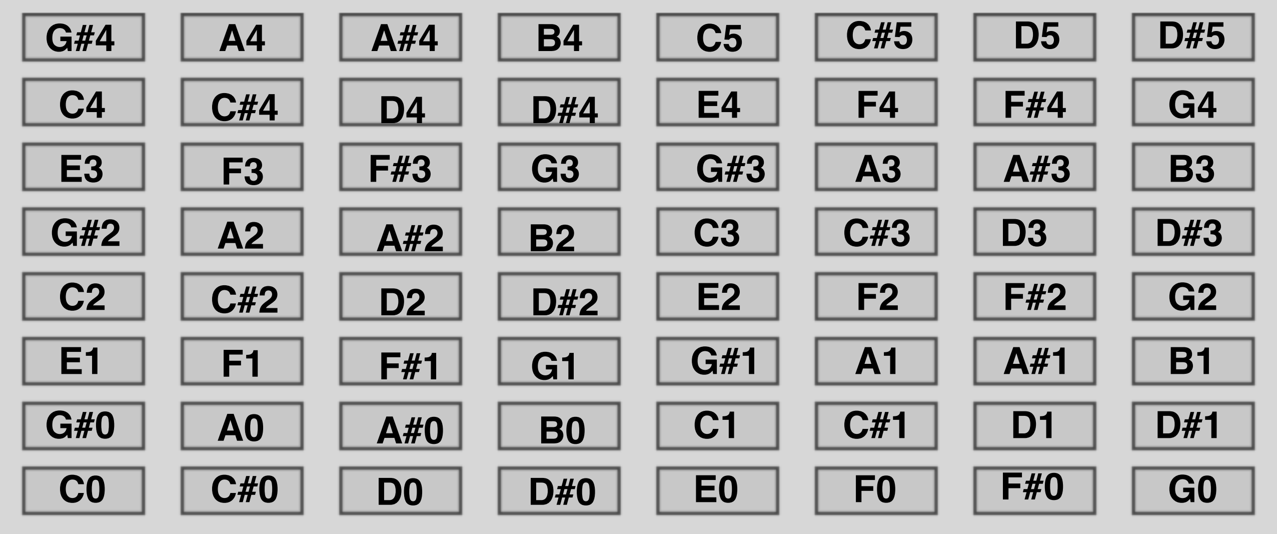
Now that the control surfaces have been created, you will be able to play the grid64 Player directly from your controller, but first, you need to lock the "LP_MK1_grid64Player" control surface to the player instance that you want to control, as shown below.



lock the "LP_MK1_grid64Player" control surface to the grid64Player device you want to control

3.1.4 "What if I don’t have a grid controller?"

If you don’t have one of the supported grid controllers, you can use your MIDI keyboard to trigger the pads. See the following drawing for the details of the midi notes triggering each pad. The notes names shown below are based on the standard note assignment in Reason where C3 corresponds to midi note number 60.



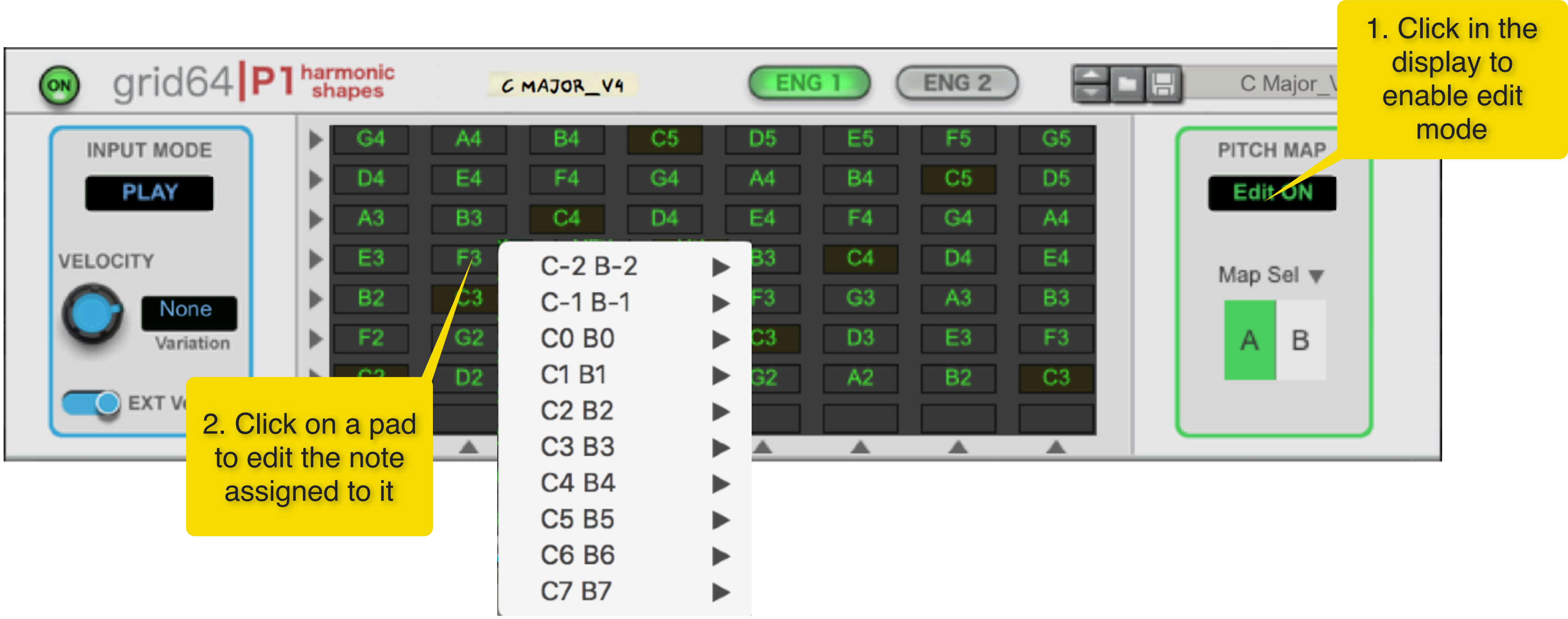
G#4	A4	A#4	B4	C5	C#5	D5	D#5
C4	C#4	D4	D#4	E4	F4	F#4	G4
E3	F3	F#3	G3	G#3	A3	A#3	B3
G#2	A2	A#2	B2	C3	C#3	D3	D#3
C2	C#2	D2	D#2	E2	F2	F#2	G2
E1	F1	F#1	G1	G#1	A1	A#1	B1
G#0	A0	A#0	B0	C1	C#1	D1	D#1
C0	C#0	D0	D#0	E0	F0	F#0	G0

3.2 Creating a note layout

The pads on row 2 through 8 can be programmed to create a variety of note layouts. The factory sound bank contains a selection of ready-made layouts for you to use. This section explains how to customize existing layouts or create brand new ones.

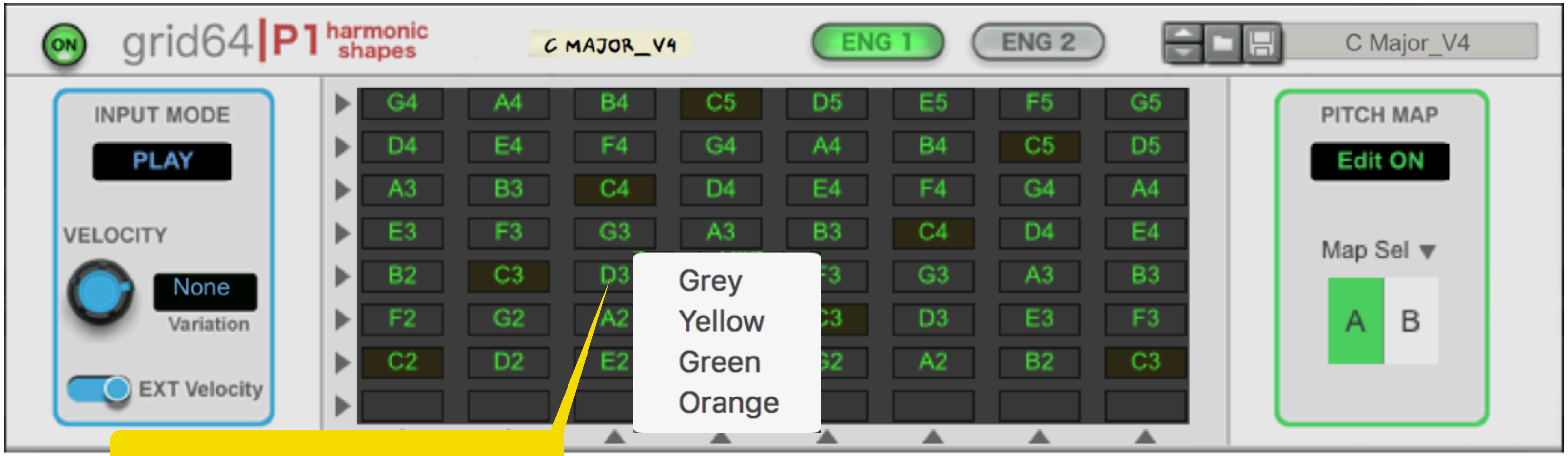
3.2.1 Editing of Single Pads

To create your custom mappings, enable the pitch map edit mode by pressing in the display area as shown below. Once edit mode is active, just click on a pad with a note name to change its value by choosing a different note from the context menu. To change the color of the pad, press "Alt" on the keyboard, then click with the mouse on the pad and select a color from the context menu.



1. Click in the display to enable edit mode

2. Click on a pad to edit the note assigned to it



G4	A4	B4	C5	D5	E5	F5	G5
D4	E4	F4	G4	A4	B4	C5	D5
A3	B3	C4	D4	E4	F4	G4	A4
E3	F3	G3	A3	B3	C4	D4	E4
B2	C3	D3		F3	G3	A3	B3
F2	G2	A2		C3	D3	E3	F3
C2	D2	E2		G2	A2	B2	C3

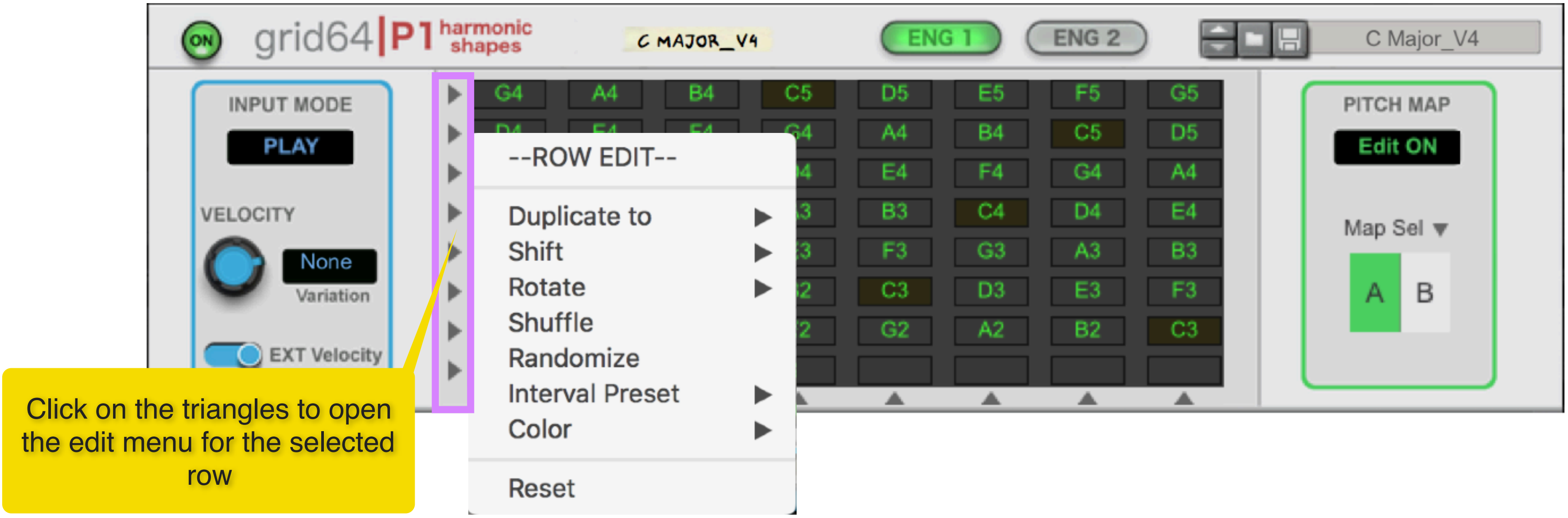
Press the **Alt** key and click on a pad to change its color

Grey	White color when active, grey (off) when inactive
Yellow	Bright yellow color when active, dark yellow when inactive
Green	Bright green color when active, dark green when inactive
Orange	Bright orange color when active, dark orange when inactive

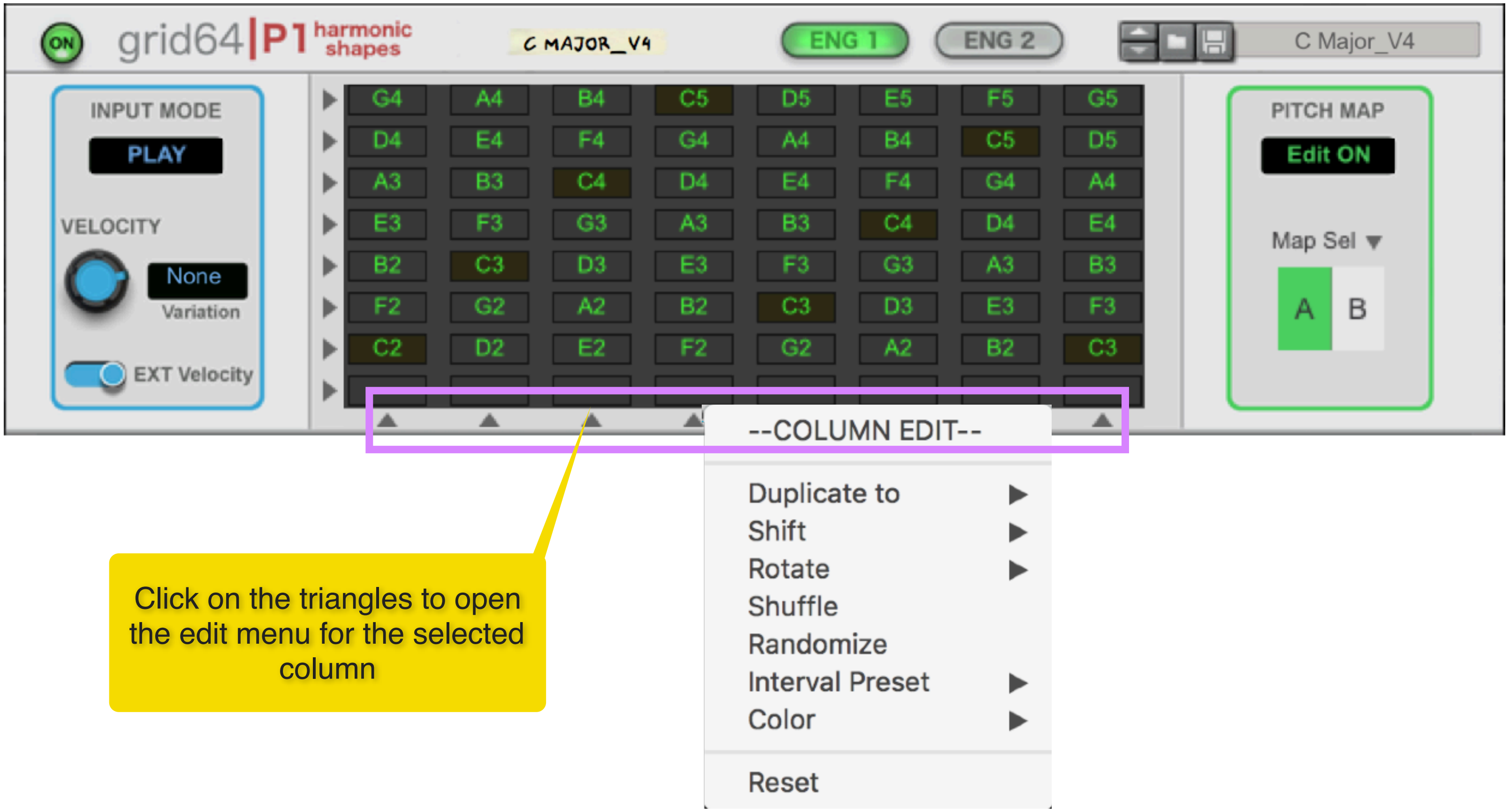
So far, we have discussed editing of single pads. What if we want to edit multiple pads at once? This is possible, and there are 3 ways to do that. You can edit at once single columns, single rows, or the entire map. These options are illustrated below.

3.2.2 Row and Column Edit menus

To edit an entire row or column of pads, click on the corresponding triangle to open the Edit context menu.



Click on the triangles to open the edit menu for the selected row



INPUT MODE PLAY

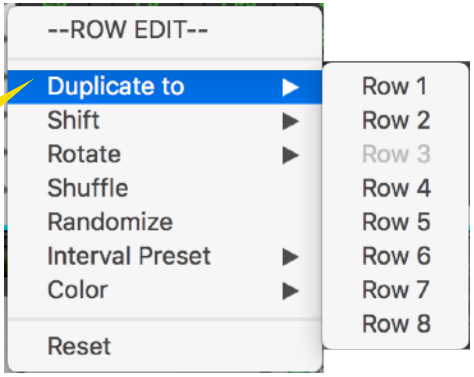
VELOCITY None

PITCH MAP Edit ON

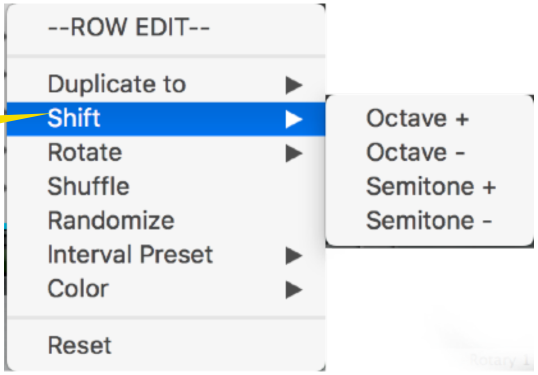
G4	A4	B4	C5	D5	E5	F5	G5
D4	E4	F4	G4	A4	B4	C5	D5
A3	B3	C4	D4	E4	F4	G4	A4
E3	F3	G3	A3	B3	C4	D4	E4
B2	C3	D3	E3	F3	G3	A3	B3
F2	G2	A2	B2	C3	D3	E3	F3
C2	D2	E2	F2	G2	A2	B2	C3

Click on the triangles to open the edit menu for the selected column

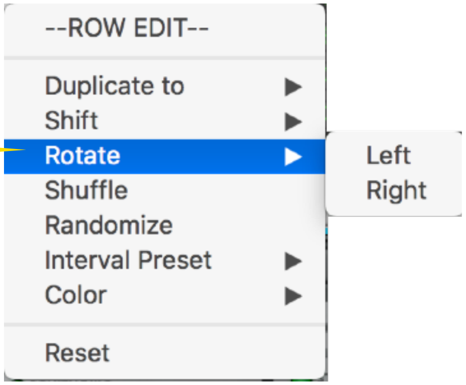
Both the Row and Column edit menus offer several editing options and these are explained below:



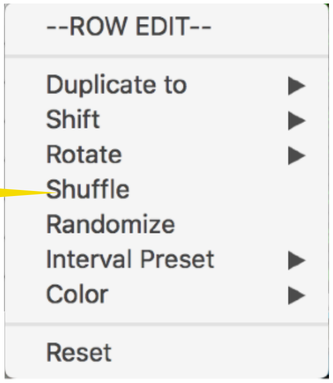
Duplicate the selected Row/Column to another Row/Column



Shifts the notes in the selected Row/Column by octave or semitone

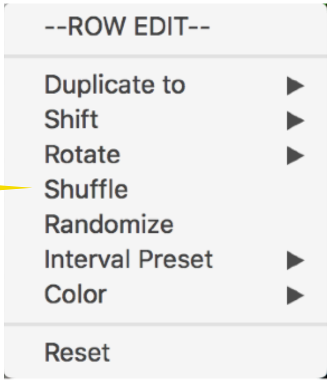


Move the notes by one position left or right for Rows, and up or down for Columns

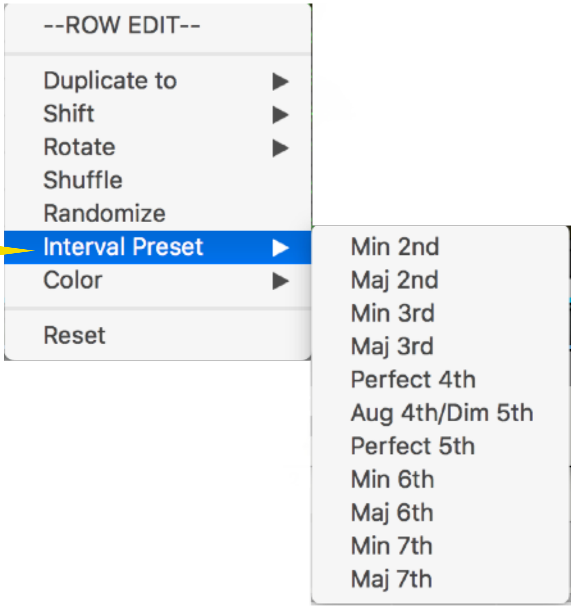


Shuffle around the positions of the notes

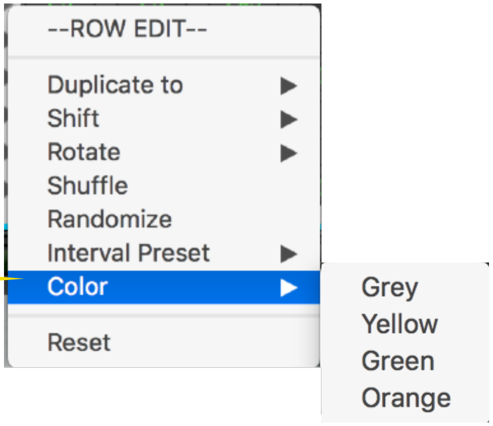
Randomize the values of the notes in the Row/Column



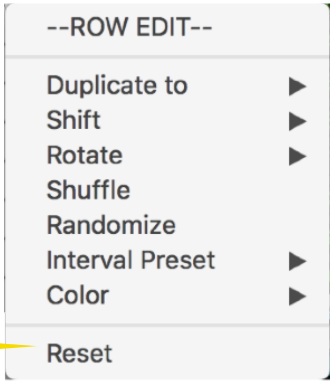
Assign notes with each successive pad being the selected interval apart from its predecessor. The first note in the Row/Column is the starting note in the sequence



Assign the same color to all the pads in the Row/Column



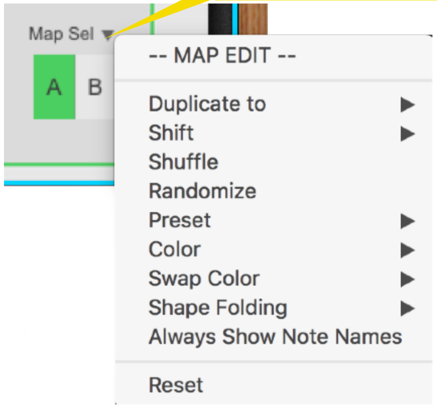
Resets all pads in the Row/Column to default values

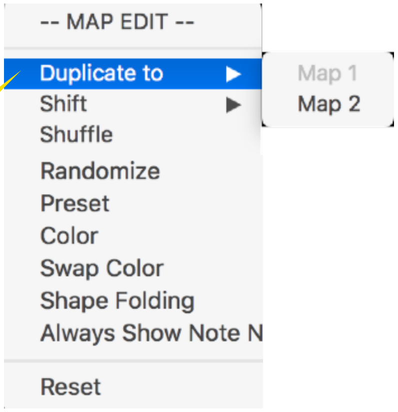


3.2.3 Map Edit menu

In addition to the Row/Column edit menus, you can also perform editing functions which affect all the pads for the selected Map. You access these functions by clicking on the down triangle in the "Map Sel" area, as shown below.

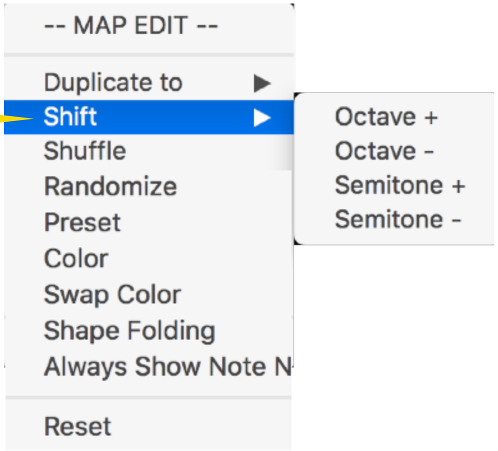
Click on the down triangle to open the Map Edit menu

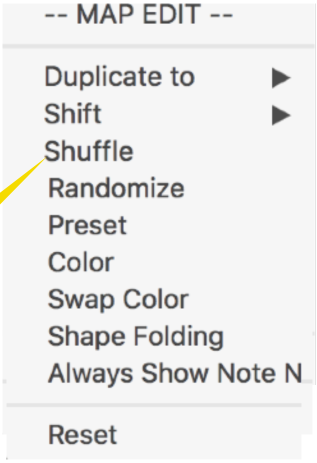




Duplicate the current map to the other map variation

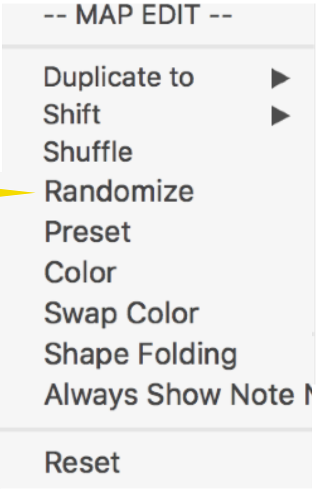
Shift all the notes in the selected Map by octave or semitone



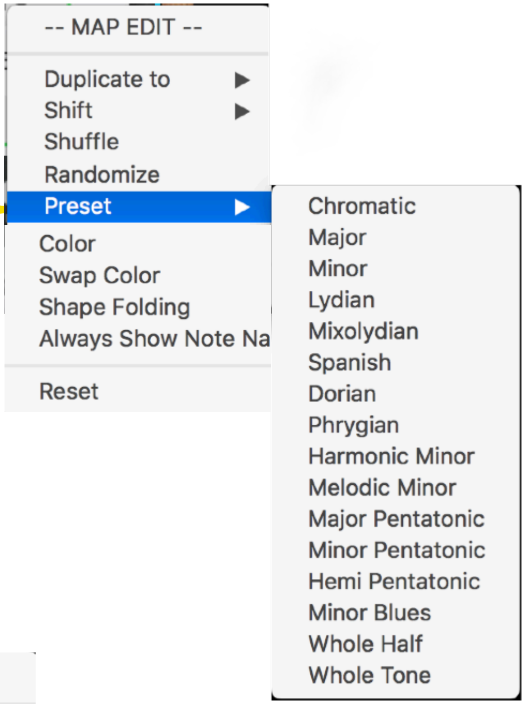


Shuffle around the notes in the selected map

Randomize all the notes in the selected map

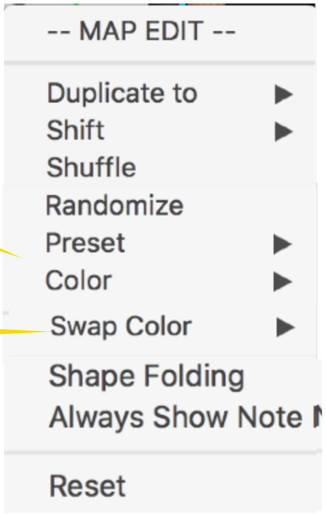


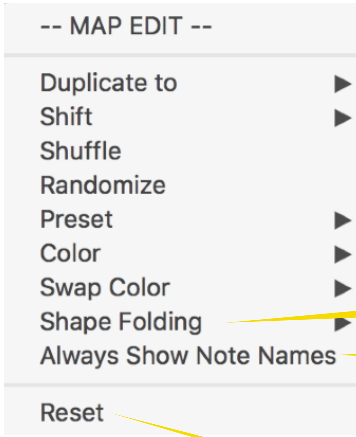
Create a mapping of the notes according to the selected scale, starting from the leftmost pad on the 2nd row as the root note



Assign the selected color to all notes in the map

Swap one color with another





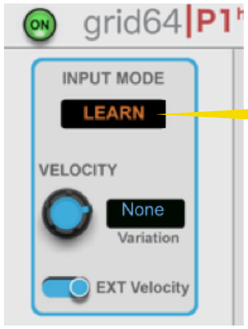
Fold the chord shape when moving around the layout

Always show the note names for each pad

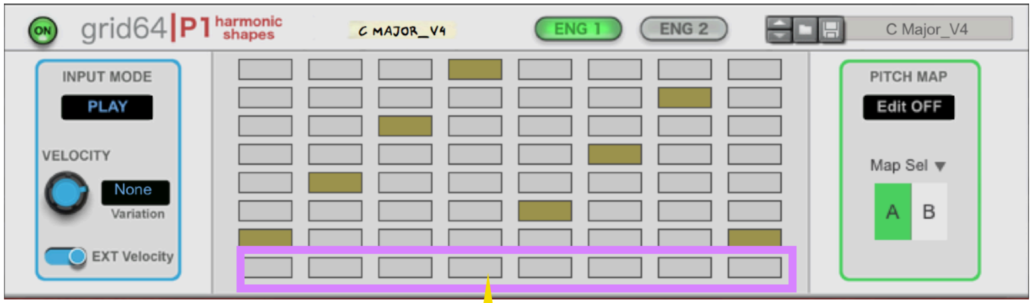
Reset the map to the default values

3.3 Input Mode: "Play" vs "Learn"

Once you have a note layout configured, it’s time to play! But first you might want to save some chords and chord shapes. In order to do that, you need to engage "Learn Mode". To enable "Learn" mode, click in the "Input Mode" display. The next step is to select a chord slot to store the chord.



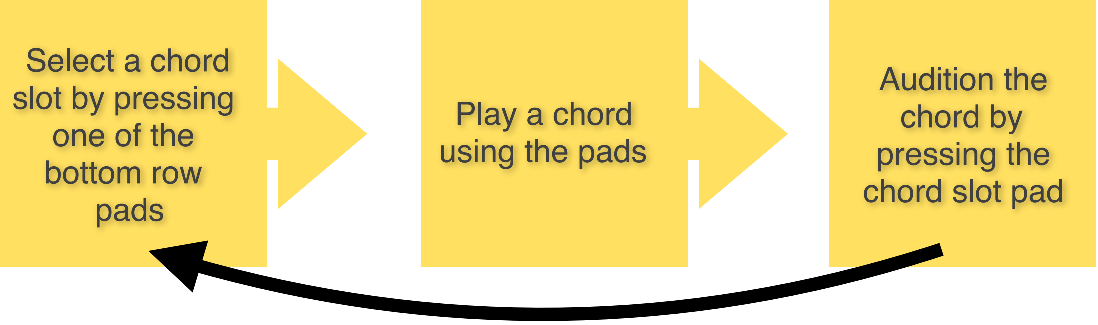
click in the display to engage "Learn" mode



the bottom row is for selecting chord slots

3.3.1 Learn from a MIDI controller

If you have a supported MIDI controller enabled in Reason, then it’s quite easy to start playing chords on the pads. With "Learn" mode enabled, the device is always recording and stores the last chord you played (until you lift the fingers from the pads). The chord is stored in the slot currently selected. To learn another chord, select another chord slot. You can always audition the chords you stored by pressing the respective chord slot pads.

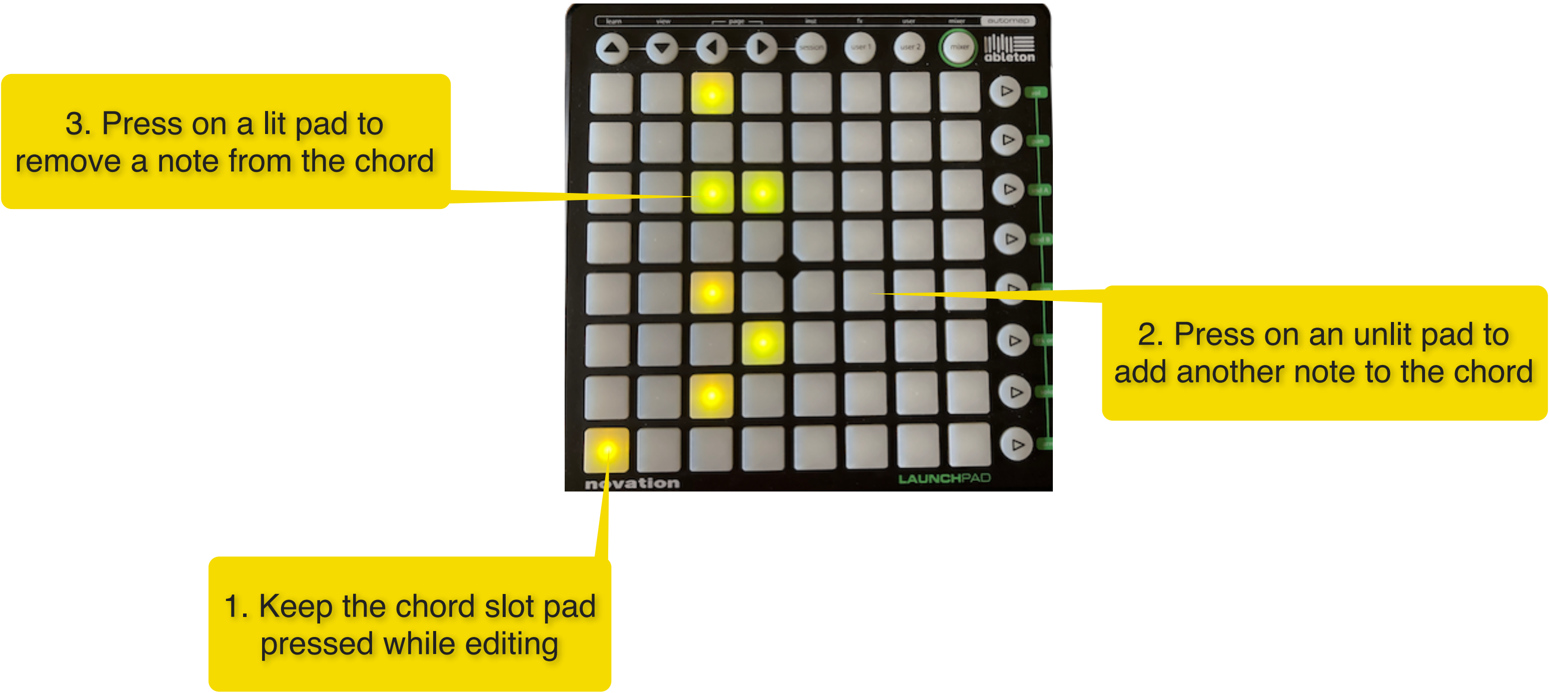


Select a chord slot by pressing one of the bottom row pads

Play a chord using the pads

Audition the chord by pressing the chord slot pad

For a given chord slot, you can edit the chord stored in memory by keeping the chord slot pad pressed: if you want to add another note to the chord, just press its pad. Similarly, if you want to remove a note from the chord, press its pad. A similar procedure can also be used when using a regular midi keyboard to trigger the device (see page 12 for the midi note assignments)



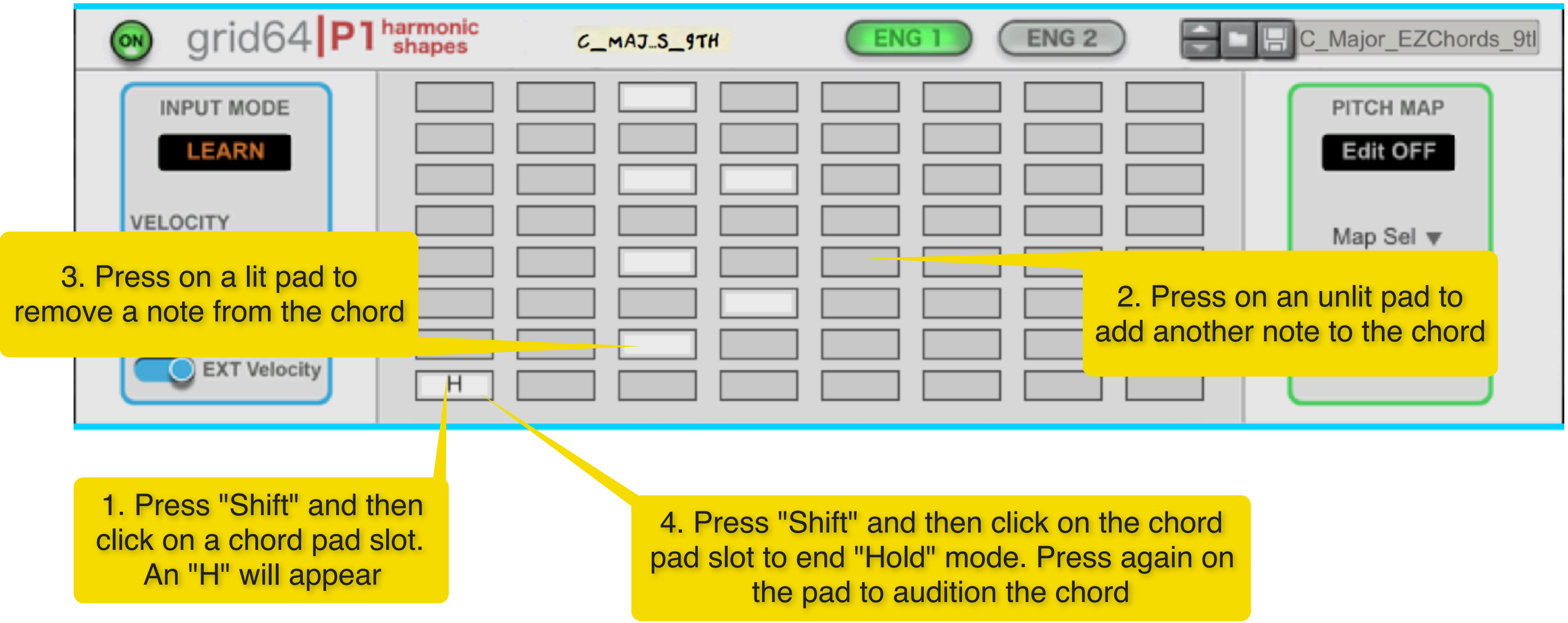
3. Press on a lit pad to remove a note from the chord

2. Press on an unlit pad to add another note to the chord

1. Keep the chord slot pad pressed while editing

3.3.2 Learn with the mouse

Although it’s not possible to play chords with the mouse (after all you can only click on a single pad at once) you can still learn chords using the mouse and trigger them by pressing the chord slot pads. In order to learn a chord, make sure that "Learn" mode is engaged. Then press the "Shift" key and click on a slot pad and you should see an "H". This means that the slot is in "Hold" mode, and you can click on other pads to add or remove notes to the chord. Once you have created your desired chord, press "Shift" and click again on the chord slot pad. Now the "H" will disappear and further clicking on the chord pad will trigger the chord you just learnt.



3. Press on a lit pad to remove a note from the chord

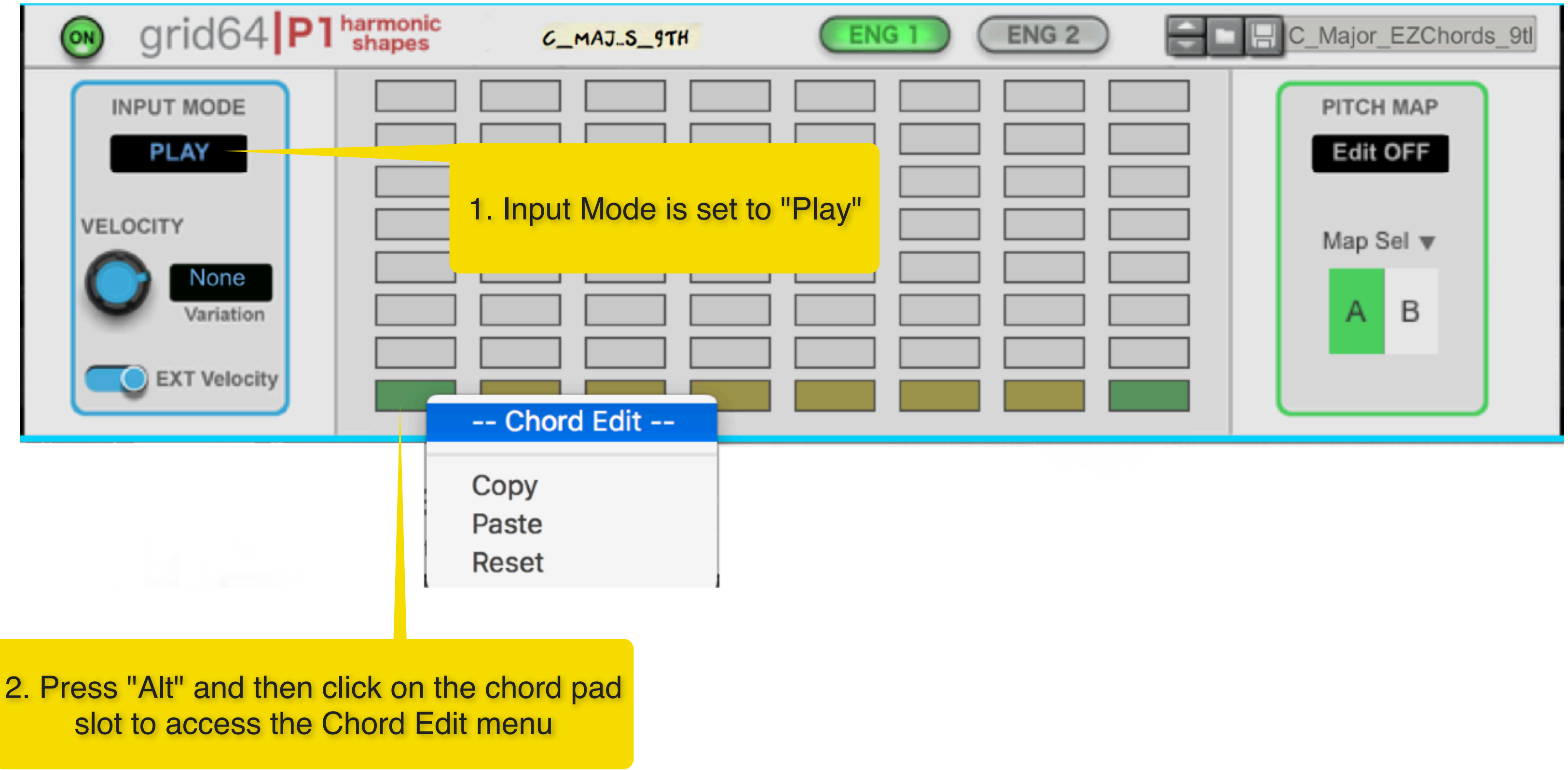
2. Press on an unlit pad to add another note to the chord

1. Press "Shift" and then click on a chord pad slot. An "H" will appear

4. Press "Shift" and then click on the chord pad slot to end "Hold" mode. Press again on the pad to audition the chord

3.3.3 Chord Edit Menu

There is a chord edit menu which speeds up the operation of copying/pasting or resetting a chord for each chord slot. In order to access the menu, make sure that the Input Mode is set to "Play", then press the "Alt" key and click on any of the 8 chord slots to copy/paste or reset a chord on that particular slot.



1. Input Mode is set to "Play"

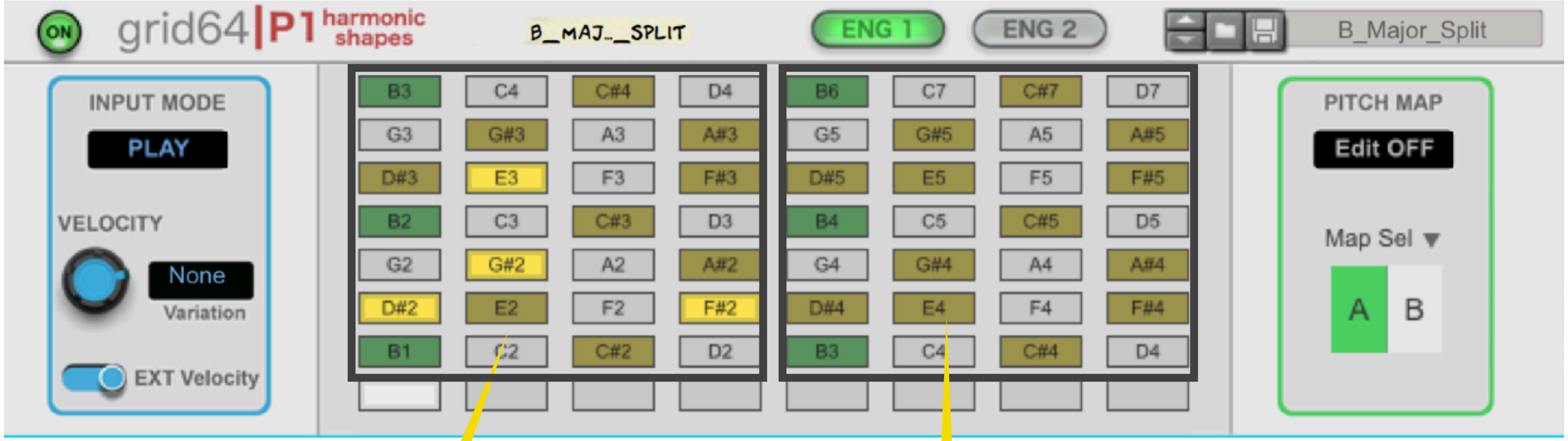
2. Press "Alt" and then click on the chord pad slot to access the Chord Edit menu

3.4 Engines

Once you have learnt some chords, then you can play them using either Engine 1 or Engine 2. In this section, we'll describe how both Engines work and how to use them.

3.4.1 Engine 1

Engine 1 is pretty straightforward. When you press on a chord slot pad, if there is a chord stored at that location, then it will be triggered. You can press more than one chord slot at once if you want to create more complex chords. Furthermore, you can add other notes to the chord or play a melody on top by keeping the chord slot pressed and then pressing other pads. For example, the factory patches in the "Split Half" folder have the note layout split in two halves: the left half can be used to play the chords, while the right half can be used to add extra notes to the chord or play a melodic line on top. This is just one example: because the note layout is fully configurable, the possibilities for experimentation are numerous.



grid64|P1 harmonic shapes

B_MAJ__SPLIT

ENG 1 ENG 2

B_Major_Split

INPUT MODE: PLAY

VELOCITY: None Variation

EXT Velocity

B3	C4	C#4	D4	B6	C7	C#7	D7
G3	G#3	A3	A#3	G5	G#5	A5	A#5
D#3	E3	F3	F#3	D#5	E5	F5	F#5
B2	C3	C#3	D3	B4	C5	C#5	D5
G2	G#2	A2	A#2	G4	G#4	A4	A#4
D#2	E2	F2	F#2	D#4	E4	F4	F#4
B1	C2	C#2	D2	B3	C4	C#4	D4

PITCH MAP: Edit OFF

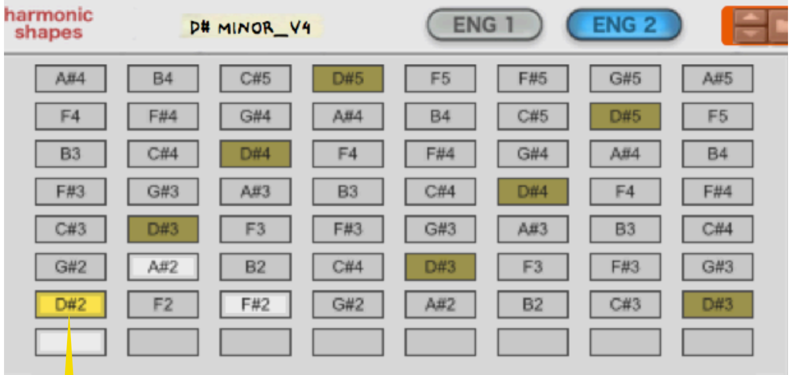
Map Sel: A B

The left half can be used to program the chords triggered by the chord slot pads

The right half can be used to play additional notes

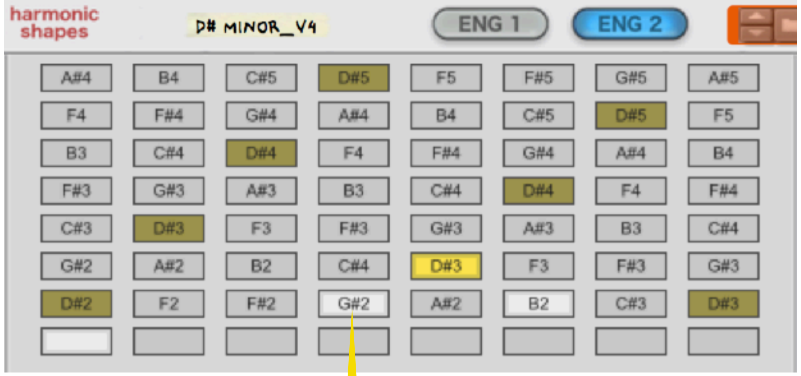
3.4.2 Engine 2

Engine 2 uses a different approach. Pressing a chord slot pad will not trigger a chord. Instead it selects that chord, specifically it selects the geometric shape of that chord. Now, if you press a regular note pad, a chord is formed using the shape of the selected chord, and the note you pressed will be part of the chord. This is great for trying out a particular shape with other notes and discover new chords. Because you can store up to 8 chord shapes, you can in theory have hundreds of chords available to play per patch. Furthermore, you can press more than one pad at once to create more complex chords!



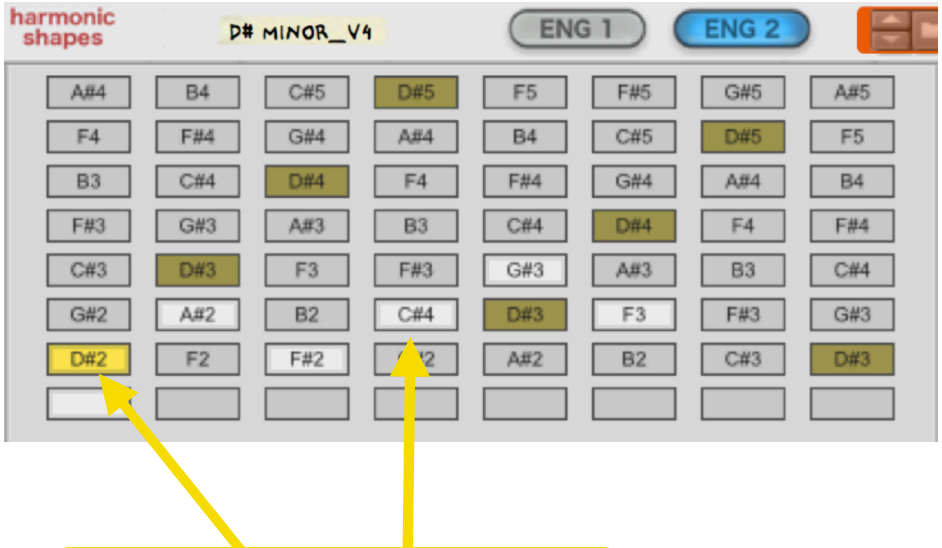
A#4	B4	C#5	D#5	F5	F#5	G#5	A#5
F4	F#4	G#4	A#4	B4	C#5	D#5	F5
B3	C#4	D#4	F4	F#4	G#4	A#4	B4
F#3	G#3	A#3	B3	C#4	D#4	F4	F#4
C#3	D#3	F3	F#3	G#3	A#3	B3	C#4
G#2	A#2	B2	C#4	D#3	F3	F#3	G#3
D#2	F2	F#2	G#2	A#2	B2	C#3	D#3

Pressing the D#2 pad to create the first chord



A#4	B4	C#5	D#5	F5	F#5	G#5	A#5
F4	F#4	G#4	A#4	B4	C#5	D#5	F5
B3	C#4	D#4	F4	F#4	G#4	A#4	B4
F#3	G#3	A#3	B3	C#4	D#4	F4	F#4
C#3	D#3	F3	F#3	G#3	A#3	B3	C#4
G#2	A#2	B2	C#4	D#3	F3	F#3	G#3
D#2	F2	F#2	G#2	A#2	B2	C#3	D#3

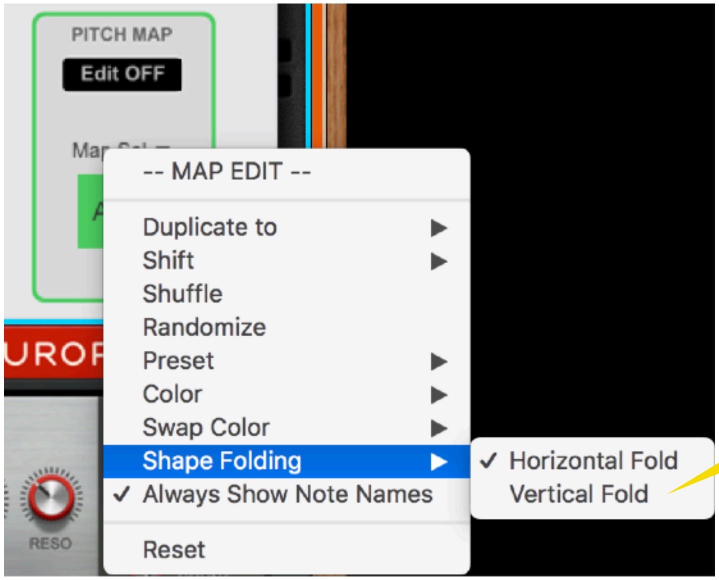
Pressing the G#2 pad to create the second chord using the same shape



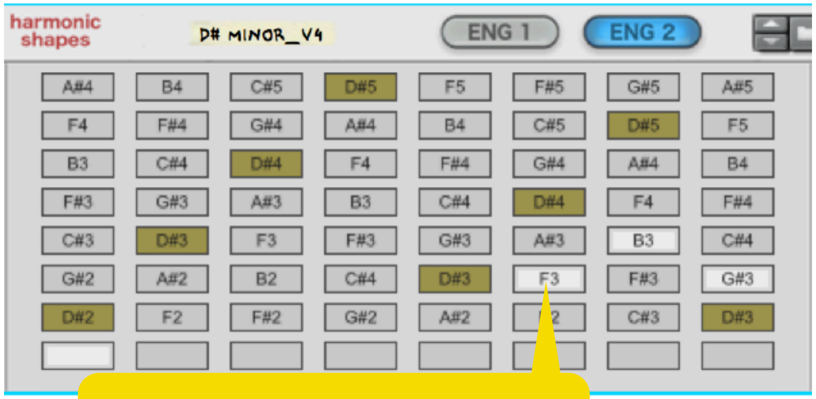
A#4	B4	C#5	D#5	F5	F#5	G#5	A#5
F4	F#4	G#4	A#4	B4	C#5	D#5	F5
B3	C#4	D#4	F4	F#4	G#4	A#4	B4
F#3	G#3	A#3	B3	C#4	D#4	F4	F#4
C#3	D#3	F3	F#3	G#3	A#3	B3	C#4
G#2	A#2	B2	C#4	D#3	F3	F#3	G#3
D#2	F2	F#2	G#2	A#2	B2	C#3	D#3

Pressing both the D#2 and the C#4 pad to create a more complex chord

An important parameter which affects the chord generated when using Engine 2 is "Shape Folding". Once you have created a certain shape, you will find that it is impossible to replicate that same shape across all the pads on the grid. For example, as you move closer to the edges, you "run out" of pads. This is when "Shape Folding" comes into play. There are two types of folding, Horizontal and Vertical, and they are enabled in the Map Edit menu. By default, Horizontal folding is enabled while Vertical folding is disabled. Basically shape folding will wrap around the notes which fall beyond the grid boundaries so that they are played on the other side. This can create some interesting results, but much depends on the type of note layout selected. You can decide to disable Shape Folding. In that case, the notes which fall beyond the grid boundaries are simply ignored.

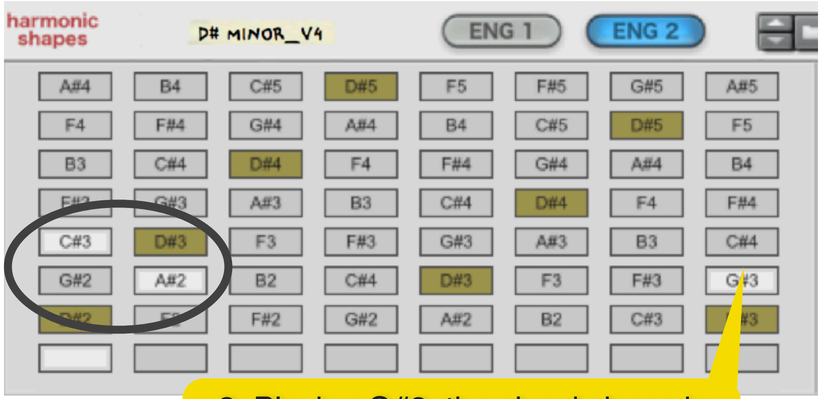


Shape Folding options in the menu



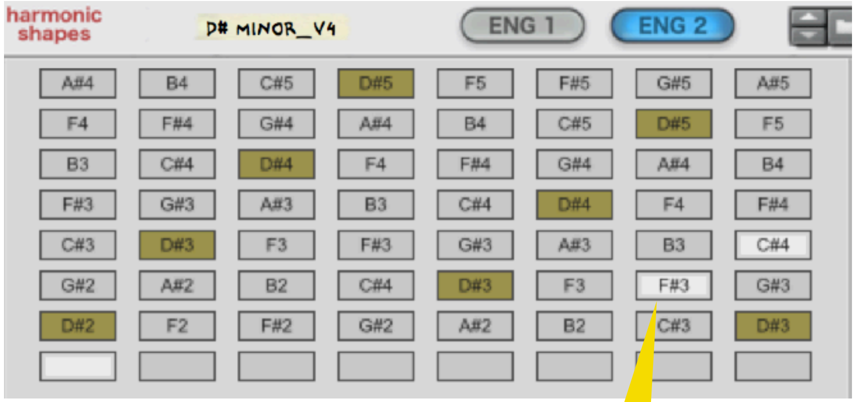
A#4	B4	C#5	D#5	F5	F#5	G#5	A#5
F4	F#4	G#4	A#4	B4	C#5	D#5	F5
B3	C#4	D#4	F4	F#4	G#4	A#4	B4
F#3	G#3	A#3	B3	C#4	D#4	F4	F#4
C#3	D#3	F3	F#3	G#3	A#3	B3	C#4
G#2	A#2	B2	C#4	D#3	F3	F#3	G#3
D#2	F2	F#2	G#2	A#2	2	C#3	D#3

1. Playing F3 with the original chord shape



A#4	B4	C#5	D#5	F5	F#5	G#5	A#5
F4	F#4	G#4	A#4	B4	C#5	D#5	F5
B3	C#4	D#4	F4	F#4	G#4	A#4	B4
F#3	G#3	A#3	B3	C#4	D#4	F4	F#4
C#3	D#3	F3	F#3	G#3	A#3	B3	C#4
G#2	A#2	B2	C#4	D#3	F3	F#3	G#3
D#2	F2	F#2	G#2	A#2	B2	C#3	#3

2. Playing G#3, the chord shape is folded, with the folded notes played on the opposite side

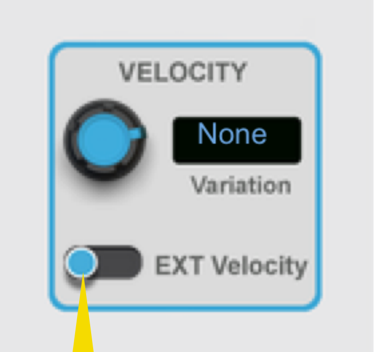


A#4	B4	C#5	D#5	F5	F#5	G#5	A#5
F4	F#4	G#4	A#4	B4	C#5	D#5	F5
B3	C#4	D#4	F4	F#4	G#4	A#4	B4
F#3	G#3	A#3	B3	C#4	D#4	F4	F#4
C#3	D#3	F3	F#3	G#3	A#3	B3	C#4
G#2	A#2	B2	C#4	D#3	F3	F#3	G#3
D#2	F2	F#2	G#2	A#2	B2	C#3	D#3

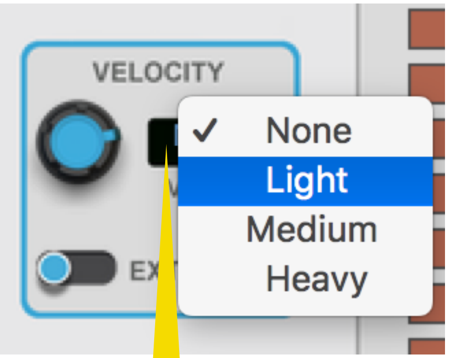
3. Playing F#3, the chord shape is not folded, the notes that fall out of the grid are not played

3.5 Velocity

If your grid controller is only sending a fixed midi velocity (usually 127), you can disable the "EXT" velocity switch and use the velocity knob to assign a custom velocity to the incoming notes. Furthermore, you can select one of the velocity variation modes to add a varying degree of offset from the base velocity set by the velocity knob.



switch off the EXT velocity to use the internal velocity instead of the velocity from your midi controller



click in the display to set a variation amount to the internal velocity

4. MIDI Implementation

MIDI CC - Parameter

[12] = Engine,
[13] = Map Variation
[14] = Velocity

5. Remote Implementation

To obtain the complete list of all the available parameters which are controllable via Remote, use the "Extract Device Remote Info" from the File menu in Reason.

Manufacturer	**Model**
Retouch Control	com.retouchcontrol.grid64P1

Remotable	Min	Max	Input type	Output type
Grid 1	0	127	Value	ValueOutput
Grid 2	0	127	Value	ValueOutput
Grid 3	0	127	Value	ValueOutput
Grid 4	0	127	Value	ValueOutput
Grid 5	0	127	Value	ValueOutput
Grid 6	0	127	Value	ValueOutput
Grid 7	0	127	Value	ValueOutput
Grid 8	0	127	Value	ValueOutput
Grid 9	0	127	Value	ValueOutput
Grid 10	0	127	Value	ValueOutput
Grid 11	0	127	Value	ValueOutput
Grid 12	0	127	Value	ValueOutput
Grid 13	0	127	Value	ValueOutput
Grid 14	0	127	Value	ValueOutput
Grid 15	0	127	Value	ValueOutput
Grid 16	0	127	Value	ValueOutput
Grid 17	0	127	Value	ValueOutput
Grid 18	0	127	Value	ValueOutput
Grid 19	0	127	Value	ValueOutput
Grid 20	0	127	Value	ValueOutput
Grid 21	0	127	Value	ValueOutput
Grid 22	0	127	Value	ValueOutput
Grid 23	0	127	Value	ValueOutput
Grid 24	0	127	Value	ValueOutput
Grid 25	0	127	Value	ValueOutput

Grid 26	0	127	Value	ValueOutput
Grid 27	0	127	Value	ValueOutput
Grid 28	0	127	Value	ValueOutput
Grid 29	0	127	Value	ValueOutput
Grid 30	0	127	Value	ValueOutput
Grid 31	0	127	Value	ValueOutput
Grid 32	0	127	Value	ValueOutput
Grid 33	0	127	Value	ValueOutput
Grid 34	0	127	Value	ValueOutput
Grid 35	0	127	Value	ValueOutput
Grid 36	0	127	Value	ValueOutput
Grid 37	0	127	Value	ValueOutput
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Grid 40	0	127	Value	ValueOutput
Grid 41	0	127	Value	ValueOutput
Grid 42	0	127	Value	ValueOutput
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Grid 46	0	127	Value	ValueOutput
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Grid 60	0	127	Value	ValueOutput
Grid 61	0	127	Value	ValueOutput

Grid 62	0	127	Value	ValueOutput
Grid 63	0	127	Value	ValueOutput
Grid 64	0	127	Value	ValueOutput
Map	0	1	Toggle	ValueOutput
Engine	0	1	Toggle	ValueOutput
Velocity	0	127	Value	ValueOutput
Grid LED 1	0	7	-	ValueOutput
Grid LED 2	0	7	-	ValueOutput
Grid LED 3	0	7	-	ValueOutput
Grid LED 4	0	7	-	ValueOutput
Grid LED 5	0	7	-	ValueOutput
Grid LED 6	0	7	-	ValueOutput
Grid LED 7	0	7	-	ValueOutput
Grid LED 8	0	7	-	ValueOutput
Grid LED 9	0	7	-	ValueOutput
Grid LED 10	0	7	-	ValueOutput
Grid LED 11	0	7	-	ValueOutput
Grid LED 12	0	7	-	ValueOutput
Grid LED 13	0	7	-	ValueOutput
Grid LED 14	0	7	-	ValueOutput
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Grid LED 58	0	7	-	ValueOutput
Grid LED 59	0	7	-	ValueOutput
Grid LED 60	0	7	-	ValueOutput
Grid LED 61	0	7	-	ValueOutput
Grid LED 62	0	7	-	ValueOutput
Grid LED 63	0	7	-	ValueOutput
Grid LED 64	0	7	-	ValueOutput
Device Name	0	0	-	TextOutput
Patch Name	0	0	-	TextOutput

Select Patch Delta	0	0	Delta	TextOutput
Select Previous Patch	0	0	Trig	TextOutput
Select Next Patch	0	0	Trig	TextOutput

6. Version History

Version 1.0.0: initial release