sound*force*

SFC-60 V3 User Manual

Intro :

Thank you for purchasing the SFC-60 V3 MIDI controller. It means a lot to me that you put your trust and resources in my product. I hope you will have a great experience using this product and that it will spark some fun in your music.

Installation and start-up :

The SFC-60 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. For your information, up to 3 SoundForce controllers were able to connect to a 2015 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.

Troubleshooting on MAC OS :

If the device turns on (red LEDs are on) but it is not recognized by the computer, please go through this guide completely.

Please also try another USB cable, USB port and if possible another computer or OS. Before getting in touch for support, please confirm that the device is sending out MIDI correctly (or not) using a MIDI monitor as described in the link below. If it does send MIDI messages as expected then the problem should be in the DAW and plugin configuration, make sure the controller is setup in your DAW and the plugin is mapped.

Update the TAL-U-NO-LX :

Always make sure that you have the latest version of the plugin from the TAL website. You might experience problems with the controller when using older version of the plugin. To profit from the new integration functions **at least v4.3.0 is needed.**

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 from the support page.

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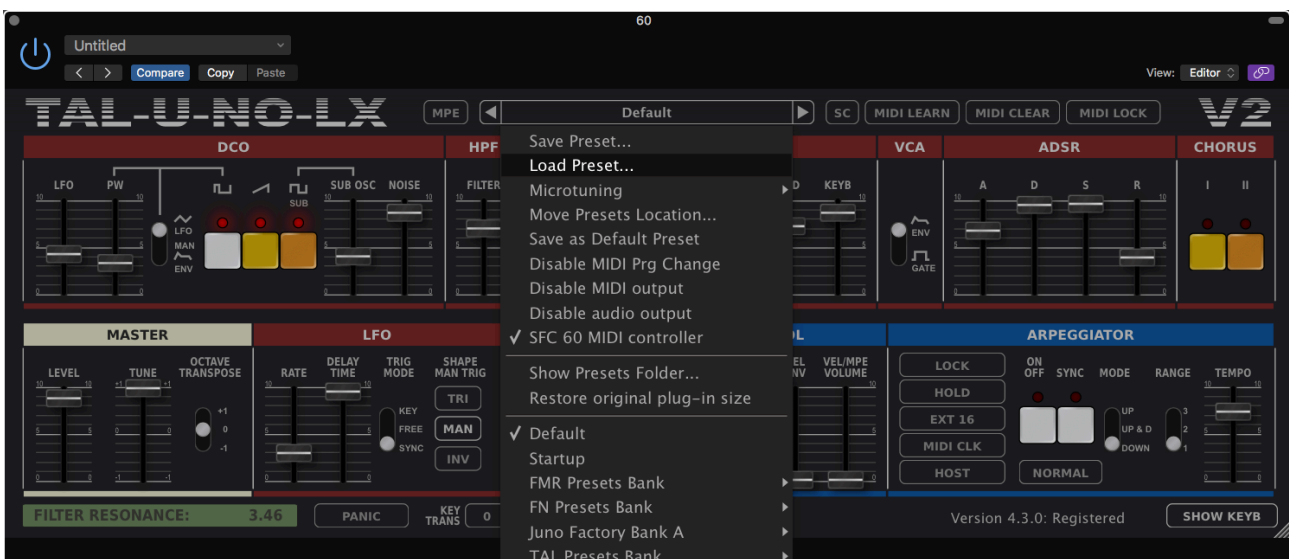
MIDI lock :

After loading the mapping preset within the TAL plugin, hit "MIDI LOCK" next to the plugin menu bar. MIDI lock ensures that no other residual MIDI mapping is loaded from other presets. I am talking to TAL at the moment to make MIDI lock on by default when you create a new instance.

Default preset :

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 default preset.

Routing MIDI :

To specify which instance of the plugin you want to control, simply route the MIDI to the right track. This is usually down by scrolling (or clicking) from one track to another and thus putting a specific track in "record-arm". In some DAW, you can specify which MIDI devices are used on a specific track. Please refer to your DAW user manual for specific details.

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 controls and sending a pack of CC messages to the plugin.

To launch the recall function, double press the "*SHIFT*" switch on the bottom right side in the controller. The LEDs will cycle and the SHIFT LED will flash. The process will end with one last LEDs cycle.

User slider and button :

Please note there are extra "User" slider and switch that you can to whatever you want. For example, an external reverb bypass and a FX return fader level.

Advanced integration :

Thanks to Patrick from TAL new integrations are now available with the SFC-60 V3 and version 4.3.0 of the plugin. In the menu of the plugin, you will need to turn on the option "SFC 60 MIDI controller". With that option on, the plugin will now send MIDI messages to the controller when presets are changed and instances are switched. The controller will ingest that data and update all the LED-based switches on its interfaces. Please note that when you manually press a button or move a slider in the plugin interface, the controller won't update.
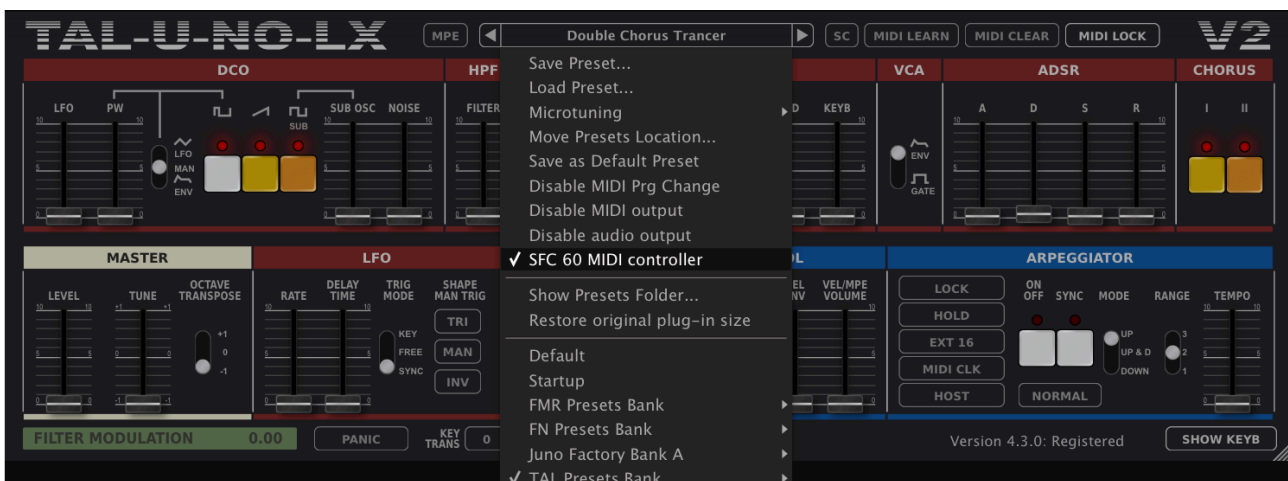
For all the sliders/faders, the plugin position is also sent to the controller. When a controller slider is moved after a change of preset or instance, 3 possible behaviors are available:

- **Jump**: the controller will send instantly its new physical slider value and the slider in the plugin will do a jump

- **Pick-up**: the controller will only send new slider values after the physical slider has reached the plugin slider position. The LEDs on top of the SHIFT and USER switches will blink to let you if you need to go down (SHIFT blinks) or up (USER blinks)

- **Scaling**: the controller will rescale the values sent to the plugin elastically so that a move on the controller matches the range of a move on the plugin control. Only smooth transitions are created. As soon as the control reaches one extremities (0 or 127), the scale is back to the normal 1:1 proportion.

To switch between those behaviors hold SHIFT pressed. The RANGE LEDs will start to blink. Pressing the RANGE switch you can switch between the 3 options. 1 = Jump. 2 = Pick-up. 3 = Scaling. This preference is saved in the controller and loaded when the device is plugged in.

A tutorial video will come to illustrate this functionality better.

Control panel :

The Control Panel is a Google-Chrome app 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 non-mappable fixed CC's. Also, in some situations certain CCs are highjacked by DAWs and hard routed to specific functions.

To start, click a control in the interface and fill the values in the fields on the left.

See video tutorial on the Control Panel. The link to the control panel is on the support page.