

# DP Editor

an Ensoniq DP series effects editor / librarian

## User Documentation

v1.11

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## Overview & History

The Ensoniq DP series of effects has garnered legendary status over the years for its powerful algorithms, overall sound and very flexible routing capabilities. But this last aspect has always proved difficult for some to visualize, in terms of understanding overall signal flow from inputs, through the various effects units, and on to the outputs. This was masterfully tackled by an application from the late 1990's called **DP/4 Editor**, written by Rob Martin for Surgical Software. Sadly, that application was written for Macintosh OS 9, making it not too helpful for most current studio environments.

I decided to adopt several of the concepts from that original application for the DP/4, as well as expand its coverage to the broader DP series, to include the **DP/2, DP/4 and DP/4+**, all within a single application. In addition, I've embedded all of the effect algorithm and parameter descriptions and graphics from the fantastic Ensoniq documentation right within the application, to enable better understanding of each parameter's role in getting all those fantastic sounds from these devices. I hope it helps to enhance your use of these incredible machines!

Most of the screenshots in this documentation are from the DP/4 model, but the concepts and interface will correspond very well with the other models; when important differences exist (especially for the DP/2), they will be noted.

## System Requirements



### Macintosh

- Intel: OS X 10.11.6 or later
- Silicon: OS X 11.0 or later (runs natively on Apple Silicon)



### Windows

- Windows 8 or later (64 bit only)

It is highly recommended that you use the **latest version of the firmware** available for your DP device. There were problems with some of the earlier versions in terms of remote control via SysEx, and so **I can only assure correct operation together with DP Editor if you are using the latest versions**. These are:

- DP/2: v1.02
- DP/4: v1.15
- DP/4+: v2.05

You will obviously also need a **MIDI interface** to connect your computer to your DP hardware. **This MIDI interface must be capable of reliable, bi-directional SysEx data transmission to your unit**. Many cheap “cable” USB interfaces (MIDI DIN plug on one end, and USB plug on the other, with a “block” in the middle) are often **not** capable of this – check its SysEx capabilities with another app if in doubt!

## Installation

**Editors change things!! Back up your DP device if you have anything on it you might want to restore at a later date!**



### Macintosh

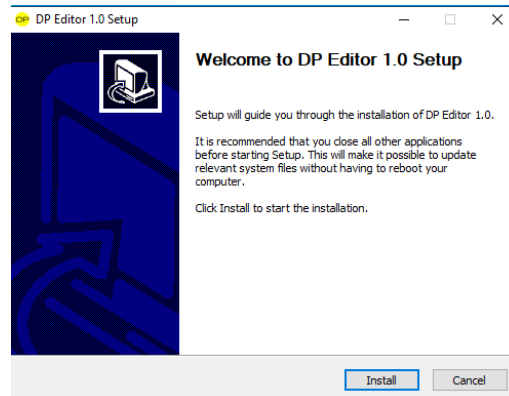
The Macintosh version is supplied as a Macintosh disk image file (.dmg). Just double click the downloaded file, and you will see a new window appear on your desktop. Drag the DP Editor application icon to the Applications window icon that you see – this will install the application on your computer:

After the file has copied, you can unmount the disk image, and delete the .dmg file (or keep it somewhere safe if you'd like, for future installations).



### Windows

The Windows version is supplied as a compressed .zip file. Unzip the file, and you will be left with a file called DP Editor Installer.exe. Double click this file to run the installer, agree to let the app make “changes to your device,” and then follow the installer instructions:



After installation, you will find a shortcut available to launch the DP Editor application in the Windows Start menu and on the Desktop.

## Uninstallation



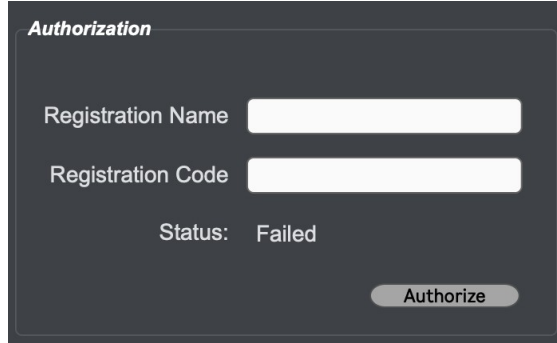
Macintosh – Just drag the DP Editor application out of the Applications folder to the Trash.



Windows – Use either the Windows Add/Remove Programs control panel to remove the application, or use the Uninstall shortcut in the Windows Start menu.

## Authorization & Initial Setup

You'll need to authorize DP Editor before being able to use it. Start the application and you'll find yourself at the About & Authorization screen:



Enter your Registration Name and Registration Code, and then click the Authorize button. Be careful, cApiTaliZation MaTTeRs! If successful, the Status field will change to “Registered”, and you will see a “Use the App!” button, which when clicked will allow you to begin to use the software. If not successful, you will be left at the Authorization screen to try again.

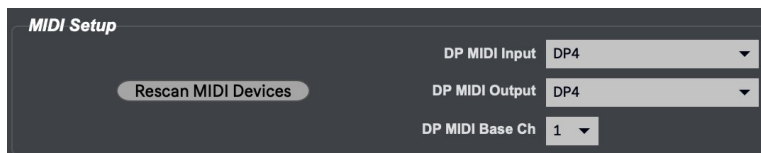
To verify your authorization status, or to remind yourself of your Registration Name and Code, you can select the About DP Editor menu item to be brought back to the About & Authorization screen at any time. You can also click the DP Editor logo text in the upper left of the app to do the same thing.

Upon successful first authorization, you'll be placed on the Settings tab, where you must set up MIDI communication with your DP Editor. **For DP Editor to work properly, you must enable the application to both send and receive MIDI to/from the DP Editor.** So be sure to select the MIDI device that corresponds to your DP device in **both** the Input and Output drop down menus in the MIDI Setup section. Finally, be sure that that DP MIDI **Base Channel** is set appropriately. These settings are automatically saved so you'll only need to set them this initial time. You can safely ignore the other MIDI settings for now.

Next, be sure that your DP device is powered on, and double check to be sure that the **SysEx Receive parameter** (System / MIDI parameter #51) is enabled, and set the **MIDI SysEx ID** to 1 (System / MIDI parameter #50). Additionally, you will likely want to disable **Preset Memory Protect** (System / MIDI parameter #52).

Finally, click the “Detect DP and Get System Parameters” button back in the DP Editor. If successful, you'll see the grey overlay disappear revealing the DP's System parameters.

**You're now ready to go! Click one of the other tabs to start working with DP Editor.**



## Usage

### ***Introduction and Important General Principles***

**Editors change things!! Back up your DP device if you have anything on it you might want to restore at a later time!**

Most of what you will likely be using the DP Editor for will have no impact on your DP's RAM presets, as most algorithm parameter changes are stored temporarily in the DP's edit buffer until you explicitly choose to save them. That said, there are some specific situations in which the DP Editor application **does** need to write to a RAM preset. **The DP Editor “takes over” one of your DP's RAM preset locations (#49 on the DP/4 and 4+; #49 Bank 1 on the DP/2), and writes to it in those situations.** Those are:

- Selecting a new algorithm for a unit.
- Changing the number of sources for the Config you are editing.
- Dragging any kind of RAM or ROM preset onto the Config Editor.

Additionally, the DP Editor will write to a specific RAM preset (or all of them) when you click one of the Send to DP buttons in the Presets section.

In each of these situations, the DP Editor will place a grey overlay in front of the user interface, preventing any further interaction with the software while the operation is performed.

## System / Setup

This tab allows you to view and adjust DP Editor's MIDI setup, edit the DP's various System parameters, set the Application Size, and specify whether the application should always be “on top” of other applications. Some of the details surrounding the initial MIDI setup were covered in the prior section, Authorization & Initial Setup. The rest of the details follow below:

### MIDI Setup

This section allows for MIDI set up to establish bi-directional communication with the DP device to edit and preview its parameters. See the Authorization & Initial Setup section above for more details.

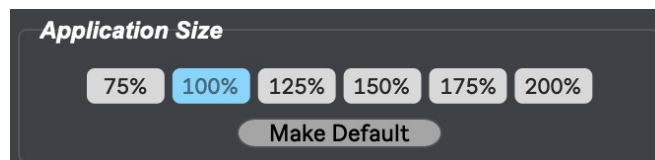
In addition to specifying the DP MIDI Input, Output and Base Channel as outlined in that section, you can additionally choose a device from which MIDI Clock Input is sent to your DP device. This can be helpful if developing effects that include time-sync'd parameters. A value does NOT need to be set for this dropdown; leaving it in its default “---” state is fine.

Finally, if MIDI SysEx transmission is not reliable from the application to your DP device, you can try to adjust the speed of MIDI transmission using the MIDI Transmit Speed dropdown. By default, it is set to the “Regular” speed, but you can try the slower options if you encounter trouble. The vast majority of users will be fine using the Regular choice.

If you made changes to your MIDI environment after you've started DP Editor, you can press the Rescan MIDI Devices button to update the app. You'll need to respecify all the MIDI settings in the drop down menus if so.

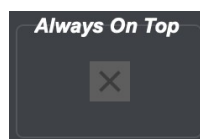
### Application Size

MC-2oh2 Hack allows you to scale the application window smaller or larger depending on your screen resolution and personal preference. If you select a size that it is too large for your current display, you will be shown an alert instead. You can set your preference as the default by pressing the Make Default button – each time the application is started subsequently, it will open at that size:



### Always On Top

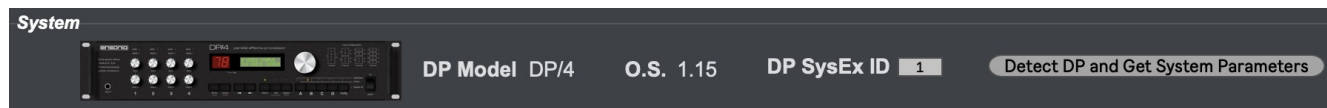
DP Editor allows you to set a preference to always be the topmost application on your screen. Simply check the box, and each time you start the application, it will always be the topmost window.





## System

The top of the System section will display a graphic and text representation of your specific type of DP device, as well as its currently loaded firmware operating system. Additionally, the master DP SysEx ID is displayed here. This value cannot be changed from within the editor, only on the DP itself.



If your DP device is not correctly detected (potentially because of changes to your studio's MIDI environment), the values above will not be shown, and you will see a grey overlay on top of the System settings. Confirm that your DP MIDI Input, Output and Channel settings are correct in the MIDI Setup section, and then click Detect DP and Get System Parameters to try again. If successful, you will see the grey overlay disappear.

It is important to note that if you are lucky enough to **have both a DP/4 or DP/4+, as well as a DP/2**, though the app will work great with all of them, **you will not be easily able to move back and forth between coverage of the 4 or 4+, and the 2**. The app will get confused with its preset storage, and will not work correctly. If you find yourself in this situation, please contact us and we will walk you through the steps necessary to move back and forth between DP/4 or DP/4+ models, and the DP/2.

If you have both a DP/4 and a DP/4+, you should be able to move back and forth between them; the only thing to note is that presets that use DP/4+ specific algorithms will not work correctly with the DP/4.

The DP devices include many System-level settings that affect how it works. These are divided into several categories, which are configurable in this section under their respective tabs:

### Units

Each unit can be configured to respond to channel-specific MIDI information, including program changes, volume information, and bypass control. Please refer to your DP device's manual for details.

It is important to note that the bypass/kill toggle seen on the Config Editor for each Unit will only work if the Bypass Controller is set to numeric values (0-127) for that Unit.

Please also note that because of a limitation in the DP's external SysEx control, you cannot set the Bypass Controller for a Unit or Config via the dropdown menu in this section; you must do so on the DP itself. The parameter in the editor will correctly show the “Turned Off” or “Unassigned” setting if so, but it cannot be set directly from the editor itself.

### Controllers

All of the DP's global controller settings can be specified here, including the master Controller channel as well as on/off switch, in addition to 8 system controllers. Each DP algorithm allows for any of its parameters to be modulated by these controllers. You can also specify how your DP's foot switch jacks function here.

### Global

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There are a large number of additional global settings for the DP that can be specified here. Of note, the SysEx Reception parameter is a read-only value; it can only be set from the DP device itself (otherwise the software could not communicate with it any more!). The Show 100 Configs and Use Alternate ROM parameters will affect what and how the ROM values are displayed in the Presets section. Please refer to your DP documentation for all other values and what they do.

### Songs

This section has not yet been implemented, primarily because I'm not certain that it's widely used anyway! If that's an incorrect assumption, please let me know!

## **Presets / Config**

This part of the application allows you to see all of the DP's ROM and RAM presets, as well as allows for editing of its currently loaded Configuration (Config). You can see each of the DP's preset types by choosing the appropriate value from the tabs in the center of the screen: 1U, 2U, 4U and Config.

### **Presets**

Get from DP: When you first start the application, you will only see presets loaded into the ROM section on the right; this is because you have not yet retrieved the RAM presets from your DP. To do so, simply click one of the Get from DP buttons; Preset retrieves the currently selected RAM preset, Bank retrieves all presets from the currently selected Preset type tab (1U, 2U, 4U or Config), and All retrieves all presets for all preset types. When you have clicked one of these buttons, you will see a grey overlay on the application preventing any interaction, and a progress wheel displaying status of the download. Once complete, the grey overlay will be removed, and the DP's RAM preset(s) will be displayed.

It's important to understand that the RAM presets in your DP are not kept in constant sync with the Editor, so if you choose to make an edit to a RAM preset directly on the DP itself, know that you will need to “refresh” the RAM preset(s) in the Editor to update them. It's for this reason that I usually recommend just using the Editor to make your changes, and then sending them to the DP once saved. That way the two will always be synchronized.

Send to DP: As you might expect, the Send to DP buttons allow you to send the currently selected preset (Preset), all presets within the current Bank (Bank) or all presets (All) from the Editor to your DP. When you press one of these buttons, you will see a grey overlay on the application, preventing any interaction, until the send is complete.

Note that when sending individual Presets (as opposed to a Bank or All Presets) to the DP, your DP must be set to a compatible Configuration, and also be in that Preset's mode. For example, sending a 2U preset to the DP while its Config is currently set for 1U presets will result in an error message. And if the DP Config's is set for 1U presets but it is not in 1U preset selection mode, sending a 1U preset will again result in an error.

Disk - Load / Save Bundle: “Bundles” are a DP Editor-specific term, that is used to represent all of the DPs presets together (1U, 2U, 4U and Config). These bundles can be saved to and loaded from your computer's disk, and can be manipulated in the Bundle Editor part of the application. See that part of the documentation for more details.

ROM section: If you have the Show 100 Configs parameter disabled in the DP's System Global settings (DP/4 only), you will note that only the first 12 ROM parameters can be used, and that a dark grey overlay hides the additional parameters. Similarly, if you have the Use Alternate ROM parameter enabled in the System Global settings, you will see the Alternate ROM presets shown in this section. The following example shows what the window looks like with Show 100 Configs OFF, and Use Alternate ROM ON:

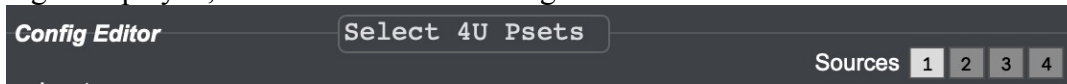
MonoInVocalSetup	Keybds	Vocals	Bas Kys	Guitar	Inverse	NonLin	DDL Plt	Flanger
StereoVocalSetup	Strings	Brass	Rml Rm2	Hall	Ducker	Harmoniz	Box Room	LongDDL
Rock Gtr Setup	Guitar	Bass	DDL Plt	VoxVerb	De-essed	DDL&Rev	Albumizer	EQs
Stereo In Keybds	Drums	Bass	Cho Taps	LushVox	Kik Snr	RevDDL	4 Mono	Reverbs
PitchSwept Chain	Bloom	Room	Pan Phs	Harmoniz	Kik Snr	Percus	The Jitters	
Lead Vox	BG Vox	Kik Snr	Toms	LeadGtr	Vocals	Brs Bels	VocalFX	The Pad Maker
Drums	Vocals	Kik Snr	Cymbals	CleanGtr	Vocals	DDL Plt	Guitar	Arpeggios
Kik&Snr	Toms	Kik Snr	Vocals	E.Piano	VocalFX	Flg Slap	Phaser	Final Frontier
Drums	Keys	Drms Bs	Keybds	Fretles	SoftPad	Phase Hrmo	Vrb	Outness
Horns	Vocals	Bas Voc	Keybds	HornRev	Vocals	Comp EQ	VocalFX	Lunar Self-Gen

50 - 59      60 - 69      70 - 79      80 - 89      90 - 99  
Alt ROM

## Config Editor

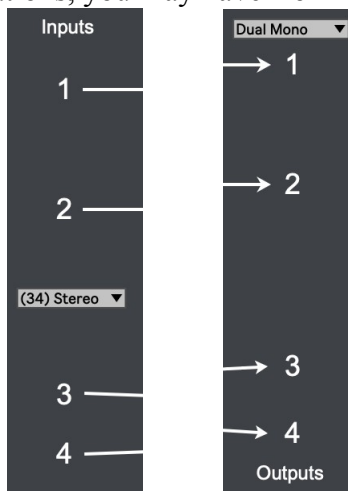
The DP's currently loaded Config is displayed in this part of the Editor, and it allows for a great degree of manipulation of its structure and contents.

The most recently loaded Config preset Name is displayed adjacent to the Config Editor label, in the top left part of this section. In the top center is the Sources selector, where the number of Sources set in the Config is displayed, and where it can be changed:



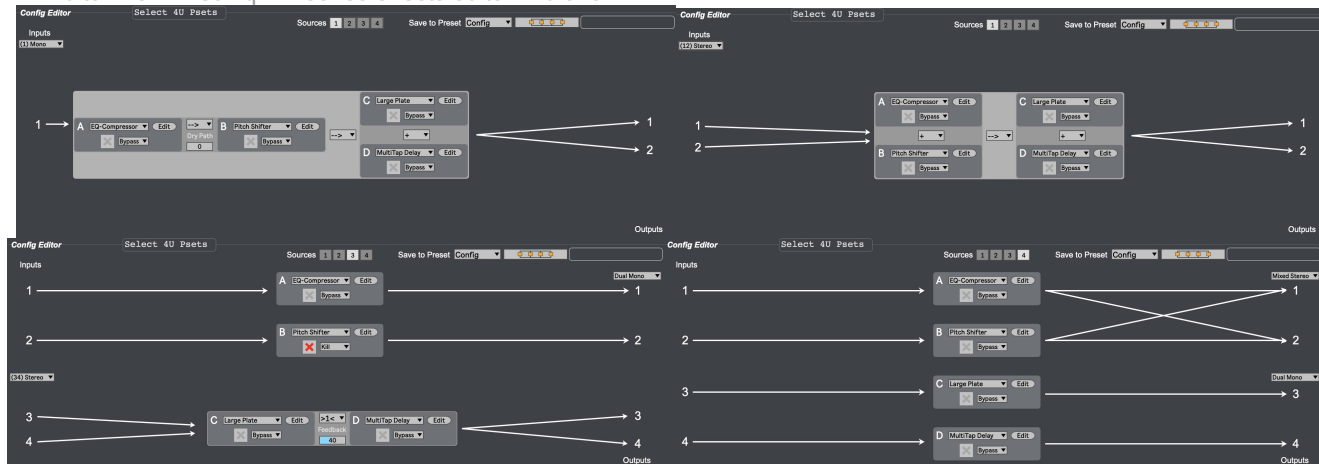
Note that **changing the number of Sources will result in the entire Config being sent to RAM preset #49 (Bank 1 preset #49 on the DP/2)**, as mentioned above in the **Introduction and Important General Principles** section.

The Config Editor area displays the physical Inputs to the DP device on the left, and the physical Outputs on the right. Depending on which DP device you are working with, and also on the number of Sources and other parameter specifications, you may have from 1 to 4 of each displayed.

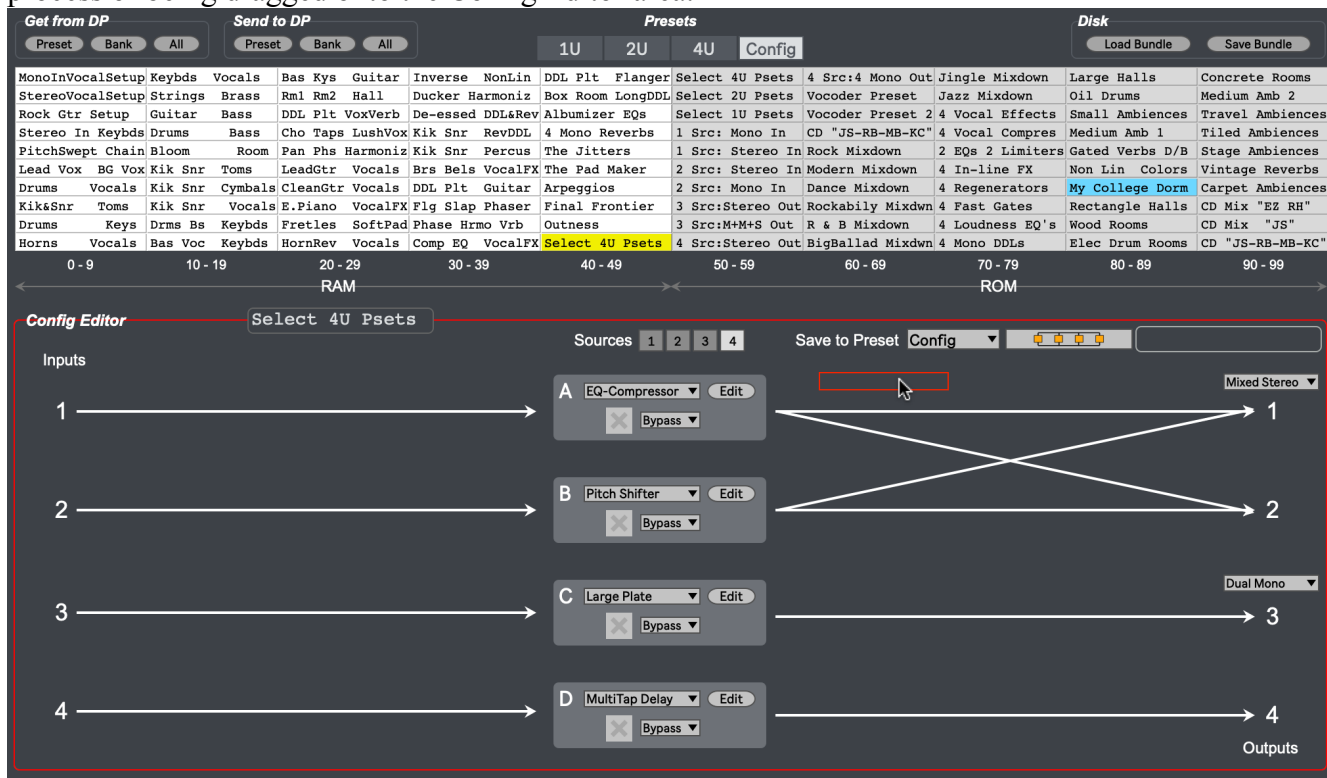


Each of the effect Units is displayed in the central part of the Config Editor area. Depending on the Config settings, the location of each Unit may vary, and various routing parameters may or may not be visible. The Config area *adapts* itself to the currently selected Config and its parameters and the number of Sources, showing the signal flow visually from inputs to outputs. **This is one of the most important features of the Editor!** See some visual examples below:

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To load a Config preset from either ROM or RAM, select the Config type in the Preset section above, and then simply drag the desired preset down to the Config Editor area. When you see the entire area outlined in red, you can simply drop it the preset, which will then send that Config to RAM preset #49 (Bank 1 preset #49 on the DP/2) (as mentioned in the **Introduction and Important General Principles** section above). In the example below, the ROM Config preset “My College Dorm” is in the process of being dragged onto the Config Editor area:



Similarly for the other Preset types (1U, 2U, 4U), when you drag the preset from either the ROM or RAM area, the appropriate part of the Config editor area will highlight. So when dragging a 1U preset, note how one of the 4 available Units is outlined in red, or for a 2U preset, one of the 2 available 2-Unit groupings. Remember that each time a preset of *any* type is dragged to the Config Editor area, the Editor will send the entire Config to RAM preset #49 (as mentioned in the **Introduction and**

Important General Principles section above):

The image displays two screenshots of the DP Editor's Config Editor interface. Both screenshots show a routing diagram with four input channels (1-4) and four processing units (A, B, C, D). The top screenshot shows Unit B (Pitch Shifter) highlighted with a red box. The bottom screenshot shows Unit C (Large Plate) with a feedback parameter of 40 highlighted with a red box. The interface includes a Presets table at the top, a RAM/ROM indicator, and various control buttons like 'Bypass' and 'Edit' for each unit.

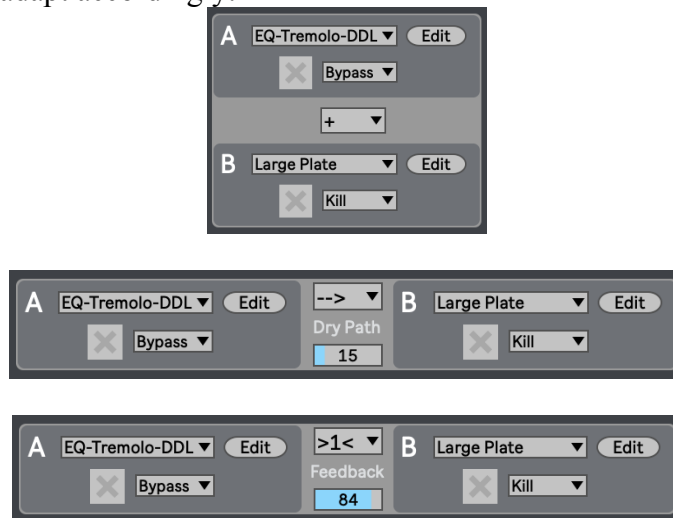
For each Unit, you can change its selected algorithm as well as its bypass or kill status directly from the Config Editor section. You can also launch its full Editor directly from here – more information about the algorithm Editors is in the Algorithms section below. Remember that changing a Unit's algorithm will result in the full Config being sent to RAM Config Preset #49, as mentioned in the **Introduction**

and Important General Principles section above:



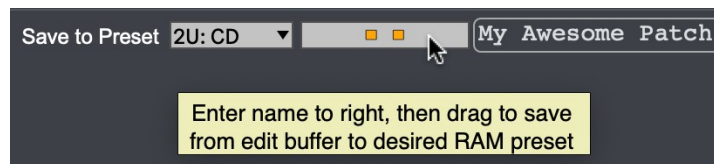
Note that the DP devices have a bug in which the bypass/kill status occasionally needs to be toggled once or twice for the DP device to react correctly. In addition, this bypass/kill toggle will only work if the Bypass Controller values are set to numeric values (0-127) for that Unit, on the Units tab of the System section.

When working with a number of Sources that allows for Units to be grouped, you will see controls allowing you to specify either serial or parallel signal flow, and when in one of the serial modes, what the value of the Dry Path or Feedback parameters are. Again, depending on your choices, the visual display of the Units will adapt accordingly:



Finally, the Save to Preset portion of the Config Editor allows you to extract aspects of the currently loaded Config buffer, and to save them as RAM presets within the Editor (and then if you choose, to send them from there to RAM presets on the DP itself as well).

To do so, first decide what aspect of the current Config you'd like to save: the full Config, just a single Unit, or perhaps groupings of Units. This selection can be made in the dropdown menu immediately to the right of the Save to Preset label. You will see the graphic box to the right adjust to reflect your choice, and the selected Presets in the RAM area above will also adjust to the selected preset type as well. Type a desired RAM preset name in the box to the right, and then drag the graphic up to your desired RAM location:



From there, if you'd like to send that RAM preset on to the DP itself, simply select the preset in the RAM section, and then press the "Preset" button in the Send to DP section.

If using a DP/2, note that you will see an additional set of tabs allowing you to specify either Bank 1 or Bank 2 for each preset type (1U, 2U and Config):

<i>Presets</i>			<i>Bank</i>	
	1U	2U	1	2
Bass	Cymbal Phaser	1 Src: Mono In	Warm and Fuzzy	Dark
s Bass	Tapeflange Verb	1 Src: Stereo In	Wonderful Space	Jazz



## Algorithms

The Algorithms section of the DP Editor allows you to tweak virtually every parameter of each Unit with your DP. Simply select the desired Unit at the top of the screen (A,B,C,D in cases of the DP/4 and DP/4+).

You will see the Unit's currently selected Algorithm selected in the topmost dropdown menu, and then all of that algorithm's parameters outlined below. You can adjust all of these parameters in realtime, hearing their effect immediately.

The screenshot displays the 'Small Room Rev' algorithm interface. At the top, there are tabs for units A, B, C, and D, along with a 'Pop Out' button. The selected unit is 'Small Room Rev'. Below this, there are two columns of parameters, each with an info icon (i) and a slider control:

- Mix: 50
- Volume: 99
- Room Decay: 0.78 Sec
- Room PreDelay Time: 5
- Room LF DecayTime: 6
- Room HF Damping: 73
- Room HF Bandwidth: 64
- Room Diffusion1: 70
- Room Diffusion2: 76
- Room Decay Definition: 26
- Room Detune Rate: 16
- Room Detune Depth: 14
- Room Primary Send: 99
- Room Ref 1 Time: 8
- Room Ref 1 Level: 7
- Room Ref 1 Send: 38
- Room Ref 2 Time: 11
- Room Ref 2 Level: 7
- Room Ref 2 Send: 23
- Position Balance (1): 45
- Position Balance (2): -39
- Position Balance (3): 21

On the left side, there is a signal flow diagram for the 'Small Room Rev' algorithm. It shows two input channels, 'Left' and 'Right', each passing through an 'LPF' (Low Pass Filter) and a 'Diffuser'. The signals then enter 'Echo Time' blocks, which feed into 'Definition (Decay Diffuser)' blocks. The outputs of these blocks are summed and sent to 'Main Outputs' labeled 'L' and 'R'.

Additionally, if you would like to see the parameters for multiple effects Units at one time, you can “pop out” a Unit's window, allowing you to see (and tweak the parameters of) multiple Units side by side:

The screenshot shows two 'pop out' windows side-by-side. The left window is for 'Unit A' and the right window is for 'Unit B'. Both windows display the same parameter list as the main interface, but with a 'Modulation' section at the bottom. The 'Modulation' section includes a 'Mod1 Source' dropdown, a 'Mod2 Source' dropdown, and a 'Mod1 Destination Parameter' dropdown. Below these are four sliders for 'Mod1 Param Range Min', 'Mod1 Param Range Max', 'Mod2 Param Range Min', and 'Mod2 Param Range Max'.

The 'Unit A' window shows the 'Small Room Rev' algorithm with the following modulation parameters:

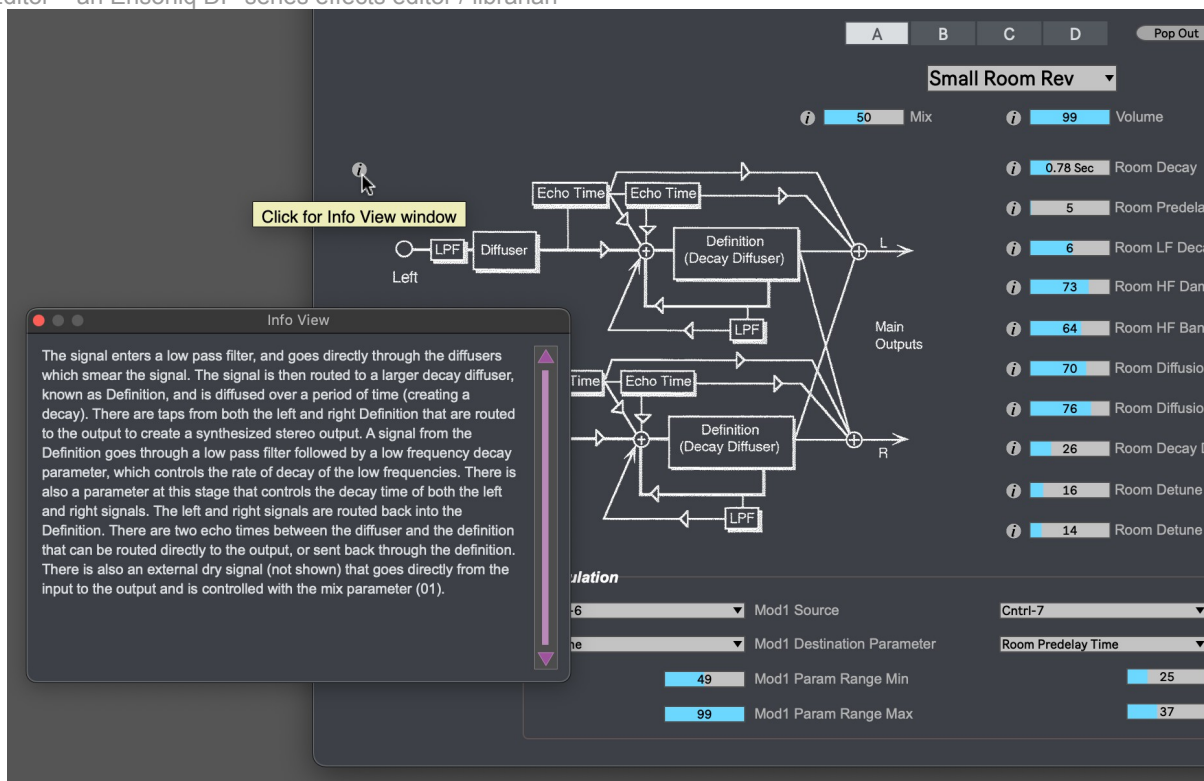
- Mod1 Source: [Dropdown]
- Mod2 Source: [Dropdown]
- Mod1 Destination Parameter: [Dropdown]
- Mod1 Param Range Min: 43
- Mod1 Param Range Max: 92
- Mod2 Destination Parameter: [Dropdown]
- Mod2 Param Range Min: 25
- Mod2 Param Range Max: 37

The 'Unit B' window shows the 'Pitch Shifter' algorithm with the following modulation parameters:

- Mod1 Source: [Dropdown]
- Mod2 Source: [Dropdown]
- Mod1 Destination Parameter: [Dropdown]
- Mod1 Param Range Min: 30
- Mod1 Param Range Max: 35
- Mod2 Destination Parameter: [Dropdown]
- Mod2 Param Range Min: 70
- Mod2 Param Range Max: 65

## Info View

If your DP device includes a graphic representation of the currently selected algorithm in its User's manual, it will be available in the Algorithm as well. Next to that graphic, and next to each parameter in the algorithm, you will note an info view icon (the letter “i”), which when clicked will reveal detailed info about the algorithm or parameter in the Info View window:



## Modulation

Virtually all Algorithms will include the ability to modulate its parameters using two separate modulation sources. These sources are defined in the System / Controllers section, and can represent virtually any MIDI controller number, as well as several other MIDI messages (e.g. MIDI note number, velocity, etc...).

For each modulation source, you can set its parameter destination (which are specific for the currently selected Algorithm), as well as a minimum and maximum value for the modulation range.

## Bundle Editor

As outlined above in the Presets section, “Bundles” are a DP Editor-specific term that is used to represent all of the DPs presets together (1U, 2U, 4U and Config on the DP/4 and DP/4+; 1U, 2U and Config on the DP/2). These bundles can be saved to and loaded from your computer's disk, and can be manipulated in this part of the application.

Edits to bundles can be made within each bundle, or between bundles. Reminders of operations are placed immediately above the bundle areas for ease of use. Basically, drag and dropping swaps Presets in the two locations, while Option-Drag/Drop will copy from the source preset to the destination.

It's important to note that ROM bundles **can** be loaded into the Bundle A location, but no changes can be made to that ROM bundle, it is read only. If you forget and try to copy to it, or to rearrange its presets, you will get a warning message alerting you. You can however, load a ROM bundle, and then simply save it to disk (just as you would any other bundle). Loading that bundle subsequently will allow you to modify it.

You can also load the current RAM bundle, or any other bundle into Bundle A. Bundle B only allows you to load a bundle previously stored on disk. You can save the currently loaded bundle from either A or B locations by clicking the Save Bundle button. You will be presented with a file dialog allowing you to save the bundle, with a .syx (SysEx) suffix. Note however that bundles must be saved with all slots full; there cannot be any empty preset slots. If you try to, you will be warned with an error dialog. The best approach is generally to load an existing bundle, and then to make modifications to it.

You can also rename any non-ROM preset name by selecting the preset and clicking the Rename Selected... button.

Drag and drop within or between Bundles

Drag and drop swaps presets

Hold option key while drag and dropping to copy preset from source to destination - overwrites preset at destination!

ROM Bundles cannot be modified in any way, only copied from

1U 2U 4U Config

Load ROM Bundle

**Bundle A**

Load Bundle

Load RAM Bundle

Load Alt ROM Bundle

Save Bundle

Select 4U Psets	4 Src:4 Mono Out	Jingle Mixdown	Large Halls	Concrete Rooms
Select 2U Psets	Vocoder Preset	Jazz Mixdown	Oil Drums	Medium Amb 2
Select 1U Psets	Vocoder Preset 2	4 Vocal Effects	Small Ambiences	Travel Ambiences
1 Src: Mono In	CD "JS-RB-MB-KC"	4 Vocal Compres	Medium Amb 1	Tiled Ambiences
1 Src: Stereo In	Rock Mixdown	2 EQs 2 Limiters	Gated Verbs D/B	Stage Ambiences
2 Src: Stereo In	Modern Mixdown	4 In-line FX	Non Lin Colors	Vintage Reverbs
2 Src: Mono In	Dance Mixdown	4 Regenerators	My College Dorm	Carpet Ambiences
3 Src: Stereo Out	Rockabilly Mixdwn	4 Fast Gates	Rectangle Halls	CD Mix "EZ RH"
3 Src: M+M+S Out	R & B Mixdown	4 Loudness EQ's	Wood Rooms	CD Mix "JS"
4 Src: Stereo Out	BigBallad Mixdwn	4 Mono DDLs	Elec Drum Rooms	CD "JS-RB-MB-KC"

Rename Selected...

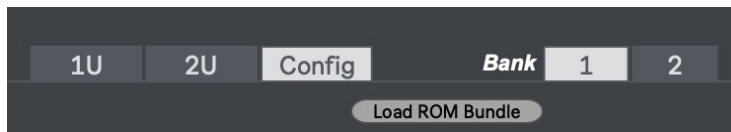
Load Bundle
Save Bundle

MonoInVocalSetup	Keybds	Vocals	Bas Kys	Guitar	Inverse NonLin	DDL Plt	Flanger
StereoVocalSetup	Strings	Brass	Rml Rm2	Hall	Ducker Harmoniz	Box Room	LongDDL
Rock Gtr Setup	Guitar	Bass	DDL Plt	VoxVerb	De-essed DDL&Rev	Albumizer	EQs
Stereo In Keybds	Drums	Bass	Cho Taps	LushVox	Kik Snr	RevDDL	4 Mono Reverbs
PitchSwept Chain	Bloom	Room	Pan Phs	Harmoniz	Kik Snr	Percus	The Jitters
Lead Vox	BG Vox	Kik Snr	Toms	LeadGtr	Vocals	Brs Bels	VocalFX
Drums	Vocals	Kik Snr	Cymbals	CleanGtr	Vocals	DDL Plt	Guitar
Kik&Snr	Toms	Kik Snr	Vocals	E.Piano	VocalFX	Flg Slap	Phaser
Drums	Keys	Drms Bs	Keybds	Fretles	SoftPad	Phase Hrmo	Vrb
Horns	Vocals	Bas Voc	Keybds	HornRev	Vocals	Comp EQ	VocalFX
							Select 1U Psets

Rename Selected...

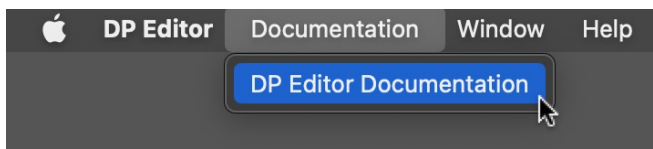
DP Editor – an Ensoniq DP-series effects editor / librarian

Note that if using a DP/2, just as on the Presets/Config page, you will see an additional Bank selector, allowing you to specify which Bank to work on for the 1U, 2U and Config presets:



## Documentation & Help

DP Editor can launch its full documentation (this document) from within the application itself; just go to the Documentation menu, and choose “DP Editor Documentation”. This will launch a PDF viewing application in which to view the documentation:

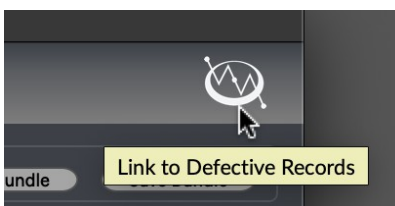


## About & Authorization

The About DP Editor menu item (in the DP Editor menu on Macintosh, and in the Help menu on Windows) will replace the DP Editor main screen with the About & Authorization screen. In addition to the Authorization information described earlier, it shows version and copyright information about the application, and has direct links to the DP Editor home and support pages. You can also get the About & Authorization screen by clicking the DP Editor letters on the left of the grey banner at the top of the application.



You can also link to the Defective Records home page by clicking its logo on the right side of the application's grey banner at the top:



## Acknowledgments & Thanks

DP Editor was only made possible because of the invaluable help I got from several people along the way, to whom I'm extremely grateful!

\* **Jannis Tzikas**, DJ and artist behind the band Filteria, for his incredible dedication in helping me get the DP/4+ part of the application working properly. I don't own a DP/4+ myself, so it was only with Jannis's dedicated testing that I was able to get that part of the app's functionality correct. Without Jannis's help, DP Editor would not have had DP/4+ support in its initial release!

\* **John O. Senior**, one of the original Ensoniq developers who worked on many of its legendary early products – including the DP Series of effects - for his help in finding some sought after documentation for these devices and sending it my way, and for his friendly conversation about the early days of the company, not to mention encouragement for developing the application!

\* Similarly, **Bill Mauchly**, **Scott Peer**, **Jon Dattorro**, also all from Ensoniq, for their help with my documentation quests.

\* Beta Testers: **Jannis Tzikas**, **Peter Ratner**, **Andrew Hock**, **Don Solaris**. Thanks for all the testing!

\* **Rob Willis**, who answered my call for a *complete* scan of the DP/4+ Reference Manual and User's Guide, which weren't available online till he came to the rescue!

\* **John Jannone**, for help with Max code for jit.cellblock swap and copy.

\* DP Editor was created using **Cycling '74's Max** (<https://cycling74.com/>) software. In addition, it uses, with permission, some 3<sup>rd</sup> party external objects – I'm indebted to their creators for them:

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\* Thanks to everyone at **Cycling '74** and on the **Max forums** for their help with Max questions.

\* **Dusit Supasawat** for the DS-Digital font: <https://www.dafont.com/ds-digital.font>

\* **Vernon Adams** for the Michroma font: <https://www.fontsquirrel.com/fonts/michroma>

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## Contact & Support

Support Forum

<https://defectiverecords.com/forum/categories/dp-editor>

Dan Nigrin

[dan@defectiverecords.com](mailto:dan@defectiverecords.com)

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## Version History

Version 1.11 (August 8, 2023)

- Fixed bug with Modulation Destinations – no “Off” entry included in the dropdown menu, and so every selection was subsequently off by one
- Main app window now displays generic “DP Editor” (rather than “DP2 Editor”) until connection to DP device successfully made and type of unit can be detected, at which point app updates text to reflect that device
- Removed confusing “To/From DP Editor” entries in MIDI Output/Input dropdown menus (Mac only)
- Built with Max version 8.5.5 (9579d1d54fe)

Version 1.1 (June 25, 2023)

- Updated to include support for the DP/2, including all of its additional algorithms
- Trivial small UI improvements
- Built with Max version 8.5.5 (9579d1d54fe)

Version 1.0 (April 30, 2023)

- First release version
- Built with Max version 8.5.4 (c7692d66011)

Version 1.0 Beta versions 1-14 (February 27, 2023 – April 29, 2023)

- Versions for external beta tester testing

Version 1.0 Alpha versions (August 17, 2020 – February 26, 2023)

- Early internal application builds and testing