Editor v1.2.4 Manual

- [Load Preset Data into Editor using Switch Press](#)
- [Enable Editor Profile](#)

ℹ️ 🎥 For a video guide and overview of the Morningstar Editor watch https://youtu.be/NEl0EievXd0

Overview

While editing directly on the device is possible, the MIDI Editor for Web and Desktop allows you to edit the settings on your controller with ease. The Web Editor is compatible with Google Chrome, Opera and Brave browsers only.

Installing the Web Editor as a desktop app

It is possible to install the Web Editor as an app for offline use in Chrome or Brave. More info can be found here: Installing the Web App for offline use

Setting up the Web Editor

When connecting for the first time, the Chrome browser will prompt you to allow access from MIDI devices. Click on `Allow`.
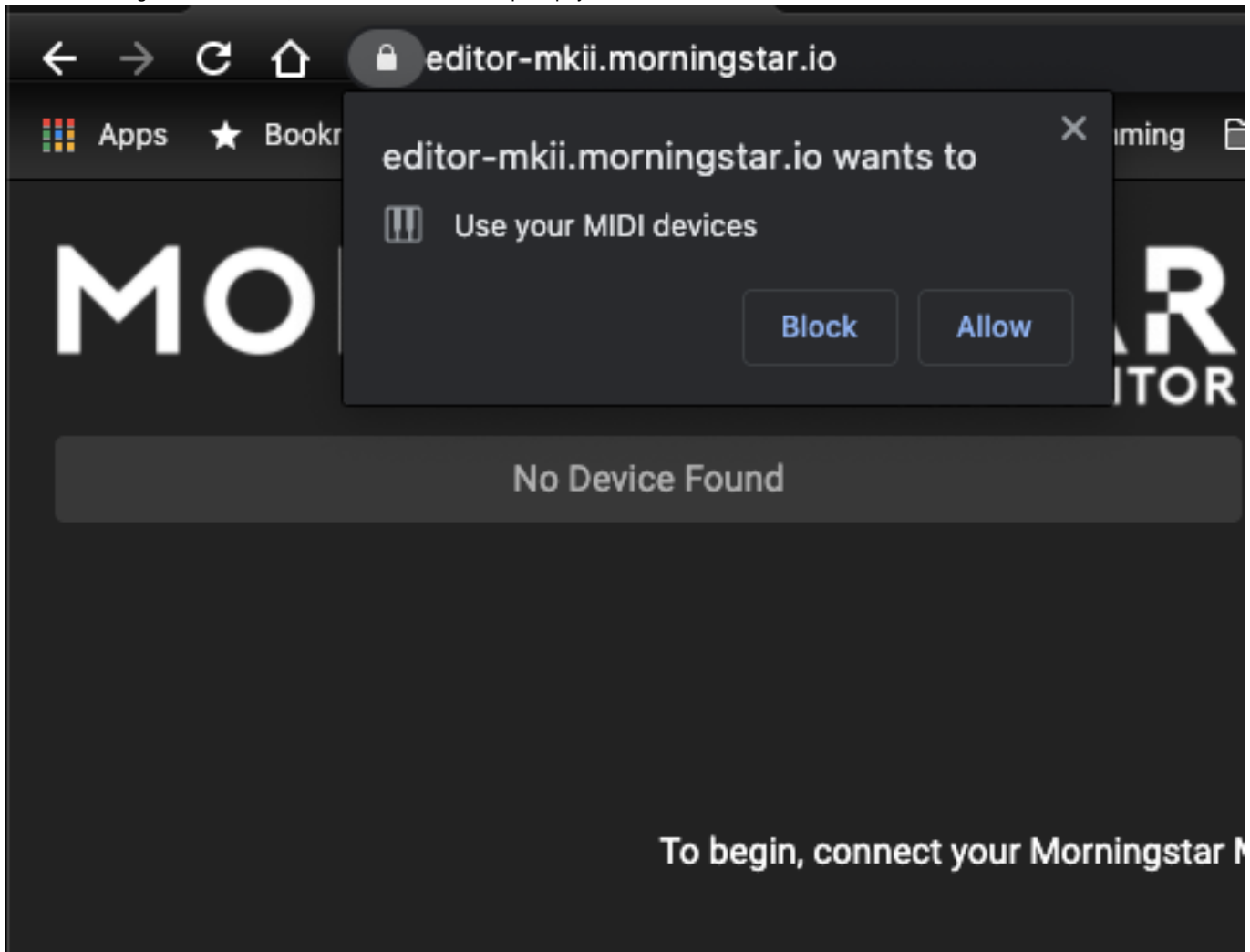
After which, the Editor will load. If you click on the padlock icon next to the URL, you will see that MIDI devices are allowed full control.
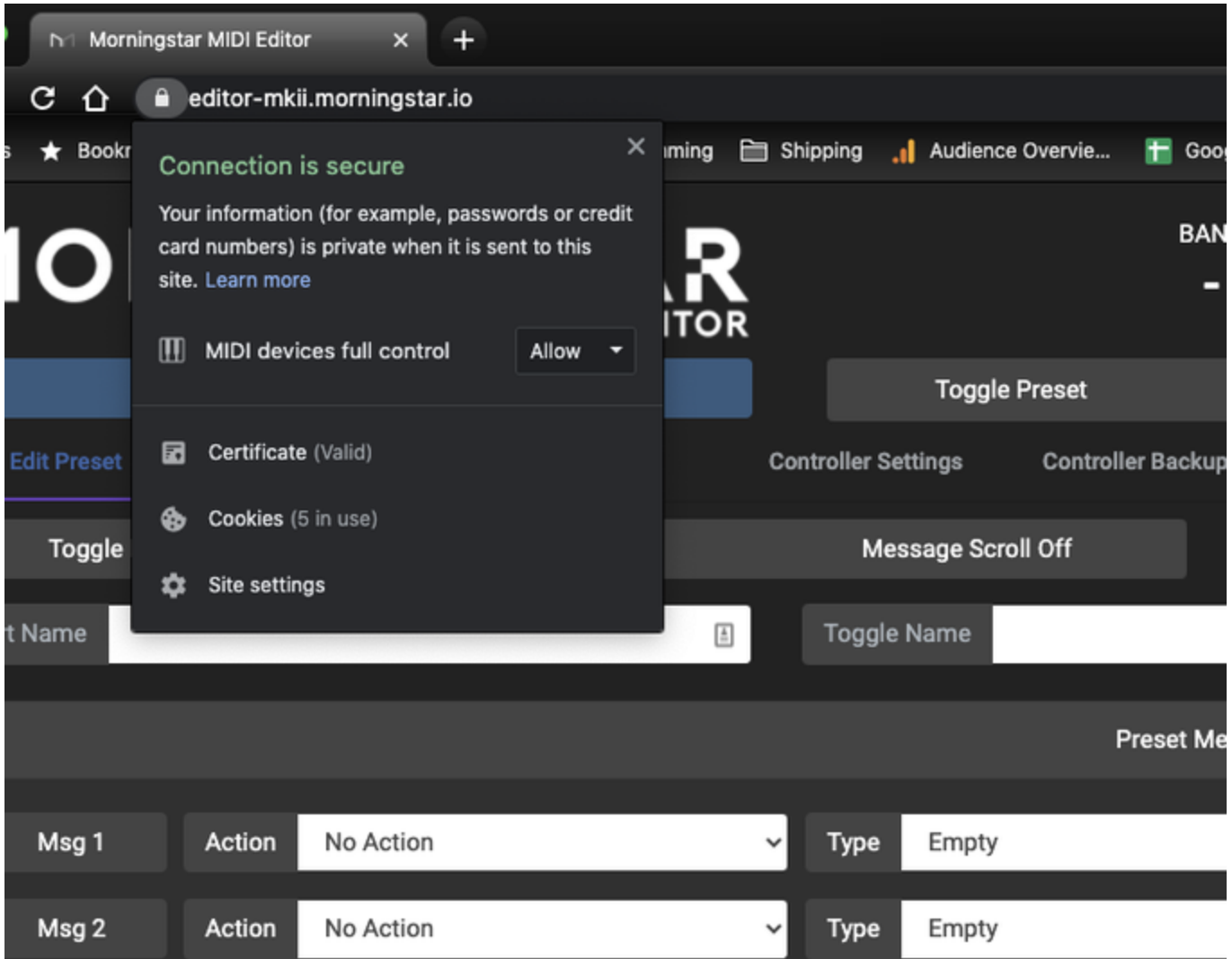
If no device is detected, please follow these troubleshooting steps: Editor not detecting device

Connecting to your device

Upon connecting your device via USB to the computer, the Editor will load, but it is not communicating with the device yet. You will need to click on `Select device to connect`.
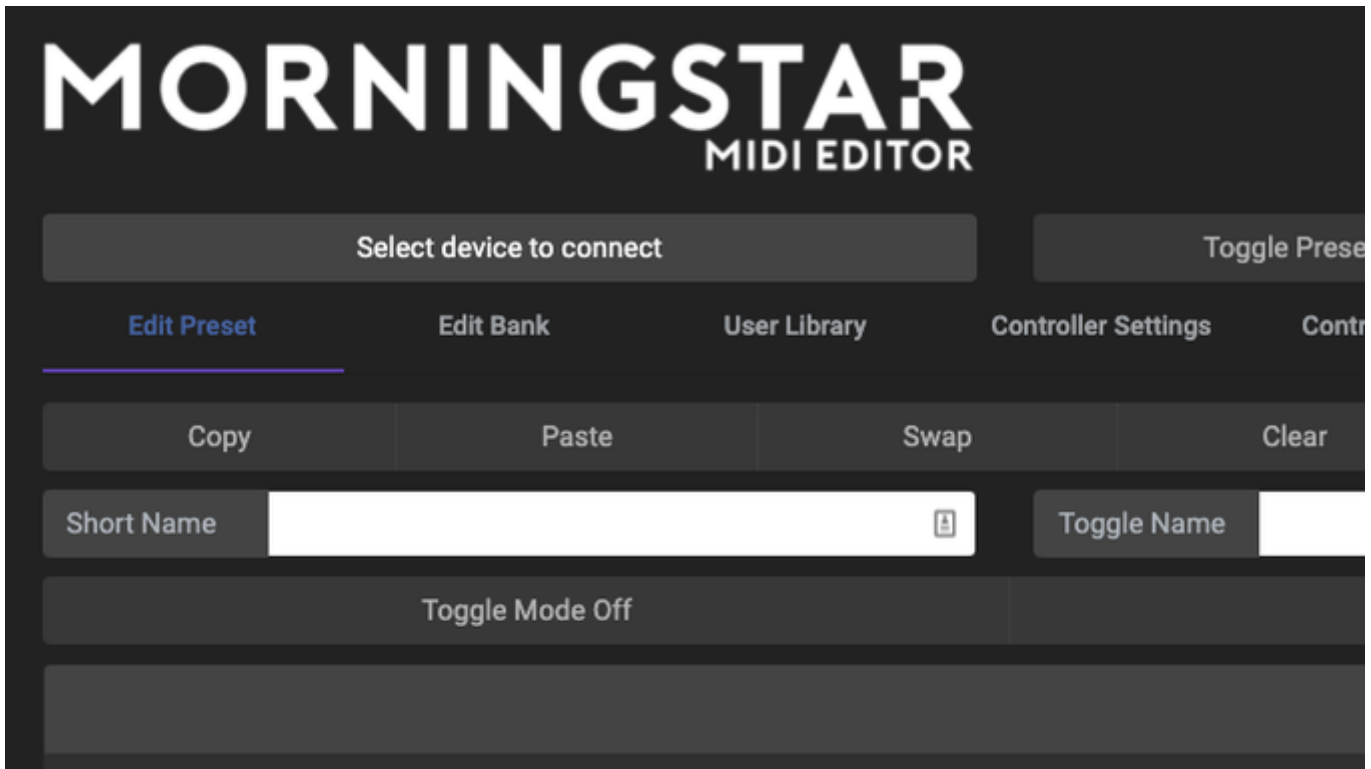
A drop-down box will show a list of connected devices. Click on the device you intend to connect with.
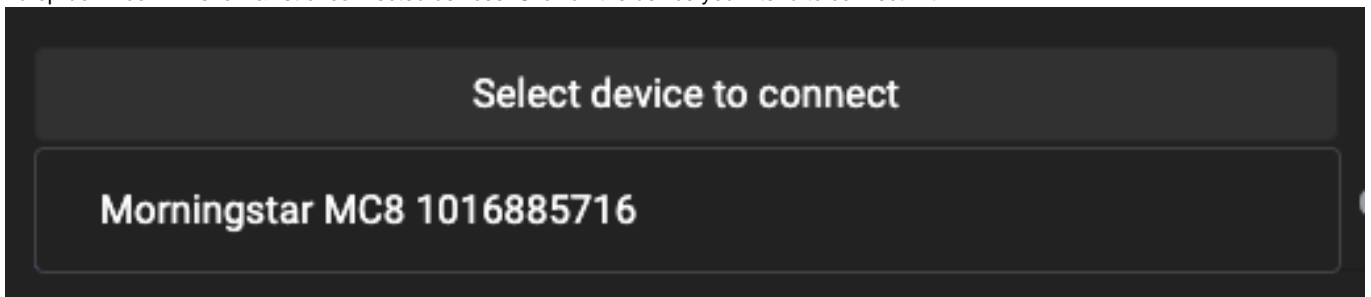
> ℹ️ On Windows, it is not possible to connect 2 or more of the same devices (i.e. 2 MC8s) to the editor as the editor can only detect one device. However, different devices (i.e. 1 MC8 and 1 MC6) can be detected.
>
> This are no such issues for MacOS.

> ℹ️ Multiple editor instances can be opened in different tabs if using the Web Editor. Barring the issue for the Windows platform listed above, you can edit multiple device with multiple editors open.

After connecting, the device model will appear on the button. Clicking on the button again will disconnect the editor and exit Editor Mode on the device.

> ⚠️ When testing functions on your device, please make sure to exit Editor Mode on the device as some functions are disabled while in Editor Mode.
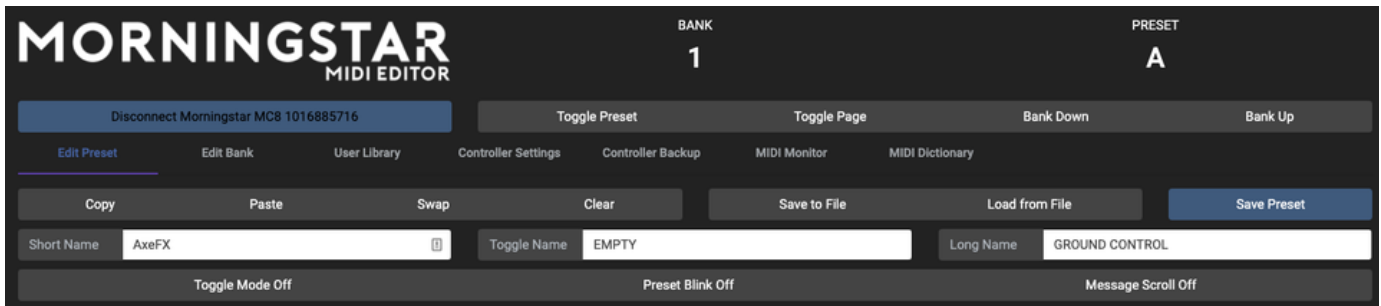
Controlling your device via the Editor

On the top right panel in the Editor, there are a few buttons to allow you to interact with your controller. The current active Bank and Preset is listed as well.

- `Toggle Preset` : Toggle the current active preset between Position 1 and 2.
- `Toggle Page` : Toggle the page in the current bank between Page 1 and 2
- `Bank Down` : Bank down on the device
- `Bank Up` : Bank up on the device

Clicking on the Bank or Preset labels will allow you to select the Bank or Preset to switch to.

Switching between Edit Views

By default, the Editor will launch in the `Edit Preset` tab. Different tabs allow you to access different editing functions

- `Edit Preset` : Edit your current active Preset settings
- `Edit Bank` : Edit your current active Bank settings
- `User Library` : Allows you to manage your saved PC and CC messages in the Editor.
- `Controller Settings` : Allows you to edit the Controller global settings.

- `Controller Backup` : Backup and restore your data
- `MIDI Monitor` : Allows you to monitor MIDI messages
- `MIDI Dictionary` : View a collection of MIDI implementations across a large number of devices.
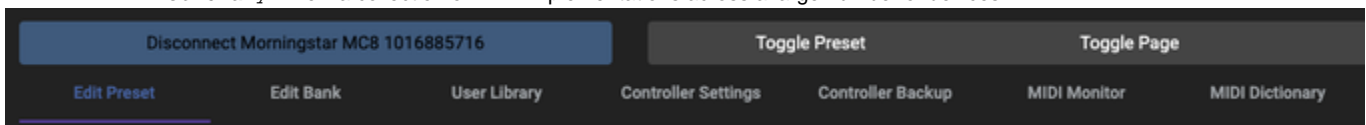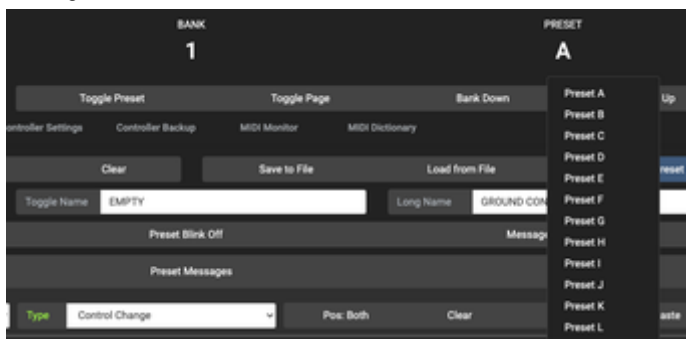
Edit Preset

Overview

In the Edit Preset tab, you can edit your current active Preset settings. Press a switch on your controller or select from the Preset dropdown list to load the Preset settings into the Editor.
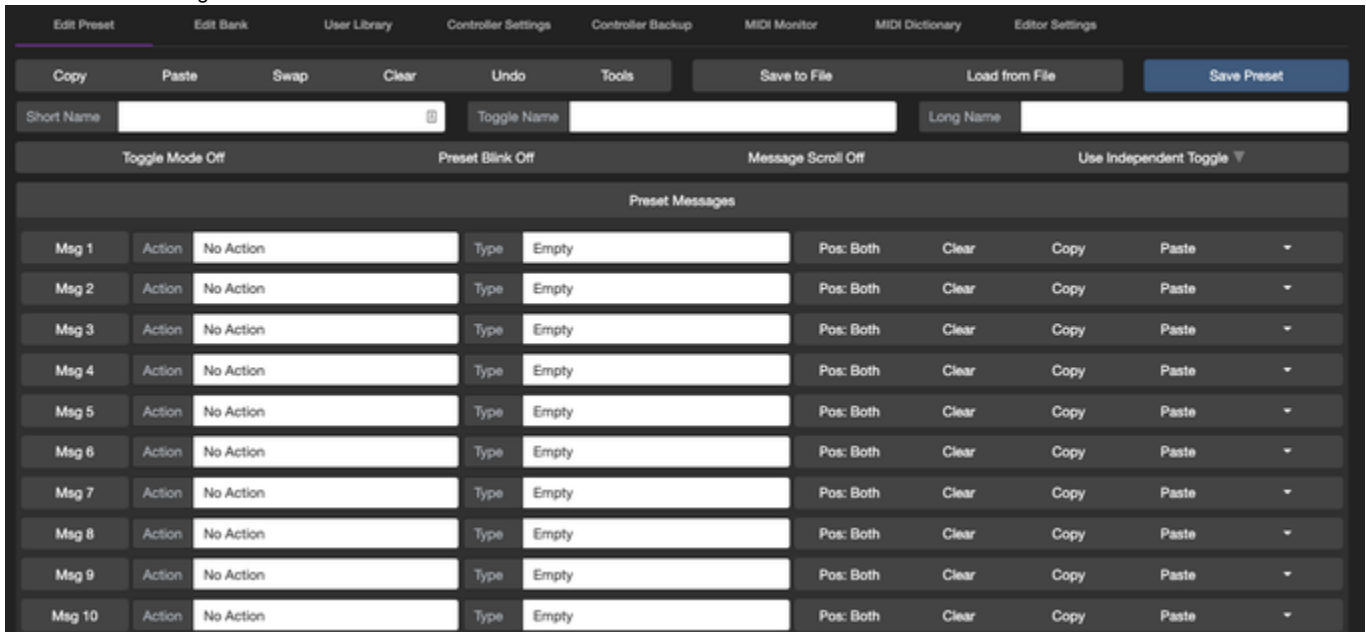
Toggle, Blink and Message Scroll

The button block below allows you to edit the Toggle function (whether the Preset should toggle between Position 1 and 2), Blink function (whether the Preset Short Name should blink when the Preset is toggled), and Message Scroll function.

The Message Scroll feature is explained here: Preset Message Scroll (scroll through messages within a preset) .

Preset Toggle Groups

Presets can be assigned to Toggle Groups. By default, all presets are in Independent Toggle Groups, which means that every Preset Toggle state is independent.

When a Preset is added to a Preset Toggle Group, every Preset in that group will have their toggle states synced across all banks. So, if `Preset A` and `Preset B` are in the same Toggle Group, when you toggle `Preset A`, `Preset B` will also be toggled.

Copy, Paste, Swap, Clear and Undo

The button block below allows you to `copy`, `paste` and `swap` Presets.

Copy

Copying a preset will copy the current active preset data into memory.

Paste

This will paste the last copied Preset to the current active preset. There are 3 different functions for this, based on the number of clicks.

Single click

Paste the last copied Preset data into the Editor only

Double click

Paste the last copied Preset data directly into the current active Preset in the controller.

Triple Click

Paste the last copied Preset data directly into the current active Preset and to all the banks in the controller.

Swap

Clicking on `Swap` will swap the current active preset with the last copied preset.

Clear

Double clicking on `Clear` will clear the entire Preset.

Undo

If you are editing your presets in the Editor, it is possible to load your last preset data before you saved it to the controller into the editor.

> ℹ If you have multiple devices connected to your computer and have multiple Web Editors open, you can click on Copy on one editor and then Paste the settings to the other editor, if you want to quickly transfer your Preset settings between devices.

Preset Tools

There are some tools in the Editor to allow you to improve your editing workflow.
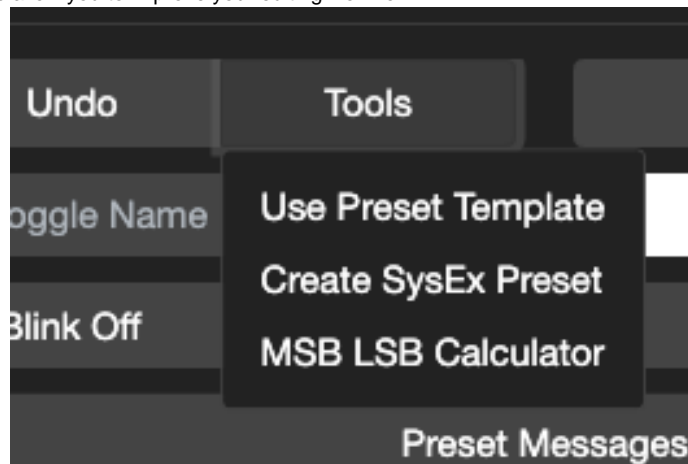
Use Preset Templates

Quickly load pre-set templates into the editor and apply it to the Preset.

Create SysEx Preset

Paste a SysEx string into the `Create SysEx Preset` function. The Editor will update the Preset messages to send out the SysEx string that was pasted.

Create SysEx Preset

This utility will overwrite your Preset Messages and create SysEx message types based on the values entered in the text box below. The values entered should just be the SysEx string you want to send.

Values should be in Hexademical format e.g. 0x34 0x12 or 34 12

Start and end values (0xF0 and 0xF7) can be added, but is not required.

SysEx Message
0B 1C 24 31 5F

5 / 63

Test   Cancel   Apply

Type   Empty   Pos: Both   Clear

Preset Messages

Msg 1	Action	Press	Type	SysEx	Pos: Both	Clear	Copy	Paste	▾

Length/P1		P2		P3		P4	
5 → 0x5	▾	11 → 0xB	▾	28 → 0x1C	▾	36 → 0x24	▾

Msg 2	Action	Press	Type	SysEx	Pos: Both	Clear	Copy	Paste	▾

Length/P1		P2		P3		P4	
49 → 0x31	▾	95 → 0x5F	▾	0 → 0x0	▾	0 → 0x0	▾

Msg 3	Action	No Action	Type	Empty	Pos: Both	Clear	Copy	Paste	▾

MSB LSB Calculator

Some MIDI devices utilises MSB and LSB to allow more control. Helps you to calculate the Most Significant Bits and Least Significant Bits for a given 14-bit number

Calculate your MSB LSB number

This utility help you calculate the Most Significant Bit (MSB) and Least Significant Bit (LSB) of a 14-bit number (0-16383).

Number to calculate

2423

MSB 7-bit Value: 18   LSB 7-bit Value: 119

Close
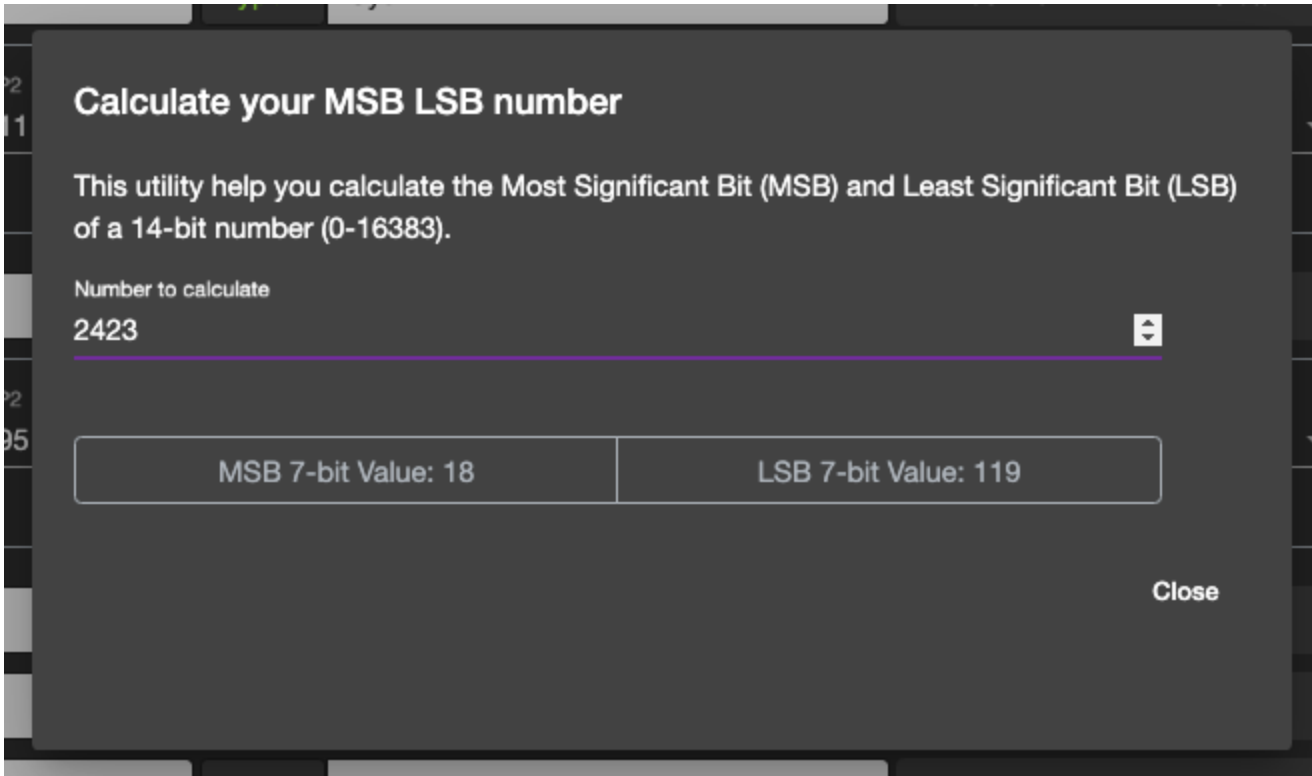
Save and Load

You can save your `Preset` setting in the Editor to a `.json` file by clicking on the `Save to File` button. A File Dialog box will appear and allow you to save the settings to your computer.

Clicking on `Load from File` will open a File Dialog box to allow you to select the `.json` file that you saved using the `Save to File` function. The settings will load into the editor. You will need to click on `Save Preset` to save the settings you loaded into your controller.

Save to File	Load from File	Save Preset

Save Preset

Clicking on `Save Preset` will save the Preset settings on the editor to your controller.

Editing Preset Names

The next panel shown below allows you to edit the Preset `Short Name`, `Toggle Name` and `Long Name`. The `Short name` is what is displayed in the default page view on the controller, while the `Toggle Name` will replace the `Short Name` when the Preset is toggled.
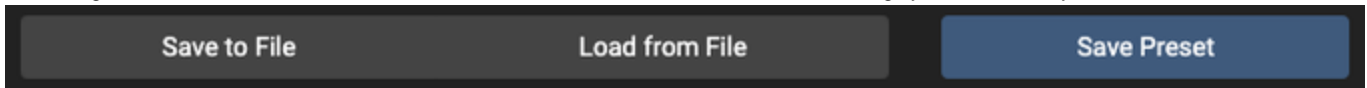
The `Long Name` will be displayed for a short moment when the Preset is engaged.

Short Name		Toggle Name		Long Name	

Editing Preset Messages

The last block allows you to edit the one of many messages (16 on the MC3, MC6MKII and MC8) available in one Preset.

Select an Action

Clicking on the Action Dropdown will allow you to select an action that executes the message.

More info on the actions can be found here: Action Glossary
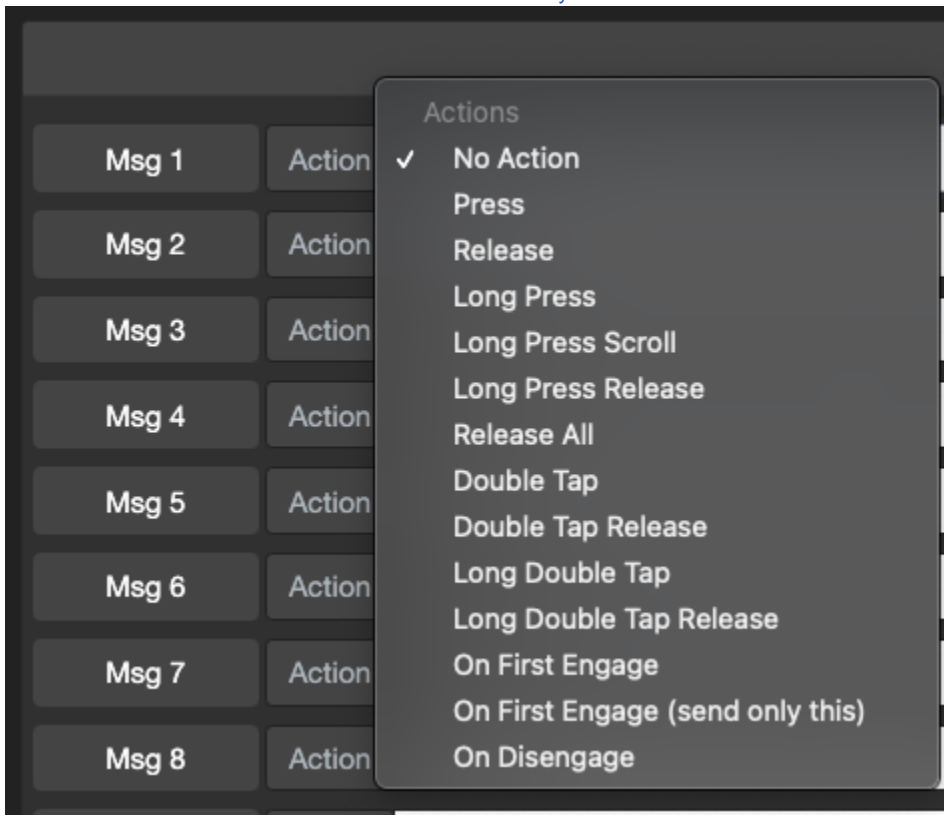
Select a Message Type

Clicking on the `Type` dropdown box allows you to select one of the many Message Types that you can pair with the action.

More info here: Message Type Glossary

Select the Message toggle setting

The Message toggle setting can be set in the `Pos` button. Clicking on it will toggle between `Both`, `1`, `2` and `Shift`.

Pos: Both

`Both` means that the message will engage in both toggle positions.

Pos: 1 and Pos: 2

`1` means that it will only engage when the Preset is in toggle position 1 and likewise for `2`.

Shift

`Shift` means that the message will only be execute when the Preset is in the `Shift` state.

More info here: Preset Shifting

Clear, Copy and Paste Messages

You can also copy, paste and clear messages using the buttons shown above. The `Clear` button requires a double click to execute.

Sorting Messages

The Messages can also be sorted by dragging and dropping them into position.

Testing individual messages

If you have got a MIDI message (PC, CC, Note etc) programmed in the editor, you can click on the leftmost `Msg n` button to send that message to the controller. If your controller's `Cross MIDI Thru` setting is turned on, it will forward the message out via its TRS or DIN ports. This is useful if you want to test a specific message with a specific device. For example, setting the MIDI Channel on the Chase Bliss requires a PC message set on the desired MIDI channel. Using this feature will allow you to easily send that message out.

PC Messages

A dialog box will appear with a utility to allow you to send incremental or decremental PC messages on the selected channel before selecting the PC number to your message
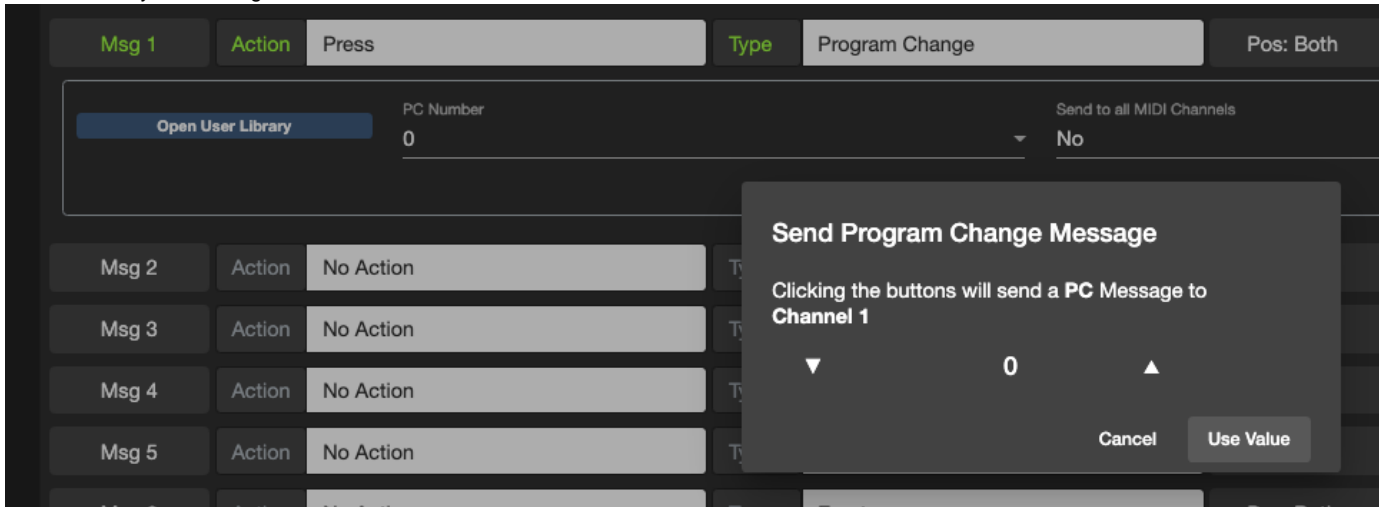
CC messages

A dialog box will appear to allow you to send CC messages while moving the slider to vary the CC Value. You can apply the selected CC Value to your message.
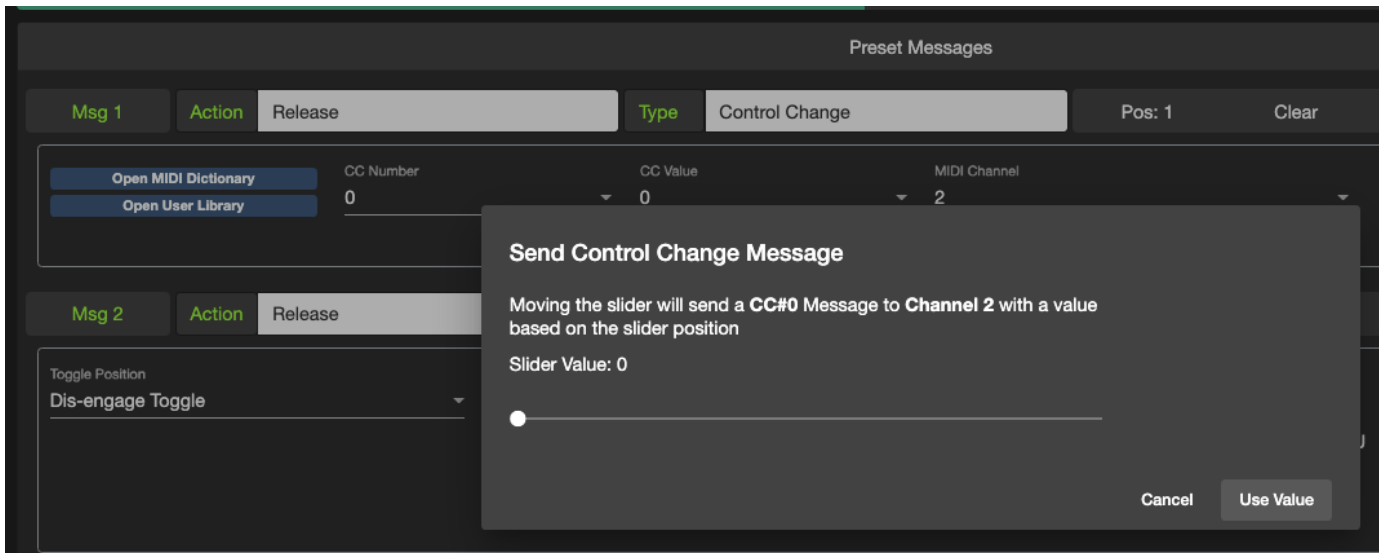
Global Message Parameter Update

The `Global Message Parameter Update` function allows you to update all similar messages in your controller to new parameters.
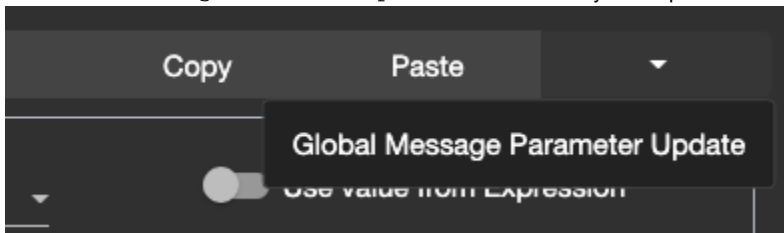
For example, if your controller currently has a PC#0 Channel 5 message programmed in Bank 1 Preset A Message 1, you can update all similar messages in other banks and presets.
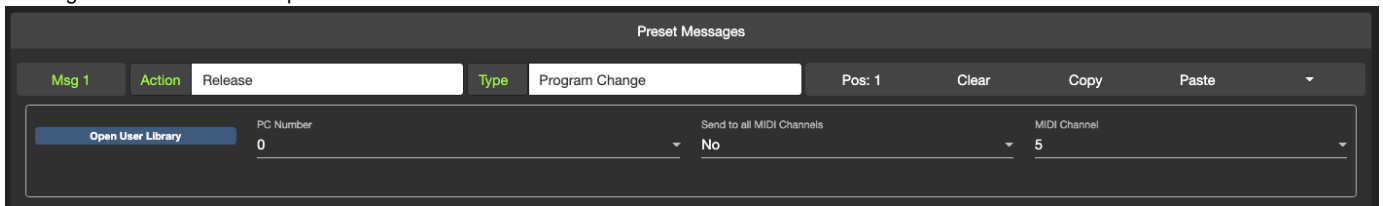
To do so, just update Bank 1 Preset A Message 1 to your new settings. We will use PC#6 Channel 1 for this example.

> ℹ️ In the controller, your Bank 1 Preset A Message 1 settings is still PC#0 Channel 5. We are just updating the values in the editor, without saving it to the controller.
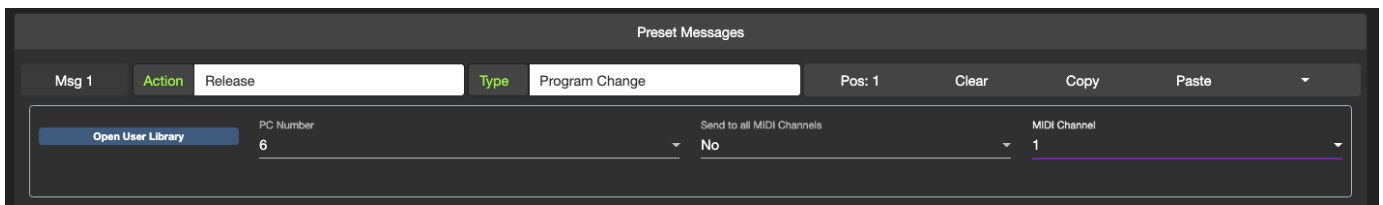
Match and Update Action

Selecting this option means that the controller will update messages where the action is matched with the original message.

Match and Update Toggle Position

Selecting this option means that the controller will update messages where the toggle position is matched with the original message.

After clicking on `Update All`, every message in the controller that matches the original message will be updated.

Hot Keys

You can utilise hot keys to load presets and navigate the editor.

Holding down Slash `/` and then pressing the Preset alphabet will load that selected preset.

Edit Bank

Overview

In the Edit Bank tab, you can edit your Bank Settings here, as well as execute some Bank functions.

Edit Bank Name

The `Bank Name` input box allows you to name your Bank on the controller.

Bank Name		Save Bank Settings
Copy Bank	Paste Bank	Swap Bank	Clear Preset Toggles Off

Copy, Paste and Swap Banks

`Copy Bank` will copy the current active bank

`Paste Bank` will paste the last copied bank into the current active bank.

`Swap Bank` will swap the current active bank with the last copied bank.

Clear Preset Toggles

The `Clear Preset Toggles` function, if turned on, will clear the toggle positions of all the presets in the Bank, except the last engaged Preset. This is useful if you want to have only one Preset blinking or Toggle name displayed at any one time to show what was the last engaged Preset.

Bank Preset Messages

Similar to Preset Messages, each Bank also has its own set of Messages that it can execute on specific events.

Bank Preset Messages							
Msg 1	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 2	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 3	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 4	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 5	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 6	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 7	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 8	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 9	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 10	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 11	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 12	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 13	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 14	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 15	Event	Nothing	Type	Empty	Clear	Copy	Paste
Msg 16	Event	Nothing	Type	Empty	Clear	Copy	Paste

The current events available are:

- On Enter
- On Exit
- On Enter Once Only
- On Exit Once Only

These events allows you to execute specific functions upon entering or exiting the bank. The Once Only events will only execute once in the entire time the controller is powered.
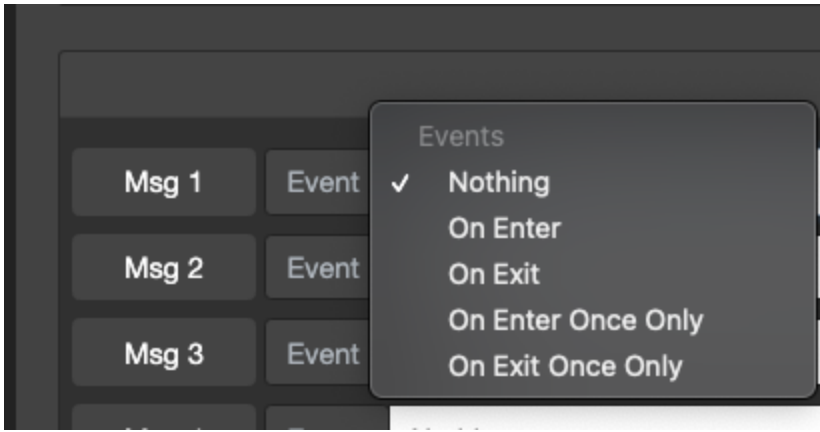
Sorting Bank Preset Messages

These messages can easily be sorted by dragging and dropping them into place.

Re-arrange Presets

This utility allows you to re-arrange presets within the bank, and then saving it to your controller. You will just need to drag and arrange the presets before clicking on `Save Settings`

Reload Settings

Save Settings

A → A   EMPTY

B → B   b10pA-Glo

C → C   b10pA-Loc

D → D

E → E   Clean

F → F   Lead

G → G   HOME

H → H   Bank 11

I → I   EMPTY

J → J   EMPTY

K → K   EMPTY

L → L   EMPTY

M → M   EMPTY

N → N   EMPTY

O → O   EMPTY

P → P   EMPTY

Q → Q   EMPTY

R → R   EMPTY

S → S   EMPTY

T → T   EMPTY

U → U   EMPTY

V → V   EMPTY
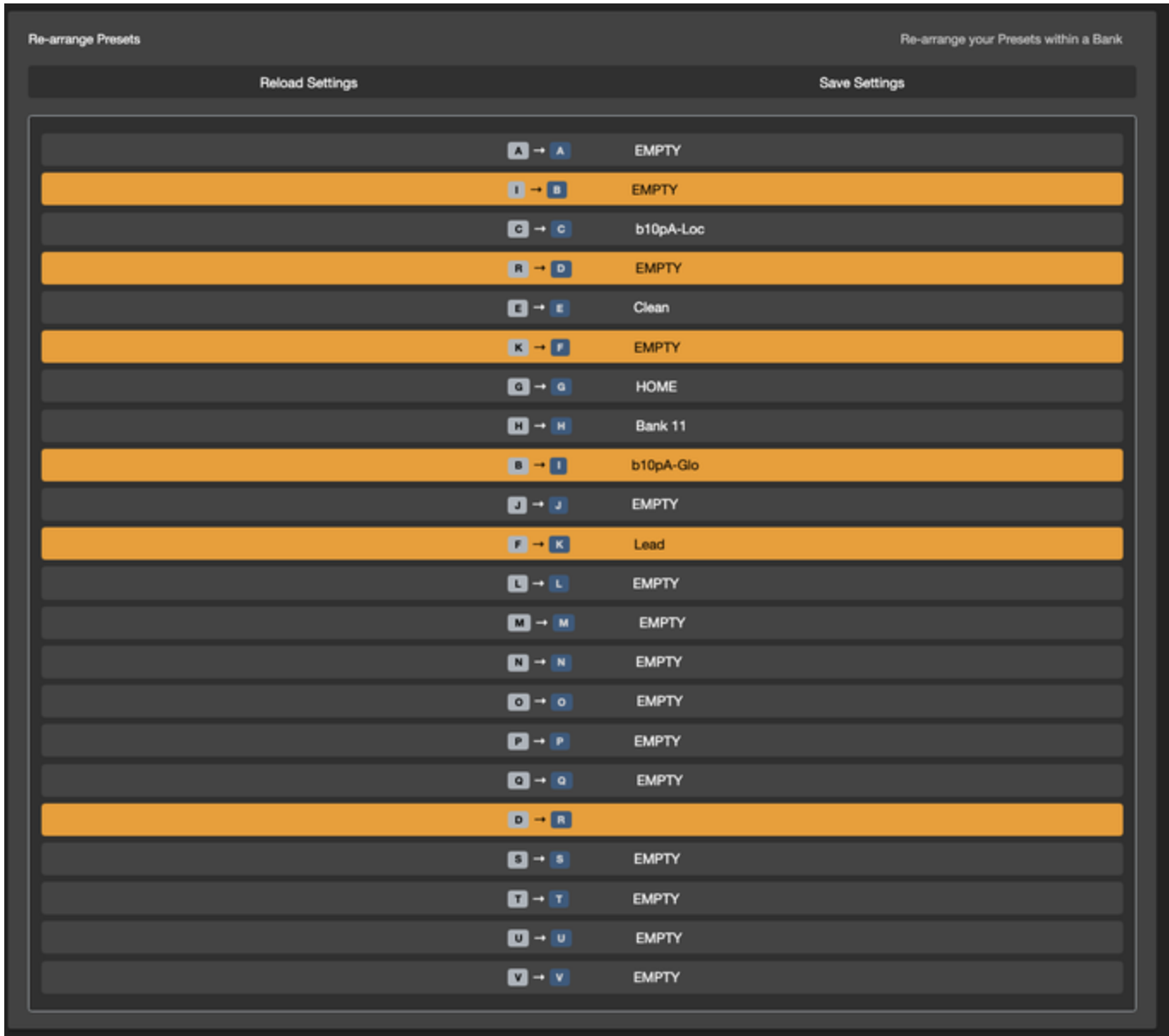
User Library

The User Library allows you to store your own PC and CC messages with descriptions so you can easily reference it when creating PC or CC messages.

When creating PC or CC messages, you can click on the `Open User Library` button which will bring out your User Library and allow you to select the message to apply to the preset.
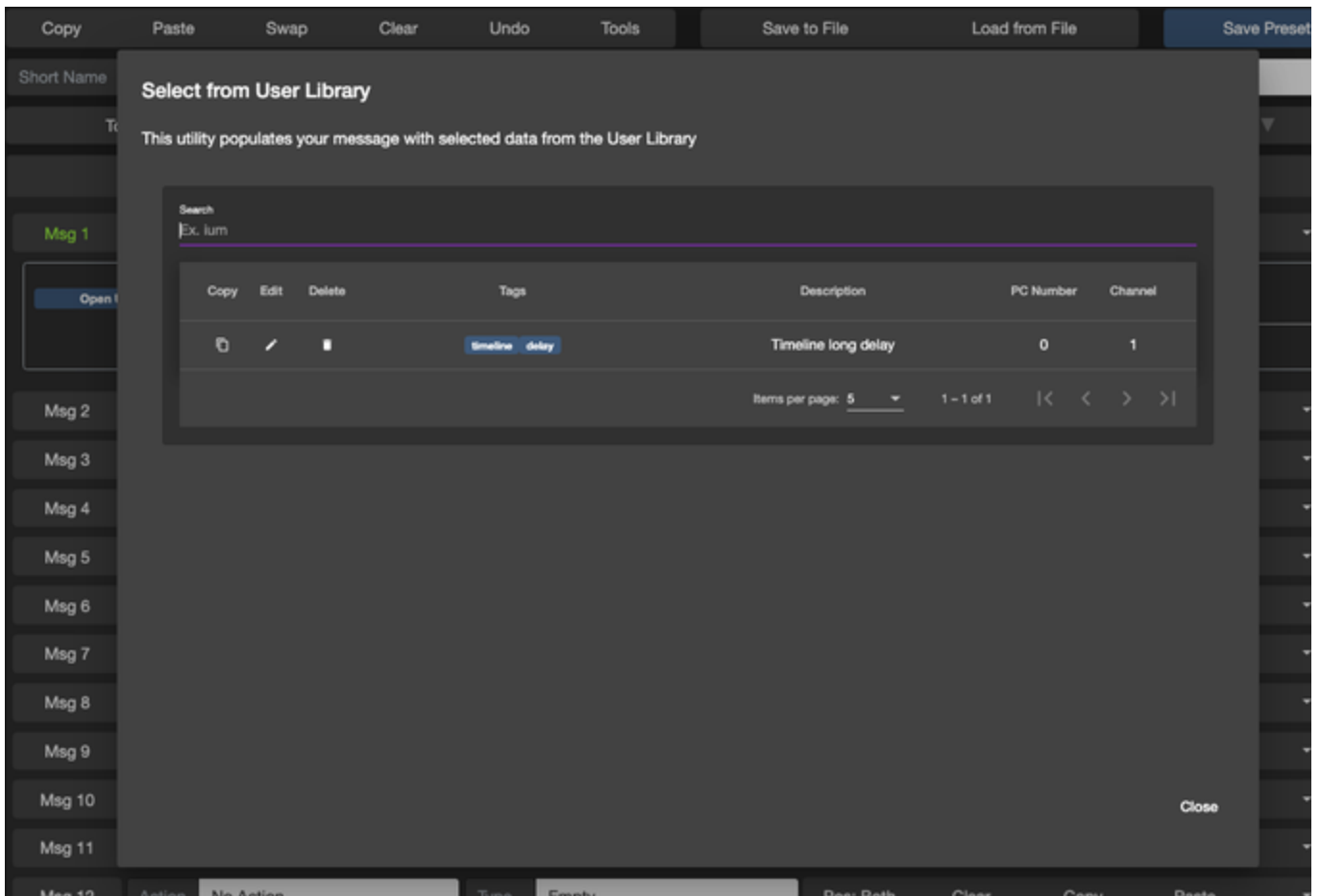
Controller Settings

The Controller Settings tab is where you can edit the Controller global settings. If the settings are not loaded, you will need to click on the `Load Settings` button to load the Controller settings. If the Settings are changed and saved, the controller will restart when it exits Editor Mode. This is done to load the new settings when the controller boots up.

The functions you can edit are:

- General Configuration
- Configure Omniports
- CC Waveform Generator Engines
- CC Sequencer Engines
- Scroll Counters
- Edit MIDI Channel Names
- Re-arrange Banks
- MIDI Message Converter
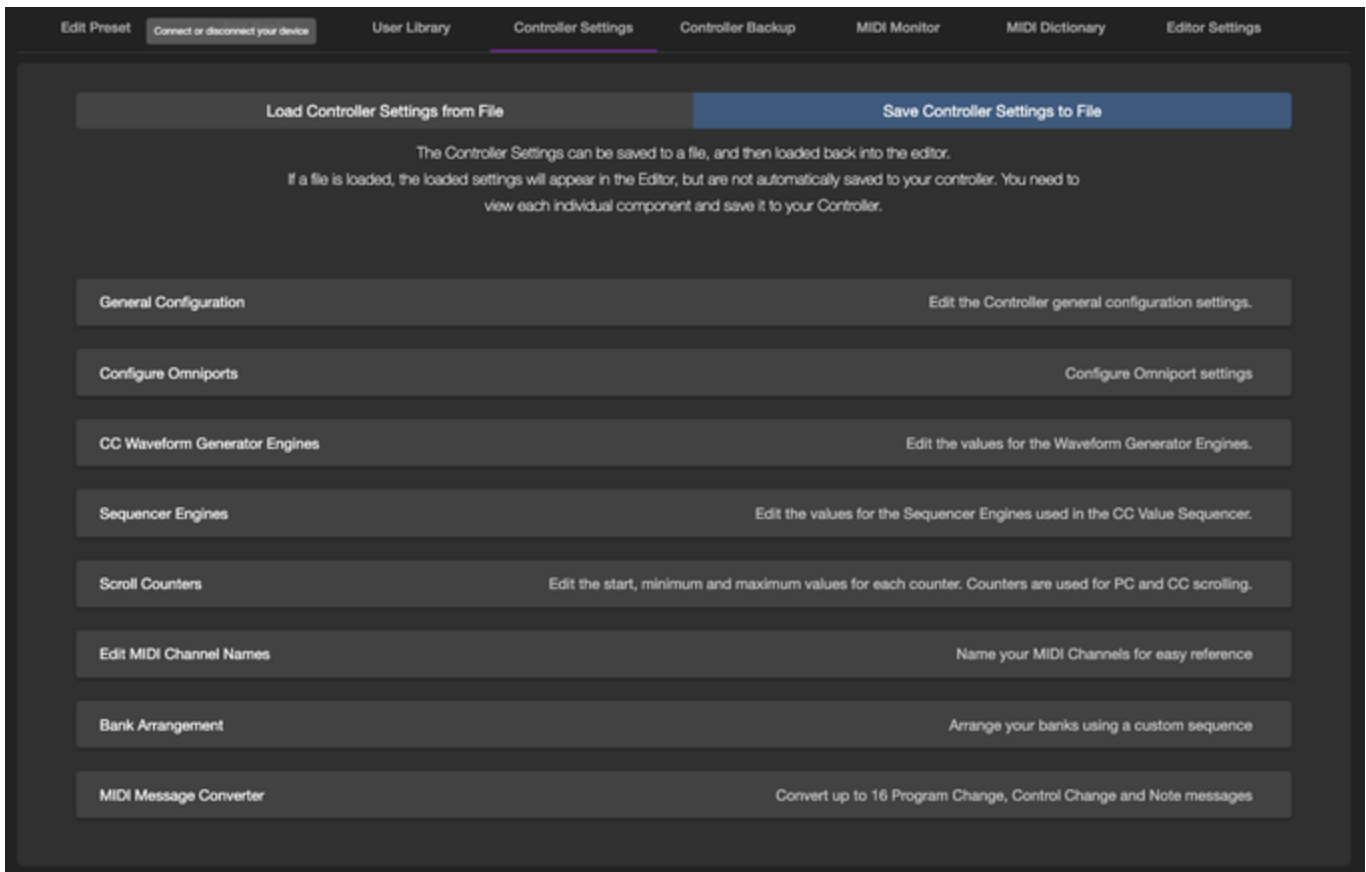
Saving your Controller Settings to a file

When your controller is connected, your controller settings will be loaded into the editor. You can choose to backup these settings into a file stored in your computer.
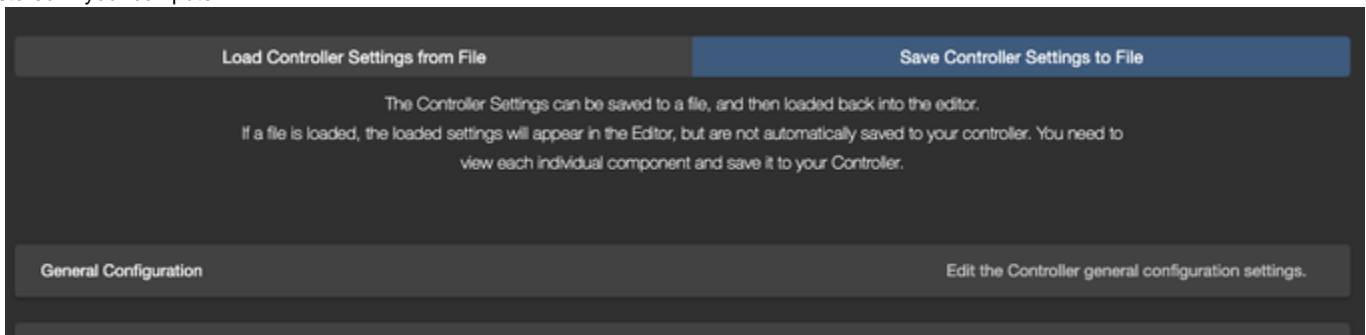
Restoring your Controller Settings from a file

When you load a Controller Settings file in the editor, the data is not automatically saved into your Controller. Instead, the settings are loaded into the editor only. You can then view each tab (General Configuration, Configure Omniports etc) and then edit and/or save the settings in each section to your controller.

General Configuration

Under General Configurations, a number of functions can be edited here:

- `Dual Switch Lock` : Whether to lock dual switch presses i.e. Pressing Switch A+B will bank down by default on the MC8. If `Dual Switch Lock` is enabled, the controller will not bank down when A+B is pressed.
- `MIDI Clock Persist` : When the controller is generating MIDI clock signals, `MIDI Clock Persist` will ensure that the clock signals continue or persists. If `MIDI Clock Persist` is turned off, pressing any switch or moving the expression pedal will stop the MIDI Clock from generating.

- `Align LCD Names` : Whether to align the Preset Names to the switch that engages it. If turned off, the Preset Names will align to the left by default.
- `MIDI Thru` : Whether to pass incoming MIDI messages from the MIDI IN port to the MIDI OUT Ports.
- `Cross MIDI Thru` : Whether to pass incoming MIDI messages from the MIDI IN port to the USB OUT, or USB IN to MIDI OUT ports. MIDI Clock messages are not passed from USB IN to MIDI OUT.
- `Ignore MIDI Clock`: Whether to ignore incoming MIDI Clock signals
- `Remember Toggle States` : Whether to save the Preset toggle position in each bank, such that when you change bank, the Preset toggle positions will be where it last was. Turning this feature off will reset all the Preset Toggle positions to default (Pos 1) when the bank is changed.
- `Load last used bank on power up`: Enabling this option will allow the controller to load your last used bank when it is powered up.
- `MIDI Channel` : Sets the MIDI Channel for the controller. The controller will respond to MIDI messages sent to its MIDI Channel.
- `Switch Sensitivity` : How sensitive the switches should be. Default to 3. More sensitive means that there is less delay between pressing a switch and when the Preset executes, while less sensitive means more delay. If the Switch Sensitivity is higher, executing dual button presses may be harder.
- `Bank Change Delay Time` : How much delay there should be when changing banks and when the new bank is loaded. When scrolling through banks (i.e. holding the Bank Up function), this delay will affect how fast you can scroll through the banks.
- `Bank Name Display Time` : How long to display the Bank Name for. On the MC8 this setting is not used as the Bank Name is always displayed on the screen.
- `Long Press Time` : How long should a switch be pressed down to consider it to be a Long Press action.
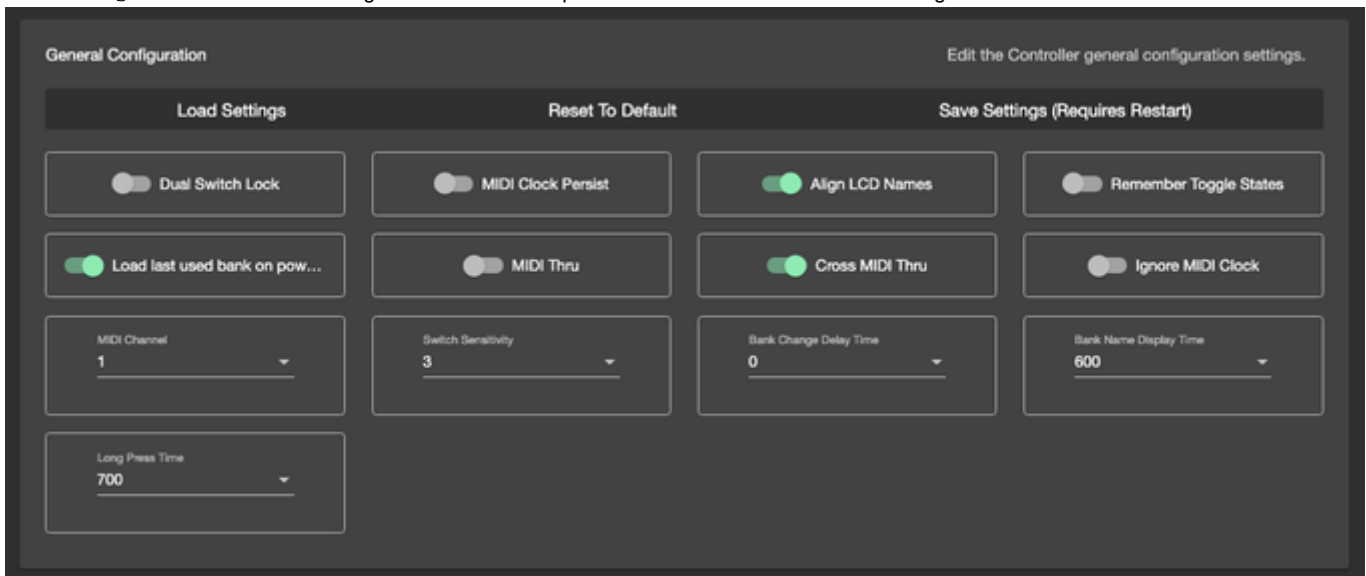
Configure Expression Ports

This block allows you to configure how you want to use the Expression Ports.
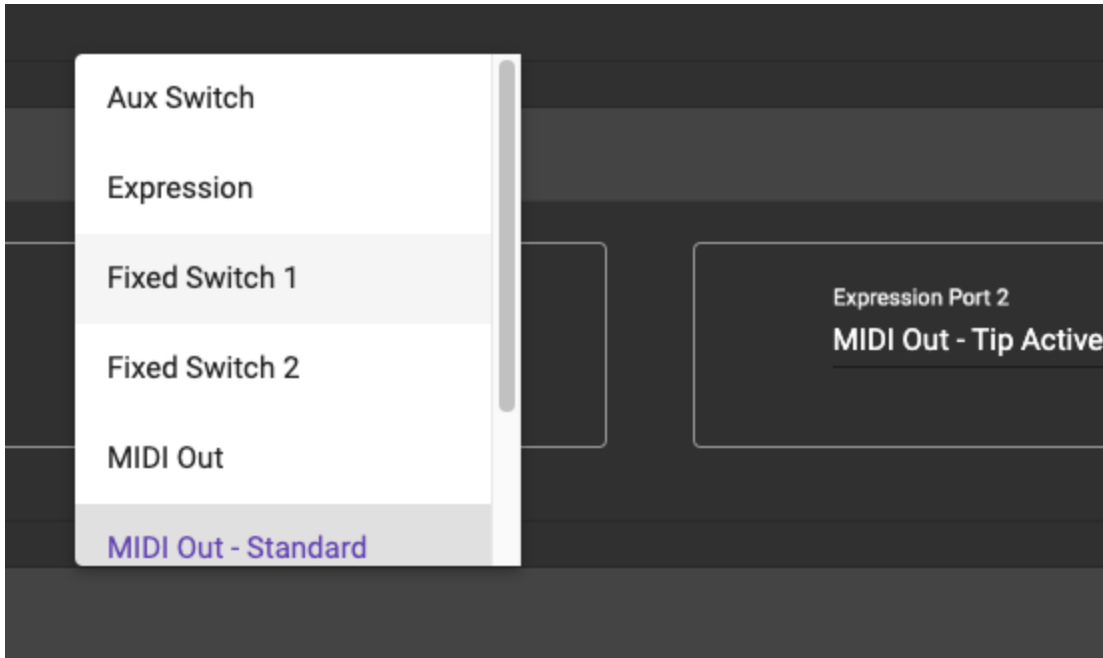
Each port has a number of options available.

- `Aux Switch` : Use a 1-3 button aux switch to control extra Presets in the bank.
- `Expression` : Use an Expression Pedal to engage the Expression Presets
- `Fixed Switch 1` : Use a 3 button aux switch to engage the Bank Up, Bank Down and Toggle Page function
- `Fixed Switch 2`: Similar to `Fixed Sw 1` but the Bank Up and Down functions are swapped.
- `Fixed Switch Custom`: This allows you to select specific functions to use with your Aux Switch buttons. This gives you more flexibility as compared to the `Fixed Switch 1` and `Fixed Switch 2` options.
- `MIDI Out` : Configure the port to send MIDI Out using the internal circuit board jumpers (MC8 Only).
- `MIDI Out - Standard`: Configure the port to send MIDI Out by the standard way (MIDI on Tip, Power on Ring). This is also known as `MIDI Type A`
- `MIDI Out - Tip Active`: Sends MIDI on the Tip while Ring is left floating.
- `MIDI Out - Ring Active`: Sends MIDI on the Ring while Tip is left floating.
- `MIDI Out - Type B`: Sends MIDI on the Ring while Tip is powered.
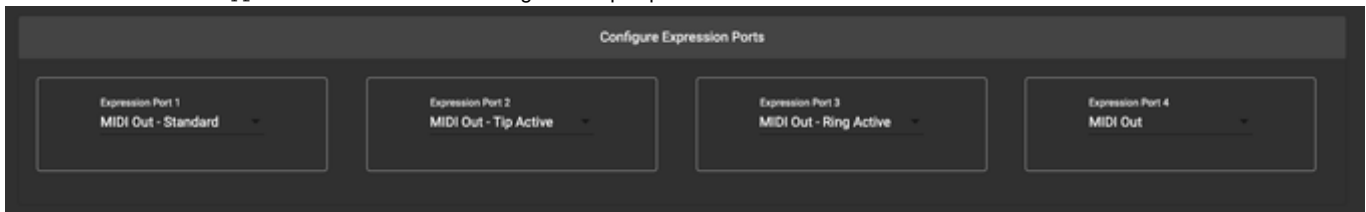
CC Waveform Generator Engine

This block allows you to configure the Waveform Generator settings. More info here: CC Waveform Generators
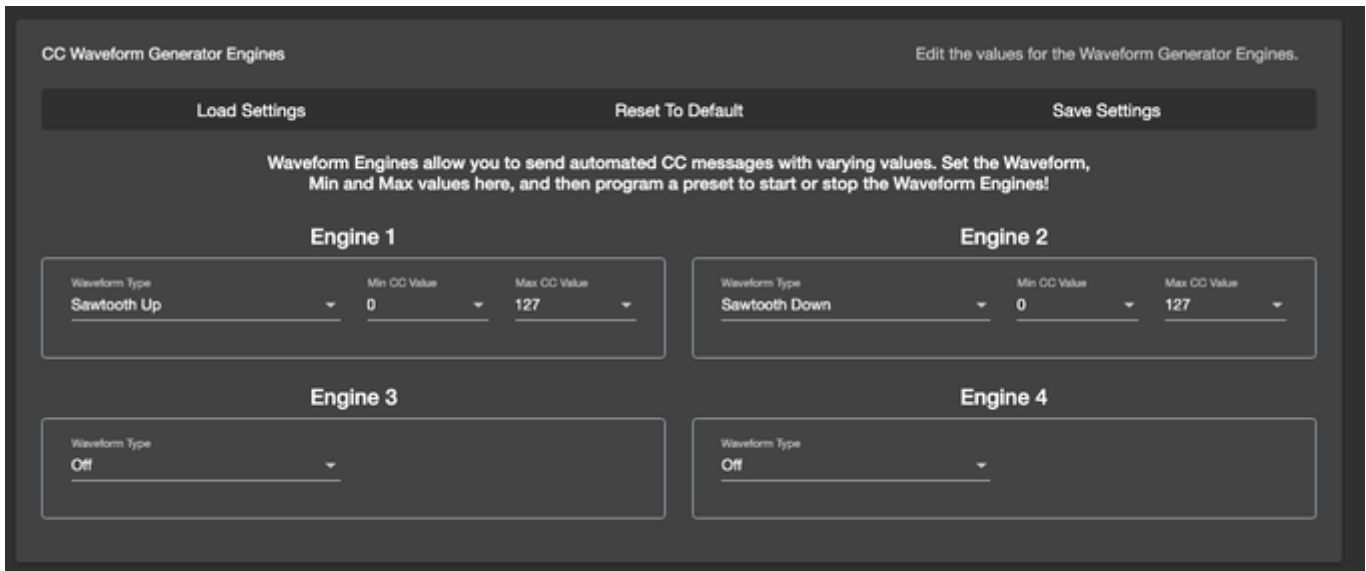
Sequencer Engines

This block allows you to configure the CC Sequencer settings. More info here: CC Sequencer Generators
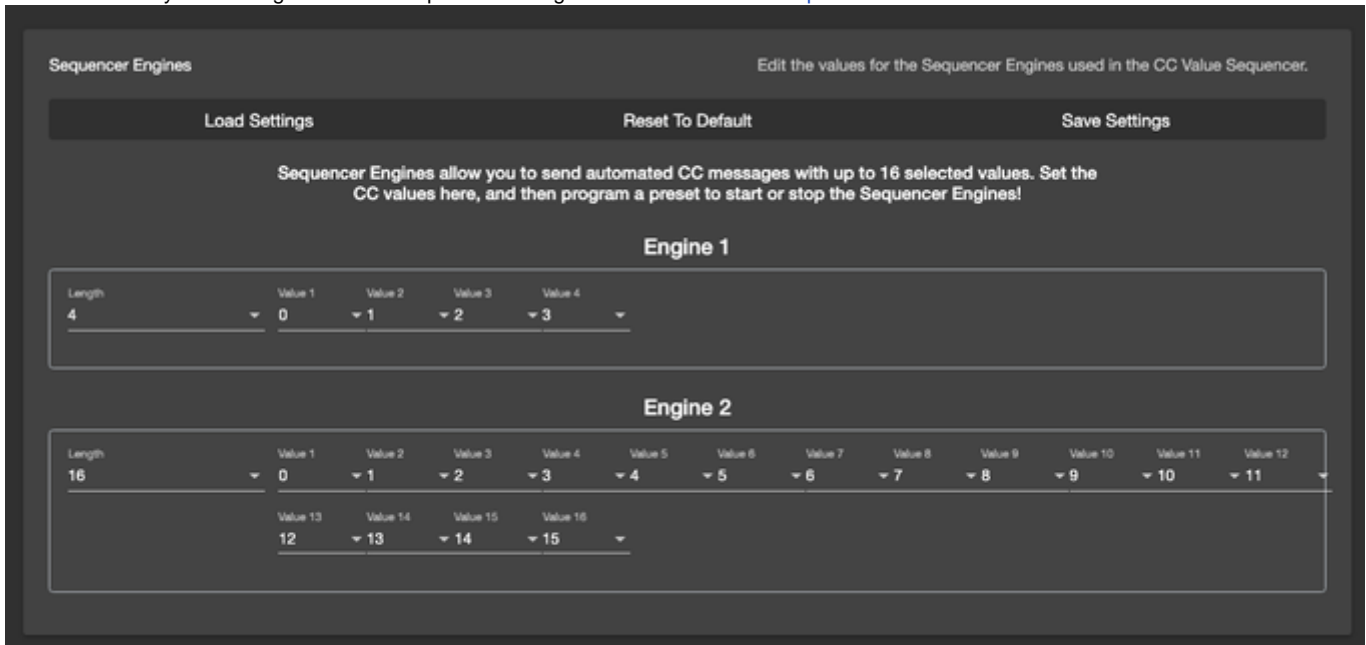
Scroll Counters

This block allows you to configure the minimum, maximum and default values for each counter.

Counters are used for the `PC Number Scroll` and `CC Value Scroll` message types.

There are 16 counters available, Counter 0 (1) to Counter F (16).
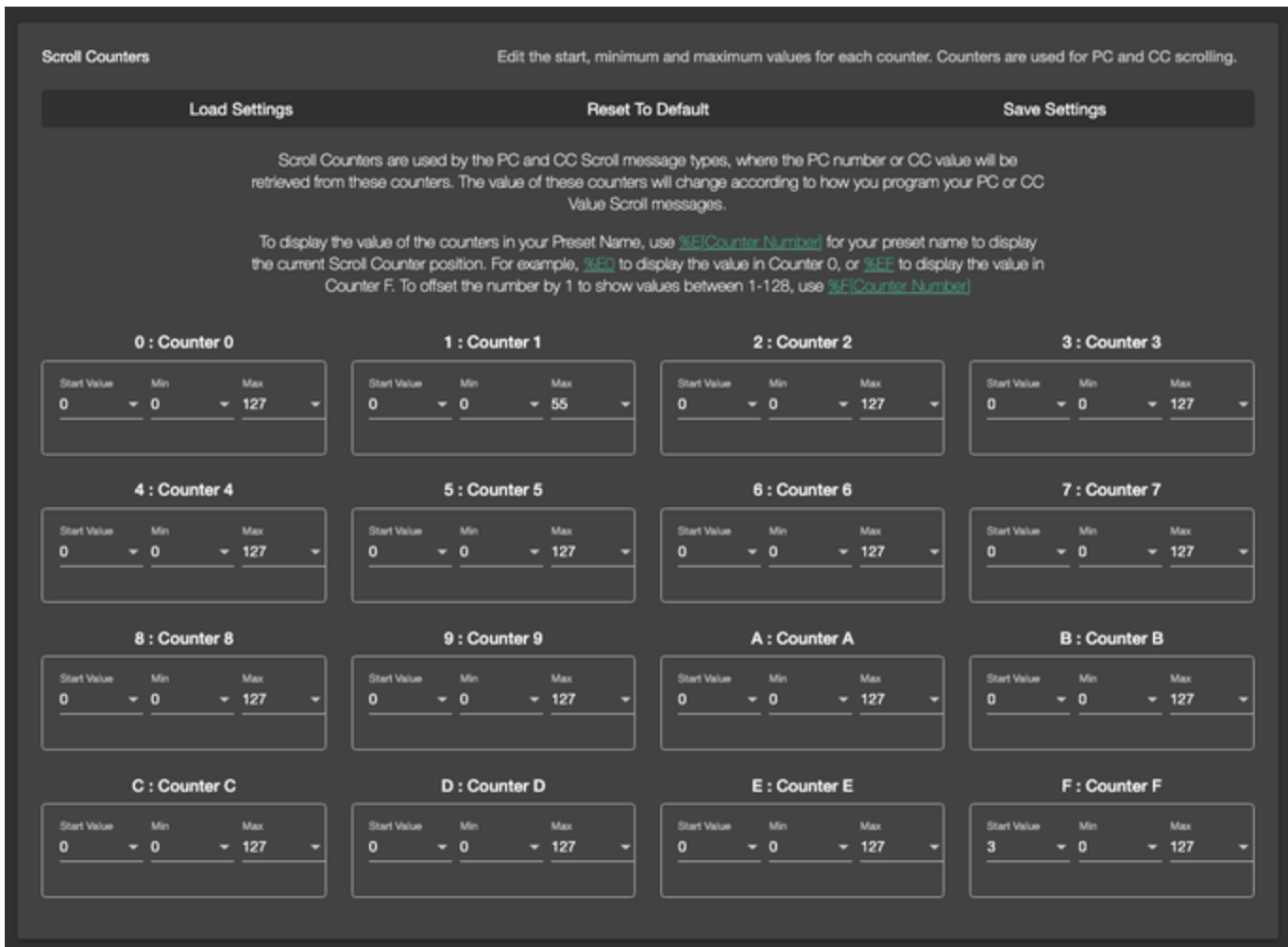
Edit MIDI Channel Names

This block allows you to edit the MIDI Channel names for each MIDI channel.
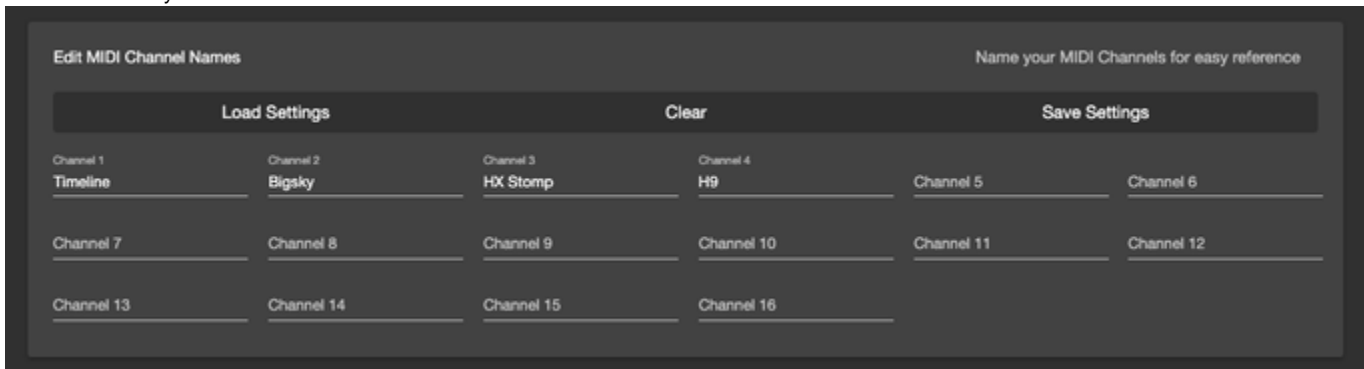
If you name your MIDI Channels, the names will be displayed when you are editing your Presets.

When using Control Change messages, the function of the CC number will also be displayed if the device is available in the MIDI Dictionary. In the image below, MIDI Channel 1 is named as "HX Stomp", and the CC Number 50 executes the `Emulates FS2` function on the HX Stomp.
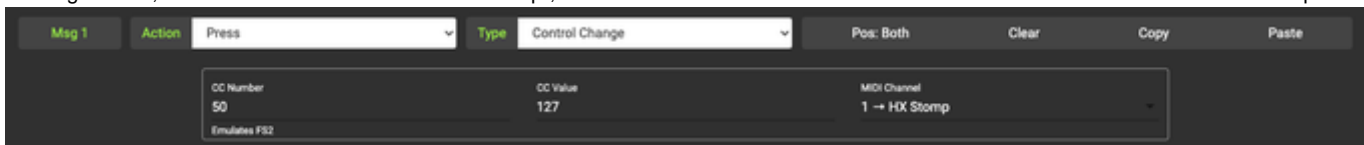
Re-arrange Banks

This block allows you to re-arrange the banks on the controller. More info here: Custom Bank Sequence

ℹ This feature is turned off when the controller is connected to the editor.

Bank Arrangement   Arrange your banks using a custom sequence

Load Settings	Reset To Default	Save Settings

The Bank Arrangement feature allows you to rearrange your banks in a Custom Bank Sequence. This allows you to limit the number of banks in your controller, or to rearrange the banks to suit your new setlist.

This feature will not work when the device is in Editor Mode. It will only be enabled once you exit Editor Mode on your device.

⬤ Follow Custom Bank Sequence   Clear Custom Sequence

Default Bank Sequence	Custom Bank Sequence

Bank 1 -   1 : Bank 2 - Drive
Bank 2 - Drive   2 : Bank 4 - Delay
Bank 3 - Modulation   3 : Bank 3 - Modulation
Bank 4 - Delay   4 : Bank 5 - Reverb
Bank 5 - Reverb
Bank 6 - Tone
Bank 7 - Looper
Bank 8 - Stomp
Bank 9 - Song
Bank 10 - Test 1
Bank 11 - Test 2
Bank 12 -
Bank 13 -
Bank 14 -
Bank 15 -
Bank 16 -
Bank 17 -
Bank 18 -
Bank 19 -
Bank 20 -

MIDI Message Converter

The MIDI Message Converter allows you to convert incoming PC, CC or Note messages to different outgoing PC, CC or Note messages. You can also choose to convert these messages at the Input or Output. If converted at the Input, the controller will process the converted messages according to it's MIDI implementation. For example, it is possible to use a Note message to trigger a Bank Up function in the controller if you convert the incoming Note message to a CC#0 message at the Input, which triggers the Bank Up function.

MIDI Message Converter   Convert up to 16 Program Change, Control Change and Note messages

| Load Settings | Reset To Default | Save Settings |

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Convert Event Type From
Program Change   From Number   0   From MIDI Channel   1   Convert at Input

Convert Event Type To
Note On   To Note   0   To MIDI Channel   1   Set Velocity

Convert Event Type From
Nothing

Convert Event Type To
Nothing

Convert Event Type From
Nothing

Convert Event Type To
Nothing

Convert Event Type From
Nothing

Convert Event Type To
Nothing

Convert Event Type From
Nothing

Convert Event Type To
Nothing

Convert Event Type From
Nothing

Convert Event Type To
Nothing

Controller Backup

The `Controller Backup` tab allows you to back up and restore your Current Bank, or All Banks in your controller.

Backing up data

Clicking on `Current Bank` or `All Banks` will start the data dump from the controller to the editor.
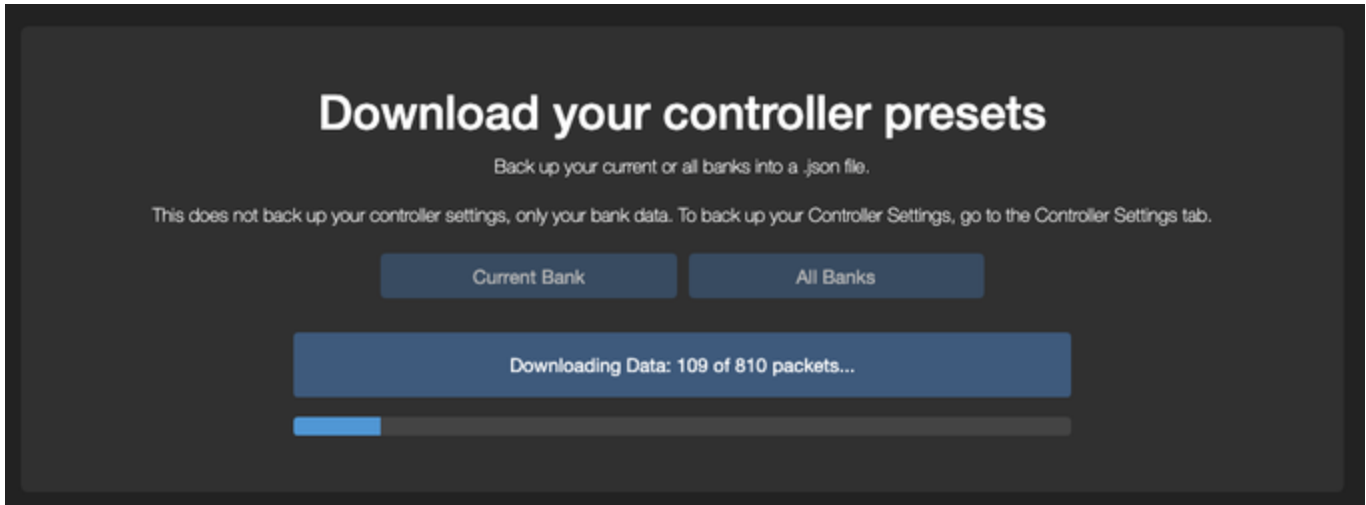
When the process is done, a file dialog will appear to let you save the data into a file.

Restoring data

⚠️ When restoring data, please ensure that the controller `Use Custom Bank Sequence` setting is turned off. If not, the back up will write Bank 1 to 30 according to your Custom Bank Sequence.

When restoring the data, clicking on `Browse` will open a file dialog to let you select the file you want to load.

⚠️ Please ensure that there is only one instance of the Editor running. Running multiple editors may results in a back up or restore error.
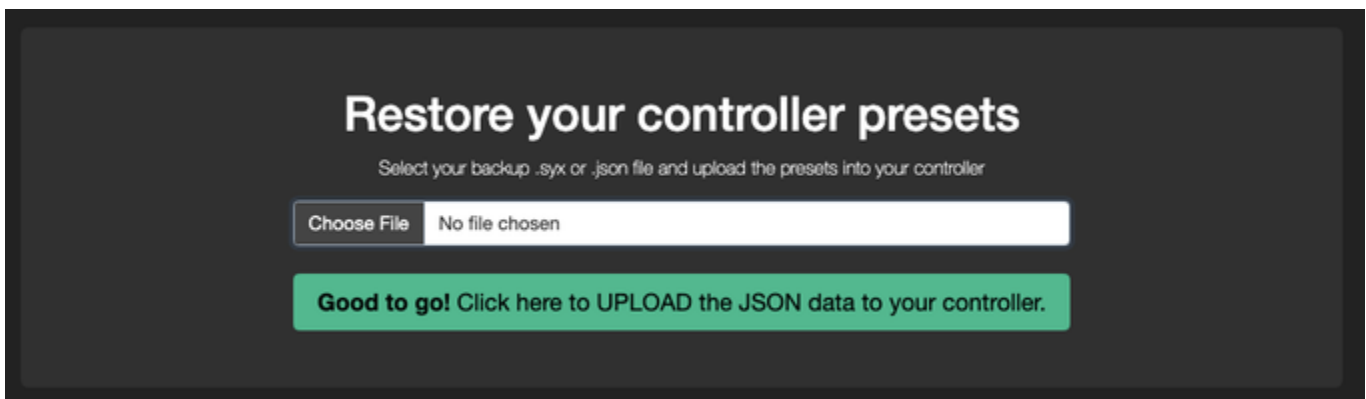
Bank and Preset Manager

The Bank and Preset manager allows you to re-arrange the banks and preset in your `json` data dump file before loading it into your controller.
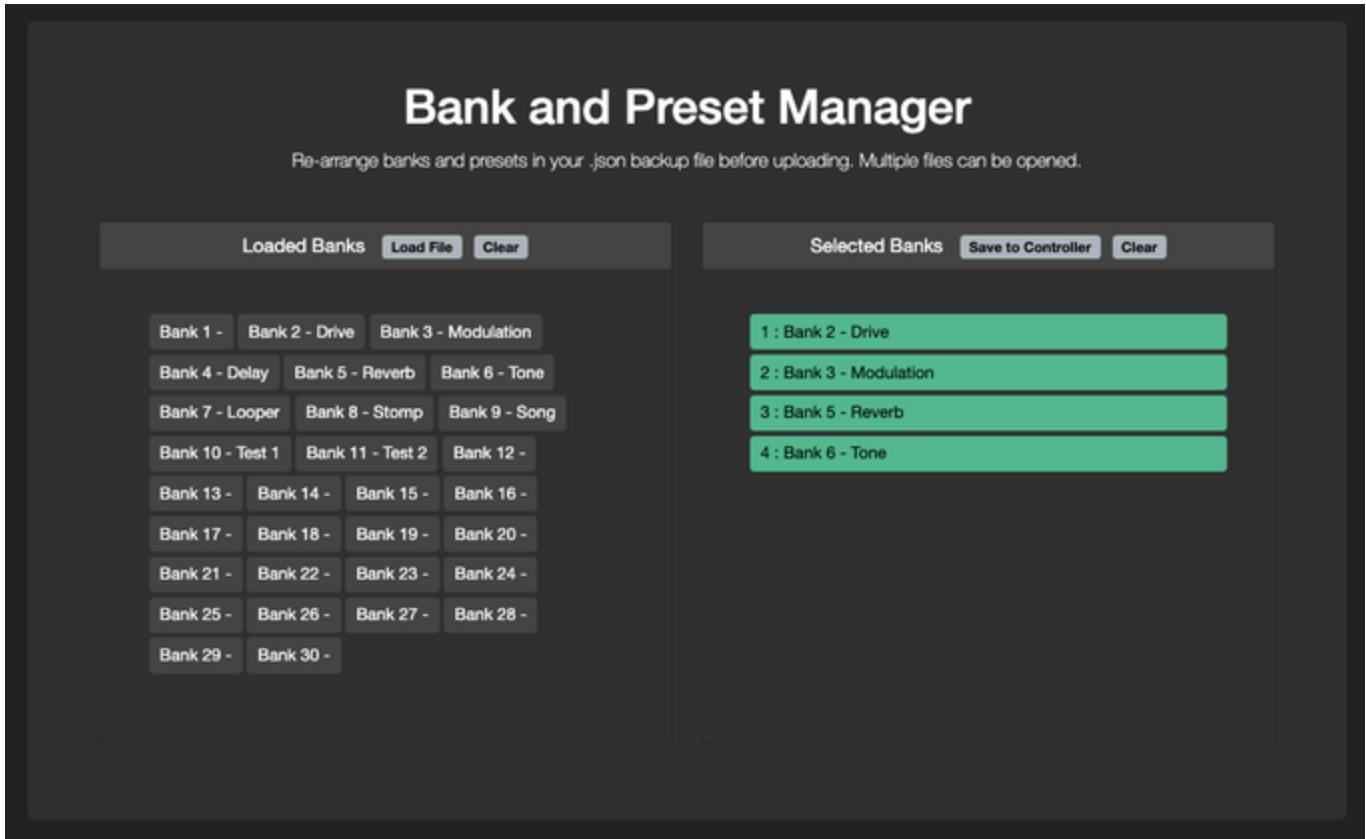
You can also click into each bank and re-arrange the presets if necessary.
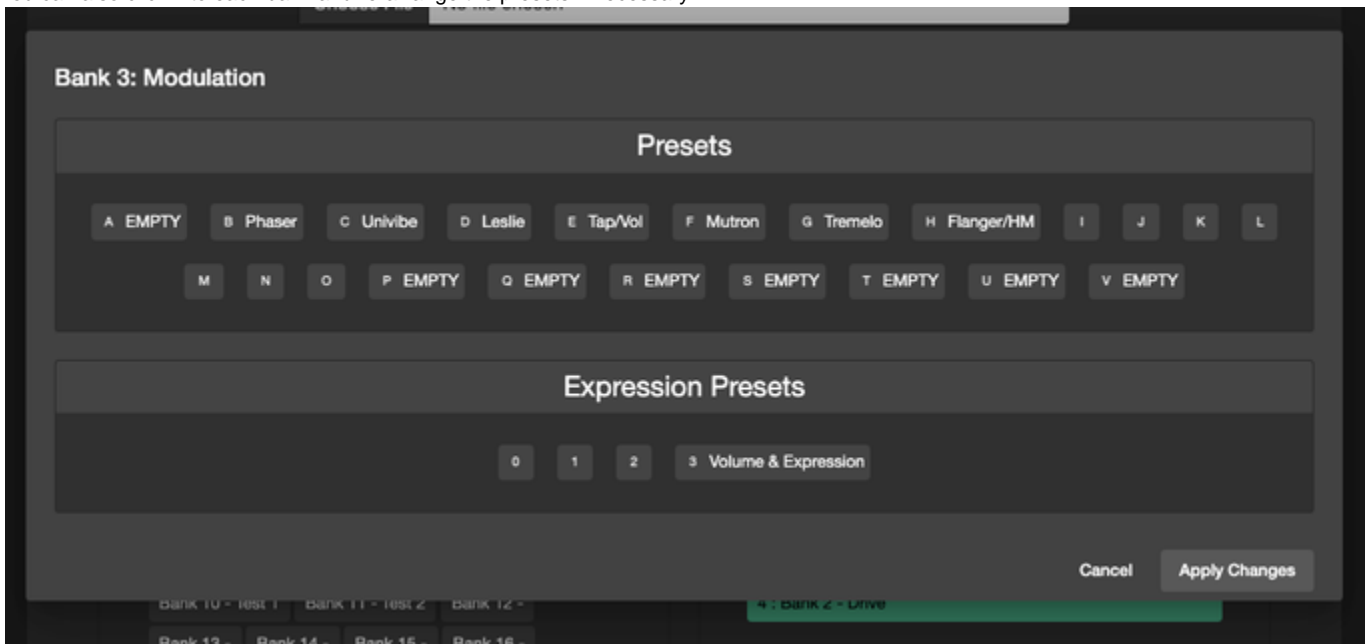
After clicking on `Apply Changes`, the changes are applied in the editor, but not to the Controller. After selecting the banks you want to upload, click on `Save to Controller` the selected banks data to the Controller.

MIDI Monitor

MIDI Monitor

The MIDI Monitor allows you to view out-going MIDI messages from the controller.

Activity Monitor

The Activity Monitor allows you to see all the messages that are being executed when you engage a preset. This is useful for troubleshooting purposes.

You can also click into the messages to see the content.

MIDI Dictionary

In the MIDI Dictionary tab, the MIDI Implementations for a large number of devices are stored here for easy reference. You can select a device and load its MIDI implementation for reference, instead of having to search for the device manual on the web.

If you have named your MIDI Channel, clicking on `Copy` in the MIDI Dictionary and then `Paste` in the `Edit Preset` tab under the `Message Type` will auto configure CC message parameters and MIDI Channel.

MORNINGSTAR MIDI EDITOR

Disconnect Morningstar MC8 -470062096	Toggle Preset	Toggle Page	Bank Down	Bank Up

Edit Preset	Edit Bank	User Library	Controller Settings	Controller Backup	MIDI Monitor	MIDI Dictionary	Editor Settings

Select Device	Brand: Headrush	Model: Looperboard

CC Messages

Search

Copy	Function	CC Number	CC Value Min-Max	Description
⧉	Start/Stop All	3	0	
⧉	FX 1 Toggle	3	1	
⧉	FX 2 Toggle	3	2	
⧉	FX 3 Toggle	3	3	
⧉	FX 4 Toggle	3	4	
⧉	Tap Tempo	3	6	
⧉	Track 1 Stop	3	7	
⧉	Track 2 Stop	3	8	
⧉	Track 3 Stop	3	9	
⧉	Track 4 Stop	3	10	
⧉	Track 1 Rec/Play/Overd	3	11	
⧉	Track 2 Rec/Play/Overd	3	12	
⧉	Track 3 Rec/Play/Overd	3	13	
⧉	Track 4 Rec/Play/Overd	3	14	
⧉	All Tracks Half Length	3	15	

Editor Settings

The Editor Settings tab allows you to manage settings within the Editor.
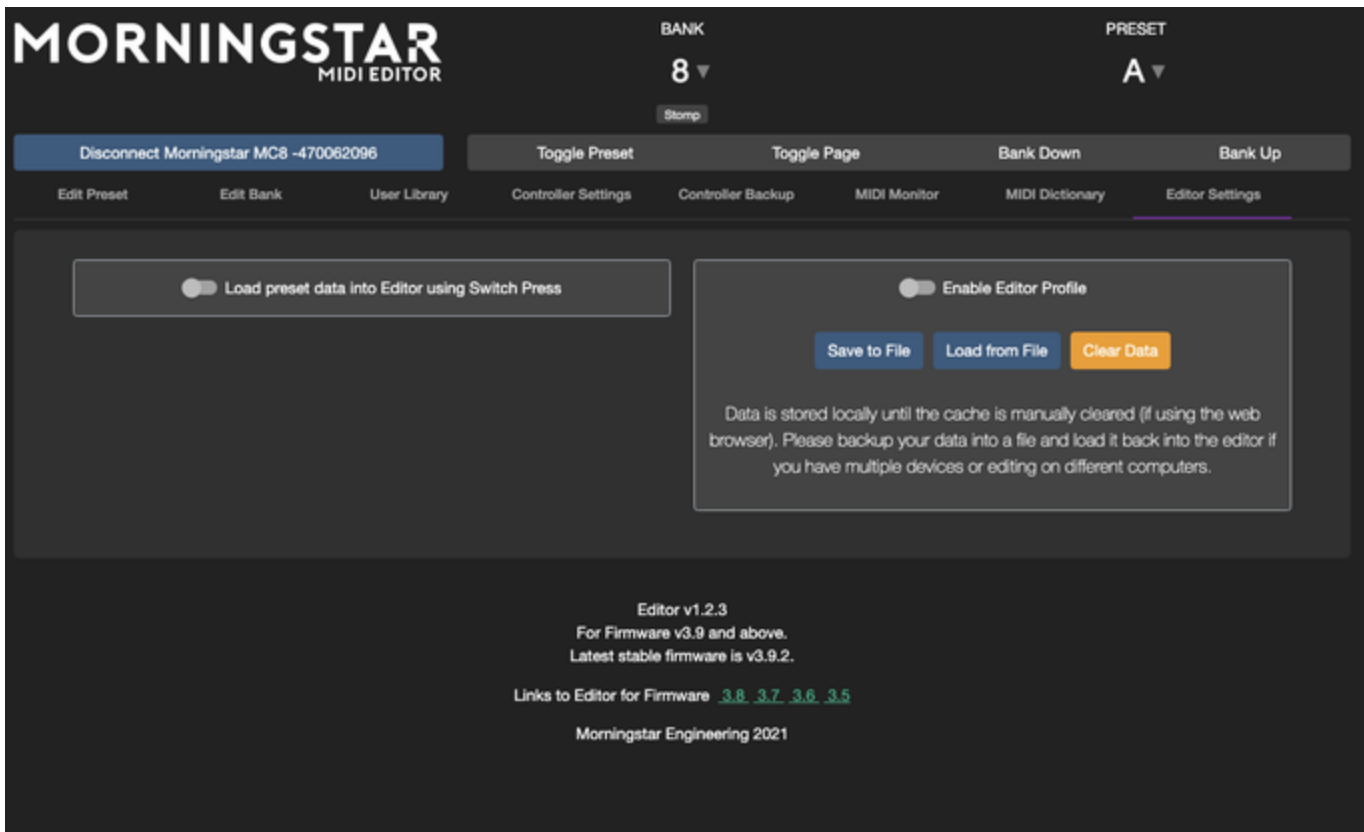
Load Preset Data into Editor using Switch Press

By default, the controller loads data into the editor by using Switch Presses. However, when this setting is enabled, certain functions are blocked in the controller, like `Bank Jump`, `MIDI Clock` etc. This is because there is a need to differentiate when the user wants to load data, and when the user wants to engage the preset.

If you disable this setting, switch presses will no longer load data into the editor, but all functions are unblocked. In the editor, you can still select the preset to edit by using the Preset dropdown list.

BANK

8 ▼

Stomp

PRESET

A ▼

Toggle Page	Bank Down

Controller Backup	MIDI Monitor	MIDI Dictionary

Preset A - EMPTY
Preset B - TS9
Preset C - FuzzFace
Preset D - MMan
Preset E - Tap/Vol
Preset F - Tremelo
Preset G - Phaser
Preset H - PAGE/HM>
Preset I - EchoPlex
Preset J - Slap
Preset K - Spring
Preset L - eDome
Preset M - Mutron
Preset N - PlayLoop
Preset O - Snap%F0
Preset P - EMPTY
Preset Q - EMPTY
Preset R - EMPTY
Preset S - EMPTY

◯ Enable Editor Profile

Save to File   Load from File   Cl

Data is stored locally until the cache is manually cle
browser). Please backup your data into a file and load
you have multiple devices or editing on differ

itor v1.2.3
e v3.9 and above.
 firmware is v3.9.2.

mware   3.8   3.7   3.6   3.5

Enable Editor Profile

Editor Profile allows you to store data such as

1. Message descriptions
2. Scroll Counter Messages

in the editor.

For example, in the Scroll Counter settings, you can edit the names of the scroll counters. The data is not stored in the controller, but in the editor itself. So, if you are using a different controller or computer to edit, you need to download the Editor Profile data into a file, and then load them according to what controller you are editing.

Scroll Counters

Edit the start, minimum and maximum values for each counter. Counters are used for PC and CC scrolling.

Load Settings	Reset To Default	Save Settings

Scroll Counters are used by the PC and CC Scroll message types, where the PC number or CC value will be retrieved from these counters. The value of these counters will change according to how you program your PC or CC Value Scroll messages.

To display the value of the counters in your Preset Name, use %F[Counter Number] for your preset name to display the current Scroll Counter position. For example, %E0 to display the value in Counter 0, or %EF to display the value in Counter F. To offset the number by 1 to show values between 1-128, use %F[Counter Number]

Edit Counter Name

H9 Counter ✓

10 / 32

Start Value	Min	Max
0	0	127

1 : Counter 1 ✎
Start Value	Min	Max
0	0	55

2 : Counter 2 ✎
Start Value	Min	Max
0	0	127

3 : Counter 3 ✎
Start Value	Min	Max
0	0	127

4 : Counter 4 ✎
Start Value	Min	Max
0	0	127

5 : Counter 5 ✎
Start Value	Min	Max
0	0	127

6 : Counter 6 ✎
Start Value	Min	Max
0	0	127

7 : Counter 7 ✎
Start Value	Min	Max
0	0	127

8 : Counter 8 ✎
Start Value	Min	Max
0	0	127

9 : Counter 9 ✎
Start Value	Min	Max
0	0	127

A : Timeline Counter ✎
Start Value	Min	Max
0	0	127

B : Counter B ✎
Start Value	Min	Max
0	0	127

C : Counter C ✎
Start Value	Min	Max
0	0	127

D : Counter D ✎
Start Value	Min	Max
0	0	127

E : Counter E ✎
Start Value	Min	Max
0	0	127

F : Counter F ✎
Start Value	Min	Max
3	0	127