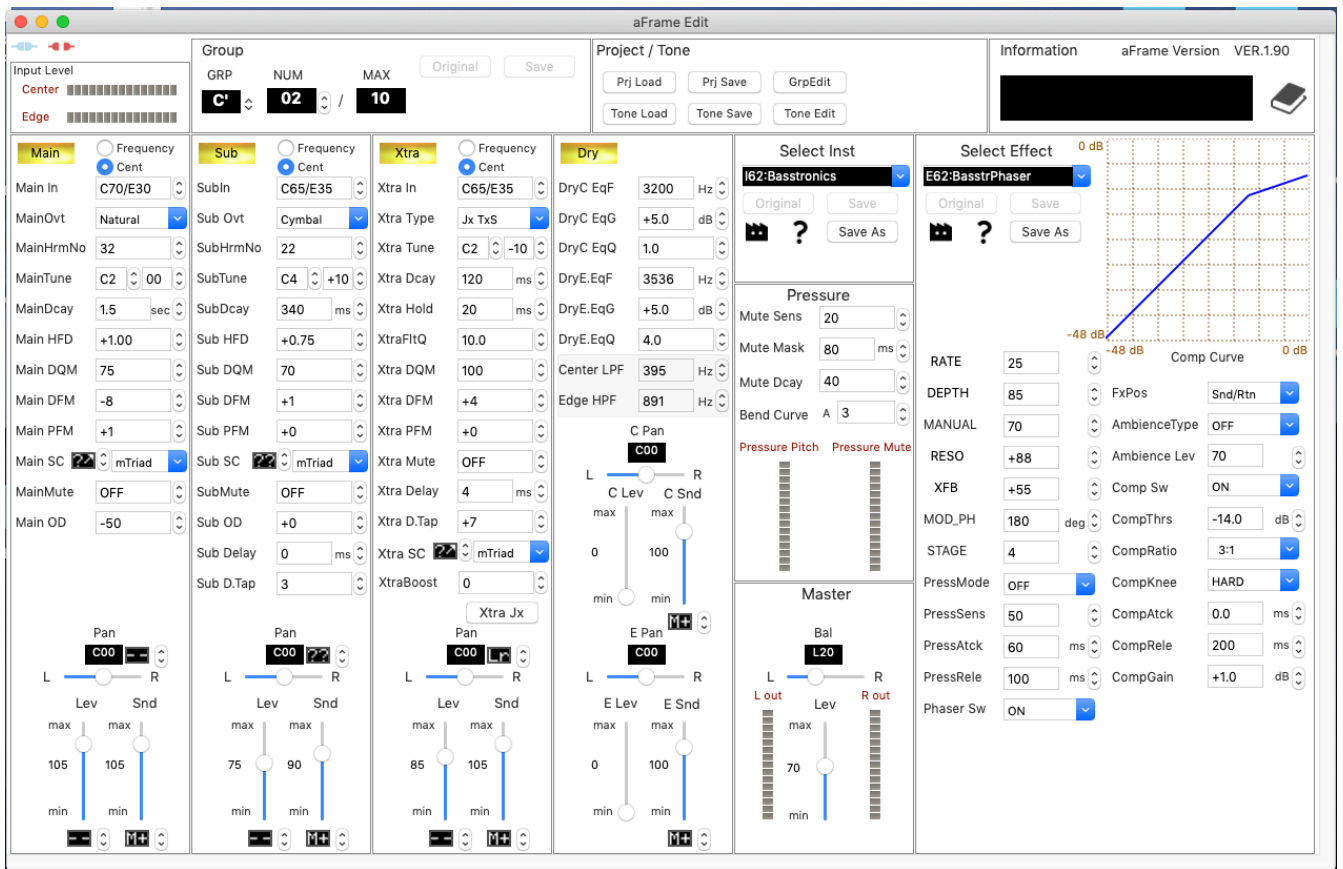2019. 3.1
aFrameEdit for Ver. 2.20 Quick Reference

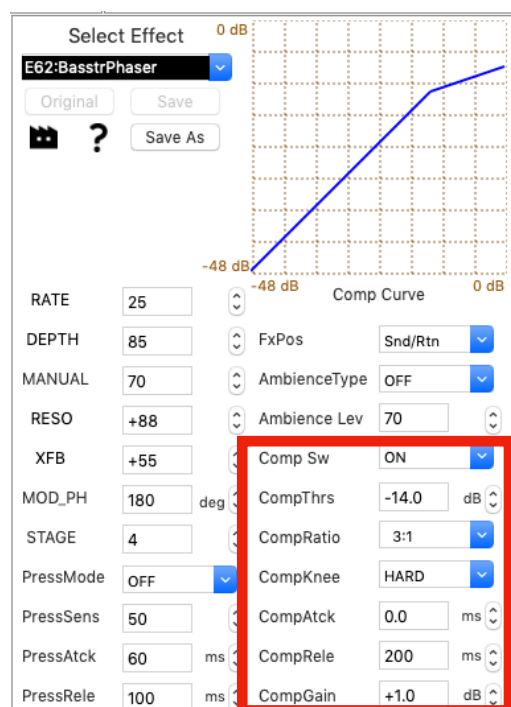1. Connect aFrame(firmware Ver. 2.00).
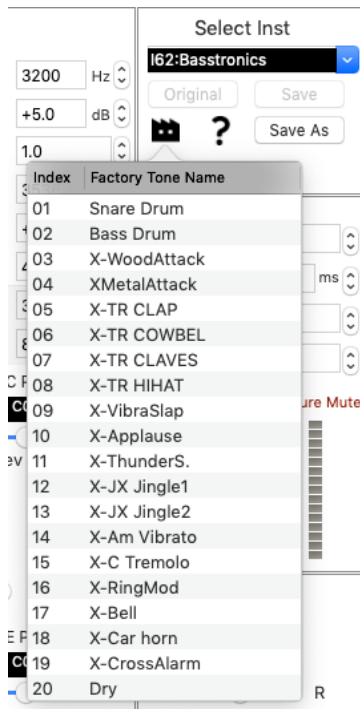

TOP VIEW

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

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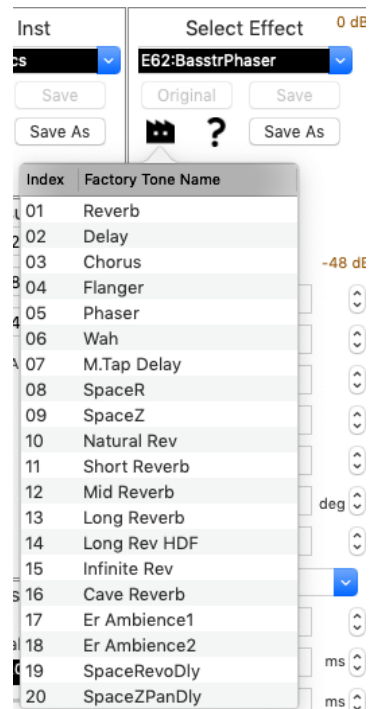"CompKnee", "CompGain", curve will change.

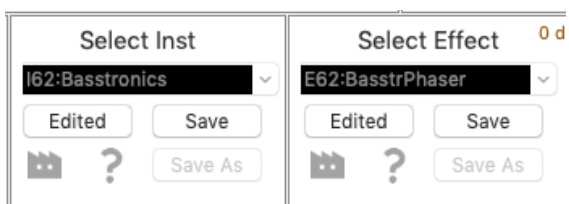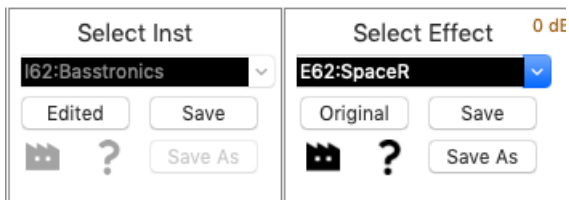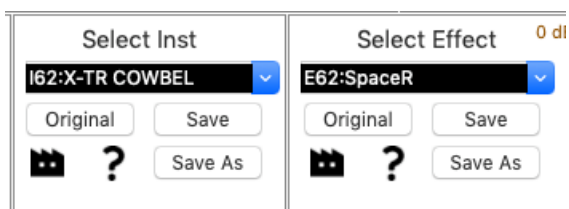COMP CURVE MONITOR

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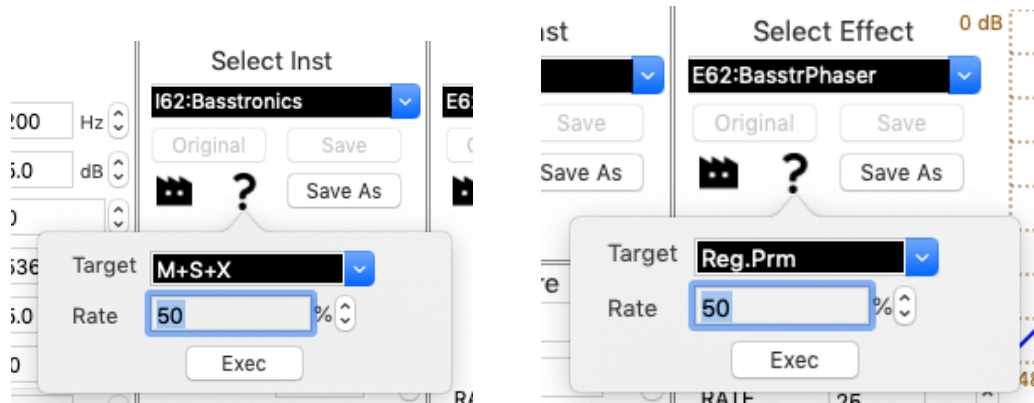
If you push INST or EFFECT question icon, parameter randomize view is displayed.
In the INST, "Target" can select "MainPrm", "SubPrm", "XtraPrm", "M+S+X" of 4 type.
"Rate" is   rate of change from the current tone settings, 0% unchanged, 100% totally difference setting.

Push Exec button!!

5. Group and Tone Editing.

In the previous version, there was "SaveAs" button in the red frame below.
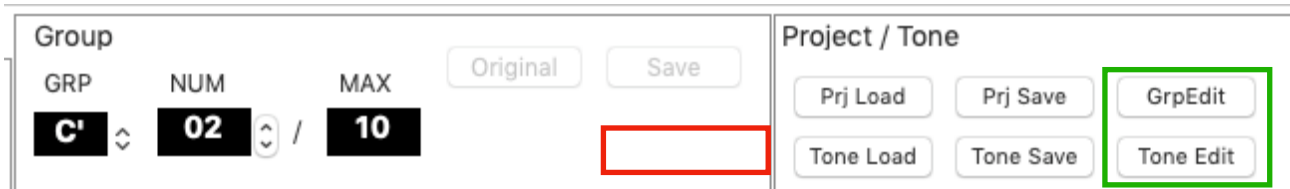
This new version, instead of "SaveAs" button, "GrpEdit" and "Tone Edit" buttons are added at the Project/Tone area.

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.

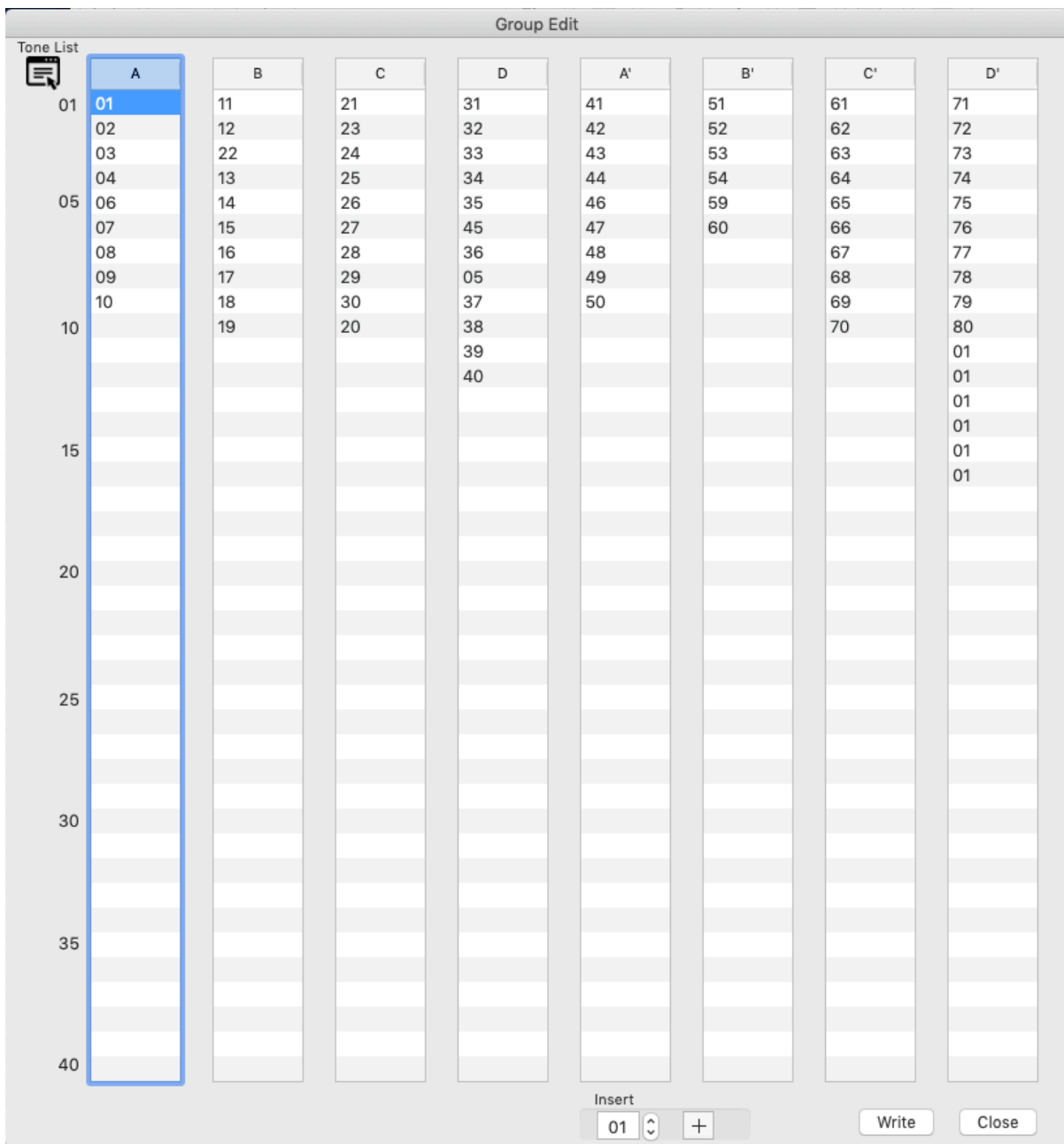It is added behind the currently selected position.

So if you want to add each group's last position, select currently last number and add.
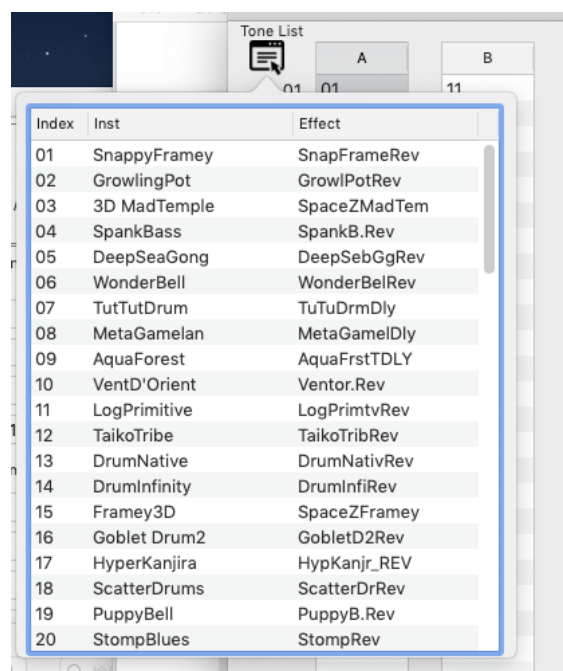
Here is an example of doing the operation explained above.

Group Edit

A	B	C	D	A'	B'	C'	D'
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
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
	19	20	38			70	80
			39				01
			40				01
							01
							01
							01
							01

Tone List

Insert: 01

Write   Close

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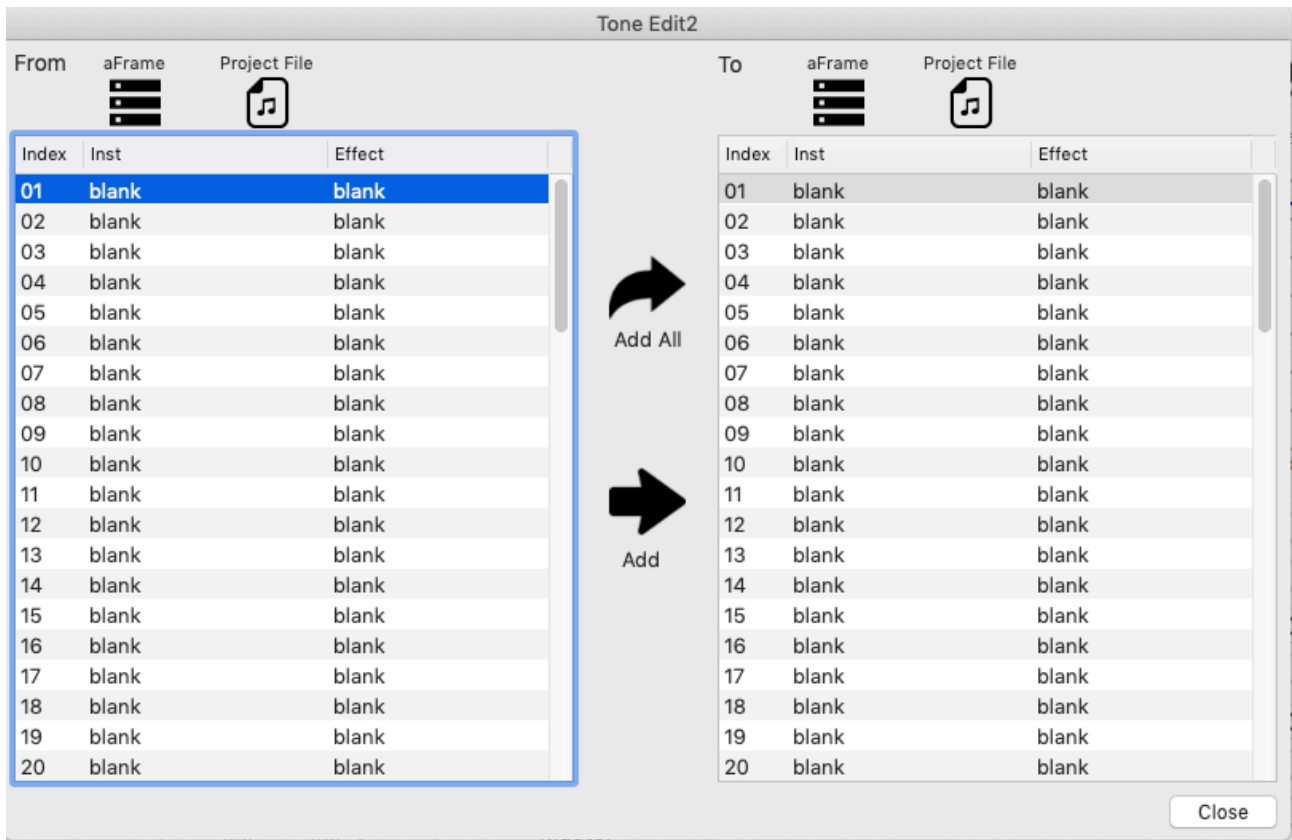
The edited list is reflected on the aFrame project by pushing "Write" button on the lower right.

Push "Close" button, view is closed.

Tone List

| Index	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. (Sorry, Tone Edit2…)

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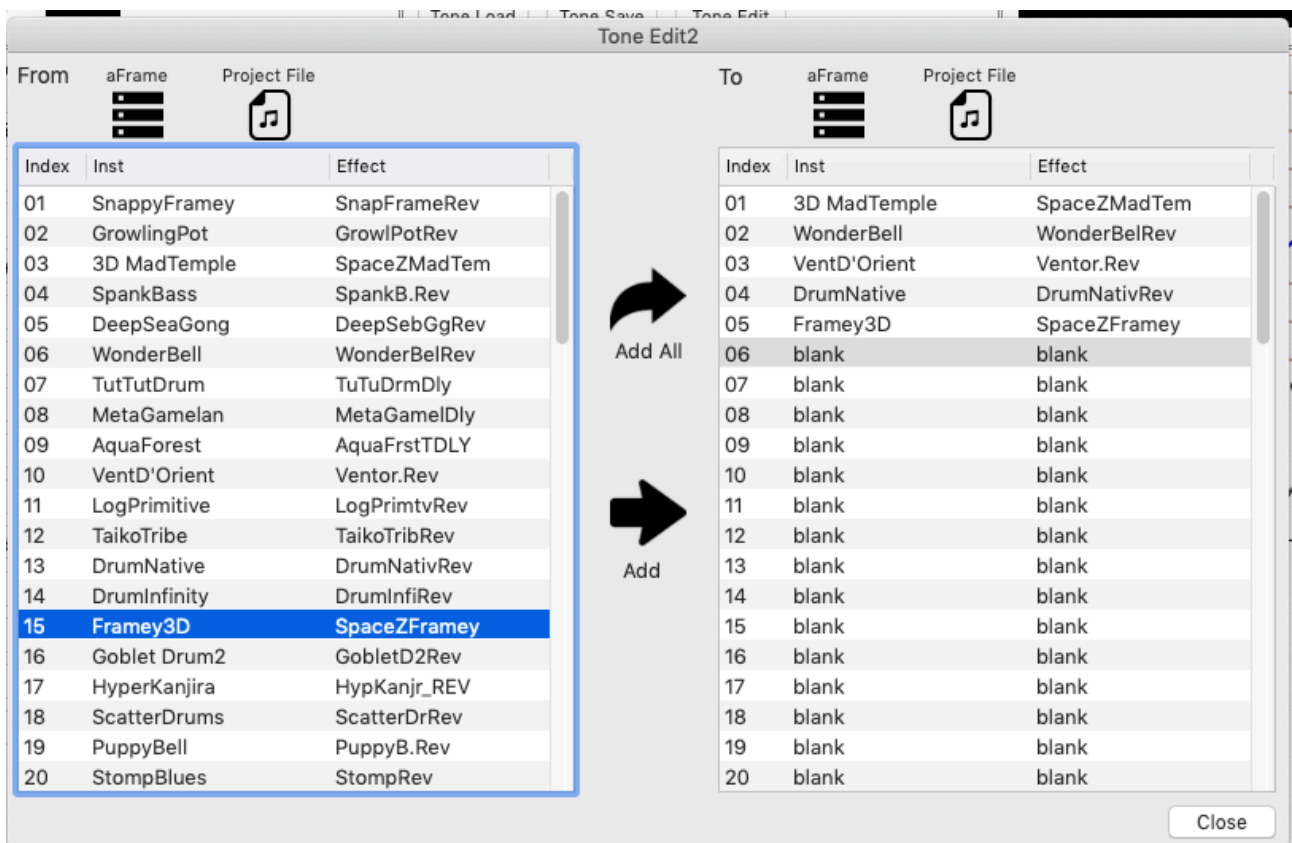
Above is example.

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 !!