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WORLDE Orca PAD64-A MIDI Controller User Manual

Worlde Orca PAD64-A MIDI Controller
User's Manual

Contents [**hide**]

Product List

Please check all the items in your package:

- The Orca PAD64-A product 1 pcs
- USB cable 1 pcs
- USB power cord 1 pcs
- MIDI to 3.5 audio cable 1 pcs

Notice: To ensure your Orca PAD64-A can be used properly, please use both the USB cable and USB power cord for power supply.

1) Connect your Orca PAD64-A to your computer with both the USB cable and USB power cord if you are using it with a PC.

2) When using it with a mobile phone or Pad, connect your Orca PAD64-A to your mobile phone /Pad and mobile phone charger respectively with the USB cable and the USB power cord simultaneously.

3) It may not be possible to make any sound for the Orca PAD64-A if it's only powered by the USB cable. The solution would be to use both the USB cable and USB power cord simultaneously for power supply. In case of not possible to use the USB power cord simultaneously, it's suggested to hold any of the 64 trigger pads except the first on the top left when power on the Orca PAD64-A.

Setup in Ableton Live

Once you have your Orca PAD64-A connected to your computer, open the Ableton Live in your computer, then go to "Preferences". From the list of tabs on the left, click the MIDI / Sync tab and you will see the following:
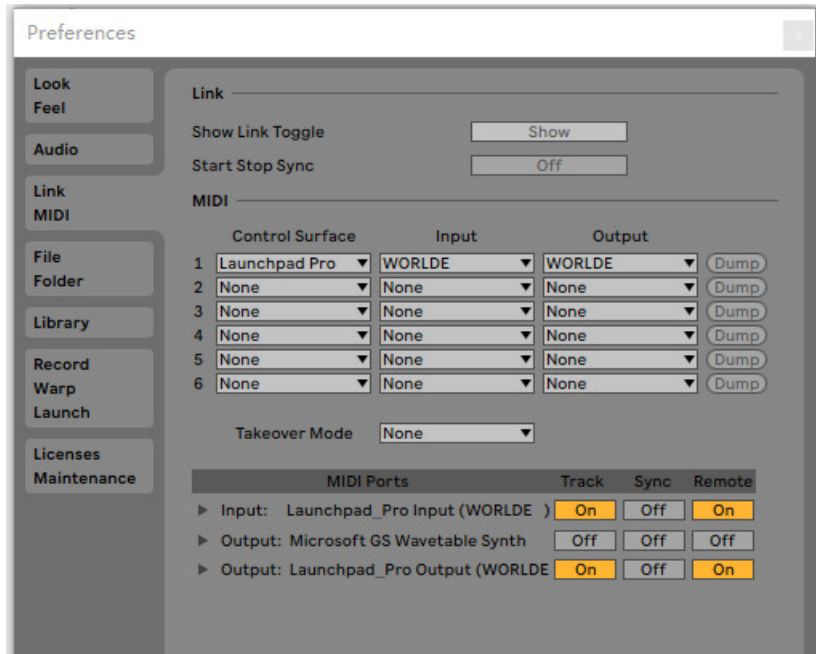
Track On sets the Orca PAD64-A as an Input device to play MIDI tracks (instruments and drums) in Live, and as an Output device to see played and recorded notes feedback to the pad LEDs.

Set Sync On for the Output of Orca PAD64-A so that the pad LEDs pulse and flash in time with your project tempo.

Remote On for both Input and Output allows the Orca PAD64-A to be manually mapped to parameters in Live, and to see feedback of that mapping. Track On for Orca PAD64-A MIDI Port allows Live to playback and record any device connected to the Orca PAD64-A physical MIDI connectors.

When used with Ableton Live, Orca PAD64-A's 8×8 grid of RGB LED pads will give you intuitive visual feedback on your clips as you launch, stop, edit or record them. Conversely, you can see the area covered by these 64 pads on your Live screen inside a colored, 8×8 rectangular 'ring'. The color of this ring changes depending on which Control Surface chooser you select in Live's Preferences (MIDI/Sync tab).

Pressing a pad on Orca PAD64-A triggers a clip if one exists in the corresponding slot in Live. Hitting an empty clip slot, however, on an unarmed track will stop clip playback on that track. If the track is armed, pressing a pad begins recording into an empty clip slot.

When used with Ableton Live, the top 8 buttons are default as scene launch buttons. It can also be assigned to other functions if required. When it's used as Scene Launch buttons the operation steps are as follows:

Pressing the Scene Launch buttons on the right side of your Orca PA64 will trigger horizontal rows of clips, also known as 'scenes'. These buttons allow you to launch, stop, and/or record multiple clips with one button, and are fantastic for performance. Just like the 8×8 grid of pads, the Scene Launch buttons match the scene colors on your Live screen. To play the session in Ableton Live with ORCA PAD64-A, you have to set the device and channel for Light track: 1) Select "WORLDE" for "MIDI TO", 2)select CH.6 for Channels.
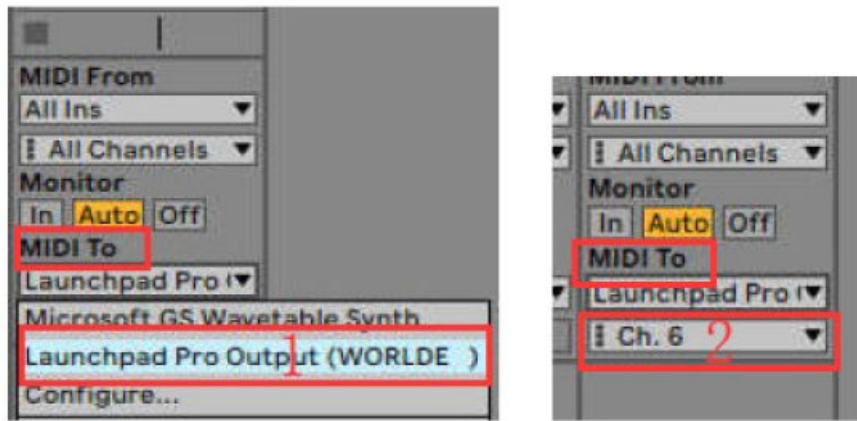
If you find that features described later in this user guide are not working as expected, please re-check your MIDI port settings.

Introduction

Thank you for purchasing the Worlde Orca PAD64-A USB MIDI controller. To help you get the most out of your new instrument, please read this manual carefully.
In order to use the functions of this product, you'll need to make settings in the application you're using. Make settings as described in the owner's manual for your application.

Features

- 64 high quality velocity & pressure sensitive performance pads with RGB backlit, can be assigned easily as pads, MIDI CC buttons or Program change switches.
- Built-in with 128 GM sample sounds.
- Function buttons, providing functions like, OCTAVE, AFTERTOUCH, VELOCITY, MUTE and etc.
- USB interface, adaptable to USB 2.0(FULL SPEED). Power supplied by USB.
- MIDI OUT.
- 3.5MM Audio output.
- Compatible with Win10/8/7/XP/Vista and Mac OSX. Drive free and hot-plug supported.
- Edited by the Orca PAD64-A Software Editor, the picture below is the main screen. It can be downloaded from **www.worlde.com.cn** for this software editor.
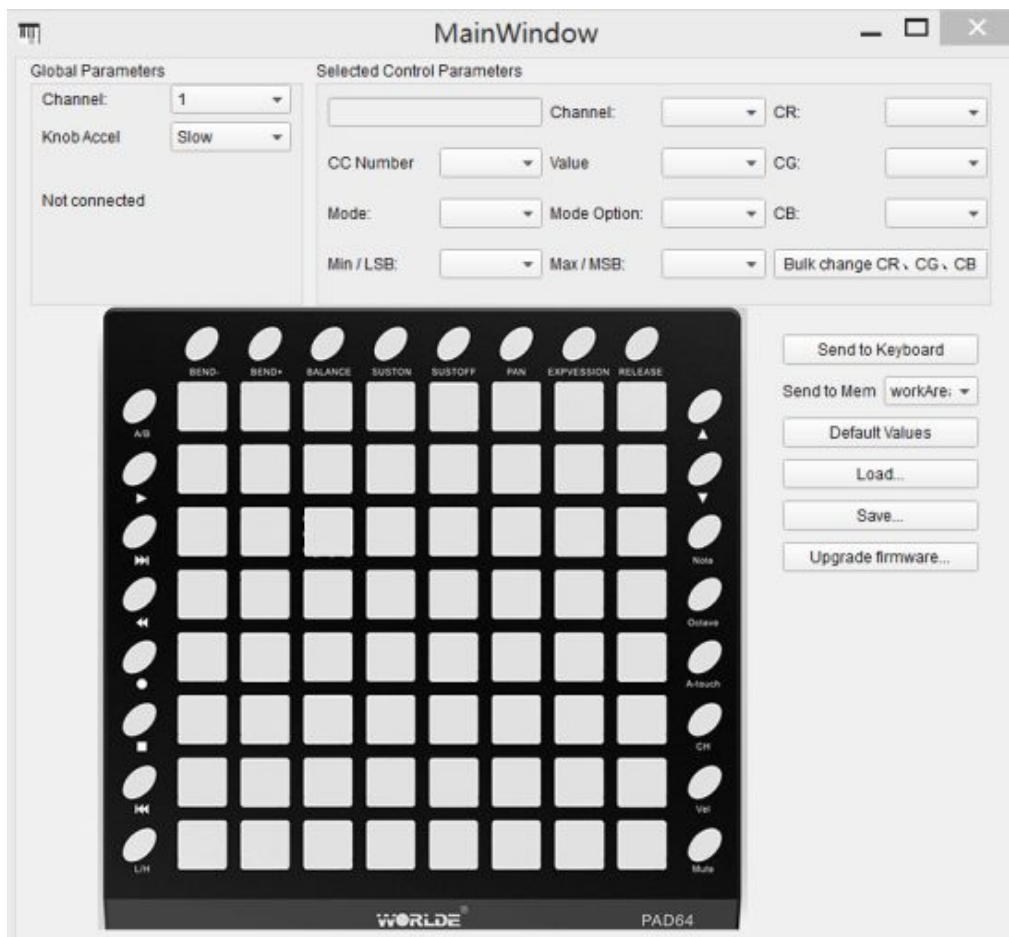
Parts and Their Functions

Orca PAD64-A Overview

Top Panel Overview

1. **Buttons/Scene Launch buttons**

   These buttons can transmit control change messages. Each button can be used to send continuous control data to a desktop audio workstation or external MIDI device. When used with Ableton Live, these buttons are default as scene launch buttons. It can also be assigned to other functions if required. When it's used as Scene Launch buttons the operation steps are as follows: Pressing the Scene Launch buttons on the right side of your Orca PA64 will trigger horizontal rows of clips, also known as 'scenes'. These buttons allow you to launch, stop, and/or record multiple clips with one button, and are fantastic for performance. Just like the 8×8 grid of pads, the Scene Launch buttons match the scene colours on your Live screen.

2. **[Memory] button**

   Holding the memory button and pressing one of the pads to recall the parameters in Memory area. Press the MEMORY button. The system enters the storing state, it stores 6 groups setup value.

3. **Trigger pads**

   Pads can transmit note messages or control change messages. The pads can be used to trigger drum hits to our software or hardware module. The pads are pressure and velocity sensitive, which makes them very responsive and intuitive to play. Use the Orca PAD64-A Software Editor to select the backlit RGB color of 48 pads. We'll show you how to select the backlit RGB color of48 pads in section 5.2.

4. **[Note] button**

   The 64 pads have dual modes: trigger pads mode and key note mode. Click the note button to start the note mode of the 64 pads, press +/-button to increase or decrease the current note by semitone.

5. **[Octave] button**

   Click the Octave button to start the Octave function, use+/-button to adjust Octave. Adjustment range is from 0 to 4. Press DATA +/- buttons at the same time to set octave to initial 0

6. **[A. Touch] button**

   Click the A.touch button to start the function of channel after touch and keyboard after touch. Channel after touch is on when the LED color is red for the A.touch button. Keyboard after touch is on when it's blue for the A.touch button. When channel after touch in on, the system sends channel after touch info when pressing the pads. When keyboard after touch in on, the system sends keyboard after touch info when pressing the pads.

7. **[Channel] button**

   Click the channel button to start the channel function, use+/-button to select the channel. The initial setting is 1, adjusting scale is 1~16.

8. **[Velocity]button**

   Click the velocity button to start the velocity selection function, the medium(or normal) velocity is on when the LED color of velocity button is green, heavy velocity is on when it's in red color, and blue for constant velocity.

9. **[Mute] button**

   Mute ON/OFF button. Click mute button will start the mute function. No message will be transmitted under Mute mode.

10. **[Volume] button**

    When the RGB backlight is blue for this button, it sends GM Master Volume message F0 7F 7F 04 01 00 xx F7). Press [Volume] button then press [<] or [>] button to control the volume of Orca PAD64-A. When the RGB

backlight is green for this button, it functions as the selection button of the 128 built in sounds. You have to press the [NOTE] button to start the NOTE function of the Orca PAD46-A before you press the [<] or [>] button for selecting the sounds.

11. **[MMC] button**

There are 6 buttons used for MMC-[|<<],[<<],[>>],[O],[stop],[play].It is common to set the 6 buttons as Sequencer remote control buttons, it needs to be working with sequencer software. Factory default is MMC mode. Press [|<<] and [play] button simultaneously will start the CC mode of the buttons. In this mode, buttons will transmit control change messages.

12. **[<] and [>] button**

These buttons are used for navigating through fields of menus and options.

13. **Full Sized USB connector**

Connect the Orca PAD64-A to your computer with a USB cable via this port.

14. **[MIDI OUT] Connector**

Use a five-pin MIDI cable to connect the MIDI OUT of the Orca PAD64 to the MIDI IN of an external device.

15. **[AUDIO OUTPUT] Connector**

Use a 3.5mm audio cable to connect the Audio Output of Orca PAD64-A to the external audio device.

16. **DC 5V**

5V power input interface.

17. **[OFF/ON] button**

Power Off/On button.

The pads/preset buttons

Orca PAD64-A has 64 high quality velocity & pressure sensitive performance pads with RGB backlit which can be assigned easily as pads, MIDI CC buttons or Program change switches. The pads can be used to trigger drum hits to our software or hardware module. The pads are pressure and velocity sensitive, which makes them very responsive and intuitive to play.
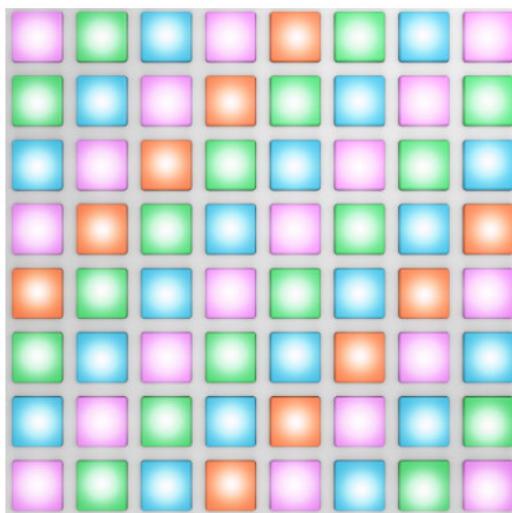
The pads

**Parameter control buttons**

These buttonss transmit control change messages. The 8 buttons can be assigned to control any editable parameter on the selected device. Each buttons can be used to send continuous control data to a desktop audio workstation or external MIDI device.

The Parameter control buttons

Note button

The 64 pads have dual modes: trigger pads mode and key note mode. Click the note button to start the note mode of the 64 pads, press +/-button to increase or decrease the current note by semitone.
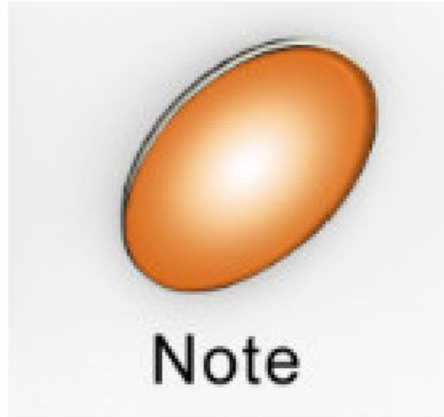

Note button

Octave button

Pushing the Octave buttons will transpose the keyboard by as much as four octaves up or down. The farther from center the keyboard has been transposed, the faster the buttons will flash. Click the Octave button to start the Octave function, use+/-button to adjust Octave. Adjustment range is from 0 to 4. Press DATA +/- buttons at the same time to set octave to initial 0.
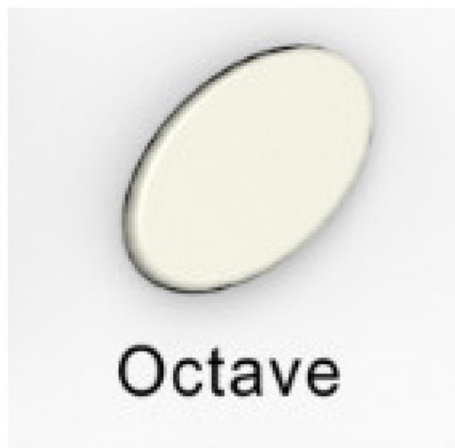

Octave button

A. TOUCH button

Click the A.touch button to start the function of channel After touch and keyboard after touch. Channel After touch is on when the LED color is red for the A.touch button. Keyboard After touch is on when it's blue for the A.touch button. When Channel After touch in on, the system sends Channel After touch info when pressing the pads. When Keyboard After touch in on, the system sends Keyboard After touch info when pressing the pads.
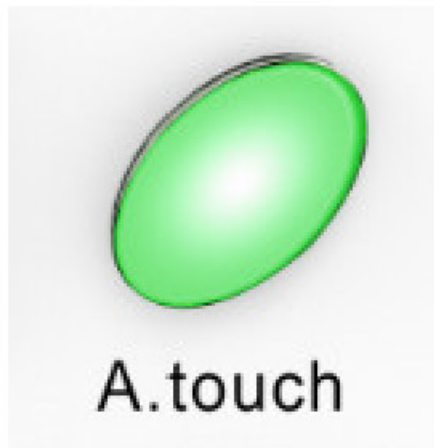
After touch button

Channel button

Channel selection function button, selecting current MIDI channel. Click the channel button to start the channel function, use+/-button to select the channel. The initial setting is 1, adjusting scale is 1~16.
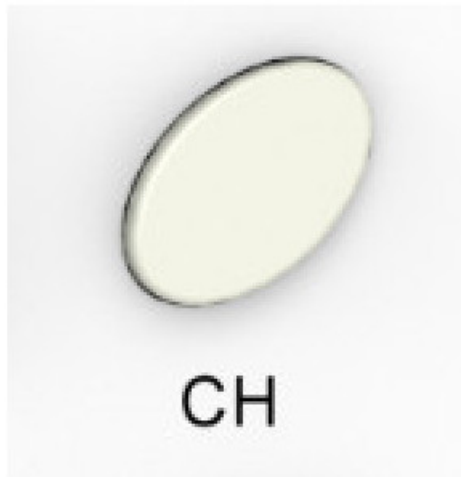

Channel button

Velocity button

Every time you press a key, a MIDI note message is sent with a velocity value between 0 and the maximum; this value specifies how hard you pressed the key. Since different people have different playing styles, your Orca PAD64-A offers a number of different velocity curves. You should experiment with the different velocity curves to find the curve that best suits your playing style.
Click the velocity button to start the velocity selection function, the medium(or normal) velocity is on when the LED color of velocity button is green, heavy velocity is on when it's in red color, and blue for constant velocity.
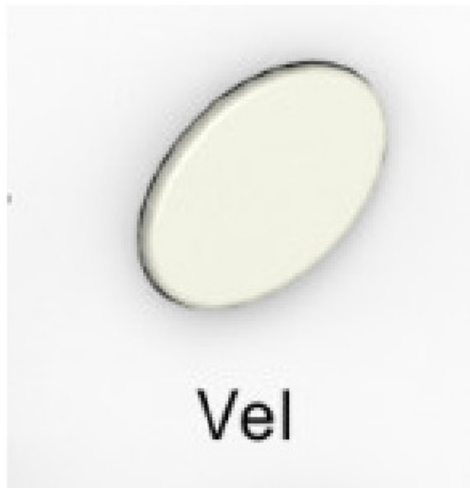
Velocity button

Mute button

Mute ON/OFF button. Click mute button will start the mute function. No message will be transmitted under Mute mode.
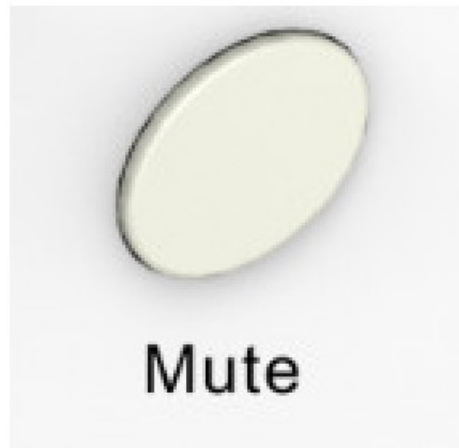
Mute button

Volume button

When the RGB backlight is blue for this button, it works as Master volume button. Click this button to set the master volume of Orca PAD64-A. It sends GM Master Volume message F0 7F 7F 04 01 00 xx F7 . Press [Volume] button then press [<] or [>] button to control the volume of Orca PAD64-A. When the RGB backlight is green for this button, it functions as the selection button of the 128 built in sounds. You have to press the [NOTE] button to start the NOTE function of the Orca PAD46-A before you press the [<] or [>] button for selecting the sounds.

Volume/Sound button

[MMC] button

There are 6 buttons used for MMC-[|<<],[<<],[>>],[O],[stop],[play].It is common to set the 6 buttons as Sequencer remote control buttons, it needs to be working with sequencer software. Factory default is MMC mode. Press [|<<] and [play] button simultaneously will start the CC mode of the buttons. In this mode, buttons will transmit control change messages.

MMC button

Memory button

Holding the memory button and pressing one of the pads to recall the parameters in Memory area. Press the MEMORY button. The system enters the storing state, it stores 6 groups setup value.
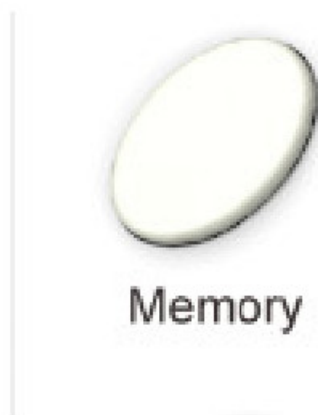
Memory button

[<] and [>] button

These buttons are used for navigating through fields of menus and options.

Navigation button

Back panel overview

The back panel of the Orca PAD64-A contains some important connectors: the USB Type B jack, AUDIO OUTPUT/MIDI OUT jack, DC 5V jack, ON/OFF button.

Setup

Minimum System Requirements

Windows	Mac OS
Pentium 3 800 MHz or higher	Macintosh G3*800/G4*733 MHz or higher
(CPU requirement may be higher for laptops)	(CPU requirement may be higher for laptops)
256MB RAM	OS X 10.3.9 with 256 MB RAM,
Direct X 9.0b or higher	OS X 10.4.2 or greater with 512 MB RAM
Windows XP(SP2)or higher	*G3/G4 accelerator cards are not supported
(Windows 98,Me,NT or 2000 not supported)	

Making detailed settings

The following settings cannot be edited on the Orca PD48 instrument, so you need to use the Worlde Orca PAD64-A control Editor. You can download the Worlde Orca PAD64-A control Editor from Worlde website **www.worlde.com.cn**.

Using Orca PAD64-A with Software

Creating MIDI Presets with the Orca PAD64-A Software Editor

Overview: What is a Orca PAD64-A Preset?

Thanks to the Orca PAD64-A Software Editor it's possible to configure the Orca PAD64-A to work with practically any device or software capable of responding to MIDI information.
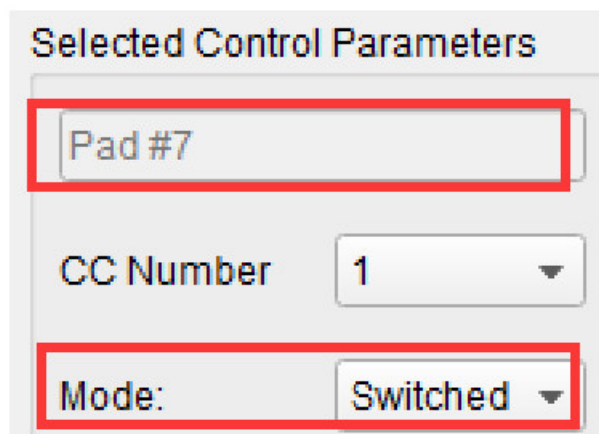To summarize, here are some examples of what you can do with a Orca PAD64-A preset:

- Assign pads to send MIDI Machine Control commands (MMC)
- Use the pads to transmit MIDI notes
- Switch between two values of any MIDI CC# by playing a pad
- Assign a button to control any MIDI CC# and define its operational range
- Save the entire set of altered controls to one of Orca PAD64-A's eight preset locations
- Define another seven sets of parameter assignments and save each one to a different memory location
- Recall any of the eight personalized presets easily and immediately

Assign a Pad to Start/Stop MMC

One feature that often comes in handy with a controller keyboard is the ability to start and stop a song without having to use the computer keyboard or mouse. It's really easy to set up the Orca PAD64-A pads to do that. For example we'll use Pad 7 to send Stop commands and Pad 8 to send Start commands. This is accomplished through the use of MIDI Machine Control commands, which you've probably seen abbreviated as "MMC".

Select the Pad Mode

Let's begin by selecting Pad 7 by clicking on its graphic in the MIDI Control Center or by tapping Pad 7 on the Orca PAD64-A. Then click the Mode field to activate the pull-down menu:
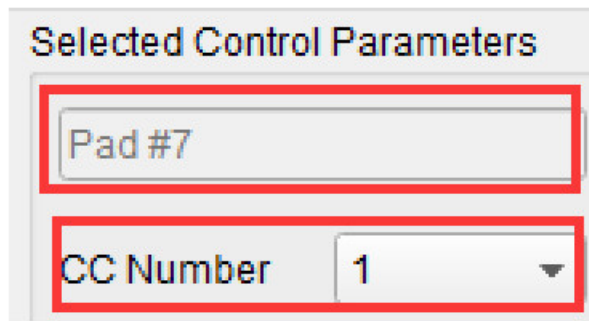

Set the MMC Message number

Once the Mode has been set to MMC, the trick is to set both the LSB and MSB to the same number so the pad knows which command to send. MMC Stop command needs the CC number set to 1, like so:
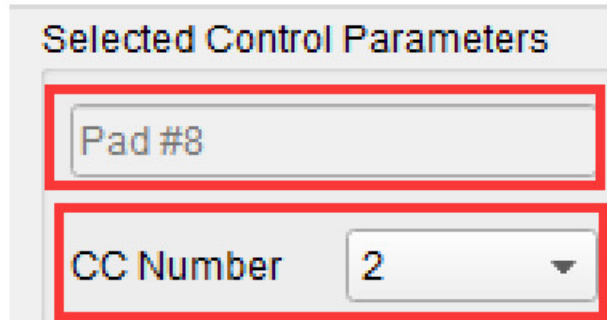
Next, select Pad 8 so we can set it to the MMC command for "Start". This means the CC number must be set to 2:

Now you should have Pad 8 set to start your song and Pad 7 set to stop it. Of course you can assign those functions to any pad you like, now that you know how to do it.
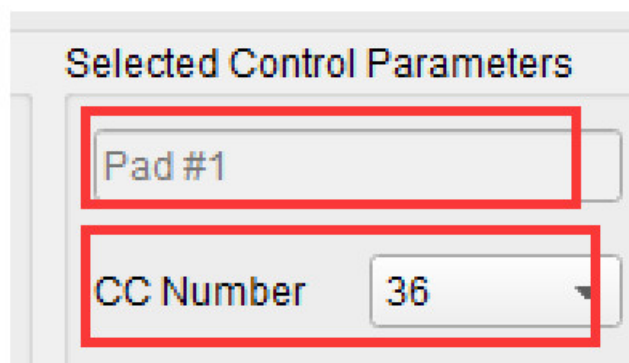
Assign a couple of Pads to MIDI notes

The natural thing to do when you're starting a song is to lay down the kick and snare tracks. The Orca PAD64-A pads can be assigned to any MIDI note number that you like, so for this example we'll set Pads 1 and 2 to trigger the General MIDI note numbers for the Bass drum and Snare drum (MIDI note numbers 36 and 38, respectively). By default the pads have their Mode set to MIDI note, so when you select each Pad we'll get right down to selecting the MIDI note number and velocity values. Let's leave the other setting to "Gate" so the notes shut off when you lift the pad; you can try the "Toggle" value later if you'd like the MIDI note to stay "On" until you hit the pad a second time.

Select the MIDI note number: Kick

The CC number field is used to set the MIDI note number, which makes sense: there are 128 MIDI Controller numbers and 128 MIDI Note numbers. So click the pull-down menu and set this value to 36 to select the General MIDI Kick drum note number:
We'll show you how to set Pad 2 to the Snare drum note number in section 5.1.3.2.

Select the MIDI note number: Snare

Setting Pad 2 to trigger the snare is done the same way, only by choosing a different MIDI note number (38 in this case):

So now you're ready to lay down the groove for your song: You have Pads 1 and 2 set to play the Kick and Snare, and Pads 7 and 8 set to Stop and Start the song.

Assign a Pad to toggle a MIDI CC # between two values

One popular musical effect these days is to take an audio loop, filter it heavily for certain sections of a song, and switch it back to the full-open sound later in the song. You can pre-configure one of the Orca PAD64-A pads to send those commands to a filter plug-in that should be readily available in your DAW software. We'll use Pad 6 for this example. Select it and then use the pull-down Mode menus to select "Switched" and "Toggle":

These settings will allow you to send two different values of a particular MIDI CC number each time you press the pad. There are a couple of MIDI CC numbers that have been assigned the task of controlling filter brightness (CC# 74) or harmonic content (CC# 71). We'll use CC# 74 for this example. Click on the CC number field and select the Brightness controller number as shown:

Next we'll set some minimum and maximum values that might work (adjust them to suit the audio source):

The first press of Pad 6 will send a CC# 74 command with a value of 78, which will close the filter down part way but still let a lot of the audio pass through. The second press of Pad 6 will send a value of 127, opening the filter completely. Note: Be sure to check the MIDI Channel assignment to make sure it matches that of the receiving device.

Save the changes to a Preset

So let's review what we've done in section 5.1 so far: The pads have been set up to play kick and snare, toggle the filter settings, and start / stop the song; one of the encoders is controlling the vibrato rate, and the Mod strip is controlling Aftertouch. Not bad! There's a lot more Orca PAD64-A can do, but that's a good start. So the next thing to do is make sure this configuration is available when you want it. To do that, you need to save these settings as a group into one of the eight memory locations in the Orca PAD64-A. The upper right-hand section of the MIDI Control Center software has a button called "Send to Keyboard". Right below that is a pull-down menu that allows you to specify which of the TUNAMINI's eight memory locations will be the repository for the Preset you've created.

Before clicking the top button, select a location you know is available. We'll use memory location #2 for this example:
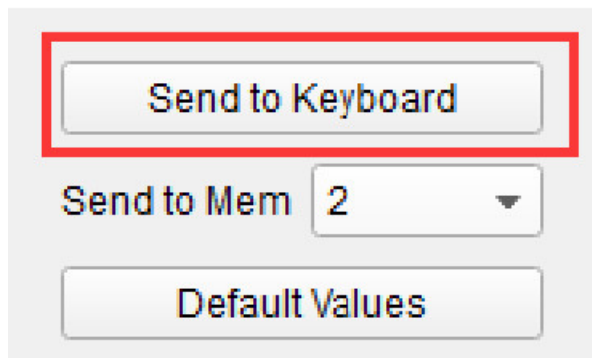

Select #2 in the drop-down list as pictured above.
Once you're sure where the preset will be stored, click the "Send to Keyboard" button:

Recalling a Preset / Switching between Presets

Once you've created a couple of presets you can switch between your personalized configurations very quickly. This is as simple as it can be: simply hold the Memory button and press one of the 4 pads as shown in picture below.

In the picture above the combination of the Memory button and Pad 2 will select Preset #2 from the Orca PAD64-A preset memory locations.
To switch from Preset #2 to Preset #1, hold Memory again and press Pad 1 instead.

Select the Backlit RGB Color of 64 Pads

Use the Orca PAD64-A Software Editor to select the backlit RGB color of 64 pads. You can download the Orca PAD64-A Software Editor from Worlde website **www.worlde.com.cn**.

Press the pad and the red circle button will appear on that, then select the color range No. for CR,CG and CB. Press the "Send to Keyboard" to send the parameters to the Orca PAD64-A and then press the OK button to confirm. The color range is from 0 to 127 for each one.
Reference RGB No. for some colors:

COLOR	R.	G.	B
WHITE	127	127	127
BLACK	0	0	0
RED	127	0	0
GREEN	0	127	0
BLUE	0	0	127
CYAN	0	127	127
MAGENTA	127	0	127
YELLOW	127	127	0
ORANGE	127	82	0

Appendix

Appendix A- Toxic or Hazardous Substances and Elements

Part Number, Name and Description	Toxic or Hazardous Substances and Elements					
	Pb	Hg	Cd	Cr(VI))	(PBB)	(PBDE)
PCB	O	O	O	O	O	O
PCBA Welding Spot	O	O	O	O	O	O
Components	O	O	O	O	O	O
Metal Parts	O	O	O	O	O	O
Plastic and Polymeric parts	O	O	O	O	O	O
Paper Accessory	O	O	O	O	O	O
Power Cord	O	O	O	O	O	O

O : Indicates that this toxic or hazardous substance contained in all the homogeneous materials for this part, according to EIP-A, EIP-B, EIP-C is below the limit requirement in SJIT 11364.

✖: Indicates that this toxic or hazardous substance contained in all the homogeneous materials for this part, according to EIP-A, EIP-B, EIP-C is above the limit requirement in SJIT 11364.
(Enterprises may further provide in this box technical explanation for marking"X" based on their actual conditions.)

Specifications

Connectors: USB connector
Power supply: USB bus power mode
Current consumption: 100 mA or less
Dimensions (W x D x H):256x256x36mm
Weight: 840g
Included items: USB cable, Owner's manual
*Specifications and appearance are subject to change without notice.

Sales Head Office:
Hangzhou Worlde Music Electronic Co., Ltd
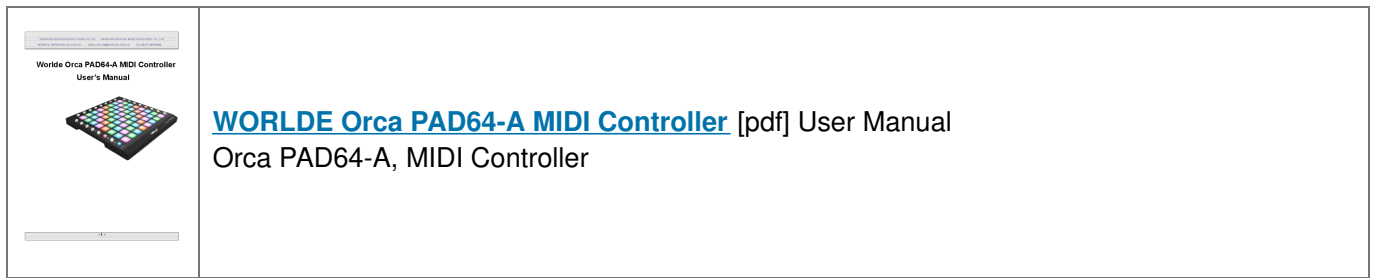Add:18Xianxing Rd, Xianlin Industrial Park, Yuhang District, Hangzhou, 311122,P.R.China
Tel:0086 571 88730848
Fax:0086 571 88730748
Email: sales@worlde.com.cn
Website: www.worlde.com.cn

Documents / Resources

WORLDE Orca PAD64-A MIDI Controller [pdf] User Manual
Orca PAD64-A, MIDI Controller

References

- **HANGZHOU BLUE WHALE MUSIC TECHNOLOGY-**