

# entity midi editor v1.01



## USER GUIDE

# Introduction

Entity Midi Editor is a free VST based control surface for remote NRPN editing of Tony Hardie Bicks 'Entity' synthesizer for Chameleon. The editor gives access to all 1481 parameters within Entity for quick and easy control. The editor uses NRPN control to achieve a higher resolution than possible with standard midi control change. All synth parameter controls except 'stack' & 'poly' have a mouse down function to give instant access to the 16 available modulation sources. Editing the Entity just got a whole lot easier!

# Installation

- Extract 'entity\_editor.rar' to your VST plugins folder.
- Load your VST host and select 'entity\_editor' in an empty FX-insert or instrument slot.
- Select a midi track and assign input as 'entity\_editor' and output to your Chameleon.
- Make sure you have the 'Entity' soundskin loaded on the Chameleon or it might not work too well :-)
- Also check that Entity is set to receive NRPN messages within it's configuration section.
- Have fun !!

# Credits

Entity Midi Editor has been designed and created by [www.pixelbites.com](http://www.pixelbites.com) using Synthedit. Thanks must go to Jeff McClintock, Dave Haupt and Kelly Lynch who have all contributed to making this possible. Special Thanks also to Tony Hardie Bick for his technical support.