Little Phatty
Editor/Librarian
User Guide

Macintosh / PC Edition
Version 1.0.0 to current

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1 INTRODUCTION

Thank you for choosing the Little Phatty Editor/Librarian! The Editor/Librarian is designed to be the ultimate tool for organizing and creating presets for the Little Phatty. Through a MIDI connection, this program can receive single presets or an entire bank of presets from the Little Phatty - as well as replace individual presets or an entire bank. Once the presets are transmitted to the Editor/Librarian, all preset parameters can be displayed in a graphical user interface, including edit functions like Pot Mapping, Touch Surface Destinations and Filter Poles. The settings of the front panel controls can be displayed with several resolutions, including: 7 bit, 8 bit and high resolution (16-bit), to allow super-precise sound editing. The program can also be used to learn the inner details of the factory presets. Using the Librarian, presets can be organized to create custom preset banks – a terrific feature for musicians preparing for their next gig! In addition, a Preset Genetics function is available to create new presets by morphing or mutating two presets together. You can also play the Little Phatty remotely from the Macintosh keyboard. A Little Phatty OS update function is incorporated to simplify Little Phatty OS updates.

We hope you enjoy using the Little Phatty Editor Librarian!

- The Little Phatty Editor Librarian development team

1.1 Credits

Software Development: SoundTower Software, Windsor, Ontario, Canada.
User Guide: Derek Prowse

1.2 Support

Support for this product is available at: www.soundtower.com/moog/help.
Additional support is provided online in the Moog Little Phatty forums at: www.moogmusic.com.

1.3 Program Features

Features of the Little Phatty Editor/Librarian include:

- Support for two sound banks of 100 presets each
- Editing all Little Phatty parameters from a single interface window
- Panel change sensing
- Random patch generation - morphing, mixing and mutating from one sound to another
- Preset Bank Management and Librarian functions, with support for the Little Phatty's 'Sound Category' feature.
- User selectable 7, 8 or 16-bit parameter editing resolution
- Auditioning Little Phatty sounds remotely from the Macintosh keyboard
- Both Little Phatty preset factory banks (Tribute and Stage)

File Options:

- Unlimited Little Phatty bank data load and save
- Support for Little Phatty Operating System update installation

Edit Functions:

- Full editing functions available (Copy, Paste, Rename, Initialize and Write presets or banks)

MIDI Functions:

- MIDI Setup on channels 1-16
- Transmit/Receive Little Phatty Preset Banks
- Receive individual Little Phatty Presets

Bank Functions:

- Permits loading/saving complete Little Phatty banks
- Presets can easily moved between banks for quick organization
- A new Single Parameter Adjustment feature permits adjustment of a single parameter for one preset, a group of presets, or entire an entire bank
- Presets can be copied from the Bank to any Librarian category (24 (including 'unassigned' available) and vice versa. Libraries can hold an unlimited numbers of Little Phatty presets.
- Enhanced User Bank and Librarian selection options allow presets to be easily moved/manipulated.

Genetics Function:

- Offers four ways of generating a new bank of presets from two "parent" presets selected from any bank:
    - Mix - randomly mix parent parameters
    - Morph - blend from one preset to the next
    - Mutate - randomly mix from range between parent parameters
    - Random - random preset generation
- Different preset parameters can be excluded, for more predictable results
- Auto Audition feature allows instant audition of selected "Offspring" presets
- Single Parameter Adjustment feature allows one preset parameter to be changed for an entire bank of presets

2 INSTALLATION REQUIREMENTS

No special software installation is required. The Little Phatty Editor Librarian is a stand alone program designed to run on Macintosh and PC computers.

The software requires a 1024 x 768 minimum screen resolution.

The Little Phatty Operating System should be as current as possible for best results. (updates available at www.moogmusic.com)

A MIDI interface is required for the software to work with the Little Phatty.

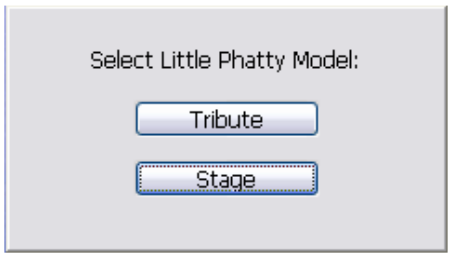
A wheeled, two-button mouse is recommended for additional control of the program.

2.1 Before you begin

To get the most out of this program you should be familiar with the operation of the Little Phatty. The Little Phatty User's Manual is the best resource to aid in the understanding of the inner workings of your Little Phatty. It is recommended reading for all Little Phatty owners. Although this software program can be an invaluable resource to aid in the understanding the Little Phatty, it is **not** a substitute for reading the Little Phatty User's Manual.

3 STARTING UP

Double clicking on the Moog Little Phatty program icon launches the Little Phatty Editor Librarian program. The first launch will produce a selection window that will ask you to choose which edition of Little Phatty you own.



The program will then ask for your name and registration number as shown.

To register the software, click the Register Online button (you'll need an active Internet connection for this). Clicking the Register Online button will take you to the Moog Music Online Store, where you can order the program. After completing the online transaction, the Registration code will be sent to your email address.

Once you have obtained a registration code, enter this information along with your name in the appropriate fields and click the Enter Code button a small confirmation message box will appear once.

Registered users will see their name displayed on a slightly modified splash screen that includes, ”This software is registered to (your name)”. An example for this author is shown below.

Note: In case of lost registration, a hard drive crash or other calamity, registered users can obtain their registration information by writing to info@moogmusic.com or moog@soundtower.com.

It is a good policy to burn off a copy of the setup exe along with the registration code information in a text file as well as have a paper copy of said codes in a secure place to help forestall such events.

If you click on the Demo Mode button, the program will open and allow you to edit all of the Little Phatty's preset parameters and use most of Editor's functions, with the following limitations:

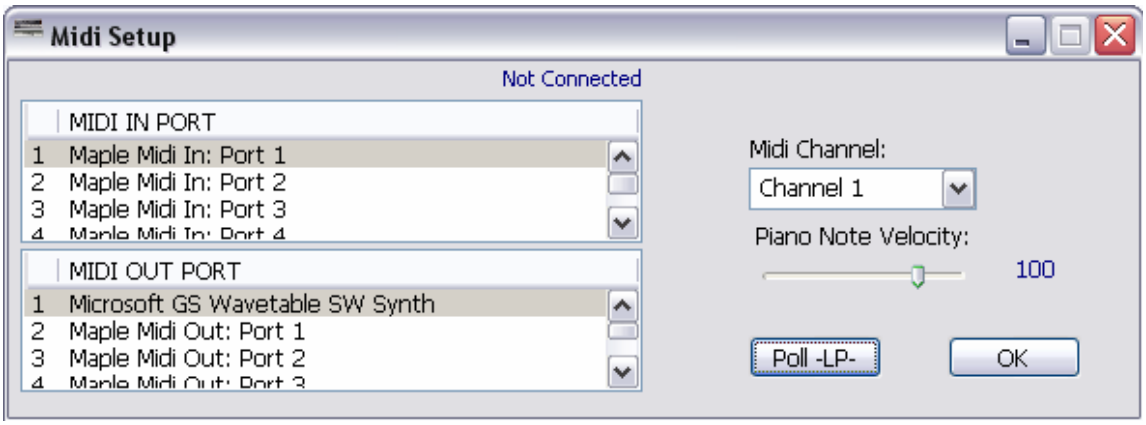
- Saving files (disabled)
- Loading files (disabled) with exception of SysEx (System Exclusive) files in OS UPDATE utility
- Writing presets to the Little Phatty (disabled)
- Transmitting the User Bank (disabled)
- Sending up to 5 panel edits from the Library and Preset Genetics to the Little Phatty
- The editing session is time-limited but here is no limit to the number of times the program can be run in Demo Mode.

4 GETTING CONNECTED - MIDI SETUP

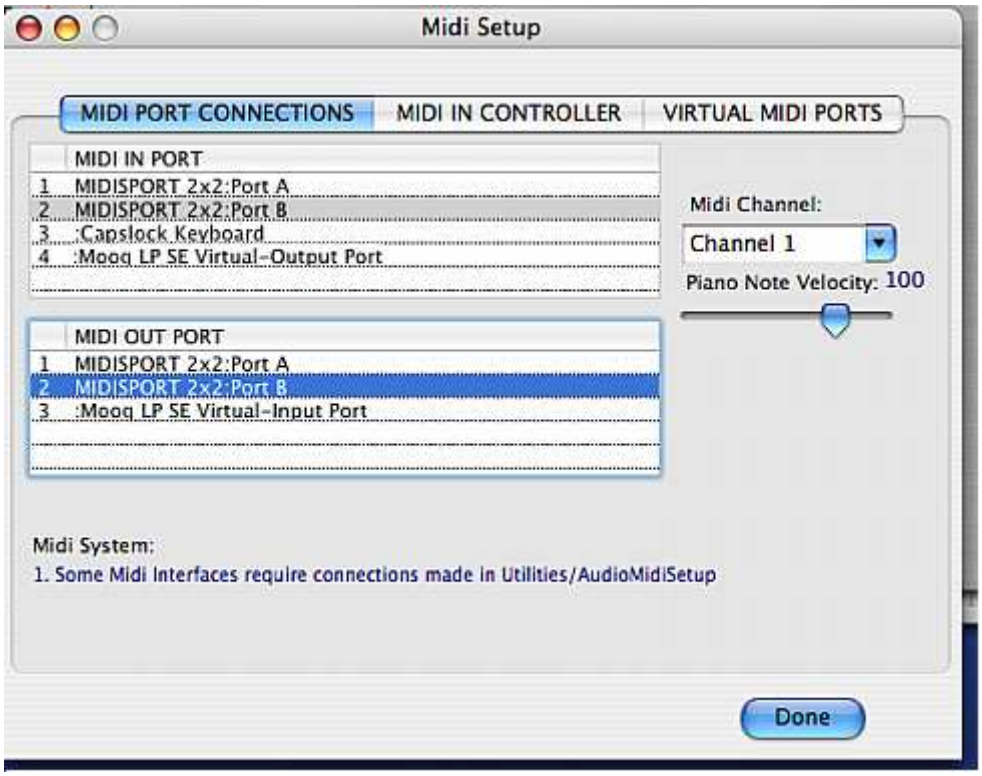
4.1 External Midi device setup:

In order for the Editor/Librarian program to be fully functional with the Little Phatty hardware, the software must be registered (not in Demo Mode) and the Little Phatty must be connected to the MIDI In and MIDI Out connections of your computer's MIDI interface.

After making the proper connections between the Little Phatty and the MIDI interface, launch the Editor/Librarian. In the program's MIDI menu, select **MIDI Setup**. You'll see the following window for PC environments (your window most likely show different MIDI IN Port and MIDI OUT Port information):



For Mac users your Midi Setup window will be more like this:



For Mac we have implemented **Moog LP SE V-Output Port** and **Moog LP SE V-Input Port** for use with DAWs such as LOGIC or Cubase. The rest of this section holds true for both Mac and PC users. The Virtual ports for Mac will be covered in more detail in the following section 4.2. **DO NOT select these ports for use.**

You will need to select the MIDI interface where your Little Phatty or RME is connected. Choose the correct MIDI In and MIDI Out ports from the list, and set the MIDI channel to match the MIDI channel on your Little Phatty. Adjust the Piano Note Velocity slider control if desired (this sets the MIDI Note Velocity value that the program will use to audition presets. The default setting is 100, but you can adjust it from 0-127).

On the Little Phatty, make sure that MIDI In and MIDI Out is turned ON, SysEx is ENABLED, and MIDI Program Change is turned ON ("Select Presets").

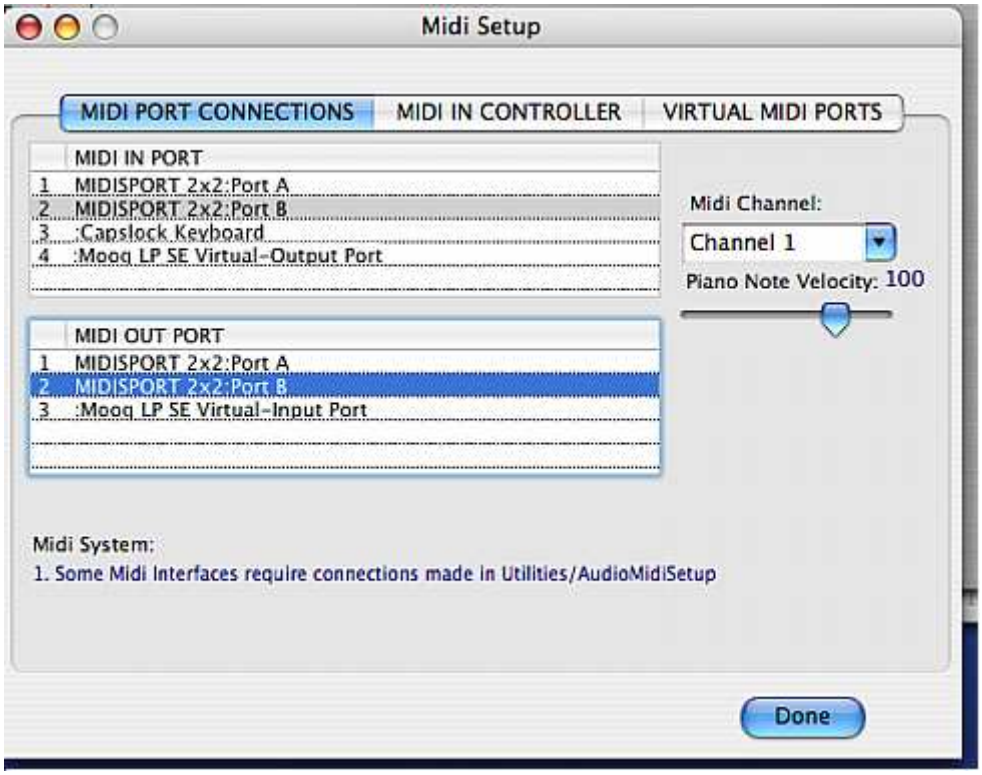
Note for Mac users: You may also need to make additional configurations using Apple's Audio MIDI Setup Utility. For more information, see Appendix A – OSX Audio MIDI Setup Procedure.

4.2 Virtual Midi Port Setup and use in MOOG LP SE Mac version

In the updated version 1.1.0 (Mac only) we added a Virtual Midi Interface that serves as a bridge between Midi Sequencers (Pro-Tools, Logic Cubase and etc.) through the editor to Moog Little Phatty keyboard synthesizer. In this short discussion we will be dealing with LOGIC as the basis of our examples.

With the editor running you will notice the presence of the new Midi In and Midi Out ports: **Moog LP SE V-Output Port** and **Moog LP SE V-Input Port**.

In the editor's setup



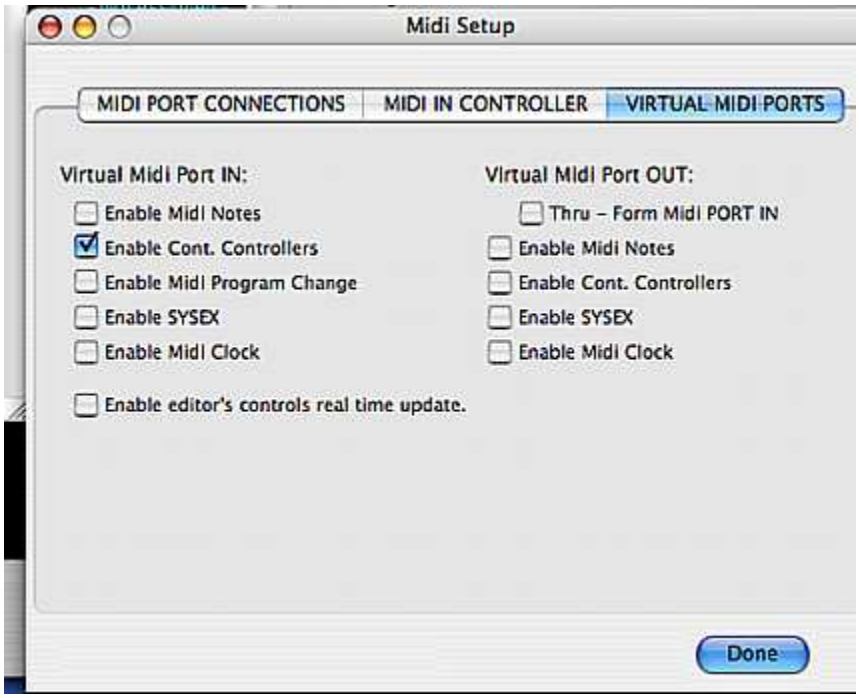
NOTE: Those ports should never be selected - they are active all the time and they are designed to be used only by other external Midi applications that you wish to have communication with the editor. Depending on your system this may cause a lock up and you will have to restart the editor. Select the external ports you will be using for the LP in the normal manner as this is how the **Moog LP SE** will communicate with the **Moog LP.**

Setting up LOGIC:

After launching Logic select the **Moog LP SE Virtual-Input Port** from left panel Port: option. This will enable Logic to be connected to both the LP SE editor and through to the LP.

VIRTUAL MIDI PORTS FILTERS

In the **MOOG LP editor's Midi Setup** are included some filters that you can use to fine tune your recording session according to your needs. These you will find under the right most tab: VIRTUAL MIDI PORTS.



In all dealings with the LP SE and LOGIC you should not lose sight of the fact that the Virtual Midi Port IN is IN from the Moog LP editor's perspective.

If nothing is set in MOOG LP editor's Midi Setup under VIRTUAL MIDI PORTS when LOGIC is using the VIRTUAL MIDI PORT you will still receive cc and note data from the LP. This data will be recorded in LOGIC in selected instrument track if an active recording session was used.

You may record note and cc data from both the LP and the LP editor.

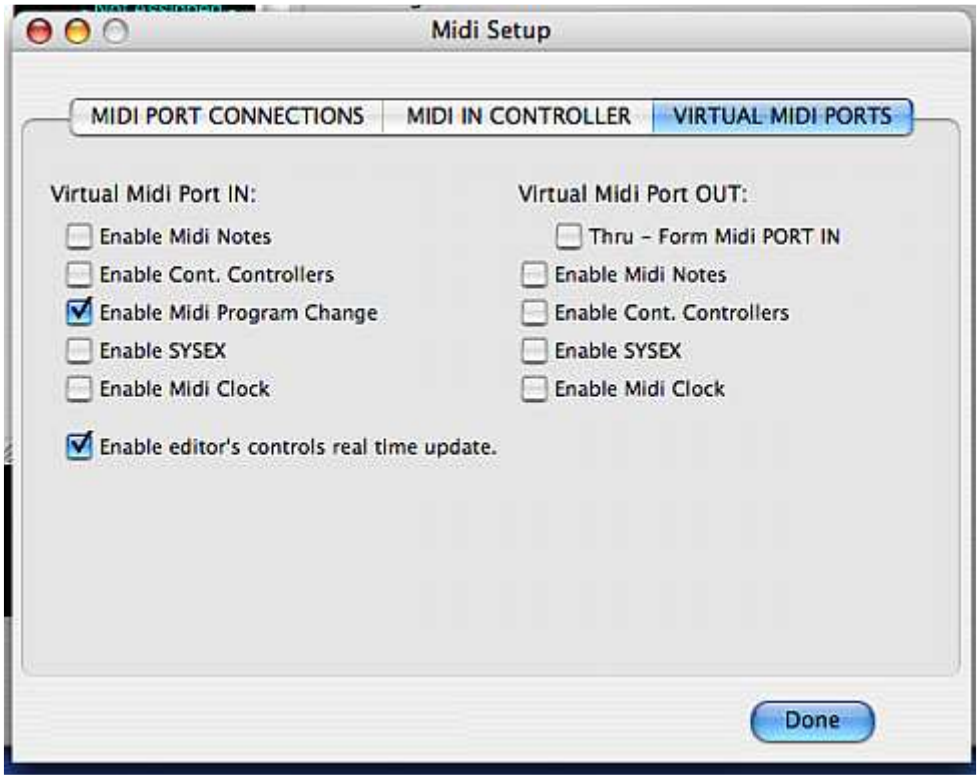
To record data from the LP:

This is the default: with active ports set normally, with your Midi interface between the LP and your computer ports, Logic will take the LP data directly (set Logic to the appropriate ports) or via automatically accessing the Virtual Port IN as describe above.

A recording session is accomplished as you would normally with LOGIC. Play the LP, make adjustments on control console or on the editor during play and the data is recorded on track(s) as you would expect.

The Virtual Port's ability to send cc data changed directly from the LP editor to Logic while logic is recording from the virtual ports is the power behind this feature. To do so you must "Enable Cont. Controllers" under Virtual Midi Port OUT on the Midi Setup. This activates the virtual midi out that Logic is capable of accessing.

To send cc arrangements to the LP from Logic via the Moog LP editor during logic playback you must check "Enable Cont. Controllers" in MIDI Setup under Virtual MIDI Ports IN as seen in the last image below. You will only be able to see the data on the LP editor GUI if you also check "Enable editor's controls real time update" Option.



Effectively this enables the editor's Virtual Input port to receive the cc data and send it through to the MIDI ports selected as active on the MIDI interface connected to the hardware.

Filters are as follows:

- Activate Midi Controller Port (Under MIDI IN CONTROLLER middle tab)

When selected, the physical MIDI IN (Midi Controller) is activated. This port can be used to connect Midi Controllers. The Continuous Controller data (CC) coming through this port can be mapped to control any LP Parameter via editor.

- Enable Midi Clock

This option passes the Midi Clock to LP from **Moog LP SE V-Output** Port.

- Enable Midi Notes

This option passes the Midi notes played from a LOGIC track to **MOOG LP SE INPUT Port.**

- Enable Sysex.

This option enables you send complete Preset Sysex dumps to the Midi Sequencer tracks via **Moog LP SE V-Output Port.** It also enables Sysex data to pass from **Moog LP SE V-Output Port** to MIDI Out PORT where the LP is connected

- Enable Editor's Controls real time update (under VIRTUAL MIDI PORTS tab)

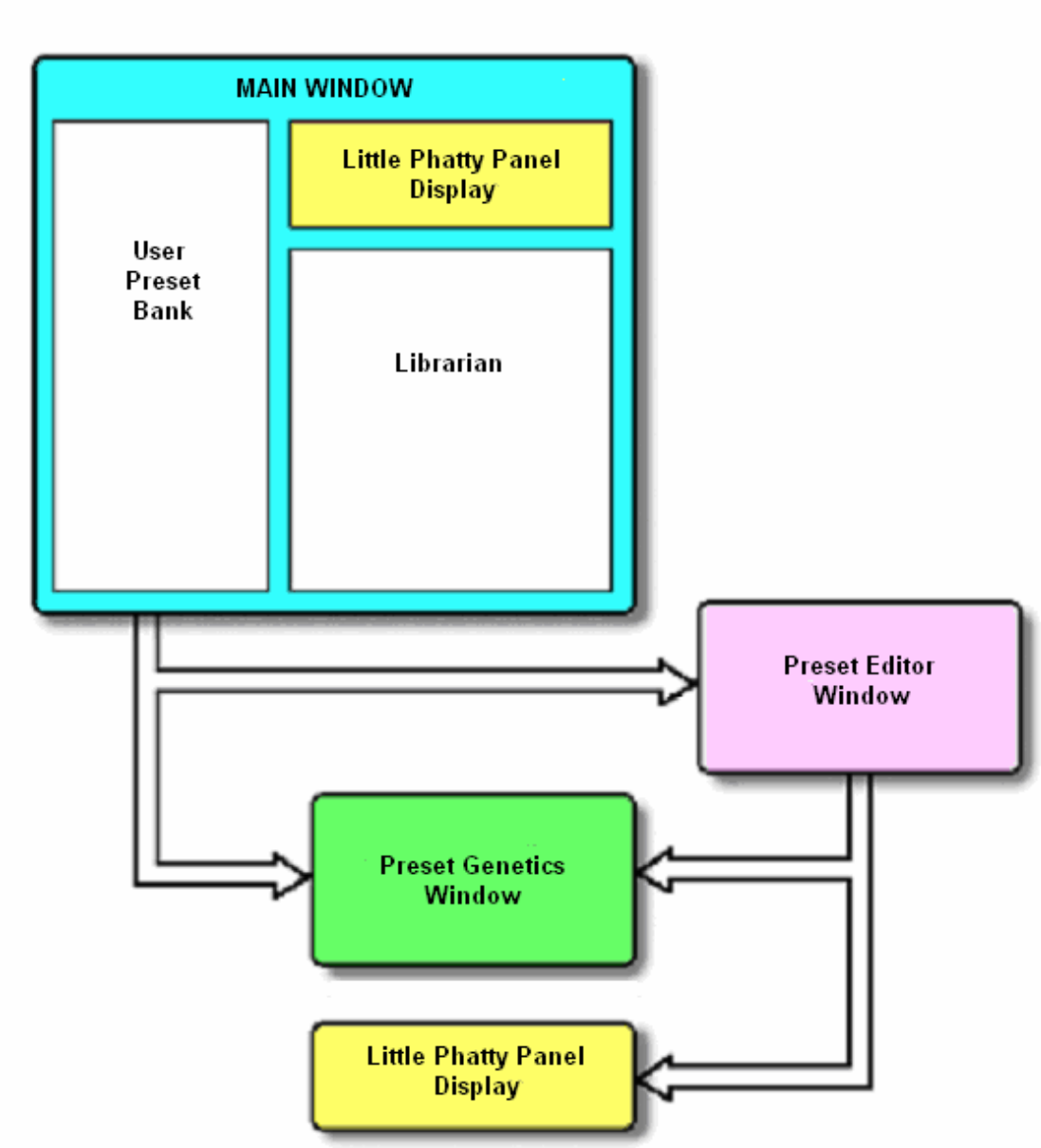
If enabled, the editor's controls (knobs and etc.) will turn and adjust accordingly when CC data is received. The graphical interface always uses some CPU processing power - on some slower systems this may produce unwanted delay. If disabled, the editor still sends mapped CC parameter change to the LP but does not show in on its graphical interface.

CC/NOTE data from and to Logic in play mode from and to editor:

If a previously recorded track with cc data embedded from either/both the LP or the editor is played through the Virtual Midi port to the Editor you will see the channel number, parameter number and the parameter value listed in the record/play control of Logic and the value on the accompanying knob on the editors GUI if Enable Editor's Controls real time update is enabled. Changes on the GUI will show up in LOGIC's record/play control as well.

5 PROGRAM ORGANIZATION

The Little Phatty Editor Librarian program is organized as shown below. The main window is always displayed when the program is launched and becomes the starting point for all preset modifications and bank operations.



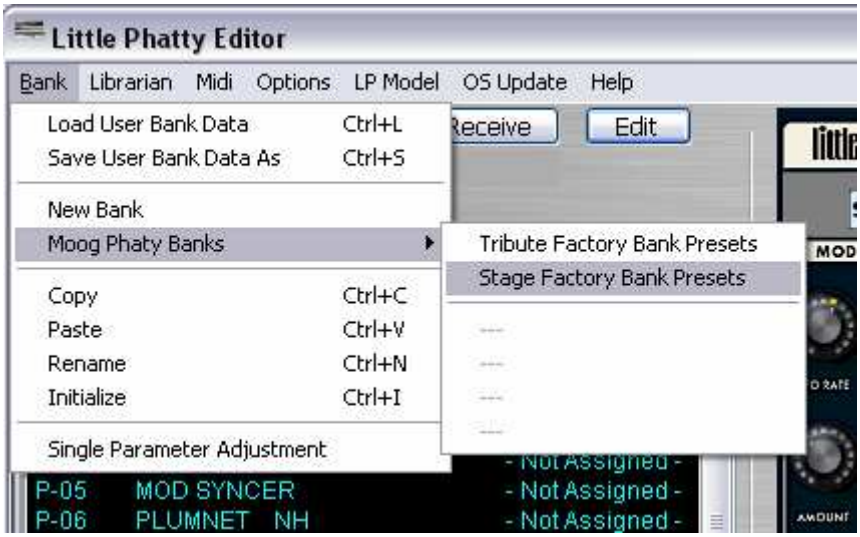
6 PROGRAM WINDOW

The Little Phatty Editor is the main program window, and is always displayed when the program is launched. This window contains three program components: the User Bank **(1)**, the Little Phatty Panel **(2)**, and the Librarian **(3).** The three program components interact and are always active. A detailed description of each program component follows.

Note: When the program is run for the first time, the User Bank defaults to the Default Program for all of the program's presets in all banks. When you quit the program, the state of all banks is stored with the program. These banks appear when the program is run again.

6.1 USER BANK

The User Bank is where you load, save, transmit, receive, and edit Little Phatty presets. Preset banks are loaded into the program either from the Little Phatty, from a stored bank, or from one of the two preset factory banks built into the program. The Editor/Librarian preset bank is selected by selecting 'Bank' in main menu of main window of the Little Phatty. Note the blank entries available for user defined banks.



Presets in the User Bank can be selected individually, as a group, or randomly (non-adjacent), to allow for convenient rearrangement and reorganization.

6.1.1 Navigation in the User Bank

The User Bank preset list has room to display only about a third of the presets at one time, so a scrolling window is used to view all 100 presets. If you have a mouse with a scroll wheel, you can use the wheel to scroll through the preset list. Simply move the cursor anywhere onto the list and use the wheel to scroll up and down. If your mouse doesn't have a scroll wheel, use the scroll bar or scroll arrows.

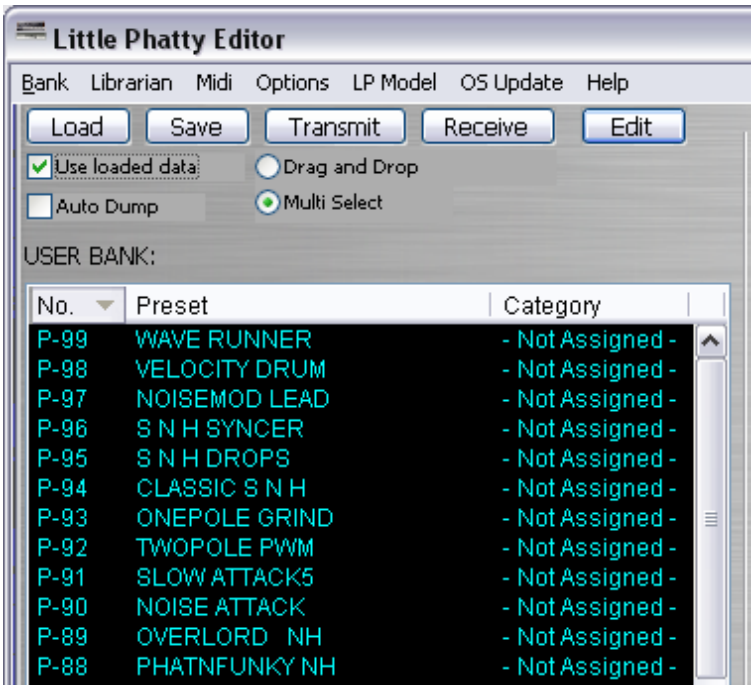
If you are Mac user this next point applies:

You can also use the Macintosh keyboard to navigate the list, but you must select a preset in the list first. The reason is that there are actually two preset lists on the Editor window; one for the User Bank (as shown above) and one for the Librarian. Without your input the program has no idea which of the two lists you wish to control.

You can use the following keyboard keys to navigate the list:

- Pressing the PAGE UP or PAGE DOWN keys scrolls the list in blocks of presets.
- The UP and DOWN keys will scroll one preset at a time, up or down respectively.
- Pressing the END key moves to the end of the list, while the HOME key returns to the beginning of the list.

You can change the way the presets in the User Bank are displayed. By default, presets are displayed from 0 to 99, but you can change the order by clicking in the '**No.' (number)** column in the User Preset Bank list. This will reverse the sorting order, placing preset 99 at the top of the list:



A second click in the '**No.**' column toggles the sort order back to its original state.

You can also sort by preset name or preset category. Clicking in the **Preset** column causes the User Preset Bank to be sorted alphabetically:

Clicking again in the **Preset** column reverses the sort order.

Clicking in the **Category** column causes the User Preset Bank to be sorted alphabetically by category

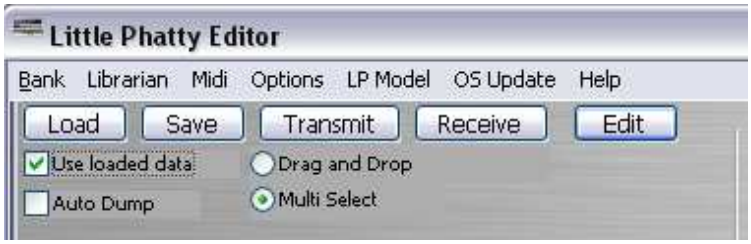
Clicking again in the **Category** column reverses the sort order.

Note: When sorting by Preset or Category, you'll see a directional arrow in the column heading. This arrow indicates the sort order (an 'up' arrow indicates an alphabetical sort, a 'down' arrow indicates a reverse alphabetical sort). Selecting any preset, regardless of the sort order (number, name or category), will always send the displayed Preset to the Little Phatty.

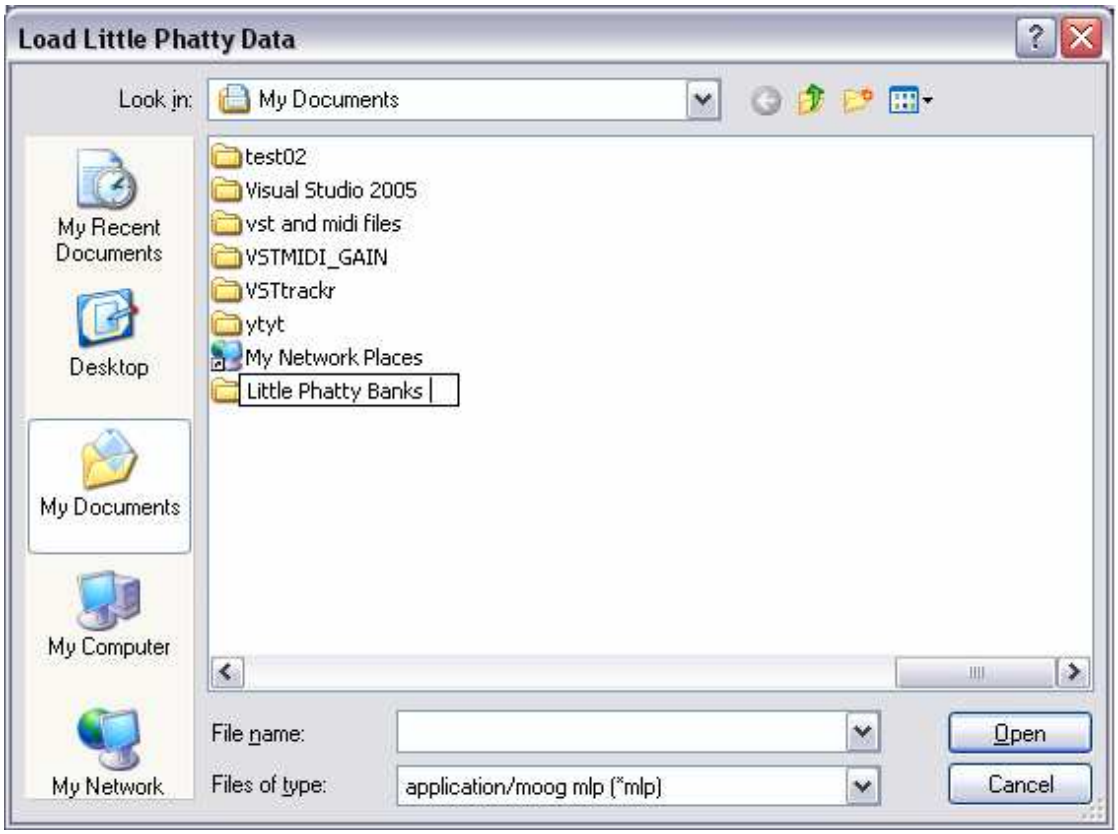
Note: Preset Bank Lists in the Librarian or Preset Genetics windows can also be sorted forward or reverse by clicking in their column headers.

6.1.2 Working with Banks

Buttons for **Load**, **Save**, **Receive**, and **Transmit** appear above the User Preset Bank display to provide for frequently used bank operations (we'll discuss other buttons later). The **Load** and **Save** buttons allow you to conveniently load or save banks from/to the computer. The **Receive** and **Transmit** buttons allow banks to be moved to/from the Little Phatty. These four button functions duplicate commands found in the menus.

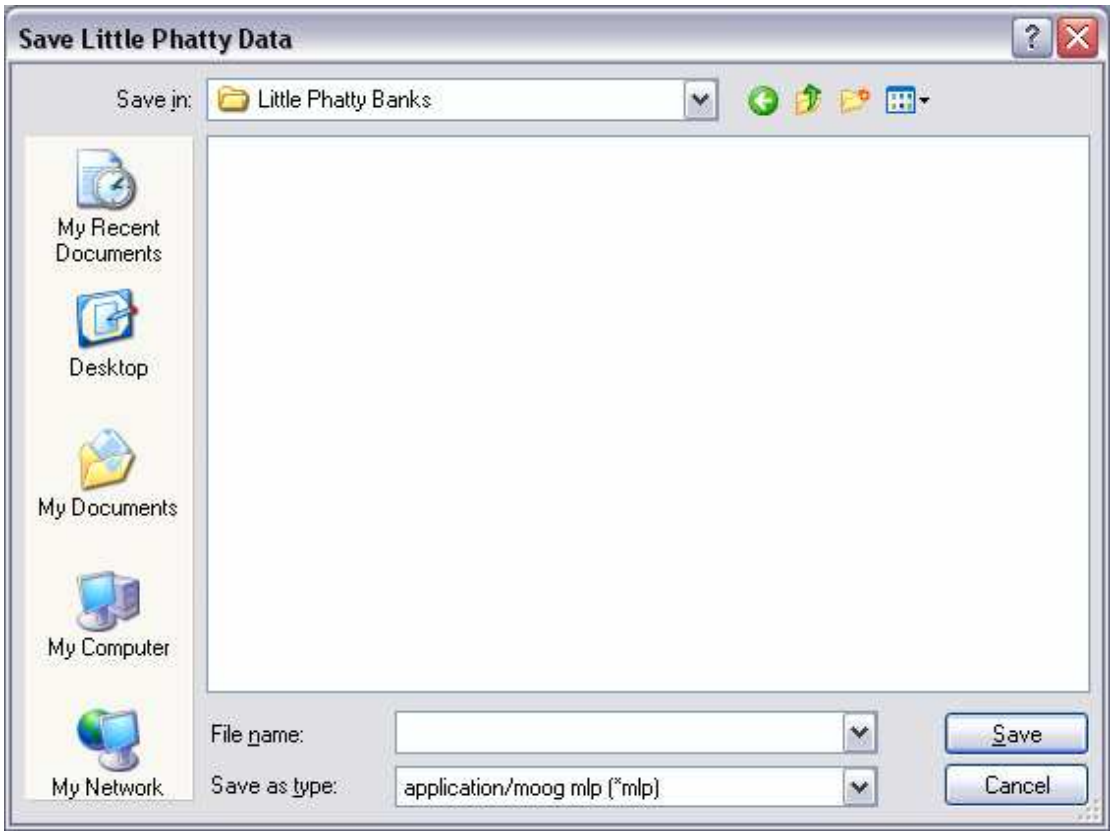


When you click on the **Load** button you will be presented with a load dialog box similar to the one shown below. (The actual view you see will be dependant on your Macintosh View settings if operating a Mac) The basic idea here is that you'll have to navigate to where the Little Phatty bank files are stored on your system. Since these files can reside anywhere you chose when you save them, it's a good idea to create a special folder or a specific location to store them. This will make it easier to find your stored banks (and library files) when you're ready to load them back into the program.



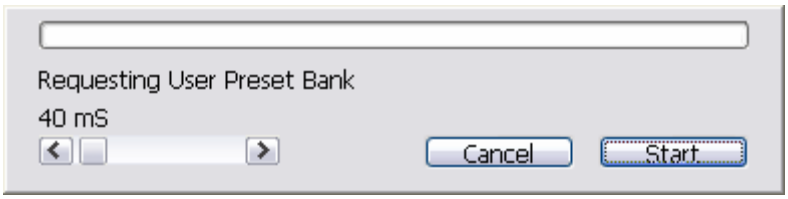
In the figure above we created a folder called **Little Phatty Banks** located on the **My Documents** folder in a PC XP environment**,** and used it to store some example bank files. Note that program bank files have the extension '.mlp'. When loading a bank file, the Editor Librarian program will allow you to see all file types, but only those files with an '.mlp' extension can be loaded as a bank. All others will be ignored.

The **Save** button allows you to save the current bank. Upon clicking **Save**, you'll be presented with a dialog box similar to this one:



Enter a suitable file name for your preset bank in the "Save As:" name field. Clicking on the **Save** button here will save the file to the location you specify and append '.mlp' to the file name.

To receive a bank from the Little Phatty, click the **Receive** button (you can also select "Receive User Bank" from the MIDI menu). The receive bank window appears. Clicking on the **Start** button will initiate the transfer from the Little Phatty's current bank to the Editor's current bank. If for some reason your MIDI interface cannot keep up with fast MIDI messages, you can adjust the timing by adding a delay in milliseconds using the scrolling adjustment:



To transmit the User Bank from the Editor to the Little Phatty, click the **Transmit** button (or select "Transmit User Bank" from the MIDI menu). The transmit window appears. Clicking the **Start** button will transmit the contents of the current User Bank to the Little Phatty's current bank. As with the Receive function, if for some reason your MIDI interface cannot keep up with fast MIDI messages, you can adjust the timing by adding a delay in milliseconds with the scrolling adjustment:

The transmitted data will be written into the current Little Phatty bank, overriding the existing presets.

Note: Although the Editor supports both Little Phatty banks, only one bank (the current bank) can be transmitted or received at a time.

6.1.3 Other User Bank Functions

Now let's look at the other User Bank button functions that haven't been covered.

The **Edit** button takes you to the Editor window, where you can edit the currently selected preset. A complete explanation of the Editor window is saved for later in this guide (see section 7).

The **Use loaded data** checkbox is a feature that changes the way the program works with the Little Phatty. When the box is unchecked (disabled), selecting a preset from the User Bank switches the Little Phatty to the corresponding preset. The Little Phatty sends the preset to the User Bank. This guaranties synchronization between the Little Phatty and the program. When the checkbox is checked (enabled), the selected preset data from the User Bank is sent to Little Phatty's edit buffer for editing and audition. This feature helps you to browse through presets in the User Bank without the need for dumping the entire bank to the Little Phatty.

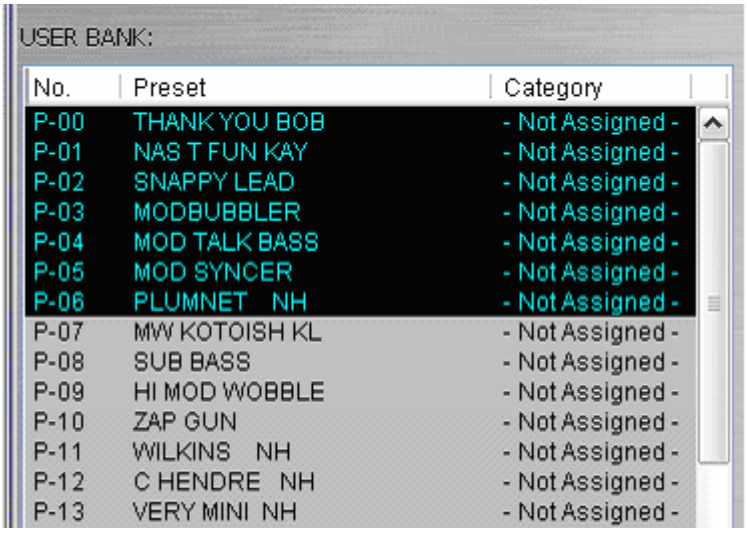
The **Auto Dump** checkbox works for the Librarian. When checked (enabled), a selected preset from the Librarian preset list is automatically sent to the Little Phatty's edit buffer for editing/audition. When unchecked, no data is sent to the Little Phatty.

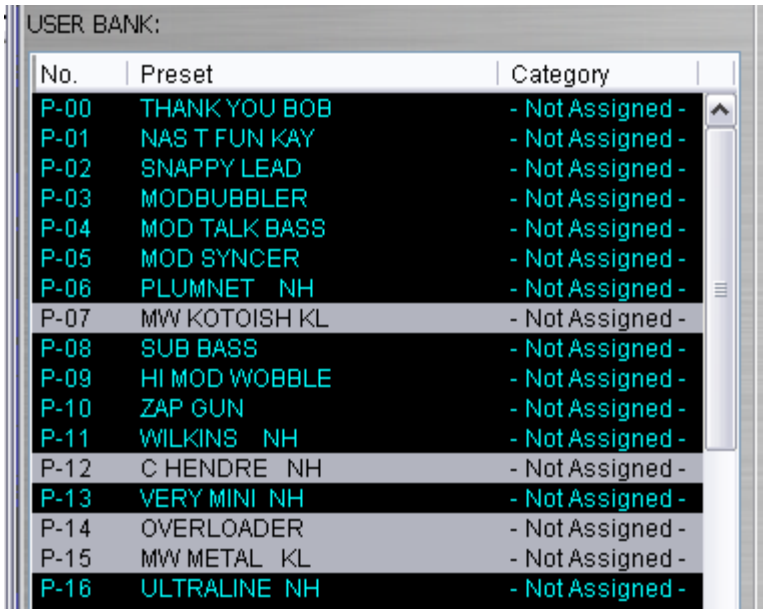
The **Drag and Drop** and **Multi Select** radio buttons control the way the cursor operates:

- **Drag and Drop** mode is conventional cursor operation, allowing you to freely drag and drop presets between the current User Bank and the Librarian. (For Mac users: You can add the SHIFT and COMMAND (◀) modifier keys to make multiple preset selections. These can be groups of presets, non-adjacent selections, or a combination of both.)

- **Multi Select** mode locks the cursor into 'Select' mode, allowing you to select groups of presets. This mode can be useful for large amounts of group moves because it restricts the operation of the cursor to just making selections, preventing accidental dragging of presets out of the User Bank or Librarian. In **Multi Select** mode, presets are moved between the User Bank and Librarian using the large Move arrows (see 6.1.5 – Organizing Presets).

For PC users: click once on a preset to highlight it, while holding down the 'shift' key click on another non congruent preset, you will then highlight all the intervening presets, inclusive of first and last clicked, ready for mass copy to Librarian. (see right image)

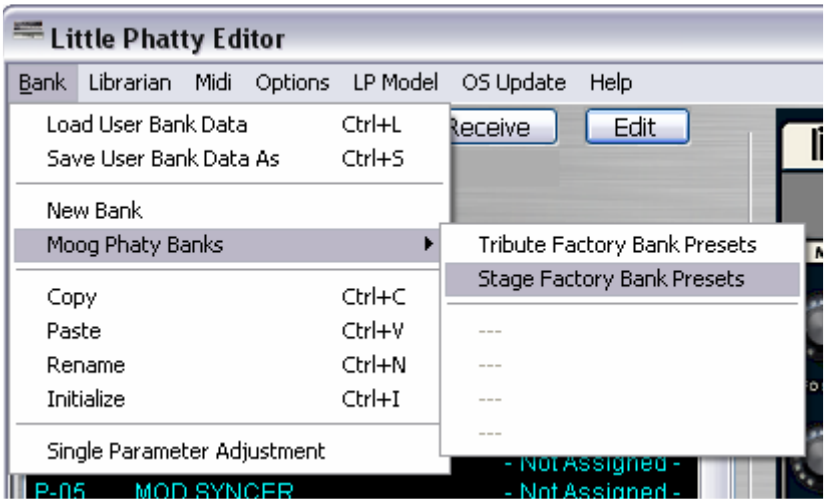




If you click once on a preset and then hold down the Ctrl key, each of the subsequent presets clicked will be individually highlighted. (see left image)

6.1.4 The Bank Menu

The Bank menu shown below includes the **Load User Bank Data** and **Save User Bank Data As** commands that duplicate the functions of the **Load** and **Save** buttons. It also includes commands to generate a **New Bank** (creates a bank of 100 default presets), load one of the Little Phatty factory banks (**Tribute or Stage Factory Bank Presets**) and commands to **Copy**, **Paste**, **Rename** and **Initialize** selected presets in the User Bank. A **Single Parameter Adjustment** command is also available here, allowing you to adjust a single parameter without opening the Editor. These commands work on the currently selected User Bank.



Selecting **Moog Phatty Banks** opens a side menu, displaying the two factory banks (and any user built banks saved):. To load any one of these, simply select the desired factory bank. The selected bank will overwrite the presets in the current User Bank (see image above).

Note: You may want to save your current preset bank prior to loading a new preset bank into the same bank location. Failure to do this will cause you to lose all of the Little Phatty presets in that bank.

Selecting **Rename (Ctrl+N)** from the menu will display a message box window as shown:

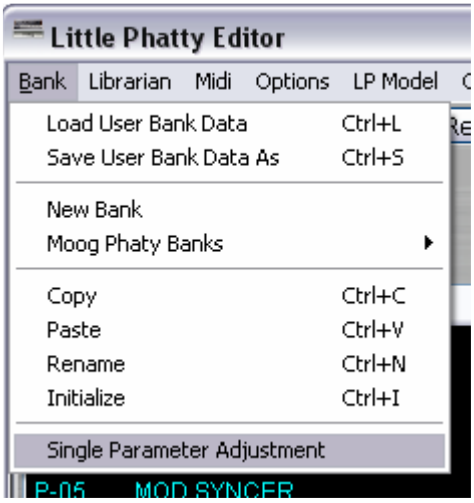
The Rename window allows you to change the preset name or the sound category. Clicking in the preset name field allows you to change (or completely replace) the preset name up to a maximum of 13 characters. Additional characters beyond 13 per line will be ignored. The TAB key toggles the cursor between the upper and lower text lines.

*Note: Besides selecting **Rename** from the Bank menu, you can also bring up the Rename window by double-clicking on a preset name in the User Bank (or the Editor).*

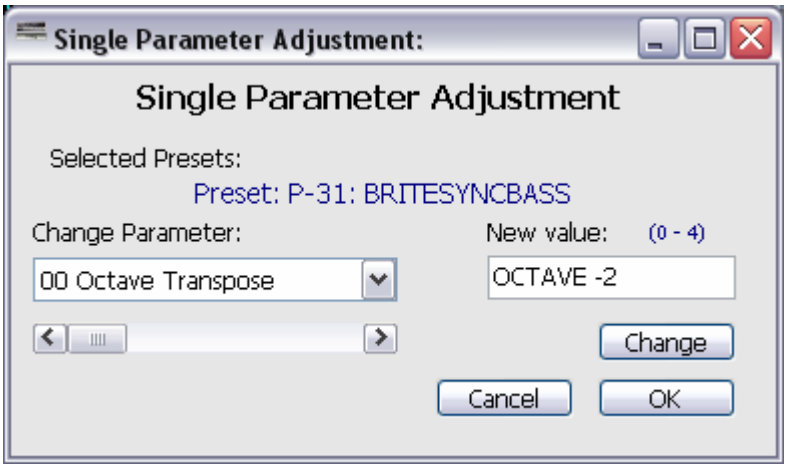
Clicking on the category label in the Rename drawer produces a drop-down menu of assignable categories. Twenty-four categories are available here, including various leads, basses, and instruments. These categories match the default Librarian categories. To assign a category, simply select one from the list.

Clicking **OK** will store the changes and close the dialog box. Clicking **Cancel** will close the dialog box without any changes.

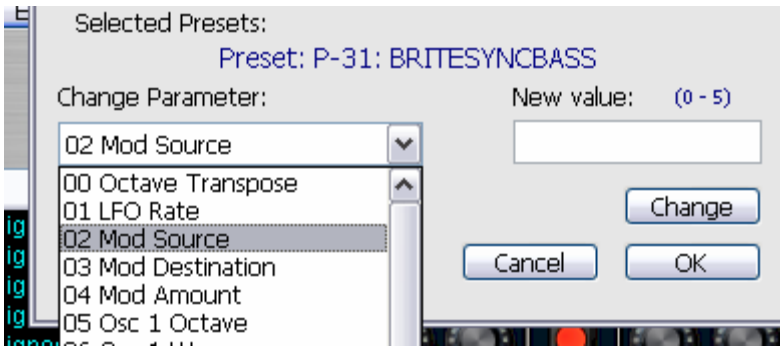
The **Single Parameter Adjustment** command allows you to alter a single parameter for any preset, group of presets or entire bank.



To use this command, first select the preset, group of presets or bank that you wish to affect, then select the **Single Parameter Adjustment** command. A new window will appear (see below):



Select the desired parameter from the Parameter pull-down menu and use the slider control or type a value within the range limit indicated just above the 'New value' text box to set the value. The Parameter menu contains 53 different parameters to choose from, including all 24 characters in the preset name:



After choosing the desired parameter and value, click on **Change** to apply the change, **OK** to quit and close the window, or **Cancel** to cancel the function without changes. You can repeat this process multiple times by selecting a new parameter and value, then clicking the **Change** button. This is especially handy for making several 'global' changes to groups of presets. Click **OK** when done.

*Note: You must select **Change** in order for the change to be applied. Simply clicking **OK** after selecting a parameter and value will not apply the change to the selected preset(s).*

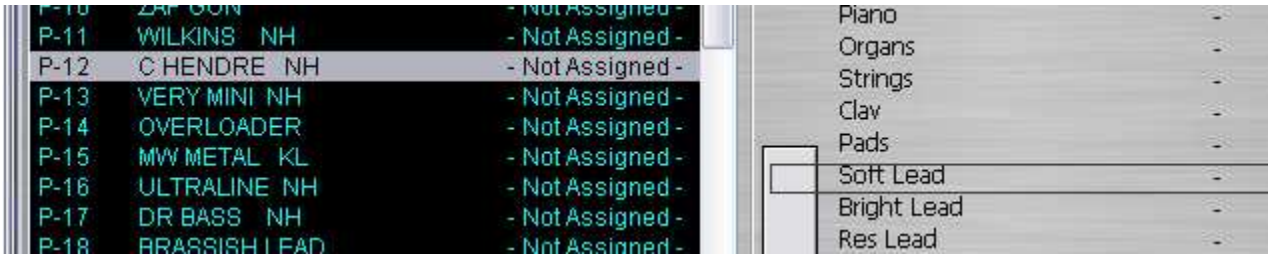
When a change is made using the **Single Parameter Adjustment** feature, the change is only applied to the selected presets in the Editor User Bank – they are not automatically written to the Little Phatty. For this reason, you should transfer your modified bank to the Little Phatty after making any parameter changes, or the changes may be lost.

Note: Numerical values in the Single Parameter Adjustment drawer are displayed as 7-bit values (0-127) when the Editor's Parameter Resolution is set to 7-bit resolution and 8-bit values (0-255) when the Editor's Parameter Resolution is set to 8-bit resolution. Values are displayed as 16-bit values (0-65535) when the Editor Parameter Resolution is set to 16-bit resolution.

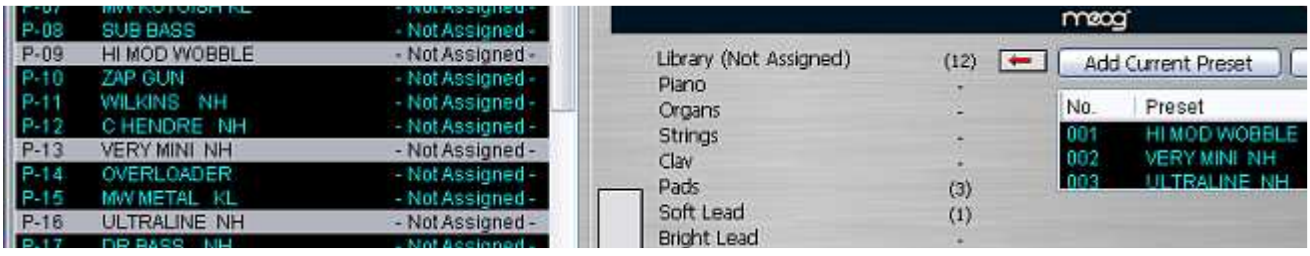
6.1.5 Organizing Presets

Little Phatty presets can be sorted, reorganized and categorized by moving them from the User Bank to the Librarian. There are several ways of moving presets:

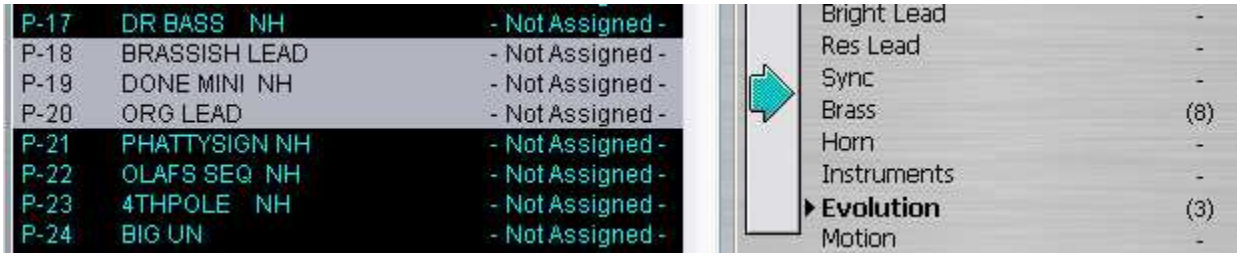
- By dragging a single preset to any Library category. Here we've selected a single preset (P-12 'C HENDRE NH' -Not Assigned-) and are dragging it into the Soft Lead category:



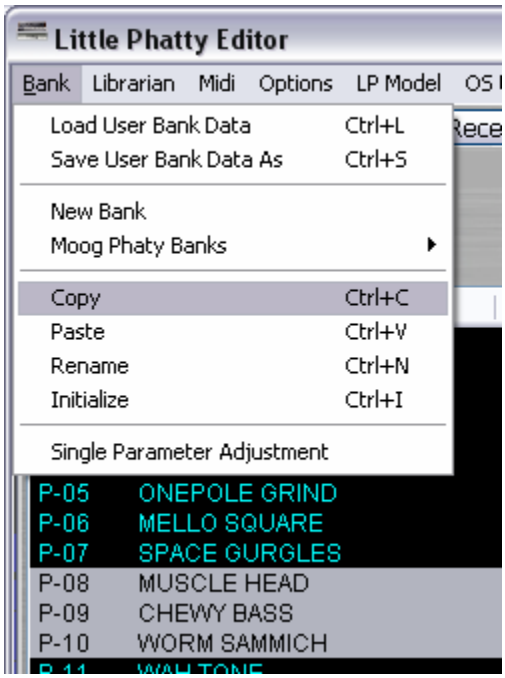
- By selecting a several presets (using the Command key for Mac users and Ctrl click for PC users) and dragging the group to any Librarian category. Here we selected three unassigned preset and are dragging them into the Pads category (note that the numbers P-09, P-13 and P-16 are reset to 001,002 and 003 in the new set):



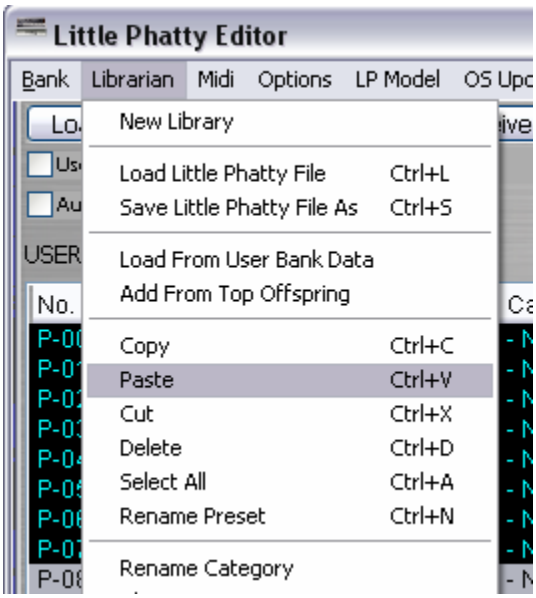
- By selecting a group of presets and clicking on the Move arrow button. First we selected our Library category (‘Evolution’), then select a group of presets in the User Bank. Clicking on the Move arrow copies the selected presets into the ‘Evolution’ Library category:



- By copying a preset from the User Bank and pasting to the Library. There are several methods to this. You can use the Bank menu or the shortcut Copy and Paste commands.

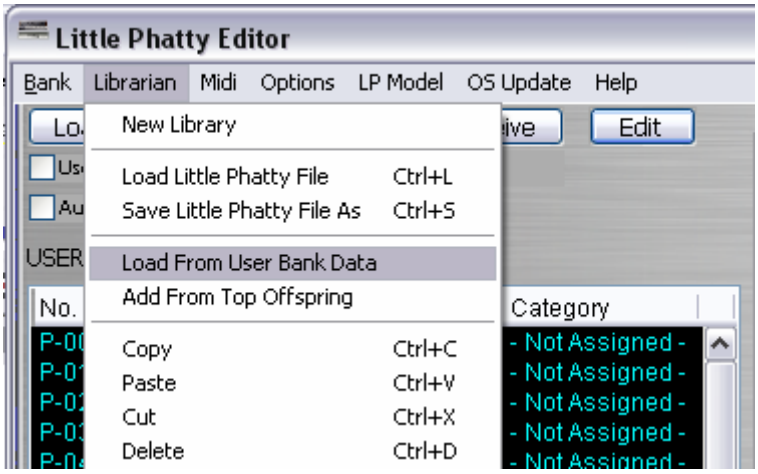


- The preset will be pasted into the selected Library category in one of two ways: if you use the key short cuts in PC (Ctrl-V) to paste. The set of selected presets will be pasted to the Library category currently highlighted. You may also use the Librarian menu option Paste,

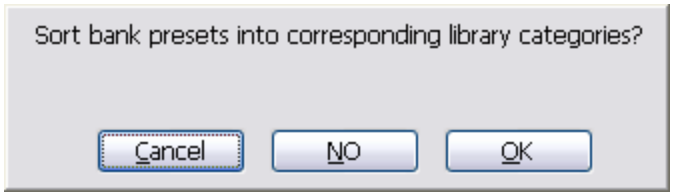


(as seen in the image above). This will attempt to drop what ever is in the clipboard into the Librarian list box.

- By copying the entire User Bank (all 100 presets) using the **Load From User Bank Data** command in the Librarian menu:



When you copy a bank this way, you will be asked if you wish to sort the presets according to category before the bank is copied:



If you select **OK**, the presets will be placed in their corresponding categories in the Librarian. If you select **NO**, all presets will be placed into the currently selected (i.e. boldface) category. Selecting **CANCEL** will cancel the command.

NOTE: Because the User Bank and the Librarian are two different functions in the same window, each has its own separate copy & paste commands. For this reason, if you wish to move presets using copy/paste, you should choose COPY from the Bank menu, and then choose PASTE from the Librarian menu. You can simplify this process using the shortcut commands (refer to the Bank and Librarian menus, or see the shortcut command list at the end of this Guide). Note that when pasting a preset to the Librarian, the preset will be pasted into the currently selected category. That said, the easiest way to move presets between the User Bank and Librarian are either to drag and drop the selected presets or to use the Move arrows.

Tip: If you need to change the order of the presets in the User Bank (for an upcoming gig, for example), simply copy the entire bank into the Library (use the Librarian's 'Load From User Bank Data' command, but don't sort the bank into categories). You can then drag and drop selected presets back into the User Bank as desired.

6.2 LITTLE PHATTY PANEL

The Little Phatty Panel is the second component in the Editor window. The Little Phatty Panel displays the settings of the Little Phatty's knobs and switches for the current preset. This is handy to give a visual reference as to how the selected preset is setup on the Little Phatty. While most of the knobs on the panel have a yellow dot to indicate their settings, pointer knobs and switches on the display indicate their actual positions. The blue LCD displays the name of the selected preset:

The Little Phatty panel is interactive, meaning that it will not only respond to parameter changes made from the Little Phatty, it will send information to the Little Phatty when an SE GUI control is changed. All controls are active and movable. Soft button and rotary switches will change position when clicked, and knobs will respond using a rotary motion with the cursor. The parameters are displayed in 7-bit, 8-bit and 16-bit versions.

This main panel will change values when user is making changes in any other program function. The panel will adjust all parameters to selected preset values if the Use Loaded Data check box is active in main editor window.

Note: Any edits made using the Little Phatty Panel must be written to the Little Phatty in order to be saved.

6.3 LIBRARIAN

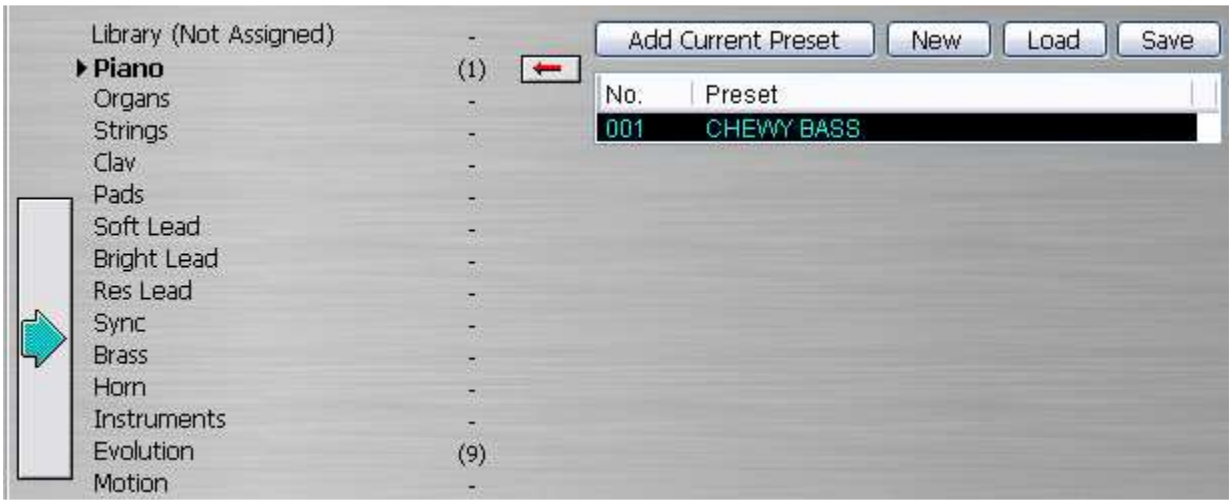
The Librarian is the third component in the Editor window. The Librarian lets you store an unlimited number of Little Phatty presets. You can also have as many library files on your computer as you wish. The Librarian provides 24 sound categories to organize your Little Phatty sounds and have them available for immediate use. These categories correspond to the 24 sound categories in the Little Phatty, but any category can be renamed should you need to.

A view of the Librarian function is shown below. Sound categories are displayed on the left along with two large Move buttons, a list of the Little Phatty presets is on the right, and buttons for library file functions are at the top.

The currently selected (active) sound category is indicated by boldface type and a triangle to the left of the name. In the figure above, 'Evolution' is the active category, and it contains 9 presets. The presets in the Evolution category are displayed on the right.

Note: When the number of presets exceeds what can be displayed in the list window, the program will add a scroll bar to access to all presets in the list. When a scroll bar is displayed, you can navigate the list using the scroll bar/scroll arrows, mouse wheel, or the HOME, END and ARROW keys on the Mac keyboard.

You can change to a different category simply by clicking on the desired category name. In the figure below we selected the **Piano** category which only contains one preset ('CHEWY BASS'):

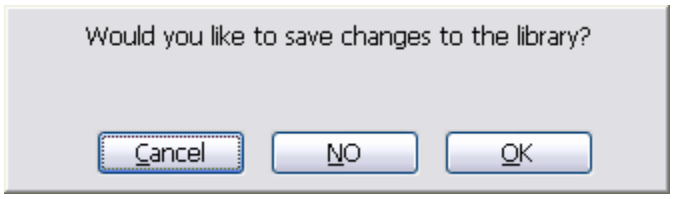


6.3.1 Working with Libraries

The Librarian has four buttons dedicated to Library file functions:

The Librarian's **Add Current Panel** button adds the current preset from the User Bank to the active sound category. Note that new entries are always added to the end of the list, so if you have a lot of presets in a particular category, you may have to scroll down to see the new entry.

The **New** button allows you to create a new Library. After clicking **New**, you'll see a message dialog asking if you wish to save the existing library:



Clicking the **OK** button will present you with a save dialog box that will allow you to name and save the current library to the location you specify. After saving, you will have an empty (new) Library. Clicking the **NO** button will clear the contents of the existing library (all 24 categories), leaving an empty library. Clicking the **Cancel** button will cancel the operation and return you back to the library unchanged.

The **Load** button allows you to load a library file into the program. Loading a library file is just like loading a bank file, but with a difference – library file names have the extension **.lpl.**

*Note: All library files are loaded or saved as **.lpl** (Little Phatty Library) files. As with bank files, Library files may be stored anywhere on your hard drive or removable media. When loading a library file, all files will be displayed, but only those with an .lpl extension will load. All other files will be ignored.*

Tip: You can load a new library into an existing library to combine the presets of each. You can also combine presets from different banks using the 'Load from User Bank Data' command.

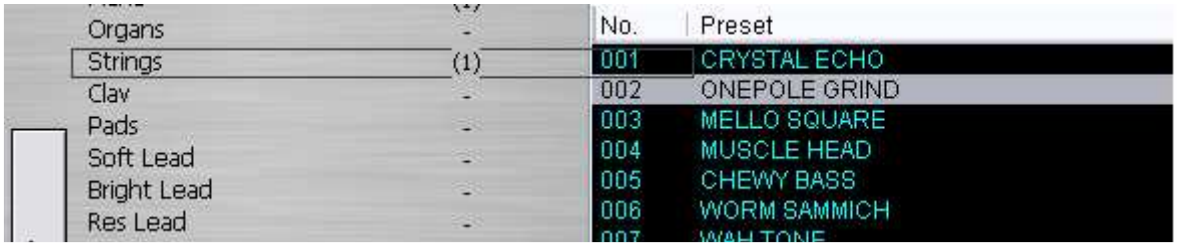
The **Save** button allows you to save the library file, displaying a dialog box that will allow you to name and save the current library to the location you specify.

6.3.2 Organizing Presets

Presets are loaded into the Library using any of the methods described in Section 6.1.5, Organizing Presets.

*Note: It's a good idea to receive all data from the Little Phatty first before selecting **Load From User Bank Data** to insure that it corresponds to all the bank data in your Little Phatty.*

Presets can be moved from one Librarian category to another by dragging them with your mouse. Here we are dragging the preset 'ONEPOLE GRIND' from the active category to the **Strings** category (note that the radio button to enable Drag and Drop just above the User Bank section must be active for this to work):

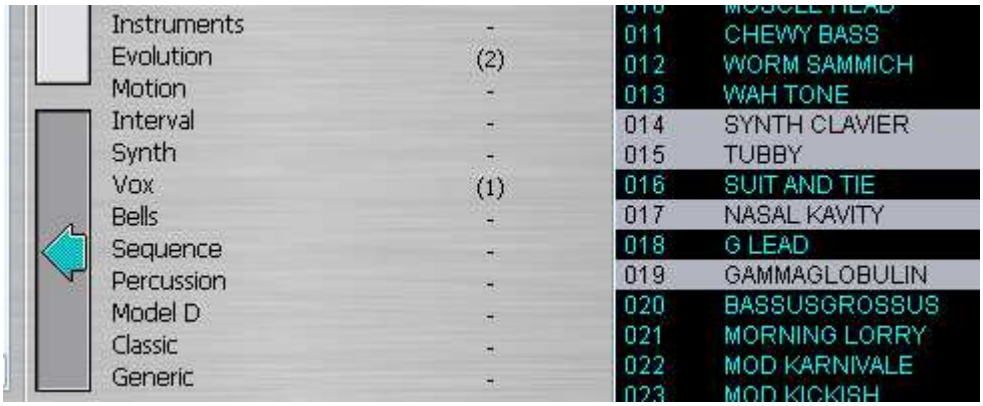


The red category arrow is another way to move presets between categories. It works similarly to dragging, but with less mouse movement. It's also faster than dragging, and more precise. To use it, simply position the category arrow next to your desired category and click on the arrow. This action will move the selected presets from the active category to your chosen category. You move the red category arrow by clicking anywhere in the vertical space between the sound categories on the left and the preset list on the right. In this example, clicking on the arrow will move 'CHEWY BASS' from the active category to **Soft Lead** category:

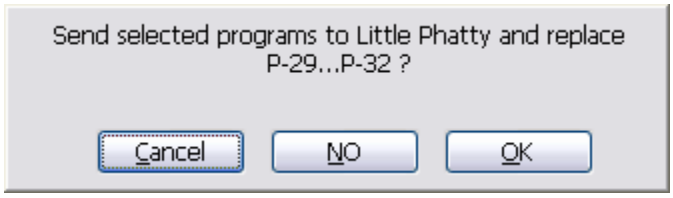
As in the User Bank, you can make group and non-adjacent selections in any Library category using the SHIFT and COMMAND (◀) keys. Using these modifier keys, multiple presets can be selected and moved from one category to another or from the Library to the User Bank.

6.3.3 Copying Presets to the User Bank

To copy presets from the Library to the User Bank, you can either drag the presets using the mouse, or use the left-facing Move arrow. In the example below, clicking on the Move arrow will copy the four selected presets to the current User Bank:



When moving presets from the Library to the User Bank, the presets in the User Bank will be replaced by the ones from the Library and will be transmitted to the Little Phatty bank. A dialog box will ask you to confirm this operation:



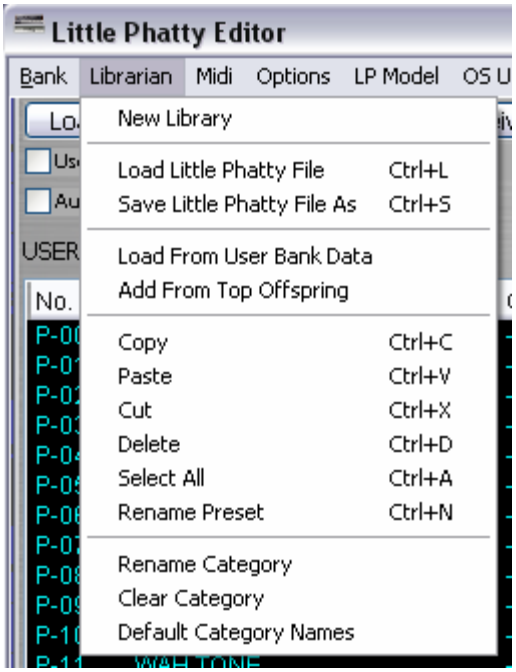
Selecting **OK** will copy the presets into the User Bank and transmit them to the Little Phatty. Selecting **NO** will copy the presets into the User Bank without transmitting them to Little Phatty. Selecting **Cancel** will cancel the operation.

Moving multiple presets into the User Bank will replace the selected preset in the User Bank and the equal number of consecutive presets. Here is an example illustrating what this means:

1. Select Preset No 029 in the User Bank (either bank).
2. Select 4 non-adjacent presets from the Librarian (any category).
3. Drag the 4 selected Presets from the Librarian and drop them into the User Bank.
4. A warning dialog will be displayed like the one above. Selecting **OK** will copy the four presets into the User Bank replacing Presets 029 - 032 with the four selected Librarian presets and transmit them to the to the Little Phatty at the same locations. If you select **NO** then the presets will not be transmitted to Little Phatty but they will still replace Presets 029 to 032 in the User Bank. Selecting **Cancel** will cancel the operation.

Note: Moving a preset from the User Bank to the Librarian will not automatically assign the corresponding sound category to the preset in the User Bank (the preset's sound category in the User Bank will remain unchanged). However, if a preset moved from the Librarian to the User Bank it will include the corresponding sound category.

6.3.4 The Librarian Menu



The Librarian menu (shown on the left) includes commands that duplicate the functions of the New, Load and Save buttons mentioned above. It also includes commands to Load From User Bank Data (copies all 100 presets from the User Bank), Add From Top Offspring (copies all presets from the Preset Genetics 'Top Offspring' list into the current category) as well as commands to Copy, Paste, Cut, Delete, Select All and Rename selected presets, and commands to Rename and Clear categories, and restore the Default Category Names.

Selecting **Rename Category** (or single clicking on the triangle to the left of the category name) will create a text window allowing you to change the existing category name or enter a new one:

Clicking outside of the name field will enter the new name and close the text window.

Note: Default category names match the categories built into the Little Phatty. While you can rename a Librarian category for your own convenience, doing so WILL NOT change the category name in the Little Phatty - the hardware will always use the built-in categories.

Selecting **Default Category Names** will restore all category names to their default designation.

Selecting **Clear Category** will clear the contents of the selected category, leaving all other categories unaffected.

7 THE EDITOR WINDOW

This is the main parameter adjustment window. Here you can delve deep into the parameters as groups or individuals, Global parameters and Pot mapping are accessed here.

7.1 The Editor Window

In general clicking the **Edit** button on the main screen brings up the Editor window as shown below. Here you have access to every Little Phatty programming parameter, including those parameters that can only be accessed through the Little Phatty's menus (Filter Poles, Pot Mapping, Keyboard and Trigger Modes, and Pitch Bend Amount). The Editor's real-time controls allow you to tweak and audition the sound of your presets right from your Macintosh or PC.

Note: In addition to having any on-screen control changes update the Little Phatty, adjusting any Little Phatty control updates the onscreen display, so you can actually use the Little Phatty's controls AND the Editor parameters simultaneously for the ultimate in Little Phatty preset development!

Classic Surface.

7.2 Parameter Resolution in the Editor

The Editor window can display the Little Phatty's parameters in 7-bit, 8-bit or 16-bit resolution. You select the bit value from the Editor's **Options** menu:

When **7 BIT** is selected, the Editor will display all parameters values in 7-bit resolution (value range 0 – 127).
When **8 BIT** is selected, the Editor will display all parameters values in 8-bit resolution (value range 0 – 255).
When **16 BIT** is selected, the Editor will display all parameter values in 16-bit resolution (value range 0 – 65535).

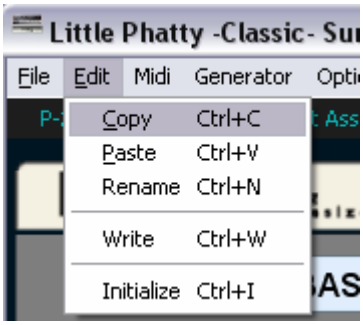
7.3 Editing Preset Parameters

Preset parameters are adjusted in the Editor window in several ways:

- Soft toggles/lit buttons – Clicking on a toggle changes the value to the next forward or back values. The lit buttons change colors reflecting those on the Phatty.
- Mouse wheel movement if the cursor is placed over one of the knobs or soft toggles will change the value and make the corresponding image change as appropriate.

Note: For 8-bit resolution, valid data values are 0-255. For 16-bit resolution, valid data values are 0-65535. If you type in a value outside of these ranges, it will be ignored. (7-bit values are 0-127)

- Label pull-down menus – Click to pull down a menu in the Editor window. Menu selections are made by single-clicking on a menu item. This action will select that item and close the menu.
- Parameter groups – You can copy a complete parameter group from one preset to another. Under Edit in main menu select 'copy':



You can then select paste at a later time after changes have been made and the entire preset as copied will be restored.

Presets can be auditioned in the Editor window by selecting V-Piano under Options in main menu bar (or Ctrl-P in PC):

To the right of the left of the piano keyboard are the Pitch and Mod wheels. You'll find that the Editor's on-screen Pitch Bend and Mod wheels work just like the real thing; the Pitch Bend wheel springs back to its center position when released, but the Mod wheel stays put when you adjust it.

7.4 Writing Presets to the Little Phatty

The Editor's **Write** command allows you to save an edited preset to the Little Phatty. The command is located under the **Edit** menu selecting **Write** brings up a dialog box as shown:

You can scroll through all destinations using vertical scroll bar to the right or by rolling the mouse wheel if your mouse is equipped with a mouse wheel.

Click to choose a destination and then select **OK** to store the preset. Click **Cancel** to cancel the operation.

7.5 Other Edit Menu Commands and Misc.

The Editor's **Edit** menu also contains commands to **Copy**, **Paste**, **Rename** and **Initialize** the current preset.

Although largely self-explanatory, here's what they do:

The **Copy** command copies all parameters for the current preset.

The **Paste** command pastes all copied parameters to the current preset.

The **Initialization** command will initialize the current preset to default parameters.

The **Rename** command allows you to change or rename the current preset. When **Rename** is selected, you will be presented with a message dialog window as shown:

Clicking in the name field allows you to change the preset name up to a maximum of 13 characters. Additional characters will be ignored. Clicking **OK** will store the change and close the dialog box. Clicking **Cancel** will close the dialog box without changes.

Note: You can also bring up the Rename window by double-clicking on the preset bank in list box in the Editor.

Clicking on the category field in the preset name window brings up a menu of sound categories, allowing you to assign a category from one of the 24 available:

All edits made in the Editor Window (parameters, name and categories) affect the preset in the Little Phatty's EDIT buffer. Since the EDIT buffer is temporary, the preset will have to be stored using the **WRITE** command if you wish to keep it.

7.51 Little Phatty Panel Display Type

The Editor's **Options** menu contains a command to modify the Little Phatty's panel settings to either Tribute or Stage Type depending on the users current model being edited. Under Option in main menu choose Display and the expanded menu will offer you a choice as seen below:

7.6 Adjusting Visual Properties

The Little Phatty's Editor screen has incorporated into it a nice resizing feature to help accommodate for differing screen resolution and user on screen organizational needs. By mousing over to the lower right corner of the window until the cursor changes to the double sided arrow you may click and hold and physically resize the entire editing surface. The image is automatically scaled with no loss of resolution or functionality.

You can resize from full monitor image to roughly ¼ size and have access to Librarian at the same time.

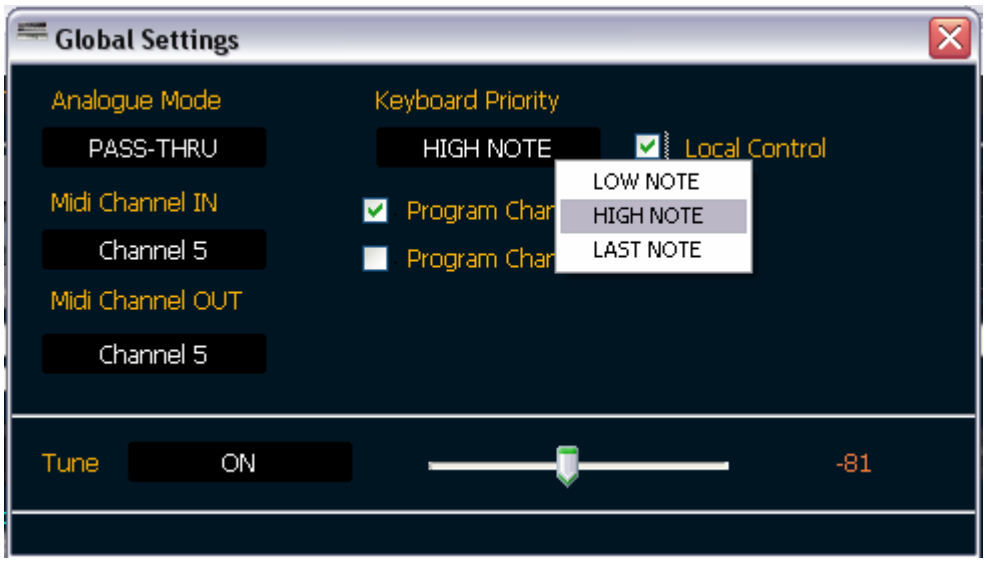
7.7 Adjusting Parameter Sets

Along with the Display Control there are other control windows for deep adjustment of hidden parameters. The are accessible through clicking on one of two labels at the top right of the edit panel.

Global Settings and Pot Map are all accessible through this submenu.

7.71 Global Settings Control Window

When Global Settings menu button is selected the Global Settings control window is displayed with all Global adjustments made through selection from drop down lists accessible by clicking on labels.



Controllable are:

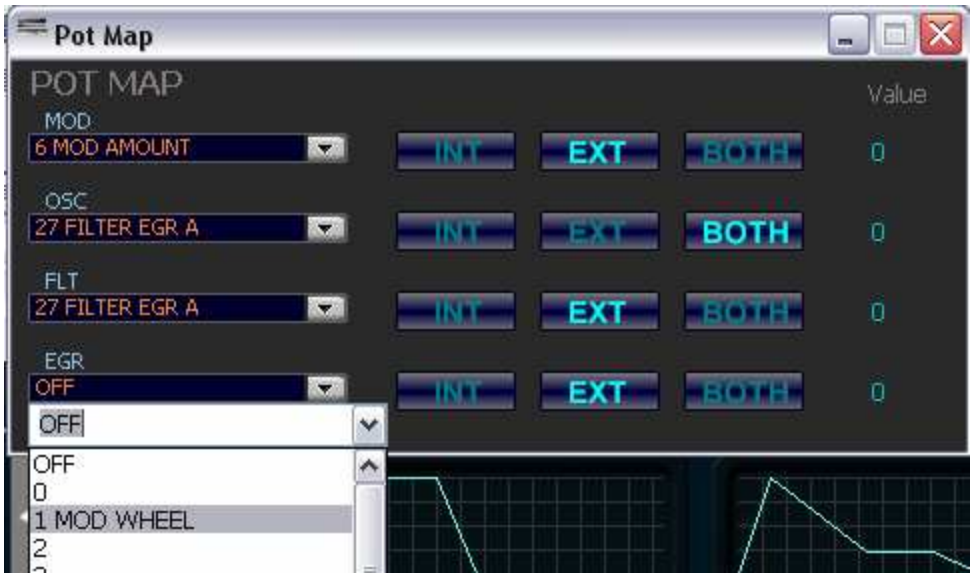
- Analogue Mode
- Midi Channel IN
- Midi Channel OUT
- Tune
- Keyboard Priority

Enable Program Change Send/Receive and Local Control by check boxes.

Single clicking on menu selection is all that is needed to set choice.

7.72 Pot Map Control Window

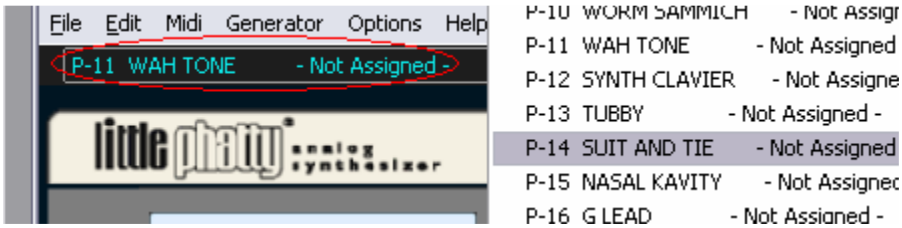
When Pot Map menu button is selected the Pot Map control window is displayed with all destination and source adjustments made through selection from drop down lists.



Controllable are all 4 Pot Mappings source and destination. Each has a clickable label to change from Inverse to Normal and percentages from OFF to 100% in 25% increments.

Double clicking on menu selection is needed to set choice. Single to browse.

7.8 Preset Control



Just under the main menu there is a label displaying the Preset bank, number and name.

A single click opens a list box that allows an immediate change to any other preset in currently loaded bank.

This feature is there to allow user to toggle quickly between presets without having to bring the main window to the fore.

8 PROGRAM WINDOWS - THE PRESET GENETICS WINDOW

The Preset Genetics window is selected from the **Options** menu of the main page,

or from the **Editor** window under the **Generator** menu.

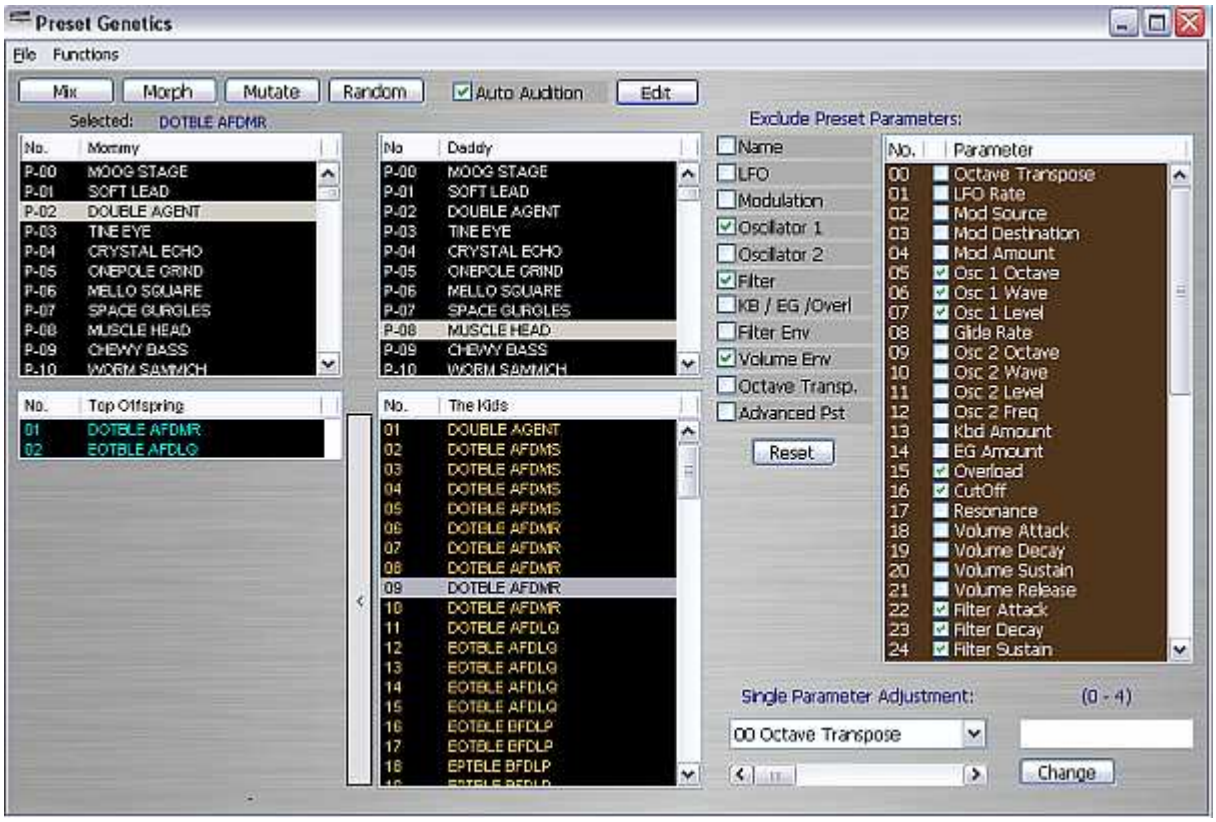
Preset Genetics allows you to quickly build new sounds from two existing ones in a similar fashion to breeding. Parameters of each of the two sources (parents) are combined using four different functions to generate a new bank of presets (kids).

8.1 GENETICS

A view of the Preset Genetics window is shown below. The two source banks (parent banks, also called mommy and daddy) are located in the upper left, along with buttons for the four different genetics functions. The generated bank (kids) and the top offspring bank are located in the lower left. On the right is a scrollable filters window that

allows user-selected parameters to be excluded from the genetics function. Directly below the filters window is a single parameter adjustment function that permits you to change one of the preset parameters for an entire Little Phatty bank.

Both parent banks use the presets from the User Bank, and these banks will automatically load when the Preset Genetics window is opened. Any pair of the 100 available presets can be used for the genetics functions (one each from mother and father). The result of applying the user-selected genetics functions creates the child bank, and any 'keepers' auditioned from the child bank can then be moved into the top offspring bank.



The four Preset Genetics functions are:

Mix: The parameters of each child preset are randomly chosen from either a parameter from the mother or father source. For example, if the mother's cutoff frequency was 10 and the father's was 88, the child's value would only be 10 or 88.

Morph: The value of each parameter is linearly interpolated from one parent to the other. The first child is identical to the mother; the last child is identical to the father. All others are weighted towards each parent depending on their placement within the list. The middle child preset is exactly 1⁄2 mother and 1⁄2 father.

Mutate: The parameter values of each child preset are randomly chosen from within the range between each parent's parameter. For example, if the mother's cutoff frequency was 10 and the father's was 88, the child values would be anywhere between 10 and 88.

Random: The value of each parameter of each child is produced by a random number from within the min/max Little Phatty parameter range.

Note: Experimentation by using vastly different parents and similar parents creates the most interesting results. You can also 'interbreed' the child patches, too. In addition, you can set filters to excluded parameters that will not take a part in the generation of new offspring. Experiment and have fun!

*Note: Preset names in the Kids bank also become scrambled or rearranged when you use the Genetics functions. This is normal. You can prevent preset names from changing by checking the **Name** box under 'Exclude Preset Parameters'. When the **Name** box is checked, all preset names in the generated Kid's bank will assume the selected preset name from the Mommy bank.*

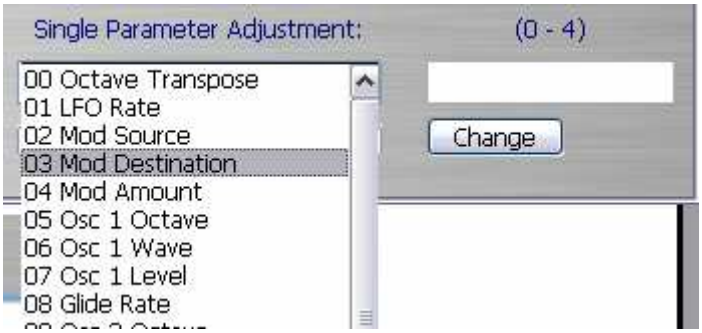
The **Auto Audition** checkbox enables automatic transfer of the selected presets from the mother, father, kids or top offspring banks to the Little Phatty's edit buffer. When the **Auto Audition** checkbox is unchecked (disabled), no data is transmitted to the Little Phatty.

The **Edit** button brings up the Editor window, permitting on-screen editing of the selected preset from the mother, father, kids or top offspring banks. The **Auto Audition** button must be checked for the Editor to correctly display the selected preset in the Genetics window.

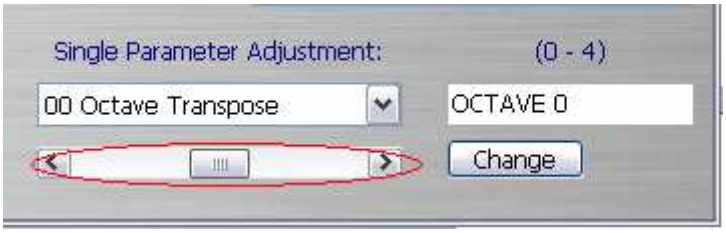
The **Reset** button resets all selections made under the 'Exclude Preset Parameters' section. When the Reset button is clicked, any checked selections become unchecked.

8.2 Single Parameter Adjustment

This function allows you to change one of the preset parameters for an entire Little Phatty bank. It works similar to the Single Parameter Adjustment in the User Bank. Simply select the desired parameter from the pull-down menu:



and use the slider control to set the desired value:



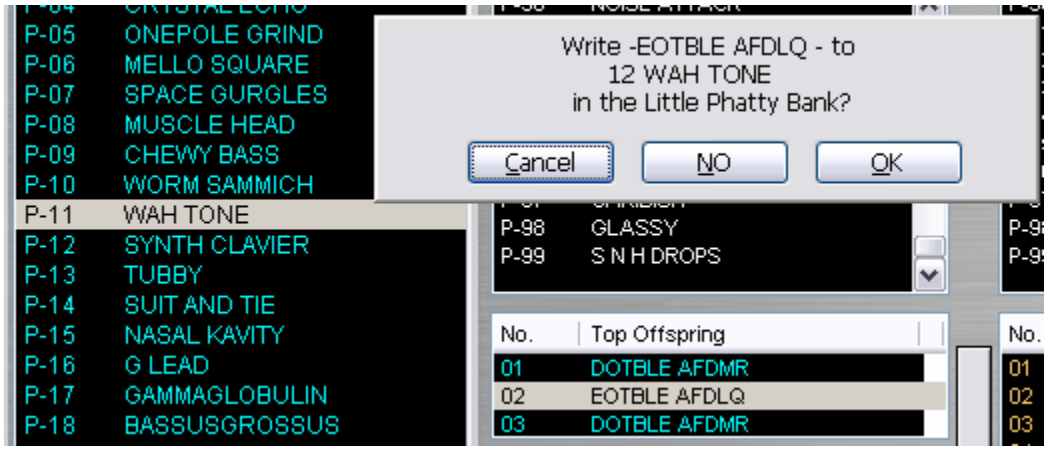
When you click **OK**, a new Kids bank is generated from the Mommy bank. Every preset in the Kids bank now contains the newly modified parameter. To save the change, **select Replace Little Phatty Bank with the Kids Bank** from the **FILE** menu. Clicking **OK** will send the Kids bank to the Little Phatty. Clicking **No** will not update the Little Phatty bank, but will update the Mommy bank with the changes, allowing you to make additional changes if desired.

8.3 Moving Genetics Presets

Presets created in the Genetics window can be moved in several ways:

- Selected presets can be dragged from either the **Top Offspring** or **Kids** bank directly into any Librarian category if the Genetics Window is in front of the Main window.

- Selected presets can be dragged from either the **Top Offspring** or **Kids** bank directly into the User Bank. When dragging a preset to the User Bank, a message dialog will be displayed asking if you also want to write the preset to the Little Phatty's bank:

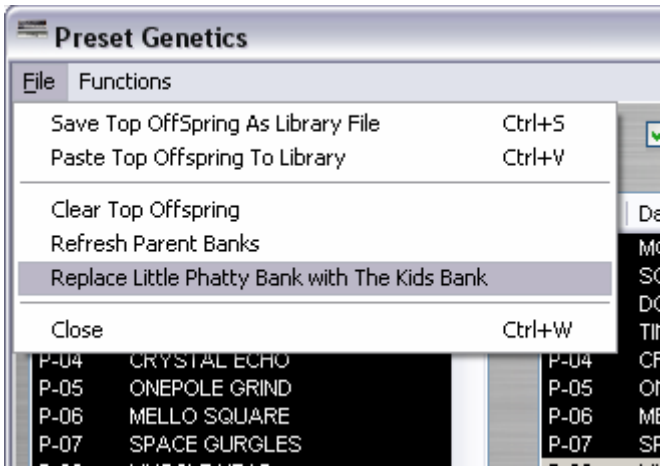


Clicking **OK** will send the Top Offspring or Kids preset to the Little Phatty. Selecting **No** will not update the Little Phatty bank, but will update the Users Bank with the change. Selecting **Cancel** will cancel the operation.

Note: The Preset Genetics module does not support the same multiple selection options as the Librarian and User Banks (i.e. the SHIFT and COMMAND keys have no function).

8.4 The Preset Genetics Menus

The **File** menu contains commands to manipulate the banks and files in the Preset Genetics window:



Save Top Offspring as Library File permits saving the complete Top Offspring bank as a separate library file, regardless of the number of presets in the bank.

Paste Top Offspring to Library will copy the contents of the Top Offspring bank to the Librarian, pasting the presets into the end of the Library (unassigned) category.

The **Clear Top Offspring** command will delete all entries in the Top Offspring bank, while leaving the parent and child banks undisturbed.

Refresh Parent Banks will copy the current contents of each selected bank into each parent bank. For example, if Mommy is the A bank, and Daddy is the B bank, selecting **Refresh Parent Banks** will place the current contents of the A bank into the Mommy, and the current contents of the B bank into the Daddy.

The **Replace Little Phatty Bank with the Kids Bank** command will replace the contents of the User Bank with the modified presets in the Kids Bank. When using this function you will be presented with an option to send this bank to the Little Phatty. This function will also replace the Mommy bank, allowing you to continue modifying other preset parameters.

The **Close** command will close the Preset Genetics window and return you to the main window. Alternatively, you can also click the red button in the upper left corner.

8.5 Morpher

The Morpher function is a fun and powerful utility to smoothly transition between two programs. This function is accessed from the **Editor** window under the **Generator** menu:

A window appears with the current program loaded as initial point of reference. In the image below the initial program BASSUSGROSSUS is represented. The Morpher will, if the slider is moved, morph all individual parameters of BASSUSGROSSUS closer to that of BIG UN seen displayed in drop box to the left.

The slider will, using the morph algorithm, morph the current program, in increments that matches the resolution the editor is set to work in, from 100% BASSUSGROSSUS and 0% BIG UN through 50%/50% to ultimately 0% BASSUSGROSSUS and 100% BIG UN parameter values.

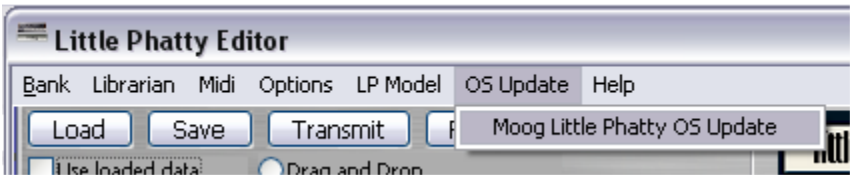
Selecting the Keep button will set the editor to the values calculated and be given a temporary name based on the algorithm.

In the image below you can see that the temporary name is: BFKFUOBFEFFGF with 66% Morphed to BIG UN parameter values completed.

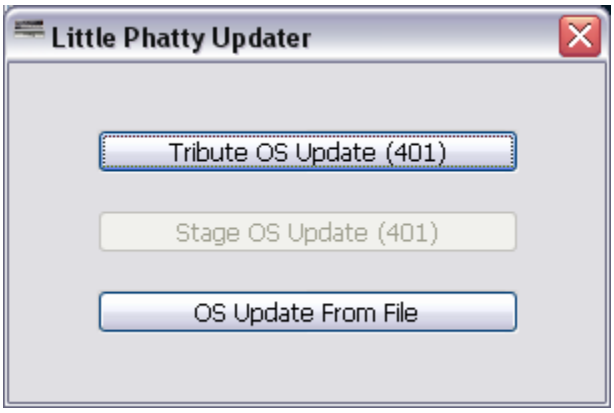
9 OTHER PROGRAM FUNCTIONS

9.1 Updating the Little Phatty Operating System

First make certain that MIDI connections are established and the correct MIDI Out port is selected (See MIDI Setup). To update the Little Phatty's OS, you use the update function located in the Moog Little Phatty menu:



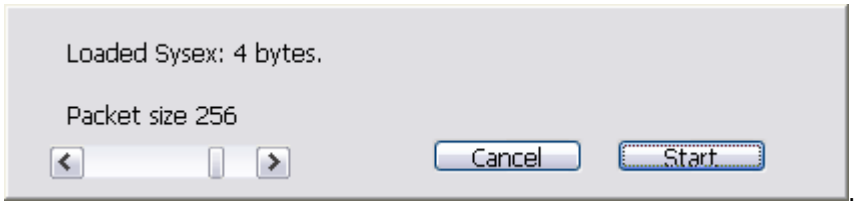
When selected the user will be prompted by a small request window:



The options above express the reality of this author selecting the Tribute mode upon initial startup of the editor. I am given a choice of updating from my internet connection (Tribute OS Update (401)) or from a sysex file I have previously downloaded and saved to my hard drive (OS Update From File).

The "OS Update From File" file dialog will prompt you

to open a System Exclusive file (.syx) containing the software update. You will need to locate and select the update file. When you open the file, the following message box will appear



(The author used a 4 byte dummy file here for illustration purposes)

After Start is selected the updated OS will be transmitted via MIDI connection to your Phatty. The following prompt/warning window will appear.

It is imperative that you DO NOT turn off your Phatty during this process.

Note: Some MIDI interfaces use different buffer sizes (normally between 128-65535 bytes), which could result in buffer errors when large messages like the OS update are transferred. To compensate for this, the transmitted packet size can be adjusted here to a higher or lower value. By changing the packet size, large SysEx messages can be converted into more manageable pieces for data transfer. The packet size should be only adjusted if the Little Phatty reports a checksum error after the SysEx transfer is completed.

Now set up the Little Phatty to receive the update:

1. Press the MASTER button on the Little Phatty and scroll down to select "Receive Update"

2. Press the ENTER button and the following message on the Little Phatty's LCD will appear:

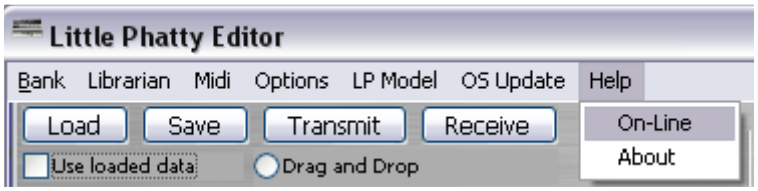
This will delete
the Operating System!
Are you SURE?
YES / NO

3. Use the Cursor button to select YES and press the Enter button. The Little Phatty is now ready to receive the update files.

Back in the Editor, click the onscreen **Start** button, and wait while the data is being transferred. Do not turn off the power and do not use any other Editor controls while sending the update. The Little Phatty OS update usually contains three SysEx bank files. After the first file is transferred, repeat the procedure for the remaining files. Refer to the OS update documentation for full details on the update procedure.

9.2 Online Help Page

If you are ever stuck in your understanding or lost this file from your hard drive there is a main menu option (Help) that has a menu selection



that will open your default web browser and direct it to:

http://www.soundtower.com/moog/lp/help

Here you will find this file in PDF format, an online version and more information on updates that have occurred since initial release of this editor. Please check often for update information. SoundTower will direct you to the appropriate Moog page for service and help as needed.

9.3 Playing from the Computer Keyboard

You can audit Little Phatty sounds using your computer's keyboard to play notes. The middle and bottom rows of computer keys act as a single octave of keys mapped like a piano keyboard. You can use these keys to remotely play notes on the Little Phatty:

```
Notes:              C#   D#        F#   G#   A#
                  C    D    E    F    G    A    B

Keyboard:     |    s    d         g    h    j    |
              |  z | x | c | v | b | n | m |
              ---------------------------------------------------------------------
```

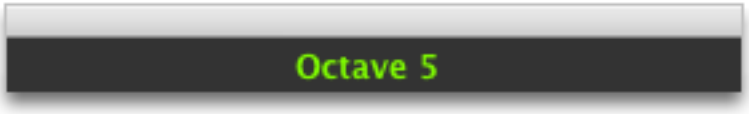
Each key press generates a MIDI Note ON message corresponding to the note as specified. When the key is released, a MIDI Note OFF message is sent. You will see the Little Phatty's MIDI LED blink as these commands are sent, and the Little Phatty will play the corresponding note.

Note: This feature works in all windows, allowing you to audition Little Phatty sounds at any time. Note that the CAPS LOCK key must not be ON, as only lower case letters send MIDI note data. You can use the CAPS LOCK key to temporarily turn off remote playing if desired.

Two keys are programmed to adjust octaves (increment/decrement):

"o" – Octave down (-1)
"p" – Octave up (+1)

Octave switching ranges from –2 to +8 (ten octaves). When the octave switching keys are pressed, a pop-up window briefly appears showing the change:

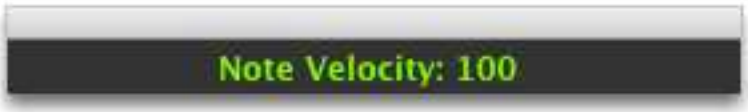


Tip: You can sustain a note by pressing down a "note" key and while it is depressed, press an "octave" key. A MIDI Note ON command will be sent without a corresponding MIDI Note OFF, causing a sustained, or 'stuck' note. To un-stick the note, press the Space Bar. The Space Bar will send an 'All Notes Off' command that shuts off all MIDI notes.

Two keys are programmed to adjust note velocity (increment/decrement):

"u" – Note velocity decrease (-5)
"i" – Note velocity increases (+5)

Note velocities can be set from 0 to 125 in increments of 5. A note velocity of 0 is the equivalent of no note played. When the velocity switching keys are pressed, a pop-up window briefly appears showing the change:



Note: Changing the velocity values using the computer keyboard is the same as changing the 'Piano Note Velocity' in MIDI Setup Window.

Note: Some Little Phatty presets are not programmed to respond to Velocity. If such a preset is selected, changing the velocity value here will have no effect.

As notes are playing on the computer keyboard, a status display located in the lower Preset Genetics window (as shown below on the left), and over the keyboard display in the Editor (as shown on the right) reveals the MIDI channel, note and velocity values being transmitted:

10 SHORTCUTS & KEY COMMANDS

Most of the menus in the Little Phatty Editor Librarian have key command shortcuts for certain items on the menus. A key command shortcut is a combination of one or more modifier keys and an alphanumeric key. Modifier keys used in this program are the OPTION key (•) and COMMAND key (◀).

Note: The COMMAND key is also known as the Cloverleaf key, or Apple key.

Here is the list of shortcut commands found in the menus:

MAIN WINDOW

Moog Little Phatty menu:

◀ H Hide Moog Little Phatty

◀ H Hide Others

◀ Q Quit

Bank menu:

◀ L Load User Bank Data

◀ S Save User Bank Data

◀ C Copy

◀ V Paste

◀ N Rename

◀ I Initialize

Librarian menu:

◀ L Load Little Phatty File

◀ S Save Voyage File As

◀ C Copy

◀ V Paste

◀ X Cut

◀ D Delete

◀ A Select All

◀ N Rename Panel

MIDI menu:

◀ M Midi Setup

◀ R Receive User Bank

◀ T Transmit User Bank

◀ U Receive Preset Sound

Options menu:

◀ G Preset Genetics

EDIT WINDOW

Moog Little Phatty menu:

◀ H Hide Moog Little Phatty

◀ H Hide Others

◀ Q Quit

File menu:

◀ E Close

Edit menu:

◀ C Copy

◀ V Paste

◀ R Rename

◀ W Write

◀ I Initialize

MIDI menu:

◀ U Receive Current Panel

◀ M MIDI Setup

Generator menu:

◀ G Preset Genetics

GENETICS WINDOW

Moog Little Phatty menu:

◀ H Hide Moog Little Phatty

◀ H Hide Others

◀ Q Quit

File menu:

◀ S Save Top Offspring

◀ V Paste Top Offspring

◀ W Close

APPENDIX A – OSX AUDIO MIDI SETUP PROCEDURE

Steps 1 through 4 should only be necessary if you are setting up a MIDI interface for the first time, or if you are connecting to a new MIDI interface. Some MIDI interfaces may require additional connection setup. Refer to the manufacturers instructions for details. The OSX Audio MIDI setup can also be used to connect external keyboard controller to route and play notes on your Little Phatty/RME.

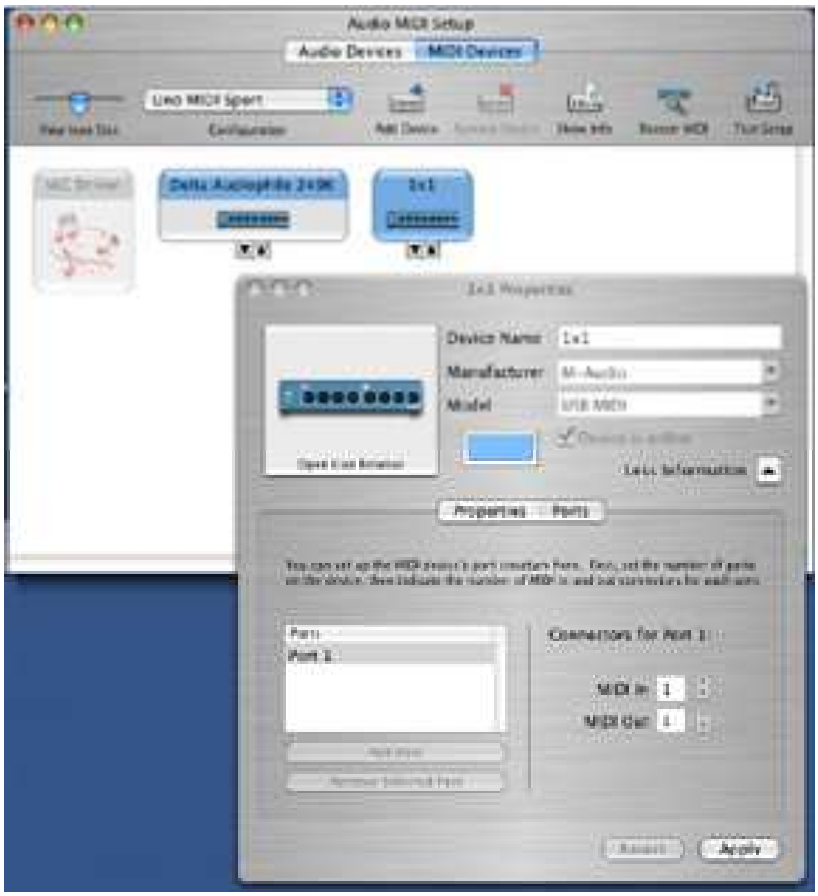
Step by step OSX MIDI setup:

1. If you are installing a MIDI interface for the first time, or if you are connecting to a new interface, follow the manufacturer's recommended installation procedure for guidelines on the installation process. This will generally mean either installing an internal MIDI interface board into the Macintosh chassis, or simply connecting an external USB or Firewire MIDI interface, then installing the driver software.

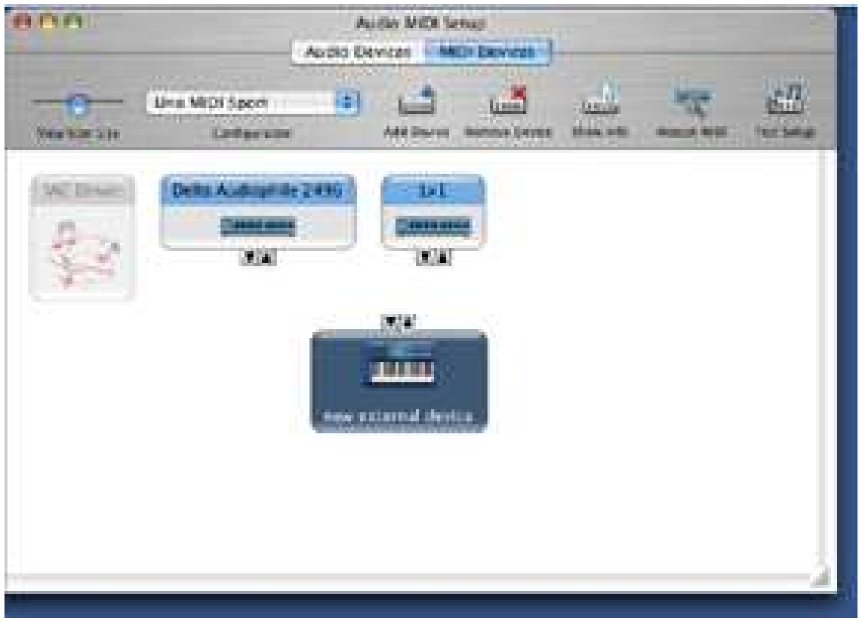
2. Upon completing step 1, reboot the computer (or power ON) and open "Audio MIDI Setup" (found in Applications/Utilities/Audio MIDI Setup). You can also use the Finder to search for "Audio MIDI Setup".

3. In the Audio MIDI Setup window, select the MIDI Devices tab below the title bar. You should now see an icon for your new MIDI interface. In this example, we are adding an M-Audio MIDI Sport 1x1 USB interface. (Note: Depending on your Mac OS version, the Audio MIDI Setup window may look slightly different from the one shown below)

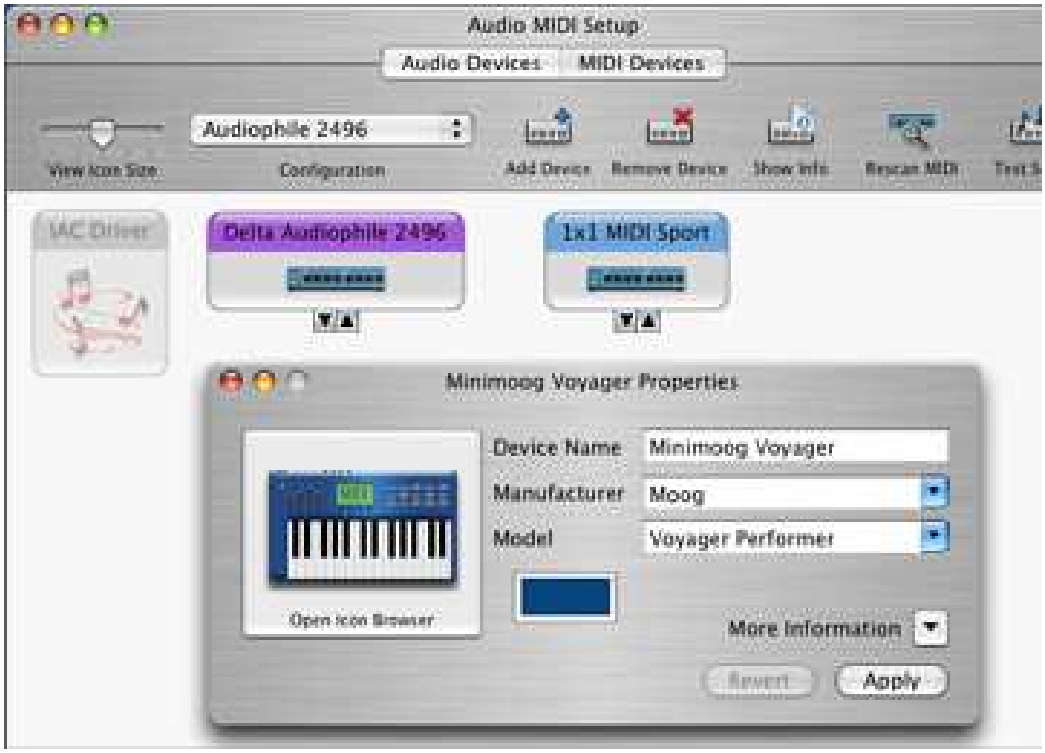
4. Click on the ‘Show Info’ icon to reveal the Properties window for the new interface. In the Properties window, click on the ‘More Information’ arrow to expand the window. Enter the desired Name, Port and MIDI information in the proper fields (this will depend on your setup) and click the APPLY button.



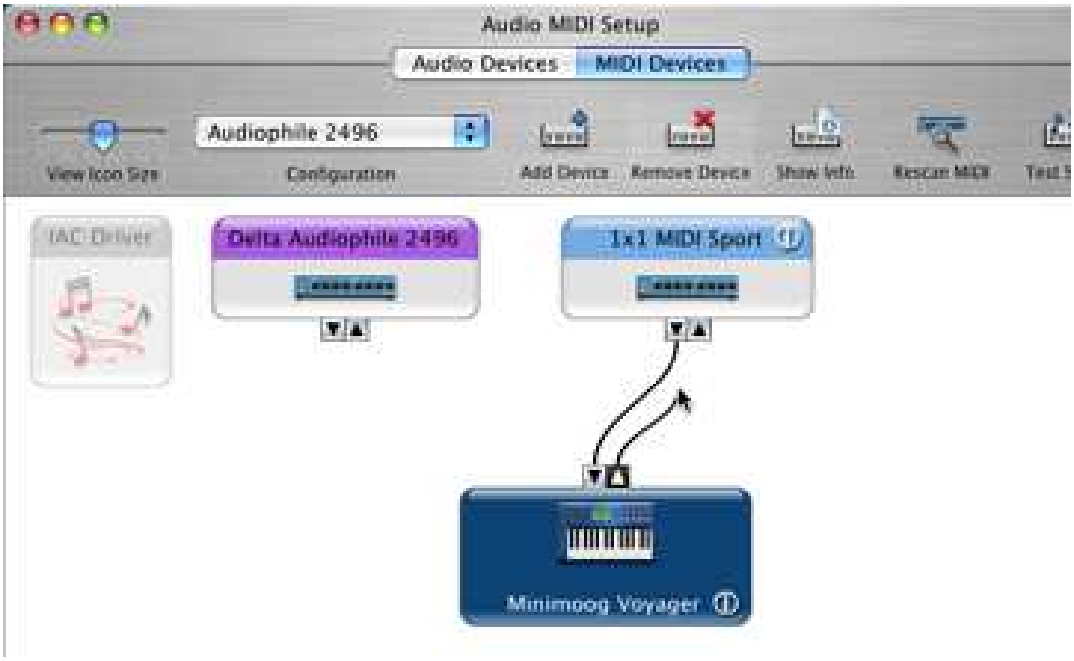
5. Click on the ‘ADD DEVICES’ icon you will see a ‘new external device’ icon added to the MIDI Setup window:


Audio MIDI Setup
Audio Devices
MIDI Devices
Delta Audiophile 2496
1x1
new external device

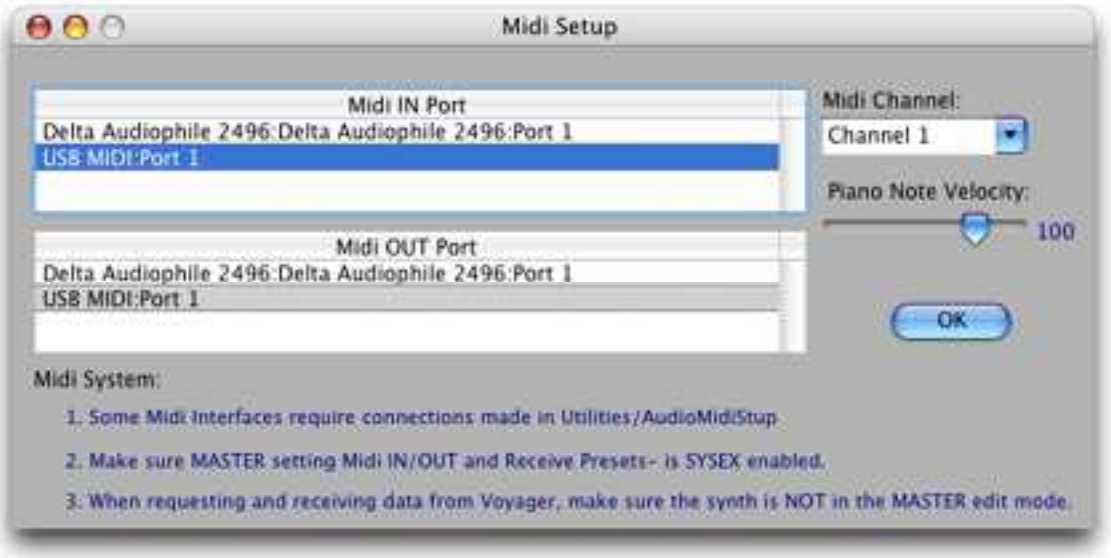
6. Click on the ‘Show Info’ button to rename the new external device. Here we are entering the Little Phatty information into the name fields. In this window you can also select a new display icon, change the icon color, and specify MIDI transmit and receive channels and MIDI clock options. When finished, click the APPLY button and close the Properties window by clicking on the red close button in the upper right corner:



7. Connect the Little Phatty icon to the MIDI interface icon by dragging the in/out arrows as shown:



8. Close the Audio MIDI Setup window, launch the Little Phatty Editor software, then open MIDI Setup and follow the instructions as described in Section 4 – Getting Connected – MIDI Setup:



APPENDIX B – LITTLE PHATTY CATEGORY DESCRIPTIONS

Here are the official Little Phatty sound category descriptions from Moog Music:

1. Not assigned	Category not assigned.
2. Piano	A sound like a piano (acoustic or electric), generally percussive in nature
3. Organs	A sustained tone with an organ-like timbre
4. Strings	A sustained tone with a string-like timbre
5. Clav	A decaying tone with a timbre like a clavinet or harpsichord
6. Pads	A sustained tone with a mellow timbre
7. Soft Lead	A mellow lead sound
8. Bright Lead	A bright lead sound
9. Res Lead	A lead sound with a strong resonant character
10. Sync	Sounds featuring oscillator synchronization
11. Brass	An ensemble of horns, i.e. a brass section
12. Horn	A sustained tone with a horn-like timbre
13. Instruments	Sounds that imitate traditional instruments
14. Evolution	A sound that evolves over the duration of the note
15. Motion	A sound having an animated quality
16. Interval	Sounds that feature 2 or 3 note intervals (4ths, 5ths, chords, etc.)
17. Synth	A sound best described as typical of that produced by a synthesizer
18. Vox	A sound like the human voice, or one emulating vowel sounds
19. Bells	A sound with a bell-like timbre
20. Sequence	A short percussive sound appropriate for sequences
21. Percussion	Any type of drum or percussion sound as found in a drum kit or percussion instrument
22. Model D	A sound emulative of a Minimoog Model D
23. Classic	A sound emulative of a Modular System, PolyMoog, Taurus bass pedals, or other vintage synth. Also, any sound having an enduring or revered quality.
24. Generic	A basic sound, often used as a starting point for sound development