Introduction

Thanks for interesting in our products. The **Master Suite** is a powerful platform that allows to control and edit hardware synthesizers and drum computers. It acts as the host software for our **editor plugins**. Additionally, Master Suite can interchange notes and controller data with any midi sequencer via **virtual midi**, so that the Master Suite plugins can be integrated into the DAW project.

System Requirements

Mac OS X

· Mac OS X 10.5 or later

Windows

· Windows XP or later
· Java 1.6 or later

Caution: There may be other requirements regarding to the hardware you want to control.

Hardware specific requirements

· Check if your screen has enough resolution for the plugin by trying the demo version.
· To control all parameters of the **AiRBase 99**, it must have **software version 1.09 at least.**

Get The Software

Every product is available on the website as an unactivated demo. You find the downloads at the Downloads section of the product page.

How to navigate to the appropriate Downloads page

· Upper menu - **Products**
· Select the product
· Left menu - **Downloads**

Hint: the editors are plugins (.plg files) for the Master Suite, you cannot use them without Master Suite.

Buy The Software

The Master Suite is free. You just have to buy the plugins. International customers can only pay via PayPal.

How to navigate to the appropriate Shop page

· Upper menu - **Shop**
· Select the product at the left menu **Plugins**
· Click the **PayPal** button to add the product to the PayPal basket.

When you've ordered a product, we'll send you an e-mail within 24 hours. That mail contains a **serial number** which allows you to activate the demo version. After activation, all functions are available.
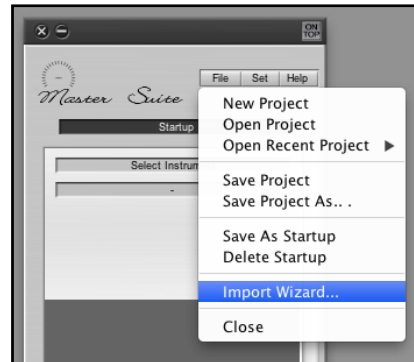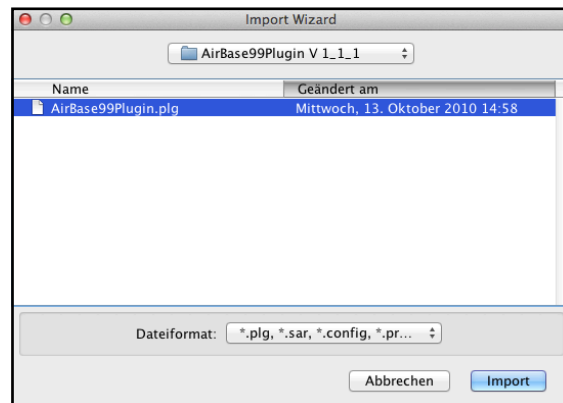
Installation

You only have to install the Master Suite. To use the plugins, you have to **import** them to the Master Suite.

How to import a plugin

- Start the Master Suite

- Select **File -> Import Wizard** from the Master Suite menu

- Browse to the plugin file, it has the suffix **.plg**
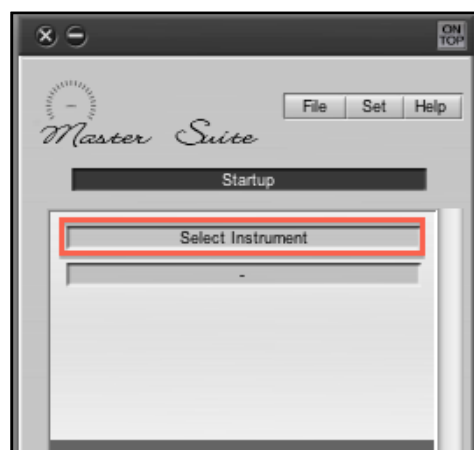- Click **Import**
- Restart Master Suite

Tutorial

This section shows by using the **AirBase99 Editor** how to
- Activate the demo
- Setup midi
- Use the plugin
- Integrate the plugin into the DAW / sequencer, example **Apple Logic**

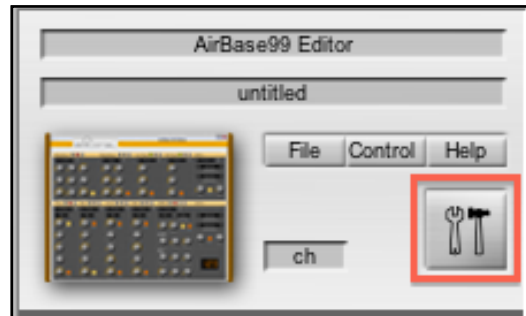- Load the editor plugin by clicking **Select Instrument**

Activate the demo

- Click on the editor's menu **Help -> Activate**

### Setup Midi

- Click on the **Preferences** Button

- Selecte the **Midi** tab
- **Out** - the Midi Interface connected to the midi input of the AiRBase 99
- **Ch** - the Channel on which the AiRBase 99 receives midi data
- **SysEx ID** - the SysEx Id of the AiRBase 99. It is important to choose the correct ID, otherwise some parameters are not controllable. One of the SysEx parameter is the **sample select**. For example try to change the sample of the clap. If this does not work, the ID is not correct or your AiRBase 99 does not support SysEx. The AiRBase 99 supports SysEx if and only if the software version is **1.09 at least**. The AiRBase 99 shows its version during the startup process.
- The SysEx commands do only work on **Bank 000 / KitNo 000**
- **Control In** - You can control the AirBase 99 Editor by midi. Here you can choose a midi controller.
- **Ch** - the channel the editor listens on.
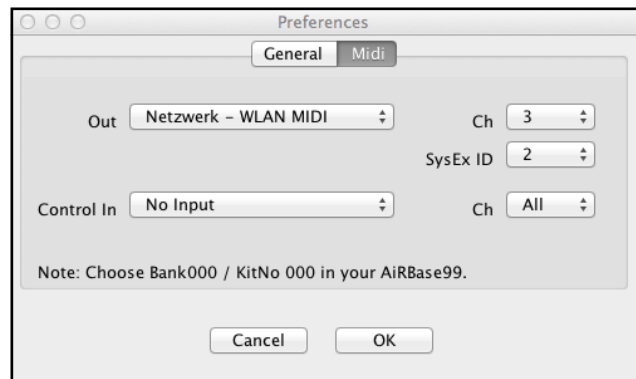

General Setup

- **Knob Control** - the direction of the knobs
- **Save CC-Table automatically** - The editor is controllable by midi. The CC numbers are listet in the CC-Table. If you change the CC Table, you can automatically save this as default.
- **Low Latency Modus** - If you select this, you cannot change the CC-Table. The CC Table lists the CC numbers as they are predetermined by the hardware. So the parameters of the AirBase 99 Editor and the AiRBase 99 are controllable by the same CC numbers. **We recommend to activate this mode.**
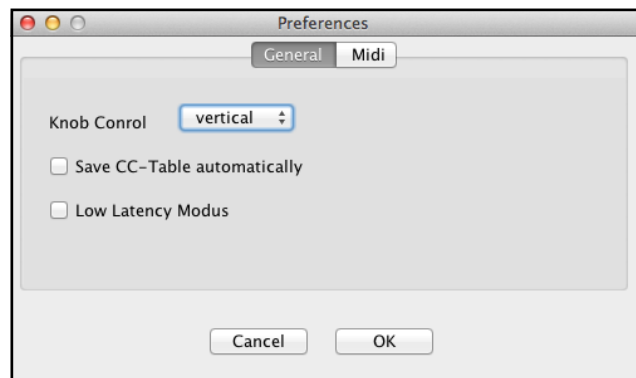
DAW integration

The Master Suite regulates the midi communication between the DAW and the editor plugins.

- Assign a midi channel to the plugin by choosing the Channel in the **ch choice box**, which is marked red in the picture.
- Now, when the Master Suite receives a midi message, it knows which plugin should get the message.
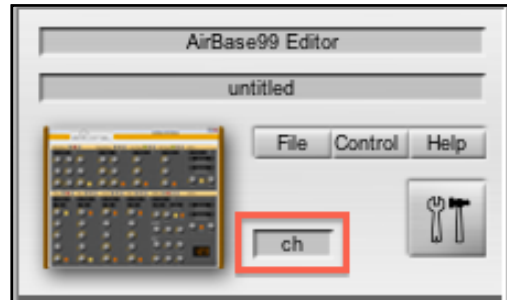
In the DAW
- Create a new midi track
- Choose **Master Suite** as midi out
- Choose the **Channel** you've assigned in the previous step.
- **Hint:** On MAC OS X, the Master Suite is visible as midi Interface. The Master Suite Midi Out is **MSOut**, the Midi In is **Master Suite**

Now, the editor should receive all notes and CC commands from the DAW. These notes and CC's are sent to the hardware, as well.
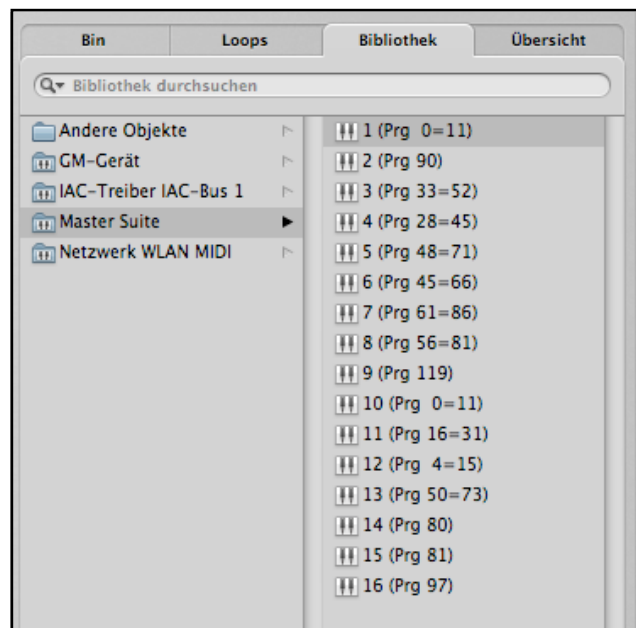
- On **Windows**, the Master Suite is <u>not</u> visible as midi interface. To setup virtual midi, you have to install third party **virtual midi drivers**, which are available for example here:
- **Maple Virtual Midi:** http://www.schultz-audio.de/editoral/MasterSuite_downloads_files/MapleVMCv356.zip
- **LoopBe1:** http://nerds.de/en/loopbe1.html

- These midi drivers act as midi points between Master Suite and the DAW.
- On **Windows** the Master Suite provides midi in and out ports to connect to the virtual midi drivers. You find them in the Master Suite's menu **Set -> Preferences**
- In the DAW you have to create a midi track that connects to the same virtual midi driver.

Recording Automation

- Activate the record mode by pressing the **record button**.
- Now, the editor acts as a **normal midi controller** and sends all knob changes and notes to the DAW. You have to make sure that the midi messages arrive at the correct midi track in the DAW.
- In most DAW setups every track listens to all midi inputs. To tell the DAW which track should get the midi message you can simply select / mark the track.
- In advanced setups you can determine which track listens to which midi input. If you set the midi input of the midi track, that refers to the AirBase 99 Editor, to the MSOut midi port and no other midi track listens to MSOut, you do not have to care about which track is selected.

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