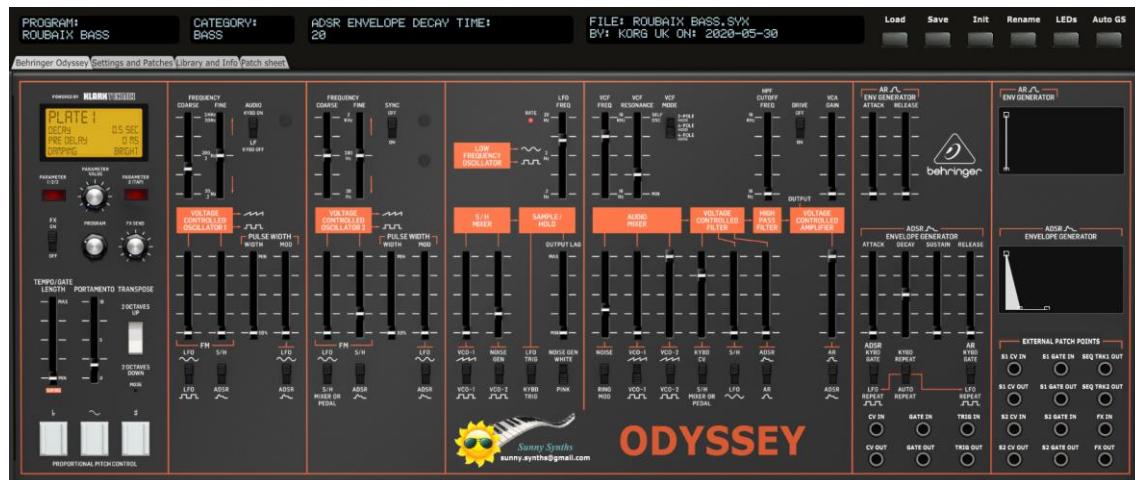




Behringer Odyssey Ctrlr panel documentation and instructions

V1.1- 2020-10-03



Introduction

Hi! Thanks for having purchased this Ctrlr Behringer Odyssey panel!

The panel is only a patch loader/saver on computer as the Behringer Odyssey does not support the load/save of programs or the manipulation of program parameters by Midi NRPN/CC messages except for Global settings that can be managed and transferred to the Odyssey.

It can thus also be called a “patch mapper”.

It will support you in saving and retrieving Odyssey patches on your PC but gives you also the possibility to exchange them with other users as they are stored as sysex files.

The look and feel has been respected but of course it would be stupid to not benefit of the computer possibilities. Therefore, you also get a display of the current parameters value, a graphic display of the envelopes, the ability to store and indicate the input/output patches, etc... You will also be able to view and set the effect parameters.

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 as well if you would like some enhancement on the panel.

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 Odyssey and have fun!

Sunny Synths

About this v1.1 version

It is now possible to choose colored LEDS.

Table of Contents

Introduction.....	2
About this v1.0 version.....	2
Installation and features.....	5
Installation of the Ctrlr panel	5
Features	6
Communication with your Odyssey synth.....	7
Preliminary info.....	7
Connection setup	7
Testing the Midi connection.....	8
Way of working.....	9
Using the buttons and modifying parameters	9
Quick reset to default value	10
Opening and closing the panel	10
Top panel area.....	11
Loading a Behringer Odyssey program.....	12
Saving a Behringer Odyssey program	13
Program Init.....	14
Program Rename.....	15
Behringer Odyssey tab	16
Settings and Patches tab	18
Library and Info tab	22
Patch sheet tab.....	24
Installing and using the Odyssey panel as plugin	25
Installation.....	25
Tests and identified limitations	25
Cubase.....	27
Cakewalk by Bandlab.....	30
Reaper	32
Ableton.....	36
Studio One.....	38
Logic Pro X	40
Using a controller to move the buttons.....	43

The main Ctrlr menus	44
Appendix	45
Version history	45
Odyssey information	45
Sysex file documentation	45

Installation and features

Installation of the Ctrlr panel

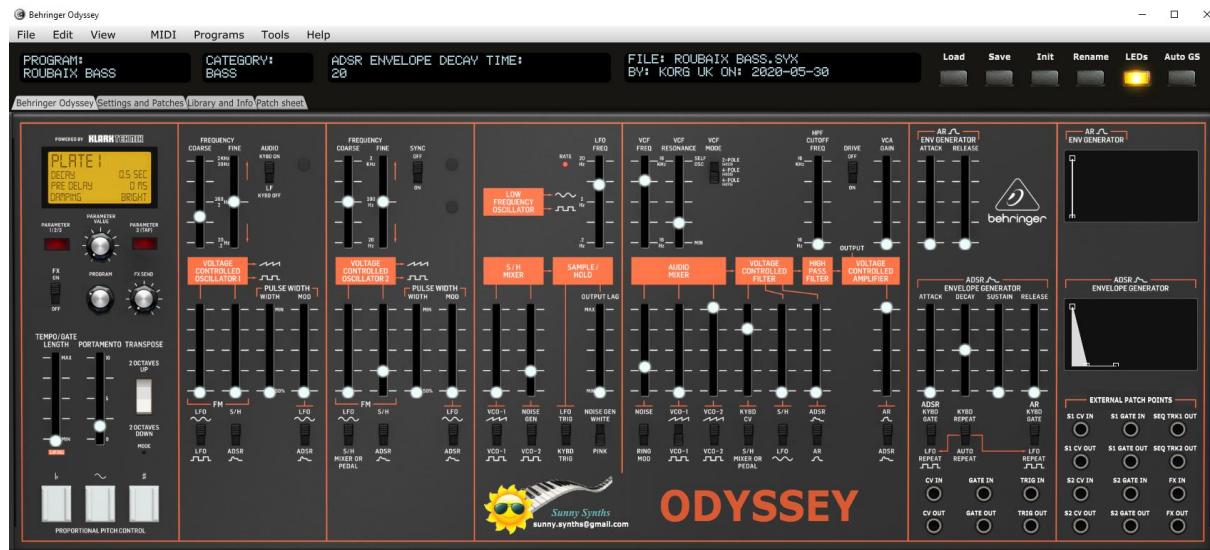
The panel is provided as a compressed .zip file containing:

- the Behringer Odyssey panel as an .exe file on Windows PC
- the Behringer Odyssey panel as an .app file on Mac OS (zip folder to be uncompressed)
- the Behringer Odyssey panel as VST 32 bits and 64 bits for Windows PC
- the Behringer Odyssey panel as VST and AU plugins for Mac OS
- this manual as PDF
- a folder containing programs from the ARP Odyssey patch book
- a chart with the CC mapping in order to use the panel with a controller

For the PC standalone version, decompress the zip file anywhere on your PC then copy the **Behringer Odyssey v11.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 Behringer Odysseyv11.app.zip. You may have to open the **Behringer Odyssey v11.app** file using Ctrl+click as it may not be recognized by the OS.

The program will directly display the Ctrlr window with the Odyssey panel displaying its main tab.



⚠️ 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 Odyssey panel as plugin](#) on page 25 further in this manual.

Features

You will find the following features in the Behringer Odyssey panel:

- Behringer Odyssey interface with same look as actual synthesizer
- Top row of support “screens” with old look
- Simple sliders or knobs with LED (all white or colored)
- Ability to view and select any effect and adjust its 3 parameters according to the actual synth
- Envelopes graphs handled by mouse or the AR/ADSR sliders
- Load / Save programs from individual .syx files
- Easy program renaming
- Display and export of program parameters as text file
- Ability to describe 9 input/output colored patch cables with different sources/destinations
- Programs have a name, author, save date and description. They can be associated to a category
- Ability to describe the usage of each program in a step by step mode (up to 15 steps)
- Browser of the files on the disk with playing of associated wav file if any
- Patch sheet tab with patch sheet for Odyssey and other gear (external synths/sequencer/FX)
- Program settings management with automatic/manual send to the Odyssey synth
- Global settings management with automatic send to the Odyssey synth (as Behringer Synthtool)
- Automatic reading of wav files associated to a patch
- Manual/Automatic reading of any wav file
- All buttons associated to a Midi CC controller number so you can adjust them from a hardware controller (still no impact on the synth of course and unfortunately).

At this stage the panel doesn't read the Global settings from the synth and doesn't handle the sequencer data.

Communication with your Odyssey synth



If you don't want to manage global settings or if your Odyssey is not connected by USB or Midi to your PC then you can skip this section.

Preliminary info

As mentioned in the introduction of this manual, the Behringer Odyssey synthesizer does not support the load/save of programs or the manipulation of program parameters by Midi NRPN/CC messages.

It does however support the modification of global settings via sysex commands.

Connection setup

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

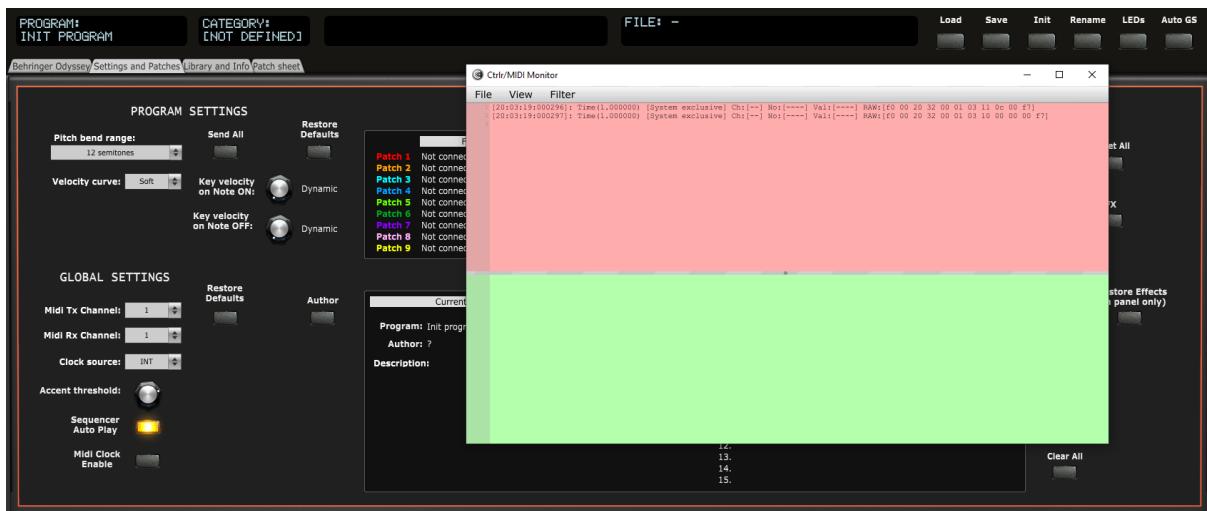


- Connect the Odyssey to the computer by USB or Midi DIN
- Power the Odyssey On
- Start the Odyssey panel
- In the **Midi** menu, select **Input – Device Odyssey**
- In the **Midi** menu, select **Input – Channel 1** (set this to the Midi Tx channel of your Odyssey)
- In the **Midi** menu, check that **Controller – Device** is set to *None*
- In the **Midi** menu, select **Output – Device Odyssey**
- In the **Midi** menu, select **Output – Channel 1** (set this to the Midi Rx channel of your Odyssey).
This is done to send Global Settings
- Quit the panel and re-open it

Testing the Midi connection

We can now test the Midi connection:

- Press some keys on your keyboard and confirm you get some sound from the Odyssey
- On the panel, press the **Auto GS** button so this is activating the automatic send of all changes done on global settings related to the current program to your synth (pitch bend range and velocity info – curve / Note On velocity / Note Off velocity)
- In the **Tools** menu of the panel, select **Midi monitor** and in the new monitor popup check **On Monitor input** and **Monitor Output** in the **View** menu
- Press the Send All button and check that you get 2 messages as in the screenshot below



You can also:

- Play a note on your keyboard and move the pitch bend to its max. The range should be the default one at 12 semitones
- In the panel, select the second tab and change the Pitch bend range to 2 semitones (or another low amount) in the Program settings section
- Verify that the last message in the Midi Monitor output section is like **f0 00 20 32 00 01 03 11 02 00 f7**
 - the number before the last 00 F7 will depend on your choice of pitch bend range
- Play the keyboard and move the pitch bend to its max. The range should now be much lower.
- Change the Pitch bend range to 12 semitones in the Program settings section
- Verify that the last message in the Midi Monitor output section is like **f0 00 20 32 00 01 03 11 0c 00 f7**
 - 0c before the last 00 F7 means 12
- Play the keyboard and move the pitch bend to its max. The range should now be back to its default value

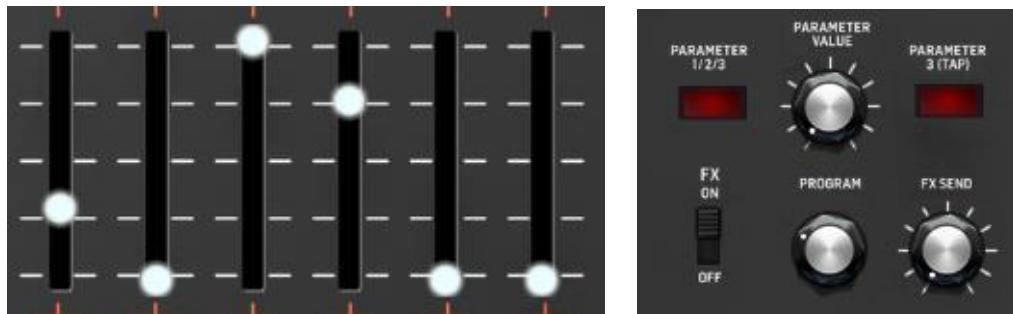
Way of working

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

Using the buttons and modifying parameters

You modify sliders by directly clicking on a certain position or by keeping the left mouse pressed and moving the mouse up or down.

You modify parameters using rotary encoders by keeping the left mouse pressed and moving the mouse up or down.

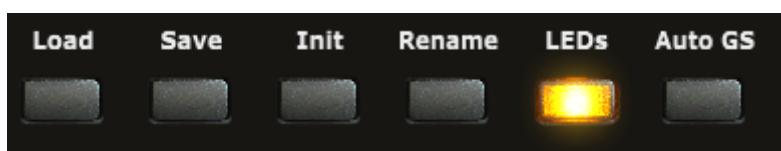


You can also modify any rotary encoder based parameter by doing a mouse hover on the button then using the mouse scroll wheel.

Toggle buttons are modified by simply clicking on them. There is no left/right; up/down effect; just a simple toggle between the two positions.

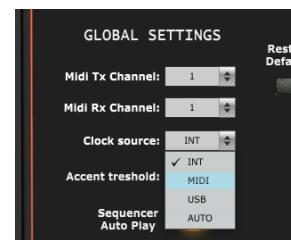


Momentary push buttons are activated by simply clicking on them (what a surprise...). They will momentarily flash.



Permanent toggle buttons (like the “LEDs” one) are activated by simply clicking on 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.



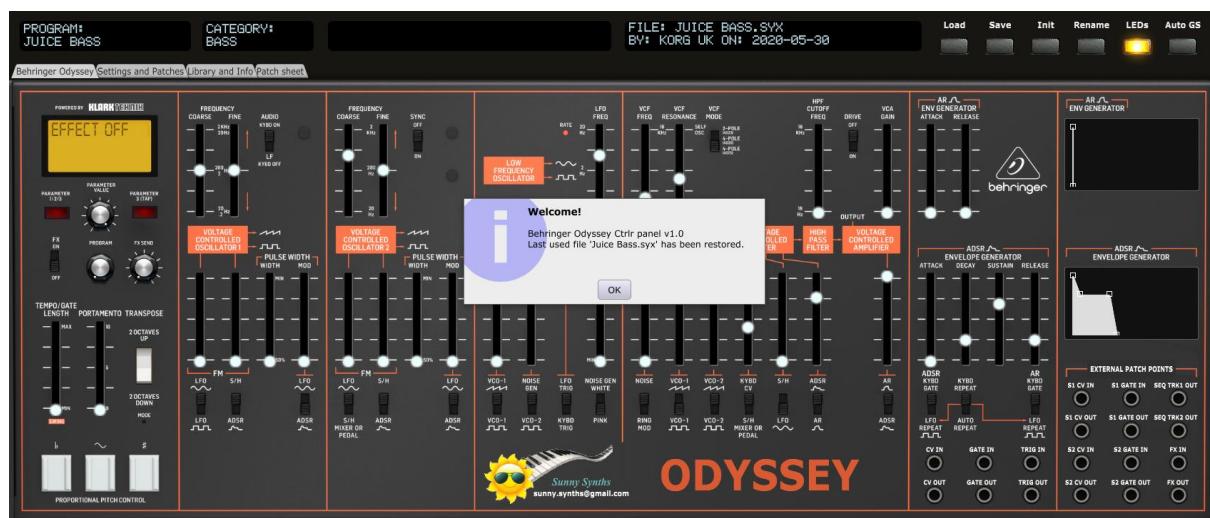
Quick reset to default value

Sliders and rotary encoders have default values set and you can quickly revert to this preset default value by double-clicking on the slider/button. Try with the VCO Frequency Coarse or Fine for example.

Opening and closing the panel

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

When opening the panel, it is checked if the last file used still exists (could have been renamed or moved or deleted). If not found, the Init program is loaded (in the same way as when loading the panel for the first time). If found, it is restored so you can continue your work where you left it.



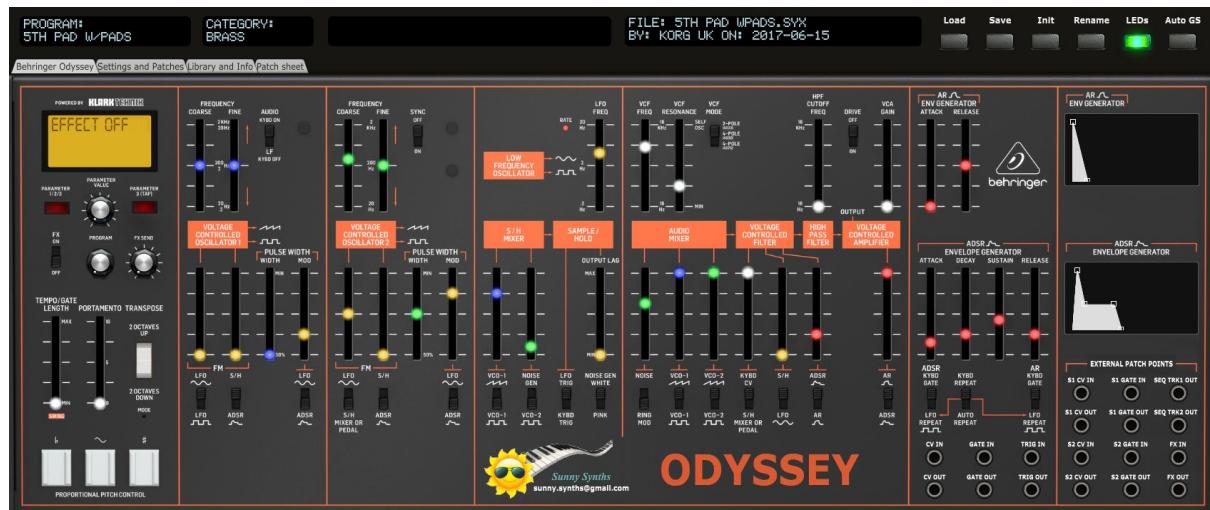
The same is done with the root folder of the File browser (see [Library and Info tab](#) on p20).

Top panel area



In the top panel area you find 4 feedback “screens”, 6 buttons and 4 tabs:

- The first screen displays the **name** of the current program
- The second screen displays the **category** of the current program
- The third one indicates the parameter currently modified and its value
- The fourth one displays the latest sysex file loaded, its author and the save date
- The **Load** button allows loading a sysex file from disk
- The **Save** button saves the current program to a sysex file on disk
- The **Init** button reset all parameters to *an Init program*
- The **Rename** button allows renaming the current program
- The **LEDs** button (triple switch) allows switching between normal sliders and sliders with round white or colored LEDs
- The **Auto GS** button enables/disables the automatic send of global settings related to the current program
- The **Behringer Odyssey** tab displays the synth
- The **Settings and Patches** tab is used to manage the global settings related to each program, the global settings more generic to the synth, allows the registration of 9 different input/output patches, the identification of two external synths and FX. It also allows modifying the category, the author, the description and a step by step usage of the current program
- The **Library and Info** tab provides the file browser that allows the selection of sysex files or the ability to listen to wav files, the display and the export of the parameters of the current program as text file and gives About info of the panel. It is also here that you will find the manual panel zoom that is memorized.
- The **Patch sheet** tab displays automatically the Behringer Odyssey patch sheet with all parameter values (as in the manual) but with the addition of author, date, external synths and FX names and 12 external input/output connections

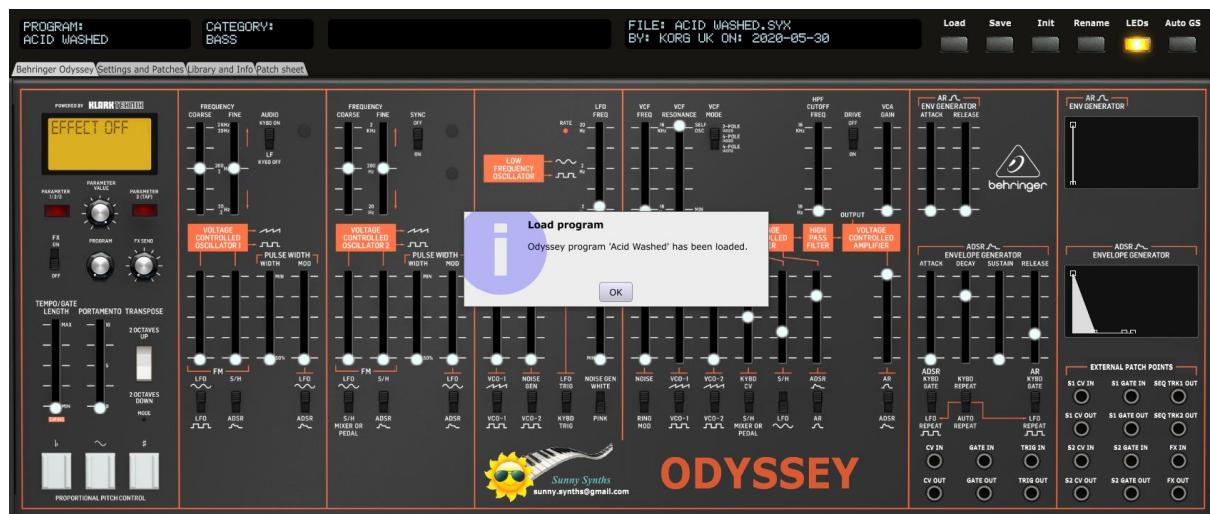
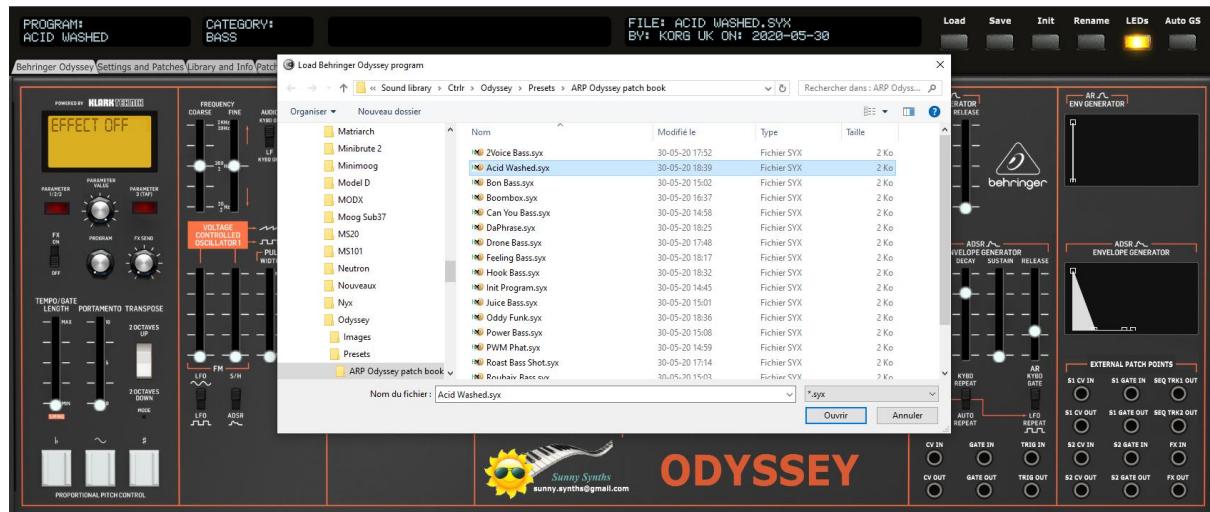
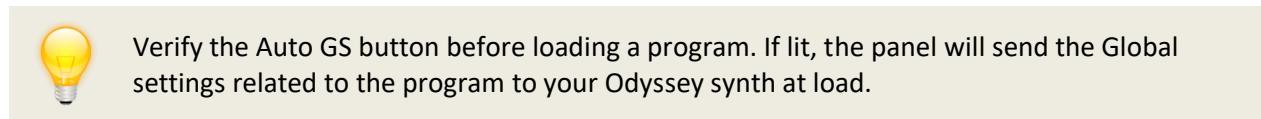


Loading a Behringer Odyssey program

The panel loads and saves the program parameters as a 1350 bytes sysex file (.syx) from/to your computer.

Clicking the **Load** button opens a classical Open file dialog where you can select the file to load. An internal check is done to verify that the file is compatible with the Behringer Odyssey panel. The parameters are loaded, the top screen is showing the name of the file, the author and the saved date and a confirmation dialog is shown.

If the **Auto GS** (Automatic send of Global Settings) button is lit, the panel will send the Global settings related to the program you are loading to your Odyssey synth. Nothing will happen if your synth is not connected by Midi/USB or if your synth is on another Midi channel than the one set in the MIDI menu of the panel.



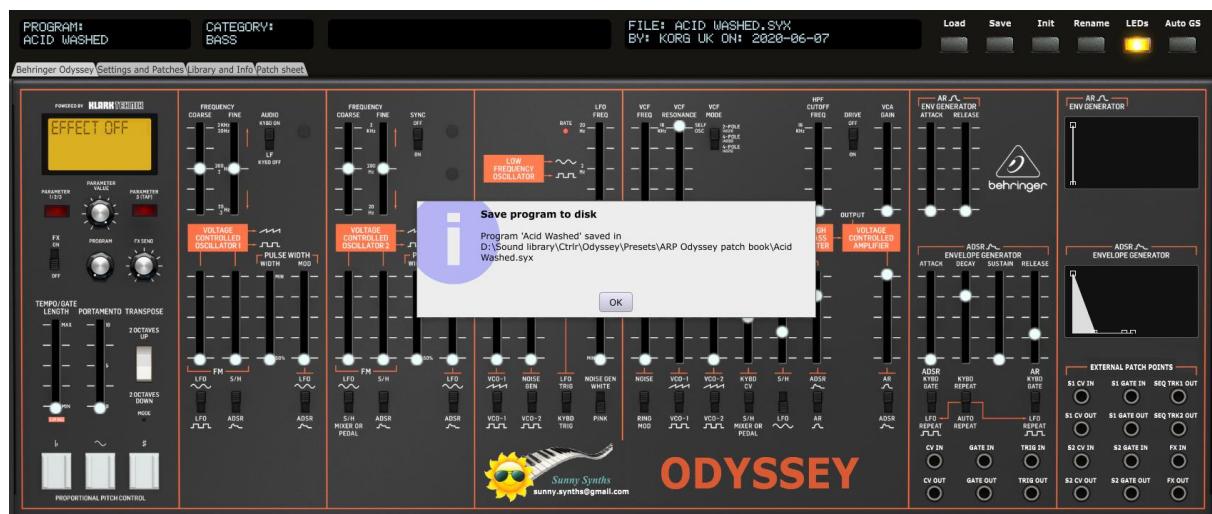
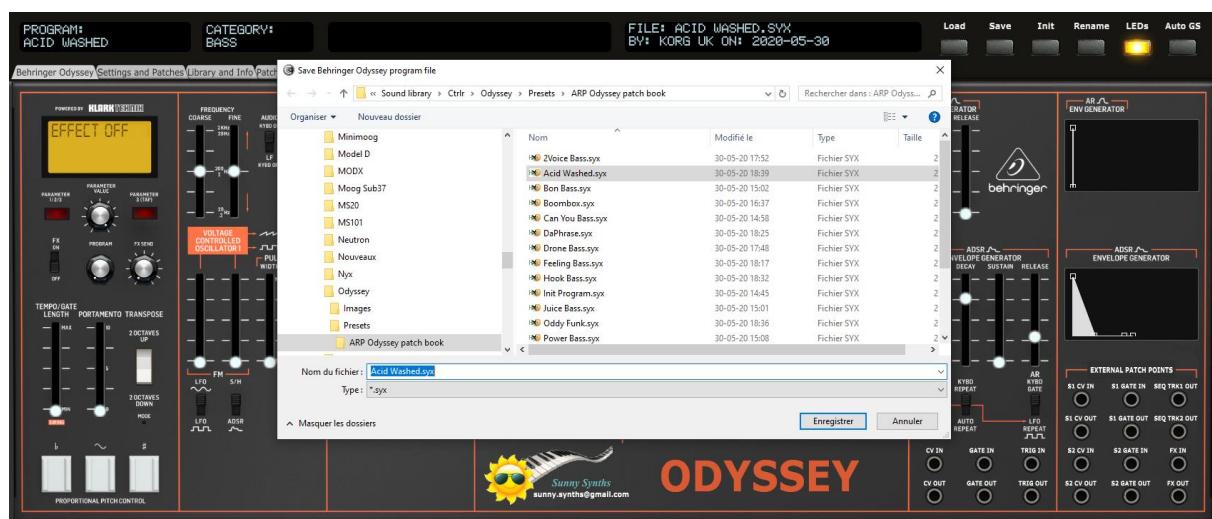
Saving a Behringer Odyssey program

The panel loads and saves the program parameters as a 1350 bytes sysex file (.syx) from/to your computer.

Clicking the **Save** button opens a classical Save file dialog where you can enter the name of the file to save. At this stage it is needed to select an existing file if you want to overwrite it. In that case, you will get a confirmation message.

Once the parameters are saved, the top of the screen displays the name of the file, the author (as set in the *Settings and Patches* tab) and the saved date (thus, the current date) in ISO format *yyyy-mm-dd*. A confirmation dialog is also shown.

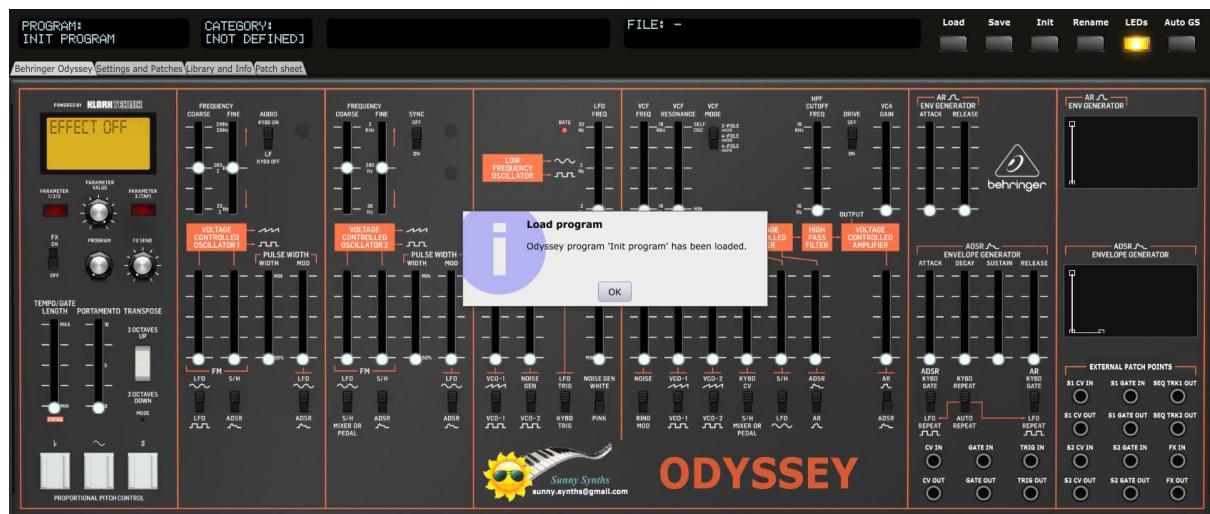
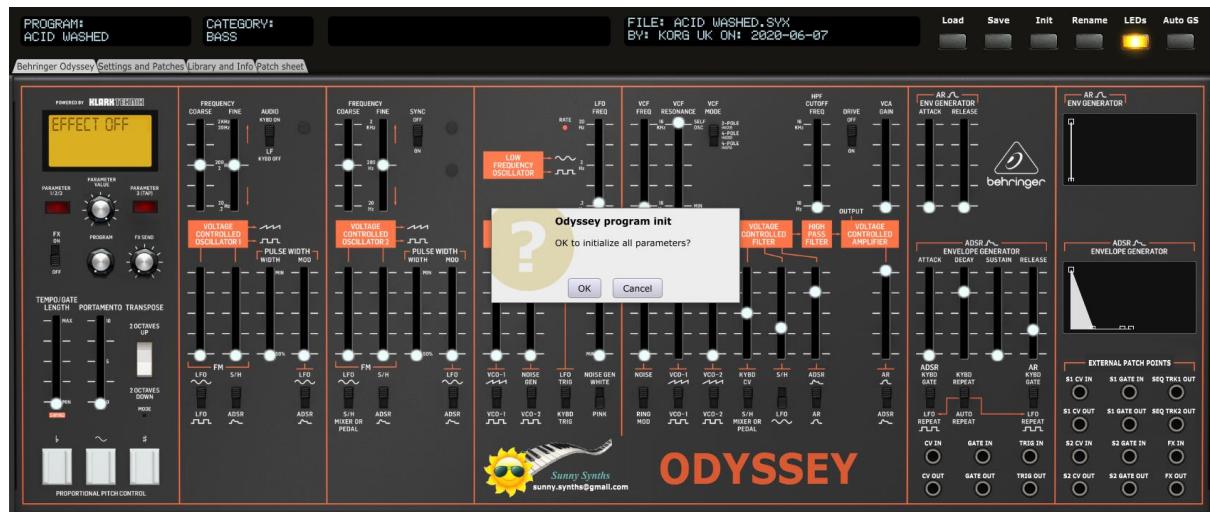
The panel stays on the current tab after a Save is done.



Program Init

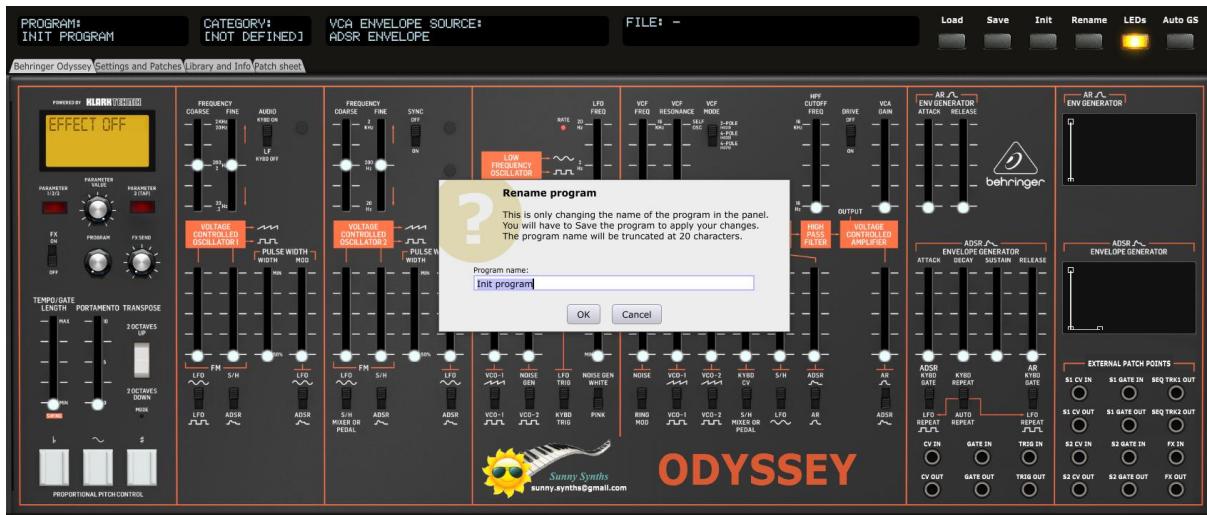
Clicking the **Init** button loads the parameters for an Init program that has the following characteristics:

- Global settings at program level at their default value (as in Odyssey synth manual p40)
 - Pitch bend range: 12 semitones
 - Velocity curve: SOFT
 - Key Velocity on Note On: DYNAMIC
 - Key Velocity on Note Off: DYNAMIC
- VCO's Frequency Coarse and Fine at middle position
- All bottom switches in upper position except Noise on Pink noise and VCA Envelope Source on ADSR
- All parameters at 0 or OFF
- Effect OFF



Program Rename

Clicking the **Rename** button opens a popup window where you can modify the name of the program. The name should be 20 characters long at max (will be truncated if longer).



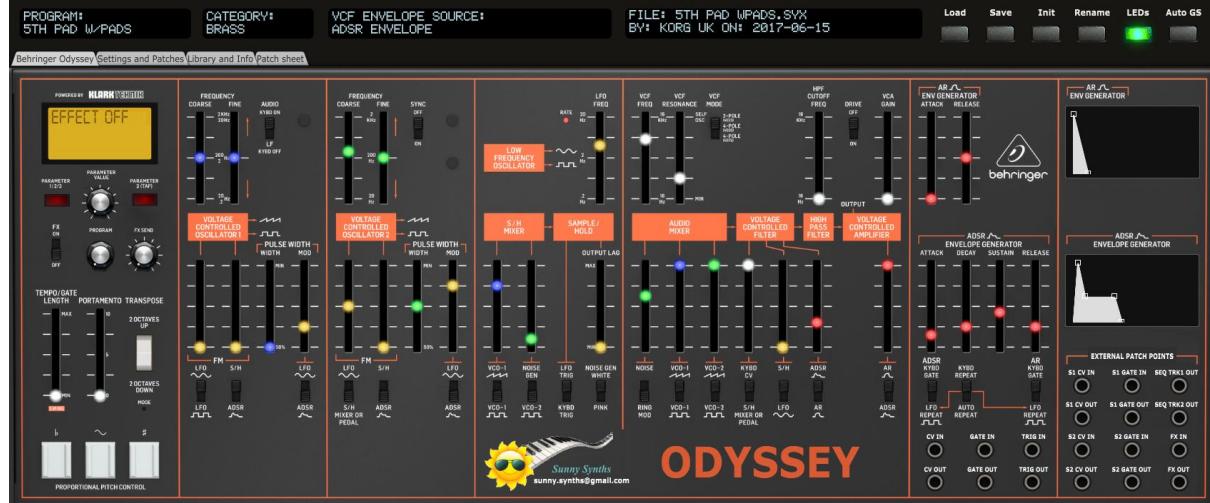
Please note that the program name can (of course) be different than the file name the program is saved in.

Behringer Odyssey tab

In the **Behringer Odyssey** tab, you have access to the same parameters as on the actual synthesizer including the effect's ones but have also the possibility to visualize AR and ADSR envelopes and to adjust them by moving the anchors of the graphs.

Please refer to the Behringer Odyssey user manual

(<https://www.behringer.com/Categories/Behringer/Keyboards/Synthesizers-and-Samplers/ODYSSEY/p/POBNY>) for the explanations of each slider/button.



The third top screen is showing the name and the value of the parameter you are modifying.

Effect section

You can display the current effect applied on the current program by setting the **FX On/Off** switch ON. Turning the **Program** button scrolls through the list of available effects as listed in p48 of the Odyssey manual. The current value of the 3 effect parameters is then also automatically shown.

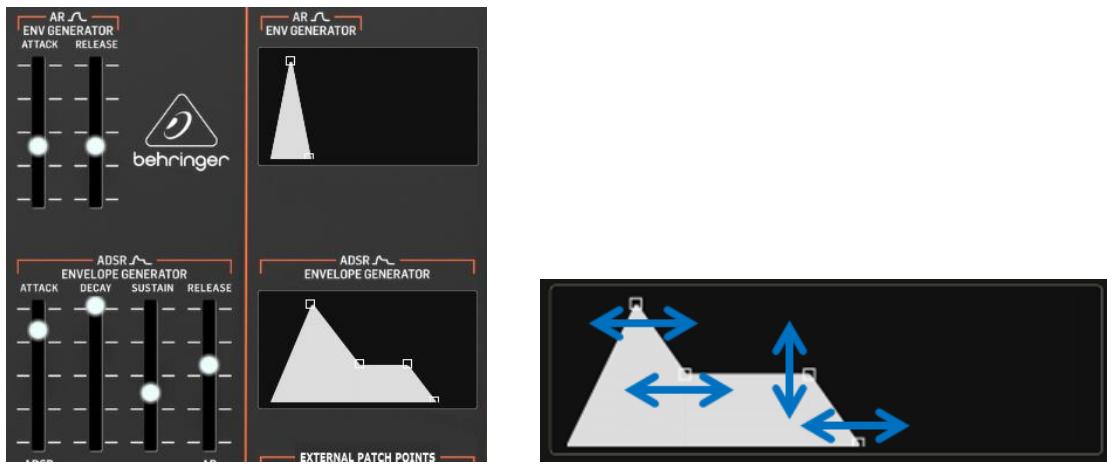


Use the **Parameter 1/2/3** button to select the parameter to be modified (highlighted in black) then either turn the Parameter value button or press the **Parameter 3** On/Off switch to modify its value.

The value of all parameters of all effects is maintained even if the panel is closed then re-opened. This can be reset to all default values by pressing **Restore Effects** in the **Settings and Patches** tab.

Envelope shapes

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

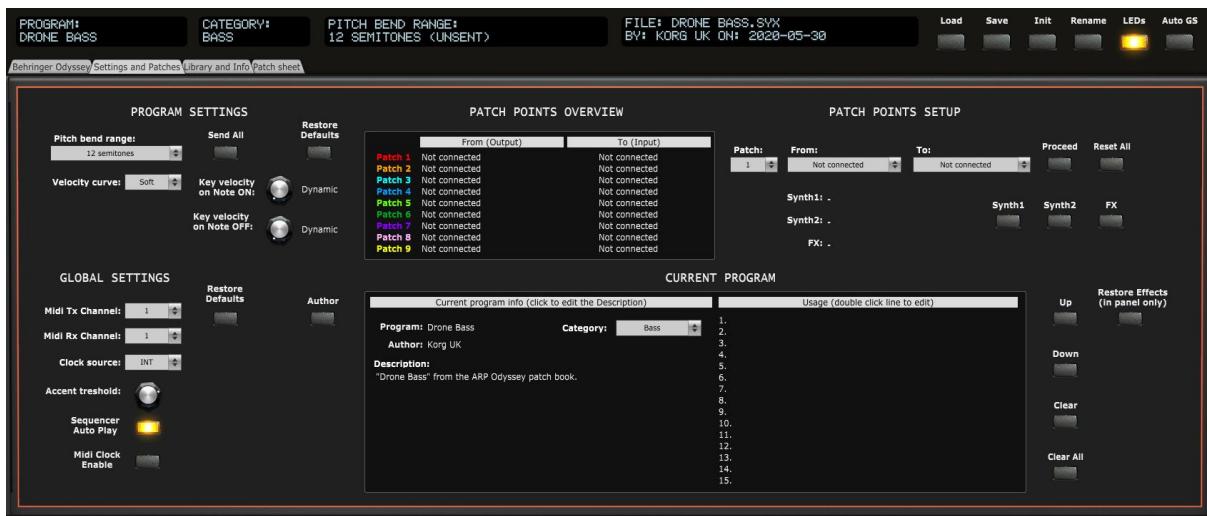


When moving the anchors, the corresponding AR/ADSR sliders will also move and the parameter name and value will be displayed in the screen of the top panel area.

Settings and Patches tab

In the **Settings and Patches** tab, you can:

- manage 5 Global settings related to the current program
- manually send or restore defaults Global settings related to the current program
- manage and directly send to the synth 6 others Global settings. Those are not stored
- set/indicate up to 9 from/to patches
- adapt the name of the external synths and FX that could be connected to your Odyssey
- adapt the current program category, author and description (click on the current description to edit it)
- manage a step by step usage description of the program



Patch points

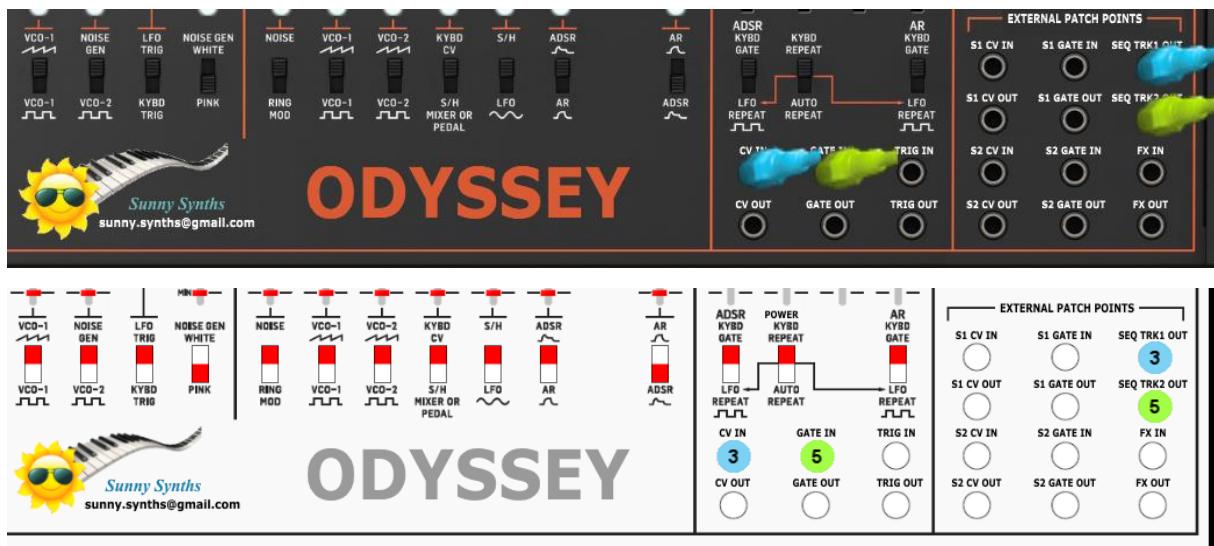
You modify the from/to patches as follows:



Clicking anywhere on a patch line (label, input, output, blank space) will select the patch to be modified and display its values in the pull-downs. You modify the “From” source and/or “To” destination and press the Proceed button to make the change.

You can also directly select a patch in the Patch pull-down then modify the From/To and press Proceed.

Patches are numbered 1 to 9 and have a color assigned to them. When a from/to patch is set in the **Settings and Patches** tab, corresponding patch cables are displayed on the main Odyssey tab and corresponding colored numbered circles are displayed on the patch sheet.



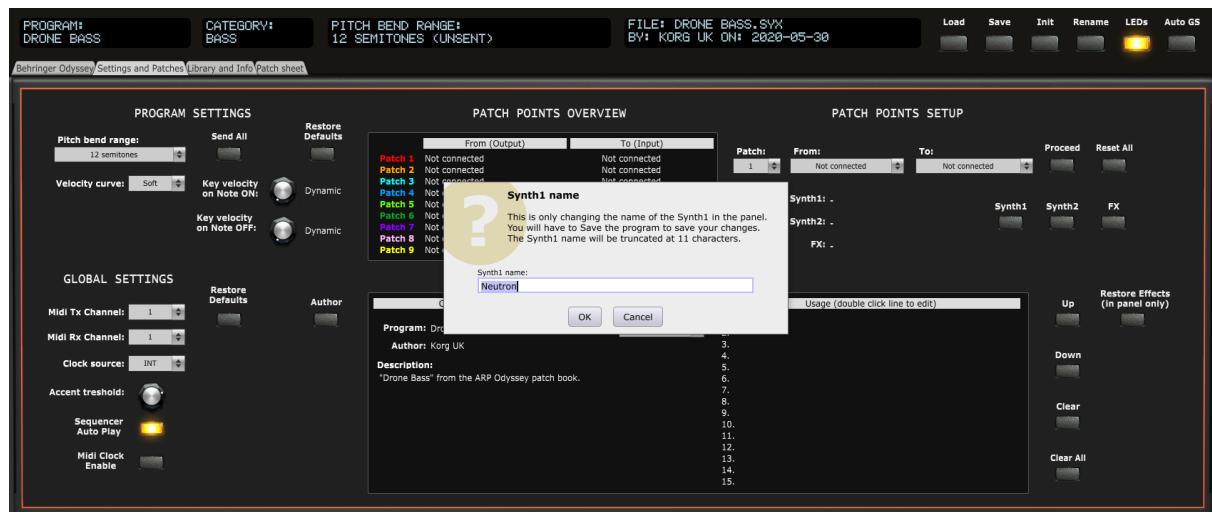
Numbered circles are used to help colorblind people.

Available "From" sources are the output patch points of the synthesizer plus a few additional external ones: "Not connected", "CV output", "Gate output", "Trigger output", "Synth1 CV output", "Synth2 CV output", "Synth1 Gate output", "Synth2 Gate output", "Sequencer track 1", "Sequencer track 2", "FX output"

Available "To" destinations are the input patch points of the synthesizer plus a few additional external ones: "Not connected", "CV input", "Gate input", "Trigger input", "Synth1 CV input", "Synth2 CV input", "Synth1 Gate input", "Synth2 Gate input", "FX Input"

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.

Clicking the **Synth1** button opens a popup window where you can modify the name of a synth connected to your Odyssey. The name should be 11 characters long at max (will be truncated if longer). If you leave the Synth1 name empty then a "-" is displayed.



Clicking the **Synth2** button opens a popup window where you can modify the name of a second synth connected to your Odyssey. The name should be 11 characters long at max (will be truncated if longer). If you leave the Synth2 name empty then a “-” is displayed.

Clicking the **FX** button opens a popup window where you can modify the name of a FX chain connected to your Odyssey. The name should be 15 characters long at max (will be truncated if longer). If you leave the FX name empty then a “-” is displayed.

Global settings (related to current program)

You can manage five Odyssey global settings related to the current program:

- Pitch Bend range
- Velocity curve
- Key Velocity on Note On
- Key Velocity on Note Off

Those settings are saved in each program sysex file and thus loaded with them.

The **Auto GS** button on top of the panel allows you to automatically send to the Odyssey synth the global settings at program load or when each individual global setting is modified.

If you don't want this automatic send at load/change, keep the **Auto GS** button unlit and use the **Send All** button to send all global settings when you need it.

The parameter display will show (*sent*) or (*unsent*) to indicate what is happening.



You can change each individual global setting related to the current program or reset all of them to their default values by pressing the **Restore Defaults** button.

Global settings (not specific to current program)

You can also manage all the other Odyssey global settings:

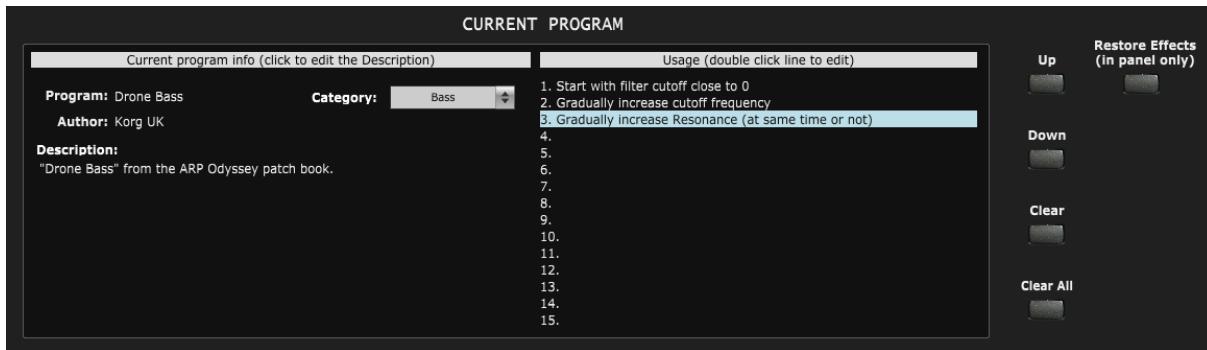
- Midi Tx and Rx channels
- Note Zero CV
- Clock Source
- Accent Threshold
- Sequencer Auto Play
- Midi Clock Enable

Those settings are **not** saved in each program sysex file and are simply directly send to the synth (whatever the status of the Auto GS button is).

You can change each individual global setting or reset all of them to their default values by pressing the **Restore Defaults** button.

Step by step usage of the current program

You can manage the description of the usage of the current program by using up to 15 usage steps. For example: gradually increase resonance; increase echo time; increase amp release; decrease cutoff... The idea is to be able to illustrate the usage of your sound in a more live environment.



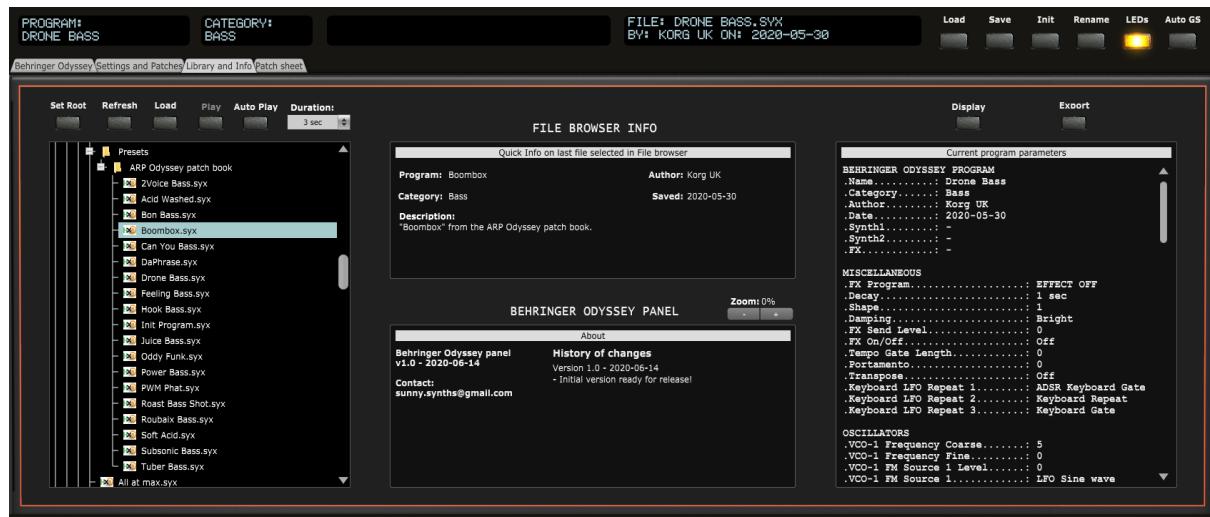
The actions to use the usage steps are:

- double-click on a step line to input or modify a step (max 50 characters by line)
- Use **Up** and **Down** buttons to move a step around
- Use **Clear** or the Delete key to erase a step
- Use **Clear All** to erase all steps

Library and Info tab

In the **Library and Info** tab, you have access to:

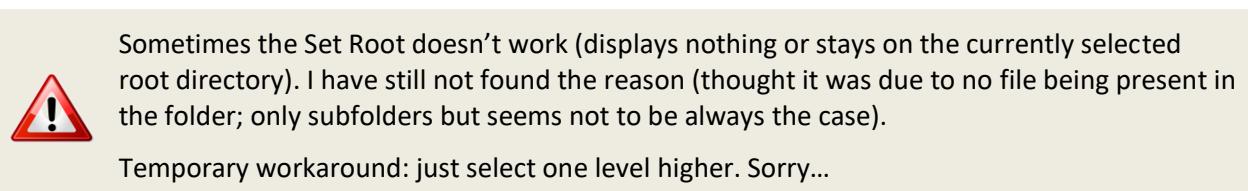
- a file browser that gives you directly information about the clicked file without having to load it
- the settings when playing a wav file
- an About screen giving you information about the panel version and the history of changes
- the Panel zoom buttons keeping the zoom factor in memory till next usage of the panel
- the display of all program parameters as a text file with the possibility to export it



File browser

The **File browser** allows you to navigate on your disk and browse through presets. It works as follows:

- **Click** on any file to display some info (name, category, author, saved date, description) about it in the Quick info window. If you click on a non-Odyssey or .wav file then it will be indicated. When Auto Play is activated, clicking on a .wav file will play it automatically for the chosen duration and clicking on an Odyssey .syx file will make the corresponding .wav file play automatically as well (if a wav file with the same name as the Odyssey.syx file is found)
- **Double-click** on a file to load it (Odyssey .syx file) or play it (.wav file) directly. A popup will be displayed if you do this on a not recognized file type
- Use the **Set Root** button to select the folder where your presets are (at this stage, the patch saver doesn't remember the location after you quit it). Note that you must at least have one file in the selected directory in order to have **Set root** functioning.



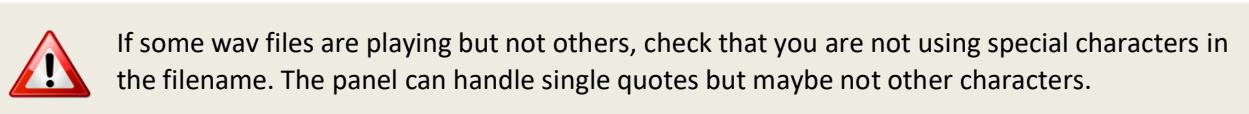
- Use the **Refresh** button to refresh the list after having saved several files or added files outside the patch save
- Use the **Load** button to load the selected file and display its parameters
- Use the **Play** button to manually start playing a .wav file

Wav file play settings



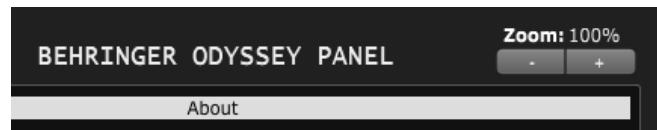
Wav files will be played for the duration set in the Duration pulldown (3s, 5s, 10s or Full).

Activating **Auto Play** will automatically trigger the play of the .wav files OR trigger playing the .wav file corresponding to the clicked Odyssey .syx file (if found). If there is no corresponding .wav file then nothing happens.



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 Ctrl + / Ctrl – 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).

Display and Export info

On the right side of the panel, you have access to

Program parameters:

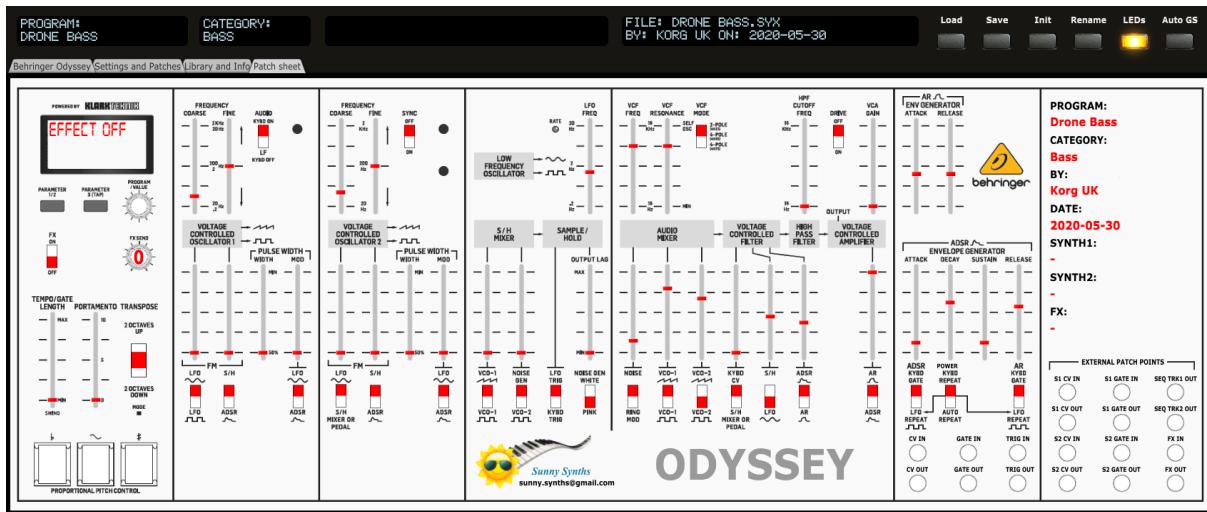
- Use the **Display** button to list the parameters of the current program
- Use the **Export** button to export as a .txt file the parameters of the current program (it is not needed to first display them before exporting)



Patch sheet tab

In the **Patch sheet** tab, you have access to:

- A one shot view of the values of all parameters, patch cable connections and program info



The content of this tab is adapted automatically. Directly ready for a screenshot!

Installing and using the Odyssey 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.

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.



If your DAW is not listed, please perform some tests as described and send me the equivalent of text and screenshots. I'll add those in the next version of the manual.

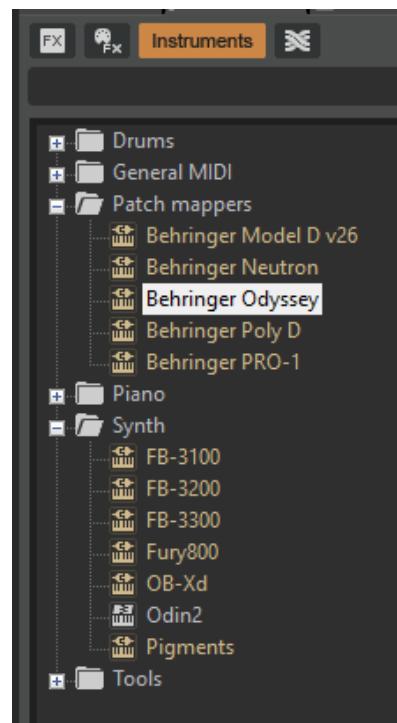
Installation

On Windows PC, depending on your DAW version and after unzipping the main file, either copy the **Behringer Odyssey.dll** file from the Windows VST 64 bits directory to your 64 bits plugins directory and/or the **Behringer Odyssey.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 **Behringer Odyssey.vst** file from the MacOS VST directory to your VST plugin directory (/Library/Audio/Plug-ins/VST) and copy **Behringer Odyssey.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.

Start your DAW and check that the plugin directory is rescanned and that the **Behringer Odyssey** 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):



Tests and identified limitations

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



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.

The following actions are checked:

- Creating a track using the plugin
- Displaying the instrument and checking all controls are working fine including Load/Save...
- Playing a wav file from the file browser. The DAW is often using ASIO while the wav files are played with the Windows or MacOs native player
- 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. At this stage it is not possible to load .fxp presets without issues. Creating preset 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: **this should not be done** except for Reaper/Logic when presets are saved as FX chains / channel strips and can be replaced.

The workaround is to always use the LOAD and SAVE buttons from the Odyssey panel itself.

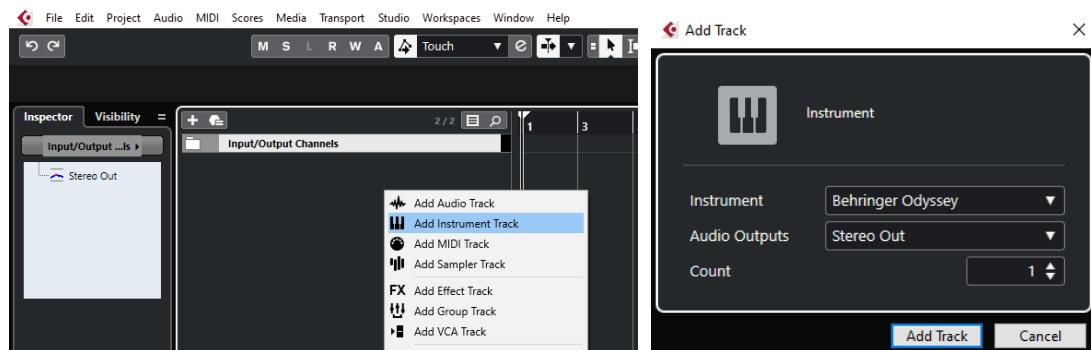
	Cubase	Cakewalk	Reaper	Ableton	Studio 1	Logic
Create track	✓	✓	✓	✓	✓	✓
Using the plugin	✓	✓	✓	✓	✓	✓
Play wav	✓	✓	✓	✓	✗	✓
Save and restore project in DAW	✓	✓	✓	✓	✓	✓
Save and restore project with 2 tracks	✓	✓	✓	✓	✓ ✗	✓
Create DAW preset	✓	✓	✓	✓	✓	✓
Create track based on DAW preset (saved channel strip)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

Using the panel on 2 tracks is working fine in Studio One 32 bits but not in 64 bits (strange – under investigation).

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 Behringer Odyssey 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).



Listening to wav files associated a patch is also working even if ASIO is used as audio driver for Cubase while the wav file player is Windows.

When saving the Cubase project, the panel is saved as well. It will be restored with the last patch used and saved.

Using several Odyssey tracks at once

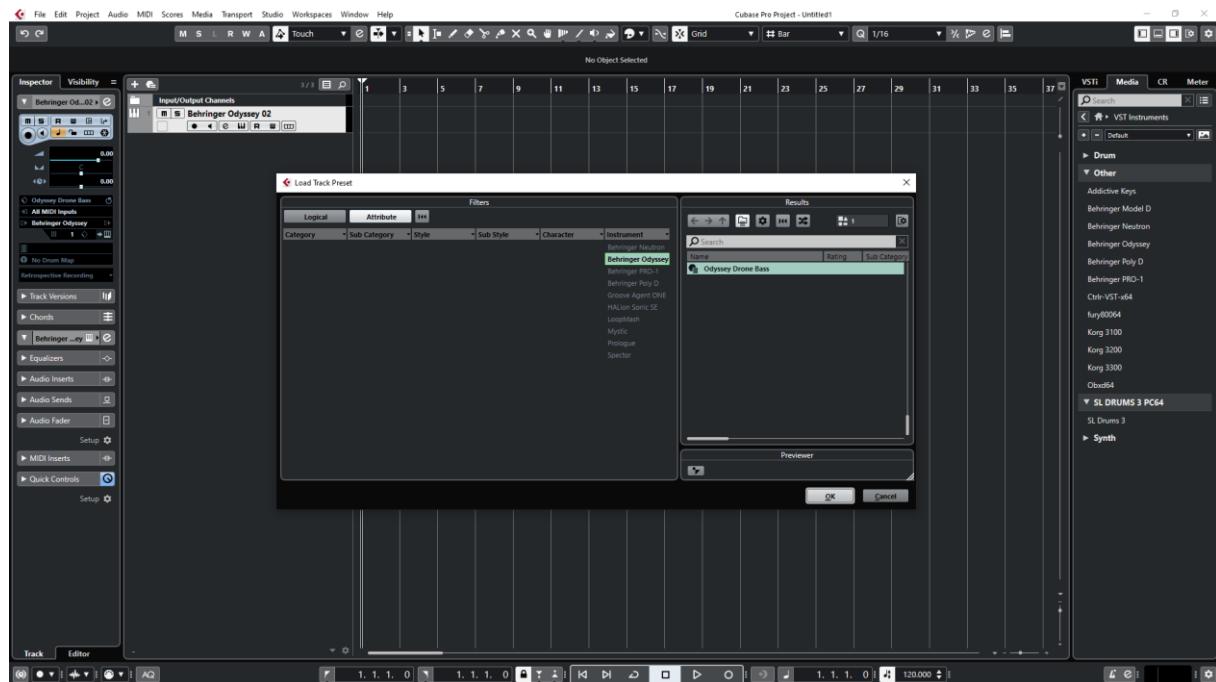
You can associate the panel to several tracks in order to keep track of the different patches used for them



Saving a patch as a Cubase preset

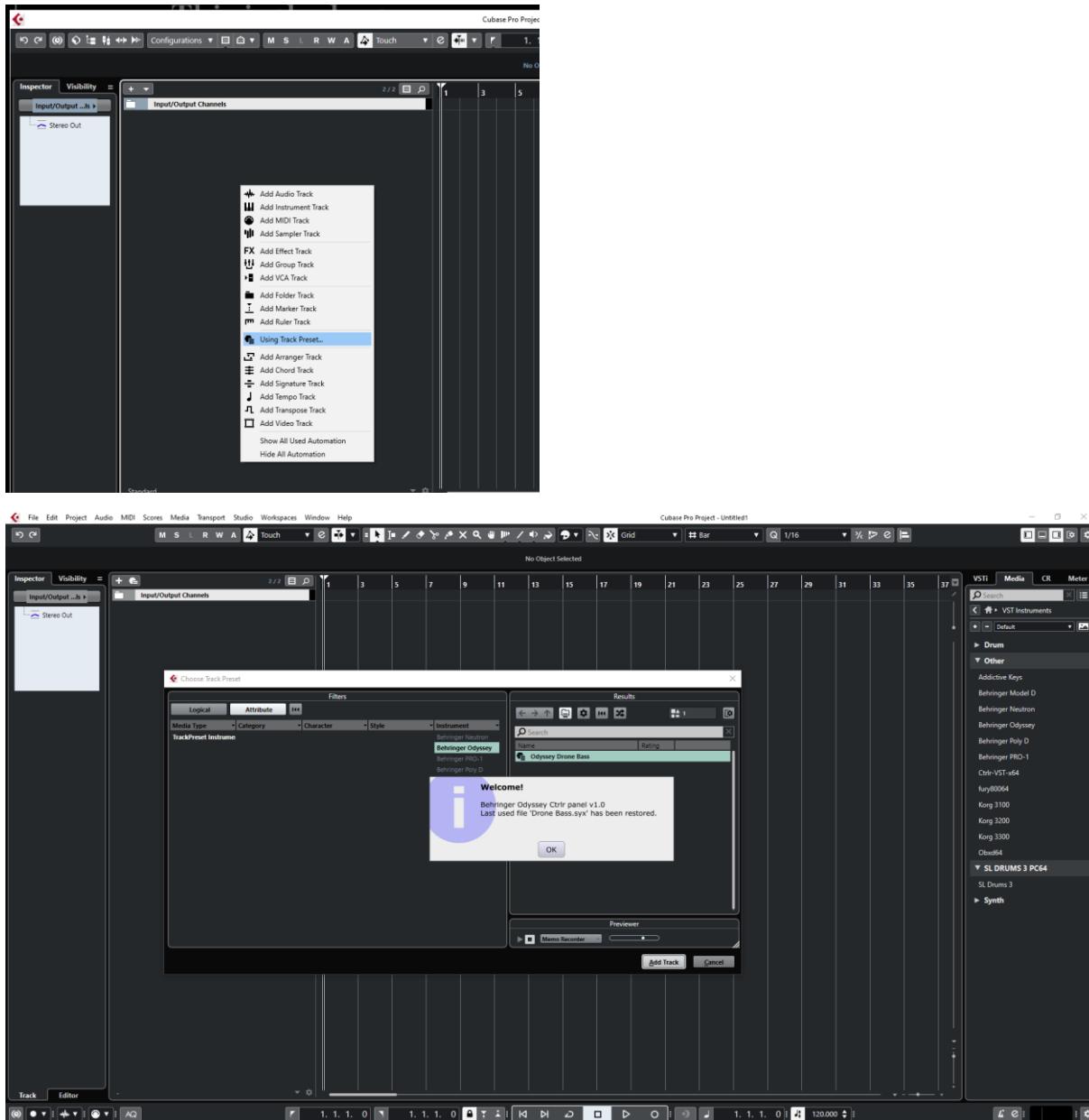
You should save your patches using the Save button **inside** the panel but in addition to that you can also save them as Cubase preset by selecting [Save track preset](#) when right clicking on a track.

Later on, the content of the panel as is can be restored directly in a new track without the need of a Load from the panel by using [Load track preset](#)



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

This should not be done as it will open a series of popup windows that you will have to close one by one.

The workaround is just to create a new track with the wished preset or to use the Load button or the File Browser inside the panel to change patch.

Cakewalk by Bandlab

Creating a new track

Drag the Odyssey 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.

Listening to wav files associated a patch is also working even if ASIO is used as audio driver for Cakewalk while the wav file player is Windows or MacOs.

When saving the Cakewalk project, the panel is saved as well. It will be restored with the last patch used and saved.

Using several Odyssey tracks at once

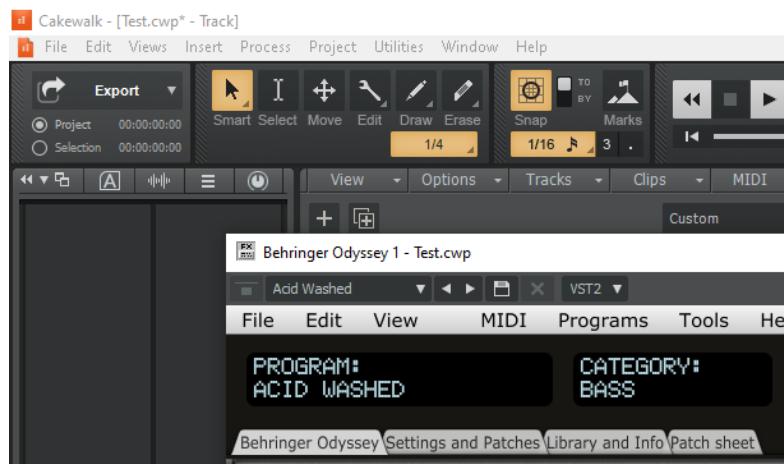
Works fine. To keep several plugin windows opened at once you need to pin them first (pin icon on top right of a plugin window). Patches and windows are restored when re-opening the project.



Saving a patch as a Cakewalk preset

 While it is possible to save a preset, it is not possible to load/change a preset from the panel without having a series of popup windows opening one after each other (just click Cancel). The workaround is thus to always use the LOAD and SAVE buttons from the Odyssey panel itself.

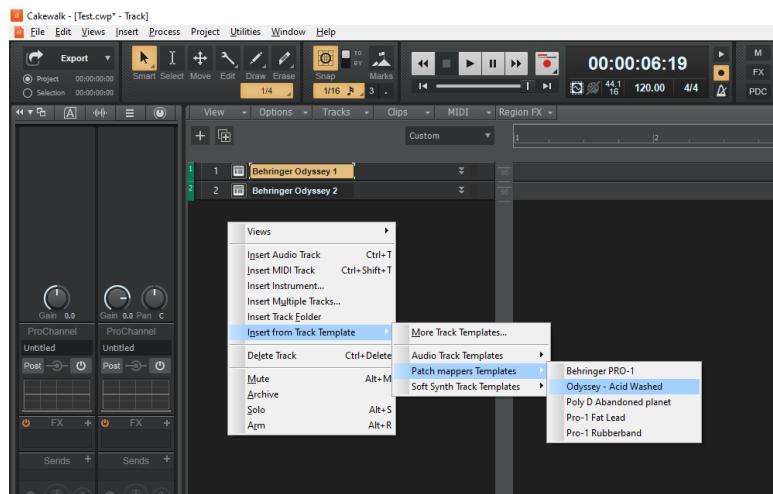
It is possible to save the current patch as a Cakewalk preset by changing the name at the top of the plugin window (here “Acid Washed”) then clicking on the Save button. However – see last paragraph – it is not possible to load a preset in a nice way



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

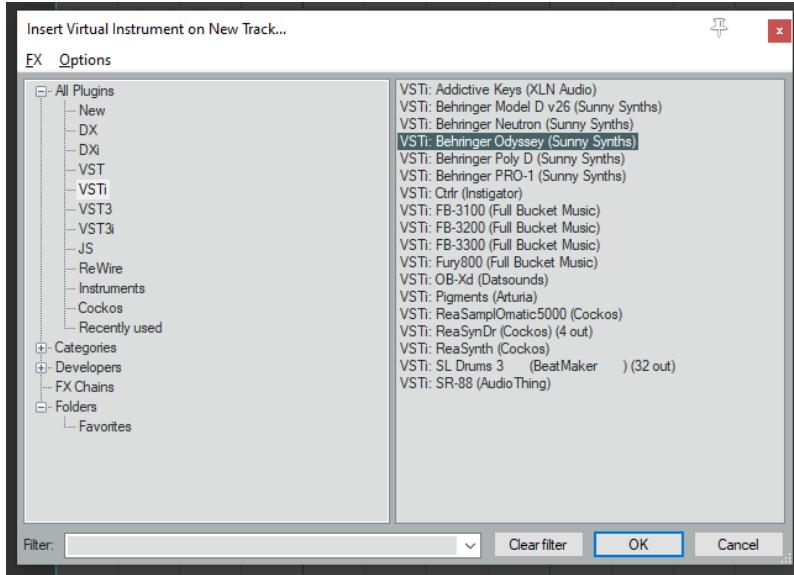
This is not working and should not be done. Changing preset is triggering the opening of several popup windows (just click Cancel for each window).

Reaper

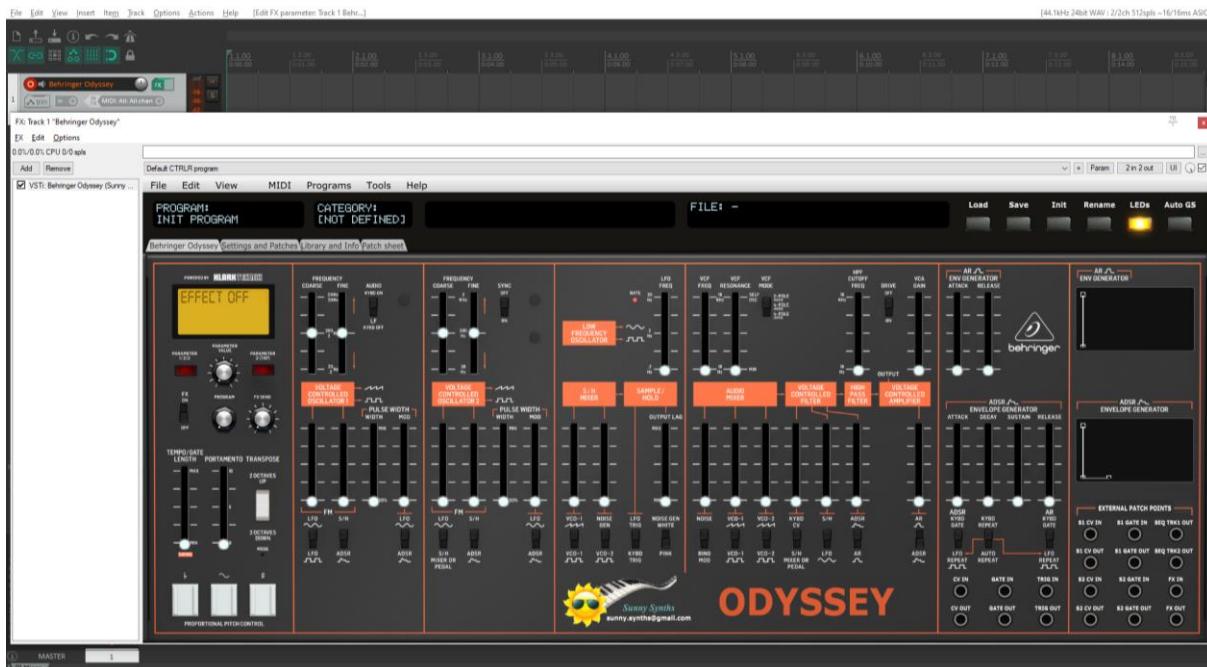
Reaper is available on Windows and MacOS. On MacOS, Reaper is supporting both VST and AU plugin versions.

Creating a new track

Select [Insert virtual instrument on new track](#) in the Track menu then select the Behringer Odyssey 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)

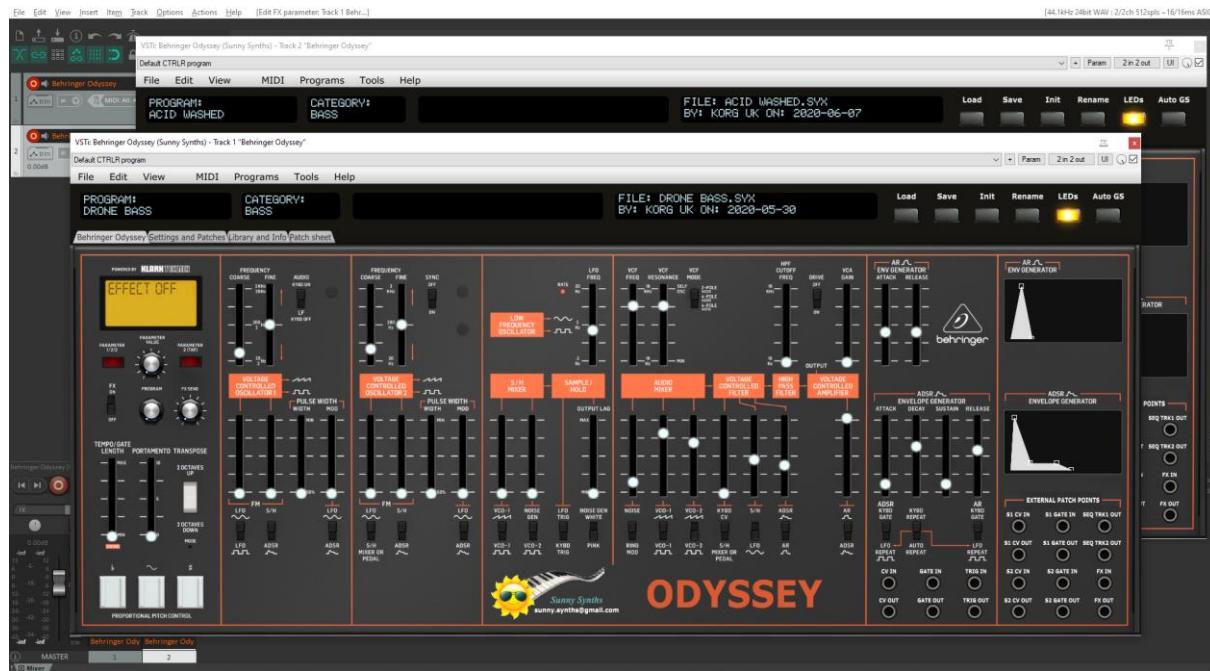


Listening to wav files associated a patch is also working even if ASIO is used as audio driver for Reaper while the wav file player is Windows or MacOs.

When saving the Reaper project, the panel is saved as well. It will be restored with the last patch used and saved.

Using several Odyssey tracks at once

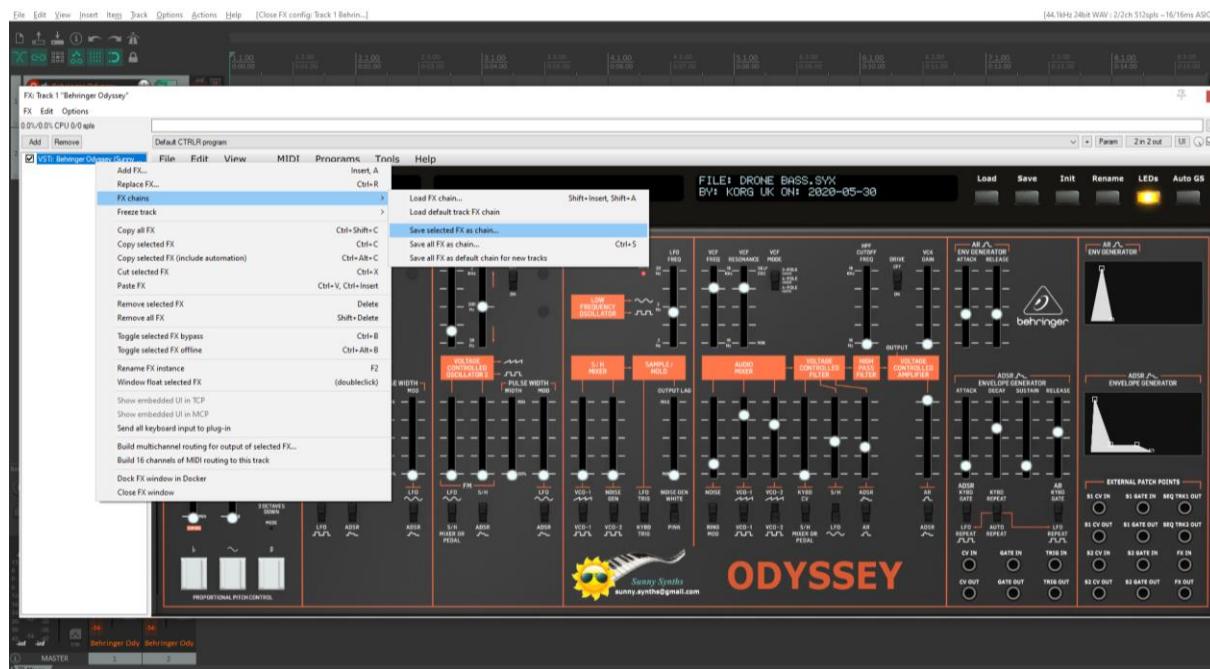
Works fine:

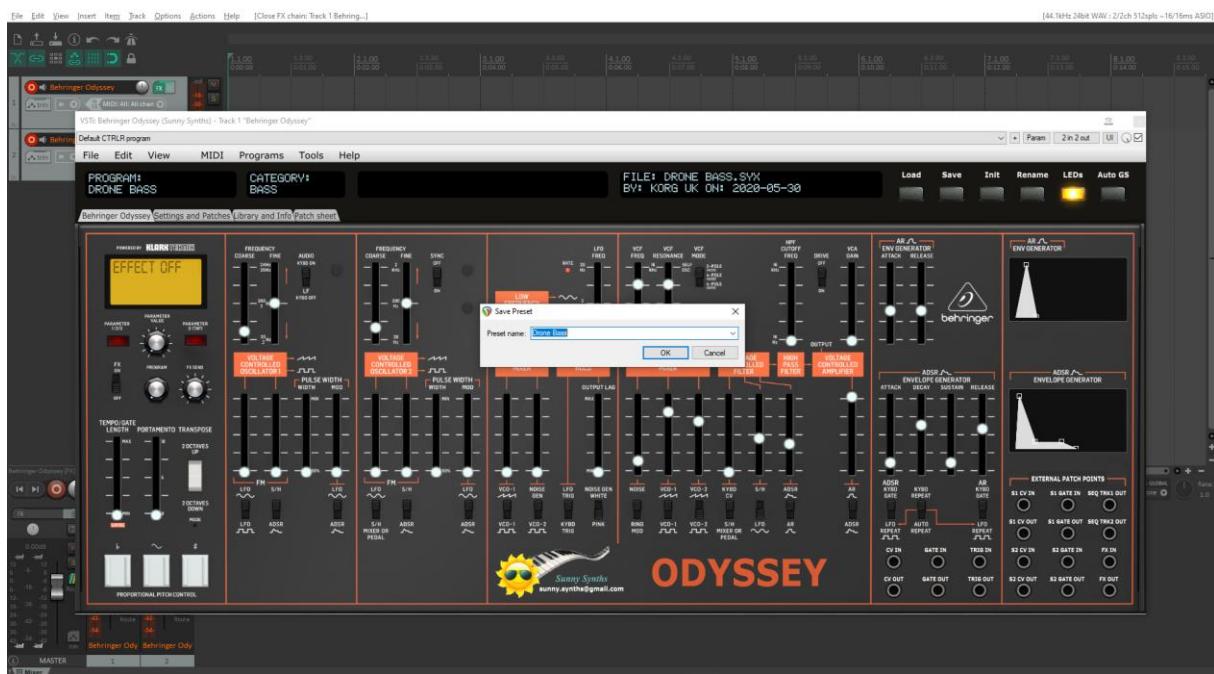


Saving a patch as a Reaper preset

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



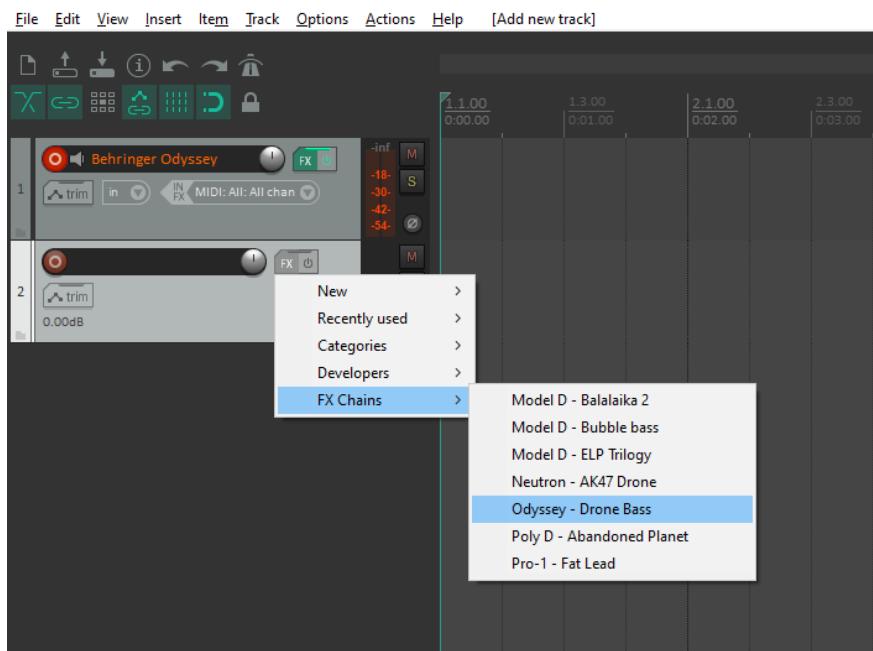


Presets are appearing under User presets



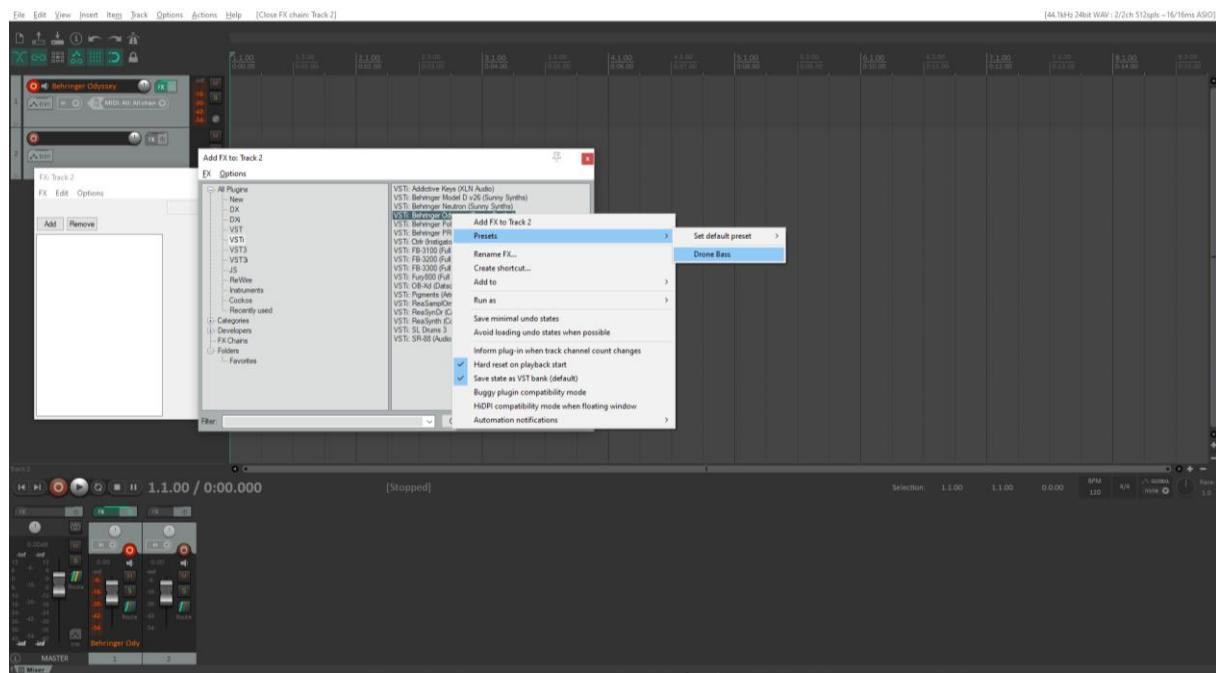
Creating a new track from a Reaper FX chain preset

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 Odyssey 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. Loading Ableton .fpx saved presets is not working fine.

Creating a new track

Drag the Odyssey 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.

Listening to wav files associated a patch is also working even if ASIO is used as audio driver for Ableton while the wav file player is Windows or MacOs.

When saving the Ableton project, the panel is saved as well. It will be restored with the last patch used and saved.

Using several Odyssey 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.

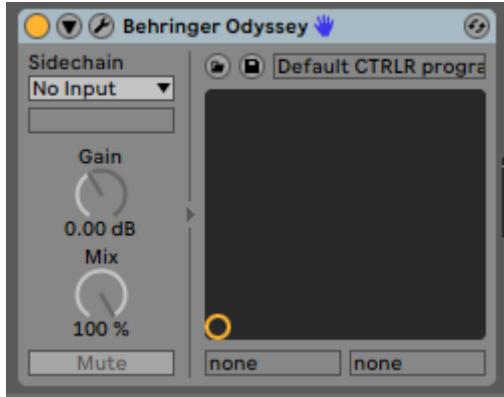


Saving a patch as an Ableton preset



At this stage, while it is possible to save a preset, it seems not possible to load/change a preset from the panel without having a series of popup windows opening one after each other (just click Cancel). The workaround is thus to always use the LOAD and SAVE buttons from the Odyssey panel itself.

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. However – see last paragraph – it is not possible to load a preset in a nice way



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 (but this doesn't work – see next paragraph).

Replacing the preset on an existing track by another preset

This is not working. Changing preset is triggering the opening of several popup windows for an unknown reason (just click Cancel for each window).

The workaround is just to use the Load button or the File Browser inside the panel to change patch.

Studio One

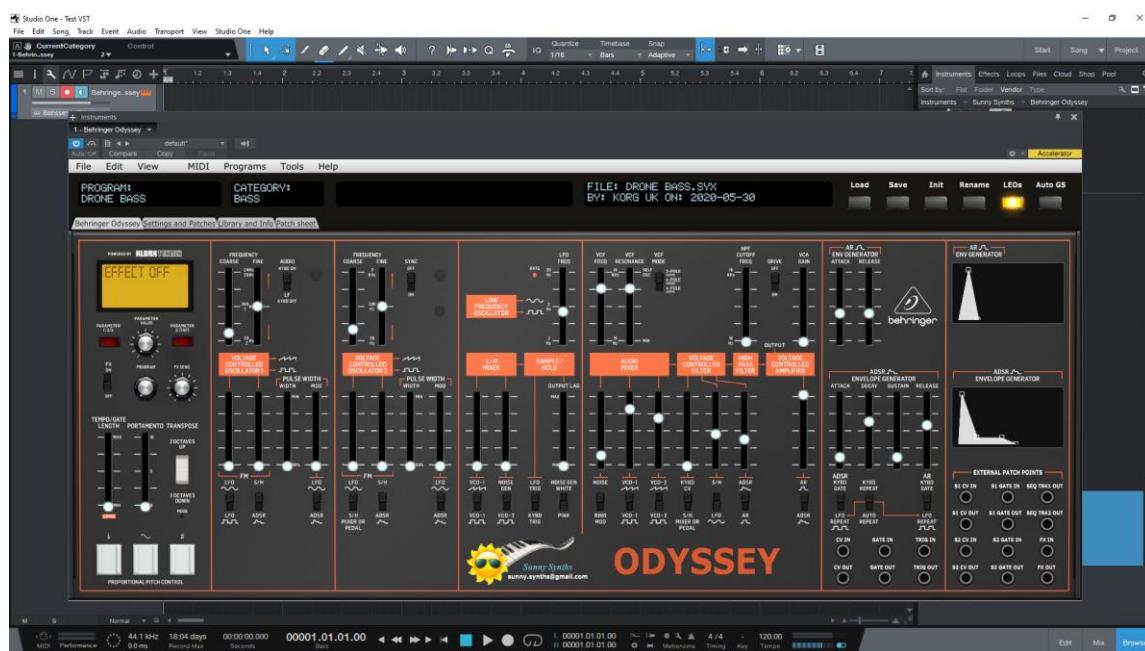
Status: This has been tested in Studio One 3.5 32 bits and 4.6 64 bits version.

Playing the wav file associated to a patch seems not working. Replacing a preset on a track by another one is also not working well.

Creating a new track

Drag the Odyssey 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.



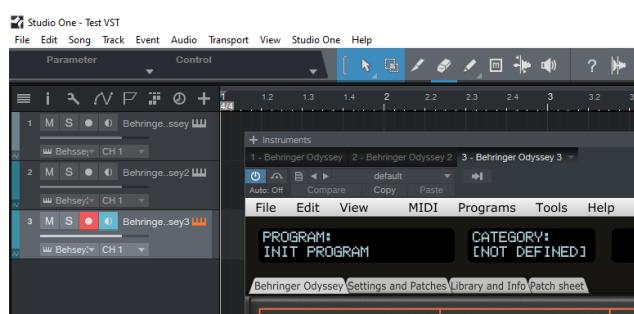
Load a preset from inside the panel and use it as you would do for the standalone version.

Listening to wav files associated a patch is not working even if ASIO is used as audio driver for Studio One while the wav file player is Windows or MacOs.

When saving the Studio One song, the panel is saved as well. It will be restored with the last patch used and saved.

Using several Odyssey tracks at once

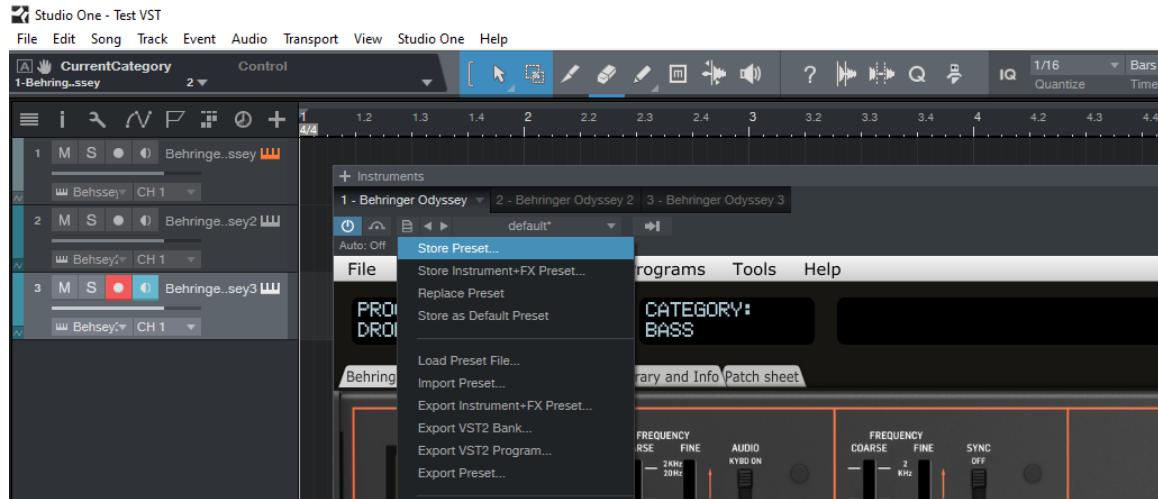
Works fine in Studio One 3.5 32 bits **but not** in the 4.6 64 bits version. The instrument editor is showing one tab by track:



Saving a patch as a Studio One preset

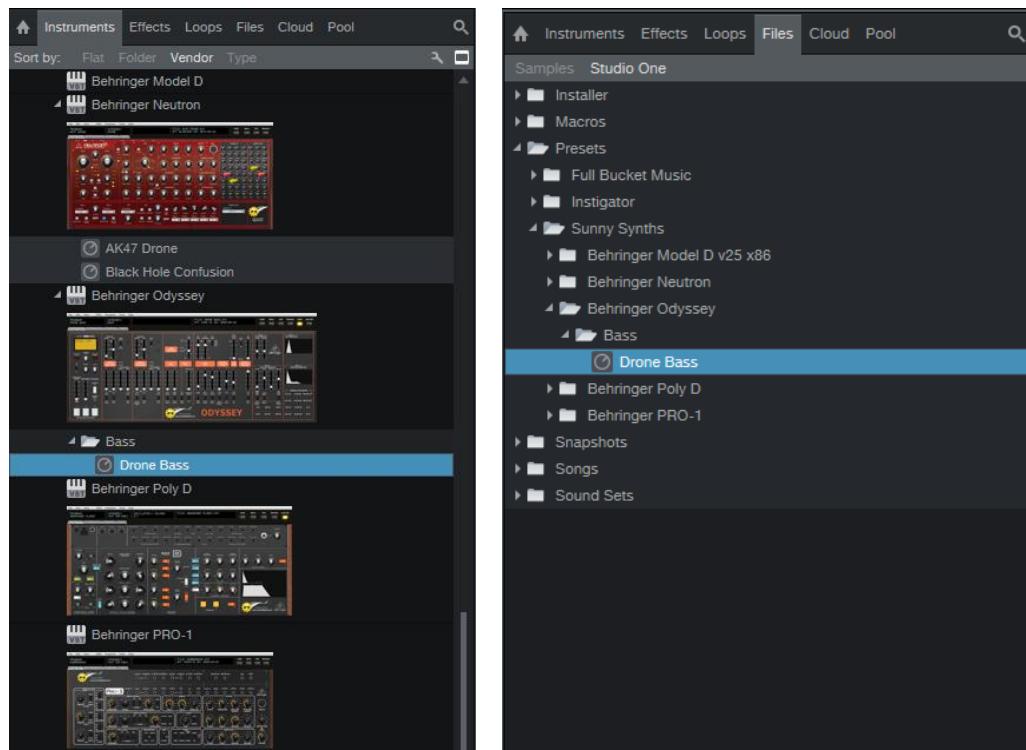
You can save the last patch saved in the panel as a preset in Studio One by selecting [Store preset](#) in the plugin window preset menu.

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 Odyssey VST name in the Instruments tab or in the Files tab



Replacing the preset on an existing track by another preset

This is not working well.

The workaround is just to create a new track with the wished preset or to use the Load button or the File Browser inside the panel to change patch.

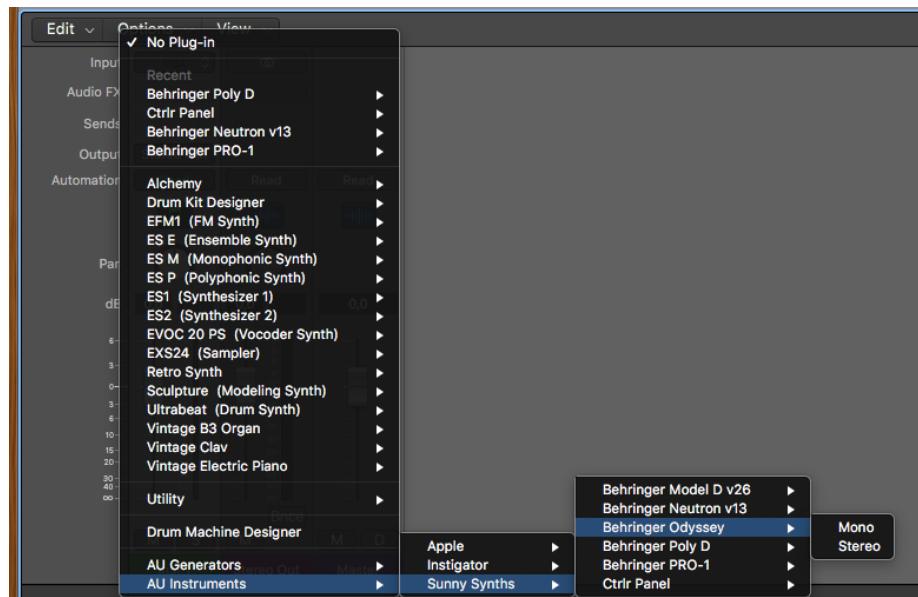
Logic Pro X

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

 At the moment, in order to work with several tracks using the same Odyssey plugin, you must save a Channel Strip Setting containing the Init patch (this is done only once, the first time you use the plugin) and create the new model D tracks based on that channel strip. Afterwards, it is just a matter to change preset within the plugin using the Load button.

Creating a new first track

Create a new instrument track and select the Behringer Odyssey 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.

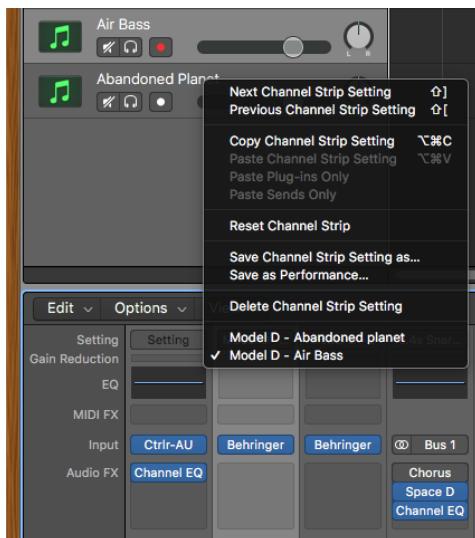
Listening to wav files associated a patch is also working even if ASIO is used as audio driver for Logic while the wav file player is MacOs.

When saving the Logic project, the panel is saved as well. It will be restored with the last patch used and saved.

Using several Odyssey tracks at once

Works fine but needs a work around.

- Secure that you have a project with the Odyssey plugin present on only one track. Press the Init button to load the Init patch
- 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 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.

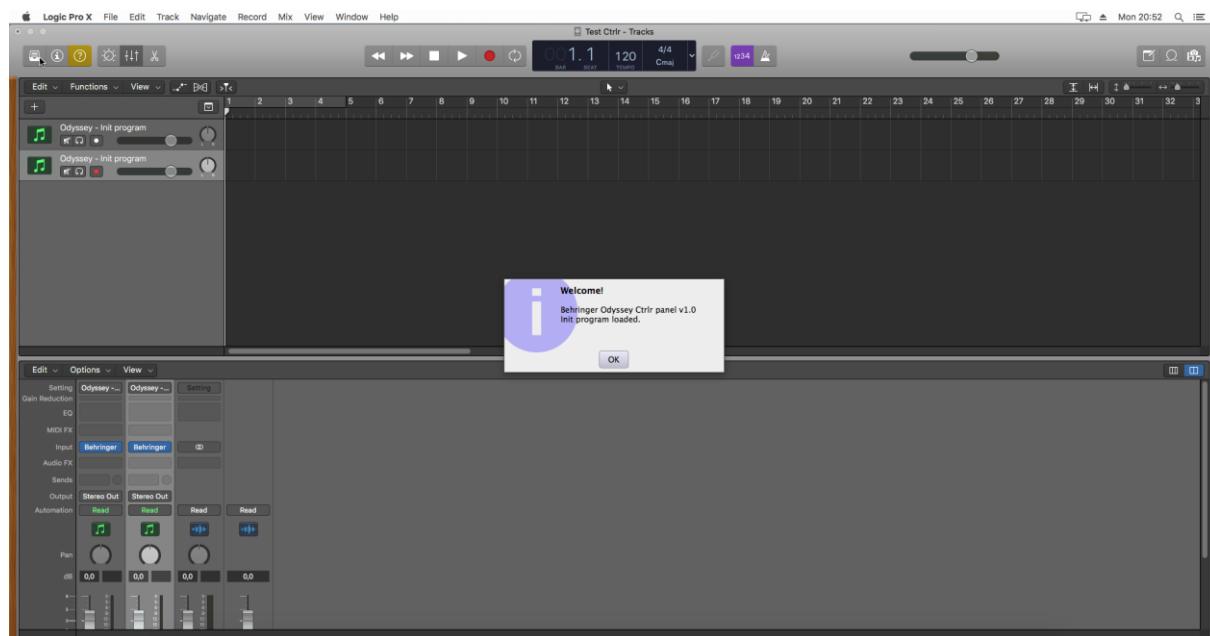
Creating a new track from a Logic channel strip setting

This is not possible directly but well in two steps. First, create a new Software Instrument track with an *Empty track channel* 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](#).

Click on [Setting](#) then select another channel strip setting. When replaced, a popup indicates that the Last file used “xxx” has been restored.



Using a controller to move the buttons

If you connected a controller like the Novation SL MkII then you can benefit from moving all knobs of the panel from your controller.

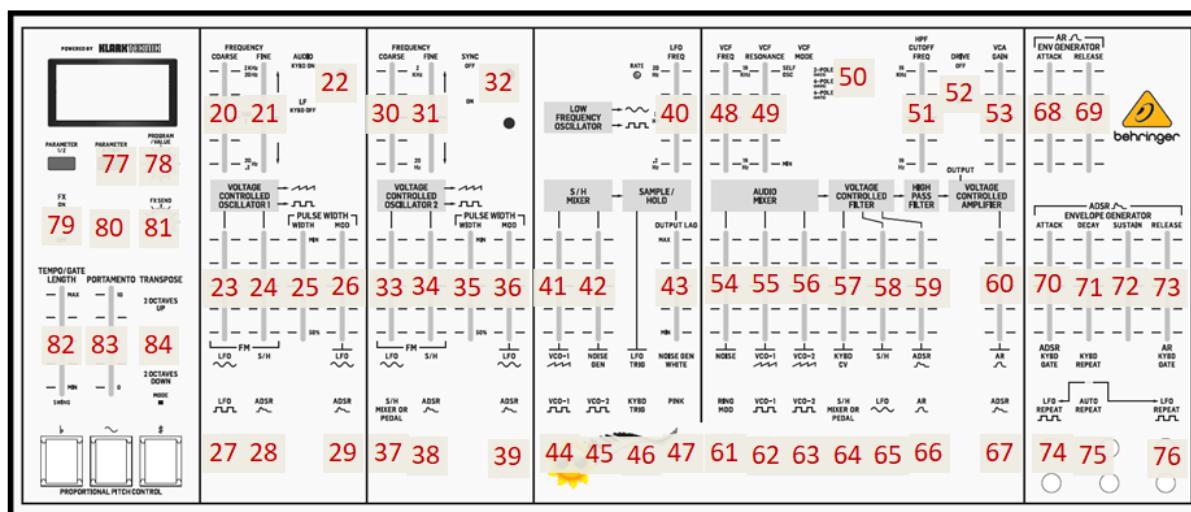
This has been achieved by assigning Midi CC controller numbers to all the knobs.

Of course, as nothing is changed in the hardware, moving the knobs from your controller will not affect the sound as such.

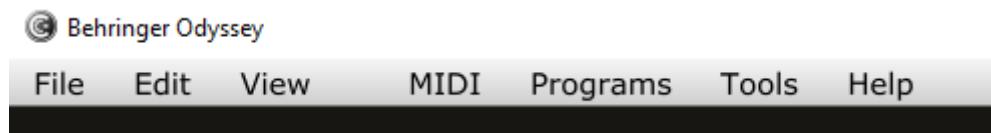
Connect your controller as on following picture:



Controller numbers are the following:



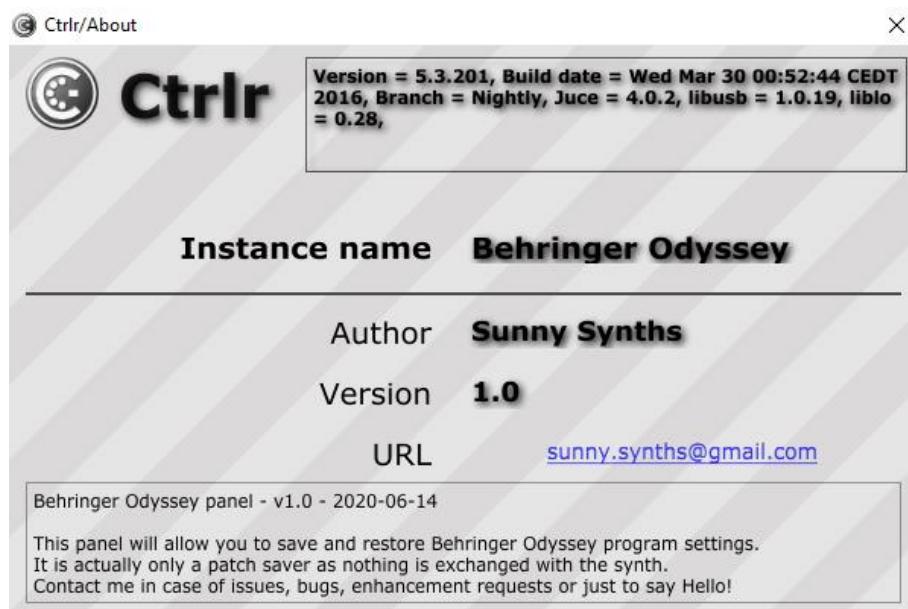
The main Ctrlr menus



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 Odyssey 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
2020-06-15	1.0	First version of this manual	Sunny Synths
2020-10-03	1.1	Added colored LEDS option	Sunny Synths

Odyssey information

The Behringer Odyssey product page:

<https://www.behringer.com/Categories/Behringer/Keyboards/Synthesizers-and-Samplers/ODYSSEY/p/POBNY>

Sysex file documentation

Here is the documentation of the sysex file used to store the parameters. It is 1350 bytes long.

```
-- // Behringer Odyssey - Sound data sysex structure - Size=1350 bytes v1.0 //
-- 
-- Offset is what is displayed with HxD Hexadecimal analyser
-- getByte() is also using the Offset to retrieve Bytes from sysex dump
-- 

-- This is just a structure used to save the data on the computer
-- Nothing official or unofficial from Behringer, just a decision made by me ;)
-- This data is not transferred by Midi

-- 40 = 28
-- 100 = 64
-- 140 = 4C

--     Offset      | Byte content
-- -----+-----+
--     0000      |    F0      Sysex start
--     0001-3    |    00 20 32  Behringer ID
--     0004-6    |    00 01 03  Odyssey
--     0007      |    01      Sound data
--     0008      |    00-64   FX program
--     0009-011  |    00-xx   FX parameters value
--     0012      |    00-64   FX Send
--     0013      |    00-01   FX On/Off
--     0014      |    00-28   Tempo Gate Length
--     0015      |    00-28   Portamento
--     0016      |    00-02   Transpose
--     0017-18   |    00-28   VCO Frequency Coarse
--     0019-20   |    00-28   VCO Frequency Fine
```

--	0021-22		00-28	VCO FM Source 1 Level
--	0023-24		00-01	VCO FM Source 1 On/Off
--	0025-26		00-28	VCO FM Source 2 Level
--	0027-28		00-01	VCO FM Source 2 On/Off
--	0029-30		00-28	VCO PW
--	0031-32		00-28	VCO PWM Level
--	0033-34		00-28	VCO PWM Source
--	0035		00-01	VCO-1 Audio Keyboard On/Off
--	0036		00-01	VCO-2 Sync
--	0037		00-28	LFO Frequency
--	0038		00-28	S/H Mixer Source 1 Level
--	0039		00-01	S/H Mixer Source 1 On/Off
--	0040		00-28	S/H Mixer Source 2 Level
--	0041		00-01	S/H Mixer Source 2 On/Off
--	0042		00-01	S/H Trigger On/Off
--	0043		00-28	S/H Output Lag Level
--	0044		00-01	Noise Generator Pink/White
--	0045		00-28	VCF Frequency
--	0046		00-28	VCF Resonance
--	0047		00-02	VCF Mode
--	0048		00-28	HPF Cutoff Frequency
--	0049		00-28	Mixer Noise/Ring Level
--	0050		00-01	Mixer Noise/Ring
--	0051		00-28	Mixer VCO-1 Saw/Pulse Level
--	0052		00-01	Mixer VCO-1 Saw/Pulse
--	0053		00-28	Mixer VCO-2 Saw/Pulse Level
--	0054		00-01	Mixer VCO-2 Saw/Pulse
--	0055		00-28	VCF Effect Source 1 Level
--	0056		00-01	VCF Effect Source 1
--	0057		00-28	VCF Effect Source 2 Level
--	0058		00-01	VCF Effect Source 2
--	0059		00-28	VCF Envelope Effect Level
--	0060		00-01	VCF Envelope Source
--	0061		00-01	Drive On/Off
--	0062		00-28	VCA Gain
--	0063		00-28	VCA Envelope Effect Level
--	0064		00-01	VCA Envelope Source
--	0065		00-28	AR Envelope Attack
--	0066		00-28	AR Envelope Release
--	0067		00-28	ADSR Envelope Attack
--	0068		00-28	ADSR Envelope Decay
--	0069		00-28	ADSR Envelope Sustain
--	0070		00-28	ADSR Envelope Release
--	0071-073		00-28	Keyboard LFO Repeat
--	0074		00-0C	Pitch Bend Range
--	0075		00-7F	Velocity Note On

-- 0076		00-7F	Velocity Note Off
-- 0077		00-02	Velocity Curve
-- 0078-083			Not used
-- 0084-103			Name (20 characters)
-- 0104		00-10	Category
-- 0105-400			Description (296 characters)
-- 0401-415			Author (15 characters)
-- 0416-425			Date (10 characters for ISO date yyyy-mm-dd)
-- 0426-436			Synth1 (11 characters)
-- 0437-447			Synth2 (11 characters)
-- 0448-458			FX (11 characters)
-- 0459			Not used
-- 0460-509			Usage line 1 (50 characters)
-- 0510-559			Usage line 2
-- 0560-609			Usage line 3
-- 0610-659			Usage line 4
-- 0660-709			Usage line 5
-- 0710-759			Usage line 6
-- 0760-809			Usage line 7
-- 0810-859			Usage line 8
-- 0860-909			Usage line 9
-- 0910-959			Usage line 10
-- 0960-1109			Usage line 11
-- 1110-1159			Usage line 12
-- 1160-1209			Usage line 13
-- 1210-1259			Usage line 14
-- 1260-1309			Usage line 15
-- 1310		00-18	** Not implemented ** Glide Time
-- 1311-1319		00-xx	Patch source (1-9)
-- 1320-1330			Not used
-- 1331-1339		00-xx	Patch destination (1-9)
-- 1340-1348			Not used
-- 1349		F7	End of sysex

