

## Xpuls BCR - Operation manual

Thank you for purchasing the ‚Xpuls BCR‘ Controller Overlay. Now the operation of your Waldorf Pulse 2 becomes much more intuitive. In this guide you will get all the important informations about installing and operating Xpuls BCR with the Behringer BCR2000.

For a quick start it is recommended (after the installation) to press first of all the < > arrow buttons (lower right area, picture 2) and then observe the upper black navigation area (picture 1).It quickly becomes understandable how all parameters can be intuitively and clearly controlled, even without this manual.

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### Installation of the template

- Connect the BCR2000 to a computer via USB.
- Set the BCR2000 to USB mode (EDIT+STORE, turn encoder 1 to „u-1“, then press EXIT)
- Open the received file „xpuls\_bcr\_xxx.syx“ in one of the free Sysex programs (Windows: MIDI OX, Mac OSX: Sysex Librarian), then select the BCR2000 as a target and send the file to it. The loading process takes a while (the display of the BCR2000 rotates), in the meantime do not disconnect!
- When the file is finished loading (no more rotating in the display), set the BCR back to standalone mode (EDIT+STORE, turn encoder 1 to e.g. „S-1“, then press EXIT)
- Set the Pulse 2 to MIDI Channel 1.
- The BCR2000 is now fully operational!

**Attention:** When sending the Sysex file to the BCR2000, the first 2 templates will be overwritten! If necessary, please make a backup before!

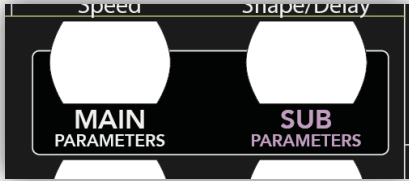
To be able to use the full range of functions, the current firmware for the Waldorf Pulse 2 (1.20) should be installed. This you can find at [waldorfmusic.com](http://waldorfmusic.com), or ask the Waldorf support for this update.

## Navigation

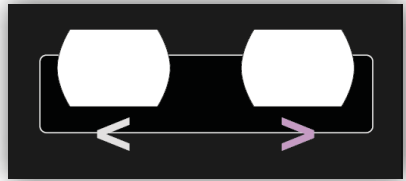
In essence, the entire surface of the overlay always represents the complete Pulse 2 and thus is ready for immediate editing.

The encoders/buttons have a „MAIN PARAMETER“ (white, below the encoder/button) and often a „SUB PARAMETER“ (purple, above the encoder/button). With the < > arrow buttons (picture 2) you switch eg between MAIN or SUB.

In order to always know of what is being edited (MAIN or SUB), there is a navigation display in the upper area, which is highlighted in black (picture 1).



Picture 1 (navigation overview)



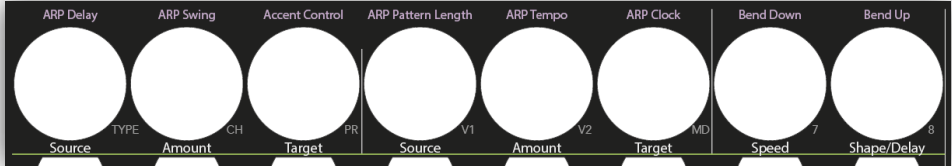
Picture 2 (< > arrow buttons)

If e.g. „MAIN PARAMETERS“ lights up, all the white main parameters will be controlled. If „SUB PARAMETERS“ are lit, the purple sub parameters are controlled. The red display of the BCR2000 is not to be considered for the navigation.

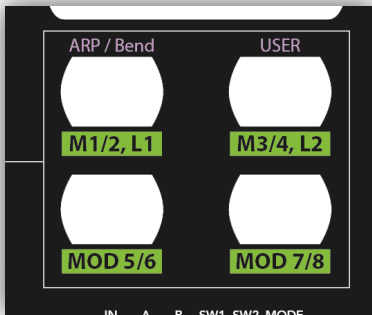
**NOTE:** Navigation **always** uses the white/purple < > arrow buttons (picture 2). The buttons of the above navigation area (picture 1) are for **overview only**, these buttons are not to be pressed.

## Navigation (upper 8 encoders + user)

In MAIN PARAMETERS mode the upper 8 encoders are controlling modulation 1-8 and LFO 1/2 (picture 3). If the button M1/2, L1 is enabled (picture 4), the 8 encoders are controlling modulation 1 and 2, and LFO 1. On the other hand, if you're in SUB PARAMETERS mode and then press the button M1/2, L1 (respectively ARP/Bend), the 8 encoders are controlling the arpeggiator and the bender.



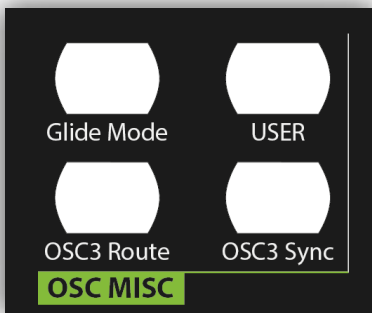
Picture 3 (Modulation 1-8, LFO 1/2)



Picture 4 (navigation of the upper 8 encoders)

There is the additional option to switch the 8 knobs to a user mode (picture 4) and thus to adjust 8 further parameters for your own needs. If you press the USER button in SUB PARAMETERS mode, there are 8 more controls available. If desired these can be edited with the conventional BCR2000 programming.

## User button (OSC MISC area)



Picture 5 (User button, OSC MISC area)

In the OSC MISC area (picture 5) there is a further user element, the USER button. The User Button is available in MAIN, and in SUB mode. So there are 2 user controls available (MAIN + SUB template). Editing the user button is done by the common programming of the BCR2000.

## Keyboard buttons

This 8 KEY buttons (picture 6) allow you to spontaneously pre-listen the sound and change the pitch, which is done by using the conventional BCR2000 programming.

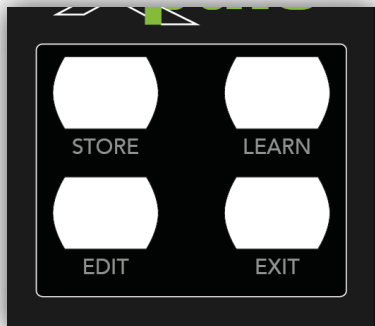


Picture 6 (Keyboard buttons)

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## Buttons for programming the BCR2000

The conventional buttons for programming the BCR2000 (picture 7) are still available, and the upper 8 encoders are also labeled (discreetly). If desired, you can create more templates.



Picture 7 (BCR2000 programming)

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Have fun & amazing sounds with the controller overlay by  **pand!**