KENTON MEMORYMOOG MIDI Retrofit Instructions

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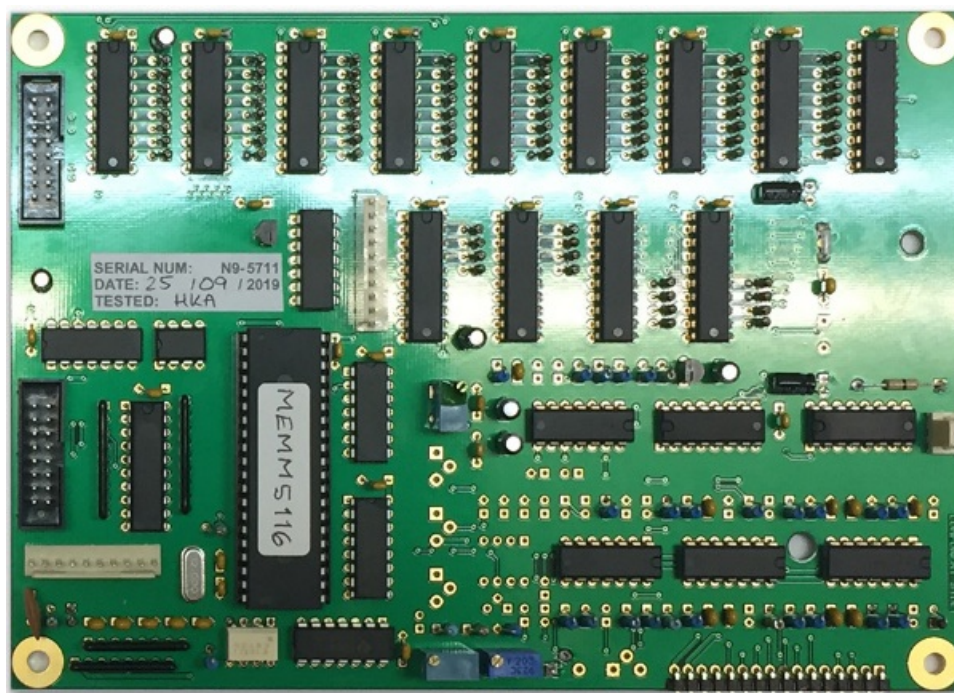
These instructions are only for Memorymoog MIDI retrofit kits produced after 1st June 2006 Firmware MEMM5100 or later.

N.B. Different instructions apply to earlier Kenton Memory moong MIDI retrofit kits.

Contents

USING THE MIDI INTERFACE

When you turn on the synthesizer for the first time, you will be in omni-off mode channel 1 for receive and also channel 1 for transmit – See the following pages for other factory default settings. When you select a transmit or receive channel, this will be stored in memory and will be remembered for when you subsequently turn on the synth – all parameters listed on the next page are stored.

If you want to put the machine back to the factory default settings at any time, switch the synth on whilst holding the red push button pressed – hold for a couple of seconds then release.

RED PUSH BUTTON

Three modes are available by pushing the red push button during normal playing mode. Before you press the red button however, make sure that no keys are pressed on either the Memorymoog or the remote MIDI keyboard otherwise the results may be unpredictable. The key presses can be entered on the Memorymoog own keyboard, or from the remote MIDI keyboard.

PROGRAM CHANGE MODE

For sending program changes from the keyboard. Press the red push button once only (short press – then release). Any key then selects a program change which it sends through the MIDI Out. When the key is released, you are then automatically returned to playing mode. For example a short press on the red push button followed by bottom C will send program change #0 whereas top C will send #60. (Nothing is stored in non-volatile memory after this operation)

SET-UP MODE

For setting MIDI channels and assignments. Give the red push button two short presses (half a second each) – then release. Follow this with a key or sequence of keys as detailed on page 2. After making a MIDI channel assignment, you will be automatically returned to playing mode but after making other assignments you will need to press the ENTER key (Top C) to return to playing mode. This is to enable you to make the multiple key presses required when re-assigning Sources to Destinations. (N.B. all set-ups are stored in non volatile memory).

TRANSPOSE MODE

Press and hold the red push button for about four seconds – then release. Middle C will sound on the synth and continue to sound until you press a key. The key that you press will be the new middle C for MIDI IN. You can set any value up to two octaves up or down – settings outside this range will be ignored. Both MIDI in and MIDI out will be transposed by the same value. Note that transpose mode cannot be entered from set-up mode. (N.B. the transposition will be stored in non volatile memory).

Function of keys during set-up mode:

C	Receive channel	1 (default)	[Bottom C – MIDI note #36]
Db	" "	2	
D	" "	3	
Eb	" "	4	
E	" "	5	
F	" "	6	
Gb	" "	7	
G	" "	8	Selecting a receive channel will automatically put the MIDI into omni off mode. That is, it will receive on the selected channel only
Ab	" "	9	
A	" "	10	
Bb	" "	11	
B	" "	12	
C	" "	13	
Db	" "	14	
D	" "	15	
Eb	" "	16	
E	Receive notes OFF		
F	Transmit channel	1	
Gb	" "	2	default)The transmit channel can be changed independently of the of the receive channel, and can be set even during omni on mode.
G	" "	3	
Ab	" "	4	
A	" "	5	
Bb	" "	6	
B	" "	7	
C	" "	8	
Db	" "	9	
D	" "	10	
Eb	" "	11	
E	" "	12	
F	" "	13	
Gb	" "	14	

G	” “	15
Ab	” “	16
A	Transmit Key on velocity	decrease
Bb	” ” ” “	normal (default)
B	” ” ” “	increase
C	Transmit Key off velocity	decrease
Db	” ” ” “	normal (default)
D	” ” ” “	increase
Eb	program change	ON (default
E	” “	OFF
F	local keyboard control	ON (default)
Gb	“ “	OFF
G	not used	
Ab	not used	
A	Controller Source Select	Pitch-Bend Wheel
Bb	Controller Source Select	Mod Wheel (cc#1)
B	Controller Source Select	After touch
C	Controller Source Select	Velocity
Db	Controller Source Select	Controller X (assignable – default cc#16)
D	Controller Source Select	Controller Y (assignable – default cc#17)
Eb	Controller Source Select	MIDI Volume (cc#7
E	Destination ON	Pitch-Bend
F	Destination ON	Modulation
Gb	Destination ON	Foot controller #1
G	Destination ON	Foot controller #2
Ab	Destination ON	VCA (Volume)
A	Destination ON	not used
Bb	Destinations OFF	all destinations OFF for the currently selected controller source
B	Reset all Sources to their default Destinations (see next page for defaults)	
C	ENTER key	Press & release to store & return to play mode [Top C – MIDI note #96]

ASSIGNING MIDI CONTROL SOURCES TO DESTINATIONS

SOURCE: DEFAULT DESTINATION
Pitch-bend wheel: Pitch-bend

Modulation wheel (cc#1): Modulation
After touch: Modulation
Velocity: —-
Controller X (def cc#16): Foot Controller #1
Controller Y (def cc#17): Foot Controller #2
MIDI Volume (cc#7): VCA / Volume

1. To assign sources to destinations,

    a) press the red push button twice to enter set-up mode

    b) select a source by using one of the keys A to Eb (see table on previous page)

    c) [optionally if the source is Controller X or Y, you can assign a controller to it now – see below] **d)** select destinations OFF to de-select previous assignments for this source

    e) select destinations ON to make new assignments for this source

    f) either hit Top C to enter/exit, or select a new source and make assignments for that [go back to b]

2. Controllers X & Y can be assigned to any continuous controller (cc). By default controller X is assigned to cc#16, and controller Y is assigned to cc#17. To re-assign either of them, first press the red push button twice to enter SET-UP mode. Next press the Db or D key (see table on previous page) to select the X or Y controller source, then send a MIDI message of the required continuous controller. Then either press top C to enter / exit, or use some of the destination keys to assign what this controller will control. – For example to set controller Y to respond to cc#4, press the red button twice, press D, send a cc#4 message to the Memorymoog from another synth or MIDI controller, then press top C to enter /exit. [or select another function]

3. Sources can have multiple destinations, so for example controller X could be assigned to control both Foot controller #1 and Foot controller #2 at the same time, should you want it to.

4. Where pitch-bend wheel is the source, only the bend wheel UP will affect destinations other than pitch bend. Also where pitch-bend is the destination, sources other than pitch-bend wheel will only bend the pitch UP.

5. Receive channel & Transmit channel setting will return you directly to playing mode, all other keys will let you stay in SET-UP mode until you press the ENTER key (Top C).

6. The ENTER key (Top C) also performs a "reset all controllers" function – OFF in most cases, but ON for volume, and centre for pitch bender.

7. If you want to put the MIDI back to the default settings at any time, switch the synth on whilst holding the red push button pressed – hold for a couple of seconds then release.

8. During set-up mode, the retrofit will receive on ALL MIDI channels.

9. List of continuous controllers (cc) recognised – (numbers in decimal)

    01 modulation wheel

    07 Main volume

    64 sustain pedal

    121 reset all controllers 123 all notes off

    124 omni mode off (always poly) 125 omni mode on (always poly)

    126 (mono mode) = all notes off 127 (poly mode) = all notes off

    nnn Controller X (user defined where nnn = any controller) (default = cc#16)

    nnn Controller Y (user defined where nnn = any controller) (default = cc#17)

10. List of other commands recognized – (numbers in hexadecimal)

    8nH notes off 9nH notes on & velocity

    BnH continuous controller (see above) CnH program change

    DnH channel pressure (after touch) EnH pitch-bend change

FEH active sensing F6H auto-tune request

11. For transmit key velocity (ON or OFF), keep pressing the increase or decrease key and listen at the device attached to the MIDI OUT until the velocity is suitable. The setting is stored in non-volatile memory when you hit the enter/exit key [Top C].

12. Program change – you can enable or disable response to incoming program change messages by using the Eb and E keys (see list on page 2)

13. Local On / Off – by using the F or Gb keys you can turn local keyboard control ON or OFF. With local OFF, the Memorymoog keyboard will only send MIDI, it won't play the Memorymoog directly. With local ON it will play, and send MIDI.

GENERAL INFORMATION ABOUT MIDI CONNECTIONS

Any MIDI IN should be connected to a MIDI OUT or a MIDI THRU similarly any MIDI OUT should be connected only to a MIDI IN and any MIDI THRU should also only be connected to a MIDI IN.

MIDI OUT is the signal from the synthesizer (or drum machine etc.) that is to be sent to another instrument. MIDI IN is a received signal that contains MIDI information from another synth, and MIDI THRU is an exact copy of information arriving at the MIDI IN socket. This allows several instruments to be connected together.

If you want to wire your own MIDI cables the following information may be useful.

1. Although a 5 pin connector is used, only two connections plus an earth connection are required.
2. If you look at the din plug from the wiring side you will see that the pins are numbered. From left to right (or clockwise) these are 1 – 4 – 2 – 5 – 3.
3. The pins numbered 1 & 3 are not used.
4. The screen (earth) is connected to pin 2 (center pin)
5. Pin 4 of one plug should be connected to pin 4 of the other
6. Pin 5 of one plug should be connected to pin 5 of the other
7. You should now have a working MIDI lead
8. It is preferable to label one end of the cable MIDI IN & the other end MIDI OUT, to avoid confusion.

WARRANTY

All Kenton MIDI Kits come with a 12 month (from purchase date) back to base warranty, (i.e. customer must arrange and pay for carriage to and from Kenton Electronics).

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Documents / Resources

KENTON MEMORYMOOG MIDI Retrofit [pdf] Instructions
MEMORYMOOG MIDI Retrofit, MEMORYMOOG, MIDI Retrofit, Retrofit

References

- K **Kenton Electronics - Welcome**
- **User Manual**