

Instructions for BEHRINGER BCF2000 & Steinberg Cubase SX 1.06/2.2 (PC)

PRESET NAME:

Cubase SX BCF-Preset 1

Short Description:

This mixer setting controls the following elements of Steinberg's Cubase SX Mixer:

- Volume -> Faders
- Pan -> Encoder Group 1
- FX Send -> Encoder Group 2
- EQ 1, 2 -> Encoder Group 3
- EQ 3, 4 -> Encoder Group 4
- Channel Select -> Upper Button Line
- Mute -> Lower Button Line
- Bank down, up -> Right Front Section Buttons (b49, b50)
- Transport Section
 - ➔ Stop & Start -> Right Front Section Buttons (b51, b52)
 - ➔ Read Automation = EDIT Button
 - ➔ Write Automation = STORE Button
 - ➔ Mixer Window 1 = EXIT Button
 - ➔ Mixer Window 2 = LEARN Button
 - ➔ Rec = Foot Switch

Created for the following software version:

Manufacturer	Steinberg
Software Name	Cubase SX (PC)
Software Version	1.06 & 2.2
Created on Operating System	Windows XP

Installation:

1. Open and extract the ZIP file.

The following files are included:

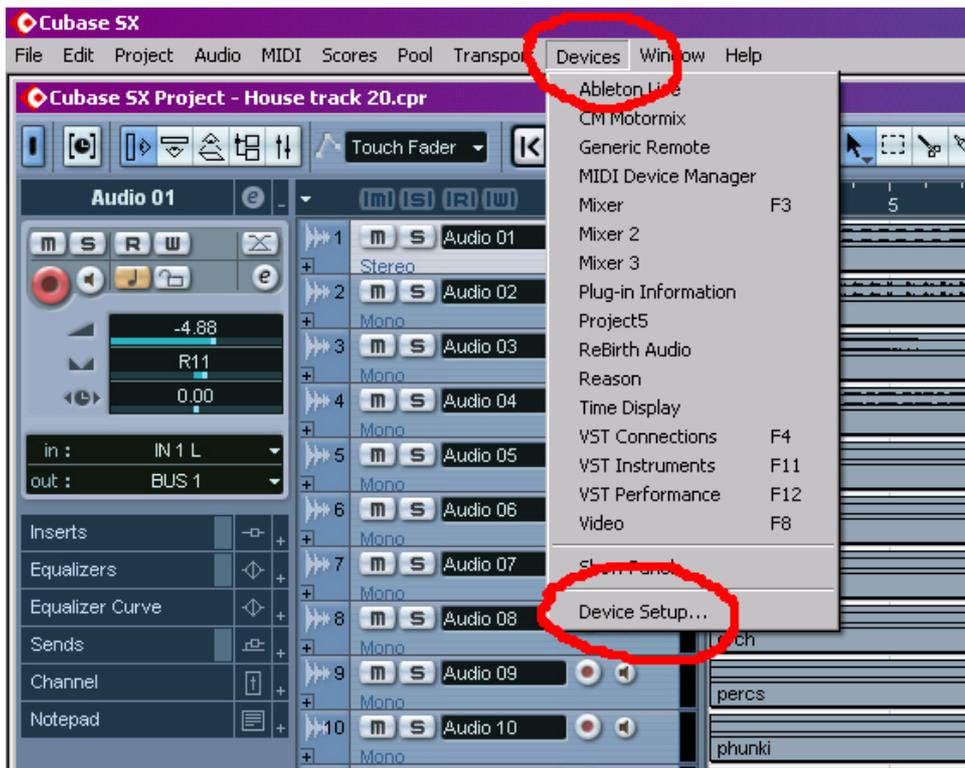
- This INSTRUCTION text document (pdf)
- B-CONTROL PRESET file (syx) for the B-Control hardware
- ADAPTATION FILE for your music studio software

2. How to get the B-CONTROL PRESET from your computer into your hardware:

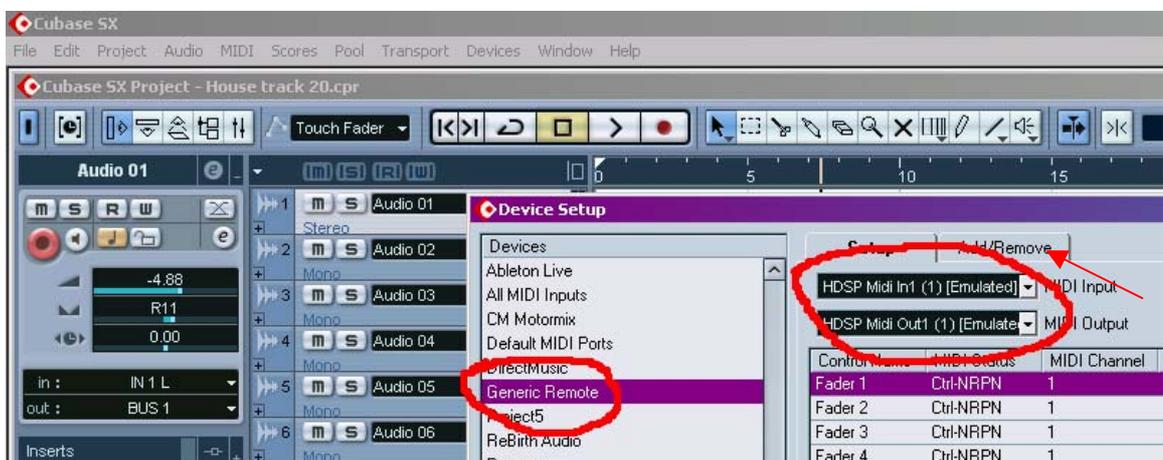
- Connect the B-Control to your computer via USB or MIDI port (Computer MIDI OUT to B-Control MIDI IN)
- Select the correct USB- or stand alone operating mode on the hardware (please refer to the manual for details)
- Open the B-Control preset file (**Cubase SX BCF-Preset 1.syx**) with a MIDI dump program like "MIDI-OX" or "Send SX" on your computer or use the B-CONTROL EDIT software editor, which is available free of charge at our homepage www.behringer.com
- **Please note that the Cubase SX-Preset will be automatically stored to preset number 1!** Therefore, if you want to save your current preset number 1, please copy it to another preset number before (please refer to the manual for details)
- Now dump the file into the B-Control hardware and wait until completion
- The preset is now auto-saved on your hardware to preset number 1

3. How to install the ADAPTATION FILE on your music studio software:

- Start Cubase SX
- Select 'Device Setup' in the 'Devices' menu



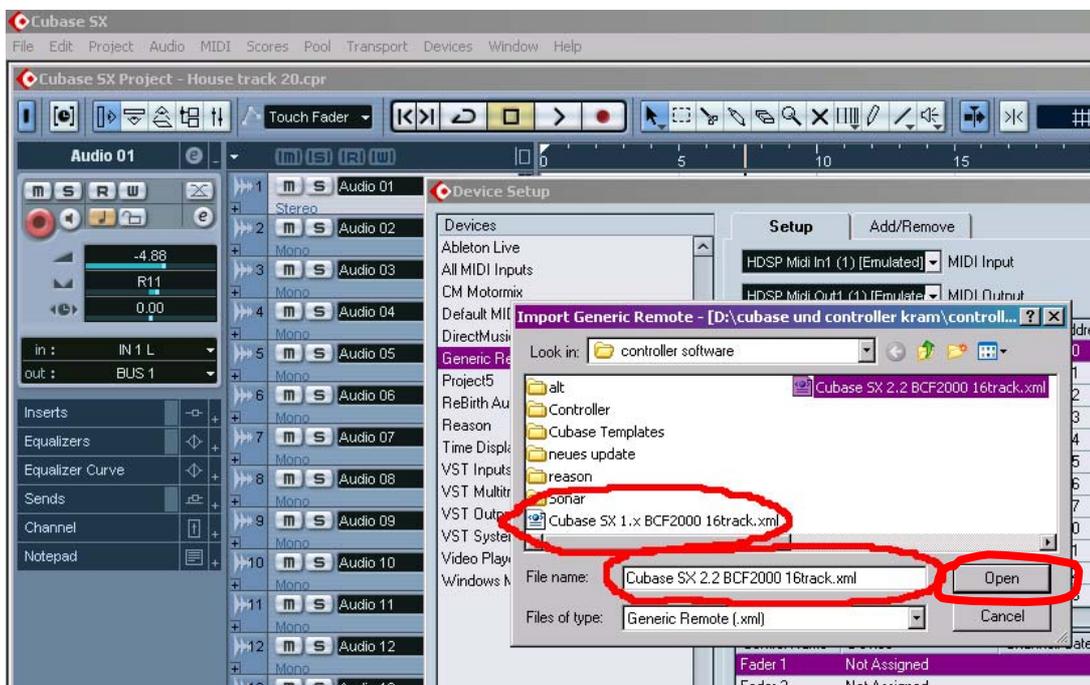
- Select 'Generic Remote' and the MIDI interface used ('MIDI Input' / 'MIDI Output')



- If there is no 'Generic Remote' in the list, add it by using the 'Add/Remove' tab under the 'Device Setup' menu
- Push the 'Import' button



- A Windows Explorer window opens
- Please select the folder where you stored the downloaded generic controller file named '**Cubase SX 2.2 BCF2000 16track.xml**' (or '**Cubase SX 1.06 BCF2000 16track.xml**'), select the xml-file and click 'Open'



- Now the generic controller connection to Cubase SX has been loaded
- Lastly, please click on the 'Apply' button in the 'Device Setup' menu



- The installation is now complete

Be in control with the B-CONTROL!

Assignment of the Cubase SX BCF Preset 1:

Preset Name: Cubase SX BCF-Preset 1

E1	Pan	E 1-8						
	Pan Center	b 1-8						
E2	FX Send	E 9-16						
								b 9-16
E3	EQ1 Gain	EQ1 Freq	EQ1 Q		EQ2 Gain	EQ2 Freq	EQ2 Q	E 17-24
	EQ1 Gain = 0		EQ1 Q = 6	EQ1 = On/Off	EQ2 Gain = 0		EQ2 = 6	EQ2 = On/Off
E4	EQ3 Gain	EQ3 Freq	EQ3 Q		EQ4 Gain	EQ4 Freq	EQ4 Q	E 25-32
	EQ3 Gain = 0		EQ3 Q = 6	EQ3 = On/Off	EQ4 Gain = 0		EQ4 Q = 6	EQ4 = On/Off
Pd1-8	Channel Select	b 33-40						
	Mute	b 41-48						

FOOT- SW/CTRL

Record (FS)

FC

ENCODER GROUP

E1 E2

E3 E4

b 49-52

Bank Down Bank Up

Stop Start / Motor Off

B-CONTROL FADER BCF2000

Write Automat. Mixer Window 2

Read Automat. Mixer Window 1

USB MIDI CONTROLLER

FUNCTIONS

Pd1-8

Volume Volume Volume Volume Volume Volume Volume Volume

LEGEND

□ : PUSH

▬ : TURN/MOVE

Please note:

The 'Start / Motor off' button (b52) has a dual function:

- If you simply push the button, the sequencer starts playing
- If you push and HOLD the Star button, the motors of the faders are deactivated, so you can adjust the faders without the software controlling them during playback

The 'Rec' function is assigned to the foot switch function.