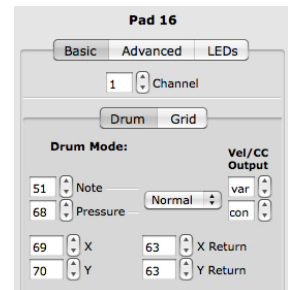


QuNeo 1.2.2 Features: March 2013

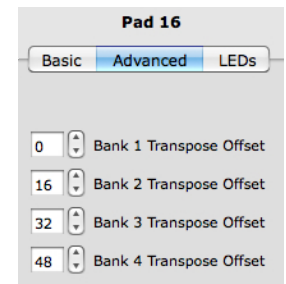
- Updated QuNeo and QuNeoLaunchpad scripts for Ableton Live 9 and a bug fix for the Live 8 scripts.
 - Ableton Live 9 has been released, prompting us to make an update to include new scripts for Live 9.
 - The Live 8 scripts are still supported and 1.2.2 includes a bug fix for the Live 8 QuNeo Scripts.
 - Our included QuNeoDemo Project has been updated as well.
 - Uncompiled QuNeo and QuNeo Launchpad Scripts for Ableton Live 8 and 9



- Edit panes now have Basic, Advanced, and LED tabs.
 - You will notice that in order to make room for new features we have added tabs to our edit panes. All the features you will be editing the most often will appear in the Basic tab. More advanced features are in the Advanced tab, and anything related to LEDs are in the LEDs tab. Some of the extra tabs are a bit sparse but this leaves room for expansion later.



- Pad Banks - lets you have 4 banks of pad notes per preset.
 - Pads can be set to different notes per bank. This is accomplished by going to the Advanced tab in the Pad edit pane and setting transpose intervals for the notes in each bank (as shown in the image to the right). You must also set either the Rhombus button or one of the Up/Down button pairs to enable bank switching and select the bank control menu to "Pads".
 - The Pad banks will not affect the CCs of the other sources (X, Y, Pressure, etc...).



- Individual X and Y return values.
 - There are now separate X and Y return values in the Basic/Drum tab of the Pad edit pane.
 - X and Y Return are the values that X and Y CC#s will return to when the Pad is released. If a number box is set below 0 the values will "latch", staying where they were left when the pad was released.
- Pitch Bend is now available on Pads for X and Y axis.
 - Set X or Y to send out pitch bend instead of CCs by setting the X or Y number box to "bend" in the Basic tab of the Pad edit pane. The "bend" selection is just below "off" (or -2).
 - Set the X or Y return number box to 63 in order to get the note to return to the center pitch when released.

- Pressure and Note sources can now have Toggle behavior.
 - The pressure and note sources now share a drop down menu with the options "Normal" and "Toggle". To the right of the menu are "Vel/CC Output" number boxes where you can specify the velocity and CC value output for the note and pressure CC#.

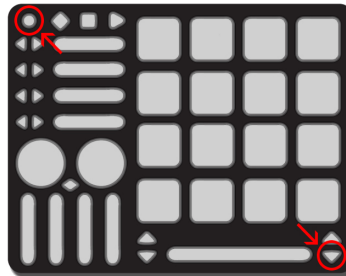


- To get notes with velocity and CCs with continuous pressure behavior, set the drop down menu to "Normal" and set the "Vel/CC output" boxes to "var" (variable) and "con" (continuous). "Var" and "con" appear in the number box in place of 0.
 - Normal mode can also be used to get notes and pressure to output like momentary switches. The "Vel/CC output" boxes can be set to a value which will output when you

press down and go back to 0 when you let go.

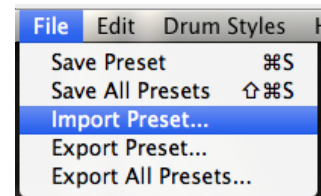
- In Toggle mode the "Vel/CC output" boxes set a value for the note or CC# to toggle on to (always toggles off to 0).
 - Set the "Vel/CC output" boxes to "var" (variable) or "con" (continuous) while in Toggle mode to make the "on" toggle output variable velocity (for notes) or the initial pressure value (for pressure CC#s). "Var" and "con" appear in the number box in place of 0.
- Adjustable on/off thresholds for sliders and rotaries.
 - Sliders and Rotaries now have on/off threshold adjustments. Access these at the bottom of the Advanced tab of any Slider or Rotary edit pane.
 - On Thresh - The pressure value at which a note on will register. **Example:** If set to 10, the Pad pressure has to reach a value of 10 before a note on is sent.
 - Off Thresh - The pressure value at which a note off will register. **Example:** If set to 5, the Pad pressure would have to be 5 or lower for a note off to register. This cannot be set higher than the on threshold.
 - On and off thresholds are global per sensor type. **Example:** Setting the on threshold to 20 in a Horizontal edit pane sets all the Horizontal sliders' on thresholds to 20.
- Improved MIDI Expander Functionality
 - Integration with the MIDI Expander is now more robust. Occasional incorrect MIDI messages should be gone and you can now send data to the MIDI Input port to control the QuNeo's LEDs.

- Remember to put QuNeo into MIDI Expander mode after plugging it in by pressing the mode button and the bottom right down arrow simultaneously (as shown in the image to the right).



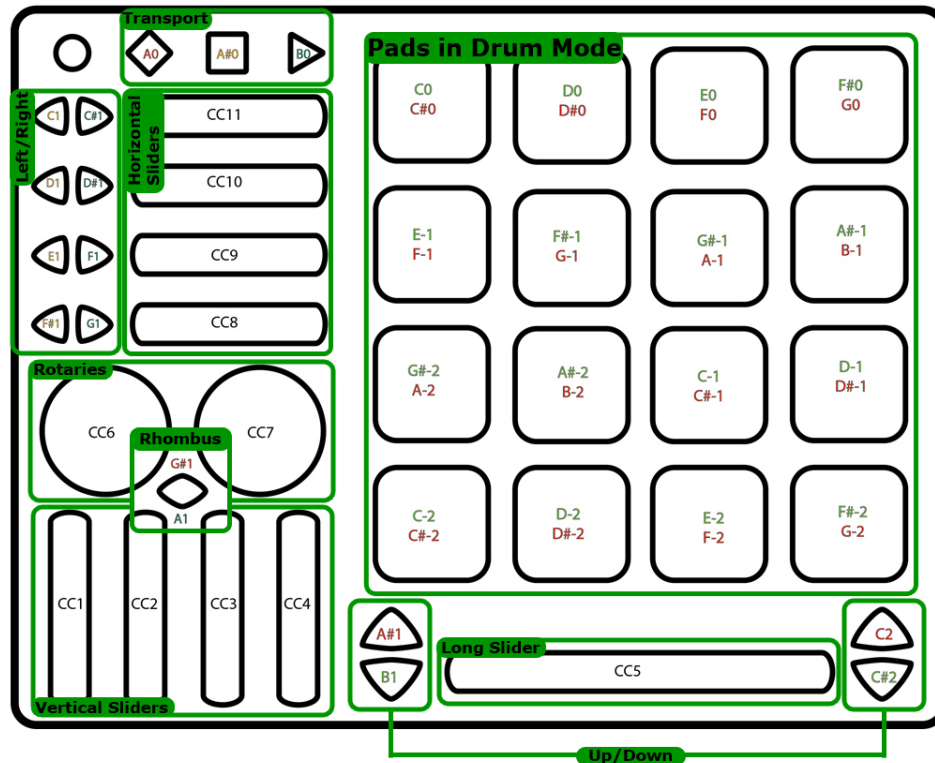
- Shift-click to select multiple sensors and edit them at the same time.
 - To select multiple sensors and edit them simultaneously, hold shift while clicking on another sensor. You can only do this with sensors of the same type. For Example: If a Pad is selected you can shift-click another pad to edit them together (you cannot shift-click to edit a Pad with a Horizontal Slider or Rotary).
- Automatically update presets to be compatible with current version when importing older presets into new editor.

- If you export your presets from an older editor, you can then import them one at a time into the new editor and your presets will be transferred. This minimizes the amount of work you have to do when updating versions.
- New features will be set to default values automatically.



- Program Changes input and output now available for Preset switching.
 - Use "**Program Change Out**" and "**Program Change In**" to enable and disable program changing. Enabling Program Change In causes Presets to change when sending a Program Change message to QuNeo. Enabling Program Change Out causes QuNeo to send Program Changes when a new Preset is selected.

- Adjustable channel numbers for Remote LED control per sensor type.
 - You can now adjust each sensor type's LED channel in the LED tab for that sensor. The sensor types are outlined in green below and labeled with the note number or CC# that controls the LEDs for that sensor. All presets' LED channels default to Channel 1 for Pads in drum mode and all other sensor types.



- The LED tab of the Pad edit pane allows you to choose individual LED channels for Drum mode and both of Grid mode's LED behaviors. Grid mode's green and red LEDs can be assigned individually (2 notes per corner) or by using 1 note per corner with the velocity controlling a crossfade between green and red. The channel for individual notes defaults to 2 (below left) and for 1 note per corner defaults to channel 3 (below right).

