

Sending Control Change Messages

Both the Control Change and Record Assist allow trigger inputs to send control change messages. The only difference is that the Record Assist function allows you to delay sending its control change message until another trigger input is hit. See below for more details about using [Record Assist](#).

Changing CC Values

The CC values that an articulation sends can be adjusted the same way as notes. You can also use the banks to have up to four sets of CC messages.

CC Mode

Each articulation can be set to operate in 3 different modes.

Toggle

The articulation will alternate between sending On (127) and Off (0).

On / Off

On (127) and Off (0) will be sent each time you trigger the articulation.

Single

Only the On value (127) will be sent each time the articulation is triggered.

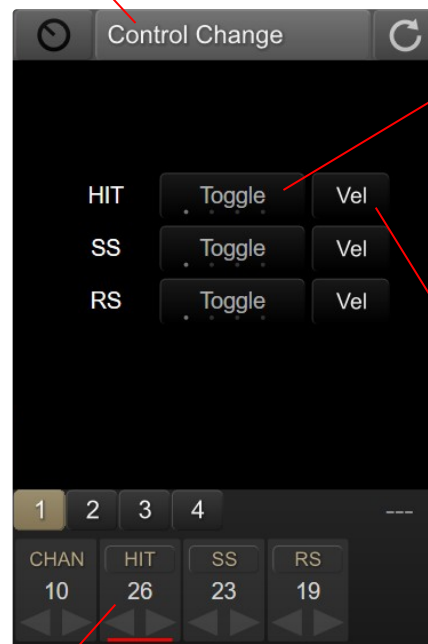
Use Velocity

When this option is selected, instead of sending 127 for the On message, the articulation will use the use the velocity of the hit.

Parameter Feedback

If an input is set to toggle mode, *eDRUMin* will monitor its MIDI input sources and synchronize the toggle state. You can use the [MIDI Monitor](#) to confirm that the state is being properly updated.

Click to adjust extra options



CC Mode
 - Toggle
 - On Off
 - Single
 - Disabled

Use Velocity

Notes controls are used to set the CC that each articulation uses.

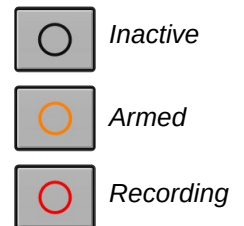
Record Assist

Record Assist mode was designed to allow for recording loops by intelligently sending control change messages to 3rd party applications, such as [SketchPad Looper](#). The idea is to send a control change message to start recording the instant a pad is hit and then send the control change message again when the loop is finished.

The Record Assist functionality only applies to the first articulation of a pad or cymbal (HIT or BOW). All the other articulations for the pad will simply send control change messages. So to simplify the description below, when I say ‘hit the pad’, I mean hit the ‘head of the pad’ or ‘bow of the cymbal’.

Record Assist States

There are three states for a pad that is set to record assist: inactive, armed, and recording. The current state is reflected in the color of the icon shown for the input: black, orange, and red, respectively.



Armed State

The device is placed in the armed state by hitting your Record Assign Pad. Once in the armed state, the device waits for a trigger event (defined below). When it detects a trigger event, it sends the control change message defined for the pad and moves on to the Recording State.

The trigger event can be any MIDI Note On message from a pad connected to the eDRUMin, devices connected via the USB host port, or devices connected to the MIDI in DIN port.

Recording State

Once in the recording state, hitting the pad again, will cause the device to send the control change message again (to stop the recording) and then return to the inactive state.

Example Usage based on setting shown right.

Action	Record Assist Output
Hit the Record Assist Pad to arm the recording.	No Output
Starting performing a loop.	CC 26 value 127 CC 26 value 0
Hit the Record Assist Pad to stop the recording.	CC 26 value 127 CC 26 value 0

