

GM Arts Firmware v4.0

for BJ Devices MIDI Foot Controllers

OVERRIDES TUTORIAL



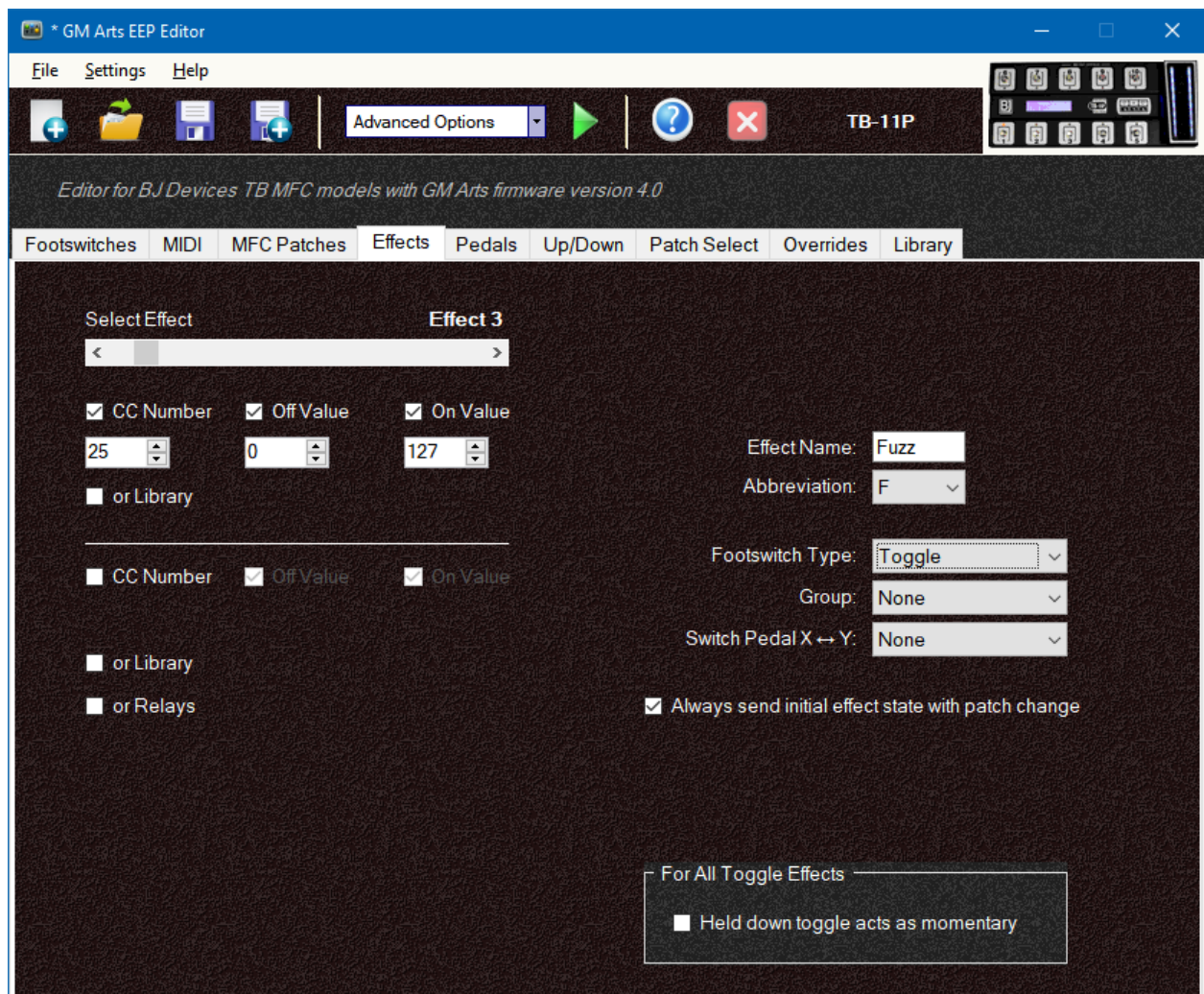
You must set Advanced mode to be able to use overrides.

Overrides are used to change messages sent from your MFC for certain patches. For example, you normally have Effect 3 controlling a Fuzz effect. But in patches B3, C4 and D7 you might want Effect 3 to control a boost effect. This is what overrides do. They can also change the MIDI channel as well as messages sent with a patch change.

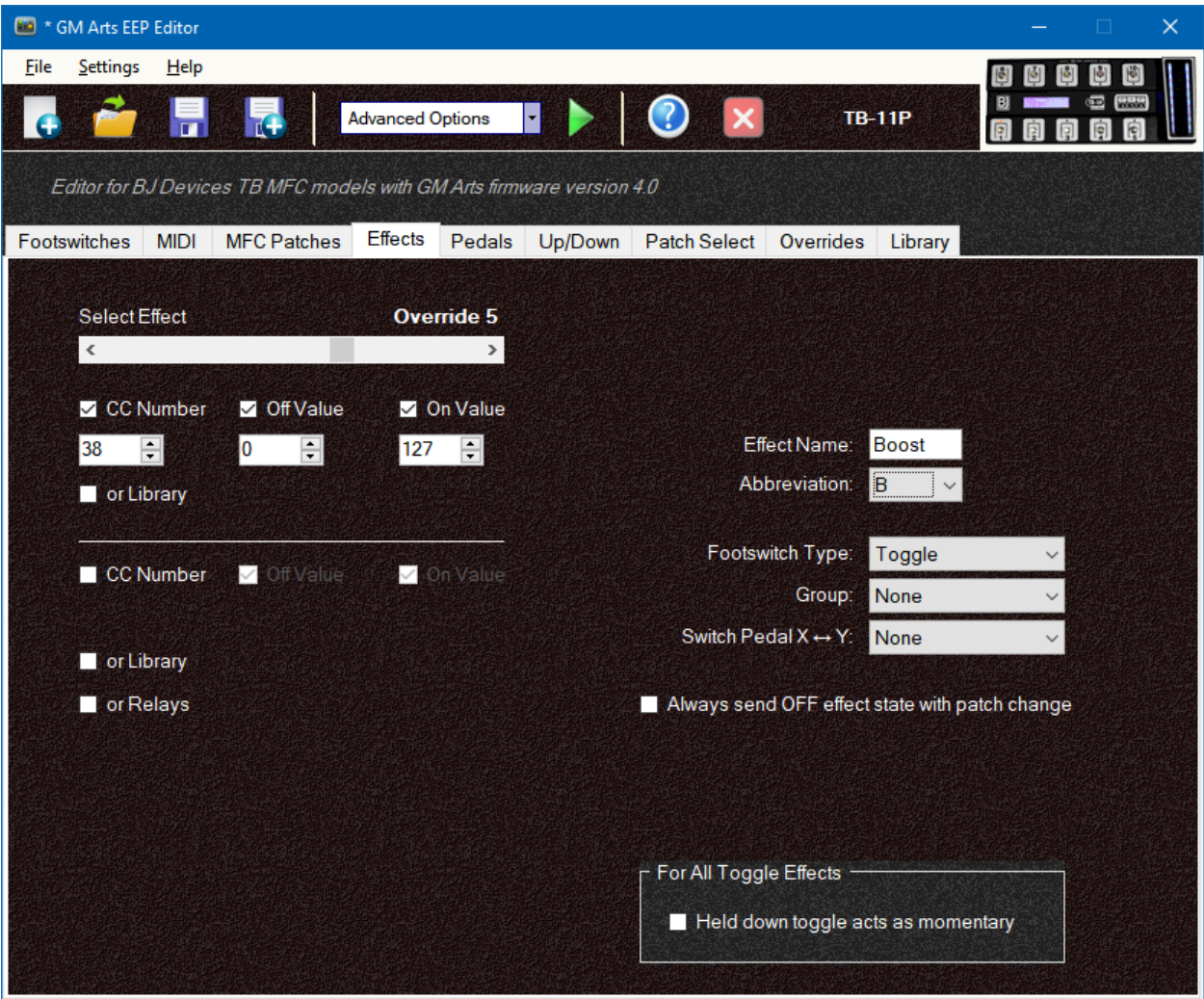
We'll start this tutorial with that example.

Effects Override

Here's what Effect 3 looks like when controlling an effect - it uses CC number 25 and has a name "Fuzz":



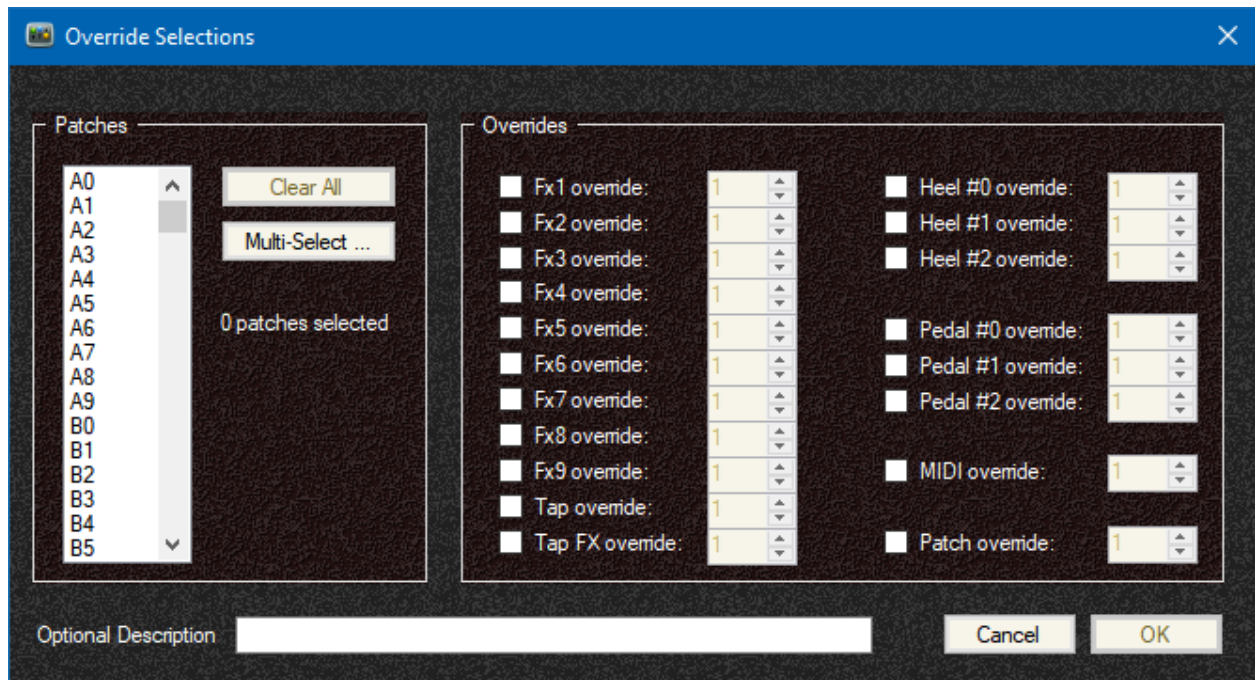
Next we need to scroll to the right and choose an override on the Effects tab. There are 15 available effect overrides, so we'll just choose one that isn't used. In this example, we'll use override number 5, and set it to control the boost effect with CC number 38:



At this stage, this override is available for use, but is not used until set on the Overrides tab.

In this example, we're only changing the CC number and effect name, but you can also change everything else for this effect. For example, you can change it to a momentary effect, or include it in a group, send a library message instead of a CC message, set relays, and so on.

Go to the Overrides tab and click [Add Override] and you'll see this window:



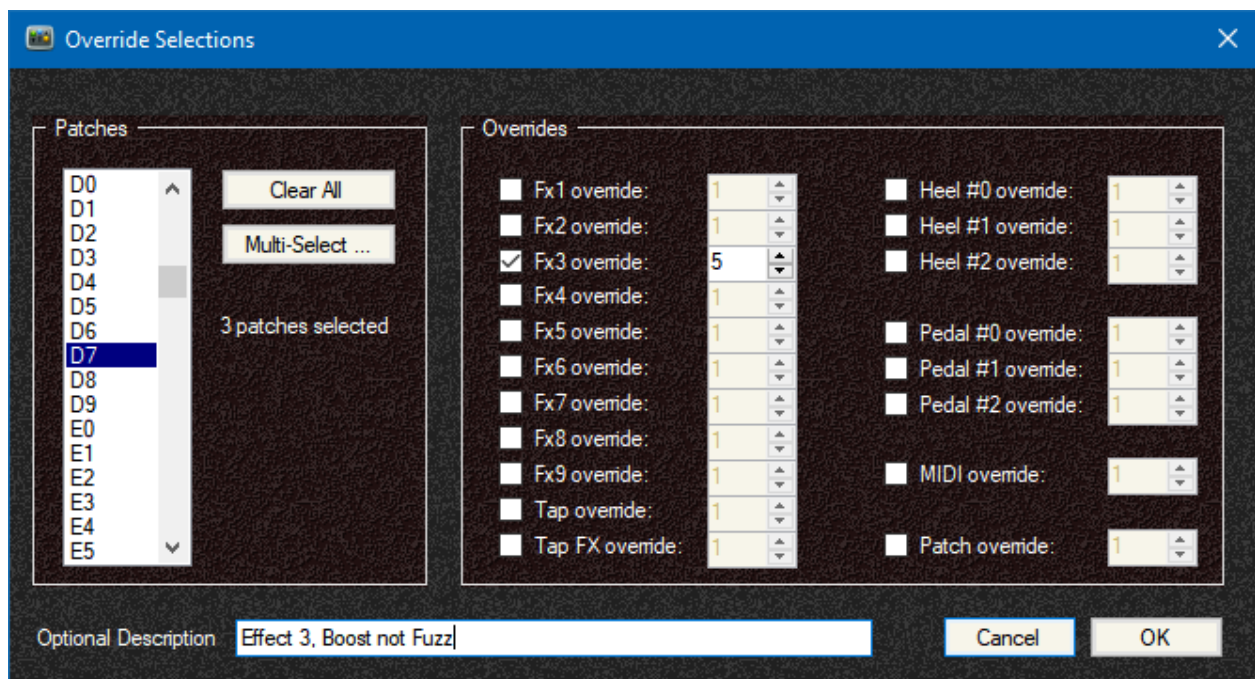
First click on the patches you want this override to apply to. In this example that's patches B3, C4 and D7.

Then click on Fx3 because that's the default fuzz effect we want to change.

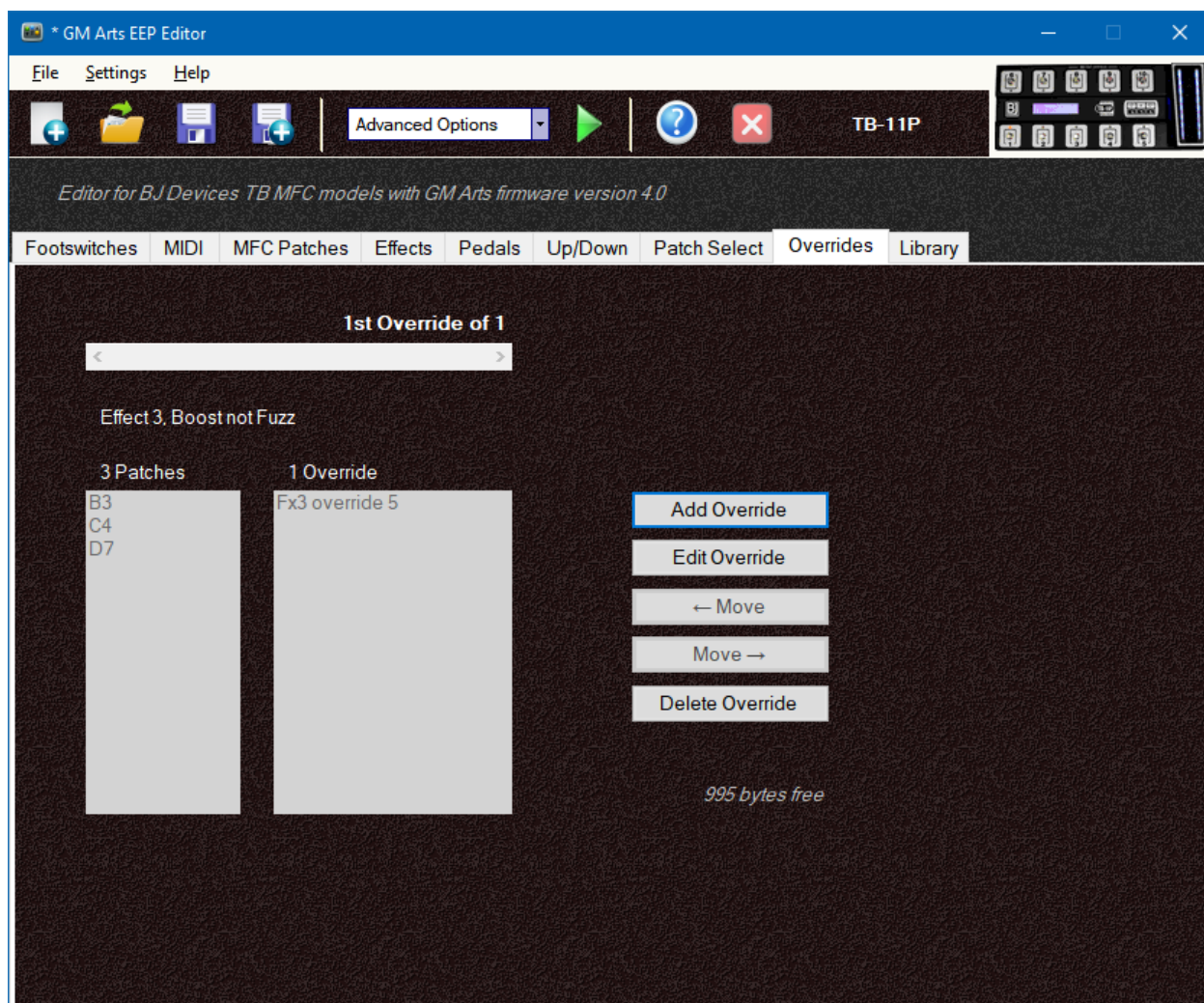
Select override number 5 because that's the override number we set up for boost.

You can optionally give it a description; it's not used anywhere, it's just for your own reference.

And your complete override will look like this:



Click [OK] and you'll see a summary of your override:



As you saw on the Overrides window, you can set overrides to apply to any patches you want, to change any effects you want. The process is always the same:

1. Set up the overrides you need first.
2. Go to the Overrides tab and add or edit your overrides.

Selecting Patches

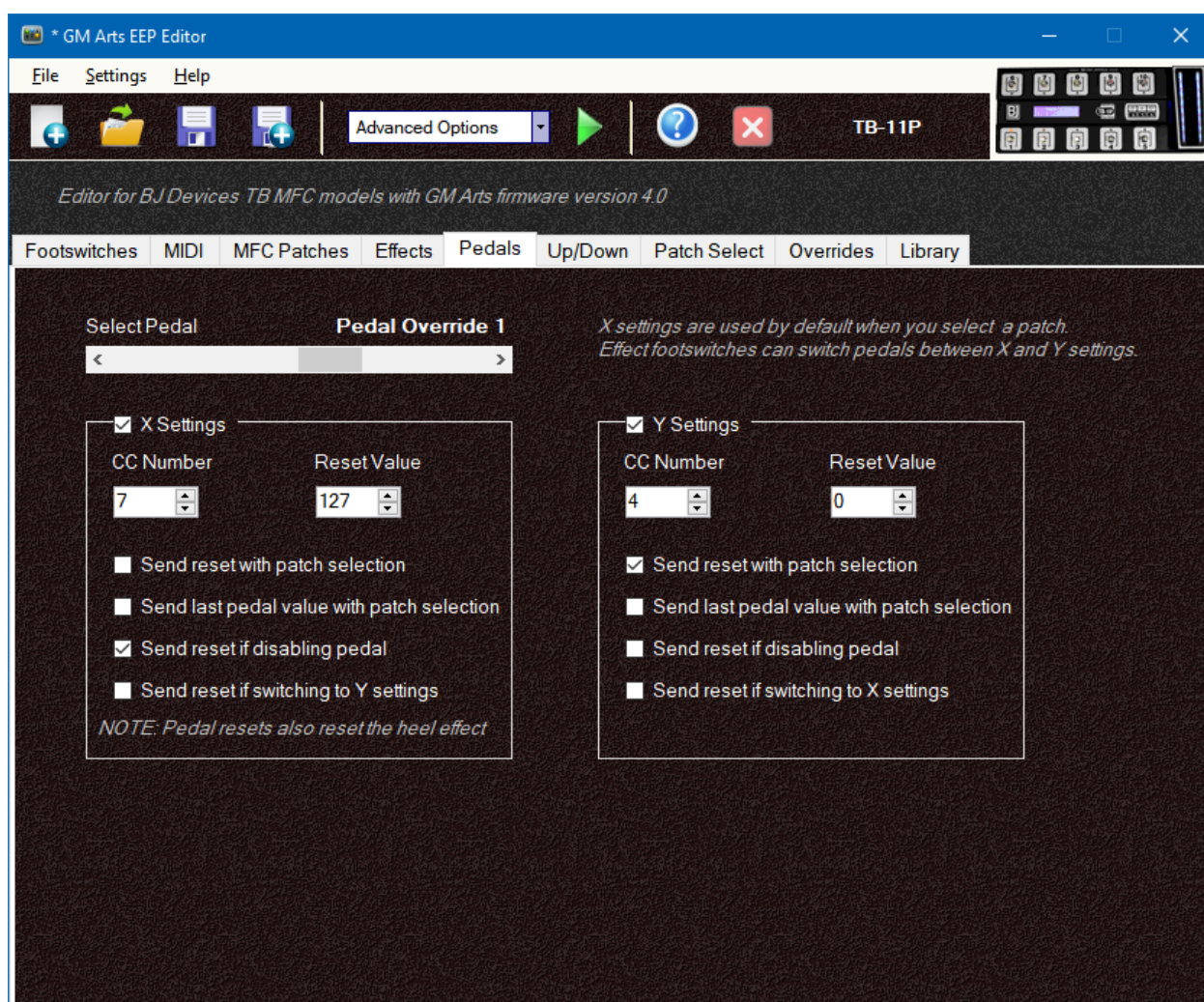
You must select one or more patches to be able to save an override. Normally you just click on the patches you want to override. The [Multi-Select] button allows you to select groups of patches, such as all patches in a bank, or all patches with the same number.

When you've set up several overrides they are numbered starting from one, so you might be working on an override that shows "7th Override of 9". The override numbers have no meaning; it just shows that you're looking at the 7th override, and that there is a total of 9 overrides.

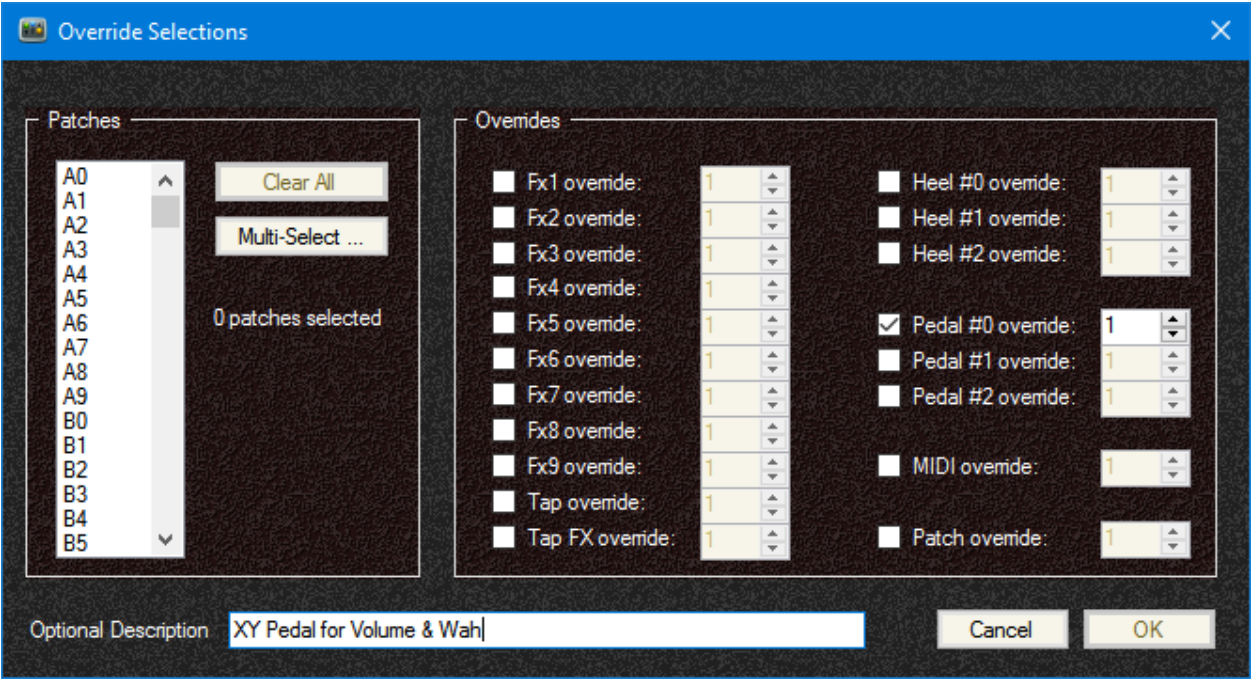
With multiple overrides it is possible to have the same patch in more than one override. If that happens, the highest numbered override applies.

Pedal Overrides

There are 3 overrides available. Go to the Pedals tab and scroll to the right to select an override:



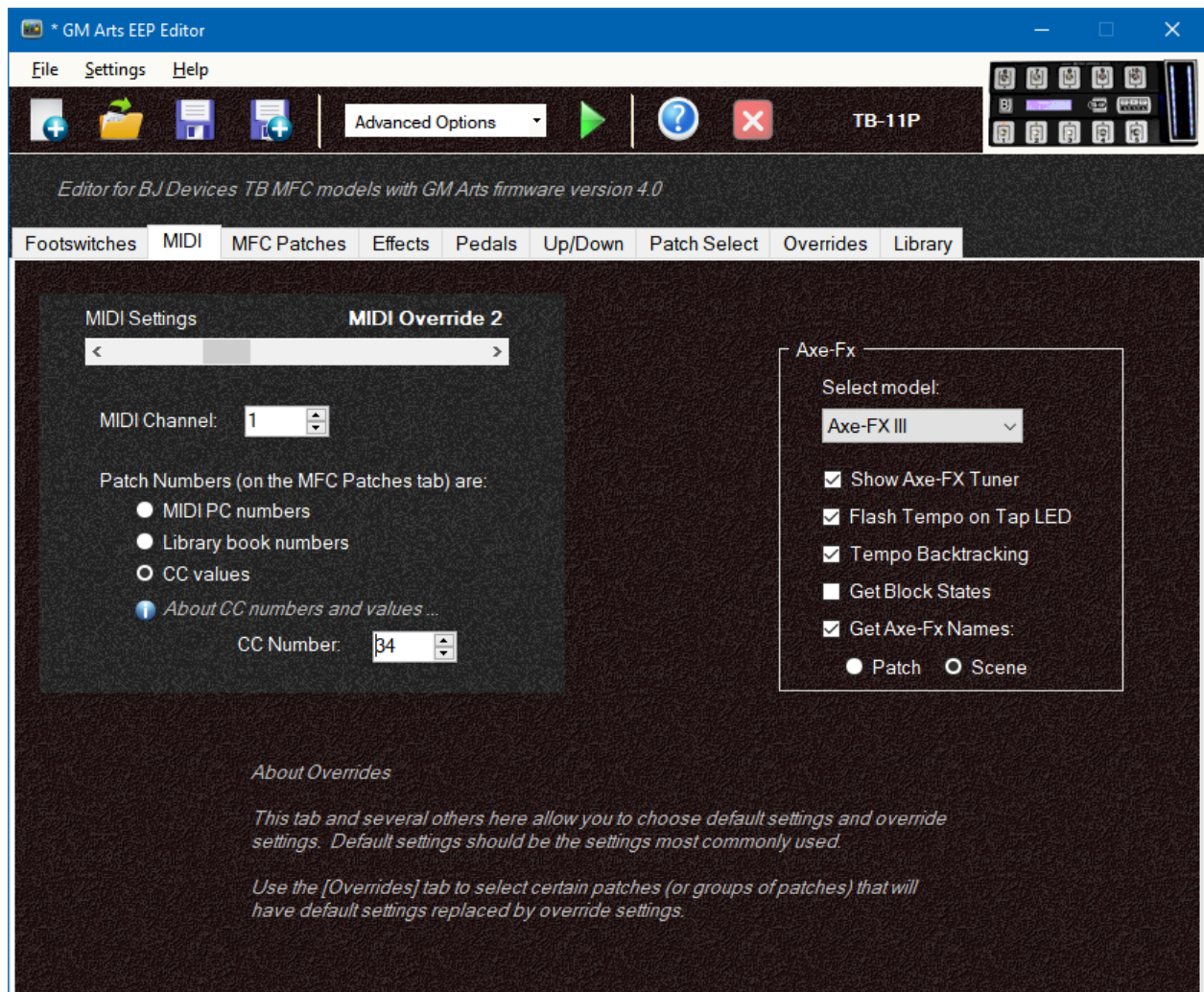
When you made override settings on the Pedals tab, go to the Overrides tab and select your pedal override:



MFCs models with an onboard pedal show on this window as "Pedal #0".

MIDI Overrides

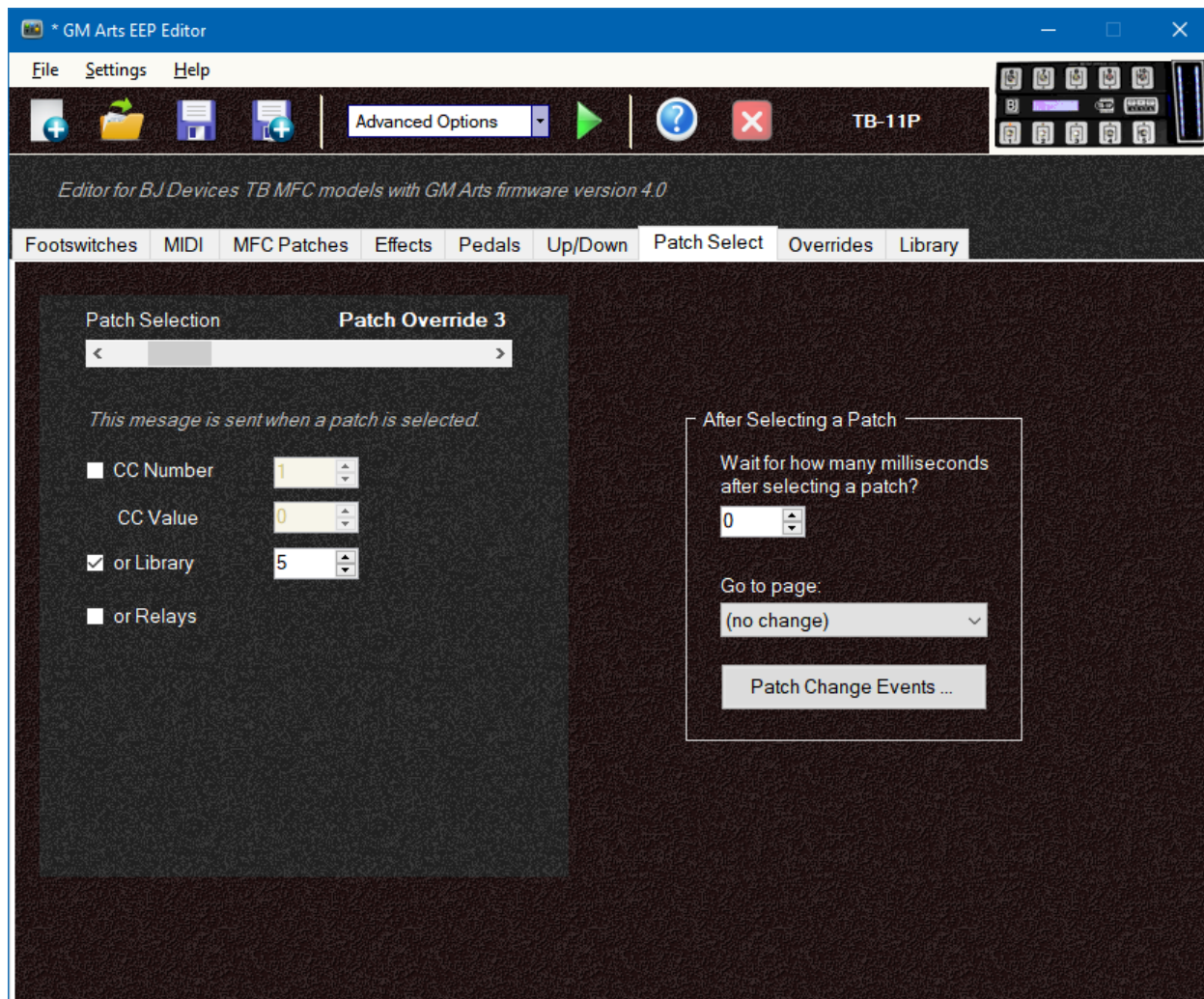
The MIDI tab sets a MIDI channel used by ALL messages set on the MFC Patches tab, Effects tab, Pedals tab and Patch Select tab. Overrides can be used to change the MIDI channel, MIDI program banks and the type of message sent from MFC patch buttons:



As always, use the Overrides tab to use MIDI overrides.

Patch Select Overrides

There are 25 available patch change overrides. These can be used to send different messages after a patch selection. This example shows a library book being sent instead of the default settings:



Reading Overrides

When you come back later to look at your settings, you can use the Overrides tab to see how they have been set up.

Firstly, you can see which patches each override applies to. You may also want to check that the patch number you're interested in does not appear in a higher-numbered override. If it does, then the highest-numbered override applies to that patch.

Then you can look at the overrides that apply. In the first example in this tutorial, we entered an override that shows "Fx3 override 5". That means that Effect 3 does not use its default settings; instead it uses the settings from Effect Override 5. So go to the Effects tab and scroll to Effect Override 5, and you'll see the settings used for Effect 3. In the example, we made it a Boost effect using CC number 38.

Overrides and the Library

Overrides give you the ability to change the way patches and effect work. The Library gives you options to send MIDI messages and send commands to the MFC.

In combination, you can make some very flexible changes to your MFC. For example, an effect that normally turns a Phaser off and on, could in one patch change to send library books that send a system exclusive message to select a special type of chorus effect, change to footswitch page 3 and set bank G.

Summary

Overrides allow you to change the way your MFC works. It can be a small simple change for an effect, right through to complex changes that change your entire system. As always, start small and build from there.

You can have up to 250 overrides and there are 1000 bytes available to store all overrides and library messages. As a guide, an override with one patch and one effect uses 3 bytes, while one with unlimited patches and effects uses 30 bytes.