

vR○○M

user guide

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INTRO

THANK YOU for your purchase and trust in my products - I hope you'll find vROOM useful in your studio or live setting.

vROOM is the continuation of the Lemur-user bridge concept introduced in my KOLO/switcheroo templates. This time I focused on continuous controllers that can be configured on the fly depending on your needs. If you need some knobs and sliders or buttons/pads for that matter, vROOM will let you create in a few seconds the appropriate controllers that can be saved for later use.

vROOM is a knob matrix made of 15 knobs that can be predefined with any MIDI CC/note, Lemur target and MIDI channel as well as name, color and knob behavior parameters. The knobs can even act as pads or switches! Moreover, the template supports bidirectional communication with your host. What's more, you can store your setting for each knob in 6 memory banks, which gives you in total 90 fully configurable knobs. vROOM is a perfect companion to my KOLO/4series projects and a great tool on its own for live performances, articulation switching or DAW control.

vROOM is special also as far as Lemur coding is concerned. It is basically made of 15 physical knobs with intricate parameter setup/storage mechanism. And as all arts|UNMUTED projects, it's got unique and gorgeous design that will look great on your piano, MIDI controller or console.

I hope vROOM will help you make some great music!

Przemek Mieszkowski (the developer of arts|UNMUTED premium projects for Liine Lemur for iPad)

DISCLAIMER

This software is sold as is. No warranties are offered or implied. The user uses the templates at their own risk. I cannot assume any responsibility for any data loss or corrupted files resulting from the use of arts|UNMUTED templates. I cannot provide support related to the operation of any 3rd party software mentioned in this document. I cannot guarantee that this manual is free of errors.

You may modify the templates for your own use. You may NOT sell, give away, post online, or distribute arts|UNMUTED templates or any derivatives based on arts|UNMUTED templates without prior permission of the author.

TEST CONFIGURATION

This Lemur project has been tested on the following:

- iPad v1/3/Air with Liine Lemur 5.0 (iOS 7)
- PC workstation based on Intel 980x processor and Asus Rampage Extreme III motherboard
- Apple Macbook Pro Retina (2013) with Mac OSC 10.9

ABOUT THIS MANUAL

vROOM has been designed with ease of use, speed and simplicity in mind. However, to master the workflow, you need to read this manual.

LEGEND

For convenience:

- All references to switcheroo internal functions/GUI elements are highlighted in blue, e.g.: **PROJECT**
- All references to Lemur internal functions/GUI elements are highlighted in yellow, e.g.: **SAVE AS**
- IMPORTANT!** • Important information are marked with the red **IMPORTANT** mark.
- WARNING!** • Actions or condition that can cause malfunction or other issues are marked with the orange **WARNING!** message.
- MAC** • Procedures for Mac OSX are marked with the green **MAC** box.
- PC** • Procedures for Windows OS are marked with the violet **PC** message.

SETUP

vROOM is a flexible MIDI device that can send MIDI messages (notes/CC) on any Lemur Target, so the setup is totally dependent on your needs and working environment. This manual assumes that you are familiar with Lemur setup and have got a WiFi connection between your Lemur on iPad and your computer. If you haven't done this yet, go to [Liine website](#) and follow the tutorials.

IMPORTANT!

arts|UNMUTED is not responsible for setup/system specific issues. All our projects has been extensively tested on various machines (Mac/PC) and should work as expected in all Lemur environments. However, we have helped many people with the setup so feel free to email us at: info@artsunmuted.com.

MAIN SCREEN

3

TARGET: 0 MIDI CHANNEL: 1 CC: 88 ■ GRID: OFF BI SWITCH ON amount SAVE

A

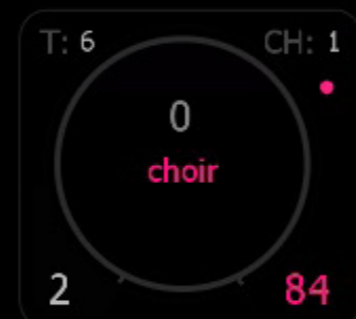
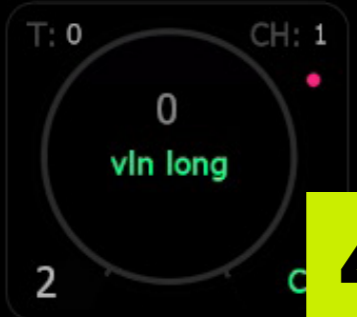
B

C

D

E

F



min 34 60 C 76 85 max

amount

STORE

5

1



4

6

2

1. SHIFT



vROOM features a dedicated function button (**L SHIFT**) that modifies the behavior of visible elements and displays some additional objects and sections in most modules. In this manual, the description of the display with active **L SHIFT** will be marked with the green L (on the left).



To activate **L SHIFT** you can touch it - it will turn blue and stay active. To deactivate it, touch it again. You can also touch and hold the button - it will remain active as long as you hold it. It will be deactivated upon release.

2. STORE BUTTON



STORE button turns the knobs into **STORE MODE**. In this manual, this state will be marked with the red S (on the left). Pressing one of the store knob visible in **STORE MODE** will be described as **STORE**.

3. INFOBAR

TARGET: 0 MIDI CHANNEL: 1 CC: 88  GRID: OFF BI SWITCH ON amount SAVE 

INFOBAR shows currently selected parameters that will be assigned to a knob when you press the respective store knob in **STORE MODE**. It contains the following display items (from the left):

- Lemur target assignment
- MIDI channel assignment
- selected MIDI output value (CC value or a note name with the respective octave)
- color assignment
- grid setting
- knob behaviour (standard knob, bipolar knob, switch or pad)

- display status (on/off)

Apart from that there are 3 additional elements:

- **NAME DISPLAY** button that shows the currently selected name for the knob. It has got two states: blue - which means that the name selected with **NAME SELECTOR** will be assigned to the knob on **STORE**. When the button is dark gray, the name selected with **NAME SELECTOR** will not be assigned to the knob on **STORE**.

IMPORTANT!

To assign your custom name entered in Lemur editor mode (see [NAME EDIT](#)), the button has to be dark gray.

- **SAVE** indicator - it flashes in red when current knob parameters differ from the stored knob parameters, which means that all current knob parameters will not be saved when you change the memory banks. Touch the respective **BANK STORE** button to store the parameters in the respective memory bank.
- **MIDI OFF** button - it temporarily disables MIDI output (when this button is active, knobs don't send any MIDI messages to your target device/software. It is useful during knob setup.

4. KNOB MATRIX

KNOB MATRIX features 15 custom knob objects. You can customize the following parameters: Lemur Target, MIDI channel, MIDI CC/note value, color, name, grid status and value as well as knob behavior (bipolar/standard). The state of these parameters is reflected by the physical appearance of the knob.

The knob on the right has been set up as follows: Lemur Target: 0, MIDI channel: 1, MIDI output: CC 88, knob behavior: standard, name: amount, grid: off.



This knob on the right has been set up as follows: Lemur Target: 6, MIDI channel: 1, MIDI output: CC 84, knob behaviour: standard, grid: 2 (on), name: vln staccato. Knobs in pad/switch modes are marked with red LED. When you press this knob, it will trigger (127/0) the CC value the same as a standard pad. The knobs in switch mode will also trigger the value (note/CC) but they will not return to 0 and will start blinking. Touch the knob again to set the knob value to zero.



S

All the knobs turn into **STORE MODE** (knob frames turn red and all buttons become light gray). Touch a **STORE KNOB** to assign the current parameters (indicated on **INFOBAR**) to the respective knob.

5. MEMORY BANKS

S

On the left, there are 6 color-coded **MEMORY BANKS [A-F]** that store parameters for all 15 knobs. Press a **MEMORY BANK** to switch to the stored set.



MEMORY BANKS turn into red **MEMORY BANK STORE** buttons for storing currently parameters for all knobs. Currently selected memory bank is indicated by a flashing black square.

For more information on storing and recalling knob parameters, see [MEMORY BANK SYSTEM](#).


5. SLIDER


This is an controller for the selected knob. Please note that standard knobs can be controlled only with this slider. Above the slider there are 7 preset slider positions - four of them can be defined for each knob. To do this, set the slider in the desired position, press **STORE** and press one of the red switches.


PARAMETER SETUP SCREEN


TARGET: 0 MIDI CHANNEL: 1 CC: 0  GRID: 2 STD PAD ON my knob SAVE 


		C	C#	D	D#	E	F	F#	G	G#	A	A#	B	
2	3													
4	5													
6	7													
8	9	-2	0	1	2	3	4	5	6	7	8	9	10	11
10	11	-1	12	13	14	15	16	17	18	19	20	21	22	23
12	13	0	24	25	26	27	28	29	30	31	32	33	34	35
14	15	1	36	37	38	39	40	41	42	43	44	45	46	47
16	17	2	48	49	50	51	52	53	54	55	56	57	58	59
18	19	3	60	61	62	63	64	65	66	67	68	69	70	71
20	21	4	72	73	74	75	76	77	78	79	80	81	82	83
22	23	5	84	85	86	87	88	89	90	91	92	93	94	95
24	25	6	96	97	98	99	100	101	102	103	104	105	106	107
26	27	7	108	109	110	111	112	113	114	115	116	117	118	119
28	29	8	120	121	122	123	124	125	126	127				
30	31													
32	33													


5 










6 GRID 


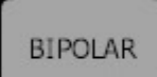

1 

2 

3 

4 

 MIDI/TARGET  BIPOLAR 



When you press **L SHIFT**, **SETUP SCREEN** will appear with the following elements:

1. OUTPUT VALUE SELECTOR

vROOM features an easy to use MIDI output value selector. Select the desired knob marked from 0 to 128 to set MIDI CC/note value. For your convenience, there are note and octave markers. Your selection is reflected on **INFOBAR**. The current CC value is marked with a flashing yellow LED.

2. SETUP BAR

SETUP BAR features the following controllers:

- 6 color switches
- **SHOW/HIDE** button - press this button (it will turn red) if you want to hide the knob. The display status indicator on **INFOBAR** will show **OFF**. After **STORE** the respective knob will disappear.
- **MIDI OUTPUT TYPE SELECTOR** - this button will let you choose MIDI output type for your knob (CC or note).
- **NOTE SWITCH** - this button will switch from CC to note mode. For convenience, pressing this switch will automatically set the grid value to 2 and switch the grid on.
- **ACTIVE KEYBOARD SWITCH** - with this button on the output value selector sends notes to the host, which will help you quickly find the right note.
- **NAME SELECTOR DISPLAY** - this button displays **NAME SELECTOR** with nearly 400 names in 5 useful categories.

3. MIDI/TARGET

It shows **LEMUR TARGET/MIDI CHANNEL SELECTOR** for selecting Lemur Target and MIDI channel.

4. BIPOLAR SWITCH

Changes between bipolar and standard knob mode.

5. GRID VALUE SELECTOR

Selects the grid value for the knob. The current selection is indicated with a flashing red LED (if the **GRID SWITCH** is on).

6. GRID SWITCH

Turns on/off the grid for the knob.

NAME EDIT

vROOM lets you easily create your own names for all the knobs using Lemur Editor on iPad.

To assign a custom name to a knob:

1. Save your vROOM project on your iPad (touch **GEAR ICON** in the upper right corner and touch **SAVE PROJECT**).
2. Touch **EDIT PROJECT**.
3. Touch and hold the name of the knob you want to modify.
4. txName pane will appear. Touch **CONTENT** field. The keyboard will appear. Type your name.
5. Make sure **NAME DISPLAY** on **INFOBAR** is dark gray (touch it if it is blue).
6. Store the settings.
7. Store the settings for the respective memory bank (see [MEMORY BANK SYSTEM](#)).

IMPORTANT!

Please remember that if you want to assign a predefined name to a knob using **NAME SELECTOR**, **NAME DISPLAY** on **INFOBAR** has to be blue.

MEMORY BANK SYSTEM

vROOM lets you store your parameter assignments in 6 memory banks. To store your complete layout in one of six banks (A-F):

1. Make sure all knobs on the main screen are properly assigned with all desired parameters.
2. If there is a difference between the parameters stored in a currently selected memory bank and any parameters assigned to knobs, you will see **SAVE** indicator flashing.
3. Touch store button in the lower right corner of the main screen.
4. Touch the respective red memory bank store button. For convenience, the current memory bank selection is indicated with a blinking red square. This will store all the complete set of parameters for all parameters in a current layout.
5. **SAVE** indicator will stop flashing which means that the parameters stored in a memory bank and the parameters assigned to all the knobs are the same.
6. Now you can change memory banks and the saved layout will be recalled when you touch the respective **MEMORY BANK** button.

IMPORTANT!

After setting up your custom vROOM project to your iPad and upload it to your computer for backup.