

QuNeo Spark Quickstart Guide

QuNeo Version 1.2.2
June 2013

INTRODUCTION

QuNeo's Spark integration is for use with Arturia's Spark Software. It combines QuNeo's expressive pad control with Spark's intuitive drum machine interface.

To use QuNeo with Spark you must have Spark installed on your computer. Visit <http://www.arturia.com/evolution/en/products/spark/intro.html> for more information about this software.

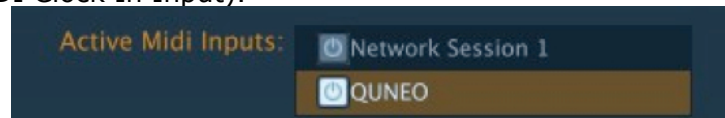
INSTALLATION

1. To install the QuNeo Spark files, start by looking in the "QuNeo_Spark_1.0" folder (which is downloadable as a .zip from www.keithmcmillen.com/QuNeo/downloads/)
2. Locate the "Installation Files" folder and look inside to find 4 folders called: **Spark**, **Spark Dubstep**, **Spark EDM**, and **Spark Vintage**
3. There are "midi.prefs" files in each of these folders which will need to be placed in the corresponding Spark folders on your hard drive (if you already have Spark installed-- if you don't install Spark now).
4. Locate the corresponding Spark folders:
 - a. For **Mac** they should be located here: Macintosh HD/Library/Arturia/
 - b. For **Windows 7** they should be located here: C:\ProgramData\Arturia\
 - c. For **Windows XP** they should be located here: C:\Documents and Settings\All Users\Application Data\Arturia\
5. For each of the 4 folders from step 2, copy out the "midi.prefs" files and replace the file of the same name in the corresponding Arturia folder.
 - a. **WARNING:** If you have other controllers mapped for Spark, make sure to back up these files before replacing them. That way you can switch back and forth between QuNeo and your other controller.

Note to Windows 7 users: The "ProgramData" folder is hidden. If you need to find it go to "Control Panel", and then to "Appearance and Personalization". Find "Folder Options" and click on where it says, "Show hidden files and folders". A window will pop up. Under the "Hidden files and folders" label, click "Show hidden files, folders, and drives". Now press apply and you should be able to find the "Program Data" folder. After copying the installation files into their proper locations, go back to Folder Options and click "Don't show hidden files, folders, or drives".

Setting Up:

1. Connect the QuNeo to your computer and launch Arturia's Spark.
2. On your QuNeo select Factory Preset 1 or 2
 - a. See QuNeo Factory Preset Guide for more information about selecting presets.
 - b. If you have replaced the Factory Presets on your QuNeo with custom presets, make sure to use the QuNeo Editor to put Factory Presets 1 and 2 onto your QuNeo (see the QuNeo Editor Manual for more information)
3. Open Spark's Preferences window.
4. Make sure QuNeo is enabled as an Active MIDI Input only (do not activate it as a MIDI Clock In Input).



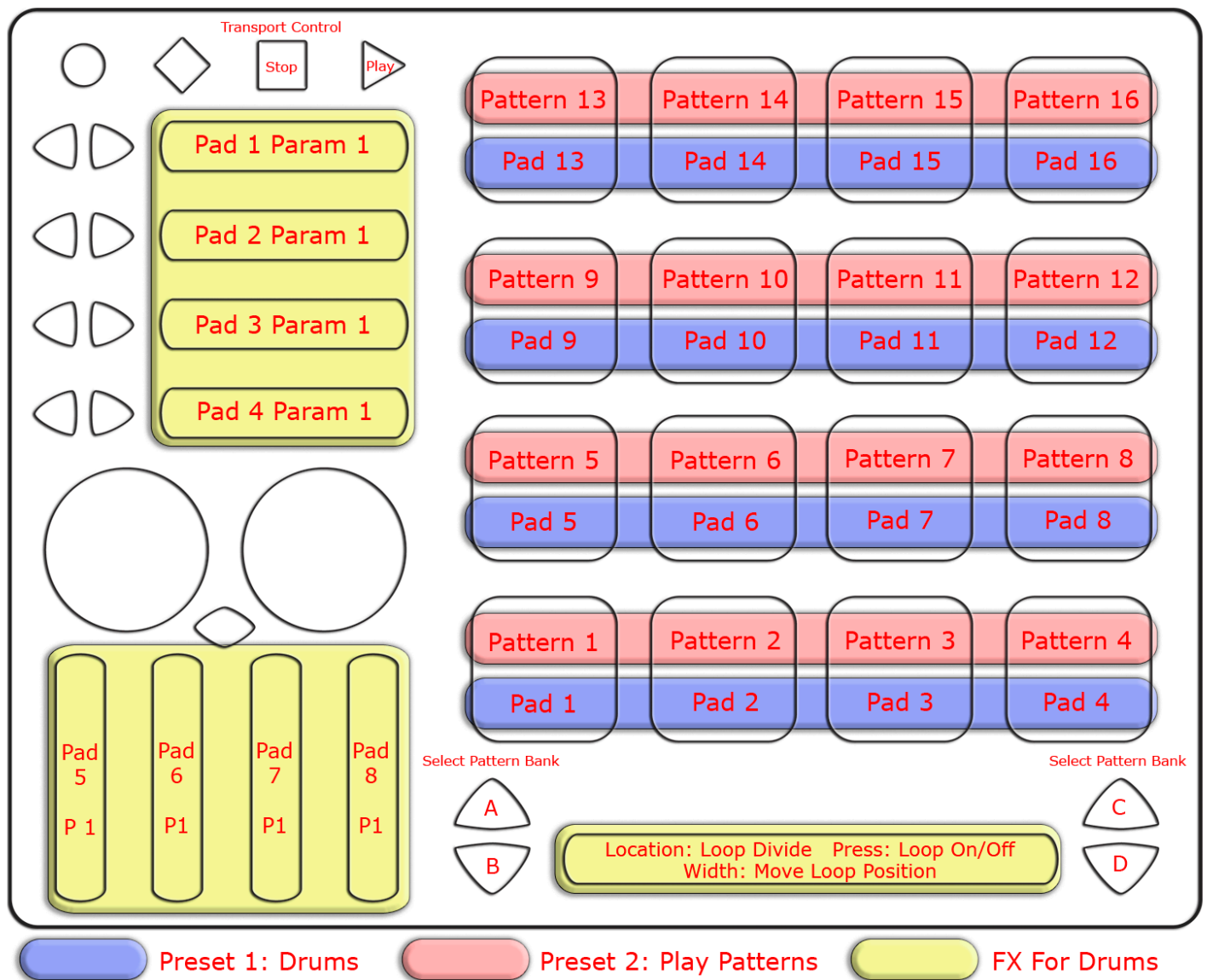
5. You can now play Spark with QuNeo using QuNeo's Factory Preset 1 and/or 2
 - a. see the next page for details about the mapping

Setting Up To Use With The Spark Preset:

Provided in the **QuNeo_Spark_1.0** folder is a custom QuNeo preset named Spark. You can load this preset on the QuNeo to get additional functionality (as illustrated in the diagram on the last page of this Quickstart). To send the custom Spark preset to QuNeo, follow these steps:

1. Launch the QuNeo Editor
 - a. Download the QuNeo Editor from here: <http://www.keithmcmillen.com/QuNeo/downloads/>
2. In the File Menu, choose "Import Preset".
3. Select the file "Spark.quneopreset" and click Open then Save.
 - a. Found in the "QuNeo_Spark_1.0" folder.
4. Send the preset to your QuNeo by clicking the "Update Preset" button.
5. Select the preset slot on your QuNeo that you sent the preset down to.
6. You may now play Spark with QuNeo using the additional functionality that this custom preset provides.
 - a. see the last page for details about the mapping

Basic Control of Arturia's Spark kits with QuNeo Factory Presets 1 & 2



Advanced Control of Arturia's Spark kits with QuNeo Custom Preset "Spark"

Transport Control

Rec Stop Play

Banks on

Bank1 Bank2 Bank3 Bank4

Drum 1: Decay/ Sub/ Pitch Attack Decay Pan

Bank1 Bank2 Bank3 Bank4

Drum 2 PitchEQ Pitch Attack Decay Pan

Bank1 Bank2 Bank3 Bank4

Drum 3 Attack/ Decay/ Noise Bright Pan

Bank1 Bank2 Bank3 Bank4

Drum 4 Pitch Attack Hold Pan

bank ctrl: rhom

Bank1 Drum 1: Aux 1 Bank2 Drum 3: Aux 1 Bank3 Drum 5: Aux 1 Bank4 Drum 7: Aux 1

Bank1 Drum 2: Aux 1 Bank2 Drum 4: Aux 1 Bank3 Drum 6: Aux 1 Bank4 Drum 8: Aux 1

VSlider Bank Control

Bank1 Bank2 Bank3 Bank4

Drum 5: Cutoff/ Res./ Pitch Attack Decay Pan

Bank1 Bank2 Bank3 Bank4

Drum 6: Cutoff/ Res./ Pitch Attack Decay Pan

Bank1 Bank2 Bank3 Bank4

Wave/ Pitch Attack Decay Pan

Bank1 Bank2 Bank3 Bank4

Drum 7: Pitch Attack Decay Pan

Bank1 Bank2 Bank3 Bank4

Drum 8: Pitch Attack Decay Pan

Pattern Grid

Pattern 13 Pattern 14 Pattern 15 Pattern 16

Pad 13 Pad 14 Pad 15 Pad 16

Pattern 9 Pattern 10 Pattern 11 Pattern 12

Pad 9 Pad 10 Pad 11 Pad 12

Pattern 5 Pattern 6 Pattern 7 Pattern 8

Pad 5 Pad 6 Pad 7 Pad 8

Bank A Bank B Bank C Bank D

Pattern 1 Pattern 2 Pattern 3 Pattern 4

Pad 1 Pad 2 Pad 3 Pad 4

FX Tip: Slider FX are the same in all Spark programs except where you see a slash. In which case, the top line is Vintage or EDM, the bottom line is Spark and Dubstep. They generally follow the knobs on the screen, for example Bank 1 = Row 1 which is pitch. Bank 2 = Row 2 which is usually attack.

Location: Loop Divide Press: Loop On/Off Width: Move Loop Position

Legend:

- Pad Bank 1: Drums
- Pad Bank 2: Play Patterns
- Pad Bank 3: Pattern Banks
- FX