

User Manual

v1.0.1 – 2020-03-30

For [Waldorf Pulse2X](#) Editor & Librarian plug-in by Mystery Islands Music



Intro

First of all, *thank you* for your interest towards our Editor & Librarian plug-in.

Our Waldorf Pulse2X was built to control your Waldorf Pulse 2 over MIDI. Most of the modern synths come up with an integration tools to hook your synth into DAW and we wanted to give this same opportunity to you as well. Plug in MIDI in & out, Audio jack cables to mixer / soundcard and fire up your DAW to get started!

In this little handbook you will find the instructions to get your plug-in installed and how to use it, so please read this manual through carefully. You can use our Editor / Librarian software to control and manage your beloved hardware synth, the Waldorf Pulse 2!

IMPORTANT!

Our company & plug-in has nothing to do with Waldorf Corporation company, so please don't bug them if you encounter issues with the plug-in – open a support thread in our forums in such case:

<https://help.mysteryislands-music.com/forums/forum/waldorf-pulse2x-support-channel/>

Support and plug-in updates are free for life to anyone who has bought the license from our store

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What this plug-in CAN do?

Note to reader: This plug-in does not generate sound – We only handle MIDI & SysEx messages!

- Control your Waldorf Pulse 2 hardware synthesizer from your DAW over MIDI.
- Organize and manage your patch library.
 - Move patches from one bank to another and save as you prefer.
 - Save as in MIDI or SysEx format and instantly browse via the librarian.
 - Download and put all of the Waldorf Pulse2X soundsets in one folder for quick access through the plug-in.
 - Import MIDI, SysEx or Pulse 1 files to the librarian.
 - Librarian supports MIDI and SysEx soundset formats.
 - Copy & Paste, Initialize or Rename slots in librarian window.
 - Store banks to Pulse 2 from the librarian.
 - Store single patches to Pulse 2 from the librarian.
 - Request banks from Pulse 2 to the librarian.
 - Request single patches from Pulse 2 to the librarian.
 - Select next or previous librarian patch with hardware control.
 - Rename patches directly in the librarian.
- Control your Pulse 2 from one plug-in.
 - Lock certain sections from the plug-in UI to keep your settings while changing presets.
- Automate almost every parameter from your DAW.
 - Parameters that are available for automation are shown in your DAW when automation mode is toggled on – Only CC assigned parameters are available to keep the MIDI data flow reasonable. SysEx parameters would cause peaks in CPU processing, that's why they are not visible.
 - Easier to handle automations than trying to remember hundreds of #CC's.
- Total Recall of the sounds used up on project reload.
 - All of the current parameters from the plug-in will be sent to the hardware's temp memory up on project reload!
 - Time saver when thinking about storing, naming and loading data from multiple hardwares per project.
- Control almost every parameter that is available in your Pulse 2.
 - We added a bit more than 200 parameters to the plug-in so the sound editing should be painless and quick task.
 - Plug-in reacts to hardware MIDI CC knob movements and displays knob, menu and button values within the plug-in display.

What this plug-in can **NOT** do?

- Transmit any audio.
- Generate any audio.

Requirements

- Mac or PC based computer with AudioUnit or VST host application (see list below).
- MIDI device with direct MIDI IN / OUT connection to your synth. Do not use MIDI Thru connections!
- Waldorf Pulse 2 Synthesizer.

Compatibility

Currently supported plug-in formats

- AudioUnit for MAC OS X 10.6 or greater.
- VST for MAC OS X 10.6 or greater.
- VST for Windows XP or greater.

All our plug-ins are available in 32- and 64-bit formats.

Currently supported AudioUnit / VST hosts

- Ableton Live
- Apple Logic
- Bitwig Studio
- Cockos Reaper
- Image Line Fruity Loops
- Presonus Studio One
- Propellerhead Reason
- Steinberg Cubase
- Renoise
- AVID ProTools via VST bridge (some users have it working!)
- MOTU Digital Performer (some users have it working!)

Other hosts are reported to work as well, try the demo today and see if it works for you.

There are links, tips and tutorials below, which will guide you to get this plug-in up and running with your desired host.

Downloading the plug-in demo or updater

Anyone can download the demo version of our plug-ins and test them out, but only registered customers are entitled to download the free updater for their purchase. If you have purchased our plug-in through another website and you have issues regarding to your account, contact us via <https://www.mysteryislands-music.com> and we will reply within few business days.

DEMO downloads:

<https://www.mysteryislands-music.com/product/waldorf-pulse2x-audiounit-vsti-librarian-editor-plug-in/>

FULL downloads: <https://www.mysteryislands-music.com/downloads/>

Plug-in interface will show your plug-in status in the top left corner:

DEMO version will indicate **** DEMO VERSION ****

Unregistered FULL version will indicate **RELOAD LICENSE**

Registered FULL version will indicate **REGISTERED**

You can find instructions for plug-in registration on page 12 & 13.

Note #1: Always keep back-up of the downloaded installer at your own HDD. We are not storing old installers in our servers! This is important if something goes wrong with the update, you have an installer in your personal storage to rescue your project if it really screws something up!

Important note prior to install:

Please make sure you make a proper backup of your Pulse 2 before you run the installer. We will not take any responsibility for your synth and you have to agree to this when buying our product.

You can backup your Pulse 2 easily with these simple steps:

- Open your DAW and insert empty MIDI track
- Make sure MIDI messages are allowed to come through from Pulse 2
- Hit record from your DAW
- From Pulse 2:
 - (shift) + Utility -> Dump All Sounds -> (shift) + Utility again
 - Wait until all of the data has been received

You can read more about the SysEx dump from the Waldorf Pulse 2 user manual.

Data / Documents / Soundset locations

If you have overwritten any of the included plug-in sound banks with a previous version of the plug-in, it is worth renaming those sound banks in order to prevent data overwrite once plug-in updater is executed.

Plug-in **data / documents** folder is:

[**macOS**] /Library/Audio/Presets/Mystery Islands Music/Waldorf Pulse2X Editor/

[**Windows**] \Users\your username\Documents\Mystery Islands Music\Waldorf Pulse2X Editor

Plug-in **Sound Bank** folder is:

[**macOS**] /Library/Audio/Presets/Mystery Islands Music/Waldorf Pulse2X Editor/Patches/

[**Windows**] \Users\your username\Documents\Mystery Islands Music\Waldorf Pulse2X Editor\Patches

Demo limitations

- Not possible to register.
- Not possible to automate in DAW.
- Not possible to save settings with your project.
- Not possible to use all features of the librarian.
- Total Recall does not work when re-opening project.

Download the demo and run the installer. After you have installed the plug-in, open your DAW and let your host do the plug-in scan – If the scan fails, try again. If it simply won't pass, send us the crash report.

Copy the error log message and head down to our forums. Open a new thread after searching if the case has been opened / resolved already by someone else. Attach the error log and our plug-in log in your new thread.

You can also find some resolutions from the **Troubleshooting** section too.

Prepare your Synthesizer to work with the Plug-in

The following content is **critical** in order to make the communication functional between the plug-in and the synthesizer:

- Make sure you have direct connections between your Pulse 2 and your DAW with MIDI or USB.
 - Pulse 2 MIDI out to MIDI device MIDI in.
 - MIDI device MIDI out to Pulse 2 MIDI in.
- Make sure your Pulse 2 is powered up and double check your MIDI connections.

Pulse 2 Setup Instructions

Click and hold **SHIFT + Global** and apply the settings below:

- MIDI CHANNEL = 1
- MIDI THRU = OFF
- TX ARP CLOCK = OFF
- TX ARP NOTES = OFF
- TX PARAMETERS = CC+SYS
- DEVICE ID = 0 (If you have multiple units, make sure they have different ID).

Now you can click Exit and move to next step!

How-To Tutorial-series in PDF format

Below you can find a series of PDF links to get your system running smooth and safe without hick-ups.

Pay attention to Setting MIDI devices in your DAW guide, which is ultimately the most important guide to check out. We will go more in detail with different DAW guides as well. Instructions are written for Roland JP-80x0 plug-in, so you must adapt the settings to your Pulse2X.

Setting MIDI devices in your DAW

Read our How-to guide for setting up MIDI devices properly in Windows and macOS to prevent crashes and optimize your MIDI data flow.

[View Online](#) // [Download PDF](#)

Configure Ableton Live

[View Online](#) // [Download PDF](#)

Configure Apple Logic

[View Online](#) // [Download PDF](#)

Configure AVID Pro Tools with Blue Cat's PatchWork

[View Online](#) // [Download PDF](#)

Configure Bitwig Studio

[View Online](#) // [Download PDF](#)

Configure Cockos Reaper

[View Online](#) // [Download PDF](#)

Configure Image-Line Fruity Loops Studio

[View Online](#) // [Download PDF](#)

Configure MOTU Digital Performer

[View Online](#) // [Download PDF](#)

Configure PreSonus Studio One

[View Online](#) // [Download PDF](#)

Configure Reason Studios Reason

[View Online](#) // [Download PDF](#)

Configure Renoise

[View Online](#) // [Download PDF](#)

Configure Steinberg Cubase

[View Online](#) // [Download PDF](#)

Insert the Plug-in into your Project

First Run / Plug-in Scan

After reading the configuration guide for Setting MIDI Devices and configuration guide for your DAW, we can safely open the plug-in in our DAW and start the plug-in scanning process.

If the plug-in scan fails, please open the Editor LOG file and check if it **ends** to reading a patch file like this:

PATCH LIBRARIAN: loaded file C:\Users\yourUserName\Documents\Mystery Islands Music\Waldorf Pulse2X Editor\Patches\Soundset X.pl2

If that is the case, move the Soundset X.mid or .pl2 to another location and try to scan the plug-in again. If it fails again, redo the process until the scan is successful. There might be several soundsets which are not compatible with the plug-in for some reason – If you would like us to figure the issue out, head down to our forums and start a new thread. From there you can do private reply to your own message with the soundset attached and so we can investigate it.

Register plug-in with license.key

First of all, we couldn't be happier that you have decided to support our long journey of coding this plug-in, constantly improving it and drawing the graphics ourselves! **THANK YOU.**

Registered owners can enjoy the full advantages of the plug-in, like:

- Plug-in parameters can be automated directly from your DAW.
- Librarian is fully functional and allows full editing possibilities.
- Total Recall: Once you open your project after your last session, all the the data used in your previous session will be automatically sent to your synthesizer.
- Lifetime free support and lifetime free updates!

If you purchased plug-in license from our store, you can download the lisencc.key from <https://www.mysteryislands-music.com/my-account/orders/> page after you login.

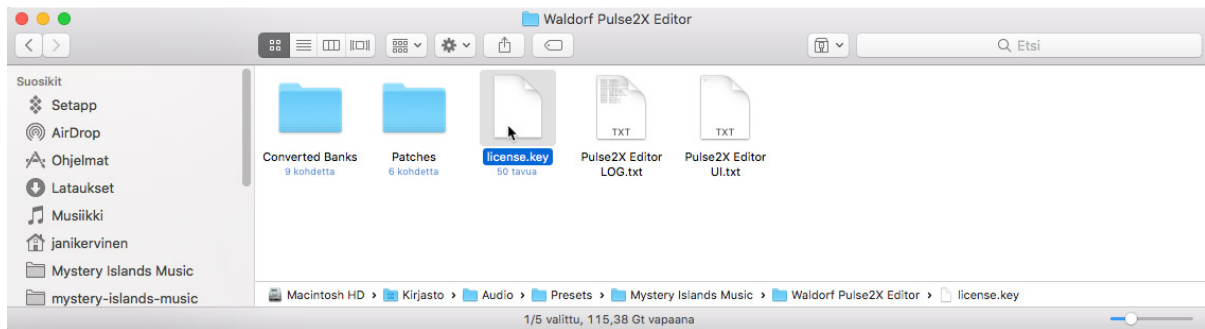
Then navigate to the order which contains the plug-in order and you can download the license.key from there. Once the download is finished, **make sure** it is called " license.key ", **not** " license.key.txt ".

Download the FULL version installer from <https://www.mysteryislands-music.com/downloads/> before you proceed and run the installer. Make sure to choose either 32- or 64-bit installer depending of your setup.

Manually placing the license.key

If you have plug-in inserted to your project, now it is time to delete the track / plug-in instance from your DAW.

Move the license.key manually to plug-in **data** folder (see location mentioned on page 8). Before you continue, check and make sure the license is called license.key ! If all is good, you can now re-insert your plug-in to your DAW. Image below from macOS.



Register Plug-in from User Interface

Once you've installed the FULL version and you have your plug-in user interface opened, enter **Browser** [1], click **Bank Edit** [2] and choose **Register Plug-in** [3] from the menu once you open the plug-in in your DAW for the first time.



A file dialog will popup and you must navigate to the downloads folder and select the license.key from there.

After you have chosen the license.key, remove the plug-in instance from your DAW and insert it again. Plug-in display should now indicate "REGISTERED" in the upper left corner.

IF the plug-in shows “** DEMO VERSION **” you haven’t installed the FULL version yet or you might have the plug-in installed in several locations! Check solution from Troubleshooting section.

[macOS] Filter incoming MIDI data from physical port

I would like to point out that in order to prevent duplicate MIDI data flow passing to our plug-in, take a good look at your DAW user guide how to filter or block MIDI messages from external devices.

Here is an example: I’m using Pulse 2 and Pulse2X plug-in in my project. If I move a Filter Cutoff knob from the synth, it will send MIDI out data to physical MIDI device. Now, from there, your DAW will process this message and pass it into your record / monitor enabled track if it is not blocked / filtered. We don’t need this data to pass thru twice since we are going to open the physical ports in the plug-in user interface. I hope that made sense 😊

[Windows] Disable physical MIDI ports from your DAW

One of the most important things, especially on Windows platform is that you disable your physical MIDI ports which are used to connect your synthesizer from your DAW settings and make sure that the ports are not used within your DAW at all! If the port is used inside your DAW and you try to assign MIDI input / MIDI output in the plug-in, it will crash hard and you might lose your work!

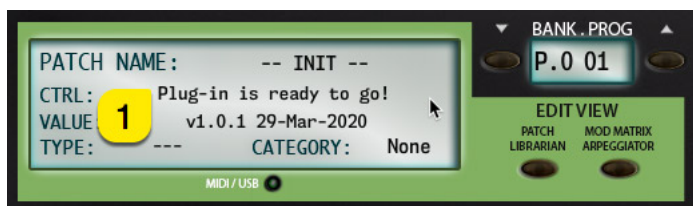
Check the How-To tutorials section on page 10 & 11 to learn more about your DAW procedure.

Selecting MIDI In and MIDI Out

First choose **MIDI IN [1]**, where your Pulse 2 MIDI Out is connected in at. Then choose **MIDI OUT [2]** which will send data to your Pulse 2 MIDI Input.



After setting MIDI OUT, plug-in will scan for the hardware and auto-detect the Device ID if there is no immediate response. Plug-in **Control Display [1]** will say “Plug-in is ready to go!”, when system settings are received from the Pulse 2.

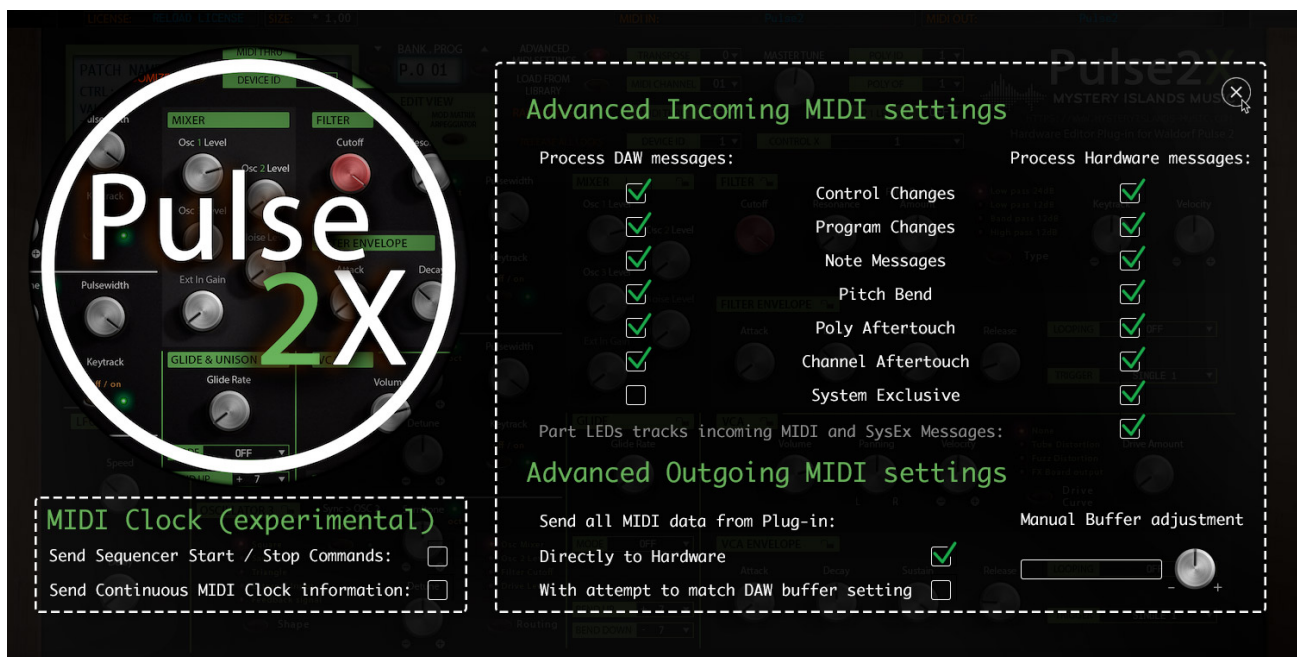


Advanced MIDI Settings

We included Advacend MIDI Settings function to Pulse2X plug-in so that you can control which messages gets processed and which do not. You can open Advanced MIDI Settings window from by clicking ADV. MIDI SETTINGS [1] button in the plug-in user interface.



You can block messages being processed from DAW or from the Synthesizer itself. Settings seen in the image below are default values.



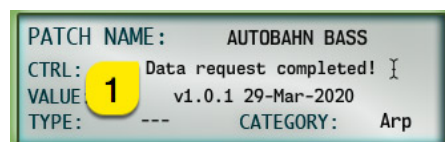
Synchronize DATA from your synthesizer to plug-in

Open PATCH LIBRARIAN [1] window and click SYNC DATA FROM HW [2] button to request current Patch data to the plug-in user interface.

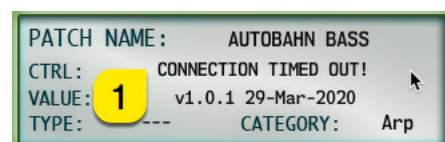


Plug-in will now request the currently active hardware data to the plug-in user interface. This is quite important in order to make program changes and / or send data to your synthesizer from the librarian.

Plug-in Control Display [1] will show "Data request completed!" message once data has been synchronized. Now you can tweak your sounds as you wish.



If something in your settings is wrong, Plug-in Control Display [1] will inform you that the process has timed out or no response from Pulse 2!



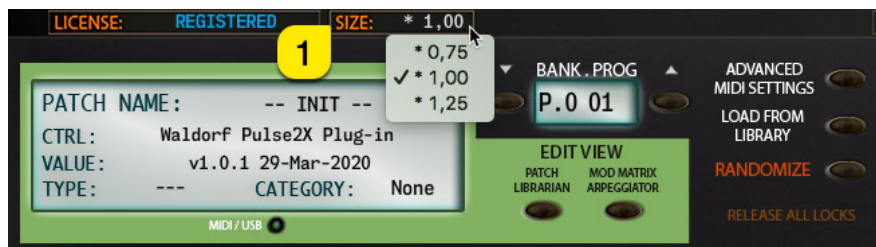
TIP #1: Be patient and do not disturb the data flow with any knob movements or so. This will ensure the data packages are being sent as supposed and you are not going to receive any SysEx error messages! While making changes to your patch, might be good to stop playback too.

Functions of custom added controls

In this plug-in, we have included some handy custom controls and switches to make it easy for you to use the plug-in together with your Pulse 2.

User Interface Size

You can adjust the plug-in user interface size with * 0,66 / * 1,33 zoom function. Click * 1,00 [1] in the plug-in and choose a different size. Note that our graphics are not yet vector based, which means the plug-in will zoom the graphics making them a bit blurry if I may say so.

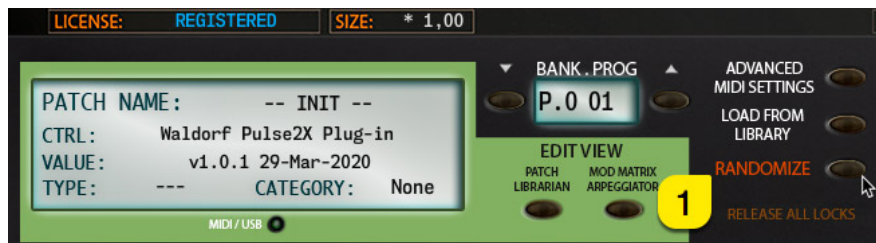


Basic user interface size is 1500 pixels by 757 pixels which is more than enough for modern setups.

You must reload your project / session in order to reload the plug-in graphics with new size option.

Randomize Patch

With RANDOMIZE [1] button, you can trigger single patch randomizing process.

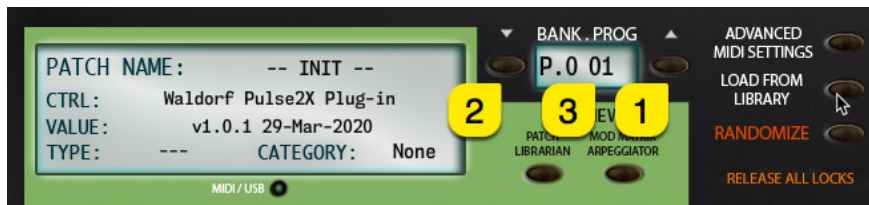


TIP #1: To make the most out of Randomizer, use **Section Locks [1]** in conjunction with Randomizer to get better results. i.e. If your randomized Patch has a great Oscillator settings, toggle on the Section Lock for that section in order to prevent it being randomized! Read more about the Section Locks on page 22.



Program INC / DEC buttons

INC [1] button will change to next program – DEC [2] button will change to previous program. This will trigger MIDI Out message with appropriate program number based on the Program Number Display [3] value. See below how it will behave when Load From Library button is toggled on / off.



Program Number display / selection menu

Program Number Display [1] acts as a menu as well as a display to show the current Patch program number depending on the currently set mode. You can quickly navigate to different banks of programs without having to click INC / DEC buttons like crazy.



In default status, this popup menu will display program numbers in different banks of programs. See image below.



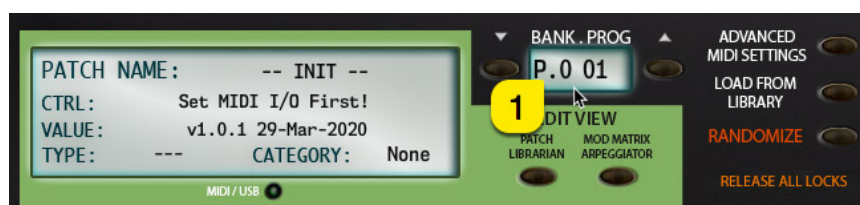
But things get exciting when you toggle on **LOAD FROM LIBRARY** [1] switch: You can now view currently active Patch Bank patches being listed on the menu and browse them directly from the main UI!



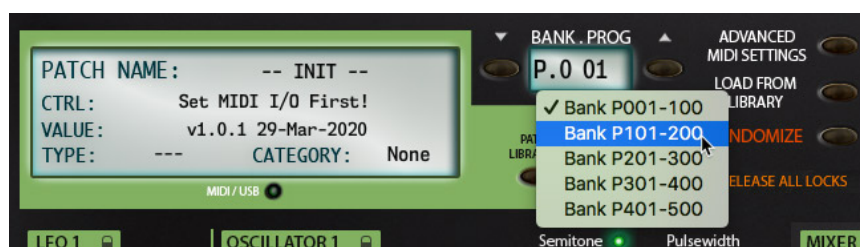
We are going to cover more of the **LOAD FROM LIBRARY** functions later in this manual.

Bank Number display / selection menu

Bank Number Display [1] acts as a menu as well as a display to show the current Patch bank number. You can navigate to different banks and the bank will be changed in the hardware as well.



In default status, this popup menu will display bank numbers available to browse. See image below.



Like with Program Number Display, this menu will behave completely different when **LOAD FROM LIBRARY [1]** is toggled on. You can now view all available Patch Banks located in Patches folder.



Load From Library switch

LOAD FROM LIBRARY [1] switch allows you to take control of your library patches with incoming program changes via MIDI or with the plug-in user interface DEC / INC buttons and Bank Number Display / Program Number Display menus.



If the **LOAD FROM LIBRARY** switch is toggled on and you send a program change message from your master keyboard / controller to the plug-in, it will send the corresponding program from the librarian to the hardware – isn't that just neat?!

You can also quickly view the banks located in your Patches folder and programs contained in the current bank with the Bank / Program Control Displays. See above for instructions.

Note #1 Patches are sent to the hardware only to the currently selected slot.

Note #2 If the program change message is received from MIDI channel 4 and you currently have plug-in set to channel 1, no action will be taken.

Patch Browser

PATCH LIBRARIAN [1] tab allows you to send, request, store and manipulate your patch banks. See more details about the librarian usage further below in this manual.



Patch Name display

Patch Name Display [1]. Display will show you the current patch name. Click the name field to change the patch name. Patch data will be sent to the hardware after the name is changed or if it is changed at all.



Section Locks

We added functionality to lock certain sections of the plug-in to prevent changes up on **program** changes. If you find a perfectly adjusted filter or lfo modulation you can lock the section to keep those settings while browsing other patches.

You are able to lock any of the sections which has the **LOCK [1-11]** symbol in it. Keep in mind that there are more Section Locks in the **Mod Matrix / Arpeggiator [12]** edit page!



RELEASE ALL LOCKS [1] button allows you to release all of the locks with one click. This is ideal if you have overlooked your layers and data is being transmitted back and forth even if you don't want that. When any of the locks is toggled on, it will change the lock image from "unlocked" to "locked" [2].



Note #1 While you have sections locked, there will double the amount of SysEx traffic in the MIDI stream due to the fact that the plug-in has to send the "locked" info back to hardware after the patch is requested. If you scroll patches from librarian, then the data stream is normal.

Total Recall

This is one of the best features we can think about our plug-in, total recall. It does what it says: recalls your saved session data from the plug-in user interface to your synthesizer, without the need of doing it manually! It is all automated, as long as you have the same MIDI device hooked into your setup as it was when saving the project.

If there are any trouble with the total recall, please check below for further instructions how to Push Data to HW manually.

Possible reasons for failure of total recall are that the MIDI interface is no longer in the system, or it is hooked into a different USB port.

Plug-in update does not fully support the previous version data package. There is a work-around for that as well, so be sure to check out our support site for more details about that.

Using the Librarian



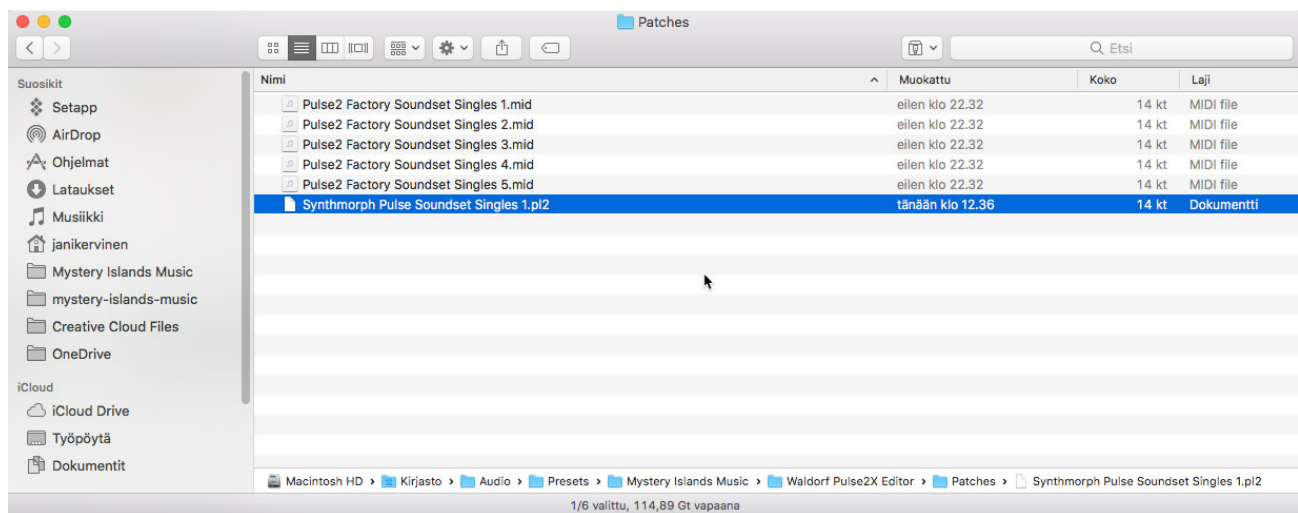
With our built-in Patch Librarian, the user can manipulate banks as they like. Drag'n'drop patches from one bank to another, rename patches and store the desired bank to the synthesizer's memory or pull banks from memory to librarian.

This is quite an extensive guide, so we want to walk you through every step one by one while trying to write everything down in a most-common way. So, get some coffee or tea and let's begin!

TIP #1: Always make sure that your patch banks are not named such as: "this_is_the_ultimate_dance_and_trance_leads_mashup_bank_volume_2_of_5.mid"

I can tell you right now, that the plug-in and librarian is not going to like it and might even crash. Make sure to keep your patch names clean and simple. If you can not see the bank name extension in the librarian menu, revise the bank name to be **less than 32 characters**.

TIP #2: You can always create a set of sub folders in your Patches folder to organize your Banks better. See image below how I've organized my banks to keep them in tidy order. This way the Bank name does not exceed the suggested length.



Select Program with Double Click

Double clicking any item in the librarian program view, will send the slot data to the hardware temp memory. If you double click slot 12, then slot 12 data will be sent to Pulse 2!

This will also update the plug-in interface, so it is in sync with the data on your Pulse 2!

Select Program using Arrow keys from keyboard

You can also use Arrow keys from your computer keyboard to browse through different programs in the librarian view. Clicking arrow up while slot 001 is chosen, will choose slot 100 as a next slot. Using left arrow key while in slot 100, will choose slot 75 next and send it to hardware.

Note #1: this only works when you mouse cursor is on top of the left or right program view area.

Note #2: if you have chosen to browse in right program view, then program from right program view will be sent to hardware. Same applies to left program view too, so if you are browsing programs in that view, then the corresponding data will be sent to hardware.

Note #3: This will also update the plug-in user interface with the program values.

Different sections in Librarian User Interface

Left Patch program view



[1] This is the main “edit” area of your active bank. What ever you edit in the left bank view, can be stored later on. You can rename individual Patches, request data from hardware to the bank slots, Initialize Patches as you go and quickly get data from the plug-in user interface to the selected slot or store single data or whole bank to the hardware.

More details about the BANK EDIT functions on page 32 and Right Click Menu functions on page 38.



NOTE #1 Once you start to manipulate the bank, DISCARD [1] button will appear between the bank names indicating that you’ve started your editing work.

NOTE #2 Once the Discard button appears, you can not change to different bank with left Patch bank menu [2] until changes are saved or discarded.

NOTE #3 You can still use the right Patch bank menu [3] to browse other banks while the main edit area is locked! See details below.

Right Patch program view



[1] This is our “helping tool” bank view which allows you to view other bank contents while the main edit view is locked due to ongoing edits. You can copy selected slot Patch to clipboard and paste it on the main edit view. You can also drag’n’drop data from any slot to main edit view.

Learn more details about Copy & Paste from page 38 and Drag’n’drop from page 41.

Previous & Next Bank buttons

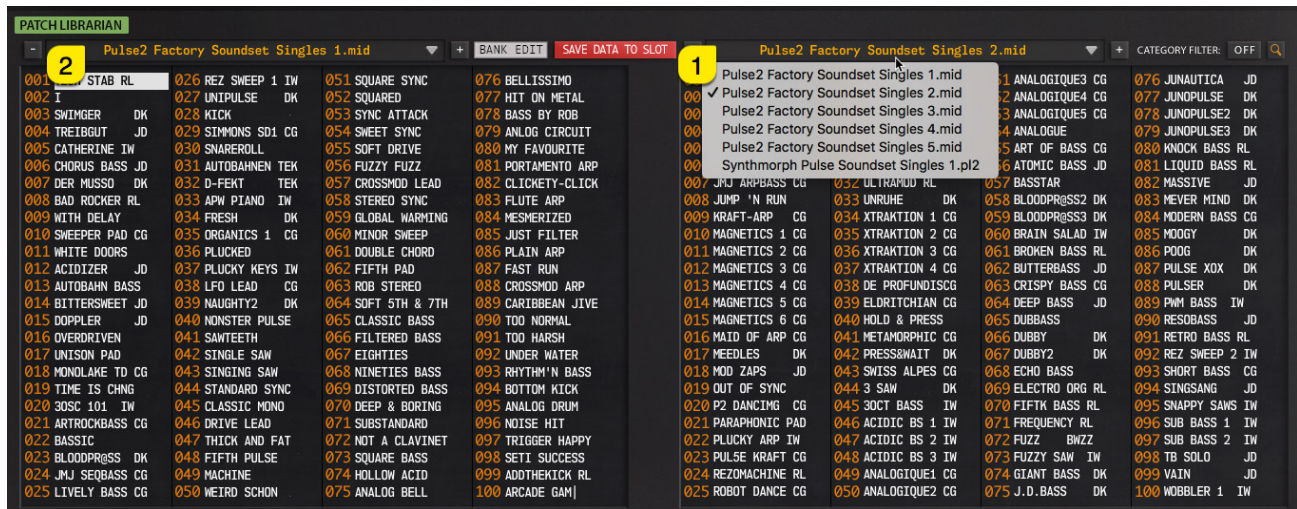
You can quickly navigate to previous or next bank in the list by clicking the PREVIOUS [1] or NEXT [2] bank button.



Note #1 that both “views” have their own Previous / Next buttons.

Bank Select Menu

Clicking the Bank Name [1 / 2] opens up the popup menu which displays all the current Patch bank files. See details below the image.



NOTE #1 Bank Name [1] menu becomes inactive if bank has edits in it. Save changes or Discard edits in order to browse other banks in this area.

Search

Search can be toggled on by clicking the Magnifying Glass [1]. Name Field [2] will popup allowing you to enter your search criteria. Search results will appear in the Right Program View [3] if there are any.



NOTE #1 Search works based on character size. If the search term is less than 3 characters, search won't give any results.

Request Interval

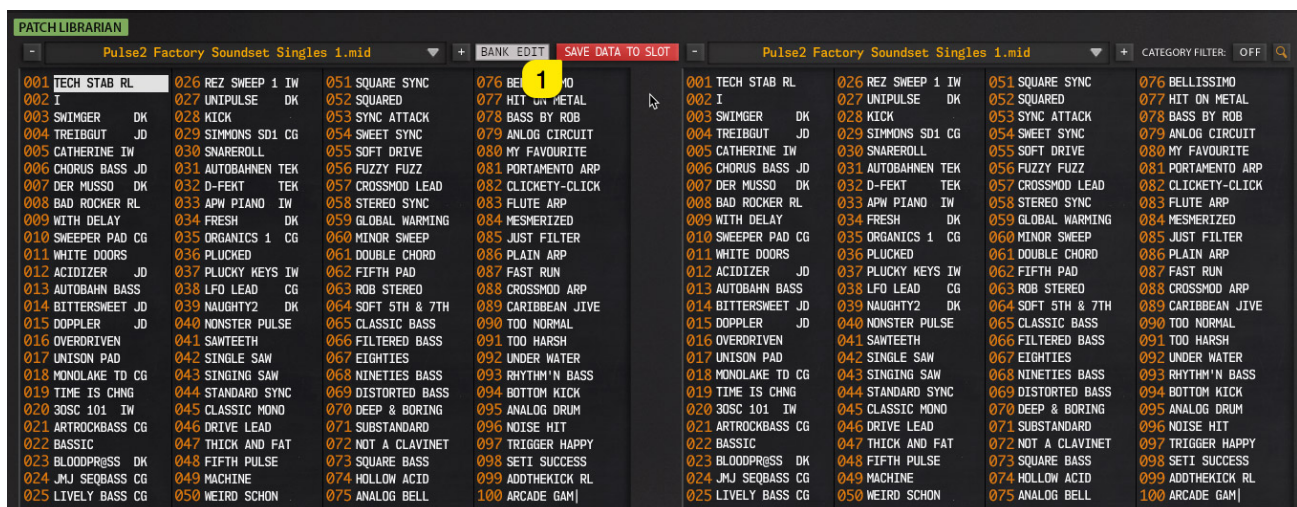
Set a desired REQUEST INTERVAL [1] for your request and write commands. Default is set to 300ms, but in some cases it might cause time out messages. If that is the case, then increase the Request Interval until requests succeed.



Note #1 When making requests to librarian, try not to interfere the MIDI flow by any means. This might cause unexpected results and could potentially freeze the plug-in until its forced to restart. Once the request process is ongoing, sit back for a few minutes 😊

Save Data to Slot

With SAVE DATA TO SLOT [1] you can quickly get data from the plug-in user interface to the librarian. Data will be put to an active slot on main edit window. If right program display is chosen, this function will not be available. Once the data is in the chosen librarian slot, you can then save the bank, rename the patch or discard your changes.



Sync Data From HW

SYNC DATA FROM HW [1] does what it says. This will get all of the temp patch and system data from the synthesizer to the plug-in user interface. Once you've set your MIDI in and MIDI out you are better off to start with Sync Data from HW before you start to work with the interface in the first place.

The reason is quite simple; we need to get the current hardware status to the plug-in user interface to address control changes and MIDI messages to the right channels etc.



Note #1 This function does not request any data to the librarian. Use the Bank Edit menu functions to request data from hardware to librarian.

Push Data to HW

PUSH DATA TO HW [1] works like Total Recall but in manual mode. This will send the entire Patch data to hardware and the System settings too.

This is useful when you open your project containing the plug-in but for some reason you've lost the MIDI interface along the way or if you open your project in another studio without the MIDI interface attached when you saved your work. You can choose different MIDI in and MIDI out and click Push Data to HW and you'll get the sound in the Pulse 2, regardless of the place you are at.



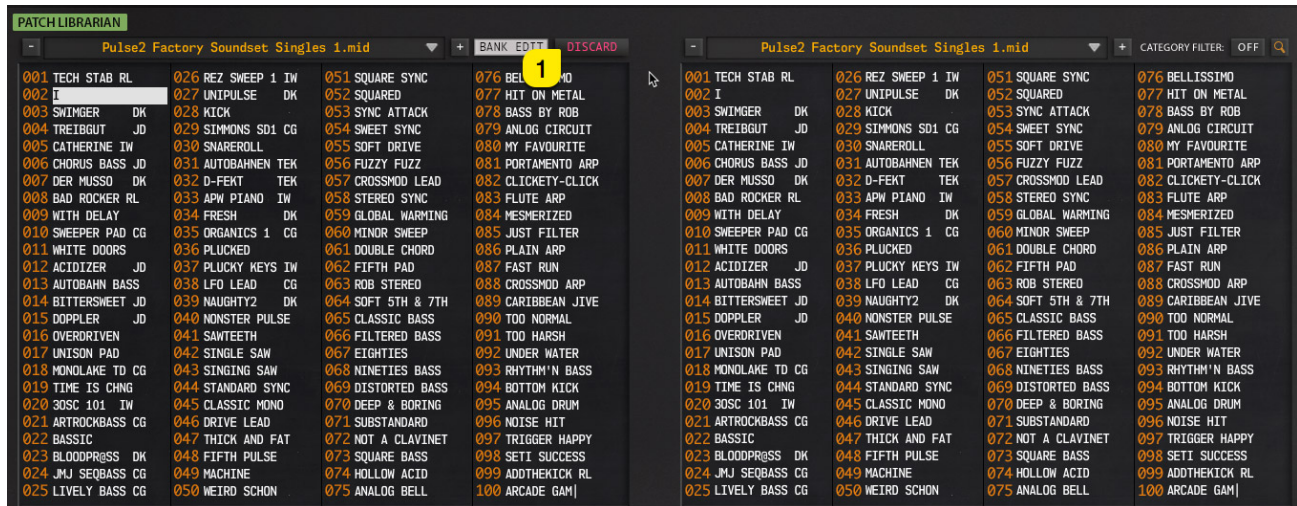
Abort Process

ABORT PROCESS [1] button will briefly appear when you make requests from hardware to plug-in user interface or when you send Patches to the hardware. If something in the hardware settings isn't right and / or the process takes too long, you can Abort the process and start from beginning manually.



Discard Changes

DISCARD [1] changes button will appear only when bank on the left-hand side has edits in it. This button will appear automatically, indicating that edit mode is “active”. You can discard any changes made to the bank if you are not happy with your bank edits.



NOTE #1 when button is visible, bank selection menu for the left data view is not accessible unless you save your changes or discard your edits.

Working with Patches

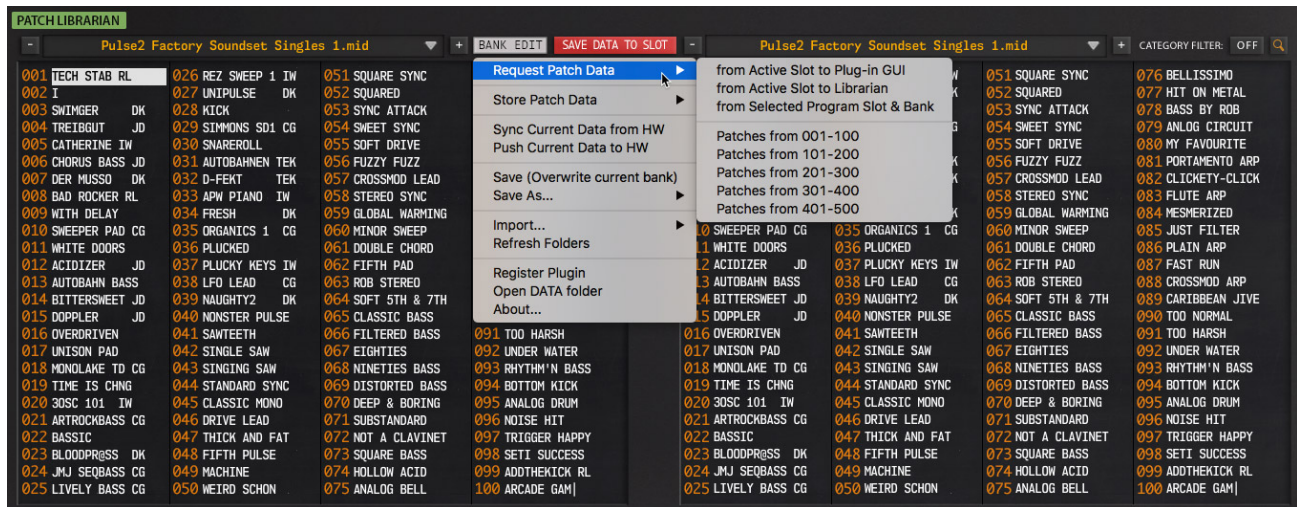
In this part we are going to explain the different functions of the librarian BANK EDIT MENU, RIGHT CLICK MENU & Drag'n'drop. You can easily request, store and manage your files and access other useful functions like importing data, registering the plug-in etc.

BANK EDIT MENU [1] is only accessible in the PATCH LIBRARIAN view.



Bank Edit Menu

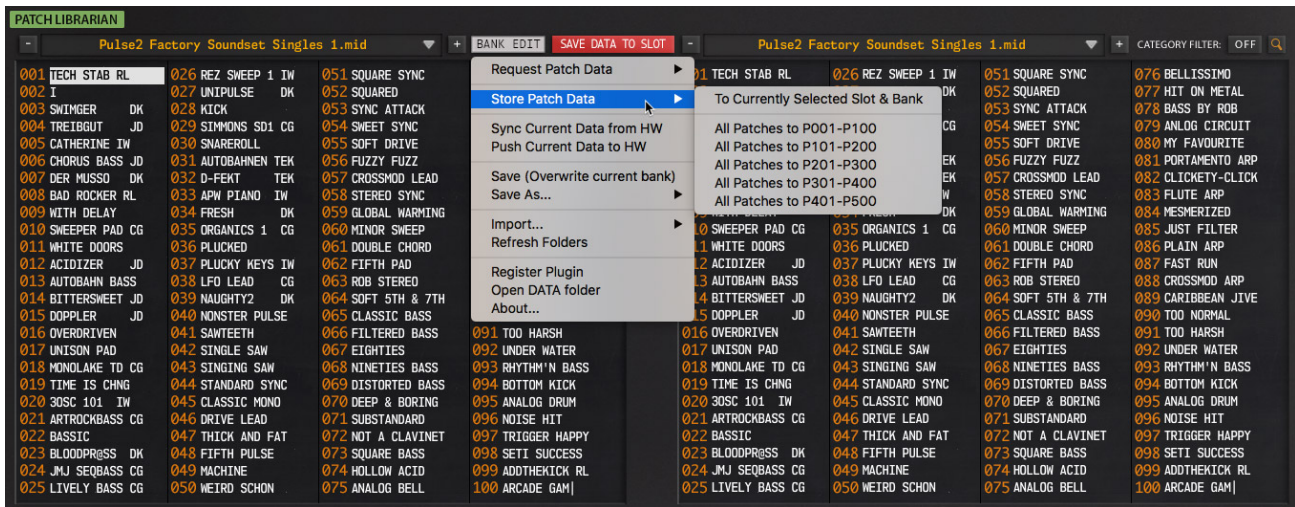
Request Patch Data



- from Active Slot to Plug-in GUI
 - Requests temporary Patch data from Pulse 2, to the plug-in user interface.
- from Active Slot to Librarian
 - Requests temporary Patch data from plug-in user interface to currently selected librarian slot.
- from Selected Program Slot & Bank
 - Requests Patch data from Pulse 2 memory based on the currently selected Librarian slot and current Bank selection.
Example: If "slot 001" in librarian view and "P.0" from BANK DISPLAY is selected, program number 1 from Pulse 2 bank 1 will be requested. In other words; P.001
- Patches from 001-100 ... 401-500
 - Requests all Patch programs from selected bank selection. With Pulse 2 os v1.20, request will hang after first 10 programs are requested from 401-500 request selection.

NOTE #1 All librarian data requests will be made to the left Patch program view window as explained earlier!

Store Patch Data

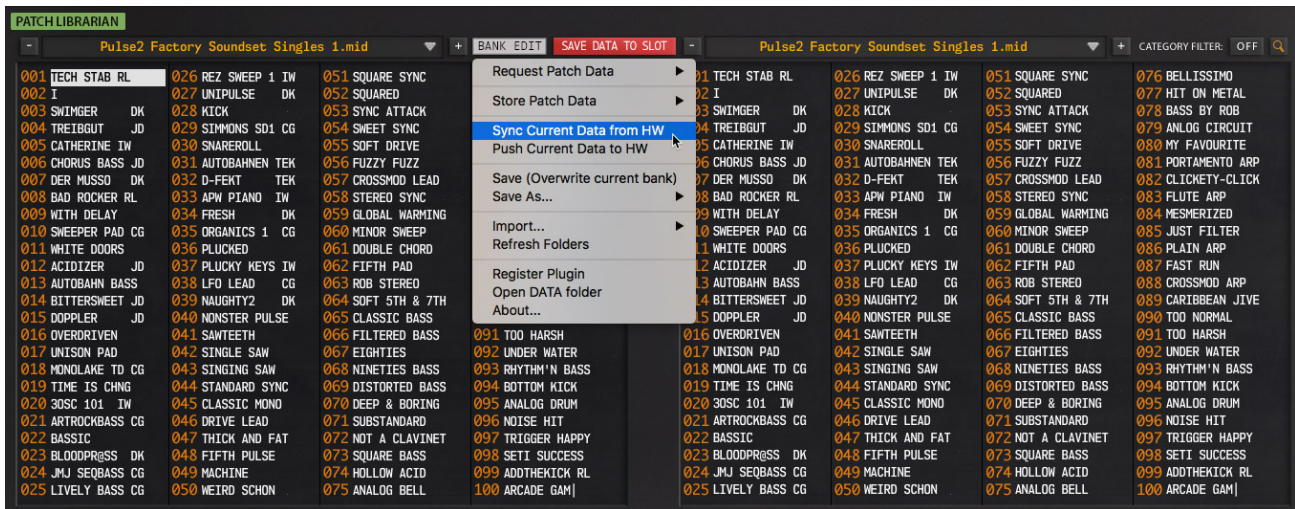


- **To Currently Selected Slot & Bank**
 - Writes selected librarian slot patch to currently selected BANK slot in Pulse 2 memory.
ie: If "slot 001" and BANK DISPLAY "P.0" is selected, program number 1 will be overwritten in that bank location. In other words; P.001
- **All Patches to P001 – P100 ... P401 - 500**
 - Writes all patches from active bank to selected bank destination in Pulse 2.
Example: If "All Patches to P101 – P200" is selected, all patches will be overwritten in that bank location.

NOTE #1: Bank from active program view will be used to send data to Pulse 2. So, if you have active slot selection in right Patch program view, then single Patch or all Patches from right Patch program view will be written to your Pulse 2 depending which option you choose from the Bank Edit Menu.

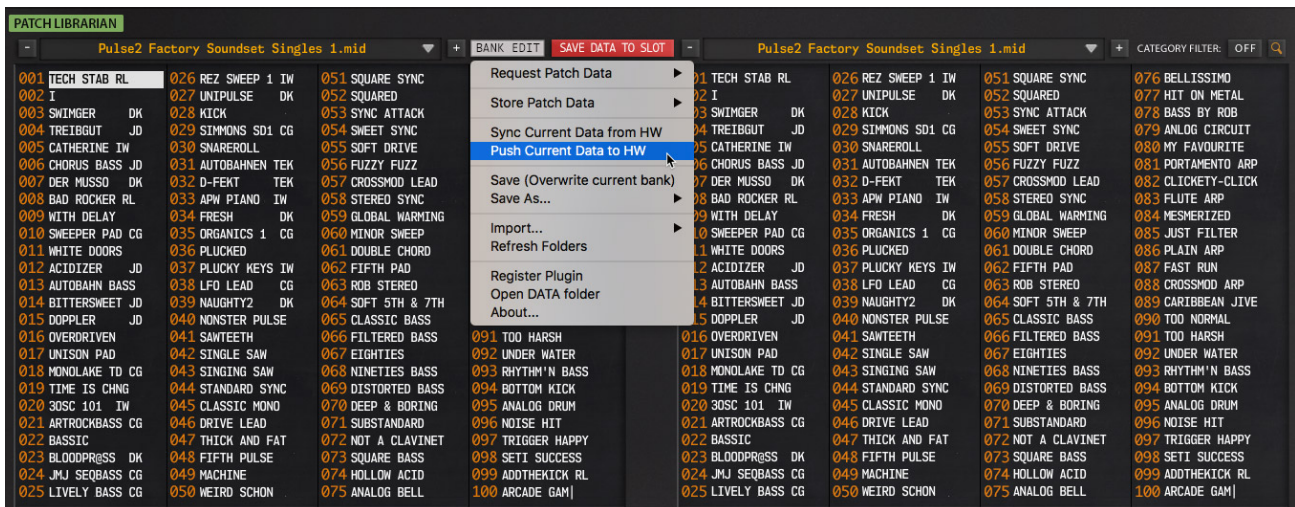
TIP #1: If you have search active and you have some search results in the list, those search results can be stored to hardware too!

Sync Current Data from HW



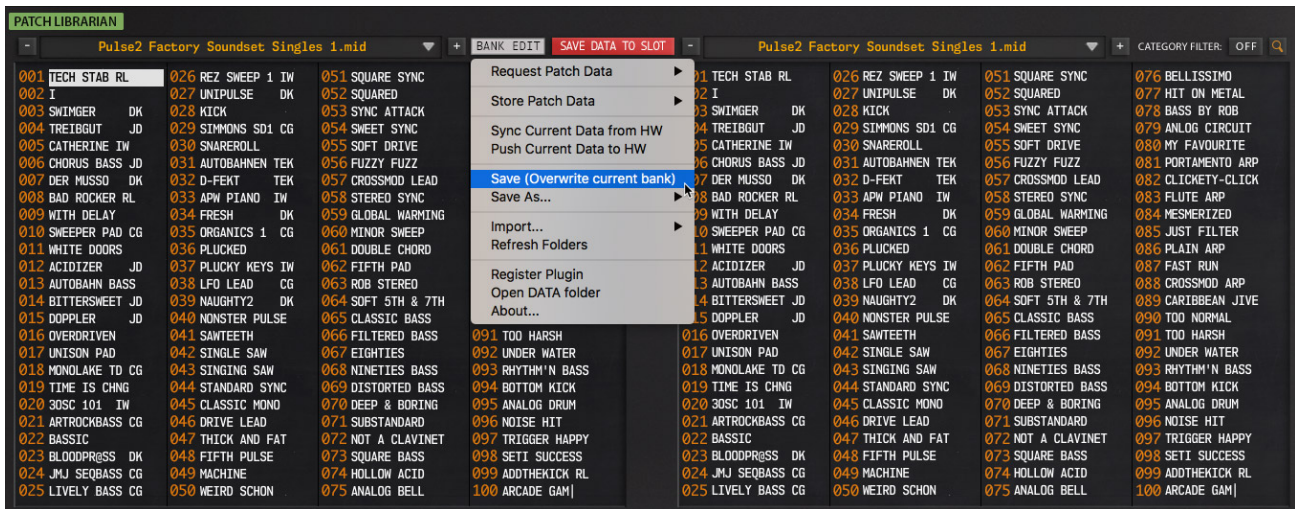
- This option will request the entire Patch and System settings from your Pulse 2 to the plug-in user interface. Acts like “SYNC DATA FROM HW” button.

Push Current Data to HW



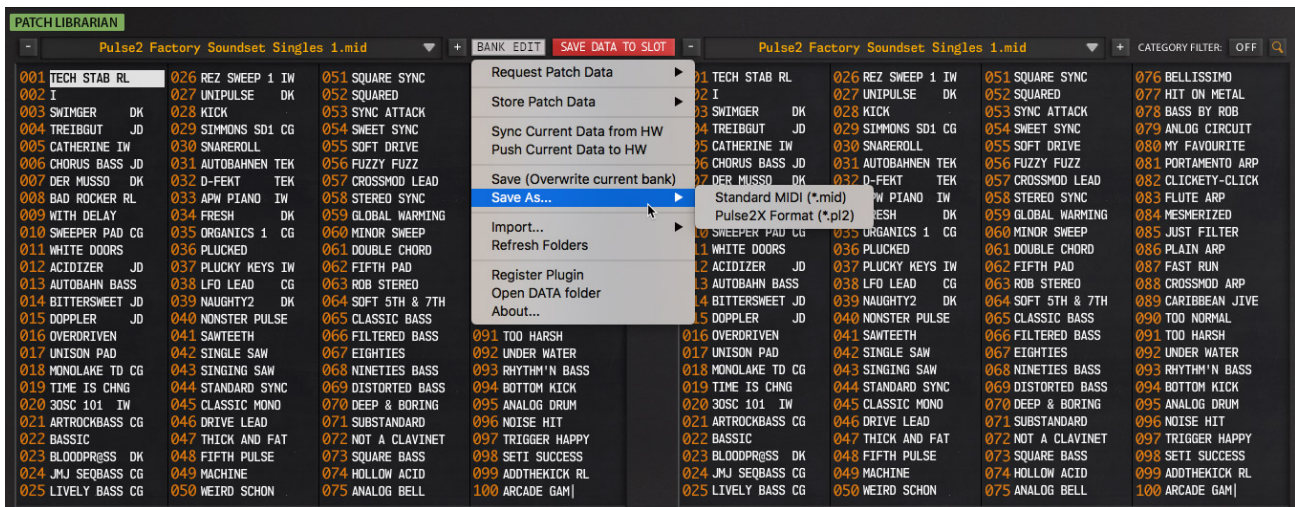
- This option will push your current plug-in user interface settings to the hardware temp memory. Acts like “PUSH DATA TO HW” button.

Save (Overwrite current bank)



- This option will overwrite your currently chosen bank in the Left Program View. In this case we would overwrite “Pulse2 Factory Soundset Singles 1.mid” permanently!

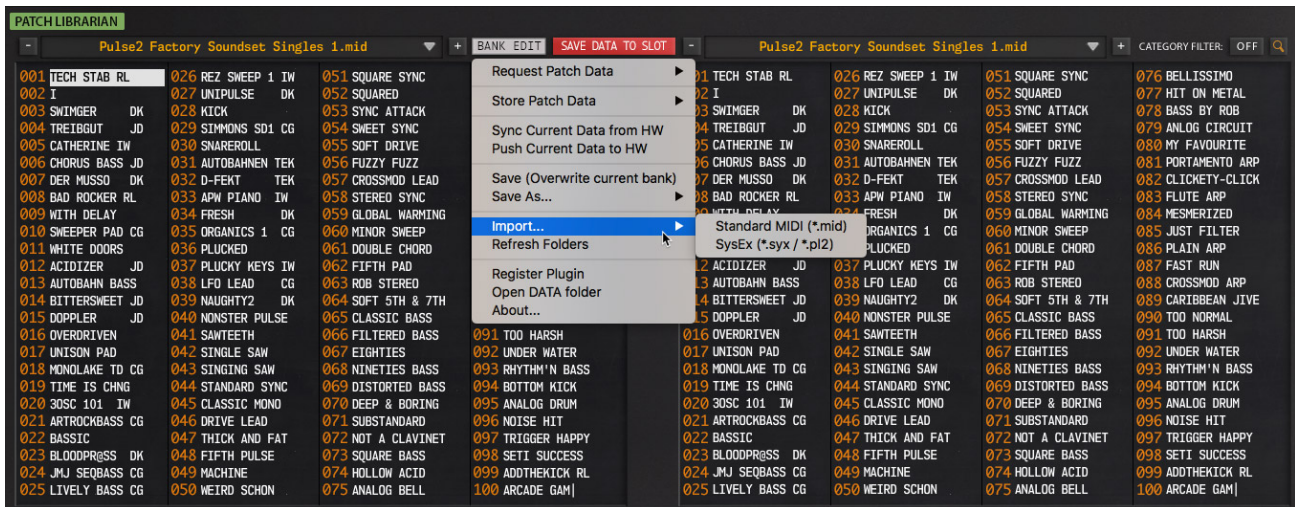
Save As...



- Standard MIDI (*.mid)
 - Writes the current left Patch Program bank as Standard MIDI (*.mid) file to your HDD.
- Pulse2X Format (*.pl2)
 - Writes the current left Patch Program bank as PL2 formatted (*.PL2) file to your HDD.

NOTE #1: In order to view the written bank, always store your banks to Patches folder / sub-folder in it.
 NOTE #2: You can choose the bank name after selected option is chosen. Keep the bank name simple!

Import...

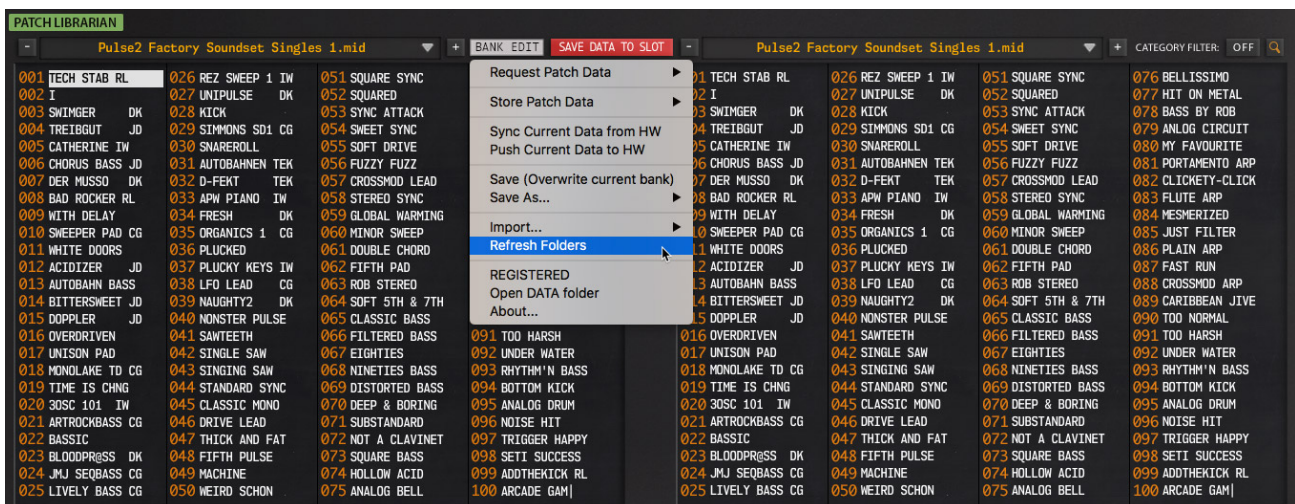


- Standard MIDI (*.mid)
 - Import Standard MIDI files to Librarian. See notes below!
- SysEx (*.syx / *.pl2)
 - Import System Exclusive / Pulse2X PL2 files to Librarian. See notes below!

NOTE #1: Librarian will only import data to librarian if the file contains Waldorf Pulse 2 formatted Patches.

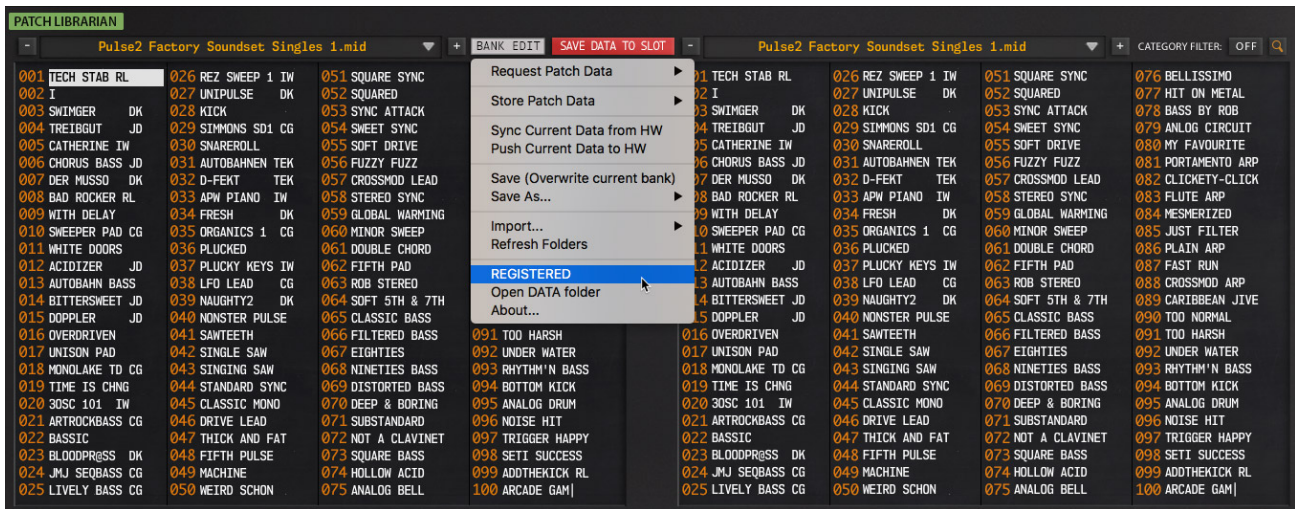
NOTE #2: Single Patch import is not currently supported.

Refresh Folders



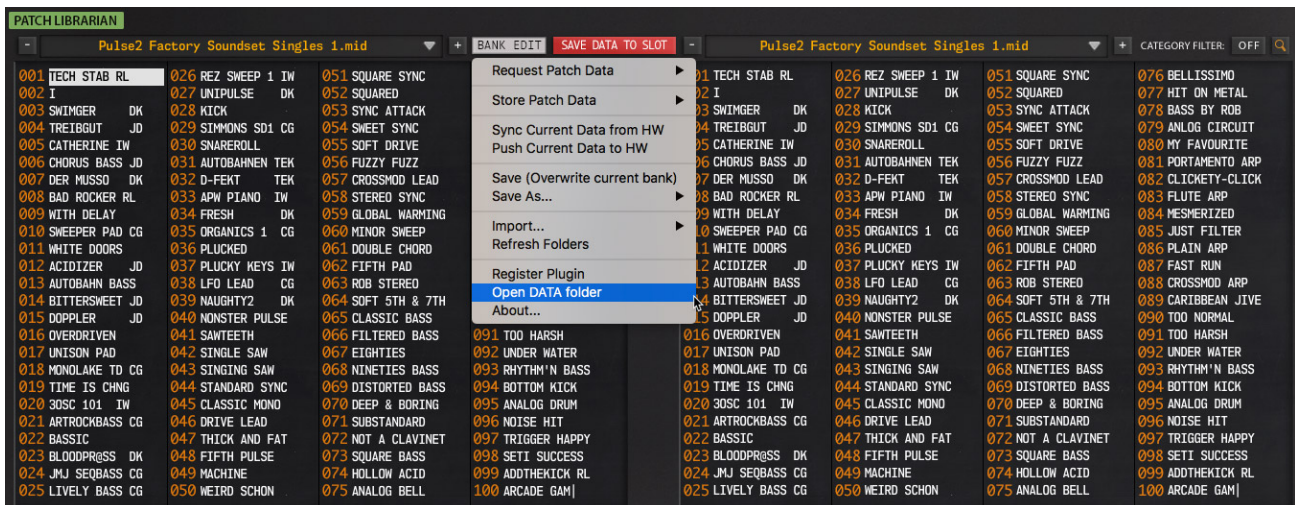
- If you have made changes to the Patches folder outside the plug-in, you can click Refresh Folders to reload the Patches folder content and rebuild the menu structures.

Register Plug-in... / REGISTERED



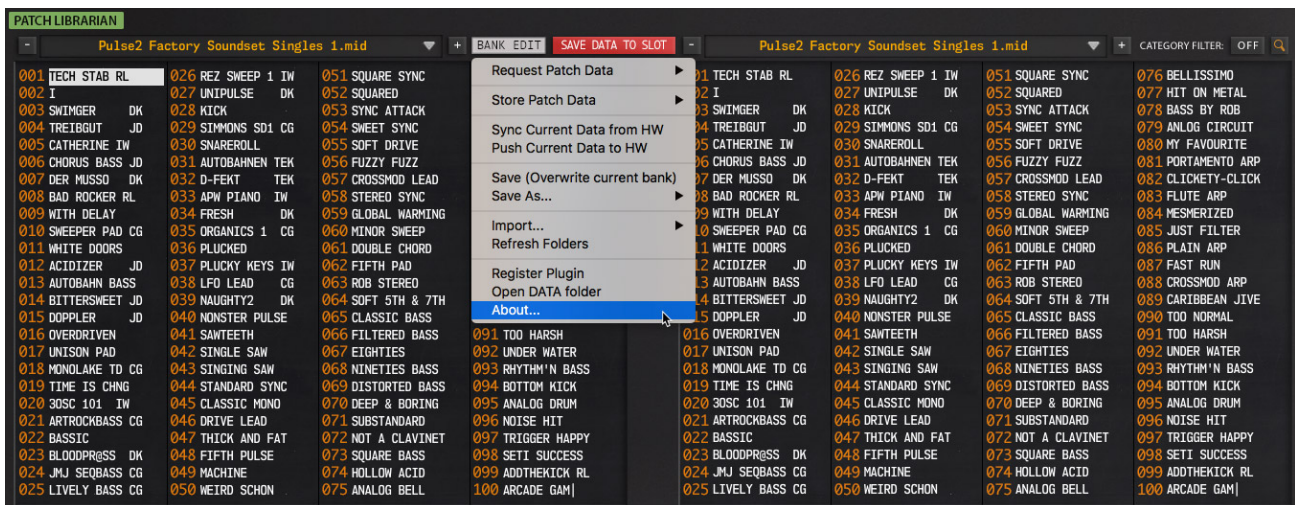
- If you installed FULL version of our plug-in, you must register the plug-in in order to make total recall work and to be able to write data to your synthesizer. A new dialog will open when Register Plug-in... is chosen so you can locate the license.key. Once you have selected your license.key and confirmed it, remove the plug-in from the instrument channel and reload it. Now the plug-in will indicate that the plug-in is REGISTERED. If not, head down to our support pages and contact support immediately!

Open Data Folder



- Open Data Folder will open the plug-in data folder based on your OS. If you run macOS, a different location is opened than with Windows. See data location notes earlier in the manual! This User Manual, Patches folder and license.key is located in the Data folder!

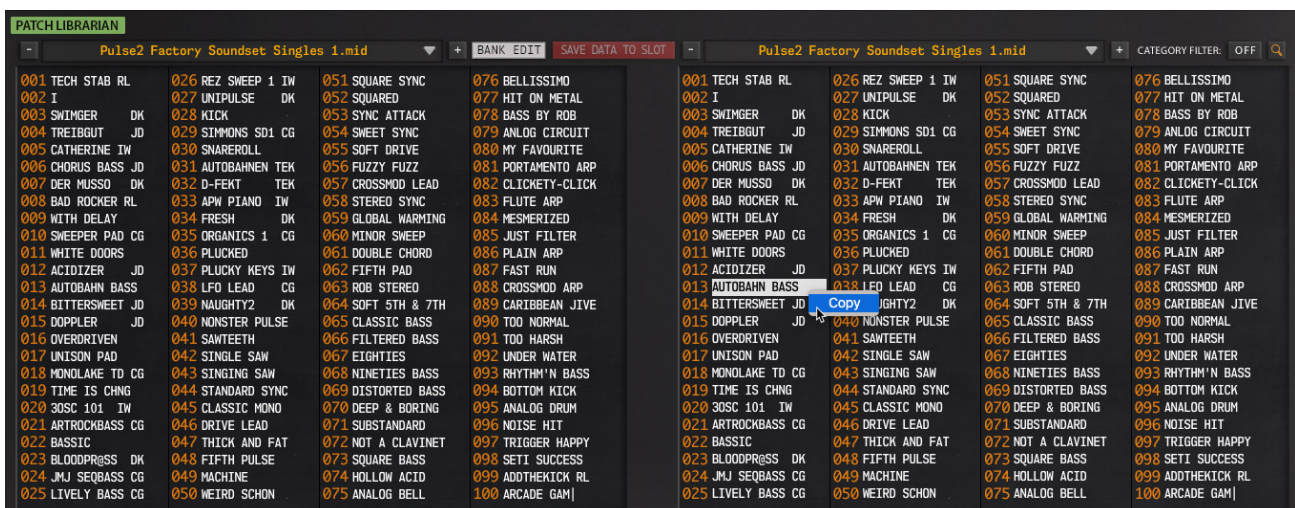
About...



- Opens About window. Click anywhere in the window to close it.

Right click Menu

In this section we are gonna go through how to use the right click menu functions in the librarian.



Copy & Paste

Use the right Patch program view to **copy** content to your plug-in clipboard. Menu will open up once you click right mouse button. You can not paste or otherwise manipulate data on the right view at all, it is one way operation.

To Paste data, click any of the program slots in left view and right click to choose operation, in this case Paste. See image below.



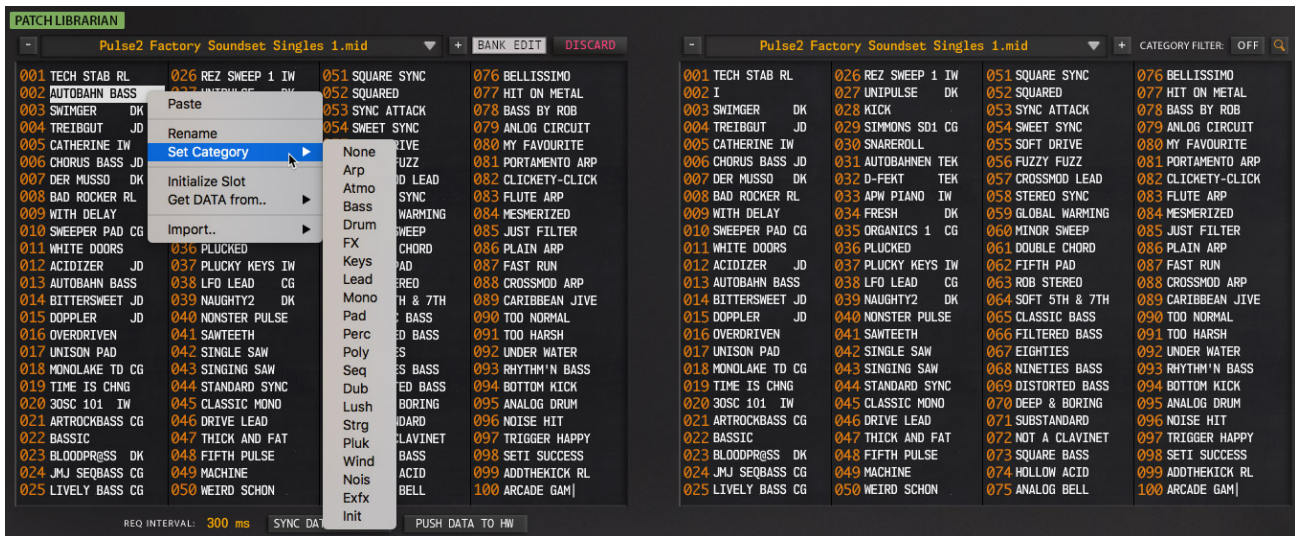
When Paste is chosen on slot 002 in left program view, it will Paste the copied clipboard data to that slot. You must then overwrite your bank or discard any changes if you don't wish to keep them. There is no UNDO!

Rename Patch



To rename a Patch in Librarian view, you must right click, choose **Rename** and a new window will appear where you can input your desired program name. Once new name is in, click enter to apply. If this is your first rename, then Discard button will lit up indicating that your bank has been modified. Overwrite your bank or Save As a new bank.

Set Category



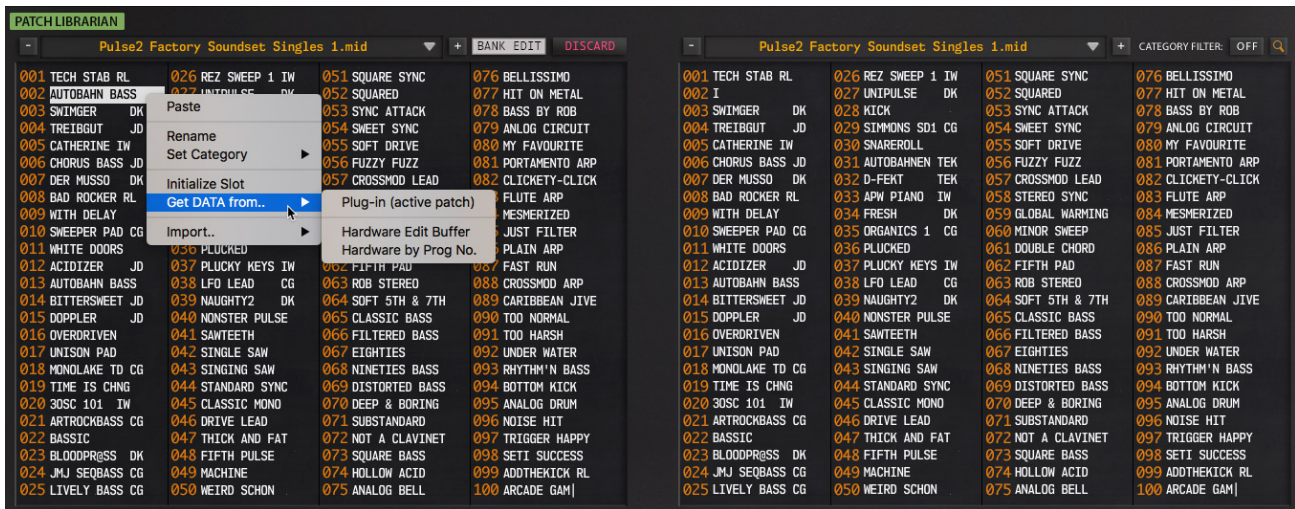
Set Category allows you to set a category for the currently selected patch with right click menu function. Again, discard button will be lit up indicating your bank has been modified. Continue with edits, overwrite or save bank as.

Initialize Slot



Initialize Slot will initialize the current librarian slot to "default" patch. You can then rename it if you wish or send it to your hardware with double clicking the item. Again, discard button will be lit up indicating your bank has been modified. Continue with edits, overwrite or save bank as.

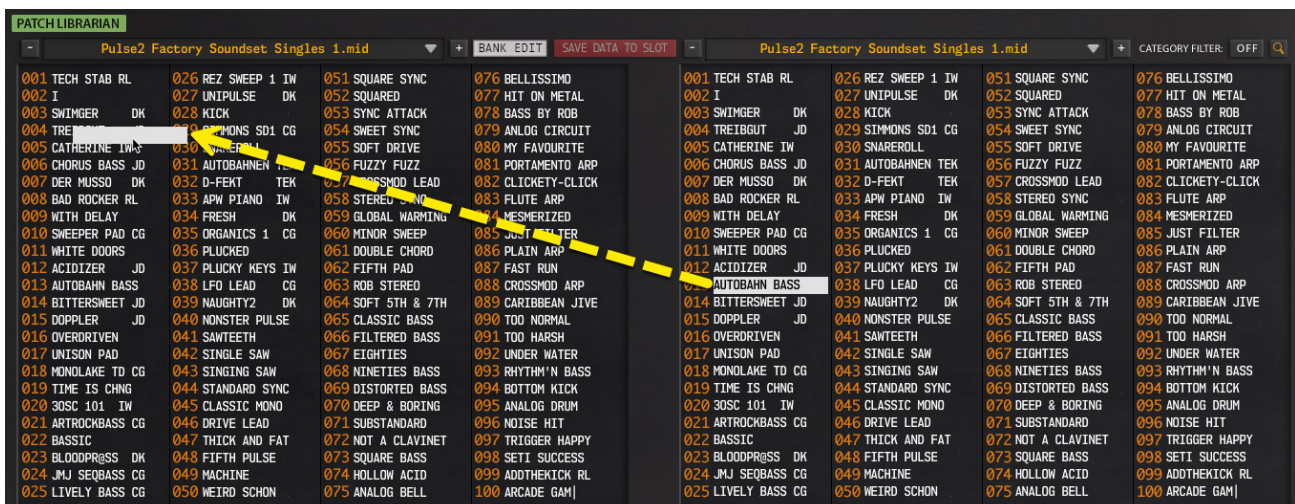
Get DATA from...



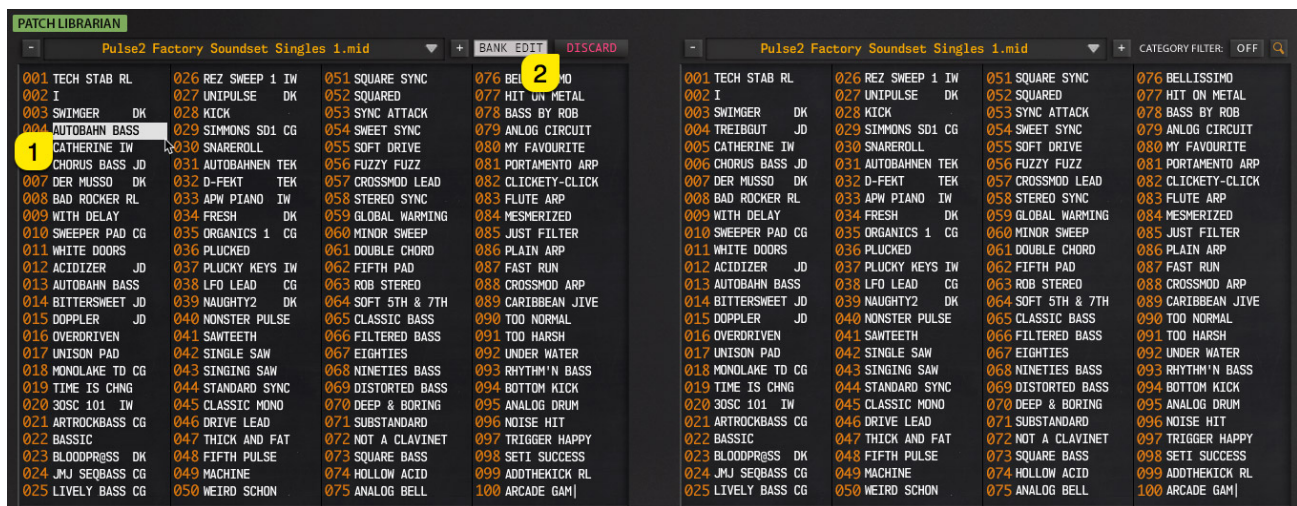
- **Plug-in (active patch)**
Requests active Patch from plug-in user interface to selected librarian slot
- **Hardware Edit Buffer**
Requests active Patch from Pulse 2 Edit buffer to selected librarian slot
- **Hardware by Prog No.**
Requests Patch from Pulse 2 memory location determined by the slot number.

Drag'n'Drop

To copy & paste data faster than using the right click menu, you can also drag'n'drop patches in the librarian view. See image below where I am dragging AUTOBAHN BASS from right program view to left program view. While dragging is ongoing, you will see the light gray box indicating where your mouse is positioned. Once you let go, it will place the selected data to that location.



Once drag'n'drop is done, you can see how AUTOBAHN BASS is now on left program view slot 004 [1] and Discard [2] button is lit to indicate that you have unsaved changes in your bank.



Note #1: Patches can be dragged **only** from **RIGHT** list to **LEFT** list. No limitations in location, just the fact that dragging works from Right to Left.

Note #2: You can change patch bank in **RIGHT** list as you go along with your bank customization.

Note #3: After drag and drop is complete, **Discard** button will be lit up indicating that the current bank has been changed. Now you can **overwrite** or **save as** under a desired name.

You have some suggestions? Yes please!

We are always open for new suggestions and ideas regarding to our products, so please, by all means send your suggestions to us.

Head down to our forums (links below) and drop your idea in, we will have a look at it and let you know if it can be done.

Thank you.

Troubleshooting

This is most likely the first place where you come up. Well, we have some great news for you in this order:

1. Read this manual, and
2. Read this manual again!

Now if you still have trouble with your Pulse 2 and the plug-in, it is time to check out the possible solutions.

I can't get my Pulse 2 to function with the plug-in!

- Check your audio cables and make sure they are connected as required.
 - Audio outputs from Pulse 2 to your soundcard inputs.
 - Activate monitoring / recording to your audio channel to hear sound.
- Check your MIDI cables and make sure they are connected as required.
 - MIDI out from Pulse 2 has to be connected to your MIDI interface input terminal.
 - MIDI in at your Pulse 2 has to be connected to your MIDI interface output terminal.
- Make sure your license is valid. Plug-in displays "REGISTERED" when the license is ok.

Plug-in crashes my DAW when I'm trying to save bank data!

- Make sure your patches folder exists and that you have rights to write to it.

If you still can't get your Pulse 2 to make the "handshake" with the plug-in, you can open a Support Thread at our support site. The best way for us to solve your problem is when you send us a little video of what you try to achieve and how you try to do it. Send us a private youtube link in the thread or upload a video in our service.

If you have validation errors, we hope you will open a thread with the crash log and full specs of your current system. This way it's much easier and faster for us to solve your issue.

TIP #4: Always keep your account up to date with your name, email and address details – otherwise the license generation will not work! So, fill in ALL your details before contacting us.

Our support is open 24/7 and we intend to reply on all support threads within 48 hours.

Support portal + FAQ : <https://help.mysteryislands-music.com/>

Login to your account: <https://www.mysteryislands-music.com/my-account/>

Plug-in updates: <https://www.mysteryislands-music.com/downloads/>

Subscribe to your mailing list in order to get the latest update news, new product announcements, special customer offers and some tips every now and then.

If you want us to make cool plug-ins more, read the manual for the third time and let us focus on what we do the best: Develop more control plug-ins for hardware synthesizers.

Final Words

We would like to thank you all for your support prior to the development of this plug-in. We hope you will enjoy the advantages this plug-in brings to your everyday production workflow and we hope that you will purchase the full license to our plug-in from our own store.

Development of this plug-in has taken a lot of time, including over 70 000 lines of deep C++ coding, thousands of cups of coffee and endless hours with the graphical user interface.

Coding: Jani Kervinen
Graphics: Jani Kervinen
Patches: Jani Kervinen
Manual: Jani Kervinen

More to come, stay safe and make some music!

<https://www.mysteryislands-music.com>



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