Korg Minilogue XD Ctrlr panel documentation and instructions

V2.3– 2023-03-12

Introduction

Hi! Thanks for having purchased this Ctrlr Korg Minilogue XD panel!

The panel is an editor and librarian for the Korg Minilogue XD and covers all parameters at program level. It also handles the Global parameters and it is showing some info of the sequence data for the current program (no edition at this stage).

In comparison to the Prologue where not all parameters can be directly edited and where it is needed to send a full sysex to see/hear changes, on the Minilogue XD NRPN messages have been defined for the parameters not covered by CC messages and except a few related to the Arp and Sequencer all parameters can be edited directly and separately. Full program dumps must still be manually sent in order to modify the parameters not covered by CC or NRPN messages (appearing in light green on the panel) and modifying those parameters on the synth will not be reflected directly on the panel. You can use the small Send buttons to make this a breeze and to hear the effect of your change.

Besides the editor, you will also benefit from a complete librarian. It will allow you to manage an image of the content of your Minilogue XD but also two “disk” banks that are banks only on your PC. From there you are able to perform different program operations between the banks (copy, swap, initialize and move) but also perform a morphing between the current program and a destination program with parameters locking.

In specific tabs, you will find the data of the note sequencer and of the 4 motion sequencer lanes, including the values displayed as bar charts. At this stage, this is read only.

The panel has a look and feel close to the one of the Minilogue XD but, it would be stupid to not benefit of the computer possibilities. Therefore, you also get a display of the current and saved parameters value, the description of each parameter as in manual and a graphic display of the envelopes.

The panel is reading and writing sysex files but also Korg Librarian files (.mnlgxdprog; mnlgxdlib is read-only).

Despite careful testing, it is possible that some bugs remain. Please contact sunny.synths@gmail.com if you find one so they can be corrected as soon as possible.
In the same spirit, contact sunny.synths@gmail.com if you would like some enhancements.

By that, please have a look on this manual to have an idea of the way of using it and its features.
Enjoy making music with your Korg Minilogue XD and have fun!

Thanks to Albert, Nick and especially to Marc and Christoph for their help on testing this panel ;-)

Sunny Synths

About this v2.3 version

The version 2.3 brings the following changes:

- More precise handling of all 10bits based parameters: some parameters (see Midi specs) are handled on 10 bits but in previous versions they were on 7 only
- Adaptation of selected bank: glow replaced by outlining: this was causing slow usage on MacOS
- Added mute modulators on Receive and all different Load: was causing a Midi loop for the changed values
- Modified VCO Pitch curves: the Midi specs were not correct. So implemented new values according to what the synth is actually doing
- All exported VST parameters renumbered starting from 1: doe to make them directly visible when selecting them for automation. You may have to review your existing patches.
- Correction: Voice Mode Depth display Duo mode value
- Program info Saved values was not working
- Slot parameters were not saved correctly
- Correction: Oscilloscope display was inverted
- Display info 'Differences' display for Slot parameters
- Save: Delay Depth and Mod Depth had +1. Removed
- Save: Bytes 148 and 149 (User param types) were inverted
- Delay and Reverb Dry wet: set 0-1023 instead of 0-1024
- Program tuning: set 0-100 instead of 1-101
- Scale key: set 0-24 instead of 1-25

The version 2.x brought the following changes:

- Added morphing between the current program and any other program with parameter locking
- Added Note sequencer and Motion sequencer tabs displaying the data for the current program
- Added ability to read Korg Librarian mnlgxdlib bank file
- Added ability to directly read a .prog_bin file
- Remembers last sysex file saved path and name
- Remembers last librarian file saved path and name
- Keep previous Author when loading Init program
- Check Confirm and ConfirmOK switches in Program Proceed
- Correction: Program level value sent adjusted
- Delay Time shown in notes for BPM Synced delays
- Send confirm switch also acting on main Send button
- LFO rate shown in notes when LFO is in BPM mode
- Correction: Delay Time scale in BPM was inverted
- Correction: Multi Octave was not sending the right value
- Correction: Global parameters load/send
- Correction of error when loading User Delays and Reverbs
- Correction: VCOs octave labels were inverted
- Added ability to export bank list content to a text file
- Added Arp and Sequencer main data in Display Info

– Adaptation: slowest transfer speed extended to 1000ms
– Adaptation: the actual Arp rate values are different from the ones provided by the Korg Midi specs. On top of that, they are defaulted to 16th in factory patches in ML XD firmware 1.x
– Adaptation: last saved/loaded program is not restored anymore at panel load. This was changed in 2.x due to sequencer data but has now been reverted back as it was in 1.x version of the panel

Information for the users of a previous version

This doesn't apply when changing from 2.1 to 2.2 or from 2.2 to 2.3

Due to some internal change related to the changes mentioned above, you could get an error about ReadStateData the first time you start the v2.0. Just close the panel and restart it. The new ReadStateData will be fine.

Table of Contents

Installation and features

Installation of the Minilogue XD panel

The panel is provided as a compressed .zip file containing:

- the Korg Minilogue XD panel as an .exe file on Windows PC
- the Korg Minilogue XD panel as an .app file on Mac OS (zip folder to be uncompressed)
- the Korg Minilogue XD panel as VST 64 bits for Windows PC
- the Korg Minilogue XD panel as VST and AU plugins for Mac OS
- this manual as PDF

For the PC standalone version, decompress the zip file anywhere on your PC then copy the **Korg Minilogue XD.exe** file in some directory and launch it. The file may be scanned by your antivirus program (Avast on my computer) and should return no issue. If any, they are false and probably due to the fact that the program is not officially referenced.

For the Mac OS standalone version, decompress the zip file anywhere on your Mac then decompress the Korg Minilogue XD.app.zip. You may have to open the **Korg Minilogue XD.app** file using Ctrl+click as it may not be recognized by the OS.

The program will directly display the Ctrlr window with the Minilogue XD panel displaying its main tab with a Welcome message. The panel always opens with an Init program that is not sent to the synth. It will also indicate if communication has been established or not.

It is possible that the top row buttons are not responding after the initial installation (first try the Init button for ex.). Simply close the program and restart it. The issue should be solved.

For the installation of the plugins, please refer to Installing and using the Minilogue XD panel as plugin on page 4443 further in this manual.

Important remarks

As mentioned in the introduction, the Minilogue XD has many parameters, shift functions, etc… It is thus a complex instrument and by that despite a lot of attention there could still be some imperfections.

In comparison to the Prologue where not all parameters can be directly edited and where it is needed to send a full sysex to see/hear changes, on the Minilogue XD NRPN messages have been defined for the parameters not covered by CC messages and except a few related to the Arp and Sequencer all parameters can be edited directly and separately. Full program dumps must still be manually sent in order to modify the parameters not covered by CC or NRPN messages (appearing in light green on the panel) and modifying those parameters on the synth will not be reflected directly on the panel. You can use the small Send buttons to make this a breeze and to hear the effect of your change.

Still, the Minilogue XD is using CC messages for most direct parameter changes and full sysex messages for complete patches.

There can only be 127 CC messages and each message has a value of maximum 127.

Internally and through the sysex messages, some parameters (ADSR…) are handled with 0-1023 values while with only 127 values when transmitted. There can thus be a difference between the actual value set on the synth manually and the corresponding one sent by CC when the synth value is just between 2 CC ones.

During the development of the panel I have also encountered possible bugs either in the Midi implementation document or in the synth. All to be confirmed…

Here is a list of those:

- Midi Aftertouch Assign seems to be 1-29 while it is supposed to be 0-28 as for Joystick Assign and CV IN Assign)
- According to the manual, Delay Dry/Wet and Reverb Dry/Wet are 0..1024 and thus Balanced at 512 while it seems that their range is 0..1023 and that Balanced is at 513. A Balanced at 513 would mean a range of 0-1026… In the panel, the range is set 0-1023. At load and save, the value 512 is transformed into 513.
- (Midi doc) Global data dump indicated being 32 bytes while list of Global parameters shows 0-62 offsets. By analyzing full dumps containing the global data, I take 100 bytes (packed) leading to 92 bytes (unpacked). It is unknown what the 30 last bytes are.
- Global data: “Parameter Display” is 2 in some dumps while in the documentation it can be either 0 or 1. It is assumed that 2 is the same as 0 (as for the Oscilloscope)
- Global data: Master Tune is 0-100 and Transpose is 0-24
- Arp rate is 1-11 while indicated 0-10 in the Midi Specs. Arp rate is defaulted to 16th in all factory patches that were created in OS 1.x. This has been changed to byte 1023 in OS 2.x

Features

You will find the following features in the Korg Minilogue XD panel:

- Korg Minilogue XD interface with same look as actual synthesizer
- Top “LCD screen” displaying parameter name and full description, CC/NRPN number used (or “No CC”), current and saved values
- Rotary buttons with colored ring
- Switches with same look as synth
- Bi-directional behavior (for CC/NRPN parameters only): modifying a parameter on the panel modifies it on the synth; modifying a parameter on the synth modifies the panel
- Fast send and small send buttons at different places to send a full program dump to the synth which is needed when changing non-CC parameters (indicated in light green)
- Envelopes graphs handled by mouse or the ADSR/AD rotary buttons
- Load / Save programs from banks or from individual .syx files
- Load / Save Minilogue XD Korg Librarian .mnlgxdprog files
- Load Minilogue XD Korg Librarian .mnlgxdlib bank files
- Load Minilogue XD Korg Librarian .prog_bin files that are within the .mnlgxdlib files
- Receive/Send from/to Minilogue XD buffer
- Direct mode to change programs on the synth
- Easy program renaming
- Display of current program Note and Motion sequences data
- Ability to morph between the current program and any other program with parameter locking
- Display and export of program parameters (current values, saved values, both, comparison, differences) as text file
- Programs have a name, author, save date and description
- Complete librarian providing handling of 2 disk banks and one “Minilogue XD” bank (500 programs by bank). The “Minilogue XD” bank can be received from the actual synthesizer.
- Operations in banks for programs: rename, init, copy, move, swap programs, full comparison, difference only comparison
- Global settings management with ability to Receive/Send them from/to the Minilogue XD synth
- Ability to load and see your User oscillators names, mod FX names, delay and reverb names
- Different switches to modify the behavior of the panel according to your way of working
- Panel zoom with memory

Communication with your Minilogue XD synth

Connection setup for the Minilogue XD keyboard and standalone version of the panel

You can connect your Minilogue XD and your computer in different ways but this is the most standard one.

- Connect the Minilogue XD to the computer by USB or Midi DIN
- Power the Minilogue XD On
- Start the Minilogue XD panel
- In the **Midi** menu, select **Input** – **Device** *minilogue xd KBD/KNOB* (when connected by USB) or *minilogue MIDI IN* (when connected by Midi DIN)
- In the **Midi** menu, select **Input** – **Device** *minilogue xd KBD/KNOB*
- In the **Midi** menu, select **Input** – **Channel** *1* (set this to the Midi channel of your Minilogue XD – see p45 of the Minilogue XD manual)
- In the **Midi** menu, check that **Controller** – **Device** is set to *None*
- In the **Midi** menu, select **Output** – **Device** *minilogue xd SOUND* (when connected by USB) or *minilogue MIDI OUT* (when connected by Midi DIN)
- In the **Midi** menu, select **Output** – **Device** *minilogue xd SOUND*
- In the **Midi** menu, select **Output** – **Channel** *1* (set this to the Midi channel of your Minilogue XD).
- Quit the panel and re-open it

The panel is maintaining those settings from one session to the next one.

Connection setup for the Minilogue XD module and standalone version of the panel

You can connect your Minilogue XD module, a controller and your computer in different ways but this is the most standard one.

- Connect the Minilogue XD to the computer by USB or Midi DIN
- Power the Minilogue XD On

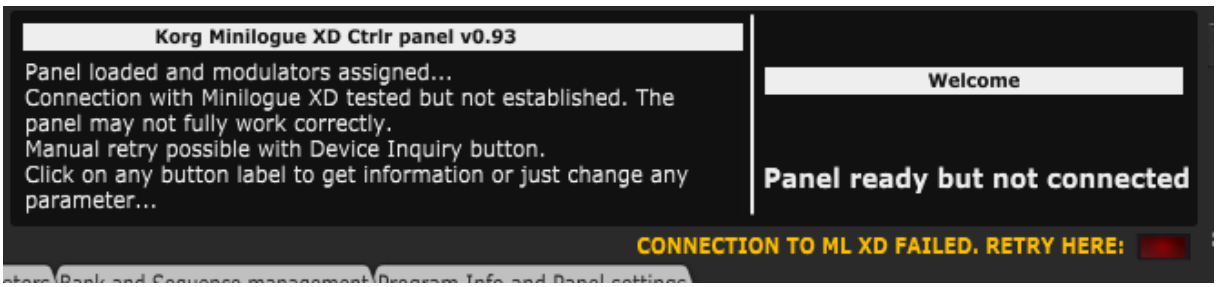
- Start the Minilogue XD panel
- In the **Midi** menu, select **Input** – **Device** *minilogue xd KBD/KNOB* (when connected by USB) or *minilogue MIDI IN* (when connected by Midi DIN)
- In the **Midi** menu, select **Input** – **Device** *Minilogue xd KBD/KNOB*
- In the **Midi** menu, select **Input** – **Channel** *1* (set this to the Midi channel of your Minilogue XD – see p45 of the Minilogue XD manual)
- In the **Midi** menu, check that **Controller** – **Device** is set to *None*
- In the **Midi** menu, select **Output** – **Device** *minilogue xd SOUND* (when connected by USB) or *minilogue MIDI OUT* (when connected by Midi DIN)
- In the **Midi** menu, select **Output** – **Device** *Minilogue xd SOUND*
- In the **Midi** menu, select **Output** – **Channel** *1* (set this to the Midi channel of your Minilogue XD).
- In the **Midi** menu, select **Midi Thru – Input Device -> Output Device**. This is done to send the received parameters changes and notes from your master controller/keyboard to the synth
- Quit the panel and re-open it

The panel is maintaining those settings from one session to the next one.

About the connection to the synth…

At opening, the panel is sending a Device Inquiry midi message to the synth. If the expected answer is coming from the synth then the panel is showing that the synth is connected (and will be using the Midi channels set as described in the previous paragraph).

A message will appear just under the LCD on the panel with a red button allowing you to retry as long as the right answer is not received. You can retry at any time and several times. The message and button are not displayed anymore when the reply from the synth is successful.



A **Device Inquiry** message can still be sent at any time by clicking on the corresponding button from the Program Info and Panel Settings tab.

Testing the Midi connection

We can now test the Midi connection:

- In the panel, turn the Amp EG Attack rotary button of the main timbre and check that the Minilogue XD LCD indicates the change and that the attack of the current sound is changing by playing a few notes or a chord
- On the Minilogue XD, turn the Amp EG Attack rotary button of the main timbre and check that the corresponding rotary button is moving in the panel

Quick start guide

Now that you have an idea of the features of the panel and have established the connection with the synth, let's go quickly through a few things you can try.

Direct mode

The Direct mode allows selecting a program on the synth then changing it with the panel

- Switch the **Direct** mode button on the right of the LCD to ON
- Use the **Bank** and **Program** rotaries to select a program. Its name is unknown by the panel so you need to look at your synth.
- Click on the **Receive** button to receive the program from the synth into the panel
- Modify some parameters
- At this stage it is not possible to Save on the synth in Direct mode (will look at this)
- So, save your program on your synth

Save a program as sysex or Korg Librarian file on your computer

- Go to the Program info and panel settings tab
- Position the **Save Mode** switch on Sysex or Both (Both is also saving a Korg Librarian file)
- (optional) Go back to the Main parameters tab
- Set the **Program** rotary to the far left which is the position to export as a single file
- Click on the **Save** button to save the file(s) on your computer

Load a program from your computer

- Click on the **Load** button to load a program from your computer
- Select one of the free .mnlgprog file provided
- The file will be loaded in the panel (some popups will briefly open to load such file)
- Send the program to your Minilogue XD buffer
- Listen and change parameters
- Click on the **Load** button to load a program from your computer
- Select the sysex file you saved in the previous exercise
- The file will be loaded in the panel (there is no popup when opening a sysex file)
- Send the program to your Minilogue XD buffer
- Listen and change parameters

Load a bank from your disk and select programs

- Go to the Bank and Sequence management tab
- Click on the Disk 1 header just above the Disk 1 list of programs. This is the way to select a bank
- Select **Load from disk** in Bank action then press on the Proceed button
- Select the *Factory full dump_CleanDump.syx* file provided. It contains all factory programs
- Left click on any program in the list to select it as source
- Select **Load from bank in ML XD buffer** in Program action then press on the Proceed button
- (optional) Go back to the Main parameters tab
- Switch the **Direct** mode OFF
- Set the **Source** switch to Disk1
- Use the **Bank** and **Program** rotaries to select a program from the Disk 1 bank

- Press **Send** to send it to the synth
- Listen and change parameters
- (optional) Use the **Bank** and **Program** rotaries to select another program slot (1-500)
- Press **Save** to save the program in the bank at the selected program slot

Receive a bank from your Minilogue XD

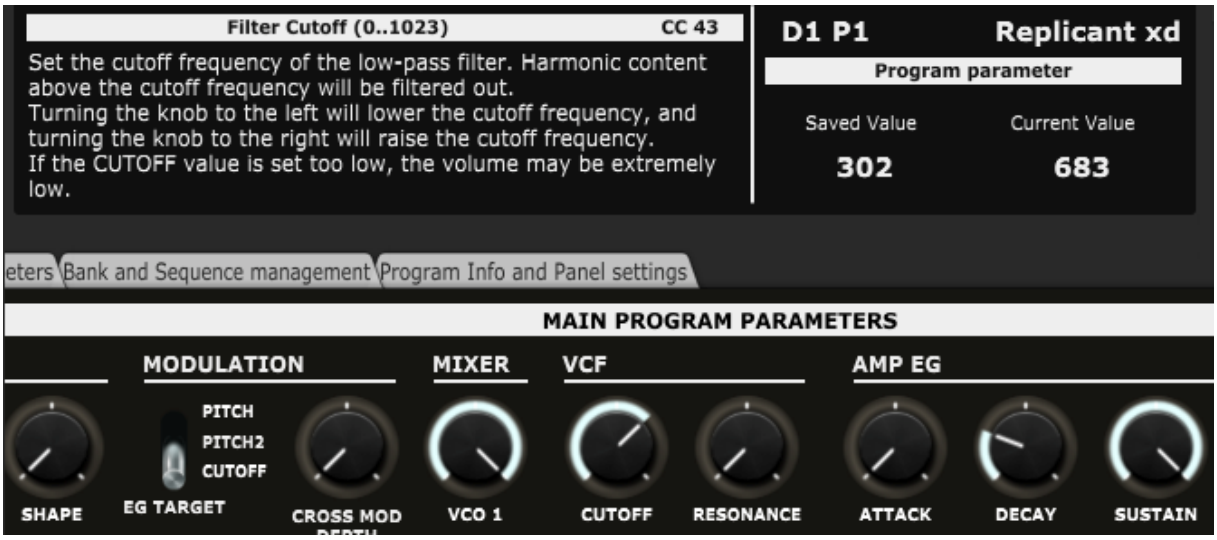
- Go to the Program info and panel settings tab
- Double click on the **Transfer Speed** rotary to set it to its default value (200ms)
- Go to the Bank management and Morphing tab
- Click on the Minilogue XD header just above the Minilogue XD list of programs. This is the way to select the full content of the Minilogue XD
- Select **Receive from ML XD** in Bank action then press on the Proceed button
- Wait that the progress bar is completed
- Save the new bank on your computer under a name
- You can now perform program operations between the Disk 1 bank loaded and the programs on your Minilogue XD. All changes are reflected on the disk bank images stored on your computer so they can be sent back to the Minilogue XD (not possible for the moment with the panel but well with Midi OX or Sysex Librarian)
- If there is an error on receiving programs, you have the possibility to save the dump anyway for analysis
- For program operations, left click to select a source program; right click to select a destination one
- You can now also directly select programs from your Minilogue XD by positioning the **Source** switch on Minilogue and using the Bank and Program rotaries to load a program

Way of working and top panel functions

As you will discover by yourself, the main usage of the panel is straightforward but there are anyway different specific things you should know… ☺

Using the buttons and modifying parameters

You modify parameters using a rotary buttons by keeping the left mouse pressed and moving the mouse cursor vertically up or down. Clicking on a rotary button displays the parameter information and its current and saved values.



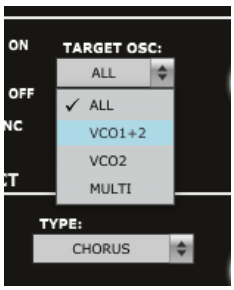
You can also modify any rotary encoder based parameter by doing a mouse hover on the button then using the mouse scroll wheel.

Clicking on switches modifies their position. There is no left/right; up/down effect; just a simple toggle between the two or three positions. Clicking on the label of a switch displays the parameter information, its current and saved values.

Clicking on momentary push buttons is activating them briefly (what a surprise…). They will momentary flash.

Clicking on permanent toggle buttons (like the “Voice Mode” ones) is activating them (what a surprise…). They will stay highlighted until the next click.

Parameters presented as pulldowns are modified by opening the pulldown and selecting one of the pull-down items. Clicking on the label of a pulldown menu displays the parameter information, its current and saved values.



Quick reset to default value

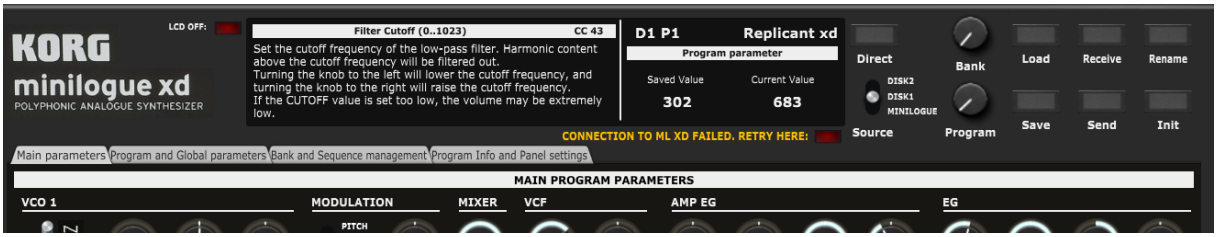
Rotary encoders have default values set and you can quickly revert to this preset default value by double-clicking on the button. Try with the VCO Pitch or any of the Amp EG ADSR buttons.

Opening and closing the panel

When closing the panel (either by using **File – Quit** or by clicking on the upper right red cross) the state of the panel is stored.

When opening the panel, a Welcome message indicating the panel the panel version and the status of the connection with your Minilogue XD. The panel should be in the state you left it (same zoom level, same loaded banks if not moved, same buttons positions…). Pay of course attention that the panel may not reflect your Minilogue XD buffer in the case you have been using your synth without the panel.

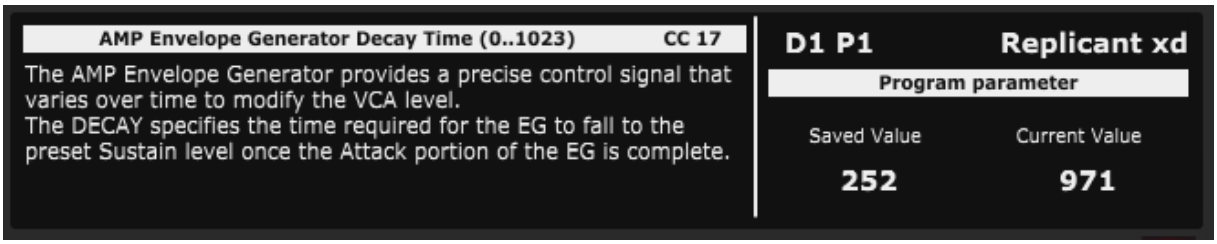
Top panel area



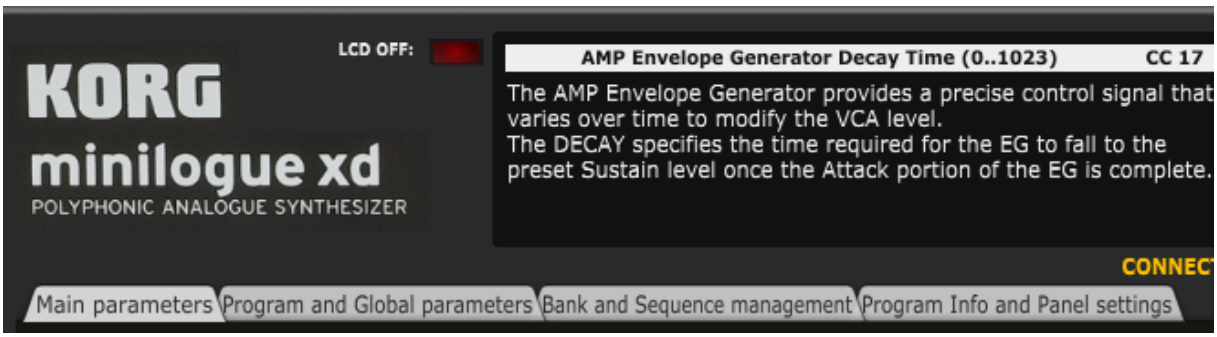
In the top panel area, you will find the main “LCD screen”, different buttons and four tabs.

In the center, the LCD screen will show you:

- The name of the parameter, its range and the number of the CC or NRPN message it is using or “No CC”
- A description of the parameter as in the manual
- The bank, number and name of the current program
- The saved and current value of the selected parameter



On the left side, you find the four tabs and one switch:



- The **Main parameters** tab presents you all parameters of the current program except the ones related to the Joystick, CV Input, Arp, Seq and the general settings like Level, Transpose…
- The **Program and Global parameters** tab displays those remaining Program parameters. It also allows you to manage the global parameters of the synth; to provide a description of your program, indicate the author and the category
- The **Bank management and Morphing** tab contains the librarian. It allows you to perform different program operations on up to 3 banks of 500 programs (move, copy, swap, init, compare...). It is also there that you can perform a morphing between the current program and a program chosen as destination
- In the **Note Sequencer** and **Motion Sequencer** tabs, the information about the current sequence (the note sequence and the 4 motion sequences lanes) is displayed
- Finally, the **Program Info and Panel settings** tab provides you info on the current version of the panel, different switches to adapt the panel behavior, the zoom factor and the Program

information list window allowing you to display and export the detailed information about the current program or programs from the library.

– The **LCD OFF** button allows to keep the "LCD screen" black and thus not updated when parameter values are changing. This is useful for example when you are using the panel in a DAW with the automation of different parameters at once. Unless keeping the screen black, the LCD content will jump from one parameter to the other and will keep blinking

On the right side, buttons are performing key program operations and some other duties:

– The **Direct** button selects the Direct mode. In that mode, the Bank and Program buttons are selecting a program on the actual synth. The Direct mode is disabled if there is no connection to the synth
– The **Source** switch selects the bank from the panel librarian that the program selector is reading the program names from. This is not taken into consideration when the Direct mode is active
– The **Bank** selector allows choosing a bank of 100 programs on the synth (Bank 0-4)
– The **Program** selector allows browsing the programs from the synth (Direct mode ON) or from the bank selected with the Source switch (Direct mode OFF). The program selector is going from 0 to 100 but with position 0 being special while positions 1-100 are selecting a program on the synth or in the banks. By placing the program selector completely to the left on the 000 position, you will be able to perform an operation with a .syx file or with the synth buffer instead of the selected bank. The top of the LCD is showing the current program in the panel while the bottom part is showing the program at the current program selector position.
– The **Load** button allows loading a Minilogue XD sysex file or a Minilogue XD Korg Librarian file (.mnlgxdprog) from disk or a Minilogue XD program from a bank (see after)
– The **Save** button saves the current program to a sysex file and/or Korg Librarian .mnlgxdprog file (depending on Save mode switch in the Settings tab) on disk or to a bank (see after)
– The **Receive** button allows receiving a program from the synth (Direct mode ON) or the content of the synth buffer (Direct mode OFF)
– The **Send** button sends the current program to the synth
– The **Rename** button allows renaming the current program
– The **Init** button reset all parameters in the panel to those of the *Init program*

Load and Save from main area of the panel

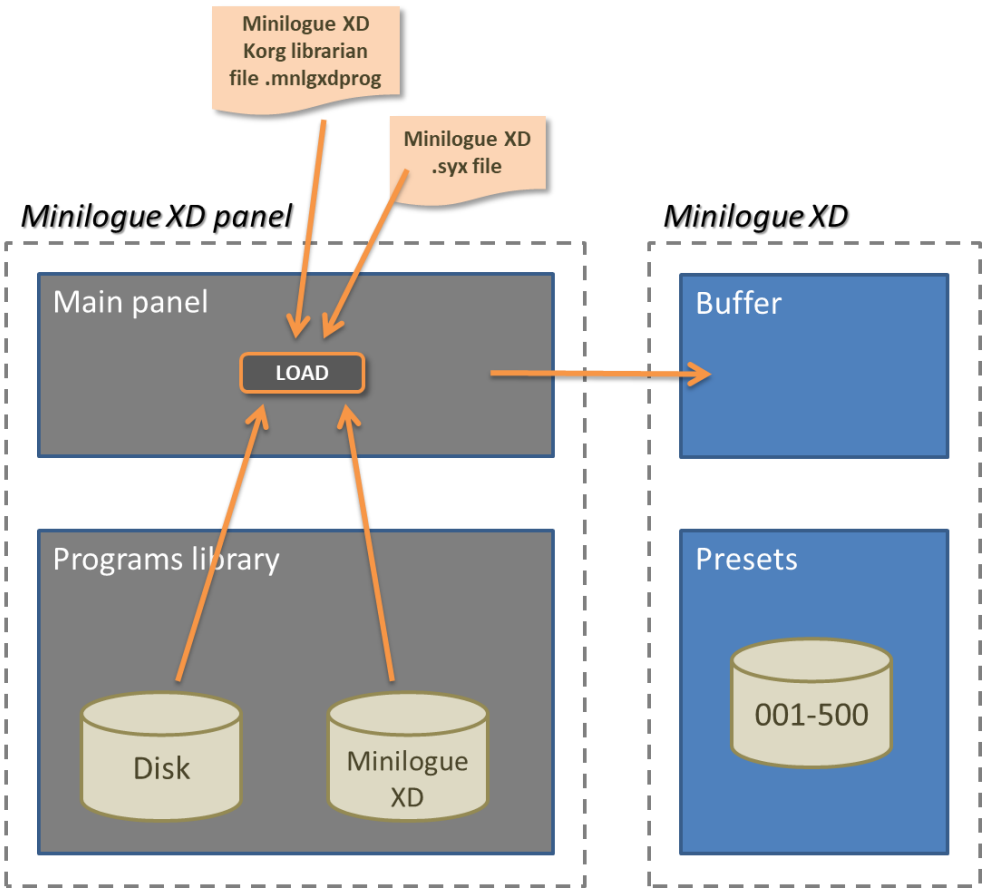
The main area of the panel allows selecting the current bank and program so you can perform different program operations afterwards whereof Load and Save.

The **Source** switch lets you select the current bank among Disk1, Disk2 and Minilogue XD:
- The Dx banks are Disk banks and are banks loaded in the panel but only existing on the computer
- The idea with the Minilogue XD bank is that it should reflect the content of your Minilogue XD

The **Bank** and **Program** rotary buttons let you select the current program:
- The selected program name and number (001-500) is displayed in the lowest part of the LCD display
- When the Program button is set to Program 0, whatever bank, a sysex or a Minilogue XD Korg Librarian file Load/Save can be performed

Load and Save operations are possible when a program has been selected (some checks are done ☺).

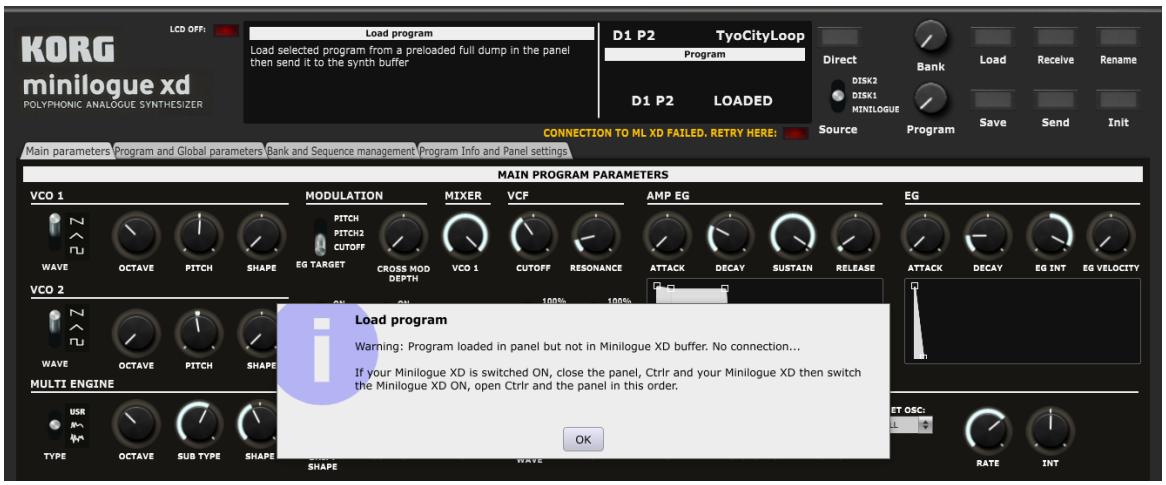
The **Load** button offers the following possibilities and works as follows:
- Load a single Minilogue XD program .syx file in the panel
- Load a single Minilogue XD program .mnlgxdprog file in the panel
- Load a program from the D1, D2 banks (if loaded)
- Load a program from the Minilogue XD bank (if loaded)
- The loaded program is sent to the Minilogue XD buffer



When pressing the **Load** button after positioning the Source switch on Disk1 and the Program selector on D1 P2, the following confirmation is asked (the confirmation popup can be switched off by changing a setting in the Panel settings tab):

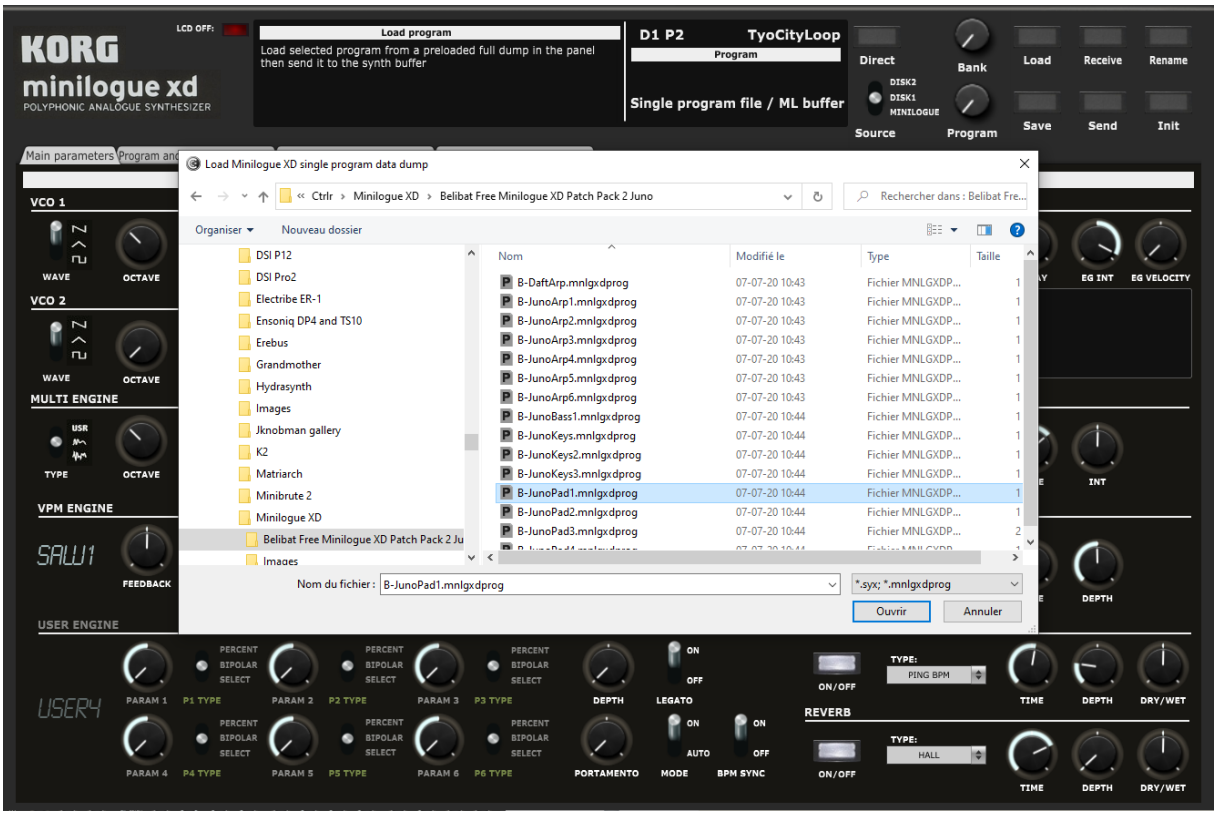
After the Load in the panel, the program is sent to the Minilogue XD buffer and a confirmation displayed (the confirmation popup can be switched off by changing a setting in the Panel settings tab)

If there is a problem in the connection to the Minilogue XD, then the program is loaded in the panel but not in the Minilogue XD buffer and the following message is displayed:



Loading a sysex or Korg Librarian file

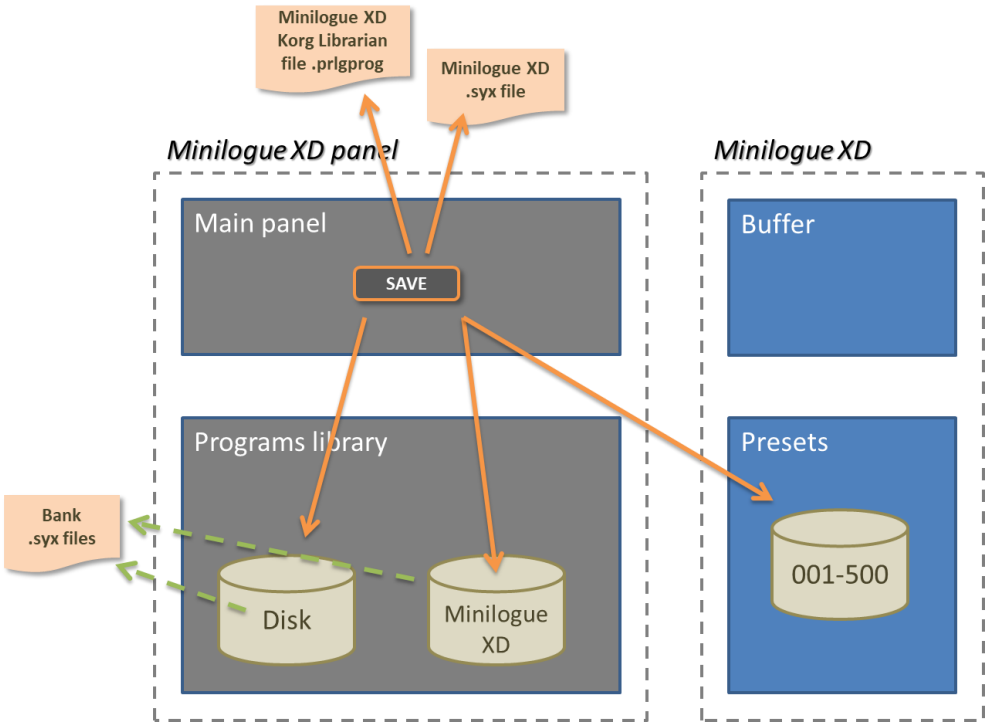
When positioning the Program selector on the left side and 000 it is possible to load a .syx or .mnlgxdprog file from the disk:



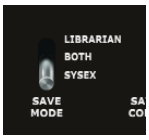
When a Korg Librarian .mnlgxdprog file is loaded, a small popup will open for a few seconds to perform the reading operation.

The **Save** button offers the following possibilities and works as follows:

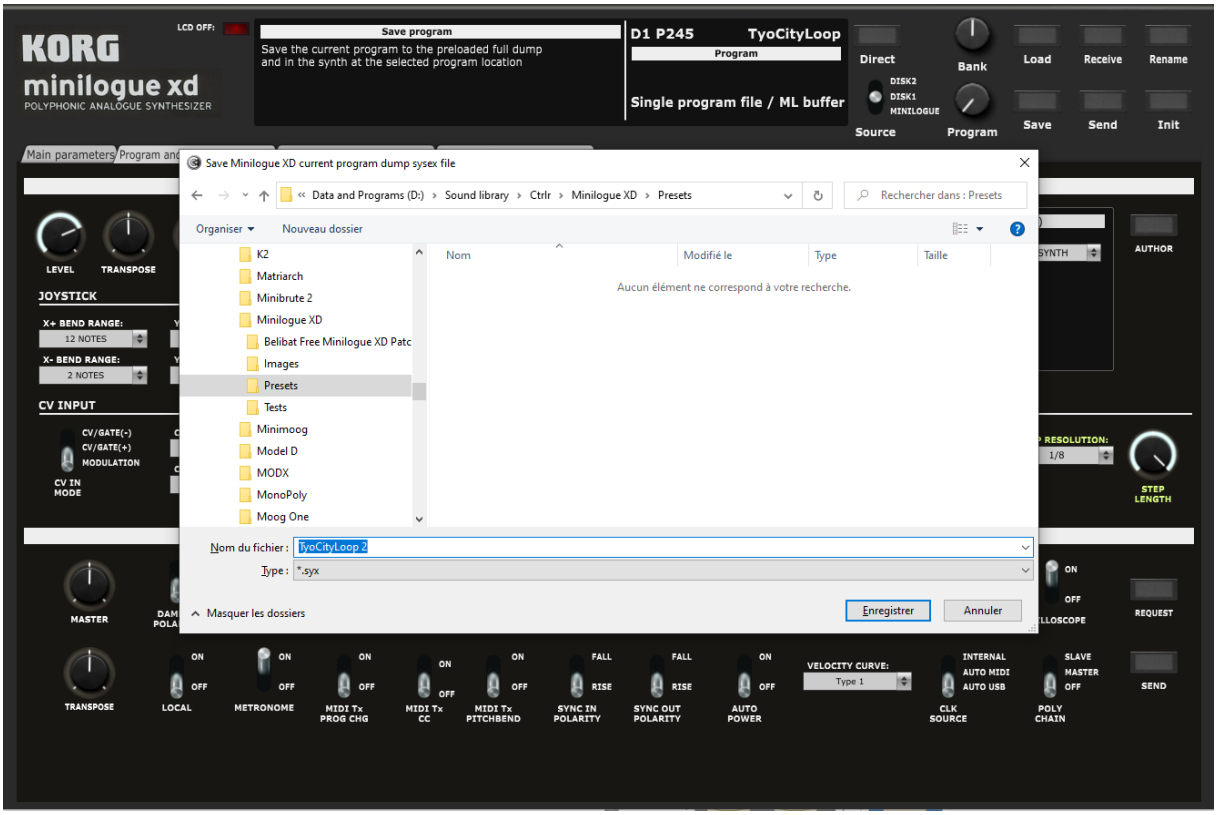
- Save the current program to a .syx file
- Save the current program to a Korg Librarian .mnlgxdprog file
- Save the current program to the D1, D2 banks (if loaded)
- Save the current program to the Minilogue XD bank (if loaded)
- When saved in a bank, the corresponding bank file is also updated on the computer (when BankAutoSave is On – this can be set in the Program Info and Panel Settings tab)
- When saved in the Minilogue XD bank, the program is also saved in the corresponding Minilogue XD preset

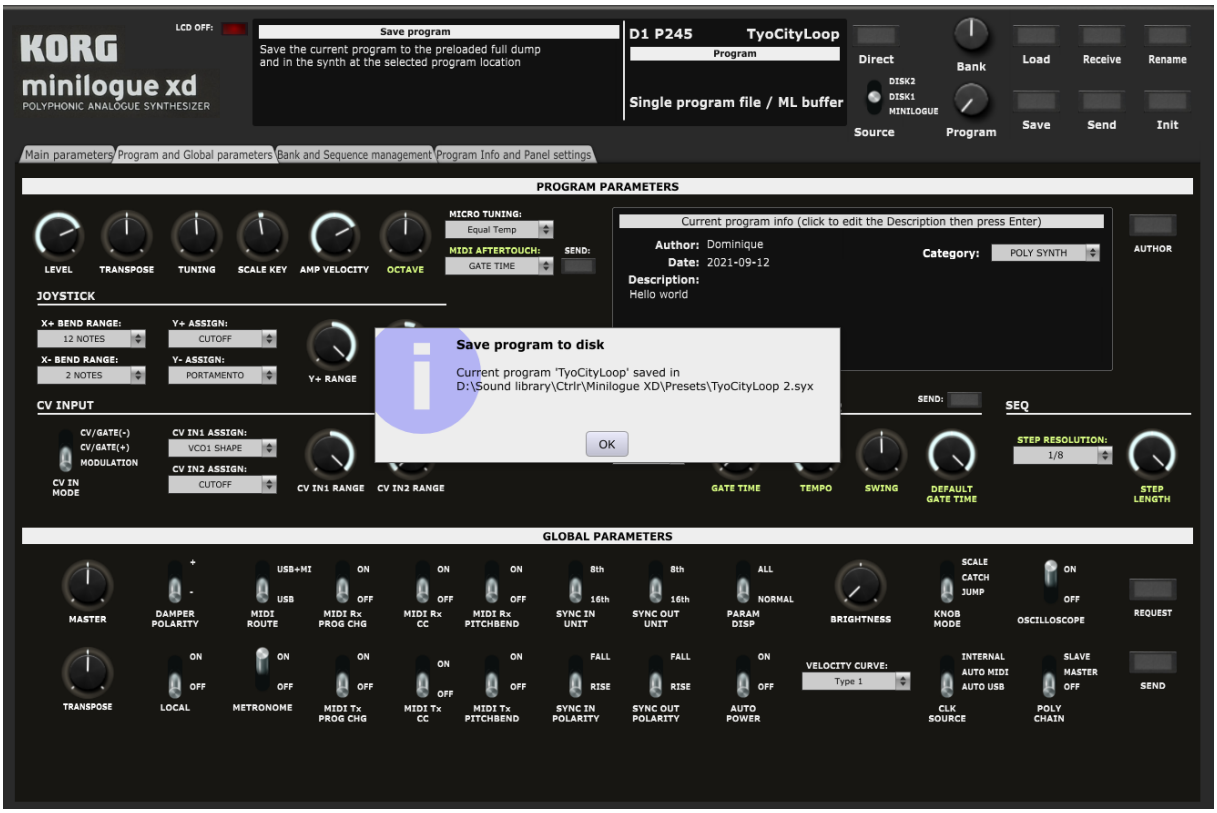


The **Save mode** switch in the Panel settings tab allows you to select the type of Save:



The confirmation popups (before and after Save) can be switched off by changing the Save Confirm and Save OK Confirm settings in the Panel settings tab.

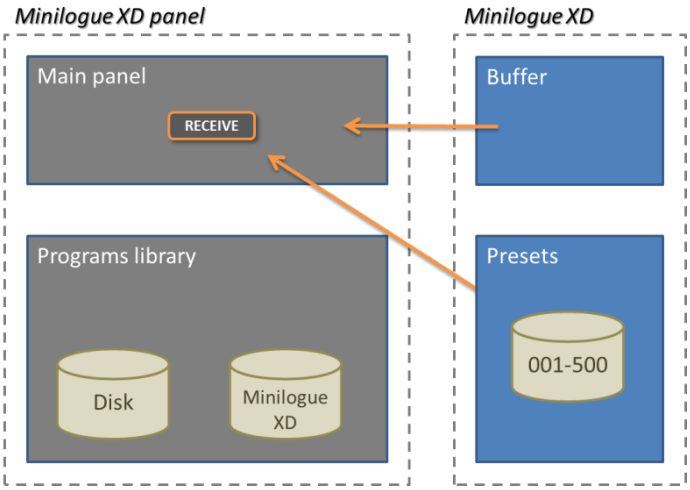




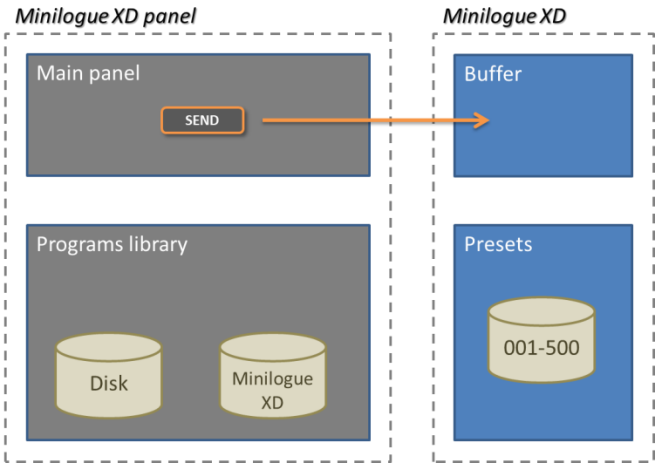
When saving a program the complementary information (description, save date and author) is also saved on the disk.

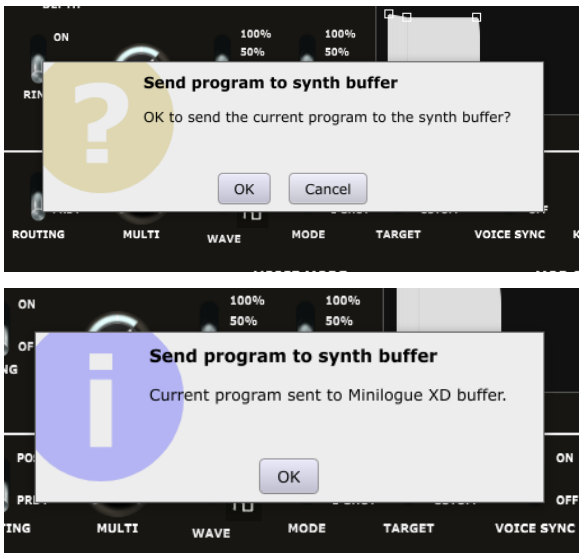
Receive and Send

Depending on the Direct mode selection and the position of the Program selector, clicking the **Receive** button loads either the Minilogue XD buffer (current program) – when the Program selector is completely to the left at 000 – or any of the 001 to 500 presets from the synth.



Clicking the **Send** button sends the current program parameters (program, main and sub timbres parameters) to the Minilogue XD buffer. When using the main top right Send button, you are prompted if you want to send the parameters and you are also getting a confirmation.





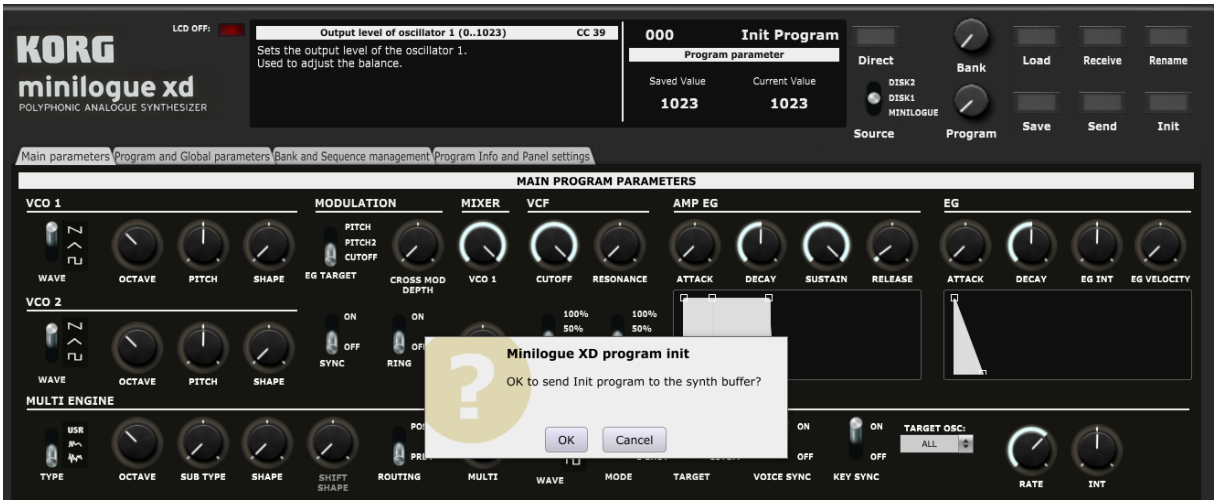
On the second tab you will find two small Send buttons.

They are also used to quickly send the current program parameters to the synth buffer in order to hear the changes n sound when you did some changes to non CC/NRPN parameters.

You can keep or switch off the send prompt and confirmation messages of the small Send buttons with the panel settings switches in the **Program info and Panel settings** tab.

Program Init

Clicking the **Init** button loads an Init program in the panel and that can be sent to the synth buffer:



Program Rename

Clicking the **Rename** button opens a popup window where you can modify the name of the program. The name should be 12 characters long at max (will be truncated if longer).

The new name will be kept only after a Save or Send operation.

Managing program parameters

Main parameters tab

In the **Main parameters** tab, you have access to the same parameters as on the actual synthesizer with the possibility to visualize the ADSR and AD envelopes and to adjust them by moving the anchors of the graphs.

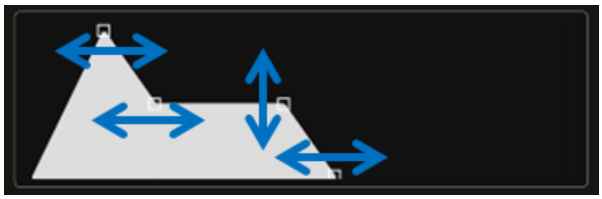
As mentioned earlier, the LCD screen is showing the name, description, saved and current values of the parameter you are looking at (click on the button or the label of a switch/pulldown).

Voice Mode buttons are acting as toggle buttons (only one of them can be active at a certain time).

The Multi Engine sub type and shape buttons have different values according to the multi engine type selected (Noise, VPM or User). It is possible to load and use your own VPM and Multi Engine oscillators' names (see after)

Envelope shapes

You can modify the envelope shapes by either moving the ADSR rotary buttons or by using the mouse and moving the anchors on the graphs either vertically or horizontally.



When moving the anchors, the corresponding ADSR buttons will also move and the LCD screen will display the parameter name, description, saved and current values.

VPM and Multi Engine parameters

Depending on the selection of the Multi Engine (Noise, VPM or User) the corresponding set of parameters is enabled or not. As one can see on the image above, the VPM engine is enabled and User Multi Engine disabled.

The name of the VPM and User Multi Engine are indicated in the LCD screens. By default, user oscillators' names are USER1 to USER16 but you have the possibility to load the names of your own user oscillators (see the description of the Program info and Panel settings tab).

In the same way as for the user oscillators' names, it is possible to load the user names for the Delay and the Reverb.

Program and Global parameters tab

In the Program and Global parameters tab, you can:

– manage the program level parameters
– add/modify a description of the program, its author and assign the program category
– display and manage the Global parameters

Parameters indicated in light green do not have a CC/NRPN midi message number associated to them and are thus not sent in real time to the synth. You must press on one of the small **Send** button to send a complete program dump in order to hear/see the difference on the synth.

You can decide to keep the light green non CC parameters visible and working or disabled or not visible at all with the panel settings switches in the Program info and Panel settings tab.

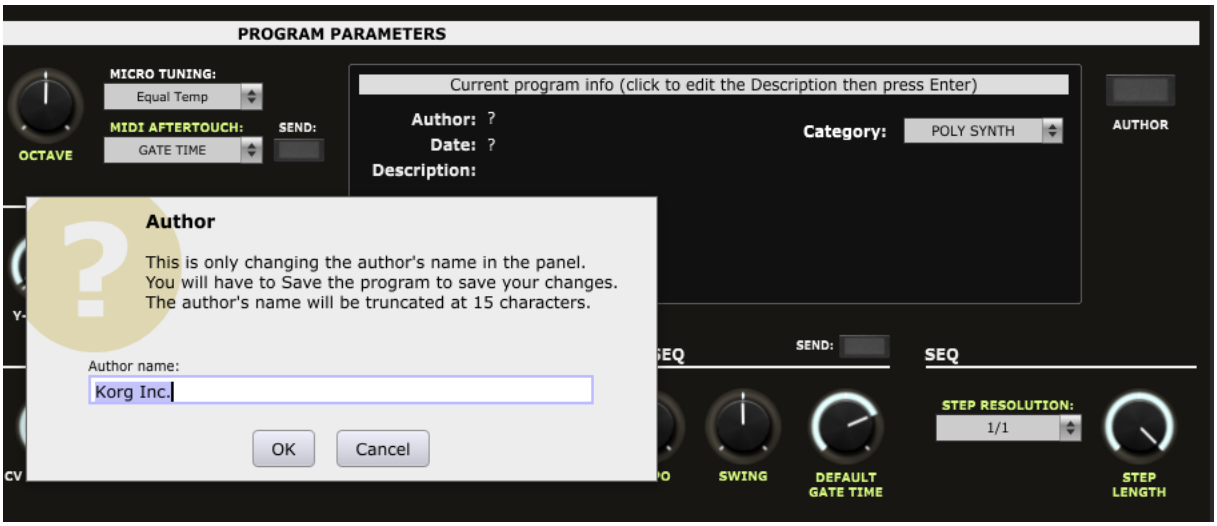
Program parameters

The remaining program parameters not displayed in the first tab are available in this section.

It is also possible to add/modify a description of the program, its author and assign the program category.

The description is edited by clicking in the description text, typing a new text then pressing the Enter key before clicking somewhere else.

Clicking the **Author** button opens a popup window where you can modify the name of the author of the patch. The name should be 15 characters long at max (will be truncated if longer). If you leave the Author name empty then a "?" is displayed.



The date is set automatically when saving the program.

The description author, category and date are saved in a separate _AddInfo.syx file with the same name as the main file. If the program is coming from a disk bank then they are saved in the _AddInfo.syx file of the bank (see hereafter)

Global parameters

It is possible to manage all the global parameters available on the synth.

As they are not available as CC midi message or in separate sysex messages, they are only handled as a full dump (received and sent).

Use the **Request** and **Send** buttons to manage your changes of Global settings.

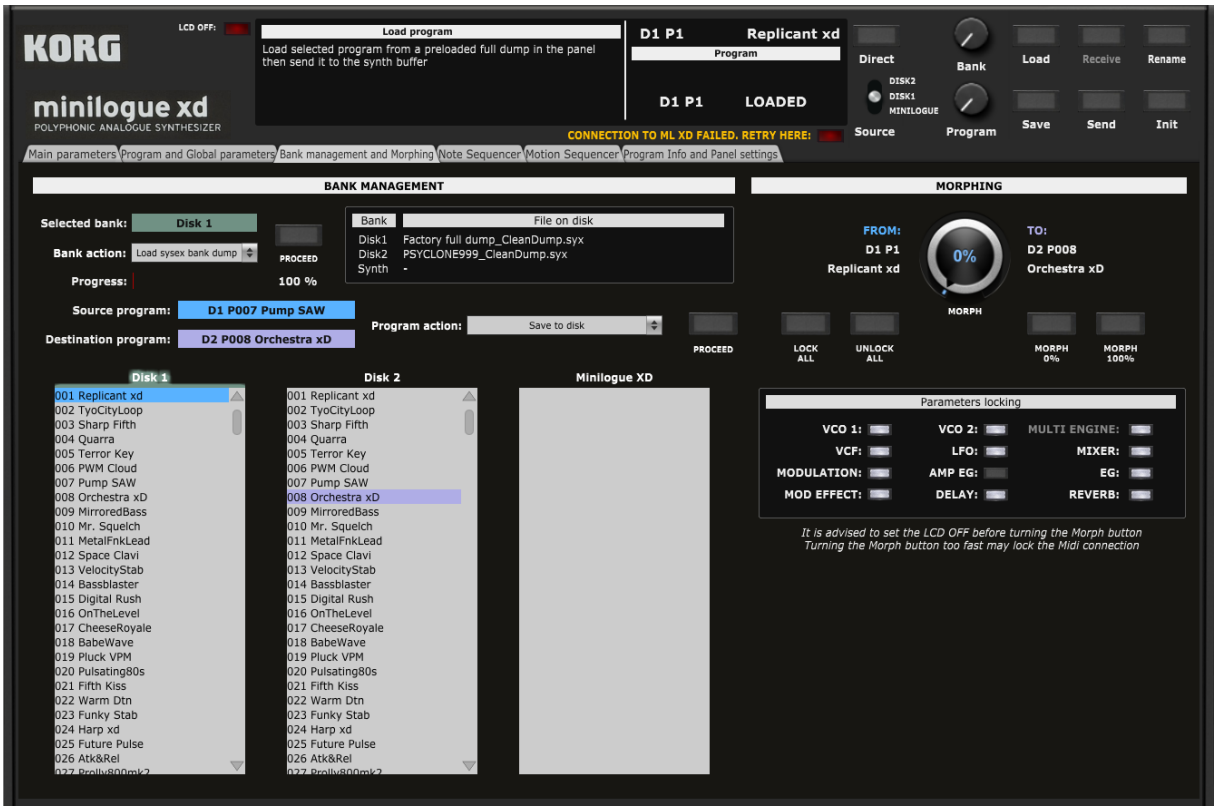
The librarian

Bank management and Morphing tab

In the **Bank management and Morphing** tab, you have access to the librarian that allows you to:

– Perform different program operations on up to 3 banks of 500 programs (move, copy, swap, init, compare...)

– Perform a morphing between the current program and a program chosen as destination



Use the preset banks from the provided Zip file as starting point in Bank and Timbre management and please take the time to well read and understand the next paragraph!

Bank files concept

The exported full dump containing 500 programs doesn't contain extra information as patch description, author, category, save date. We have also noticed that full dumps can be of different sizes and contain bad data.

Therefore, when selecting a full dump to load, the original *your_fulldump*.syx file is transformed into a *your_fulldump* _CleanDump.syx file and a *your_fulldump* _AddInfo.syx file. The first file will contain only the 500 programs while the second one will contain the extra information for the 500 programs.

When loading a bank from disk later on, you should either pick the original *your_fulldump*.syx file or the cleaned version *your_fulldump* _CleanDump.syx.

Bank management actions

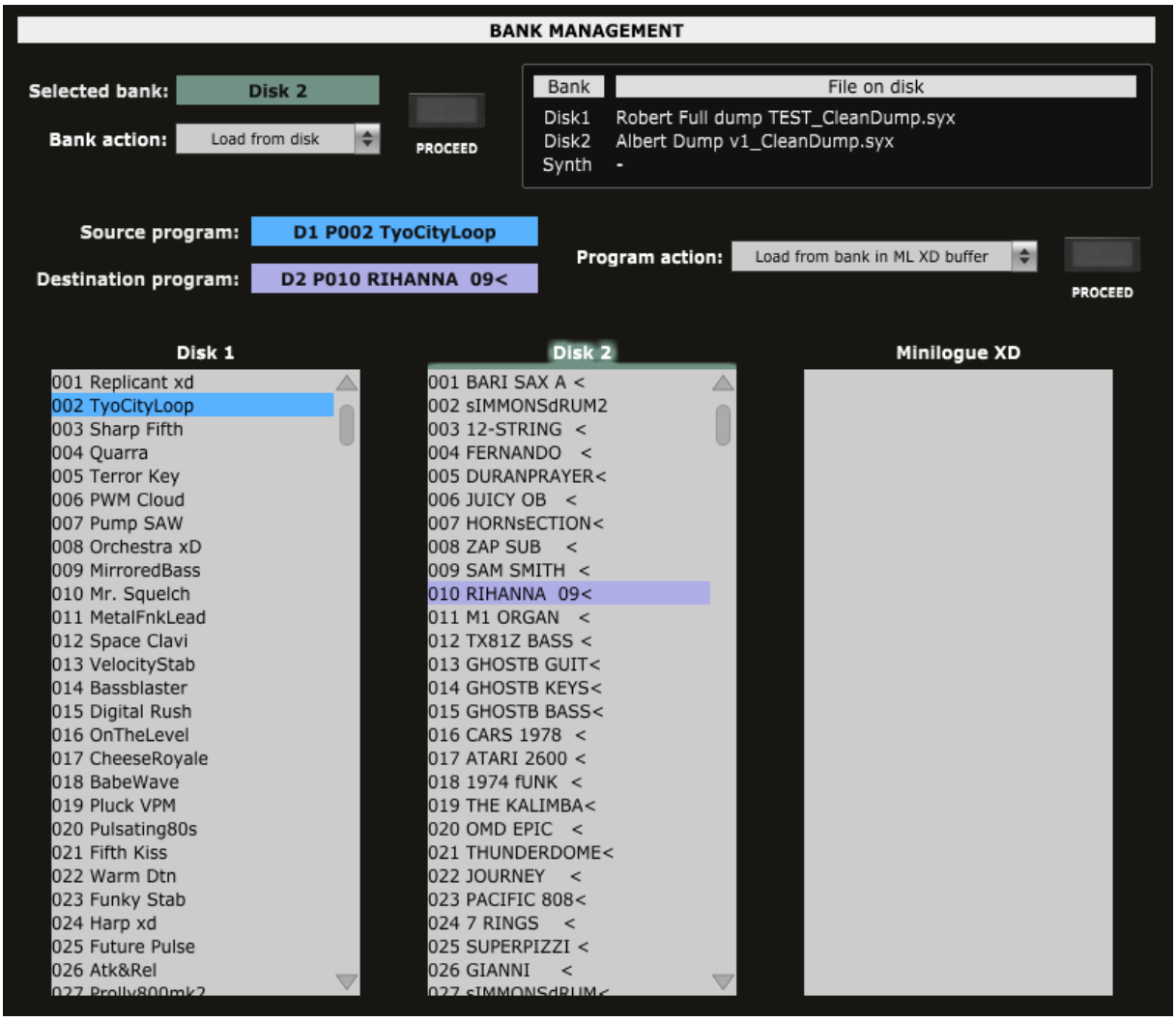
You have **2 Disk banks** and **1 Minilogue XD** bank available.

Disk banks only exist in the computer world (memory and file); changing them is not affecting the synthesizer and they can be used to assemble programs in some kind of offline mode.

The Minilogue XD bank is supposed to reflect the content of your synth. It is also loaded in memory and has a counterpart as file but some of its modifications are reflected on the synthesizer.

At this stage, as there is only 1 bank of 500 programs in the synth, it is not possible to load a complete bank (sysex, Korg Librarian mnlgxdlib or empty) in the Minilogue XD bank of the panel. This will probably be changed in a coming update and include some warnings.

The main underlying file behind a loaded bank is indicated in the secondary screen (filename only).



When a Bank is loaded, its programs are available for selection by the main panel Program selector.

The following Bank operations are available:

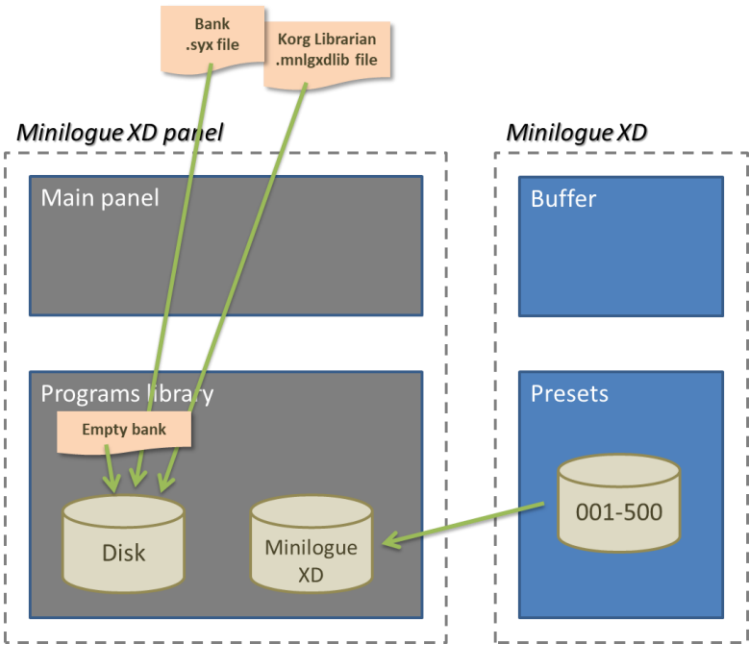
- Load a full bank from a .syx file in Dx banks
- Load a Korg Librarian bank from a .mnlgxdlib file in Dx banks
- Save a full bank to a .syx file (Save bank to Disk)
- Load an empty bank (500 Init programs) in Dx, Minilogue XD bank (at this stage, if Minilogue XD then the bank is not send to the synthesizer (it would erase all programs on the synth)
- Receive the full content of your Minilogue XD (500 programs) into the Minilogue XD bank
- Clean / Reset a bank in the panel
- Export the list of programs to a text file

Look at the pictures below for a graphical description of those possibilities.

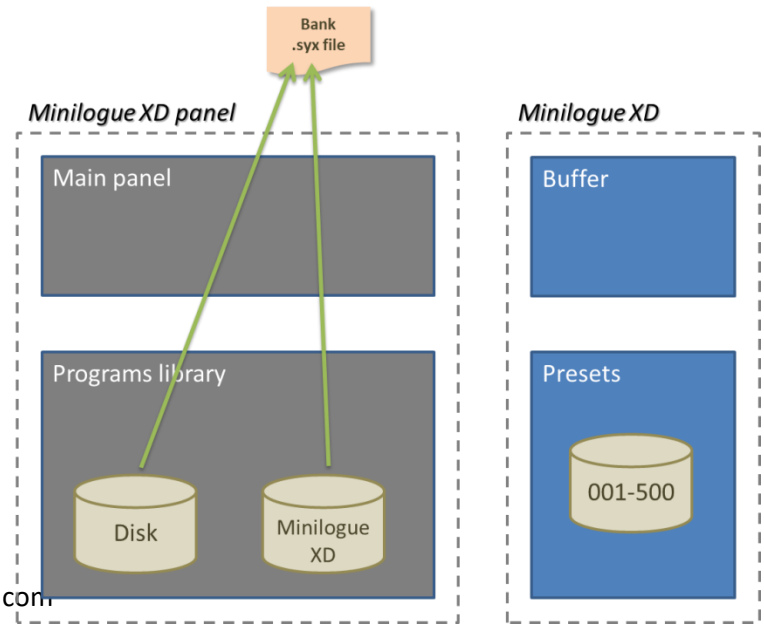
Usage:

1. Select a bank by **left-clicking on one of the three bank labels**
2. Select an action from the **Bank action** drop-down menu
3. Click on the **Proceed** button.

Load bank actions:



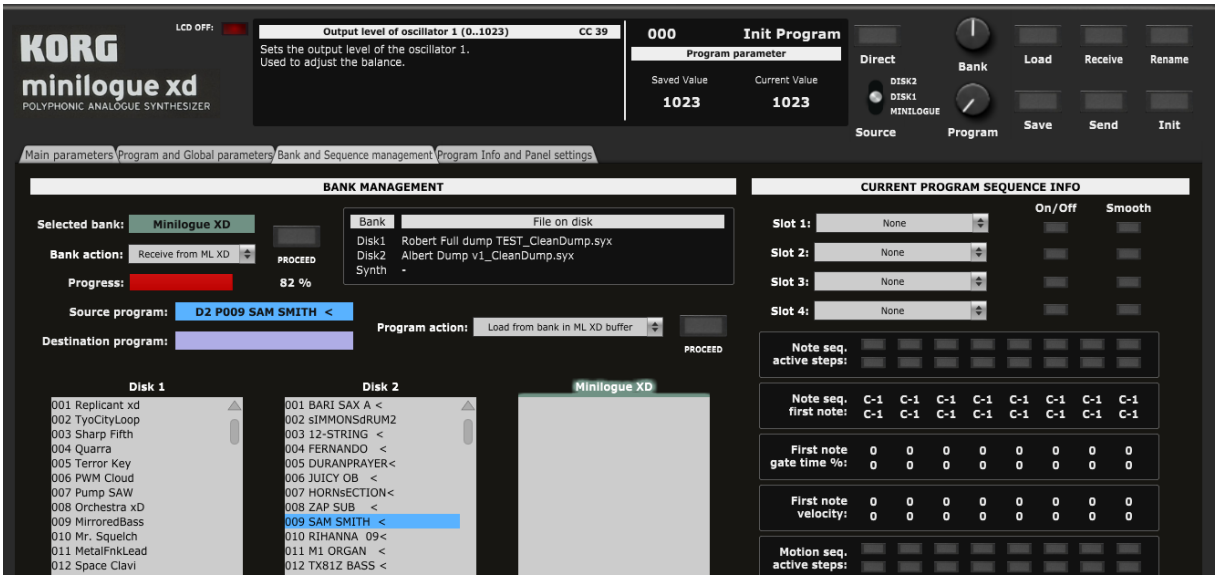
Save bank actions:



When performing a Bank Receive, a red progress bar will be displayed and the progress indicated in %. A full load takes about 2 minutes to complete.

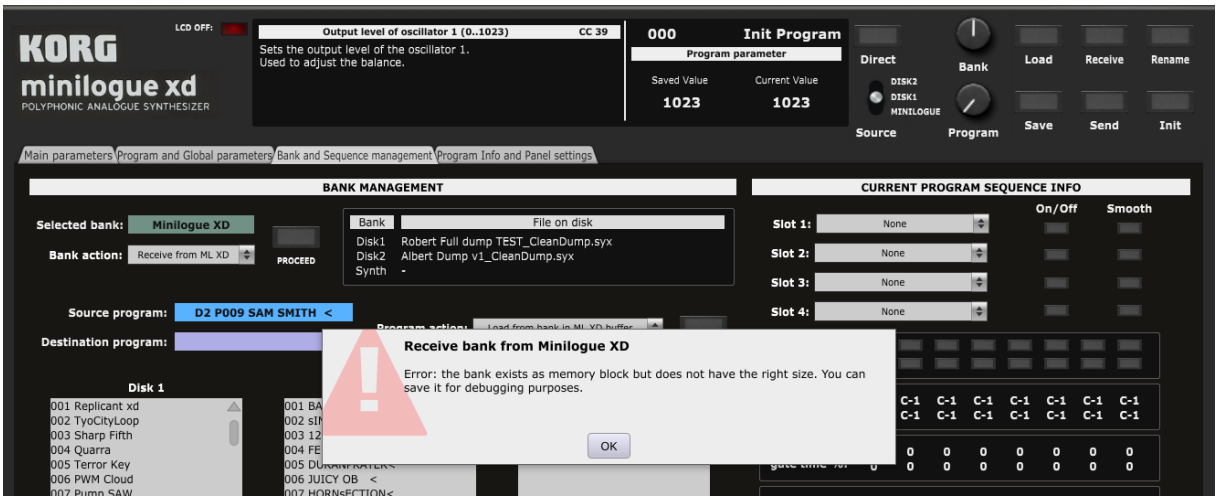
You can adjust the timing between the request of programs with the **Transfer Speed** rotary in the Program Info and Panel settings tab. A reasonable value is 200ms. If you have issues, make it slower. If you are successful, you can try to make it faster.

When done, a message is shown and the Minilogue XD bank is listing the content of your Minilogue XD. Any further modification of the content of the Minilogue XD bank is automatically reflected on the synth (optional on the bank file on the disk). For example, when copying a program from the Disk 1 bank to the Minilogue XD bank will replace the content of that destination program in your synth.



Don't forget to save the received bank to your disk (see after)!

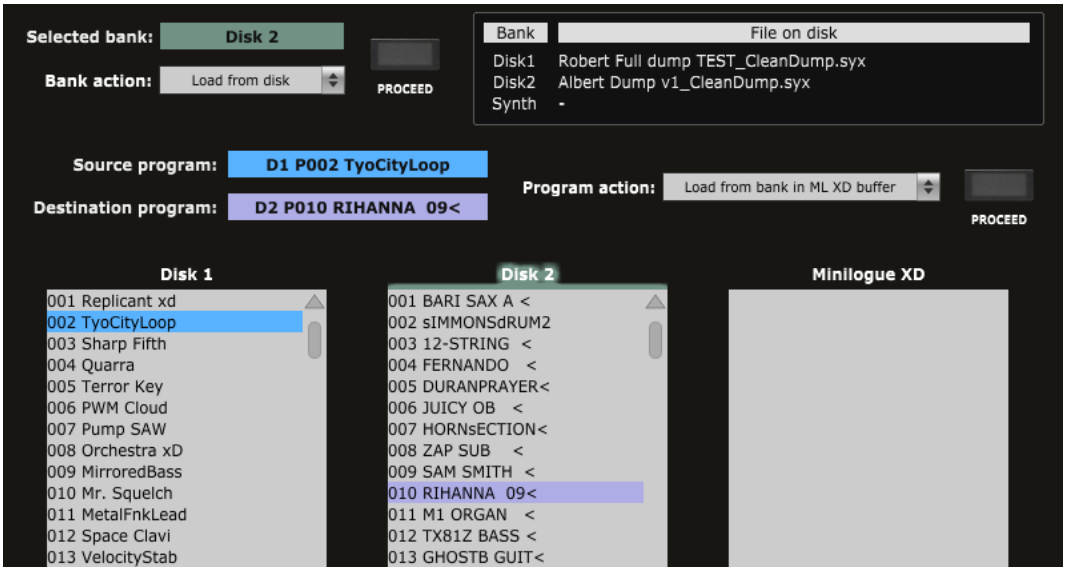
If the Received data is not 590500 bytes long (500 x 1181 bytes) an error message will be shown and you will have the possibility to save the bank file anyway for further analysis. If you need help, send the file to sunny.synths@gmail.com so I can have a look at it.



Program management actions

Programs can be selected as soon as some banks are loaded.

A Source program is selected by **left**-clicking on a program name; a Destination program by **right**-clicking on a program name.



The following program operations are available:

- Load a Source program from a bank (better visibility of all programs and easier selection of any Dx, Minilogue XD program than when using main panel Load). The loaded program is also available in the Minilogue XD buffer (if modified, it must be saved – see Main panel Save)
- Load an Init program into buffer and panel
- Load a single program .syx file in Dx, Minilogue XD destination
- Load an Init program in Dx, Minilogue XD destination.
- Save the Source program to a .syx file
- Save the Minilogue XD buffer to a Dx or ML XD bank (the buffer data is not loaded in the panel)
- Move a program from Source to Destination (the Source program is replaced by a Basic program)
- Copy a program from Source to Destination
- Swap Source and Destination programs
- Full comparison: compare all parameters of the Source and Destination programs and display/list them in the Program Information and Panel settings tab
- Differences only: compare all parameters of the Source and Destination programs and display/list only the differences between them in the Program Information and Panel settings tab

Please note that:

- When saved in a bank, the corresponding bank file is also updated on the computer (when **BankAutoSave** is On, otherwise it has to be saved manually)
- It is optional to load a program in the panel and in the Minilogue XD after the Load in a bank
- When saved in the ML XD bank, the program can be saved in the corresponding synth preset

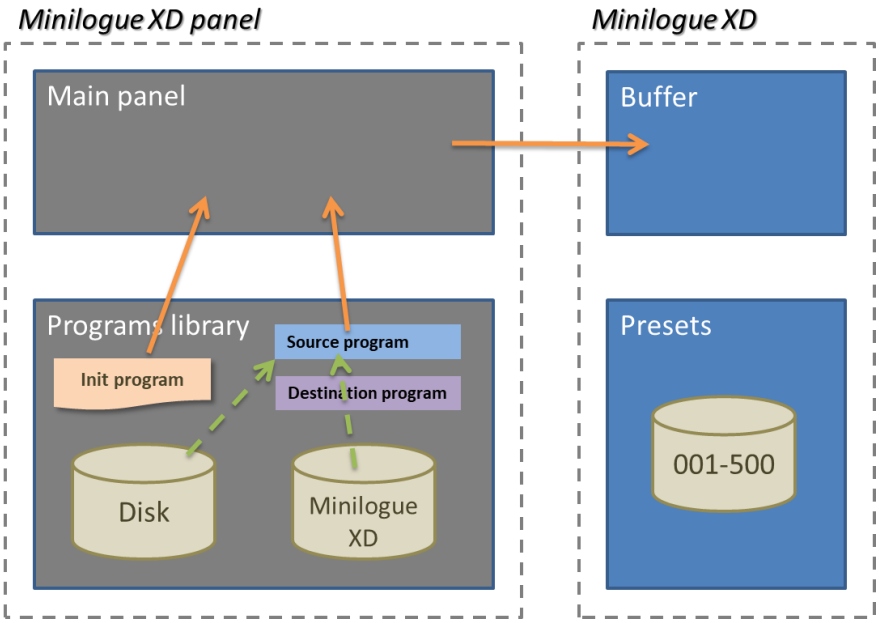
A bank that needs to be saved is indicated by an "*" as Disk 1 * in the picture above. This will happen when the **BankAutoSave** switch is set to Off in the Program info and Panel settings tab.

Look at the pictures below for a graphical description of those possibilities.

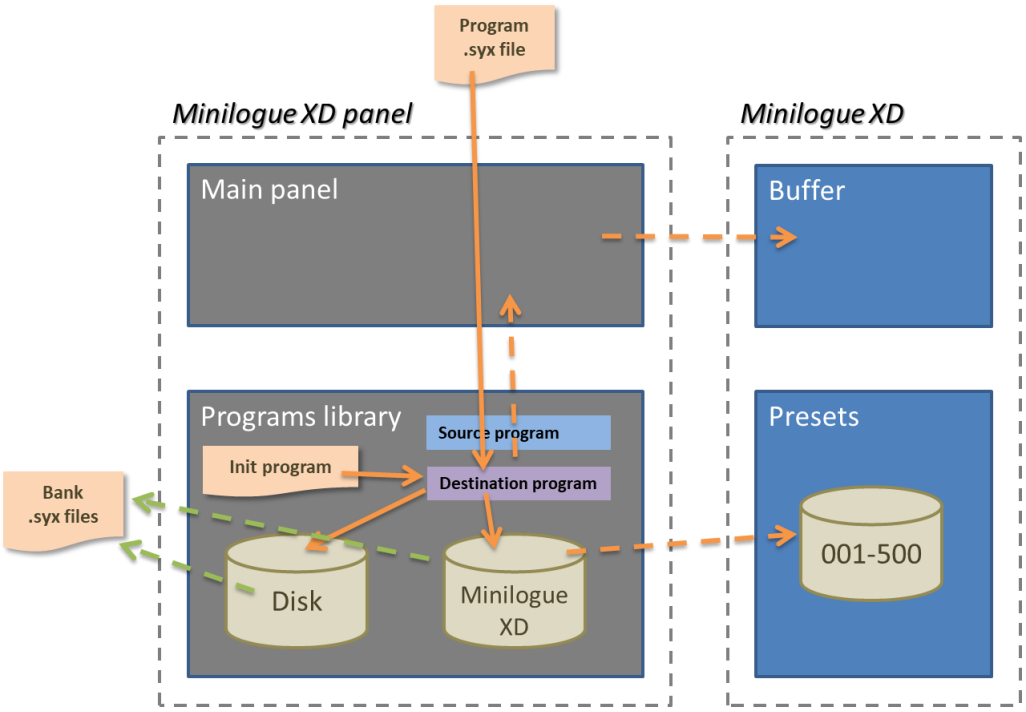
Usage:

1. Select a **source** program by **left-clicking** on a program name in a bank
2. Select a **destination** program by **right-clicking** on a program name in a different bank
3. Select an action from the **Program action** drop-down menu
4. Click on the **Proceed** button.

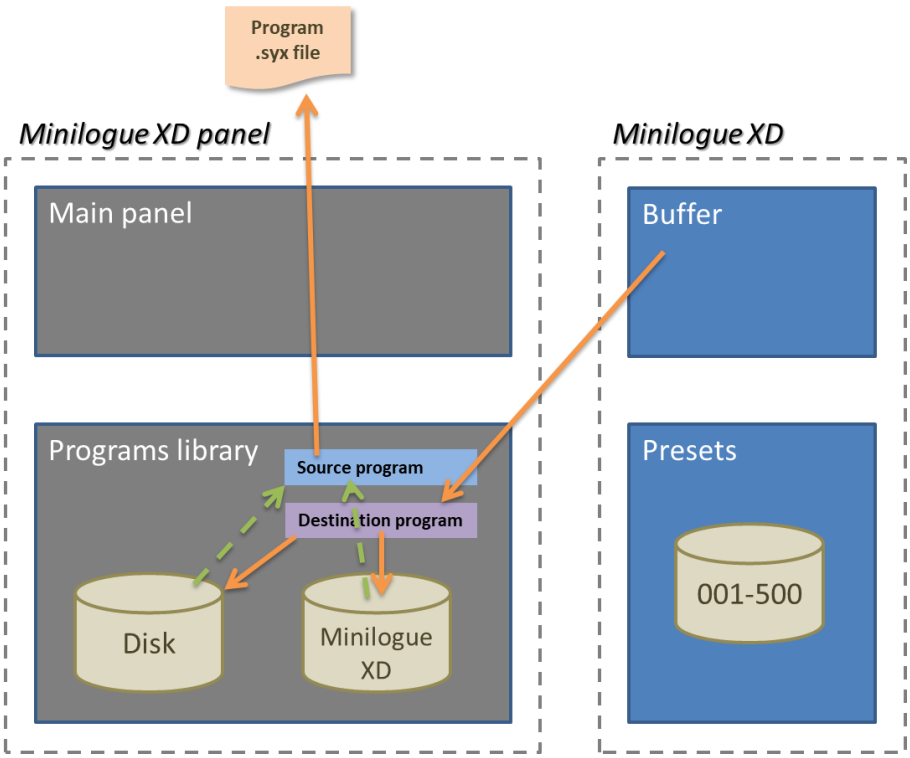
Load program actions: load a Source program from a bank; load an Init program in buffer and panel



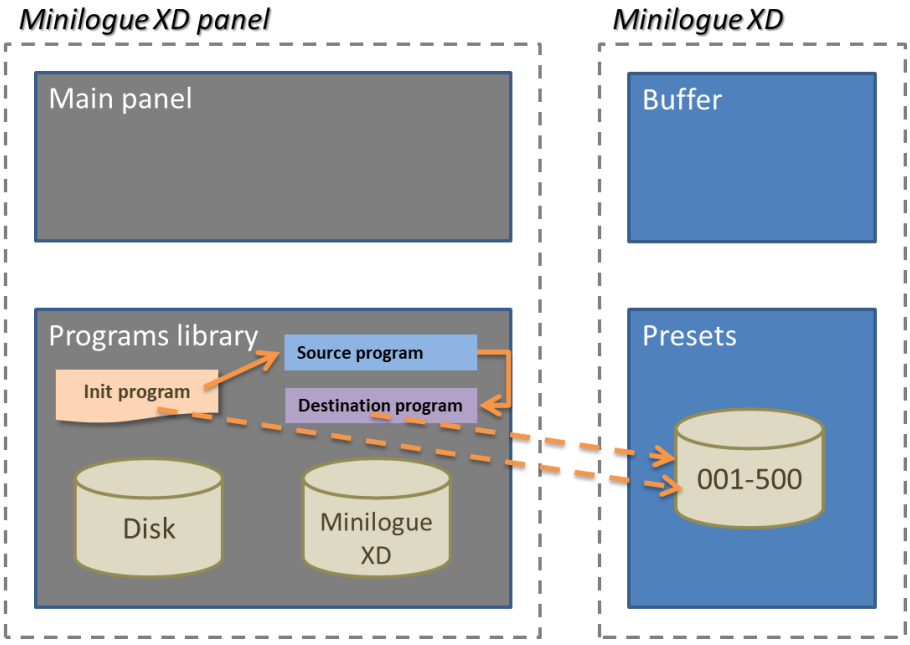
Load a single program .syx file in Dx orMinilogue XD destination; load an Init program in Dx, Minilogue XD destination:



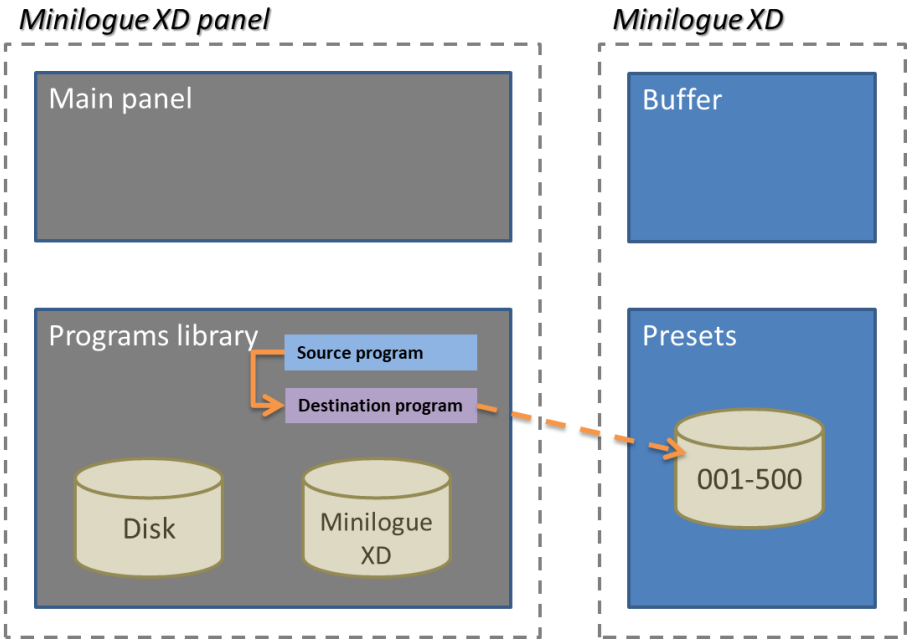
Save program actions: save the Source program to a .syx file; save the Minilogue XD buffer to a Dx or Minilogue XD bank (the buffer data is not loaded in the panel)



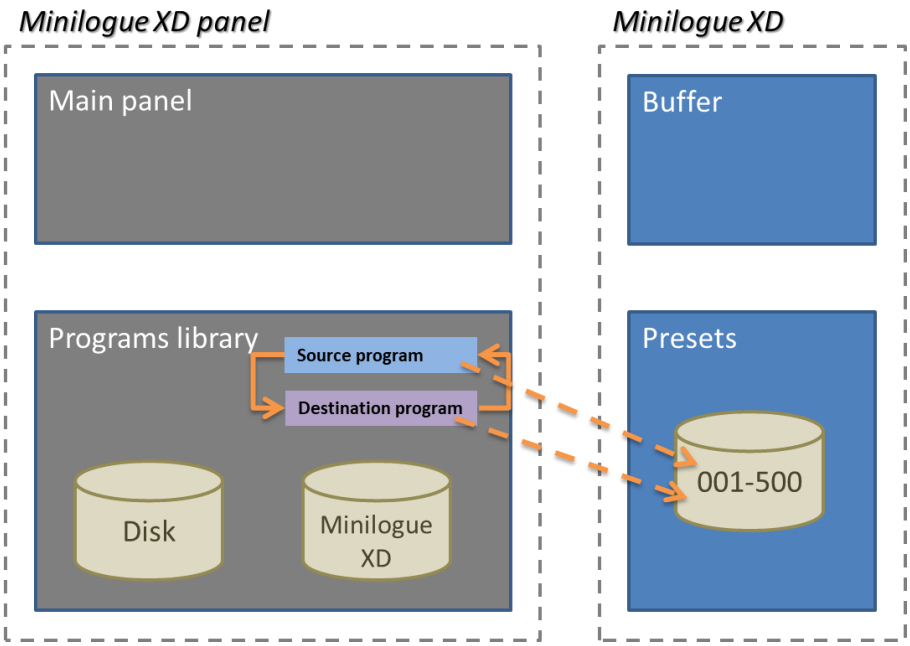
Move program: when moving the Source program to the Destination, the Source program is replaced by an Init program. If either the Source or the Destination programs are in the Minilogue XD bank then they are replaced in the synth



Copy program: copy a program from the Source to the Destination. If the Destination program is in the Minilogue XD bank then it is replaced in the synth



Swap program: Source and Destination programs are swapped. If either the Source or the Destination programs are in the Minilogue XD bank then they are replaced in the synth

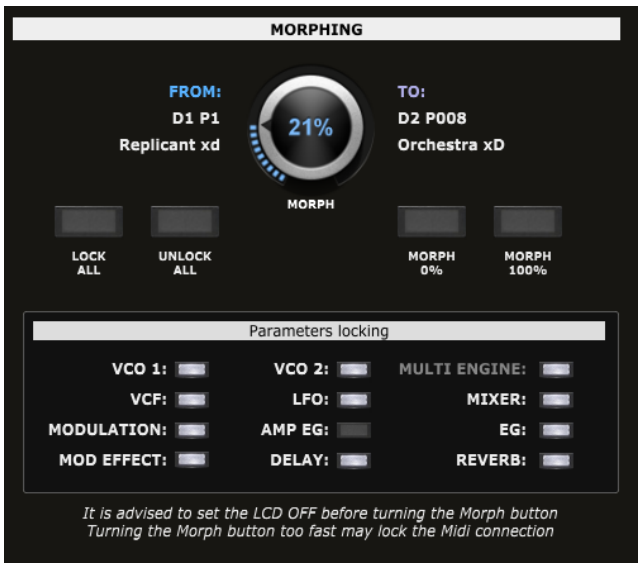


Program morphing

The right section of the Bank Management and Morphing tab allows to perform a morphing between the current program (FROM) and any program chosen as destination.

Press the LCD OFF button first (to avoid the LCD screen chaning for each parameter change) then turn the morphing button to have the sound evolving from the *From* program to the *To* program.

The morphing will only be performed on the parameters sections that are unlocked.



About the morphing:

- Continuous values are gradually changed from the *From* value to the *To* value (e.g. Amp EG Attack, VCO1 Level, VCF Cutoff…
- Discrete values are abruptly changing from the *From* value to the *To* value when passing the 50% morphing level as it is not possible to calculate/set intermediate values. This is valid for all switches and lists

You can use the buttons in the Parameters locking section to lock/unlock sections of parameters. All the parameters in a locked section will not be affected by the morphing.

The sections are the ones corresponding to the sections in the Main parameters tab.

The buttons are performing the following actions:

– Lock All: lock all parameter sections to quickly unlock a few of them
– Unlock All: unlock all parameter sections to quickly lock a few of them
– Morph 0%: direct jump to the initial situation without morphing. Doesn't take into account the parameters locking
– Morph 100%: direct jump to the 100% morphing situation. Doesn't take into account the parameters locking

It is advised to not turn the morphing button too fast especially when all sections are unlocked as each % of morphing is sending all parameters to the synth.

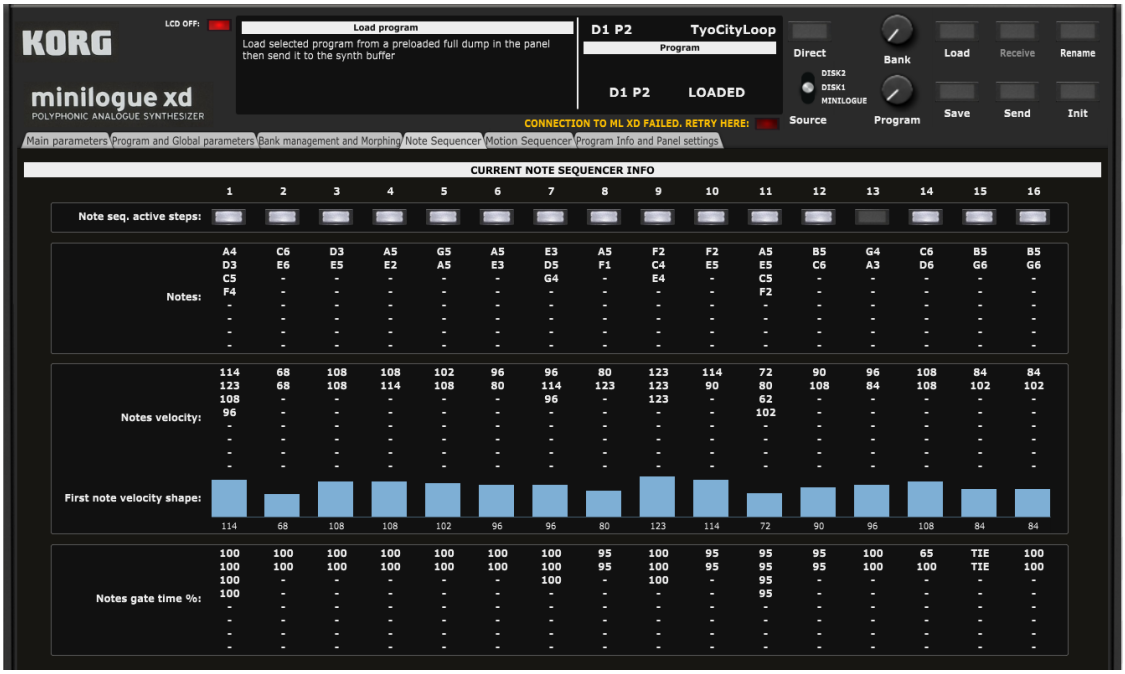
Finally, please note that **you can automate the morphing by using CC 100** which is not used by the Minilogue XD.

Note Sequencer and Motion Sequencer tabs

Note Sequencer tab

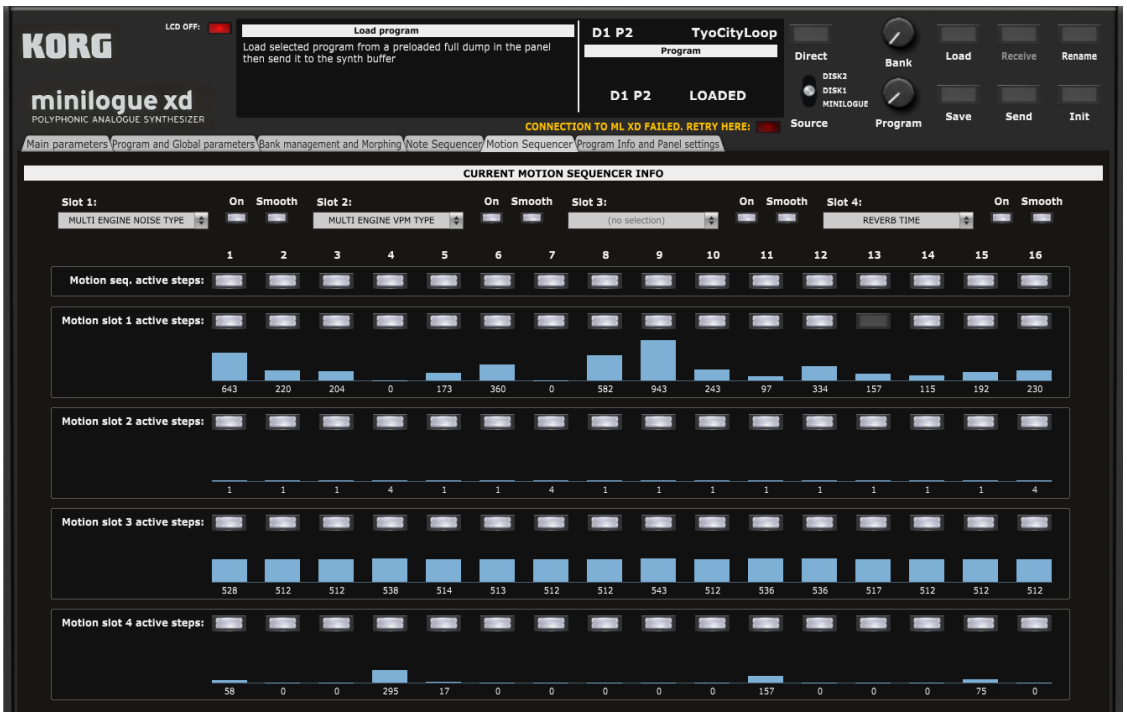
The Minilogue XD note sequencer can register up to 8 notes per step. The Note Sequencer tab is displaying the Note sequencer data of the current program. At this stage it is not possible to edit the data.

The velocity of the first note is shown as a bar chart to give an idea of the evolution of the sound.



Motion Sequencer tab

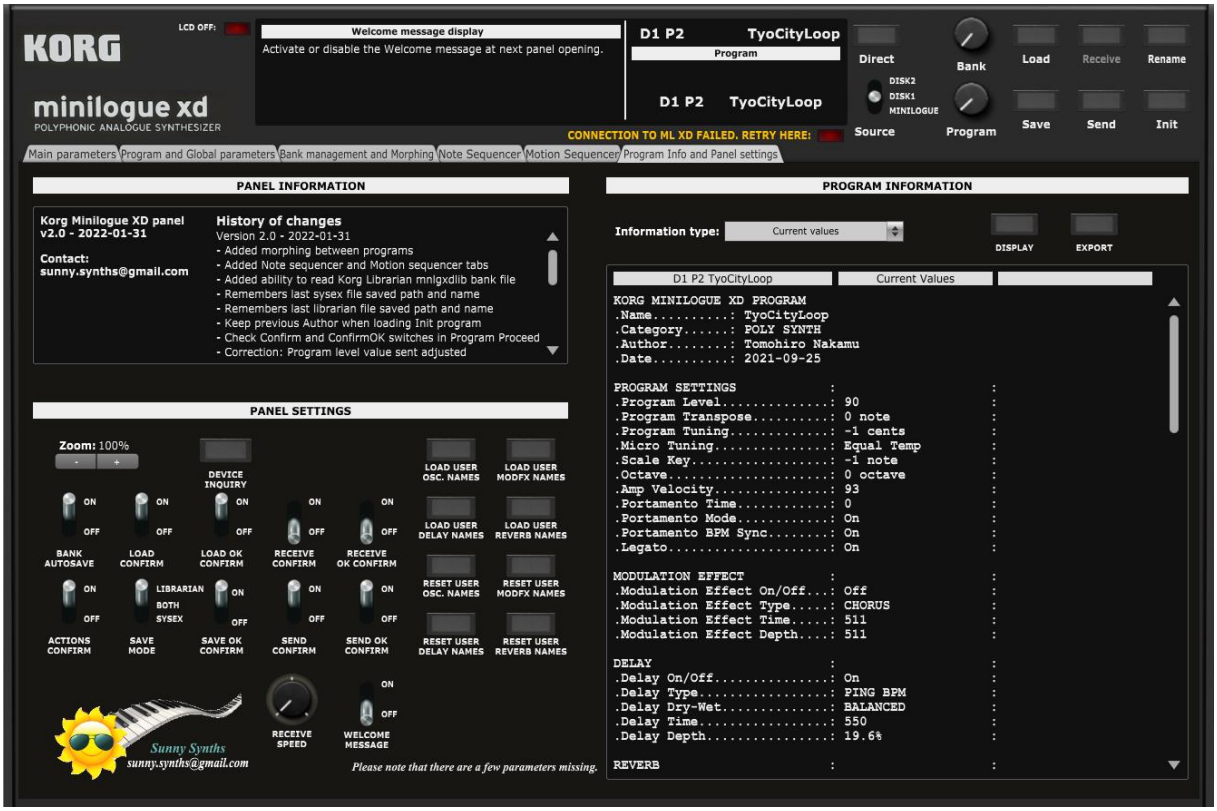
The Minilogue XD features 4 motion sequencer lanes targeting up to 4 destinations.



Program Info and Panel Settings

In the **Program Info and Panel Settings** tab, you have access to:

– An information window on the panel version and the changes made in each update
– The panel settings allowing you to change the behavior of the panel but also to load/reset the of User oscillators, delay, reverb and mod FX names
– The Program information display and export allowing you to display information about program(s) and timbre(s) either from the library or as currently loaded in the panel



Panel settings

Panel zoom

The panel can be zoomed by using the Ctrl + or Ctrl – keys combinations. This is also available from the **View** menu.

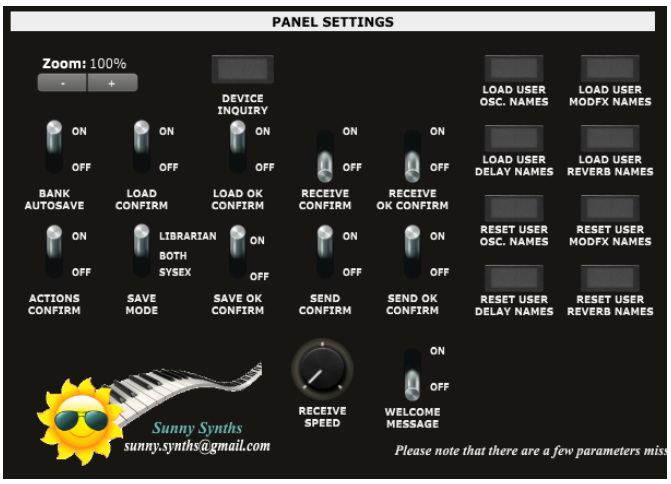
Using that method is incrementing/decrementing the zoom factor by 10% steps but the main issue (for some users) is that the zoom factor is not memorized and thus at next usage the zoom is back at 100%.

This is the reason of the implementation of this “manual” zoom. Modifying the zoom factor using those buttons is changing the zoom by 5% steps and will make it keep the zoom factor for next usage.

If you are still modifying the zoom using the View menu or the Ctrlr + / Ctrlr – keys, no worries! The “manual” zoom is reading the current zoom factor on the panel each time one of the main top panel button is used (Load, Save, Init, Rename).

Device inquiry

This button allows you to send a Device Inquiry message to the Minilogue XD in order to check if it is well connected. When successful, the Minilogue XD OS version is displayed.



Other panel settings

Different switches are giving you the possibility to slightly adapt the behavior of the panel:

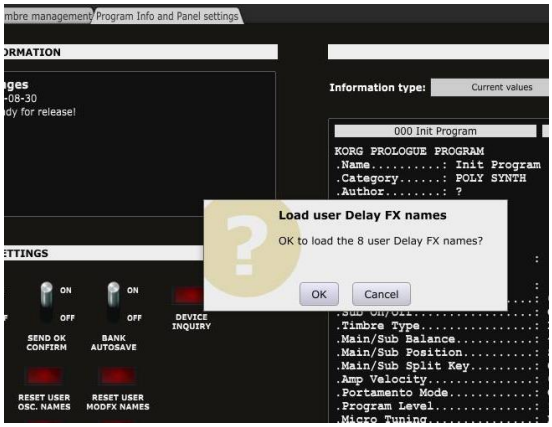
- Bank Autosave: when performing changes in Banks, you can either have the change made directly and automatically in the .syx file or not. If not then you must (and should not forget) save the bank to disk.
- Actions confirm: in the librarian bank or program operations this switch allows you to have more or less confirmation popups. It is advised to start with this switch on the **On** position
- Save Mode: sets the type of files that are used to save your programs. You have the choice between sysex, mnlgxdprog Korg Librarian or both formats.
- Save OK confirm: This switch allows you to decide if you want to get a confirmation that a Save operation has been done correctly
- Load confirm: This switch allows you to decide if you want to confirm a Load operation before it is actually done
- Load OK confirm: This switch allows you to decide if you want to get a confirmation that a Load operation has been done correctly
- Receive confirm: This switch allows you to decide if you want to confirm a Receive operation before it is actually done
- Receive OK confirm: This switch allows you to decide if you want to get a confirmation that a Receive operation has been done correctly
- Send confirm: the small Send buttons allow you to quickly send a full program dump to the synth buffer. This switch allows you to decide if a confirmation should be asked before sending. This doesn't apply to the main Send button that will always ask for a confirmation
- Send OK confirm: the small Send buttons allow you to quickly send a full program dump to the synth buffer. This switch allows you to decide if you want to get a confirmation that the full dump has been send. This doesn't apply to the main Send button that will always ask for a confirmation
- Welcome message: activate or disable the Welcome message at next panel opening

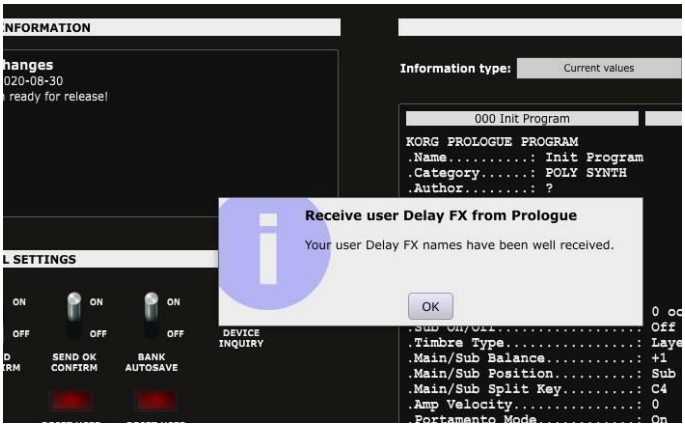
Load and Reset of User oscillators, delay, reverb and mod FX names

The Minilogue XD offers the possibility to use User oscillators (16), delays (8), reverbs (8) and modulation FX (16). You can decide to keep the current rotary buttons or pulldowns showing a default name as USER1 but you have also the possibility to display the names of your own User oscillators, delays, reverbs and modulation FX which will make your sound design work easier.

Use the four **Load User xxx** buttons to requests the names of those User oscillators, delays, reverbs and modulation FX. The names will be set in the corresponding slots and EMPTYx will be used when a user slot is not yet filled in.

For full flexibility, you can also reset those user names back to their default values by using the **Reset User xxx** buttons.





Program information

Display and Export info

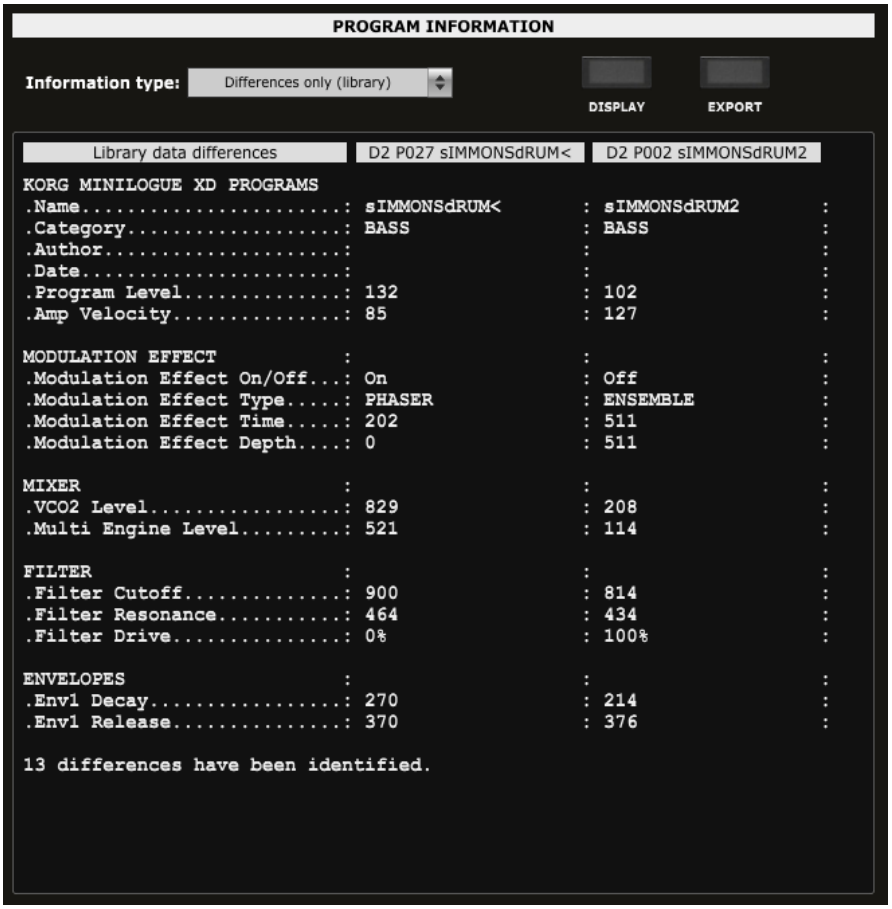
On the right side of the Program Info and Panel settings tab, you have access to different lists of Program(s) parameters.

The **Display** button lists the information according to the selection made in the drop-down menu.

The **Export** button first lists the information according to the selection made in the drop-down menu then directly presents a popup window allowing saving the listed information to a text file on the computer.

The following programs info operations are available:

- Current values: list all current values of the current program
- Saved values: list all saved values of the current program
- Differences with Init program: list the differences between the current and the Init programs
- Full comparison: list all current and saved values of the current program
- Differences only: list only the differences between current and saved values of the current program
- Full comparison (library): list all saved values of the source and destination programs selected in the Bank and Timbre management tab
- Differences (library): list only the differences between the source and destination programs selected in the Bank and Timbre management tab



At this stage, some parameters are not listed:

- Multi Engine sub Type
- Multi Engine Shape
- Multi Engine Shift shape
- Midi Aftertouch

Installing and using the Minilogue XD panel as plugin

First of all, thanks to all people that have made some tests and provided feedback from using the plugin with their DAW.

It is generally better to use the panel in standalone mode and not in VST. VST usage is of course interesting when you want to do some parameter automations or to save the patch setup for the corresponding track (this is saved together with the project). As all DAWs have a different way to handle VST's and this is also depending on your Midi interface setup, it is difficult to describe the setups and identify solutions for all the possible problems.

The following paragraphs will provide info on how to install the plugin version of the panel but also describe the way to use it and the known limitations for each DAW.

Don't hesitate to send a mail to sunny.synths@gmail.com if you see errors or identify ways of doing things in your DAWs. They will be mentioned in the next version of the manual.

Installation

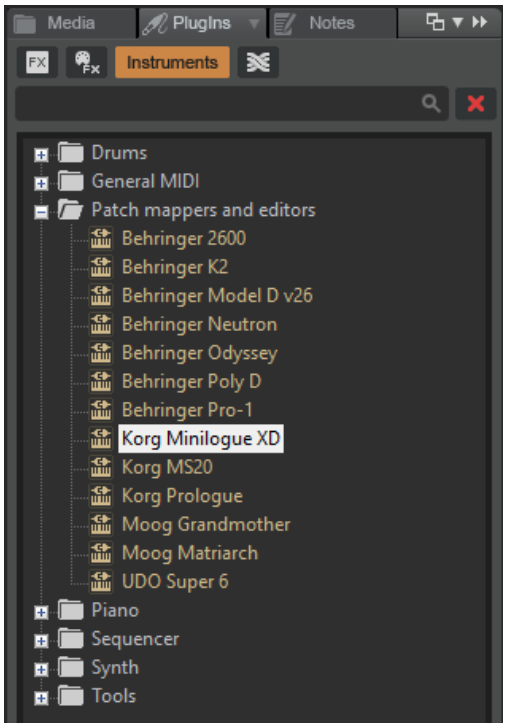
On Windows PC, depending on your DAW version and after unzipping the main file, either copy the **Korg Minilogue XD.dll** file from the Windows VST 64 bits directory to your 64 bits plugins directory and/or the **Korg Minilogue XD.dll** file from the Windows VST 32 bits directory to your 32 bits plugins directory (Steinberg hosts often use C:\Program Files\Steinberg\VSTplugins as the default plugin path).

On Mac OS, unzip then copy the **Korg Minilogue XD.vst** file from the MacOS VST directory to your VST plugin directory (/Library/Audio/Plug-ins/VST) and copy **Korg Minilogue XD.component** file from the MacOS AU directory to your plugin directory (/Library/Audio/Plug-ins/Component). You will most probably need administrator rights to perform those copies.

On MacOS you may also get the message that the "*Component or VST cannot be opened because the developer cannot be verified*". Go to System Preferences then Security and Privacy and click on the Open anyway button to have the plugin saved as an exception in the security settings.

Start your DAW and check that the plugin directory is rescanned and that the **Korg Minilogue XD** panel is visible in your list of plugins.

Here is an example in Cakewalk (a light blue scanning popup is displayed as soon as a file is added or modified in the identified 64 bits VST plugins folder):



Midi setup when using the panel as plugin

There are 2 ways to setup a panel in your DAW:

– In a similar way as for the standalone version by allocating fixed Midi channels to the input and output
– Passing by your DAW that is setting the Midi channels

As mentioned earlier, the setup of the plugin will be different according to your DAW and your hardware setup and thus this is only giving you a place to search and experiment rather than precise indications. Sorry for that.

In most DAW, you must also arm your track and enable monitoring.

Option 1: setup as in standalone mode

– In the **Midi** menu, select **Input** – **Device** *Minilogue XD KBD/KNOB*
– In the **Midi** menu, select **Input** – **Channel** *0* (this is set to channel 0 = All channel because it is needed to receive from both the main timbre and the sub timbre)
– In the **Midi** menu, check that **Controller** – **Device** is set to *None*
– In the **Midi** menu, select **Output** – **Device** *Minilogue XD SOUND*
– In the **Midi** menu, select **Output** – **Channel** *1* (set this to the Midi Global channel of your Minilogue XD).
– In the **Midi Thru** menu, at least set **Plugin host -> Output device**. This is allowing the DAW to reach the output device (the Minilogue XD in that case) for playing notes

Depending on the DAW and as both the DAW and the panel plugin can use the same Midi port you will most probably be obliged to disable the corresponding Midi In and Out channels in your DAW.

This setup is thus in some way rigid because channels are dedicated BUT may be mandatory if your DAW do not let the sysex pass as in Ableton.

Option 2: "hybrid" way with Input able to do multi-port; Output managed by the DAW

– In the **Midi** menu, select **Input** – **Device** *Minilogue XD KBD/KNOB*
– In the **Midi** menu, select **Input** – **Channel** *0* (this is set to channel 0 = All channel because it is needed to receive from both the main timbre and the sub timbre)
– In the Midi menu, under Plugin Options, select Output to plugin host
– In the Midi Thru menu, at least set Plugin host -> Plugin host

This option may not work for all DAWs.

Tests and identified limitations

Different DAWs have been tested and some way of working presented here.

The following actions are checked:

- Creating a track using the plugin
- Displaying the instrument and checking all controls are working fine including Load/Save…
- Saving and opening a project in the DAW. This is checking that the last patch saved is restored correctly. As in standalone mode, the last patch used is restored (not the last position of the knobs!)
- Creating a second track with the plugin
- Saving and opening a project in the DAW. This is checking that there can be different tracks using the plugin with each of their last patch saved restored correctly.
- Creating a preset in the DAW. Each DAW has different ways to do this. Creating presets can also be done by saving full channel strips that are including the VST instrument setup (Cakewalk, Reaper, Logic)
- Creating a track by selecting a DAW preset instead of selecting the plugin. Checks if the correct patch is restored. When working, this is done by loading a saved channel strip.
- Replacing a DAW preset by another DAW preset

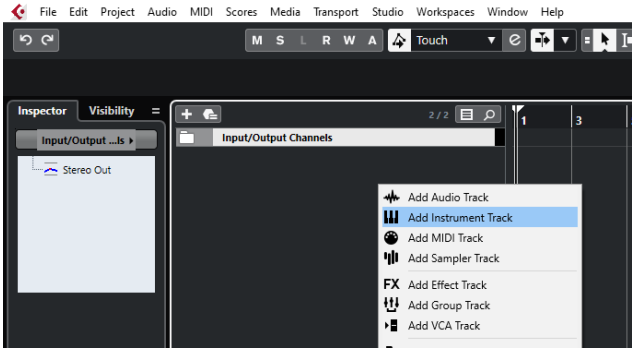
Replacing the DAW preset in a track by another DAW preset is working fine.
The only remark is that you may get some popups if you directly switch between freshly created presets (just click Cancel in those popups). Creating a new track with the plugin and switching between existing DAW presets works fine and doesn't display the popups.

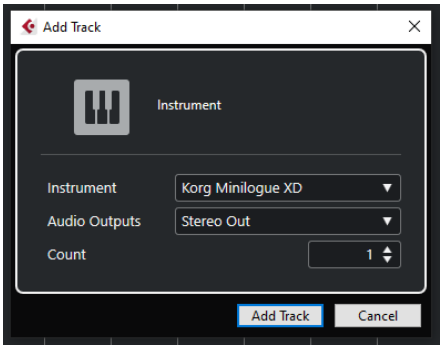
	Cubase	Cakewalk	Reaper	Ableton	Studio 1	Logic
Create track	✓	✓	✓	✓	✓	✓
Using the plugin	✓	✓	✓	✓	✓	✓
Save and restore project in DAW	✓	✓	✓	✓	✓	✓
Save and restore project with 2 tracks	✓	✓	✓	✗	✓	✓
Create DAW preset	✓	✓	✓	✓	✓	✓
Create track based on DAW preset (saved channel strip)	✓	✓	✓	✗	✓	✓
Replace DAW preset by another DAW preset	✓	✓	✓	✓	✓	✓

Cubase

Creating a new track

Add an Instrument track by using the Add track menu displayed when right clicking in the middle of the workspace then select the Korg Minilogue XD VST. Click on the Instrument button to display the panel and use it as you would do for the standalone version.





…or by dragging and dropping from the VSTi panel (easier).

When saving the Cubase project, the panel is saved as well. It will be restored in the same state (zoom factor, loaded banks if not moved, buttons positions and loaded patch).

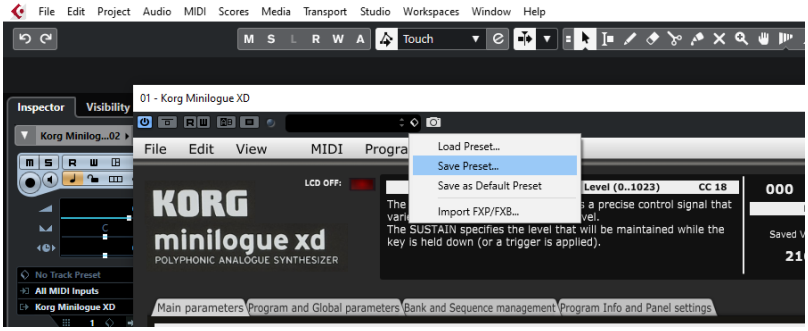
Using several Minilogue XD tracks at once

You can associate the panel to several tracks in order to keep track of the different patches used for them

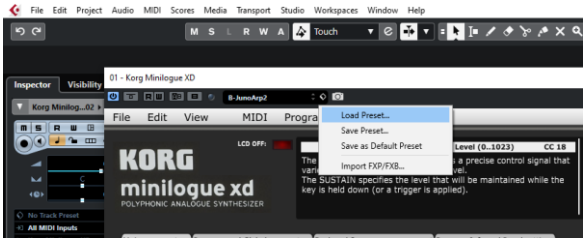
Saving a patch as a Cubase preset

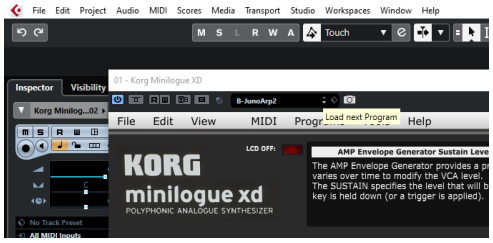
You should save your patches using the Save button **inside** the panel but in addition to that you can also save them as *Cubase preset* or *Cubase track preset*.

To save as Cubase preset, click on the small diamond to the left of the small camera icon at the top of the plugin window, select Save preset… then give a name to your preset.

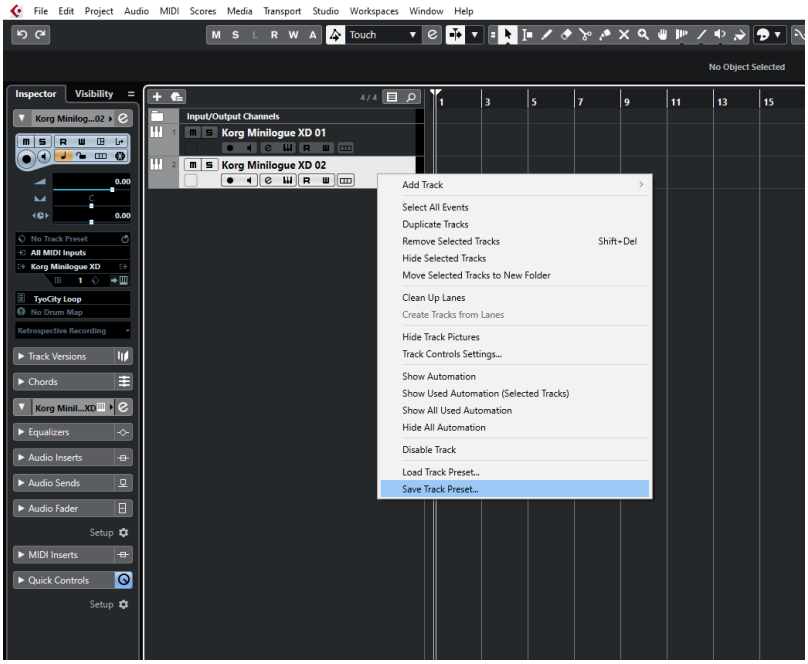


Later on, you can load a preset by using Load preset from the same menu or you can navigate through your presets by using the small up and downs triangle buttons.

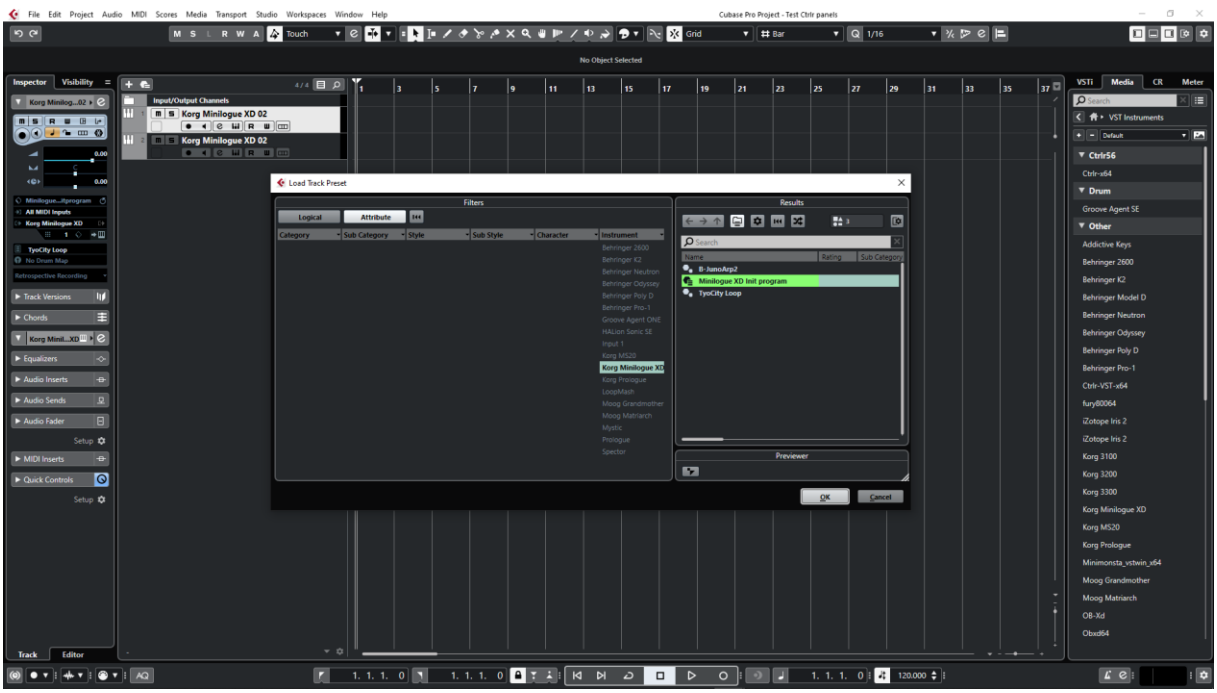




To save as Cubase track preset, select Save track preset when right clicking on a track.

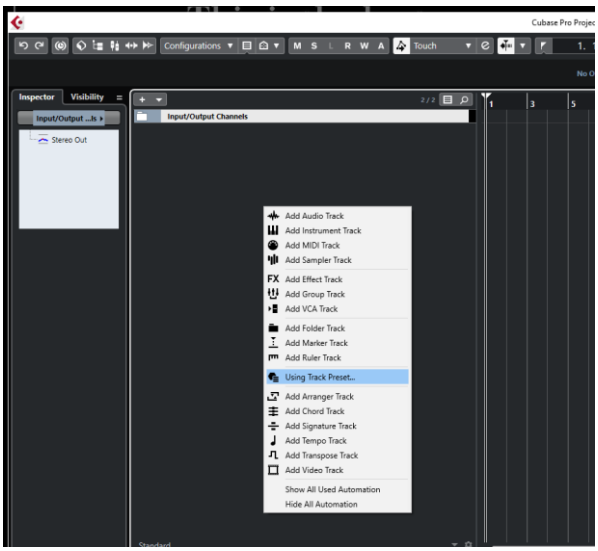


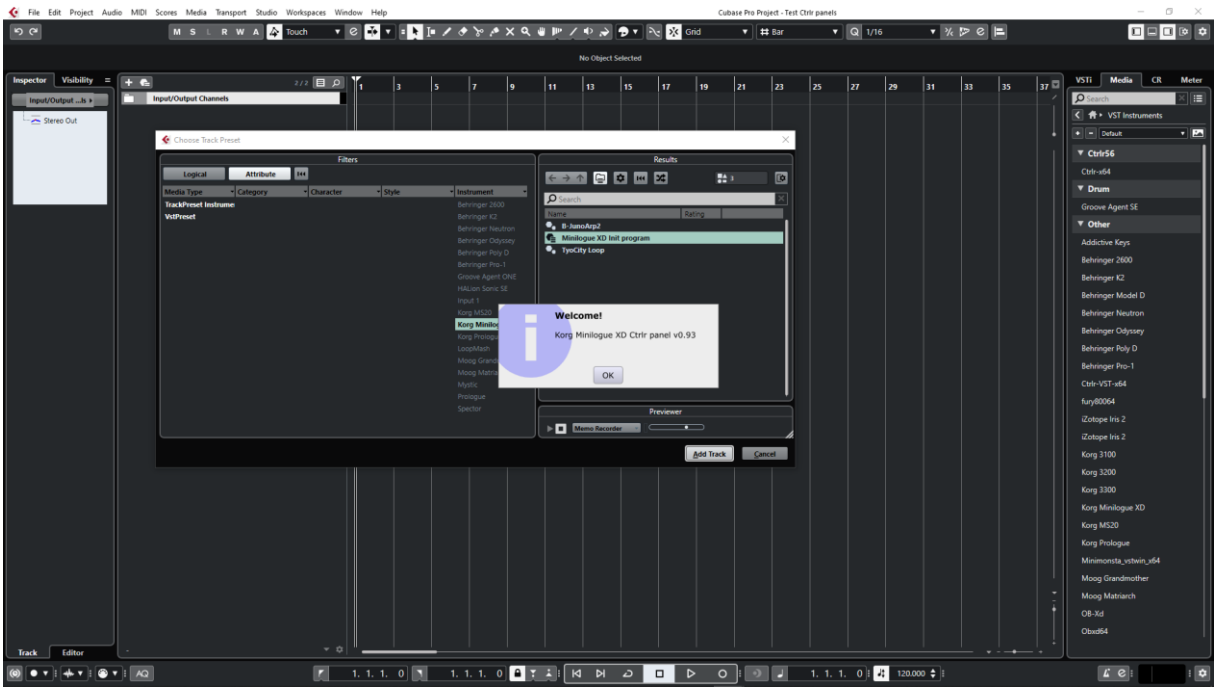
Later on, the content of the panel as is can be restored directly in a new empty track without the need of a Load from the panel by selecting Load track preset when right clicking on a track.



Creating a new track from a Cubase preset

When creating a new track you can directly pick Using track preset from the menu. The patch will appear in the panel on a new track without the need of a using Load from the panel





Replacing the preset on an existing track by another preset

Works fine. Just select another previously saved preset at the top left of the plugin window. All buttons will be positioned according to the newly loaded presets.

You can also scroll through the presets with the small up/down buttons.

Cakewalk by Bandlab

Creating a new track

Drag the Minilogue XD plugin from the Instruments plugin window (Synths) and drop it on the main window to create a new track.

Click on the instrument icon near the track name to display the panel.

Load a preset from inside the panel and use it as you would do for the standalone version.

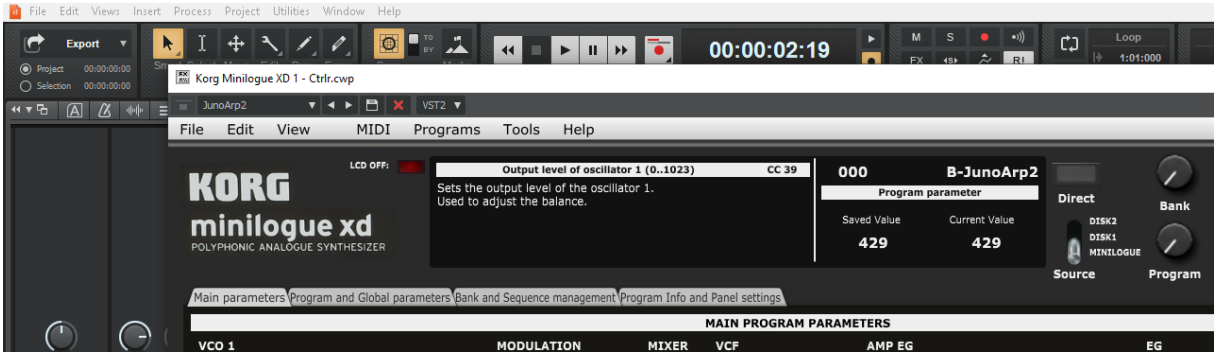
When saving the Cakewalk project, the panel is saved as well. It will be restored in the same state (zoom factor, loaded banks if not moved, buttons positions and loaded patch).

Using several Minilogue XD tracks at once

Works fine. To keep several plugin windows opened at once you need to pin them first (pin icon on top right of a plugin window). Patches and windows are restored when re-opening the project.

Saving a patch as a Cakewalk preset

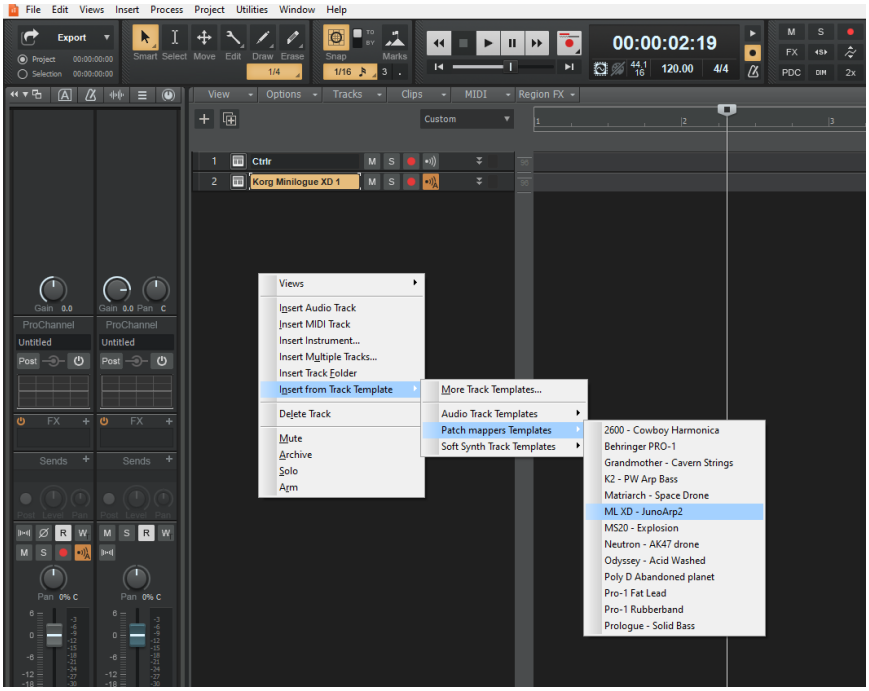
It is possible to save the current patch as a Cakewalk preset by changing the name at the top of the plugin window (here “Solid Bass”) then clicking on the Save button.



Creating a new track from a Cakewalk preset

Not found… It seems it is always needed to first create a track with the instrument plugin and then to select a preset (but this doesn’t work – see next paragraph).

Another possibility would be to save each preset as a separate track template then to create the track from those track template “presets”.



Replacing the preset on an existing track by another preset

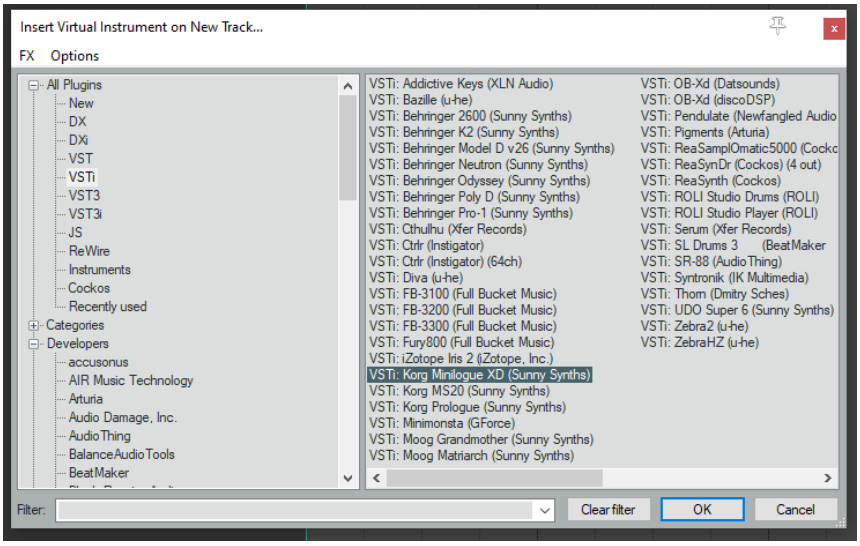
Works fine. Just select another previously saved preset at the top left of the plugin window. All buttons will be positioned according to the newly loaded presets and all labels restored.

Reaper

Reaper is available on Windows and MacOS. On MacOS, Reaper is supporting both VST and AU plugin versions.

Creating a new track

Select Insert virtual instrument on new track in the Track menu then select the Korg Minilogue XD VST from the VSTi category



Click on the FX button to display the panel and use it as you would do for the standalone version (right-clicking instead of direct click gives only the plugin window without the blank side area)

When saving the Reaper project, the panel is saved as well. It will be restored in the same state (zoom factor, loaded banks if not moved, buttons positions and loaded patch).

Using several Minilogue XD tracks at once

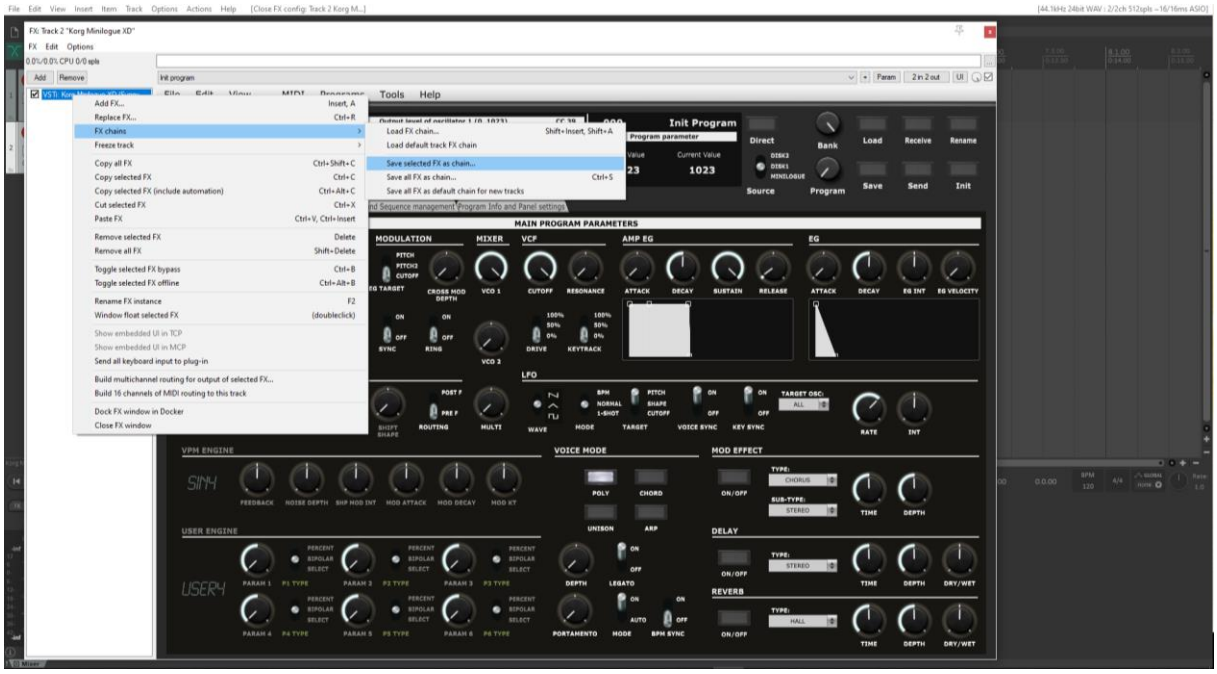
Works fine:

Saving a patch as a Reaper preset

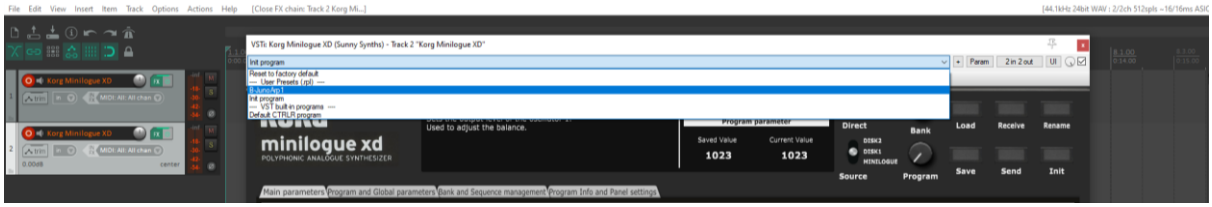
Two different methods are possible:

– Save FX chain – Right click on VST name in white area of plugin window then select FX chain

– Save preset - Click on the + button in the plugin window then name the preset

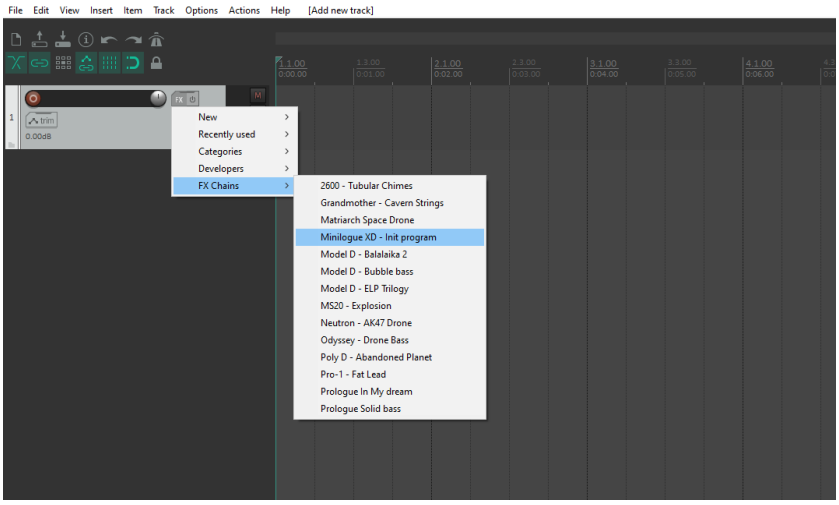


Presets are appearing under User presets



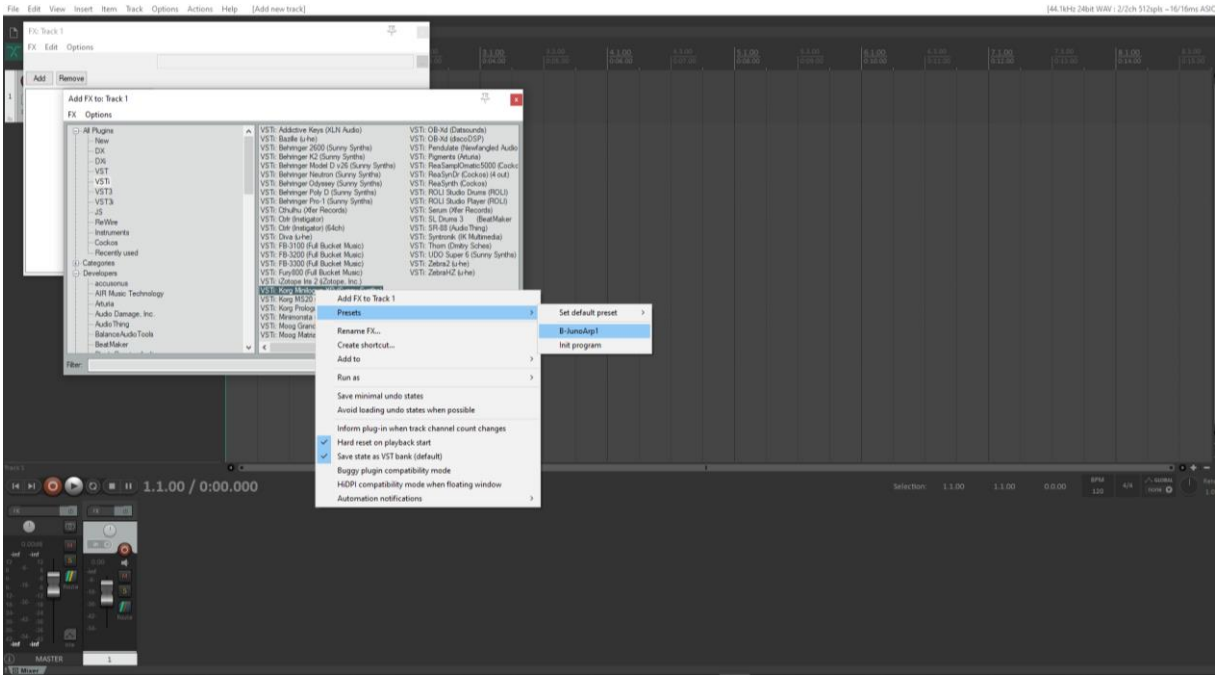
Creating a new track from a Reaper FX chain preset

Create an empty track then right click on grey FX button to select a saved FX chain



Creating a new track from a Reaper preset

This is not possible directly but well in two steps. First, create an empty track then click on grey FX button to display the Track FX window with the VST plugins list. Then, right click on the Minilogue XD plugin and select a saved preset under Presets



Replacing the preset on an existing track by another preset

Click on the green FX button then in the FX track window, select the FX and press the Remove button.

Add the new one as described above.

Ableton

Status: This has been tested in Ableton Live Lite 10 and it is thus expected to work fine in the full versions.

Specific remark

In Windows, it is needed to set the main Midi ports of the Matriarch synth to OFF in Preferences and to set the Midi devices and channels in the panel to allow the bidirectional behavior of the few parameters that can be exchanged with the synth.

This is not required on MacOS that can handle multiport communication.

Creating a new track

Drag the Minilogue XD plugin from the plugin browser and drop it on the main window to create a new track.

The panel should open automatically. If not, click on the small wrench icon in the small window at the bottom.

Load a preset from inside the panel and use it as you would do for the standalone version.

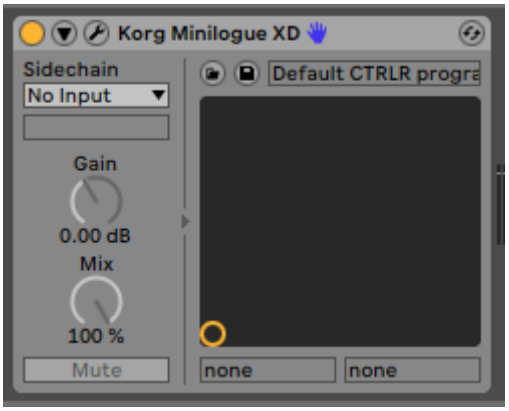
When saving the Ableton project, the panel is saved as well. It will be restored in the same state (zoom factor, loaded banks if not moved, buttons positions and loaded patch).

Using several Minilogue XD tracks at once

Works fine. To keep several plugin windows opened at once you need to change the masking of plugin setup in Preferences. Patches and windows are restored when re-opening the project.

Saving a patch as an Ableton preset

It is possible to save the current patch as an Ableton **.fxp** preset by clicking on the Save button in the small instrument window at the bottom.



Creating a new track from an Ableton preset

Not found… It seems it is always needed to first create a track with the instrument plugin and then to select a preset as described in next paragraph.

Replacing the preset on an existing track by another preset

Works fine. Just select another previously saved preset by clicking on the Load button in the small instrument window at the bottom. All buttons will be positioned according to the newly loaded presets and all labels restored.

Studio One

Status: This has been tested in Studio One 3.5 32 bits and 4.6 64 bits version. The panel doesn't work fine in the 32 bits version (due to the packing/unpacking functions – let me know if you need it).

Creating a new track

Drag the Minilogue XD plugin from the plugin browser and drop it on the main window to create a new track.

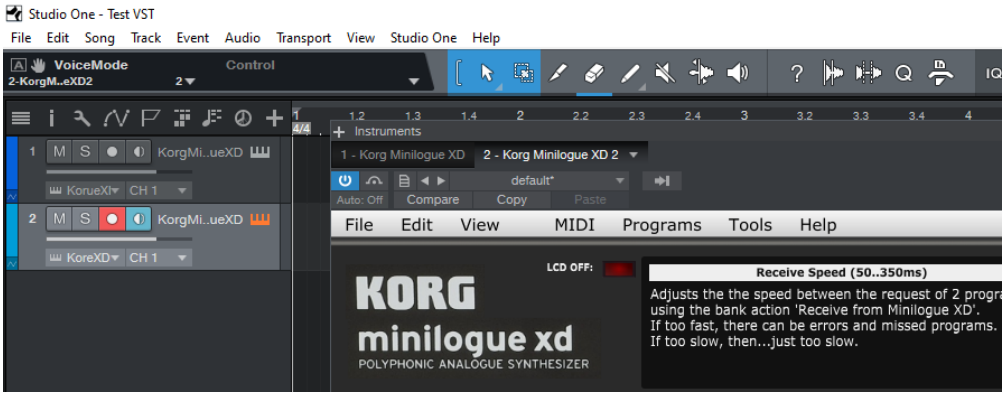
The panel should open automatically. If not, click on the small Instrument editor icon on the right side of the track name.

Load a preset from inside the panel and use it as you would do for the standalone version.

When saving the Studio One song, the panel is saved as well. It will be restored in the same state (zoom factor, loaded banks if not moved, buttons positions and loaded patch).

Using several Minilogue XD tracks at once

Works fine. The instrument editor is showing one tab by track:



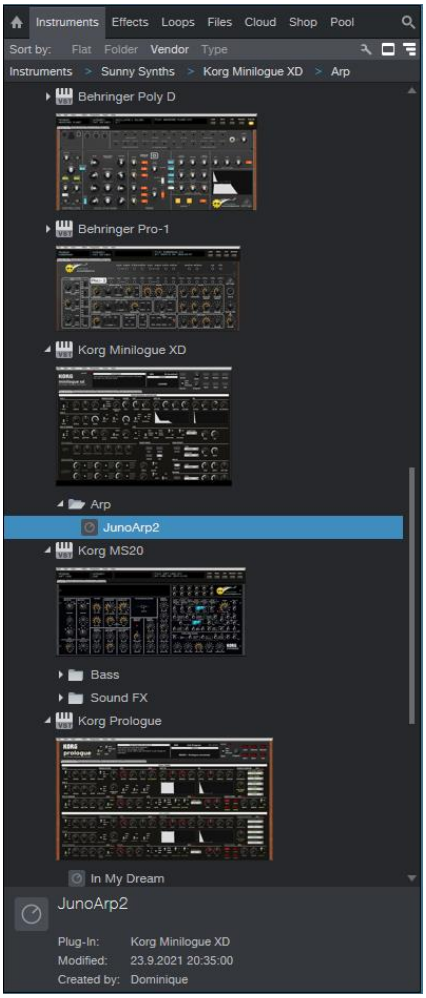
Re-opening a project saved with several Minilogue XD tracks is working fine.

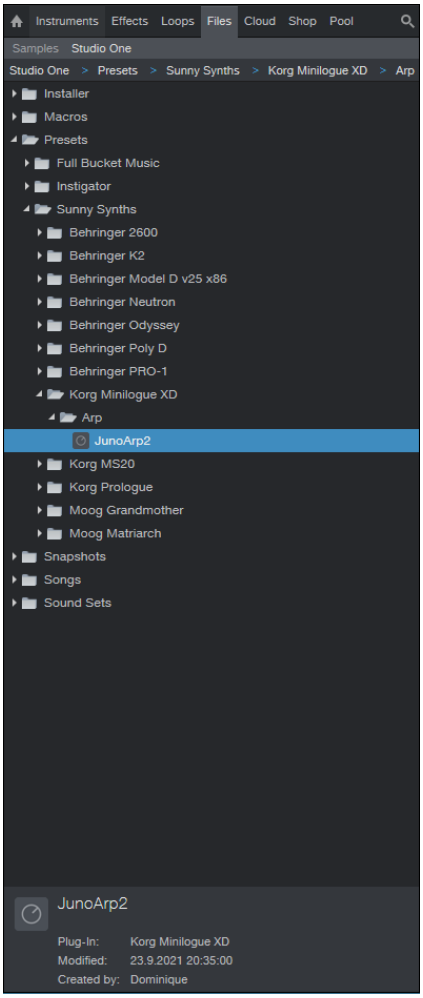
Saving a patch as a Studio One preset

You can save the last patch saved in the panel as a preset in Studio One by selecting Store preset in the plugin window preset menu. In the popup menu, input the name of a Subfolder corresponding for example to the sound category.

Creating a new track from a Studio One preset

The presets and their subfolders created with the above method are appearing directly in the browser under the Minilogue XD VST name in the Instruments tab or in the Files tab





Replacing the preset on an existing track by another preset

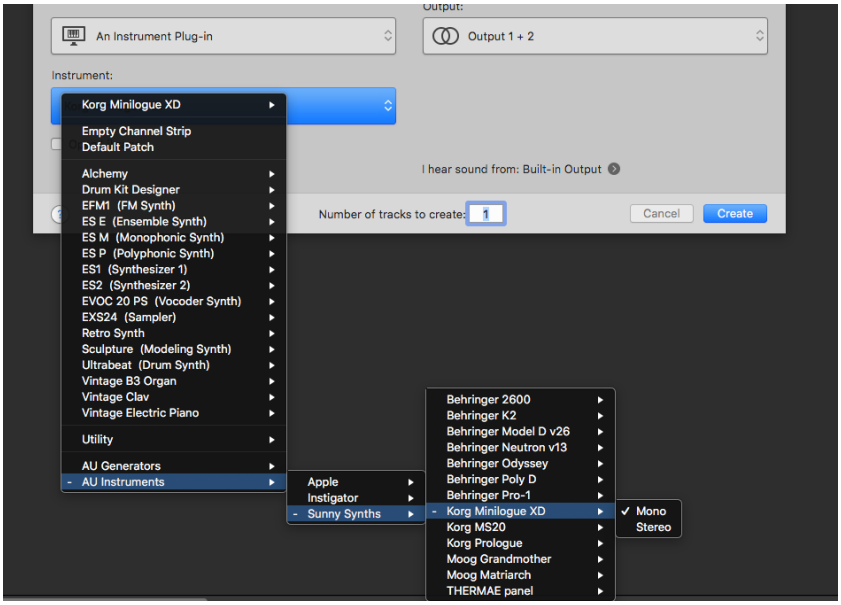
Works fine. Just select another previously saved preset at the top left of the plugin window. All buttons will be positioned according to the newly loaded presets and all labels restored.

Logic Pro X

Logic Pro X is only available on MacOS and handles only the AU plugin version so you must secure to have the Korg Minilogue XD.component plugin file in your AU plugin directory.

Creating a new first track

Create a new instrument track and select the Korg Minilogue XD plugin for it (under AU instruments) by clicking on the small Instrument editor icon on the right side of the track Input.



Click in the middle of the track Input to open the panel.

Load a preset from inside the panel and use it as you would do for the standalone version.

When saving the Logic project, the panel is saved as well. It will be restored in the same state (zoom factor, loaded banks if not moved, buttons positions and loaded patch).

Using several Minilogue XD tracks at once

Works fine and can be done by simply creating two tracks with the plugin.

If wished, one can also create a channel strip:

– Save the Init patch as a channel strip preset in Logic by clicking on the Setting button at the top of the channel strip in the mixer and selecting Save Channel Strip Setting as…

– New tracks can be created based on that Init channel strip (see after) and can then be changed afterwards to other patches with the Load button

Saving a patch as a Minilogue XD Logic preset

You can save the last patch saved in the panel as a plugin preset in Logic by selecting **Save As** in the pulldown menu of the preset area at the top of the plugin window. An .aupreset file will be created.

Saving a patch as a Minilogue XD Logic channel strip preset

You can save the last patch saved in the panel as a channel strip preset in Logic by clicking on the Setting button at the top of the channel strip in the mixer and selecting Save Channel Strip Setting as…. Note that this is different than saving a plugin preset.

Creating a new track from a Logic channel strip setting

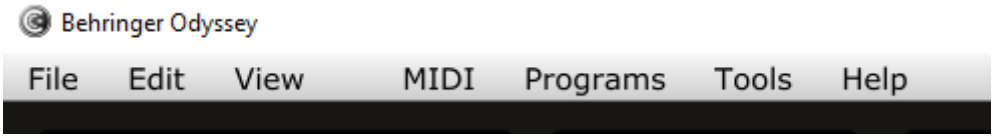
This is not possible directly but well in two steps. First, create a new Software Instrument track then click on the Setting button at the top of the channel strip in the mixer and select a previously saved channel strip setting.

Replacing the preset on an existing track by another preset

This is working well with Channel Strips Settings.

This is also now working fine with saved presets since version 2.0. Just select another previously saved preset at the top left of the plugin window. All buttons will be positioned according to the newly loaded presets and all labels restored.

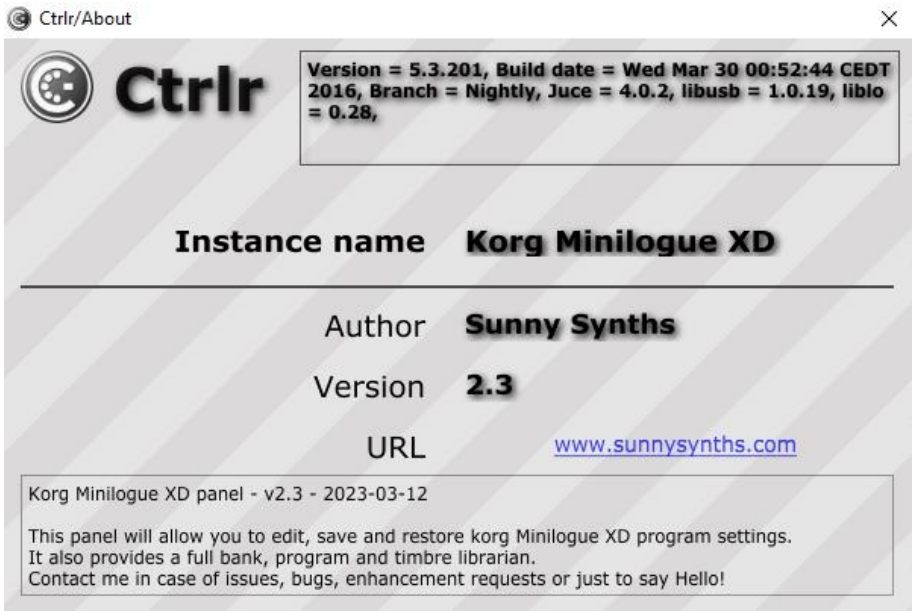
The main Ctrlr menus



Actually, not so much is used from the Ctrlr menus…

What you can use is:

- **File** menu: Quit is the only option
- **View** menu: allows zooming the panel in and out by 10% steps
- **Midi** menu: to select your Minilogue XD as Output Midi device and to set its Midi channel; to set the Midi Thru (Input->Output)…
- **Tools** menu: use the Midi monitor popup to verify the messages between the panel and the synth
- **Help** menu: displays the About info of the panel



Appendix

Version history

Date	Version	Description	By
2021-10-17	1.0	First version of this manual	Sunny Synths
2022-01-16	2.0	Added reading of mnlgxdlib bank files, morphing, Note and Motion Sequencer tabs	Sunny Synths
2022-01-28	2.1	No change to the manual	Sunny Synths
2022-02-09	2.2	Receive Speed renamed to Transfer Speed. Added export of list of programs in Bank actions. Indication of Arp rate error in the Midi specs.	Sunny Synths
2023-03-12	2.3	Several corrections but manual not changed except in the Appendix.	Sunny Synths

Minilogue XD information

The Korg Minilogue XD product page: https://www.korg.com/us/products/synthesizers/Minilogue XD/

Specific MacOS setup issues

Developer cannot be verified

On MacOS you may get the message that the "*Component or VST cannot be opened because the developer cannot be verified*".

Go to System Preferences then Security and Privacy and click on the Open anyway button to have the plugin saved as an exception in the security settings.

What you can also do is to open the file using Ctrl + mouse click and it will add the file in the exception list.

For the AU (from a user):

To validate the AU plugin in any OS of Catalina or newer, you'll need to disable System Integrity checking (the system equivalent of ctrl-clicking the app).

This is done by restarting holding down CMD-R, choose terminal from the top bar menu once logged in to the recovery console, and typing the following command:

```
/usr/bin/csrutil disable
```

It will then stop telling you it can't be validated and do you want to put it in the bin!

For the VST (from another user)

Just ran the VST on Monterey OS X and it failed. I took my VST and ran 3 commands:

```
sudo xattr -cr
sudo xattr -r -d com.apple.quarantine
sudo codesign --force --deep --sign -
```

Opened up my Ableton - everything works like a charm.

Using Midi-OX to download your Minilogue XD content

If needed, on Windows, you can use Midi-OX to download all the 500 presets from your Minilogue XD and load them as a bank in the panel. On MacOS, the equivalent is Sysex Librarian.

Step by step:

- Download Midi OX from http://www.midiox.com/
- Open Midi OX and define your Minilogue XD as Input and Output device by selecting **Options – Midi Devices** in the menu
- Click on the 3rd icon or select **View – Sysex** to open the sysex window
- In the sysex window, select **Sysex- Receive Manual dump**. This will initiate a waiting popup so we can get our full dump from the Minilogue XD
- On the Minilogue XD, perform an "ALL DUMP" by going to Function mode and pressing button 15 (see Minilogue XD manual on p49)
- When received, this is appearing in the lower part of the sysex window in Midi OX (Display Window). Select **Display window – Save as** to save the received data (around 580 kbytes) into a sysex file like *my_Minilogue XD_data*.syx
- Close Midi OX
- In the panel, go to Bank management and Morphing tab, select a bank and load it as described in p26

VST Index numbers (changed from v2.2 to v2.3)

The numbers of all parameters exported to VST and that can be used for automations have been changed in order to make them grouped and appearing directly. This is especially noticeable in Cakewalk where the parameters are shown based on their internal number.

They have thus been brought from the 27xx 28xx to numbers starting from 0, grouped according to the layout of the synth and with a few gaps that could eventually be used to add other parameters.

Parameter	V2.2	V2.3
VCO 1 Wave	2797	1
VCO 1 Octave	2816	2
VCO 1 Pitch	2799	3
VCO 1 Shape	2800	4
VCO 2 Wave	2803	6
VCO 2 Octave	2866	7
VCO 2 Pitch	2867	8
VCO 2 Shape	2868	9
Multi Engine Type	2805	11
Multi Engine Octave	2869	12
Multi Engine Sub Type	2808	13
Multi Engine Shape	2806	14
Multi Engine Shift Shape	3085	15

Multi Engine Routing	2807	16
Mixer VCO 1 Level	2809	17
Mixer VCO 2 Level	2820	18
Mixer Multi Level	2811	19
Modulation EG Target	2801	21
Modulation X-Mod Depth	2804	22
Modulation Sync	2821	23
Modulation Ring	3123	24
VCF Cutoff	2819	26
VCF Resonance	2817	27
VCF Drive	2822	28
VCF Keytrack	2824	29
Amp EG Attack	2745	31
Amp EG Decay	2789	32
Amp EG Sustain	2790	33
Amp EG Release	2791	34
EG Attack	2792	36
EG Decay	2793	37
EG INT	2818	38
EG Velocity	2881	39
LFO Wave	2871	41
LFO Mode	2873	42
LFO Target	2870	43
LFO Voice Sync	2882	44
LFO Key Sync	2883	45
LFO Target Oscillator	2894	46
LFO Rate	2833	47
LFO INT	2872	48
VPM Engine Feedback	2893	51
VPM Engine	2895	52
VPM Engine	2896	53
VPM Engine	2897	54
VPM Engine	2898	55
VPM Engine	2899	56
User Engine	2978	61

User Engine	2981	62
User Engine	2982	63
User Engine	2983	64
User Engine	2984	65
User Engine	2985	66
Voice Mode	3135	71
Voice Mode Depth	2865	72
Legato	2880	73
Portamento	3127	74
Portamento Mode	3125	75
Portamento BPM Sync	3126	76
Mod Effect On/Off	2875	81
Mod Effect Type	2828	82
Mod Effect Sub-type	2829	83
Mod Effect Time	2825	84
Mod Effect Depth	2826	85
Delay On/Off	2827	86
Delay Type	2874	87
Delay Time	2831	88
Delay Depth	2832	89
Delay Dry/Wet	2857	90
Reverb On/Off	3117	91
Reverb Type	3122	92
Reverb Time	3119	93
Reverb Depth	3118	94
Reverb Dry/Wet	3120	95
Program Level	2850	101
Program Transpose	2853	102
Program Tuning	2852	103
Scale Key	2851	104
Amp Velocity	2848	105
Micro Tuning	2977	106
Joystick X Plus Bend Range	2891	111
Joystick X Minus Bend Range	2892	112
Joystick Y Plus Assign	2889	113

Joystick Y Minus Assign	3128	114
Joystick Y Plus Range	2911	115
Joystick Y Minus Range	3129	116
CV In Mode	3133	121
CV In 1 Assign	2890	122
CV In 2 Assign	3130	123
CV In 1 Range	3131	124
CV In 2 Range	3132	125