Version 1.5.31.0 - 31/05/2023

When our primary time display is not set to Bars+Beats, the Keylab’s display will now show the time in the selected format. Note that since normally these formats need more than 3 characters to show up correctly, when in such modes, the Left/Right Locators (measured in bars) are not shown. Upon going back to Bars+Beats mode, they appear again.

Version 1.5.03.0 - 03/05/2023

- This version makes a big change, when we're using the full version of the script. For users of the stripped down version, no change here.

From now on, there's no need anymore for assigning port 1 of the Keylab when setting up our controller.

This means, that we have to setup just the DAW ports, plus the loopMidi ones.

This makes it possible to create another midi remote instance which can now use the Port 1 of our Keylab.

Thus, we can now use the midi assistant of the midi remote API (or even writing a separate script), in order to add functionalities not implemented by my own script, when we have our Keylab in USER mode!

For example, one can now setup a full ControlRoom page (my script currently does not implement ControlRoom) by using a user preset.

- Added a file named mapOfMasterFaderAndKnobBindings.js.

  In this file we can define what our master fader and knob do, when Ctrl, Alt or FN pads are pushed, in the Mixer page.

- Minor change to avoid an error when we have enabled the pads' changing color upon beat, when our primary time display is not set to Bars+Beats.

Version 1.4.14.2 - 14/04/2023

I’ve noticed that the lcd display was not updating properly when in 80-controls instrument banks. Fixed.

Added in the script’s folder, two new subfolders:

- DefaultSettings

  This one contains the default settings files, just in case we mess around and we want to restore them by copying & pasting them inside our main folder (replacing the old ones),

- MyPersonalSettings

  This one contains my preferred mapOfGeneralSettings.js file.

Version 1.4.14.1 - 14/04/2023

The default mode of the script is changed to the stripped-down version.

This decision was made to help the less experienced users to begin testing the script using the two ports of the Keylab for DAW handling, i.e., **MIDIIN2** and **MIDIOUT2**.

You can always use the full version of the script by setting

generalSettings.strippedDown=1

in our mapOfGeneralSettings.js file.

I advise you to do so, once you get comfortable with the stripped-down functionalities provided, and only IF you need the following extra ones (by following the additional instructions on how to implement these):

Browsing instruments and effects plugins (FN+Jog Wheel)

Custom functionality of our knobs (sending midi messages to loopMIDI Port 3)

Change metronome click level (Metro+Jog Wheel)

Correctly light up the Punch In/Out leds

Show on our LCD display:

MIDI Record mode,

MIDI Cycle Record mode,

Metronome Pre-count.

Version 1.4.14.0 - 14/04/2023

Motivation: It's been always a pleasure for me to watch all these hardware synths with their tremendous number of knobs/faders handled by experts to generate all these phenomenal sounds by tweaking – usually very quickly – the parameters that those knobs/faders exposed to the lucky owner.

In this version, I've added an option (by setting **generalSettings.UISpecialTabForControls=1** in our **mapOfGeneralSettings.js** file, or if you want to deactivate it, by setting it to 0) to have an **80-parameters bank** in our Instrument's Quick Controls page, in an attempt to make this experience a bit more feasible while using our controller, which lacks this number of knobs/faders, since our Keylab has a set of 8 knobs and 8 faders (OK, plus another two but I don't use them in this implementation).

In order to get these 80 parameters' control, we're going to use our knobs and faders as we normally do, and this is called state 1, and state buttons (i.e., Shift-Pad 13, Ctrl-Pad14, Alt-Pad15 and FN-Pad16) held down while we turn/move our knobs/faders, to gain access to the other 4 states. That gives us a total number of 5 states multiplied by our knobs/faders number, leading to a total of 80 parameters per plugin bank.

On our midi remote window, we're going to see all these parameters plus a lamp showing which exactly row of them we're dealing with.

Hint: In order to best view these assignments, zooming-in is needed when we are in the Instrument Quick Controls mode.

Note: It may take up to 1-2 seconds for the controls' bank to refresh. That's probably logical given the overhead produced upon the intrument's parameters loading.

Version 1.4.12.0 - 12/04/2023

The change in this version may seem a cosmetic one, but it's actually a bit deeper, at least the way I see it and thus I've decided to do it.

We now have two versions of the UI we can choose from, by altering the variable **generalSettings.UIType** in our **mapOfGeneralSettings.js** file, to either 0 or 1.

The first one (0) is the "default", the way that our display is built up since the initial appearance of my script.

The second one, and here's the change, rebuilds the layout in a way that more accurately represents our Keylab's surface.

However, this is not the real reason for rearranging the elements of my design. **The real reason is that we can now place for example a second monitor/tablet upon our Keylab's mixer section, and by zooming the remote environment, have a much better overview of our controls.**

At the same time, when we need to, we can see the other section of our surface (Pads, Track Controls, Transports and Jog) and have a much better overview of the assignments in this area.

I personally, after memorizing my own assignments for the pads/track controls/transport/jog section, I find it very useful to zoom the remote window to our mixer assignments, because simply I always get to see the available controls in instrument's and insert effects' page. This helps a lot, because obviously I cannot easily memorize all the controls of all my plugins, nor I ever thought of doing so, actually 😊

Version 1.4.9.0 - 09/04/2023

In this version I've added the combination of states (Shift, Ctrl, Alt and FN) with our 8 knobs, in all pages except from the ones for the Commands Sets. You can set them up by altering the new file **mapOfActionsOfKnobsByState.js**. I've added remarks there on how to do this.

However, if you don't need this functionality, you can deactivate it by setting **generalSettings.allowCustomKnobsStates=0** in our **mapOfGeneralSettings.js** file.

We have three types of mapping for each knob and each state:

1. Normal MIDI CC. Upon turning a knob, we send its CC value to a CC we've set up in the mapOfActionsOfKnobsByState.js file.
2. Dual MIDI CC. In this one, upon turning a knob, we send a 127 to one of two CCs we have defined, based on our turning direction, i.e., if we turn our knob left or right.
3. Commands. Upon turning a knob, based on the turning direction, we execute a command assigned to either left or right turn.

Now, this update needs some justification. The Keylab has a set of 10 user templates to assist us in pretty much every mapping we can think of when controlling DAW and/or our plugins. In fact, I personally mapped most of my plugins to these templates.

However, there is a lack of DUAL handling of knobs. This is to be expected, and most of the time we're adding this by either coding in this new midi remote API by Steinberg, or by using third-party apps (I personally use Bome's MIDI Translator Pro but there are other wonderful tools out there as well).

So, I thought it would be a nice addition after all. I personally use this new feature of the script a) for controlling the browser of my plugins and b) for dual commands (that are not already assigned to other controls).

PLEASE, ALWAYS BACK-UP your working script folder before updating.

Version 1.4.8.0 - 08/04/2023

- Additions to Instrument (Pad 8):
    - Holding Instrument and turning the Jog wheel now switches between track versions.
    - Shift (Pad 13) + Instrument, now opens the “add Instrument” modal form.
    - Ctrl (Pad 14) + Instrument, duplicates selected tracks.
    - Alt (Pad 15) + Instrument, duplicates selected tracks with No Data. **Attention**: This is a default macro inside Cubase. If you have deleted it, this won’t work obviously.
    - FN (Pad 16) + Instrument: Creates a new (empty) track version.

- Additions to Open Strip (Pad 12) when holding:
    - Shift (Pad 13) + Open, now deletes the selected tracks.
    - Ctrl (Pad 14) + Open, deletes ALL empty tracks.
    - Alt (Pad 15) + Open, deletes inactive versions of the selected track.
    - FN (Pad 16) + Open, deletes current track version.

Note that most of the above commands are already implemented in the commands sets pages.

However, I found it useful to add them to the default pads mapping (at least for my own workflow).

Version 1.4.6.0 - 06/04/2023

- Addition and Changes in Mixer Page:

    - Added a subpage (the very first one after our main) for controlling the pre-gain (Input filter). Knobs control the level, select buttons control the bypass. Note that the leds are lit up when our pre-gain is ON and **NOT** when bypassed.

    - Send Effects subpages now show the selected send effect, its level and On/Off state on the display. As in the pre-gain subpage, knobs control the level, select buttons control the On/Off state.

      Reminder: In Mixer Page, we move through the various subpages using Pad13 (Shift) + Page Next/Previous Buttons.

Version 1.4.4.0 - 04/04/2023

- Added in Mixer Page:

    - Monitor Enable/Disable (Pad 15 [Alt] + Select Track Button).

    - Listen On/Off (Pad 16 [FN] + Select Track Button).

    - Pad 1 (Upper left corner – Mixer) now shows/hides the Mixer Console Window – If pressed when not in Mixer Page, we activate the Mixer Page obviously.

    - Holding Pad 1 (Mixer) + pressing Pads 2,3,5,6,7,9,10, 11 changes Mixer configuration (1 to 8).

    - Holding Pad 1 (Mixer) + turning the Jog wheel selects visibility agent. The selected agent is activated upon releasing Pad 1.

Version 1.4.3.0 - 03/04/2023

- Channel Strip Fixes:
    - Bypass On/Off updating properly.
    - Leds updating properly upon slot change.
- Inserts page:
    - Leds updating properly upon slot change.
    - The display now shows the slot number and updates based strictly on our selected control.
    - Empty slots are identified.
- Mixer page:
    - Leds (Solo, Mute, Record) in MULTI-mode updating properly upon returning to the Mixer page from another one.
- The erratic presence of "Browsing plugin" on our display is fixed.
- Buttons and Pads colors are refreshed to reflect our current state, upon turning back to DAW mode from Analog Lab or User mode.

Version 1.4.1.0 - 01/04/2023

- DAW mode changed to LIVE. No worries, we're talking strictly about the MIDI messages sent from the Keylab. This change makes my script's display updating without the annoyance (in DAW mode) of pad details.

- A stripped-down option is now available - We can select it by editing the file mapOfGeneralSettings.js and setting generalSettings.strippedDown=1

  - If we select this option, we will only need the standard DAW ports pair of the Keylab, i.e., MIDIIN2 and MIDIOUT2.

    Functionalities missing if we use this option:

  - No browsing of instruments and effects plugin available via the FN+Jog Wheel turns. This is replaced by the default Cubase's presets browsing functionality.

  - No feedback to our Keylab's display for:

    Punch in and out states,

    MIDI Record mode,

    MIDI Cycle Record mode,

    Metronome Precount.

- Added a fourth set of commands for window zones and windows' handling.

- Added a (most for fun I guess) option to show beat change on pads (the ones at the last column, 4-8-12-16). You can activate it by default, in the mapOfGeneralSettings.js file, by setting generalSettings.tapTempoPadLightingOnBeat=1 .

  Works just for the first four beats (in case you're using another signature) and ONLY in Mixer page. You can activate/deactivate this mode by pressing "Shift" (i.e., Pad 13) + Tap Tempo (i.e., Pad 4)

- Altered the fifth function of "Play" button (FN + Play) to changing "Grid Type"

Version 1.3.27.1 - 27/03/2023

- Added:
    - Solo Defeat (Shift+Select Button)
    - Rude Solo (Ctrl+Select Button)
    - Deactivate all solo (Shift+Solo Button)
    - Unmute all (Shift+Mute Button)

Version 1.3.27.0 - 27/03/2023

- Fixed:
  - Knobs not working as expected in Commands' pages