

# GURU

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# GURU v1.5 MIDI Implementation guide

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## Introduction

GURU v1.5's new MIDI implementation is much improved and feature-packed. Please disregard the MIDI mappings described in the v1.0 manual.

### 1: MIDI Channel mapping summary

- Channels 1..8 are mapped to Engines 1..8
- Channel 9 is broadcast to all Engines ("Omni" mode)
- Channel 10 is the "Drum Map" channel – all pads from all engines are mapped across notes 0–127
- Channel 11 controls the currently selected engine in the GURU user interface
- Channel 12 contains special commands and the ability to select Pads, Patterns and Engines for editing
- Channels 13-16 are reserved for future use.

Note: There are various different conventions in use for naming MIDI Notes – some sequencers refer to MIDI Note #0 as "C -2", some as "C -1", and some as "C0". For the purposes of this document, "C-2" refers to MIDI Note #0, "C-1" to MIDI Note #12, "C0" to MIDI Note #24, "C1" to #36, "C2" to #48, "C3" to #60 and so on.

### 2: A note about MIDI Learn: GURU 1.5 vs earlier versions

In v1.5, the MIDI Learn functions on the Pad context menu and in the Scenes view have been discarded.

GURU has a very powerful MIDI implementation but it is necessary to create a map for GURU in your MIDI control hardware. This document contains a full summary of all possible MIDI mappings.



## Randomizer MIDI CC assignments

Channels 1-8, 9 and 11 share the same set of Randomizer MIDI CCs.

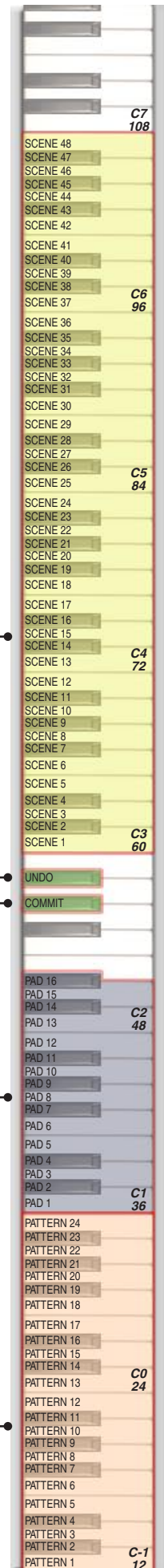
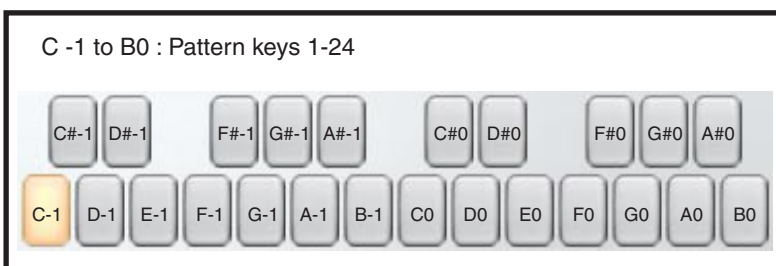
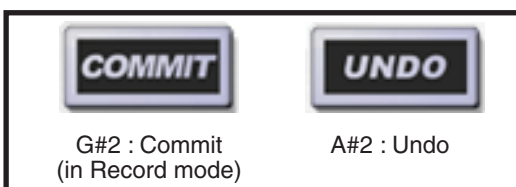
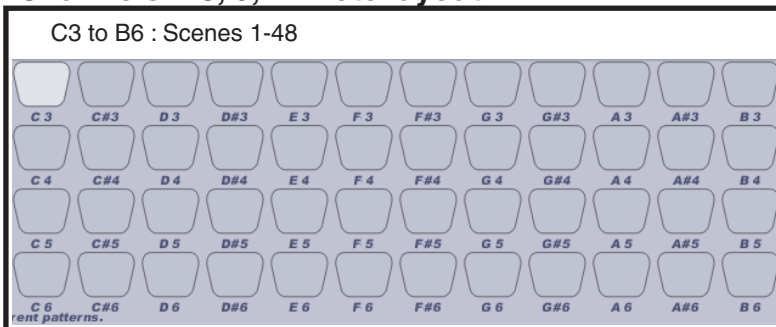
102	Reseed random number generator	111	Pad Edit, Current Pad
103	All pages	112	Pad Edit, Current Colour
104	Sequencer, Current Pad	113	Pad Edit, All Pads
105	Sequencer, Current Colour	114	Aux Effects, Current
106	Sequencer, All Pads	115	Aux Effects, All in Engine
107	Graph, Current Pad / Current Graph	116	Aux Effects, All Engines
108	All Graphs, Current Pad	117	Mix, Current Engine
109	All Pads, Current Graph	118	Mix, All Engines
110	All Graphs, All Pads		

## Pad and FX Colour Groups MIDI CCs

Channels 1-8, 9 and 11 share the same set of Pad and FX Colour groups.

48	Pad Group 1: Red	56	FX Group 1: Red
49	Pad Group 2: Orange	57	FX Group 2: Orange
50	Pad Group 3: Yellow	58	FX Group 3: Yellow
51	Pad Group 4: Green	59	FX Group 4: Green
52	Pad Group 5: Light Blue	60	FX Group 5: Light Blue
53	Pad Group 6: Blue	61	FX Group 6: Blue
54	Pad Group 7: Purple	62	FX Group 7: Purple
55	Pad Group 8: Grey	63	FX Group 8: Grey

## Channels 1-8, 9, 11 note layout



to C-2

## 4: Channel 12 - Selection and Special commands

### Note assignments

<i>note no.</i>	<i>note</i>	
0	C-2	Panic

### Edit scopes: Latching (L) and Momentary (M)

<i>note no.</i>	<i>note</i>	
5	F	layer only (L)
6	F#	all layers (M)
7	G	all layers (L)
8	G#	all in colour (M)
9	A	all in colour (L)
10	A#	all in engine (M)
11	B	all in engine (L)

### C-1 to G-1: Select screen modes

<i>note no.</i>	<i>note</i>	
12	C-1	Pattern
13	C#-1	Graph select
14	D-1	Graph edit
15	D#-1	Pad edit
16	E-1	Aux effects
17	F-1	Mix
18	F#-1	Scenes
19	G-1	Options

### C0 to D#1 : Engine Mute/Solo controls

<i>note no.</i>	<i>note</i>	
24	C0	Toggle Eng 1 Mute
25	C#0	Toggle Eng 2 Mute
26	D0	Toggle Eng 3 Mute
27	D#0	Toggle Eng 4 Mute
28	E0	Toggle Eng 5 Mute
29	F0	Toggle Eng 6 Mute
30	F#0	Toggle Eng 7 Mute
31	G0	Toggle Eng 8 Mute
32	G#0	Toggle Eng 1 Solo
33	A0	Toggle Eng 2 Solo
34	A#0	Toggle Eng 3 Solo
35	B0	Toggle Eng 4 Solo
36	C1	Toggle Eng 5 Solo
37	C#1	Toggle Eng 6 Solo
38	D1	Toggle Eng 7 Solo
39	D#1	Toggle Eng 8 Solo

### E1 to B1 : Previous/Next selection controls

<i>note no.</i>	<i>note</i>	
40	E1	Previous Engine
41	F1	Next Engine
42	F#1	Previous Pad
43	G1	Next Pad
44	G#1	Previous Pattern
45	A1	Next Pattern
46	A#1	Previous Layer
47	B1	Next Layer

### C2 to A2 : Transport and Record mode options

<i>note no.</i>	<i>note</i>	
48	C2	Pattern Keys NORMAL
49	C#2	COMMIT (when REC)
50	D2	Pattern Keys VELOCITY
51	D#2	UNDO (when REC)
52	E2	Pattern Keys CHROMATIC
53	F2	PLAY
53	G2	STOP
54	A2	Toggle REC

(Play, Stop, Rec, Commit and Undo functions also available as MMC commands)

### C3 to B6: Selecting Pads, Engines and Patterns

The following notes are used for **selecting** the current Pad, Engine and Pattern. Please note that selecting Pads and Patterns is not the same as playing them using the relevant MIDI notes on channels 1-8, 9 and 11. However, if you use the 'Selected Pad follows MIDI input' and 'Pattern Editor follows currently playing pattern' settings, playing pads and patterns on channels 1-8, 9 and 11 also selects them.

### C3-D#4 : Pads 1-16:-

<i>note no.</i>	<i>note</i>	<i>pad</i>	
60	C3	1	Kick1
61	C#3	2	Kick2
62	D3	3	Kick3
63	D#3	4	Kick4
64	E3	5	Snare1
65	F3	6	Snare2
66	F#3	7	Snare3
67	G3	8	Snare4
68	G#3	9	HiHat1
69	A3	10	HiHat2
70	A#3	11	HiHat3
71	B3	12	HiHat4
72	C4	13	Perc1
73	C#4	14	Perc2
74	D4	15	Perc3
75	D#4	16	Perc4

### E4 - B4 :- Select Engines 1..8

<i>note no.</i>	<i>note</i>	
76	E4	Engine 1
77	F4	Engine 2
78	F#4	Engine 3
79	G4	Engine 4
80	G#4	Engine 5
81	A4	Engine 6
82	A#4	Engine 7
83	B4	Engine 8

### C5 to B6 : Patterns 1-24

<i>note no.</i>	<i>note</i>	
84	C5	Pattern 1
85	C#5	Pattern 2
86	D5	Pattern 3
87	D#5	Pattern 4
88	E5	Pattern 5
89	F5	Pattern 6
90	F#5	Pattern 7
91	G5	Pattern 8
92	G#5	Pattern 9
93	A5	Pattern 10
94	A#5	Pattern 11
95	B5	Pattern 12
96	C6	Pattern 13
97	C#6	Pattern 14
98	D6	Pattern 15
99	D#6	Pattern 16
100	E6	Pattern 17
101	F6	Pattern 18
102	F#6	Pattern 19
103	G6	Pattern 20
104	G#6	Pattern 21
105	A6	Pattern 22
106	A#6	Pattern 23
107	B6	Pattern 24

# Channel 12 note layout

C5 to B6: Select Patterns 1-24

E4 to B4 : Select Engines 1-8

C3 to D#4 : Select Pads 1-16

C2 to A2: Transport and record mode options

COMMIT (C#2) UNDO (D#2)

Pattern keys function as normal in record mode (C2) | Current pad: ascending velocity on pattern keys (D2) | Current pad: chromatically pitched on pattern keys (E2)

REC (F2) REC (G2) REC (A2)

these controls operate in record mode only

E1 to B1 : special commands

Prev/Next Engine (E1, F1) | Prev/Next Pad (G1) | Prev/Next Pattern (A1) | Prev/Next Layer (B1)

C0 to D#1 : engine mute & solo

C-1 to G-1 : LCD modes

PATTERN (C-1), GRAPHS (C#-1), PAD EDIT (D-1), AUX EFFECTS (D#-1), MIX (E-1), SCENES (F-1), OPTIONS (F#-1)

F4: Graphs Select | F#4: Graphs Edit

C2 to A2 : Edit Scopes

(L) = Latching (M) = Momentary

PANIC! (C-2)

Layer 1 2 (F-2) | Edit current layer (L) | Edit all layers on current Pad (F#-2, G-2) | Edit all Pads in current Group (G#-2, A-2) | Edit all Pads in current Engine (A#-2, B-2)

C7 108

C6 96

C5 84

C4 72

C3 60

C2 48

C1 36

C0 24

C-1 12

C-2 0



## Channel 12 MIDI CC assignments

### Edit Scopes: Latching (L) and Momentary (M)

Edit Scopes are used as modifiers allowing you to edit parameters across all layers on the current pad, all pads in the current group and all pads in the current engine.

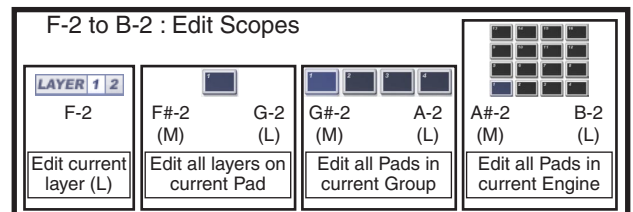
Momentary and latching control are provided for Edit Scopes.

Momentary controls must be held down while you adjust a control in order to operate. When the note is released, the Edit Scope returns to normal – layer only.

Latching controls do not require you to hold down the MIDI note for the Edit Scope to operate. Play the note once to activate the Edit Scope, and again to return to the previous Scope. Alternatively, enter another Edit Scope by playing its Latching MIDI note.

As well as being MIDI-controllable via MIDI keys 5-11 (F-2 to B-2), the Edit Scope can be changed between Latching values via MIDI CC #16. The following table shows the CC values for each Scope (CC control for Momentary operation is not possible).

note no.	note		MIDI CC #16 value
5	F	layer only (L)	0...31
6	F#	all layers (M)	
7	G	all layers (L)	32...64
8	G#	all in colour (M)	
9	A	all in colour (L)	65...96
10	A#	all in engine (M)	
11	B	all in engine (L)	97...128



### MIDI CCs on channel 12

16	Edit Scope select (see above)	51	Direct_FX
		52	Aux_Send_1
33	Gain	53	Aux_Send_2
34	Pan	54	Aux_Send_3
35	Tune		
36	Fine	55	Hidden Normalize
37	Cutoff		
38	Rez	56	Playback Mode
39	Type		
		57	PreDelay Ms
40	Amp_Env_Attack	58	PreDelay Ticks
41	Amp_Env_Hold	59	PreDelay Units
42	Amp_Env_Release		
43	FX_Env_Attack	60	Layer Mute
44	FX_Env_Hold	61	Layer Solo
45	FX_Env_Release		
46	FX_Env_Cutoff_Send	78	Current pad/layer sample start point
47	FX_Env_Pitch_Send	79	Current pad/layer sample end point
48	FX_Number		
49	Param_1		
50	Param_2		

Note: most parameters can also be controlled via NRPN.



# 5: Channel 13 - Browser commands

## Folders pane

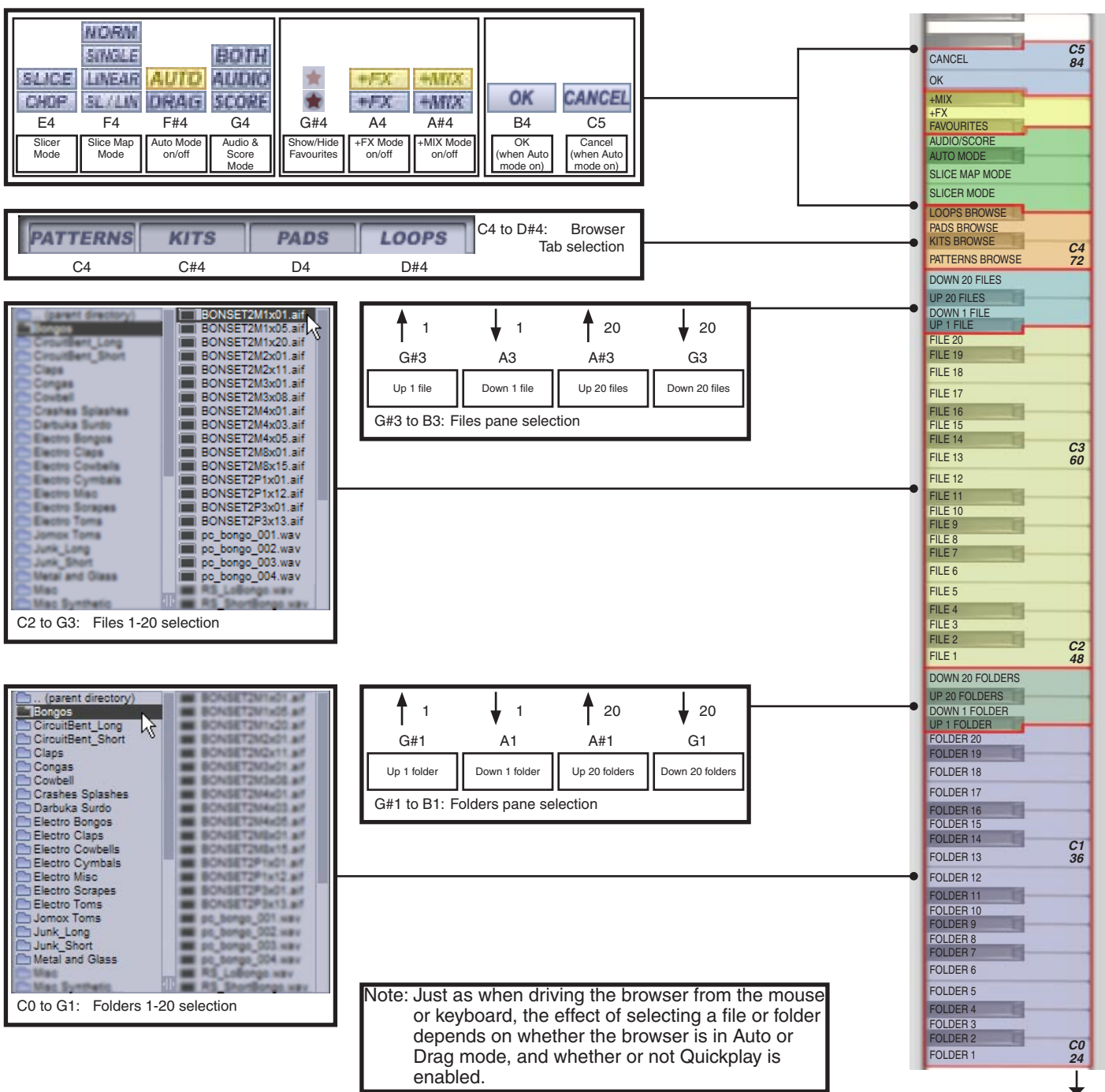
note	note	
no.		
24-43	C0-G1	Select Folders 1..20
44	G#1	Up 1 folder
45	A1	Down 1 folder
46	A#1	Up 20 folders
47	B1	Down 20 folders

## Files pane

note	note	
no.		
48-67	C2-G3	Select Files 1..20
68	G#3	Up 1 file
69	A3	Down 1 file
70	A#3	Up 20 files
71	B3	Down 20 files

## Other Browser controls

note	note	
no.		
72	C4	Select Patterns tab
73	C#4	Select Kits tab
74	D4	Select Hits tab
75	D#4	Select Loops tab
76	E4	Toggle slicer mode (loops only) Slice / Chop
77	F4	Cycle slicer mapping mode (loops only) Normal / Single / Linear / Single-Linear
78	F#4	Toggle Auto mode Auto / Drag
79	G4	Cycle Audio/Score mode (loops only) Audio / Score /Both mode (loops only)
80	G#4	Toggle Favourites mode
81	A4	Toggle +FX
82	A#4	Toggle +MIX
83	B4	OK (to load selected items in Auto mode)
84	C5	Cancel (with selected items in Auto mode)



to C-2

## 6: Channel 10 - Drum map

(note: "1Kick1" denotes "Engine 1, Kick #1")

### Engine 1

C-2 : Kick1	E-2: Snare1	G#-2: HiHat1	C-1: Perc1
C#-2: Kick2	F-2: Snare2	A-2: HiHat2	C#-1: Perc2
D-2 : Kick3	F#-2: Snare3	A#-2: HiHat3	D-1: Perc3
D#-2: Kick4	G-2: Snare4	B-2: HiHat4	D#-1: Perc4

### Engine 2

E-1 : Kick1	G#-1: Snare1	C0: HiHat1	E0: Perc1
F-1: Kick2	A-1: Snare2	C#0: HiHat2	F0: Perc2
F#-1: Kick3	A#-1: Snare3	D0: HiHat3	F#0: Perc3
G-1: Kick4	B-1: Snare4	D#0: HiHat4	G0: Perc4

### Engine 3

G#0 : Kick1	C1: Snare1	E1: HiHat1	G#1: Perc1
A0: Kick2	C#1: Snare2	F1: HiHat2	A1: Perc2
A#0: Kick3	D1: Snare3	F#1: HiHat3	A#1: Perc3
B0: Kick4	D#1: Snare4	G1: HiHat4	B1: Perc4

### Engine 4

C2: Kick1	E2: Snare1	G#2: HiHat1	C3: Perc1
C#2 Kick2	F2: Snare2	A2: HiHat2	C#3: Perc2
D2: Kick3	F#2: Snare3	A#2: HiHat3	D3: Perc3
D#2 Kick4	G2: Snare4	B2: HiHat4	D#3: Perc4

### Engine 5

E3 : Kick1	G#3: Snare1	C4: HiHat1	E4: Perc1
F3: Kick2	A3: Snare2	C#4: HiHat2	F4: Perc2
F#3: Kick3	A#3: Snare3	D4: HiHat3	F#4: Perc3
G3: Kick4	B3: Snare4	D#4: HiHat4	G4: Perc4

### Engine 6

G#4 : Kick1	C5: Snare1	E5: HiHat1	G#5: Perc1
A4: Kick2	C#5: Snare2	F5: HiHat2	A5: Perc2
A#4: Kick3	D5: Snare3	F#5: HiHat3	A#5: Perc3
B4: Kick4	D#5: Snare4	G5: HiHat4	B5: Perc4

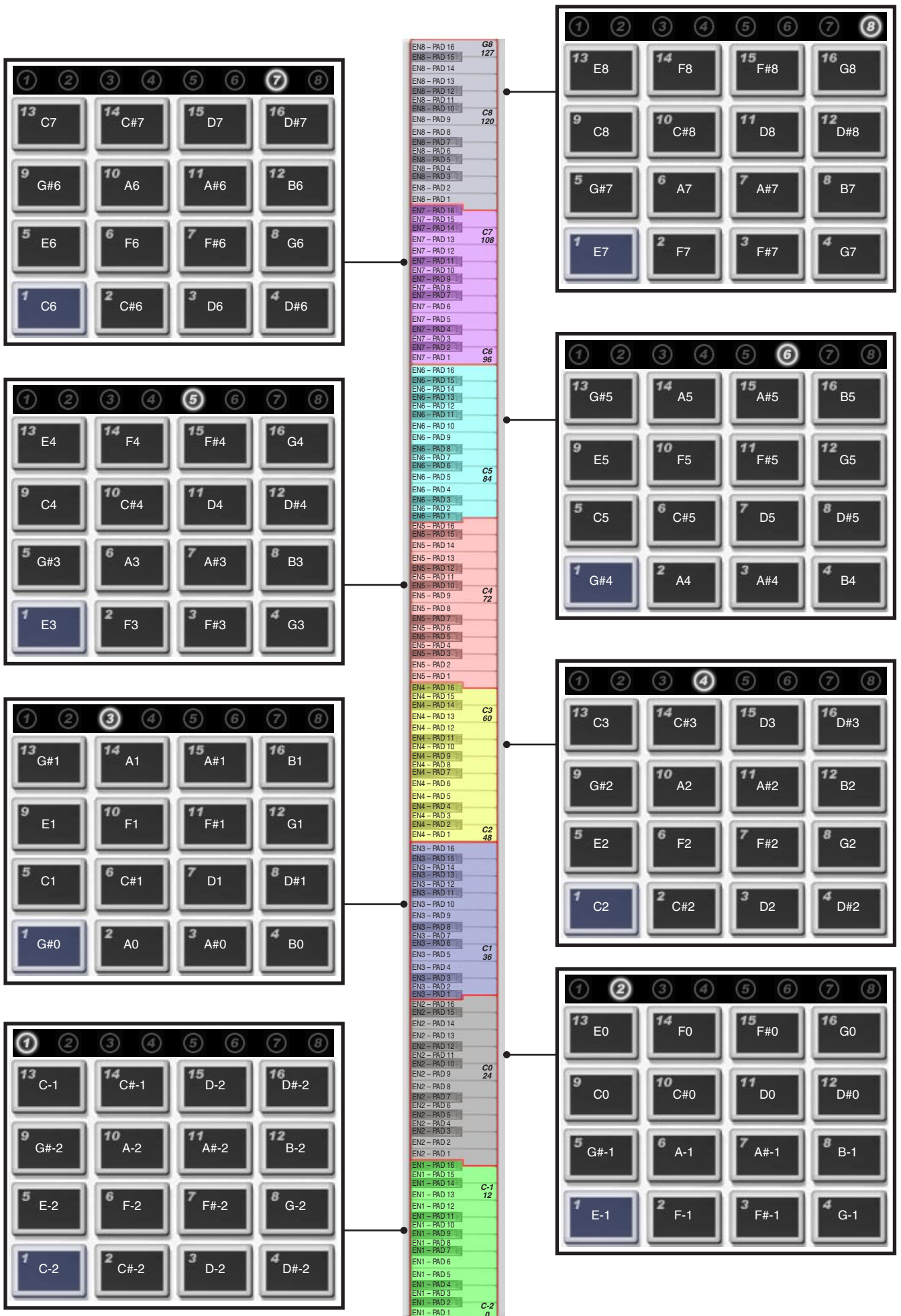
### Engine 7

C6: Kick1	E6: Snare1	G#6: HiHat1	C7: Perc1
C#6 Kick2	F6: Snare2	A6: HiHat2	C#7: Perc2
D6: Kick3	F#6: Snare3	A#6: HiHat3	D7: Perc3
D#6 Kick4	G6: Snare4	B6: HiHat4	D#7: Perc4

### Engine 8

E7: Kick1	G#7: Snare1	C8: HiHat1	E8: Perc1
F7 Kick2	A7: Snare2	C#8: HiHat2	F8: Perc2
F#7 Kick3	A#7: Snare3	D8: HiHat3	F#8: Perc3
G7 Kick4	B7: Snare4	D#8: HiHat4	G8: Perc4

# Channel 10 - Drum Map layout (all 8 engines)



## 7: NRPN implementation

### Channel mapping:-

CH = 1..8 :- mapped to Engines 1..8

CH 9:- mapped to all Engines ("Omni" mode)

CH 10:- Master controls

CH 11:- mapped to currently selected engine (all pads addressable)

CH 12:- mapped to currently selected engine (remapped to selected pad)

### Bitmask values (Normal channels 1-8, 9, 11):-

#### High byte (NRPN MSB)

7654321

ppppLLL

#### Low byte (NRPN LSB)

7654321

SSPPPPP

p = PAD [0x0 - 0xF --> Pads 1..16]

L = LAYER [0x0 - 0x7 --> Layers 1..8]

S = SCOPE [0 = THIS LAYER, 1 = ALL LAYER, 2 = ALL LAYER & PAD, 3 = Just-In-Time Mode, see end of document]

P = PARAM [see parameter table below]

### Parameter table, PAD parameters (ch 1-8, 9, 11):-

0: Gain	8: Amp Env Hold	16: FX Parameter 1
1: Pan	9: Amp Env Release	17: FX Parameter 2
2: Tune	10: FX Env Attack	18: Direct level
3: Fine	11: FX Env Hold	19: Aux Send 1 Level
4: Cutoff	12: FX Env Release	20: Aux Send 2 Level
5: Resonance	13: FX Env Cutoff Send	21: Aux Send 3 Level
6: Filter type	14: FX Env Pitch Send	
7: Amp Env Atk	15: FX Type	

### Bitmask values (Channel 10):-

#### High byte (NRPN MSB)

7654321

EEEEFFFF

#### Low byte (LSB)

7654321

RRRRPPP

E = Engine [0..7 --> eng 1..8]

F = Effect ID:-

0x0: engine-global params (volume, pan, etc. -- see table)

0x1 - 0x3: Aux Effects 1-3

0x4: Engine Insert Effect

0x5: Master Insert Effect

R = Reserved, please zero

P = Parameter number (for effects, 0x0 - 0x7 --> parameters 1..8; for engine-global parameters, see table)

## Parameter table, ENGINE-GLOBAL parameters (ch10 only)

- 0: Master Volume
- 1: Master Pan
- 2: Master Pitch
- 3: Master Mute
- 4: Master Solo

## Just-In-Time (Volatile) NRPNs for Graph automation (ch 1..8 only)

'Engine' and 'Pad' selection elements in hi-word work as above.

PARAMETER selects a graph step parameter to modify for the next note-on event on the selected engine and pad:-

- 0: Volume
- 1: Pan
- 2: Repeat
- 3: Shift
- 4: Cutoff
- 5: Resonance
- 6: Pitch
- 7: Fine tune
- 8: Scrub
- 9: Force Layer

## 8: MMC implementation – standalone version only

The GURU standalone application responds to MMC for transport and Commit/Undo functions during recording.

MMC commands	GURU function
0 and 9 (Stop and Pause)	Stop
2 and 3 (Play and Deferred Play)	Play
6 and 7 (Record and Record Strobe)	Record
4 (FWD)	Undo
5 (RWD)	Commit

Note: the MMC functions chosen for Undo and Commit may seem illogical – however, they were chosen because the arrangement of these buttons in the GURU user interface resembles the RWD/FWD layout on most MMC transports.

Most hosts do not route MMC to plugins, so if you want to remote-control GURU's transport controls when running it as a plugin, you should use the MIDI note assignments for these functions – see sections 2 and 3 for more details.

Of course, as long as the 'Ignore host transport and tempo' setting is not enabled, GURU is synchronized to the host transport. Therefore, whatever you use to control your host's transport also controls GURU's synchronized transport.

## 9: MTC sync – standalone version only

The GURU standalone application is capable of synchronizing to MIDI TimeCode (MTC).

To enable this function, enable the 'Sync to MTC' option on the GURU standalone application's menu-bar:

- On Windows, this is a menu called 'Preferences'
- On Mac, use the GURU menu-bar item

If you are using GURU as a plugin and need to synchronize to an external source, you must use the host's sync functions.