

sound**force**

# SFC-60 User Manual

## Installation and start-up :

The SFC-60 is a class-compliant USB-MIDI device which means that no drivers are necessary. The controller should directly be recognized by your computer when plugged-in. USB devices should preferably be connected directly to the computer USB ports. During testing, up to 3 SoundForce controllers were able to connect to a Macbook Pro via an unpowered USB Hub. Please make sure that your USB ports/hubs are providing enough power to every single device in your configuration.

If the device is turned on (red LEDs are on) but it is not recognized by the computer, here are some tracks to help with troubleshooting :

<http://www.akaipro.com/kb/article/1602>

<http://www.akaipro.com/kb/article/1603>

<http://global.novationmusic.com/answerbase/my-usb-midi-device-isnt-working-on-my-mac>

## Update the TAL-U-NO-LX :

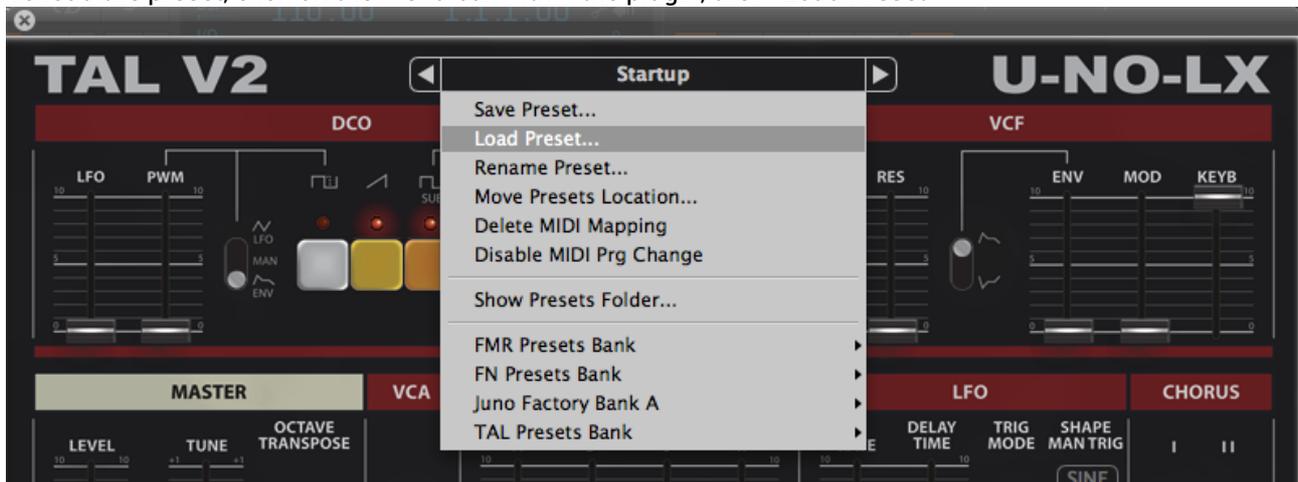
Always make sure that you have the latest version of the plugin: <http://kunz.corrupt.ch/products/tal-u-no-lx>  
You might experience problems with the controller when using older version of the plugin.

## Workflow :

The SFC-60 sends CC MIDI messages to the TAL U-NO-LX to take control of the synth parameters. Therefore the plugin needs the right MIDI mapping and MIDI needs to be routed to the plugin's track. To make your life easier, a mapped preset for the plugin has been made and can be downloaded here :

[http://sound-force.nl/wp-content/uploads/2015/05/SFC-60\\_mapped\\_preset.pjunoxl.zip](http://sound-force.nl/wp-content/uploads/2015/05/SFC-60_mapped_preset.pjunoxl.zip)

To load the preset, click on the menu bar within the plugin, then "Load Preset" :



After loading the preset within the TAL plugin, it is strongly recommended to save a DAW user default preset to assure that the mapping is always loaded when new instances of the plugin are created. Please refer to your DAW user manual to save a user default preset.

Of course you can always tweak the default preset and make your own within the plugin as well as within the DAW. When switching to other TAL presets, the mapping stay in memory.

## Routing :

To specify which instance of the plugin you want to control, simply route the MIDI to the right track. This is usually done by scrolling (or clicking) from one track to another and thus putting a specific track in "record-arm".

## Recall :

When the plugin window and the state of the controller differs, it is sometimes preferable to "push" the state of the controller to the plugin interface. That way nothing is jumping around when you start moving the sliders and it helps getting the controller and plugin synced up when you get starting. Recall is reading every slider position and switch status and sending a pack of CC message to the plugin.

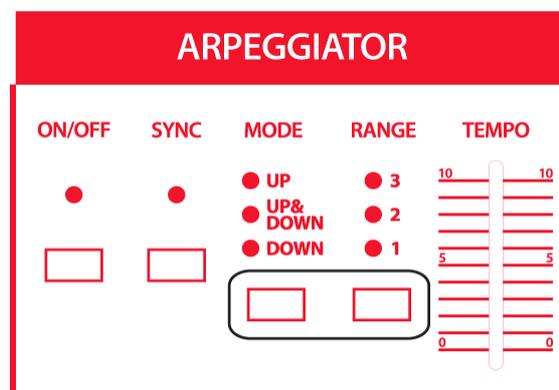
To launch the recall function, keep the "**sync**" switch of the Arpeggiator function engaged for at least 1 second. The "**sync**" LED will blink to let you know that the recall has been done.

Please note : This function is not working consistently in some versions of Ableton Live 9 at moment.

## Step sequencer :

The SFC-60 Firmware version 11 has brought a hardware step sequencer function into the SFC-60 MIDI controller. Both the controller normal function and the step sequencer function can run in parallel which means that you can consistently tweak your sequence as well as the synth parameters, going back and forth between **normal mode** and **step sequencer mode**.

To control the step sequencer parameters, you need to access the **step sequencer mode**. To do so, press down the ARP "**mode**" and "**range**" switches simultaneously for about a second. The chorus "**I**" LED will start to blink to notify that you entered **step sequencer mode**.



In **step sequencer mode**, the interface is used to control the step sequencer parameters and all MIDI cc messages to plugins are turned off. You can easily leave **step sequencer mode** the same way you entered it and the controller will send MIDI cc messages again. This how you switch between **normal mode** and **step sequencer mode**.

## Step sequencer controls:

When in **step sequencer mode**, you can turn on and off the sequencer by pressing the ARP "**on/off**" switch. The 16 first sliders (from top left DCO **LFO** until ADSR **R**) are used to define the step pitch like in analog step sequencer. The first 8 switches (from DCO **PWM** until LFO **trig mode**) are used to put steps on and off, in other words to mute steps in order to create patterns.

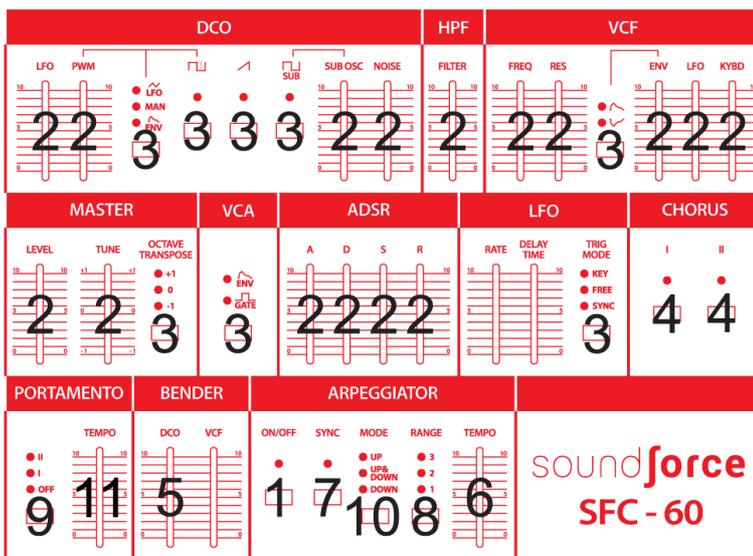
By default, the sequence length is 16. The first 8 steps are displayed when **chorus I** is on (page 1) and **chorus II** (page 2) displays the rest of the sequence. You can change length of the sequence with bender **DCO** slider. If the sequence length is equal to or less than 8 steps, everything will be displayed on the first page. To turn on and off steps above 8 you need to access the second page.

The sequencer can run either on its **internal clock** or an **external clock** generated by your DAW and sent via USB-MIDI. When on **internal clock**, the tempo of the step sequencer is set with the ARP "**tempo**" slider.

To clock the SFC-60 step sequencer to your DAW, please make sure that your DAW is sending MIDI clock signal to the MIDI controller (this set-up is described in your DAW user manual). You will probably have to set a certain clock offset to make sure things are running sync depending on your system. To toggle between **Internal Clock** and **External Clock**, use the ARP "**sync**" switch. The LED will blink at the clock rate when the DAW is running. Always start playback on a beat (preferably the first of the bar) to make sure that things stay in sync, the clock is just a pulse, the sequencer can't know on which beat the DAW is.

You can **shift** the step sequencer note range above 3 octaves using the ARP "**range**" switch. The default central value is **2** (middle value), the **3** position shifts the notes an octave up, and **1** an octave down. With the portamento switch, you can change the resolution of the sliders, that's how many notes are contained within a full travel of the slider. "**off**" gives 1 octave of resolution, "**I**" gives 2 octaves and "**II**" 5 octaves. The direction of the sequence can be changed using the ARP "**mode**" switch. The default mode "**down**" is simply going forward along the sequence. "**up**" is going backwards and "**up&down**" is the random mode.

# Controls in step sequencer mode



- 1: Turn sequencer on and off
- 2: The sliders set the pitch of up to 16 steps
- 3: The 8 first switches set steps on and off on 2 pages
- 4: Chorus I/II toggle between page 1 & 2 of the sequencer
- 5: Adjust the length of the sequence
- 6: Set the tempo the sequencer when clock is internal
- 7: Toggle between internal and external clock
- 8: Shifts all notes up or down an octave
- 9: Set fader resolution (1/3/5 octaves)
- 10: Set sequencer direction (forwards/random/backwards)
- 11: Set note divider (1/2, 1/4, 1/8, 1/16, 1/32) t