MIDIdocs

The ALL Button and the FAST Button

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The ALL and FAST buttons are useful when you want to quickly adjust a values on your SEQ. These buttons generally work as described below, but they may have special functions on some pages.

The FAST Button

The FAST button is pretty self-explanatory… While FAST is active, turning an encoder will move through values more quickly than when FAST is not active. This is useful when you need to move quickly through a large range of values.

The SEQ automatically activates FAST for you in certain contexts, when it sees that you are editing values with a large range. You can see this happen when you move through Parameter Layers in edit view… When you're editing a Note layer, FAST does not automatically activate because you probably want precision rather than speed when editing notes. But when you're editing a Velocity or Length layer, FAST will automatically activate. You can always manually activate or deactivate FAST if you like.

The ALL Button

The ALL Button is useful when you want to adjust more than one value at the same time. For example, you can use it on the Edit Page to change the notes or velocity of more than one step at the same time by turning just one encoder.

The ALL Button can be used on most pages, but there are some where it is not active. Basically, you can assume it functions where it makes sense to have it function (typically pages where the values displayed above the 16 GP Buttons and Encoders are the same type of value, like in Mixer Maps or in Edit - Step View), and it doesn't function on pages where there would be no obvious use for the function (for example on configuration or FX pages where the values displayed above the encoders are not the same type of values).

<box 80% round #dddddd>In my explanations below, I'll refer to adjusting “steps”. But remember, the ALL function works on pages other than Edit - Step View where the items displayed for adjustment are not “steps” (for example, Mixer Maps). The ALL button works more or less the same way wherever it is used. </box>

Step Selection Mask - By default, the ALL Button will affect all steps visible on the LCD. But you can use a “Step Selection Mask” to select particular steps that the ALL button will affect if you want - when a Step Selection Mask is used, the ALL function will affect only steps that are selected in the Step Selection Mask.

To edit the Step Selection Mask, you can press and hold the Edit button (to enter the edit view menu), then press GP#8 to enter the Step Select page. It looks like this:

```
     Select the steps which should be  controlled by the ALL function:
  *    *    o    o    *    *    o    o    *    *    o    o    *    *    o    o
```

You can also edit the Step Selection Mask by pressing and holding the ALL button. While the ALL button is held, the Step Selection Mask will be displayed on the LEDs above the GP buttons. You can edit the Step Selection Mask with the GP buttons while the ALL button is held.

Change ALL Selected Steps to the Same Value - Press and Hold the ALL button, and turn the encoder for the currently active step (the one indicated by “>…<” on the LCD display), and the values for all of the steps active in the current Step Selection Mask will jump to the same value as the step related to the encoder you are turning. As you turn the encoder, the values for all selected steps will change at the same time, to the same value.

Adjust ALL Selected Steps Relative to Their Original Value - When the ALL function is active, but the ALL Button is not being held, moving the encoder for the currently active step (the one indicated by “>…<”) will cause the values for all steps in the current Step Selection Mask to change at the same time, but each step will be adjusted relative to its original value.

Ramping Values - While the ALL function is active, regardless of whether the ALL Button is held or not, if you move any encoder other than the encoder for the currently active step (the one indicated by “>…<”), then the SEQ will generate a ramp between the selected step and the encoder you moved.

Ramp example: If step 16 is set to G-7, and it's currently active (“>G-7<”), your screen in edit view might look like this:

```
G1T1 SoloSynthline2  PA:Note   TA:Gate Step  16   G#1  Vel:127▮Len: 75%    Synth
E-1▮ ---- D#3▮ D#3▮ C-3▮ ---- C-4▮ G-3▮ C-3▮ D#3▮ ---- D#3▮ C-3▮ G-2▮ E-3▮>G-7▮<
```

If the active Parameter Layer was a note layer, and you activated the ALL function, then moved the value at step 1 (an inactive step) up to F-2, a ramp would be generated between Step 1 and Step 16, which would look like this:

```
G1T1 SoloSynthline2  PA:Note   TA:Gate Step  16   G#1  Vel:127▮Len: 75%    Synth
F-2▮ ---- D#3▮ G-3▮ B-3▮ ---- G-4▮ B-4▮ D#5▮ G-5▮ ---- D#6▮ G-6▮ B-6▮ D#7▮>G-7▮<
```

…The note values ramp up in even intervals from step to step, from F-2 all the way up to G-7, because the active layer was a note layer. Steps which were not activated (“—”) stay inactive. If the active Parameter Layer was a Velocity layer, then the velocity value would have ramped up from Step 1 to Step 16.

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Last update: **2014/09/17 06:07**