

sound*force*

SFC-Mini V3 User Manual

Installation and start-up:

The SFC-Mini V3 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. 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 you cannot connect to the controller, please try another USB cable, USB port and if possible another computer or OS.

Update your desired plugin:

Always make sure that you have the latest version of the software you want to use with the SFC-Mini.

Workflow:

The SFC-MINI V3 sends CC MIDI messages to take control of a synth parameters. Therefore the plugin needs the right MIDI mapping and MIDI needs to be routed to the plugin's track. When possible and for some selected plugins, mapping presets are available, [see the support page](#). If your plugin is not in the list, mapping takes 2 minutes and will be saved in the plugin memory so it's always available in the future.

Plugin mode:

Over the last few years, a collection of Minimoog emulation plugins have been developed by various companies. Each developer had slightly different ideas in terms of features and layout and many have added some slight variations to the original Minimoog interface and functionalities. In order to make the SFC-mini as compatible as possible with all those plugins, **firmware 1.1** is adding the plugin mode option that can be set using the control panel (see below). Of course the hardware set of the SFC-Mini is fixed, but thanks to the plugin mode, the behavior of the interface can be customized to a certain plugin. For example, some plugins have rotary switches that were not 6 positions, this caused a problem with the original firmware. Another important application is for plugins with fixed MIDI maps like the Universal Audio plugin. Select the right plugin mode and send it to the controller using the Control panel and you are sure to have the best experience.

Routing:

To specify which instance of a plugin you want to control, simply route the MIDI to the right track. This is usually done by moving the record arm feature from one track to another. Please refer to your DAW user manual for specific details. The stand-alone versions of the Arturia instruments have MIDI controllers listed under "Audio Settings", the SFC-Mini will need to be selected.

Recall:

When the plugin window and the state of the controller are different, 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 controls and it helps getting the controller and plugin synced up when you get starting. Recall is reading every control and sending a pack of CC message to the plugin.

To launch the recall function, double-click on the "**shift**" button.

Extended controls with the SHIFT button:

The "**shift**" button is doubling the function of the potentiometers. Simply hold down the "**shift**" button and turn your desired control.

Control panel:

The Control Panel is a Google-Chrome app (or other browsers support WEB MIDI) that allows you to change the CC numbers of each control as well as the MIDI channel. This is especially useful if you want to use the controller with external hardware or if you are using plugins with fixed MIDI maps. [See video tutorial on the Control Panel](#). Please note, the controller now auto-connect, no need to rescan ports anymore. The latest link to the control panel is [on the support page](#).

SFC-mini V3 Control Panel

Status :

Available devices :
Scarlett 4i4 USB
SFC-Mini

Connection status :
Connected to SFC-Mini

Firmware version:
1.1

Data transfer status:

Save this configuration

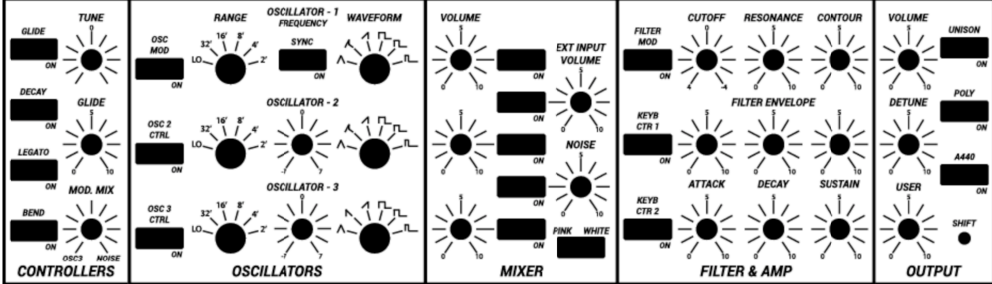
Load configuration

Reset to factory values

Send values

Send plugin mode

Sent messages:
Channel 3 Channel pressure 11



The interface is divided into several sections: CONTROLLERS (GLIDE, DECAY, LEGATO, BEND), OSCILLATORS (OSC 1-3 with RANGE, SYNC, WAVEFORM), MIXER (VOLUME, EXT INPUT, NOISE, PINK, WHITE), FILTER & AMP (FILTER MOD, CUTOFF, RESONANCE, CONTOUR, FILTER ENVELOPE, ATTACK, DECAY, SUSTAIN), and OUTPUT (VOLUME, UNISON, POLY, DETUNE, A440, USER, SHIFT).

POTS:

Pot 1 - MOD. MIX	78	21
Pot 2 - GLIDE TIME	79	22
Pot 3 - TUNE	80	23
Pot 4 - OSC. 3	81	24
Pot 5 - OSC. 2	82	25
Pot 6 - VOLUME 3	83	26
Pot 7 - VOLUME 2	84	27
Pot 8 - VOLUME 1	85	28
Pot 9 - NOISE	86	29
Pot 10 - EXT. INPUT	87	30
Pot 11 - ATTACK	88	31
Pot 12 - F. ATTACK	89	32
Pot 13 - CUTOFF	90	33
Pot 14 - DECAY	91	34
Pot 15 - F. DECAY	92	35
Pot 16 - RESON	93	36
Pot 17 - SUSTAIN	94	37
Pot 18 - F. SUSTAIN	96	38
Pot 19 - CONTOUR	97	39
Pot 20 - USER	102	40
Pot 21 - DETUNE	103	41
Pot 22 - VOLUME	104	42

SWITCHES:

SW 1 - GLIDE	105
SW 2 - DECAY	106
SW 3 - LEGATO	107
SW 4 - BEND	108
SW 5 - OSC 3 CTR	109
SW 6 - OSC 2 CTR	110
SW 7 - OSC MOD	111
SW 8 - SYNC	112
SW 9 - OSC3 I/O	113
SW 10 - NOISE	114
SW 11 - OSC2 I/O	115
SW 12 - EXT INPUT	116
SW 13 - OSC1 I/O	117
SW 14 - WHT/PNK	118
SW 15 - KEYB CRT2	119
SW 16 - KEYB CRT1	66
SW 17 - FLTR MOD	67
SHIFT	68
SW 18 - A440	69
SW 19 - POLY	70
SW 20 - UNISON	

ROTARY:

Rotary#1 - OSC3 RNG	72
Rotary#2 - OSC2 RNG	73
Rotary#3 - OSC1 RNG	74
Rotary#4 - WVFRM3	75
Rotary#5 - WVFRM2	76
Rotary#6 - WVFRM1	77

MIDI channel:
1

Plugin mode:
Arturia Mini V3/iMini

Plugin-specific information :

In the control panel, they are different modes for the many Minimoog emulations plugins out there. From firmware 1.1, you can send the mode to the SFC-Mini. Some small interface behaviors have been implemented so that the interface matches as much as possible the software. Here are some notes on certain plugins, if yours is not in the list then there is nothing special to mention. This purely informative, as a user you don't have to do anything with this.

Arturia Mini V3:

This plugin, as well as its previous version, has a 7 position OSC 3 range switch. You need to be in Arturia mode to reach all the positions correctly. The Arturia plugin has a MIDI mapping preset system, you can download the preset [on the support page](#) and load it under MIDI Controller Configs -> Import Config. Once the config is loaded, it's ready to go for every new instance of the plugin. In standalone mode, the controller needs to be checked on in the Audio MIDI settings.



Minimonsta 2:

Poly switch needed inversion.

Native Instruments Monark:

The glide system is different than in the original Minimoog interface. To switch between OFF and ALWAYS, use the Glide switch on the controller and to engage the LEGATO position, use the Legato switch on the controller. Please note that after mapping in Monark, you will need to save it. Please consult Monark's user manual for the procedure. There is no option to save a mapping preset so you will need to do this manually the first time.

The Legend:

All the waveforms switch have 7 positions. To match the SFC-Mini, the falling saw is skipped. CC values needed to be changed for the Range switches as well.

Universal Audio Minimoog:

Only a small set of the parameters can be MIDI mapped using the fixed map. The control panel already has the right values set up. You can use the leftover controls for other things in your DAW. The LFO rate has been assigned to the User pot, but you can change that by assigning CC 76 to another control.

USE Audio Plugiator Minimix:

This one is an old hardware DSP emulation from 2009. The rotary switches CC position values have been changed to fit this machine.