

AiRControl99Plugin



Operation Manual

Version 1.0.0

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Introduction

AiRControl99Plugin is the plugin version of the well-known editor/librarian AiRControl99 for the drum synthesizer JoMoX AiRBase 99 (hereinafter just called AiRBase), which was produced from 1998 to 2005.

It can control almost all parameters of the AiRBase.

AiRControl99 was developed for AiRBase firmware version 1.15, but according to user reports it also works from version 1.09.

Unlike most other available editors, AiRControl99 controls the parameters of the AiRBase via MIDI-SysEx instead of MIDI-CC.

The plugin version can also be switched to "CC mode", as MIDI CC is processed faster by the AiRBase and is therefore better suited for DAW automation.

The inspiration for this came to me from the unfortunately never finished software "SoftBase", which (at the time of writing this guide) is still available for free via the JoMoX website.

Using MIDI-SysEx offers several advantages over MIDI-CC:

- Most AiRBase parameters have a native resolution of 8 bits, meaning they can take on 256 different values. AiRControl99 uses the native resolution for all parameters. When controlling via CC, the value range is limited to 7 bits (128 values).
- Some parameters have a smaller value range (less than 8 bits). This is taken into account by the respective control element in AiRControl, so that the values that can be set in AiRControl also correspond to the actual values in the AiRBase.
- Kit names can be edited and saved in the AiRBase.
- The instrument assignments of the kits can be edited and saved in the AiRBase.

Another unique feature of AiRControl99 is the ability to read a SysEx dump from the AiRBase for initialization.

AiRControl99 always tries to stay in sync with the connected AiRBase. That's why all parameter changes are always sent directly to the AiRBase and also saved locally.

After initialization, the AiRBase should only be edited by AiRControl99, as otherwise AiRControl99 will no longer be synchronous with the AiRBase. In such a case, AiRControl99 can of course be initialized again via SysEx dump import.

The design of the user interface is modern, but still reflects the style of the original AiRBase layout. The program currently only exists with an English GUI.

Integrating AiRControl99 as a plugin into your DAW opens up new possibilities for controlling the AiRBase.

AiRControl99Plugin can be easily installed alongside the standalone AiRControl99 program. It shares the "AppData" folder with it so that both programs have the same AiRBase memory state. Using both programs simultaneously is not recommended, as this can lead to write conflicts with the AiRControl99_Data.xml file.

I hope you enjoy AiRControl99Plugin!

License and disclaimer

AiRControl99Plugin is a hobby project and is offered as freeware.

You may not distribute, sell, rent, or modify this software without permission from the author.

Any liability or warranty is excluded.

If you like the program and enjoy using it, you are welcome to [leave a donation \(PayPal\)](#) to support the further development of this software and the development of other software. You will receive a "license file" that allows you to hide the "Donate" buttons.

System requirements

- Operating system
 - Windows 10 x64 or newer
 - macOS 12.0 or newer, x64 or arm64 (universal)
 - Linux distribution x86_64
- JoMoX AiRBase 99 with firmware version ≥ 1.09

Installation and folder structure

Windows

Copy the VST3 bundle folder "AiRControl99.vst3" from the zip file into a folder where your x64 VST3 plugins are located. This is "%programfiles%\Common Files\VST3" by default.

macOS

Double-click the .dmg file and follow the instructions.

Linux

Unzip the tar.xz file and copy the VST3 bundle folder "AiRControl99.vst3" to your VST3 folder (typically ~/.vst3).

Folder structure

When you start the program for the first time, the following folder structure is created:

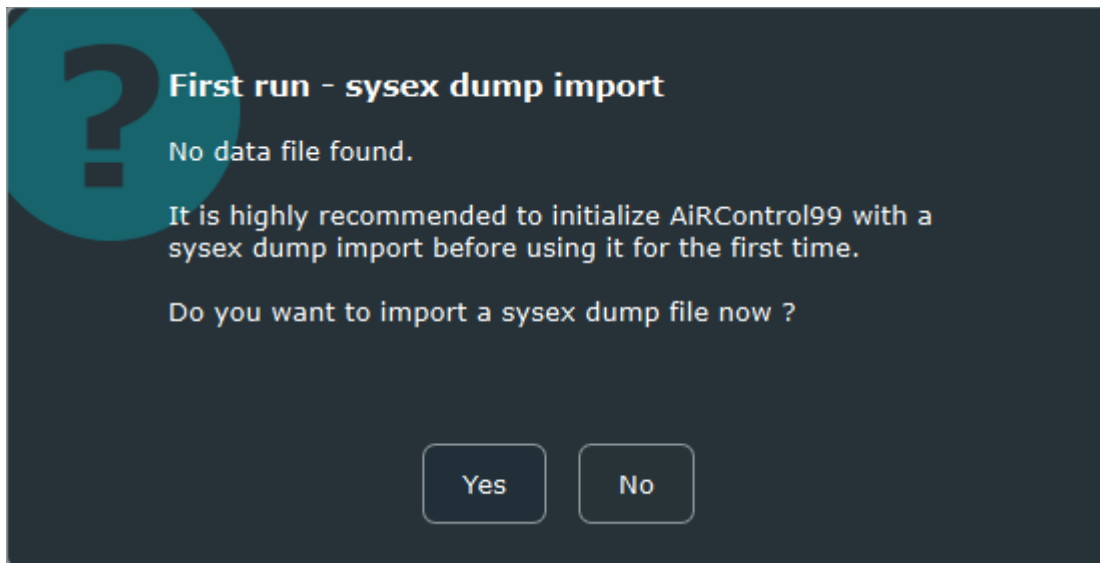
- Windows: %appdata%\AiRControl99
macOS: \$HOME/Library/Application Support/AiRControl99
Linux: \$HOME/.AiRControl99 und \$HOME/.config/AiRControl99
 - Contains the files AiRControl99Plugin.conf (here the program settings are saved) and AiRControl99_Data.xml (here the parameters of the instruments and kits are saved)
- %userprofile%\documents\AiRControl99
macOS: \$HOME/Documents/AiRControl99
Linux: \$HOME/Documents/AiRControl99
 - instruments
 - Default folder for importing and exporting instruments
 - kits
 - Default folder for importing and exporting kits

First steps

Important: Please create a SysEx dump file of your AiRBase before starting AiRControl99. For this you can, for example, use the "Bome Send SX" program (<https://www.bome.com/products/sendsx>). Please refer to the original AiRBase user manual for the necessary steps on your AiRBase to send the dump.

Please save the dump file with the extension ".syx".

When you run AiRControl99Plugin for the first time, you will be prompted to import a SysEx dump:



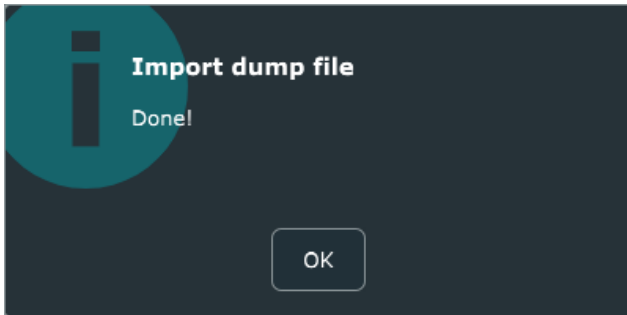
Click "Yes" here if you have already created a SysEx dump file and want to start the [SysEx dump import](#).

SysEx dump import

The "Select dump file" dialog opens, which only shows files with the ending ".syx". Please select the previously created SysEx dump file and confirm with "Open".

AiRControl99Plugin now reads the dump file and adopts the settings of your AiRBase (instrument settings and kits).

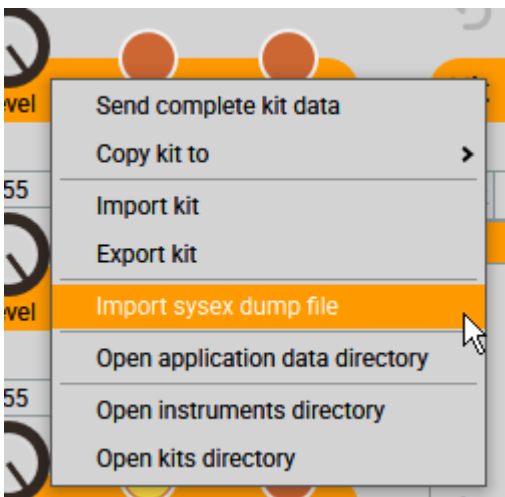
If the import was successful, the following message appears:



AiRControl99Plugin now reflects the exact status of your AiRBase99.

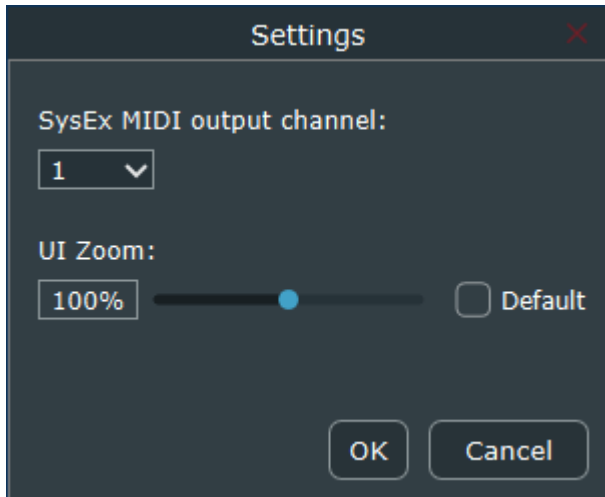
If you have not yet initialized AiRControl99Plugin with a SysEx dump of your AiRBase as described in the previous section, you can do so at any time.

To do this, right-click on the "Kit" area and select "Import sysex dump file":



Settings dialog

Here, the "SysEx MIDI output channel" should be set to match the setting in AiRBase. This setting is then saved to the configuration file and is therefore valid for all instances of AiRControl99Plugin.

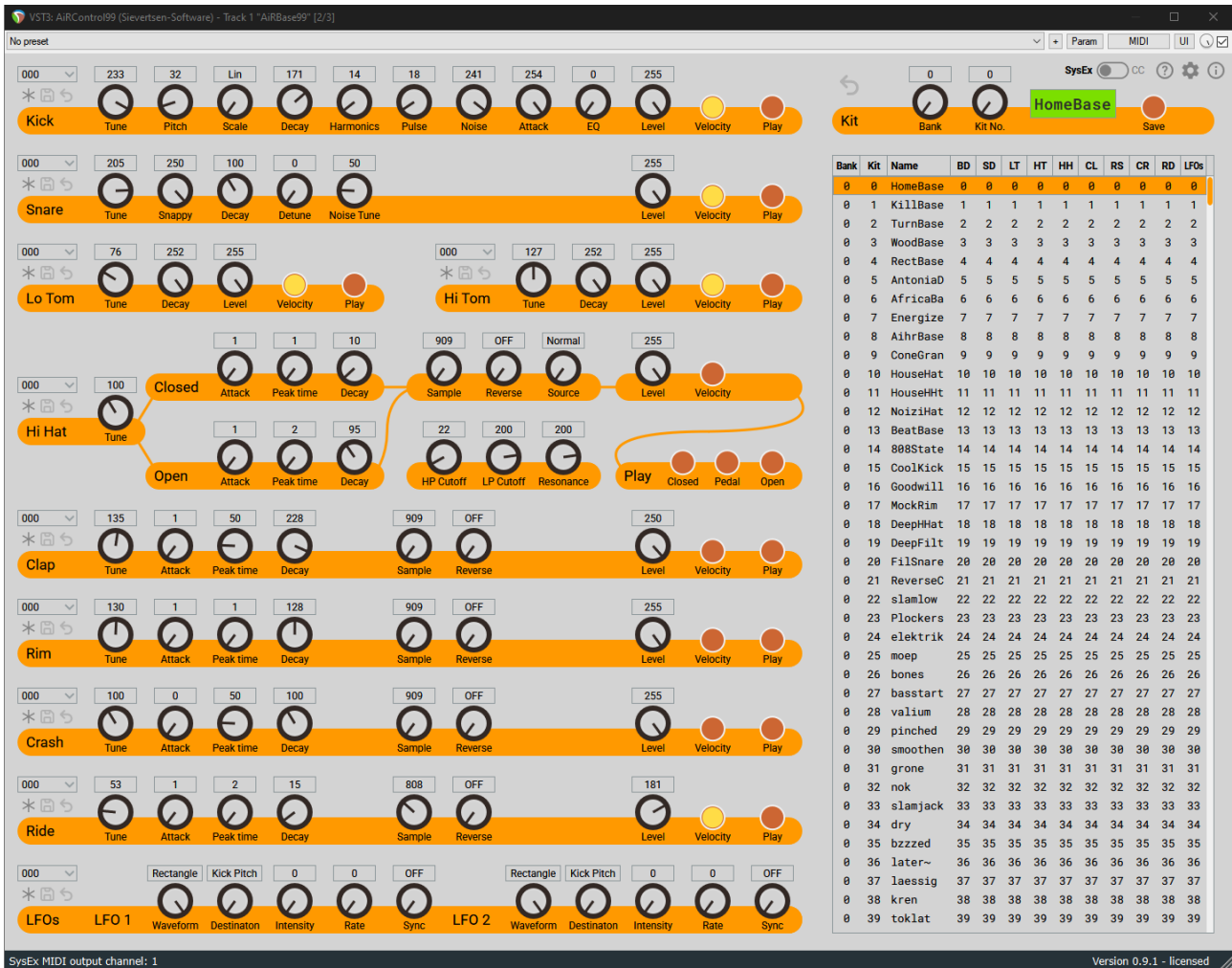


The "Zoom" slider can be used to change the zoom level of the GUI (50% - 200%). Double-clicking the slider handle resets the zoom level to 100%.

If the "Default" checkbox is checked, the setting is saved to the configuration file and will henceforth be the default setting for new instances of the plugin.

After clicking "OK" the changes will be applied.

Operation



The AiRControl99 user interface is divided into 2 main areas:

1. Instruments area (left)
2. Kits area (right)

There are 4 buttons at the top right:



The "SysEx - CC" button toggles between SysEx and CC mode.

The (?) button toggles Help Mode on or off. When Help Mode is enabled, tooltips are displayed when hovering the mouse over the instrument controls.

The gear button opens the [Settings dialog](#).

The (i) button opens the "About" dialog.

SysEx- / CC mode

SysEx mode

In SysEx mode, parameter changes are sent to AiRBase in SysEx format. The parameter resolution here corresponds to the native resolution of the parameters in AiRBase.

Almost all AiRBase parameters can be edited in this mode – only the parameters of the "System Group," such as the LFO speed, cannot. Even with the latest firmware 1.15, AiRBase unfortunately ignores the corresponding SysEx commands.

SysEx mode is best suited for sound design. Only in this mode can instrument variations be changed and kits saved.

AiRBase processes SysEx commands significantly slower than CC commands, therefore SysEx mode is not suitable for automation while the song is playing.

Keep in mind that parameter changes via SysEx directly modify the settings of the AiRBase instruments. Undoing is only possible via the UI.

SysEx commands are therefore only sent when the user interface is open. This allows you, for example, to use external MIDI controllers for parameter changes.

CC mode

In CC mode, parameter changes are sent to AiRBase as CC commands.

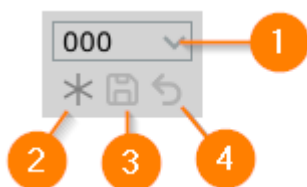
Not all parameters are supported by AiRBase in this mode. The unsupported parameters are disabled in the AiRControl99Plugin UI.

This mode is suitable for automation. Automation can be fully used even with the UI closed.

Instruments area


In the Instruments area you can edit the sound parameters of the individual instruments.

The parameters are arranged in an orange "strip" for each instrument. Each strip begins with the instrument name and the following controls:



1. "Variation": Select the instrument variation
2. "Init": Load the instrument's initial sound parameters
3. "Save": Save the current sound parameters under the selected variation
4. "Undo": Reset the sound parameters to the previously saved status

The "Save" and "Undo" buttons are only active if you have changed parameters.

After clicking the "Undo" button, the button changes to "Redo". 

This allows you to restore the last change, allowing you to quickly do an A/B comparison.

The meaning of the individual parameters for each instrument can be found in the AiRBase operation manual.

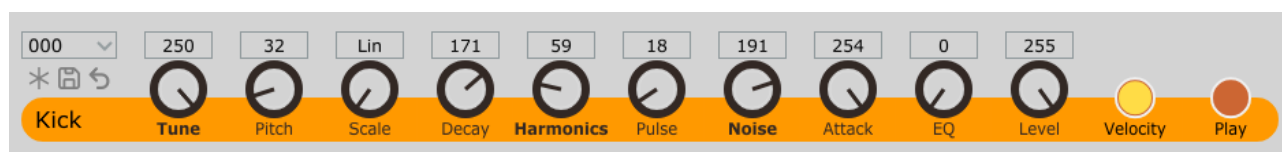
Most parameters can be changed using dials. Hold down the left mouse button and drag the mouse up/down or left/right. If you hold down the Shift key you can adjust the value more precisely. You can also use the mouse wheel when the mouse pointer is over the dial.



For the numerical parameters, the number can be edited directly after clicking into the edit field.



Changed parameters are indicated by bold labels.

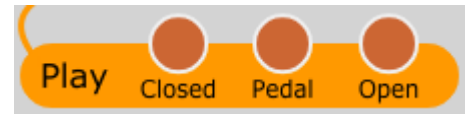


Double-clicking on the dial of a changed parameter resets it to the value stored in the instrument variation.

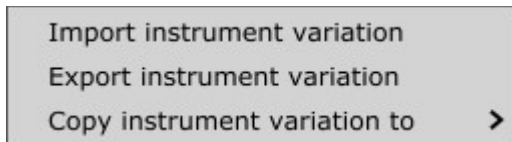
Each instrument strip (except the "LFOs") also includes a toggle button for the "Velocity" parameter and a "Play" button.

The instrument can be played using the "Play" button.

The HiHat has 3 "Play" buttons for the different playing modes.



Each strip contains a context menu (right-click) with the following options:



With the "**Import/Export instrument variation**" options, the currently selected sound parameters of the respective instrument can be saved to a file or loaded from it.

The default folder is preset to

Windows: %userprofile%\documents\AiRControl99\instruments

macOS: \$HOME/Documents/AiRControl99/instruments

Each type of instrument has its own file extension, e.g. ".ac99kick" for kicks. When importing, only the files of the respective instrument are visible in the selection dialog.

With the "**Copy instrument variation to**" option you can transfer the saved sound parameters of the currently selected instrument variation to another instrument variation.

Kit area

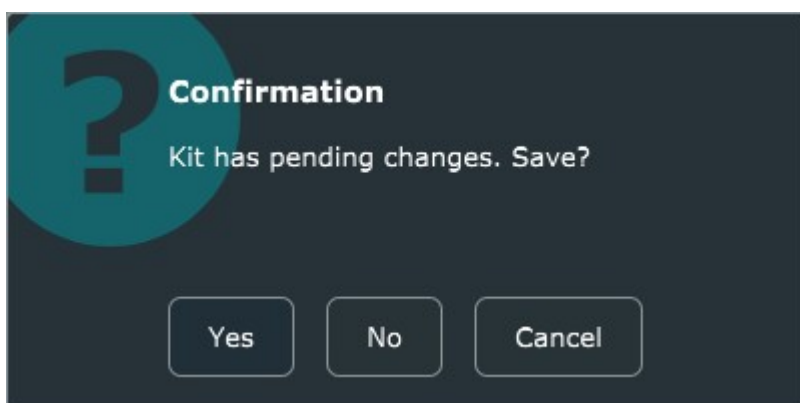
In the kit area you can select the kit to be edited and edit the name.



There is also an Undo button (top left) that becomes active as soon as an instrument variation of the selected kit is changed. The undo function resets the selected kit to its original status.

Additionally, when an instrument variation is changed, the Save button will flash and then remain lit to indicate that the kit must be saved if the changes are to be persistent.

If the undo function is neither saved nor used, the following dialog appears when changing the kit or trying to exit the program:



If you click "Yes", the current kit will be saved with the changed parameters.

If you click "No", the unsaved changes will be discarded.

AiRControl99 tries to ensure that it is always in sync with the connected AiRBase. If the program is terminated in this state, this is of course no longer true. In this case, AiRControl99 can then be initialized again, for example, with a new SysEx dump import.

You can select the kit to be edited either by adjusting the "Bank" and "Kit No." knobs or select a row in the kits table by clicking on it.

Bank	Kit	Name	BD	SD	LT	HT	HH	CL	RS	CR	RD	LFOs
0	0	HomeBase	0	0	0	0	0	0	0	0	0	0
0	1	KillBase	1	1	1	1	1	1	1	1	1	1
0	2	TurnBase	2	2	2	2	2	2	2	2	2	2
0	3	WoodBase	3	3	3	3	3	3	3	3	3	3
0	4	RectBase	4	4	4	4	4	4	4	4	4	4
0	5	AntoniaD	5	5	5	5	5	5	5	5	5	5
0	6	AfricaBa	6	6	6	6	6	6	6	6	6	6
0	7	Energize	7	7	7	7	7	7	7	7	7	7
0	8	AihrBase	8	8	8	8	8	8	8	8	8	8
0	9	ConeGrap	9	9	9	9	9	9	9	9	9	9

Kits table

The kits table includes, in addition to the bank, kit no. and name also columns for the instrument variations assigned to the respective kit.

If an instrument variation is changed, this change will be displayed directly in the kits table:

Bank	Kit	Name	BD	SD	LT	HT	HH	CL	RS	CR	RD	LFOs
0	0	HomeBase	82	0	0	0	0	0	0	0	0	0
0	1	KillBase	1	1	1	1	1	1	1	1	1	1

Unless the change to the kit is saved or undone, the view remains in this state.

If several instrument variations are changed, it can look like this (example):

Bank	Kit	Name	BD	SD	LT	HT	HH	CL	RS	CR	RD	LFOs
0	0	HomeBase	82	0	6	0	0	0	149	0	0	0
0	1	KillBase	1	1	1	1	1	1	1	1	1	1

To change the name of a kit, click in the input field to place the cursor

HomeBase

or double-click to select the text and then replace it completely if necessary.

HomeBase

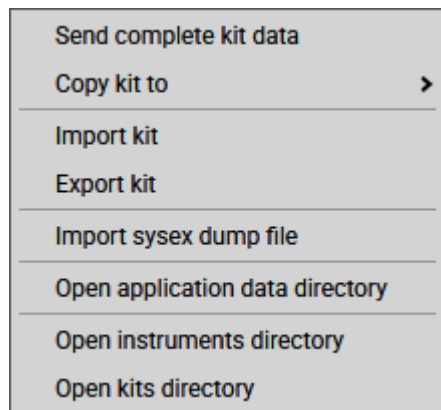
Then click "Save" to apply the change and send it to the AiRBase (or "Undo" to discard the change).

In addition to the user banks 0 to 2, AiRControl99 also includes the ROM bank.



This cannot be edited, but the ROM instruments/kits can be used, for example, as a copy template for your own instruments/kits.

The context menu (right-click) of the kits area offers the following functions:



Send complete kit data

If the connected AiRBase is not synchronous with the AiRControl99, you can use this function to send all parameters of the current kit (including all instrument sound parameters) to the AiRBase.

Copy kit to

With this function you can copy the parameters of the current kit to another bank/kit number. As with the "CpyTo" function built into the AiRBase, the instrument variations of the current kit are saved under the instrument number that corresponds to the target kit.

Import/Export kit

With this function you can save the current kit to a file or overwrite the settings of the current kit with those from a file.

The default folder is preset to

Windows: %userprofile%\documents\AiRControl99\kits

macOS: \$HOME/Documents/AiRControl99/kits

The kit files have the extension ".ac99kit".

Import sysex dump file

s. [SysEx dump import](#)

Open application data directory

Opens the application data directory:

Windows: %appdata%\AiRControl99

macOS: \$HOME/Library/Application Support/AiRControl99

Open instruments directory

Opens the directory for the instruments:

Windows: %userprofile%\documents\AiRControl99\Instruments

macOS: \$HOME/Documents/AiRControl99/Instruments

Open kits directory

Opens the directory for the kits:

Windows: %userprofile%\documents\AiRControl99\Kits

macOS: \$HOME/Documents/AiRControl99/Kits