

What's new about AiRBase99 software version 1.15

Switching Samples by midi controller

For the sample based sounds you can use midi controller 62 to change them. On changing the sample in the AirBase these controllers are sent via midi out, too.

#Sample change by controller 62#

```
-----  
Sample| 909 | 808 | CR78 | JMX  
-----
```

```
HiHat | 0 | 1 | 2 | 3  
Rim   | 4 | 5 | 6 | 7  
Clap  | 8 | 9 | 10 | 11  
Crash | 12 | 13 | 14 | 15  
Ride  | 16 | 17 | 18 | 19  
-----
```

#Reverse parameter control by Midi Controller#

```
-----  
Sample reverse by Controller 62
```

```
Reverse|off | on  
-----
```

```
HiHat | 20 | 21  
Rim   | 22 | 23  
Clap  | 24 | 25  
Crash | 26 | 27  
Ride  | 28 | 29  
-----
```

#HiHat Source Parameter control by Midi Controller

Also with midi controller 62 you can change the hi hat source parameter.

```
-----  
HiHat Source change by Controller 62
```

```
Source| Normal | Filter | Noise  
-----
```

```
Value | 32 | 33 | 34  
-----
```

#Storing Instrument by Midi Controller

By sending value 64 with midi controller 62 you can remotely store instruments.

```
-----  
Storing of instruments by midi cc  
Controller 62 . Value: 64
```

#Dump Request#

By sending the following sysex command line you can request the whole sysex memory bulk dump to be sent.

```
<F0      31      0E      56      F7>  
Start JMX-ID OP-Code Dev.-ID EOF
```

#Bank change#

There had been some problems on bank change with certain sequencers. This was because the bank command was followed directly by a program change

command and the airbase responded with an internal program change to both commands. Because this needed some time, the second program change couldn't perform correctly and was therefore neglected sometimes.

Now the bank change command doesn't perform an internal program change. Only if the following program change command is received, the former received bank change will occur.

More fixed bugs:

- SnapShot send: • missing Parameter: Bass Drum Level & Snare Drum Level
- Snare Drum: • Detune via Midi Controller
 - some Parameters were not sent with the right Controllers.
 - Improved noise gate with long decays
- Kick Drum: • EQ via Midi Controller
 - Super long gate to suppress any hum on "silence"
- All instruments are cut on levels lower than 1...Especially on sample based instruments there had been some feedthrough on zero level.