MIDIdocs

What the Hell is a Mixer Map?

Forum Discussion Thread - for comments, corrections, or questions about this article

You can access the Mixer Maps page on your SEQ by pressing MENU+GP Button #1. “Wow. Well, that's great”, you say, “but what the hell is this thing?” I think that was extremely rude, and I think you have a bad attitude. But I'll try to explain Mixer Maps anyway. Not that you deserve it, jerk.

First, read the Mixer Page section of the Midibox SEQ Manual. You'll probably still be confused, but that's a good place to start.

What Mixer Maps Are: Mixer Maps are basically a way of sending MIDI Control Change (CC) and Prog Change messages to your synths or other MIDI devices. You can use them as a live MIDI controller, sending messages as you turn the encoders. You can also configure the SEQ to send all of the values in a Mixer Map automatically - for example, when a pattern changes.

What Mixer Maps Are Not: Mixer Maps are not really related to sequencer steps or tracks. Yes, there are 16 of them, and your first thought might be that they're somehow related to steps or tracks, but they are not. Think of mixer maps as being MIDI tools, entirely independent from the SEQ's steps and tracks.

Mixer Map Columns

Each Mixer Map has 16 “columns” - displayed above the SEQ's 16 GP Buttons and Encoders. Think of these Columns like the channels on an audio mixing board. In firmware v.87, each Mixer Map Column has 12 controls (more may be added in the future)

Use Cases

Resources

A forum thread discussing Mixer Maps

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