

MIDI Rocker Quick Start Guide



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First of all, I want to thank you for purchasing a MIDI Rocker box from Byte Arts. I really appreciate the business and hope that it helps you get the same enjoyment from Rock Band that my family has. What a great game! And now with the MIDI Rocker, you can take it to the next level!

This quick start guide is meant to help you get started using the MIDI Rocker. Be sure to check the website (www.ByteArts.com/midi) for updated documentation, software and firmware. Okay, so let's get started!

First, here's some charts to familiarize yourself with the controls and connections on the MIDI Rocker:

FRONT PANEL CONTROLS AND INDICATORS

Control/Indicator	Function
Home Button	Equivalent to the "PS" button on a Playstation controller. Press this button to access the XMB menu.
Back Button	Exits the current menu level and backs up a level. (Equivalent to hitting the RED drum). Also, when in Program 1 or Program 2 mode, pressing this button will erase the MIDI note mappings for the selected drum button.
Nav Button	Like a little joystick, you can use this button to navigate up/down and left/right in the menus. Pressing down on this button is equivalent to pressing SELECT on a Playstation controller.
Start Button	Just like the START button on a Playstation controller.
Function Switch	Selects between "drum mode" and "cymbal mode". In the DOWN position (Function B), the drum buttons 1-5 on the front of the MIDI Rocker are equivalent to the drum pads on a Rock Band drum set; Button 5 (orange) is like the bass pedal. In the UP position (Function A), drum buttons 2,3 and 4 are equivalent to the Yellow, Blue and Green cymbals in Rock Band 2 respectively. Buttons 1 and 5 (Red and Orange) are NOT functional in this mode!
Mode Switch	Selects between normal (Play) mode and one of the two program modes. Program 1 mode is used to assign a single MIDI note to a button, while Program 2 mode can be used to assign up to 10 notes to a button (see below for more information).
Adjust Knob	Adjusts the MIDI note velocity threshold. Turn this knob all the way counter-clockwise to set the velocity to 0, all the way clockwise to set the velocity to 127 (the max MIDI note velocity). Any MIDI notes received which are less than this velocity are ignored.
Drum Buttons and LEDs	The functionality of these buttons depends on the position of the "Function Select" switch. <u>If the Function Switch is in the DOWN position ("Function B"):</u> Buttons 1-4 are equivalent to the Red, Yellow, Blue and Green drums respectively. Button 5 is equivalent to the Bass Pedal. Each button has an LED above it which shows when that input is active. <u>If the Function Switch is in the UP position ("Function A"):</u> Buttons 2, 3, and 4 are equivalent to the Yellow, Blue and Green CYMBALS. Buttons 1 and 5 are inactive in this mode.
MIDI LED	Flashes briefly whenever a MIDI note is received on the MIDI input.
USB LED	Illuminates when the MIDI Rocker is connected to an active USB host such as the Playstation or a PC. It will blink while connected to the Playstation or a PC. If the system switch on the back of the MIDI Rocker is in the XBOX position, then the USB LED will remain on continuously and doesn't blink.

BACK PANEL CONTROLS AND CONNECTORS

Control/Connector	Function
USB Port	Connect to the Playstation, Wii, Xbox, or PC using the supplied cable.
System Mode Switch	Selects between firmware update mode (UPDATE), Playstation Drum Controller mode (PS3), and Xbox 360 Interface Mode (XBOX). This switch should remain in the PS3/Wii position for normal operation or when connected to the PC for use with the GUI software. <u>You need to unplug the MIDI Rocker from the USB when changing the position of this switch</u> – the MIDI Rocker only checks the position when it is first plugged in.
Ext. Input	Used to interface other electronic equipment to the MIDI Rocker. Contact support@bytearts.com for more information.
Ext. Output	Used to connect the MIDI Rocker to other electronic equipment. For example, this port can be used to interface the MIDI Rocker to a “modified” Xbox Rock Band drum controller using the special Xbox interface cable available from Byte Arts.
MIDI Input	Connect this to the MIDI output of your drum set, keyboard etc.

Setup the MIDI Rocker

To use the MIDI Rocker with your Playstation, Wii (or Xbox 360) and MIDI instrument (drums, keyboard etc..), do the following:

1. Check that the system mode switch (next to the USB port on the back of the MIDI Rocker) is set to the “PS3” position (the middle position) – unless you are using the Xbox Interface option, in which case you should set it to the “Xbox” position.
2. Check that the Mode switch (on the front panel of the MIDI Rocker) is in the “Play” position, and the Function Select switch is in the “Function B” position.
3. Connect the MIDI cable from the MIDI OUT of your instrument to the MIDI port on the MIDI Rocker.
4. Connect the USB cable between the game console and the MIDI Rocker. When you plug in the MIDI Rocker all the LEDs should flash briefly, and the USB indicator light should come on
5. You should now be able to navigate the menus on the console, and even play the drums in Rock Band (or Guitar Hero World Tour) using the drum buttons on the front of the MIDI Rocker. *Note: In 360 Mode, you will have to use your Rock Bank drum controller to access the Start and Back functions.*
6. Now try playing a note on your instrument – the MIDI LED on the MIDI Rocker should flash briefly.

Assign a Single MIDI Note to a Drum Button (Program 1 Mode)

Program 1 mode will assign a single note to a button, and will clear out any other notes which have been assigned previously to that button. To program a drum button to correspond to a MIDI note, do the following:

1. Move the Mode Switch to “Program 1”.
2. Put the Function Select switch in the DOWN position (Function B) to program a drum button (buttons 1-5), or put it in the UP position (Function A) to program a button as one of the Rock Band 2 cymbals. (Only buttons 2, 3, and 4 can be used as cymbals). If you have loaded the Guitar Hero version of the firmware, then only the Orange button (button 5) can be programmed when the Function switch is in Position A. Here's a chart which summarizes the options:

Firmware Mode	Function position B (down)	Function Position A (up)
Rock Band	Buttons 1-4 used as drum pads, button 5 is the pedal.	Buttons 2,3 and 4 correspond to the yellow, blue and green cymbals.
Guitar Hero World Tour	Buttons 1, 3, and 4 correspond to the red, blue and green pads. Button 2 is the yellow cymbal, button 5 is the pedal.	Button 5 is used as the orange cymbal.

3. Press the button you wish to program – the LED above the button will turn on.
4. Play the note on your instrument which you wish to assign to that button. The LED above the button will blink and then turn off, indicating success. *If the LED doesn't turn off, try turning down the Adjust knob to lower the velocity threshold.*

5. To program another button, simply press the desired button and repeat the process.
6. Move the Mode switch to the “Play” position – now when you play one of the programmed notes on your instrument, the corresponding LED on the MIDI Rocker will flash and that drum note will “played” in the game.

Note: To erase any note mappings assigned to a button, press the BACK button on the MIDI Rocker after Step 3 above.

Assign Multiple MIDI Notes to a Drum Button (Program 2 Mode)

Program 2 mode is like an “append” mode – it will add notes to any existing notes that are assigned to a button.

You can program up to 10 MIDI notes to any of the drum buttons by doing the following:

1. Put the Mode switch into the “Program 2” position.
7. Put the Function Select switch in the DOWN position (Function B) to program a drum button (buttons 1-5), or put it in the UP position (Function A) to program a button as one of the Rock Band 2 cymbals. (Only buttons 2, 3, and 4 can be used as cymbals).
2. Press the drum button you wish to program – the LED above it will come on.
3. Play a note on your instrument – the LED above the button will flash, indicating that it has been programmed. This note is now added to any existing MIDI note that has been programmed to that button.
4. Repeat step 4 to program more notes to that button.
5. Once you've assigned 10 notes to a particular button, the LED will turn off and stay off.
6. Move the Mode switch to the “Play” position and rock out!

Note: To erase any note mappings assigned to a button, press the BACK button on the MIDI Rocker after Step 2 above.

Using the GUI Software

You can use the GUI software on a Windows PC to quickly and easily save and recall note mappings and change other parameters. Here's a quick overview of how to use it:

1. Set the system mode switch on the back of the MIDI Rocker to the “PS3” position.
 2. Plug the MIDI Rocker into a USB port on the PC.
 3. Run the software (go to the Windows Start menu, and look under “All Programs → Byte Arts → MIDI Rocker GUI”).
 4. The GUI software should detect the MIDI Rocker and display the firmware version number (the latest version of the GUI software requires firmware 2.3 or greater) and game mode (Rock Band or Guitar Hero).
- You can hit the “Get Map from MIDI Rocker” button to upload the current note maps from the MIDI Rocker.
 - To assign a note to a button, either enter the note number into a slot underneath the desired button, or drag and drop a note from the chart into the desired slot.
 - Press the “Store Map on MIDI Rocker” button to store the mapping in the MIDI Rocker's memory. When you next plug the MIDI Rocker into the console, the stored map will be used.
 - Use the “Get Map from File...” and “Store Map in File...” buttons to save and recall mappings from files saved on the PC. If you recall a map, be sure to press the “Store Map” button to store it on the MIDI Rocker.
 - On the **Settings** page is the MIDI Note Duration setting. This setting tells the MIDI Rocker how long to “pulse” an output when an assigned MIDI note is received in order to simulate a drum hit on the drum controller. If the time is too short, then the game software won't recognize the drum hit, but if it is too long, then long sequences of fast notes may not be played correctly. Experimentation and extensive testing has shown that 50millisecs seems to be the best value.
 - The **Diagnostics** page lets you check the functionality of the switches and knobs on the MIDI Rocker .
 - The **MIDI Logging** page can be used to see what MIDI data is being transmitted from the drums to the MIDI Rocker. Check the “Enable Logging” option and then play a note on the attached MIDI device to see the MIDI data. It will display both “NoteOn” and “NoteOff” data along with the associated note velocities and the time interval (in millisecs) between events.

Updating/Changing the Firmware

From time to time firmware updates are made available in order to add new features or fix bugs. Your MIDI Rocker is shipped with the latest firmware already installed and so you don't normally need to install an update. You can check for information on the latest firmware and software versions at www.ByteArts.com/midi/index.htm.

When you install the GUI software on the PC, it also installs a copy of the instructions for updating the firmware. You will find these instructions under the [Start Menu → Byte Arts → Firmware Update Instructions](#).

There are several “flavors” of the firmware available, depending on which drum controller you want the MIDI Rocker to behave like, and which console you use. Here is a list of the current firmware files:

Firmware File	Description
MR_PS_GH-V2_4.hex	Load this firmware to use the MIDI Rocker on a Playstation as a Guitar Hero World Tour drum set with 3 pads, 2 cymbals and a pedal.
MR_PS_RB-V2_4.hex	Load this firmware to use the MIDI Rocker on a Playstation as a Rock Band 2 drum set with 4 pads, 3 cymbals and a pedal.
MR_Wii_RB-V2_4.hex	Load this firmware to use the MIDI Rocker on a Wii as a Rock Band 2 drum set with 4 pads, 3 cymbals and a pedal.

By default, the MIDI Rocker is shipped with the Rock Band firmware loaded unless otherwise specified.