## 2019. 3.1 aFrameEdit for Ver. 2.00 Quick Reference

aFrame Edit Version 2.00						- 🗆 X
₩ <b>×</b> ₩						
_Input Level	Group		Projec	ct/Tone		aFrame Version VER 2.00
Center	<u>A</u> <u>B</u>	C D FNG O	riginal Save Prj Lo	oad Prj Save Grp Ed	lit C	onnection
Edge	GRP C'	02/10	Tone	.oad Tone Save Tone E	dit	aFrame is connected.
Main O Frequency	Sub Frequency O Cent	Ktra Frequency O Cent		Select Inst	Select Effect	
Main In C70/E30 +	Sub In C65/E35 +	Xtra In C65/E35 🛟	DryC EqF 3200 🜩 Hz	Original	Original	
MainOvt Natural 🗸	Sub Ovt Cymbal 🗸	Xtra Type Jx TxS 🗸	DryC EqG <mark>+5.0 </mark> dB	Save As	Save As	
MainHrmNo <mark>32</mark> 🔮	SubHrmNo 22 🗧	Xtra Tune C2 🖨 -10 🖨	DryC EqQ 1.0 🜩			
MainTune C2 🗣 +00 🜩	SubTune C4 🖨 +10 🖨	Xtra Dcay 120 🚔 ms	DryE.EqF 3536 🜩 Hz	Pressure		
MainDcay 1.5 🚔 sec	SubDcay <mark>340 💺</mark> ms	Xtra Hold 20 🚔 ms	DryE.EqG <mark>+5.0</mark> 🜩 dB	Mute Sens 20 🜻		
Main HFD 1.00 🚔	Sub HFD 0.75 🖨	XtraFltQ 10.0 🖨	DryE.EqQ <mark>4.0</mark>	Mute Mask 80 븆 ms	RATE <mark>25 🚔</mark>	FxMtrx Snd/Rtn 🗸
Main DQM 75 景	Sub DQM 70 🗧	Xtra DQM 100 🚔	Center LPF 395 🜩 Hz	Mute Dcay 40 😫	DEPTH <mark>85 </mark>	AmbienceType OFF 🗸 🗸
Main DFM <mark>-8 景</mark>	Sub DFM 1 🗦	Xtra DFM	Edge HPF 891 🔶 Hz	Bend Curve A <mark>3 景</mark>	MANUAL 70 🚼	Ambience Lev 70 🕂
Main PFM 📒 🖶	Sub PFM 0 韋	Xtra PFM 0 🚔	C Pan	Dia-L	RESO <mark>88 🗦</mark>	Comp Sw 🛛 🔍 🗸
mTriad 🗸	mTriad V	Xtra Mute OFF 븆	L R	Pitten	XFB 55 景	CompThrs <mark>-14.0 🜩</mark> dB
24 E	Sub SC ?? 🗄	Xtra Delay 4 🚔 ms	C Lev C Snd	Mute	MOD_PH 180 景	leg CompRatio 🔒 😯 🗸
MainMute OFF	SubMute OFF 불	Xtra D.Tap 7 📑			STAGE 4 景	CompKnee <mark>HARD v</mark>
Main OD <mark>-50 🖨</mark>	Sub OD 🗧	mTriad 🗸	0 100	Bal	PressMode OFF	✓ CompAtck <mark>0.0 </mark> ns
	Sub Delay 🛛 불 ms	24 ÷		L R	PressSens <mark>50 </mark>	CompRele <mark>200 </mark> ms
	Sub D.Tap <mark>3 🗦</mark>	XtraBoost 0 韋	min min	Lev	PressAtck <mark>60 🖨</mark>	ns CompGain <mark>1.0 🛨</mark> dB
Pan	Pan no 🖬	Xtra Jx	E Pan M+ 🖨	max I	PressRele 100 🚔	ns CompCurve
L R	L R	Coo Ln 🗧	L R	70	Phaser S <del>w</del> ON	
Lev Snd	Lev Snd	Lev Snd	E Lev E Snd			
max   max	max max	max max 1	max max	min		
105 105	75 00 7	85 105				
100 100	10 30	00 100	0 100	P Out		
						-48 dB
			No of Street			

1. Connect aFrame( firmware Ver. 2.00).

TOP VIEW

2. Compressor Curve Monitor

If selected effect tone's "Comp Sw" is ON, Compressor curve is displayed.

Changing "CompThrs" and/or "CompRatio", "CompKnee", "CompGain", curve will change.



COMP CURVE MONITOR

3. Select Factory Tone.





SELECT INST FACTORY PRESET

SELECT EFFECT FACTORY PRESET

Push Factory icon, preset tone collection are displayed. Select and push "Return Key", selected tone is loaded.

If you want to back to original tone, push "Original button". If you want to re-back to preset tone, push "Edited button".



4. Parameter Randomize function.



If you push INST or EFFECT question icon, parameter randomize view is displayed. In the INST, "Target" can select "MainPrm", "SubPrm", "XtraPrm", "M+S+X" of 4 type. "Rate" is rate of change from the current tone settings, 0% unchanged, 100% totally difference setting.

Push Exec button!!

5. Group and Tone Editing.

In the previous version, there was "SaveAs" button in the red frame below.

Group-								_ _Project/To	ne ———	
	A	В	0	D	ENC	Original	Save	Prj Load	Prj Save	Grp Edit
~		GRP C	'02 <i>/</i> '	10	>>	1		Tone Load	Tone Save	Tone Edit

This new version, instead of "SaveAs" button, "GrpEdit" and "Tone Edit" buttons are added at the Project/Tone area.

## 5-1 Group Editing.

Push "GrpEdit" button, current Group mapping is displayed another view. When initialized, 10 tones are assigned to each of the 8 group A to D'.



Each number can be dragged and dropped, so you can move to your favorite position. If you want to delete number, select and push "Delete Key".

If you want to add favorite number from 01 to 80, decide the number at the bottom TextField and push plus button.

It is added behind the currently selected position.

So if you want to add each group's last position, select currently last number and add.

Here is an example of doing the operation explained above.

🖳 GroupEdit	Form	n						3	- 0	×
Tone List	[	A	в	С	D	A'	B'	C'	D'	
	01	01	11	21	31	41	51	61	71	
		02	12	23	32	42	52	62	72	
		03	22	24	33	43	53	63	73	
		04	13	25	34	44	54	64	74	
i i	05	06	14	26	35	46	59	65	75	
		07	15	27	45	47	60	66	76	
		08	16	28	36	48		67	77	
		09	17	29	05	49		68	78	
		10	18	30	37	50		69	79	
	10		19	20	38			70	80	
					39				01	
					40				01	
									01	
									01	
	15								01	
									01	
	20									
Ú.	25									
									-	
	30									
	0.5									
1	35									
						-				
									-	
	40									
		ł.	-	-	-		-	-	-	
						1 😫	+	Writ	e Cla	)se

If you want to know something from 01 to 80, and you want to hear the sound, push the "Tone List" button on the top left.

The edited list is reflected on the aFrame project by pushing "Write" button on the lower right.

Push "Close" button, view is closed.

Idx	Inst	Effect	^
01	SnappyFramey	SnapFrameRev	
02	GrowlingPot	GrowlPotRev	
03	3D MadTemple	SpaceZMadTem	
04	SpankBass	SpankB.Rev	
05	DeepSeaGong	DeepSebGgRev	
06	WonderBell	WonderBelRev	
07	TutTutDrum	TuTuDrmDly	
08	MetaGamelan	MetaGamelDly	
09	AquaForest	AquaFrstTDLY	
10	VentD'Orient	Ventor.Rev	
11	LogPrimitive	LogPrimtvRev	
12	TaikoTribe	TaikoTribRev	
13	DrumNative	DrumNativRev	
14	DrumInfinity	DrumInfiRev	
15	Framey3D	SpaceZFramey	
16	Goblet Drum2	GobletD2Rev	
17	HyperKanjira	HypKanjr_REV	
18	ScatterDrums	ScatterDrRev	
19	PuppyBell	PuppyB.Rev	
20	StompBlues	StompRev	~

## 5-2 Tone Editing.

Push "Tone Edit" button, Tone Edit view is displayed.

🖳 Ton	eEditForm					08		<u>181.1</u> 5	×
From	aFrame Proje	ot File			То	aFrame • • • • •	Project File		
Idx	Inst	Effect	^		Idx	Inst	Effec	t	^
01	blank	blank			01	blank	blank		
02	blank	blank			02	blank	blank		
03	blank	blank			03	blank	blank		
04	blank	blank			04	blank	blank		
05	blank	blank			05	blank	blank		
06	blank	blank			06	blank	blank		
07	blank	blank		Add All	07	blank	blank		
08	blank	blank			08	blank	blank		
09	blank	blank			09	blank	blank		
10	blank	blank			10	blank	blank		
11	blank	blank			11	blank	blank		
12	blank	blank	1		12	blank	blank		
13	blank	blank			13	blank	blank		
14	blank	blank	1	0.dd	14	blank	blank		
15	blank	blank		Muu	15	blank	blank		
16	blank	blank			16	blank	blank		
17	blank	blank			17	blank	blank		
18	blank	blank	1		18	blank	blank		
19	blank	blank	1		19	blank	blank		
20	blank	blank	~		20	blank	blank		~

First two empty lists are displayed. The left is "From" and the right is "To". You can load the project from the "aFrame" or "Project File" on the PC.

If blank & blank tone set is selected and Add is executed, "NAKED" tone set is copied.

🖳 Tone	eEditForm						<u>191</u>	- 🗆	×
From	aFrame Projec	t File			То	aFrame Pro	ject File		
Idx	Inst	Effect	>		Idx	Inst	Effect		^
01	SnappyFramey	SnapFrameRev			01	3D MadTemple	SpaceZM	adTem	
02	GrowlingPot	GrowIPotRev			02	WonderBell	WonderB	elRev	
03	3D MadTemple	SpaceZMadTem			03	VentD'Orient	Ventor.R	ev	
04	SpankBass	SpankB.Rev			04	DrumNative	DrumNat	ivRev	
05	DeepSeaGong	DeepSebGgRev			05	Framey3D	SpaceZF	ramey	
06	WonderBell	WonderBelRev			06	blank	blank		
07	TutTutDrum	TuTuDrmDly		Add All	07	blank	blank		
08	MetaGamelan	MetaGamelDly			08	blank	blank		
09	AquaForest	AquaFrstTDLY			09	blank	blank		
10	VentD'Orient	Ventor.Rev			10	blank	blank		
11	LogPrimitive	LogPrimtvRev			11	blank	blank		
12	TaikoTribe	TaikoTribRev			12	blank	blank		
13	DrumNative	DrumNativRev			13	blank	blank		
14	DrumInfinity	DrumInfiRev		Add	14	blank	blank		
15	Framey3D	SpaceZFramey		nuu	15	blank	blank		
16	Goblet Drum2	GobletD2Rev			16	blank	blank		
17	HyperKanjira	HypKanjr_REV			17	blank	blank		
18	ScatterDrums	ScatterDrRev			18	blank	blank		
19	PuppyBell	PuppyB.Rev			19	blank	blank		
20	StompBlues	StompRev	~		20	blank	blank		~

Above is example.

In the From side, select tone set and push "Return Key" or "right arrow icon" to add the To side list.

When added to the To list, the selection portion on the To list advances one. In the To list, if you push "Delete Key", tone set revert to blank. We also prepared the UI to add everything loaded in the From list.

Please select the store destination with "aFrame" or "Project File" icon at the top of To list.

Although the explanation is over with this, the edited group and tone list are stored to aFrame memory when you turn off.

Please note that it will not be stored if the connection is disconnected before that.

Enjoy !!