

## BCR 2000 to LIVE

### Mackie Control Emulation

These 2 sysex files are based on extensive work from [Namihei](#) and others at the [Abelton Live forum](#). Many thanks to all their hard work.

The layout for these files has been edited with foot switches, returns, I/O, undo, and redo added. Transports have been moved as well as JOG and Master (see chart below). These sysex files should work with Mac or PC you just need a way to transfer them and save them (see below for details).

What they do – Turn you cheap BCR2000 into really nice control surface and an almost full Mackie. Does it do everything, no. There aren't enough buttons on the BCR2000 to do this. It is enough to increase your productivity significantly and get your hands off the mouse/keyboard. Try it, you have nothing to lose except two preset slots on the BCR2000. Functions and usage explained below.

### Graphic Chart of BCR2000 from the top down.

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1 <sup>st</sup> row knobs from the top	<u>Vpot 1</u>	<u>Vpot 2</u>	<u>Vpot 3</u>	<u>Vpot 4</u>	<u>Vpot 5</u>	<u>Vpot 6</u>	<u>Vpot 7</u>	<u>Vpot 8</u>	Encoder group 1 (Mute)	Encoder group 2 (solo)
Buttons row 1	Select 1	2	3	4	5	6	7	8	Enc 3 rec (arm)	Vselect
Row 2	Pan	Send	Plugin	Returns	< Page	Page.>	< Bank	Bank>		
Row 2 (addon preset)	Add marker	Maker<	Marker>	Undo	Redo	I/O	Toggle view	Control	( these highlighted are for live addon.syx)	
Knobs row 2	Fader 1	2	3	4	5	6	7	8	Zoom button (clip fire)	Scrub (scene fire)
Knob row 3	Not assigned	NA -	NA –	NA	Na	Na	Na	JOG	Option button (hold this and zoom stop clip)	View toggle scene/arrange
Knob row 4	I map to xfader	Na	Na	Na	Na	Na	Na	Master fader		
									Loop button/ punch in on ad don	Record/ punch out on ad don preset
		Foot switch 1 ( play clip)		Foot 2 is (undo)					Stop /rewind on ad don	Play/ff on ad don

The layout should be evident. Look at the top first then follow the rows down.

\* If on a PC with win2k or xp, you **must** check out [Huskervu](#) for LCD like display (see screen shots below). It will show plug-in information as well as pans, sends, and returns to name a few items.

Why should you use this, instead of just mapping the BCR yourself?.

Lets say you have 6 tracks and you want to move a track, say track 6 moves to track 4.

- If you did a map, the cc's you mapped, WON'T follow track 6 to track 4, they will just be reversed and you will get confused with much of this and get frustrated.
- Using these presets you will continue to work uninterrupted. Nice!
- Yes you could use the instant map for the BCR2000 but the pans don't work.
- This just works, and with Huskervu, you have visual feedback so you know what you are tweaking.



## Installation instructions -

You need to get the sysex files to the BCR2000.

Here are some sources for OSX midi sysex utilities. No recommendation available.

- [SysEx Librarian](#)
- <http://opuslocus.com/forums/viewtopi...fa614bfeb0bbe8>

- <ftp://ftp.ritual.org/MacOSX/Applications/debehinger.1.0.zip>

For PC, [Midiox](#), is an awesome free ware program with many other functions. You will need midiyoke, available at the same place, if you plan to use huskervu with it.

A. Send files to BCR2000 – Mode U1, other modes, you are on your own. Check the manual for mode setting on BCR2000, if needed..

1. Send “[k\\_redone\\_mce.syx](#)” to the BCR2000 using Midiox or your favorite sysex librarian. You just need to figure out how to send the sysex file to the BCR2000, RTFM. Look up send sysex file in the help section. When you send the file you will see the BCR's lights dance. If they are not, then you need to enable the bcr out port with Midiox ports.
2. Then from the bcr.zip archive, you will see 32 files. Send the file that is the number of the preset you want the mce (mackie control emulation) to be on the BCR2000. Don't overwrite a preset you want to keep....
  - (example, I use *preset 2*, so after I sent [k\\_redone-mce.syx](#) to the BCR2000, I sent [bcr\\_store2.syx](#)).
  - Both of these sysex files will overwrite the use of the store, learn, edit, exit buttons on the BCR. However only for these two presets. Other presets will have those buttons available, relax. You won't mess up the controller. Once you do it one time, you will understand.
3. Next send the [k live adon.syx](#) and then the bcr\_store number you want to be preset, I used 3. I can cycle between 2 and 3 no sweat. The addon should have all the same controls except the 2<sup>nd</sup> button row are different, and the transport controls other commands yellow highlighted text in chart or on overlay.

So -

Send [k\\_redone\\_mce.syx](#).

Then [bcr\\_store2.syx](#). That will take care of preset 2.

Send [k live adon.syx](#).

Then send [bcr\\_store3.syx](#). That is it.

B. Set up Live

1. Preferences>midi sync – control surface 1 drop down to MackieControl, input – what ever the midi port is called in your system for the bcr or however midi data is getting from the bcr to Live. Output, what ever midi port is back to the bcr2000. The output port is important to have visual feedback on the BCR2000. If you are using Huskervu, why wouldn't you, follow the instructions on that website. (See screenshot below)
2. Value scaling is up to you. I don't seem to need it since the bcr BCR2000 stays where it belongs as long as you have the midi output going to the BCR2000 eventually..
3. Scroll down the midi ports and open up TRACK and REMOTE for both input and output on BCR2000.
4. In use, always have the BCR2000 booted before opening Live. Otherwise it won't have the BCR2000 port there to work with mce (mackie control emulation).



C. Usage/description – try these to get acquainted.

1. Go to *preset 2* on your BCR, twist the upper left **vpot1** (leftmost knob, top row) you should see the lights next to the KEY button in LIVE at the top right, light up showing data exchange. You should also see the pan knob for track 1 in LIVE follow **vpot1**, **vpot2** will control track 2 pan etc... If not check your connections and the live setup for mackie control. Try **fader 1** and you should see the fader on track 1 in Live, follow. You might also note the the fader leds on the BCR2000 follow the position in Live. This is really nice. (the vpot led's don't work correctly)
2. Hit the **SELECT 1** button (see chart above to locate) Live will then highlight track1, then hit the **SEND** button now (depending on how many sends you have) **vpot 1** becomes send 1 level, **vpot 2** becomes send 2 level etc. If you then hit **SELECT 2** (you should see in Live that track2 is now active) **vpot 1** becomes send 1 for track 2 and **vpot 2** becomes send 2 for track 2... etc. This really works.
3. If you want to go back to pan, just hit **PAN** you are back in pan mode.
4. Try this, get something with some native LIVE effects on a track.1. **SELECT** (bcr button press) track 1 . Then press the **v-select button (encoder button #4)** . Then press **PLUG-IN** . Now, push down the first **vpot1** (this will choose the first plugin and now the vpot knobs will control that plugin. Huskervu shines here. You will get titles and values of parameters. Use the **page <** and **>** buttons to get to 8 more controls, 8 per page, depending on plugin, located at the **vpots**. Wow! How to work it with RACKS ????. The only issue is knowing what you are controlling.



- This is really all about the **VPOTS** and how they control different things depending on ***track select and (pan, send, plugin and return buttons)***. Once you get your head around it... oh my!



*VST with Huskervu showing 1st of 5 pages of controls auto magically mapped to the vpots selected by the page buttons.*

- This is where **Huskervu** shines the brightest and brings it all together. Visual feedback of what you are controlling with text and value displayed. See the screen shot above. Oh, why not another showing a vstplugin. \*Some vsts have better labels for info that show up in Huskervu than others, for example, Crystal (great free synth) only shows “param#1, param#2 etc... bumper.
- There is more! Now back to the **VPOTS** and the **push down** of them as a switch. If **encoder group #1** (BCR button) is active then these buttons become **mutes** for each track 1-8 (unless you have more tracks and use the bank buttons from above they will follow). **Encoder group 2** button the **vpot press** becomes **solo**, **#3** is **arm** and **#4** as stated before is the **v-select**. If you want to arm multiple tracks or solo multiple tracks you need to press **CONTROL**, which is on the addon preset. See chart above.
- Now hit **RETURNS** and you are doing the same things above to the return tracks instead. Fader 1 becomes Fader A, fader 2 becomes B. Vpots will work pans or sends or plugins for each return track. Again it is all about the vpots.
- Navigation and control – using the **ZOOM**, **SCRUB**, **OPTION** buttons and the **JOG wheel** in *scene view*. **ZOOM** will *fire what ever clip is highlighted*, **hold OPTION** and press **ZOOM** and you will *stop what ever clip is highlighted*. **SCRUB** will *fire highlighted scene*, **OPTION**

**SCRUB** will **stop the scene**. Use the **JOG wheel** to go up and down and use the **SELECT track** from above to move horizontally. (I want to do this differently but have not figured out how yet) You can always go back to the arrow keys on the computer keyboard to do this. **JOG** in *arrange view* is really a **JOG** and it is awesome.

Transports at the bottom set of buttons is pretty self-explanatory.

\*Note different functions on live addon preset.

\*Preset arrow keys are untouched and you can switch quickly between presets.

10. Switch to preset 3, k live addon.syx (I recommend putting them next to each other so you can pop back and forth) I hope... the only thing different is the second row of buttons and the transports, see highlighted in the chart.
11. Don't forget the **foot switches** – **#1 play active clip** – if the track is armed this will begin recording so hands free trigger. This is nice for guitar or bass. **#2 undo**. You can use the **JOG wheel** to go to next clip. **Track buttons** to go to other tracks. Almost like have the fcb1010, but not quite, only two foot switches.. alas. Also, foot switch info does *not* show up on Huskervu.
12. **BANK, < and >** Controls will go down or back to the next 8 tracks to control all of the above functions. (9-16, 17-24 etc...) **It works well, if you have a number of tracks equal to a multiple of 8.** Like 8, 16, 24 etc. Suppose you have a 12 track liveset, just add 4 blank audio tracks so you have a total of 16. When you hit the bank the first time you go to 9-16, 9 pan goes to **vpot1**. If you leave it 12 then, vpot4 becomes pan for track 9 and it is really confusing. So always use multiples of 8 in your number of tracks and things will work out well. Just play with it, it will make sense, and watch LIVE to see what happens. Huskervu will tell which tracks you are on, too.

Open some project you are working on and not worried about to get used to using this. Make labels for things so you can just look and go. Artist's low tack tap helps.

If you don't like it you can always go back to just having faders, the stock “all controls” for BCR2000 and LIVE, and plug in controls by switching presets. One button press and you are back to the old way and having to remap every time to move clips or tracks or whatever, but why would you. It really is nice, you won't go back.

You can still change presets on the fly like if you are working with a softsynth or some vst you have mapped. Don't forget that **plugin** does work with vsts.

If you want to change things just use bcredit to work the file the way you want then save as sysex and send it back to the bcr and you have customized it yourself. It is pretty easy, in fact.

Bcredit does not work for me sending back to the bcr, always errors out which is why sysex transfer. Best of luck.

I also have a template overlay, ready to print on 11x14 paper. I have not tried cutting it into two sections, yet. Maybe someday.

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