

Assigning Footswitches to Play NOTES (Musical Sounds or Drum Sounds)

The foot switches A, B & C of your Concerto may access any MIDI function or play any midi note with any assigned sound drum sounds. This handout will cover assigning footswitches to play any musical sound NOTE – or any drum sound with the assigned footswitch.

For the exercise you will need your Concerto with 4 way footswitches plus the Concerto MIDI implementation chart.

First you will need to decide if you want to play a musical sound or a drum sound. Drum sounds must be accessed with MIDI Channel 10. There are a few rules to follow – they are below:

First Steps to assigning Footswitches to play NOTES!

1. Go to the desired Register where you want to play a sound (Note) .
2. Press the Select Button and one of the four Effect buttons such as Touch.
3. Press the Next key until you find the footswitch pedal such as Footswitch C
4. Make sure the screen reads FS C NOTE
5. Use the TRANS Button to change the Control # to read NOTE



Rules to follow:

Select a MIDI Channel – do not use a midi channel used by any of the six sections of the Concerto or by any other footswitch in the register.

All numbers in this screen begin with the number 0! So this makes 1 the second number! It is important to subtract 1 from MIDI and PATCH values – as these are often expressed in numbers starting with 1. Example MIDI Channel 1 becomes 0 and MIDI Channel 10 becomes 9.

All MIDI channels other than Channel 10 (number 9 in the display) access musical sounds while MIDI Channel 10 (again 9 in the display) accesses drum sounds.

Determine the sound you want to play, on which MIDI Channel – the velocity (intensity), volume – the note, Patch and Bank (Determine the SOUND – see Appendix B in your manual. After making your selections Press Exit and test – then save your register!

6. To SAVE your register press SELECT and EXIT then press the Register button to write.

How to determine the correct midi numbers to enter into the NOTE screen for the Footswitches screen.

MIDI Channels – in the screen are entered as 0 – 15 see example:

Common English – Midi Channel 10 – MIDI Language (n – 1 = MIDI Language) or 10 -1 =9
 Example two Common Channel 14 would be 14-1=13

Common	1	2	3	4	5	6	7	8	9
MIDI	0	1	2	3	4	5	6	7	8

Determining PC number – use the same formula subtract 1 from the PC number in the chart.

Chart PC	1	2	3	4	5	6	7	8	9
MIDI PC	0	1	2	3	4	5	6	7	8

The BANK and NOTE numbers start with 0 so it is already in MIDI language – so you do not need to add or subtract just use the number as they appear.

To help you remember NOTE numbers middle C on the piano is note number 60 and you can count up or down from note number 60. To transpose octaves simply add or subtract 12 for each octave you wish to transpose

PC	Bnk	Sound	
1	0	Grand Piano	
	8	Grand Piano 2	
	16	Grand Piano+Strings	
	24	Octa Piano 1	
	25	Octa Piano 2	
2	31	Tibia 16 & 4 Trem	
	32	Bassoon	
	0	Bright Piano	
	31	Tibia 16 & 8 Trem	
	32	Cassotto	
	3	0	El.Grand Piano
		31	Tibia 16 & 4 & 2 Trem
		32	Double Basson
	4	0	Honky Tonk
		31	Tibia 16 & 8 & 4 Trem
32		16+16+8	
5	0	E. Piano 1	
	7	Detune E.Piano1	
	8	E.Piano 3	
	16	Soft E.Piano	
	24	Mix E.Piano	
	31	Tibia 16 & 8 & 4 & 2 Trem	
	32	Bandon1	