

# AiRControl99



## Operation Manual

Version 1.2

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# Introduction

AiRControl99 is a standalone editor/librarian for the drum synthesizer JoMoX AiRBase 99 (hereinafter just called AiRBase), which was produced from 1998 to 2005.

It can control almost all parameters of the AiRBase.

AiRControl99 was developed for AiRBase firmware version 1.15, but according to user reports it also works from version 1.09.

Unlike most other available editors, AiRControl99 controls the parameters of the AiRBase via MIDI-SysEx instead of MIDI-CC.

The inspiration for this came to me from the unfortunately never finished software "SoftBase", which (at the time of writing this guide) is still available for free via the JoMoX website.

Using MIDI-SysEx offers several advantages over MIDI-CC:

- Most AiRBase parameters have a native resolution of 8 bits, meaning they can take on 256 different values. AiRControl99 uses the native resolution for all parameters. When controlling via CC, the value range is limited to 7 bits (128 values).
- Some parameters have a smaller value range (less than 8 bits). This is taken into account by the respective control element in AiRControl, so that the values that can be set in AiRControl also correspond to the actual values in the AiRBase.
- Kit names can be edited and saved in the AiRBase.
- The instrument assignments of the kits can be edited and saved in the AiRBase.

Another unique feature of AiRControl99 is the ability to read a SysEx dump from the AiRBase for initialization.

AiRControl99 always tries to stay in sync with the connected AiRBase. That's why all parameter changes are always sent directly to the AiRBase and also saved locally.

After initialization, the AiRBase should only be edited by AiRControl99, as otherwise AiRControl99 will no longer be synchronous with the AiRBase. In such a case, AiRControl99 can of course be initialized again via SysEx dump import.

The design of the user interface is modern, but still reflects the style of the original AiRBase layout. The program currently only exists with an English GUI.

I hope you enjoy AiRControl99!

## License and disclaimer

AiRControl99 is a hobby project and is offered as freeware.

You may not distribute, sell, rent, or modify this software without permission from the author.

Any liability or warranty is excluded.

If you like the program and enjoy using it, you are welcome to [leave a donation \(PayPal\)](#) to support the further development of this software and the development of other software. You will receive a "license file" that allows you to hide the "Donate" buttons.

## System requirements

- Operating system
  - Windows 7 x64 or newer
  - macOS 10.13 or newer, x64 or arm64 (universal)
- JoMoX AiRBase 99 with firmware version  $\geq 1.09$

# Installation and folder structure

## Windows

Simply unpack the zip file into any folder.

The zip file contains the program file "AiRBase99.exe" and the file "AiRControl99\_Data\_ROM.xml", which must be in the same folder as the program file. It contains the AiRBase ROM instrument variations and ROM kits and should not be modified.

## macOS

Double-click the .dmg file and follow the instructions.

## Folder structure

When you start the program for the first time, the following folder structure is created:

- Windows: %appdata%\AiRControl99  
macOS: \$HOME/Library/Application Support/AiRControl99
  - Contains the files AiRControl99.conf (here the program settings are saved) and AiRControl99\_Data.xml (here the parameters of the instruments and kits are saved)
- %userprofile%\documents\AiRControl99  
macOS: \$HOME/Documents/AiRControl99
  - instruments
    - Default folder for importing and exporting instruments
  - kits
    - Default folder for importing and exporting kits

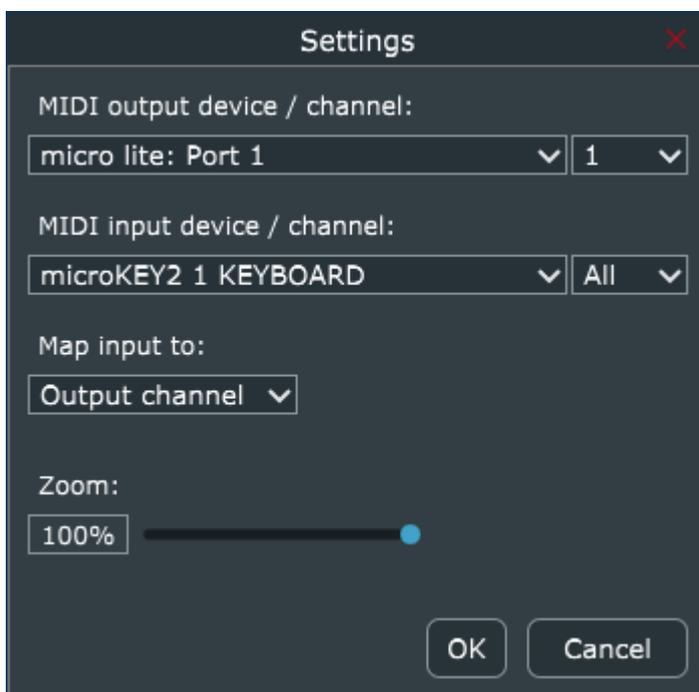
## Configuration and first steps

**Important:** Please create a SysEx dump file of your AiRBase before starting AiRControl99. For this you can, for example, use the "Bome Send SX" program (<https://www.bome.com/products/sendsx>). Please refer to the original AiRBase user manual for the necessary steps on your AiRBase to send the dump.

Please save the dump file with the extension ".syx".

At first start, there is no configuration yet, so the "Settings" dialog is displayed automatically.

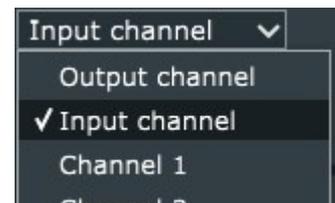
The "MIDI output device" and the "MIDI channel" to which your AiRBase is connected should be selected here.



If a "Midi input device" is specified, the AiRBase can be played via a MIDI controller and instrument parameters can be controlled via MIDI-CC.

By default, incoming NoteOn events are passed through to the output channel.

MIDI input events can also be routed to the "Input channel" or any other MIDI channel using the "Map input to" selection box. If the target channel does not correspond to the output channel set for the AiRBase, the MIDI events will not be filtered.

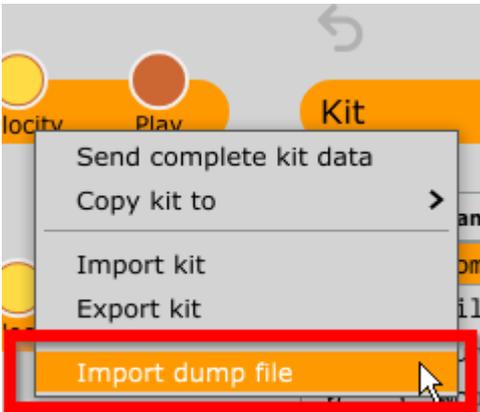


The "Zoom" slider can be used to change the zoom level of the GUI (50% - 100%).

# Initialization

After you have set your settings and confirmed the "Settings" dialog with OK, you should initialize AiRControl99 with the SysEx dump from your AiRBase.

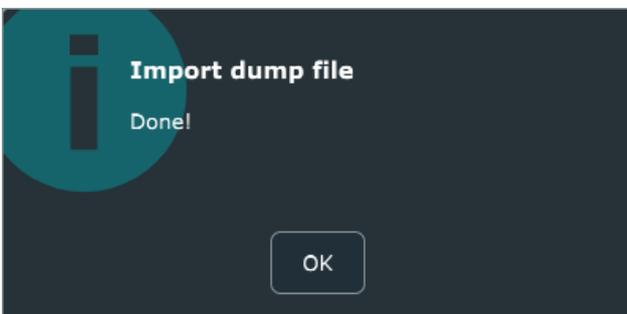
To do this, right-click on the "Kit" area and select "Import dump file":



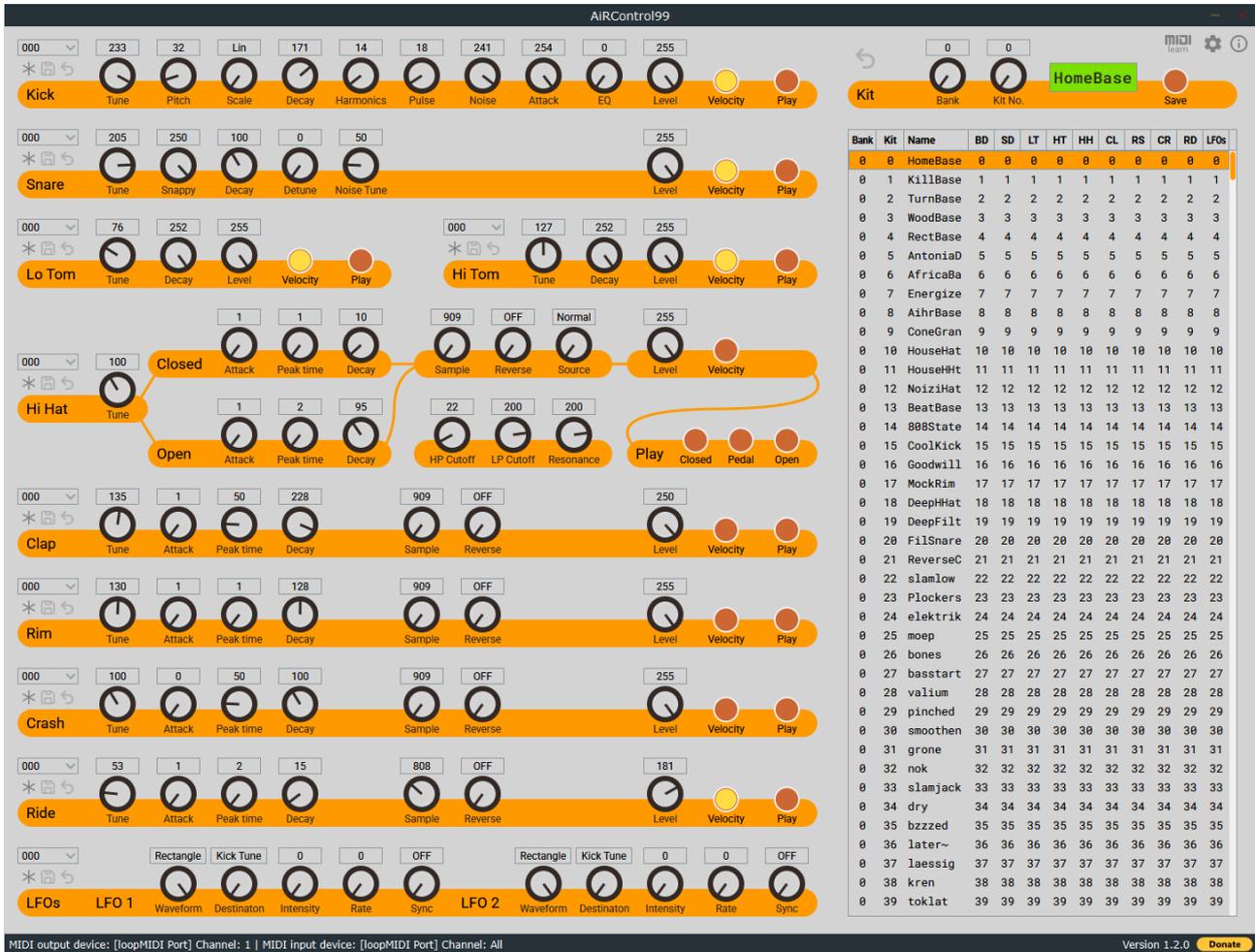
The "Select dump file" dialog opens, which only shows files with the ending ".syx". Please select the previously created SysEx dump file and confirm with "Open".

AiRControl99 now reads the dump file and adopts the settings of your AiRBase (instrument settings and kits).

If the import was successful, the following message appears:



# Operation



The AiRControl99 user interface is divided into 2 main areas:

1. Instruments area (left)
2. Kits area (right)

There are 3 buttons at the top right:



The "MIDI learn" button switches to the "MIDI learn" mode.

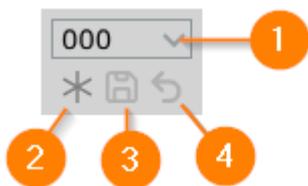
The gear button opens the "Settings" dialog (see Configuration and first steps).

The (i) button opens the "About" dialog.

# 1. Instruments area

In the Instruments area you can edit the sound parameters of the individual instruments.

The parameters are arranged in an orange "strip" for each instrument. Each strip begins with the instrument name and the following controls:



1. "Variation": Select the instrument variation
2. "Init": Load the instrument's initial sound parameters
3. "Save": Save the current sound parameters under the selected variation
4. "Undo": Reset the sound parameters to the previously saved status

The "Save" and "Undo" buttons are only active if you have changed parameters.

After clicking the "Undo" button, the button changes to "Redo". 

This allows you to restore the last change, allowing you to quickly do an A/B comparison.

The meaning of the individual parameters for each instrument can be found in the AiRBase operation manual.

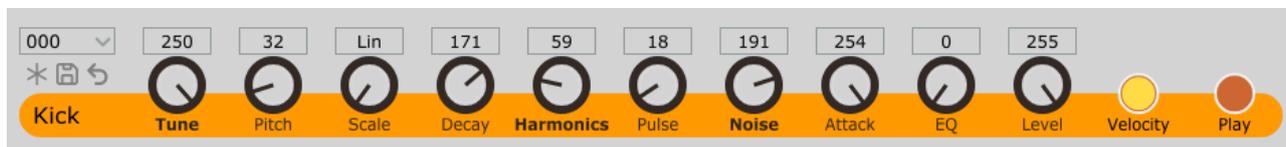
Most parameters can be changed using dials. Hold down the left mouse button and drag the mouse up/down or left/right. If you hold down the Shift key you can adjust the value more precisely. You can also use the mouse wheel when the mouse pointer is over the dial.



For the numerical parameters, the number can be edited directly after clicking into the edit field.



Changed parameters are indicated by bold labels.

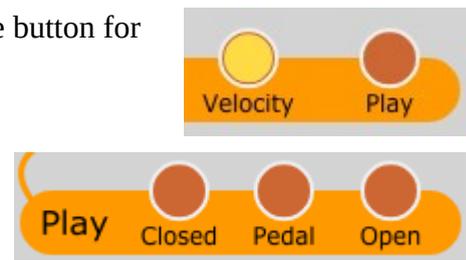


Double-clicking on the dial of a changed parameter resets it to the value stored in the instrument variation.

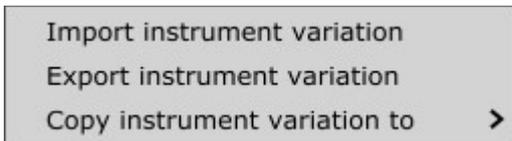
Each instrument strip (except the "LFOs") also includes a toggle button for the "Velocity" parameter and a "Play" button.

The instrument can be played using the "Play" button.

The HiHat has 3 "Play" buttons for the different playing modes.



Each strip contains a context menu (right-click) with the following options:



With the "**Import/Export instrument variation**" options, the currently selected sound parameters of the respective instrument can be saved to a file or loaded from it.

The default folder is preset to

Windows: %userprofile%\documents\AiRControl99\instruments

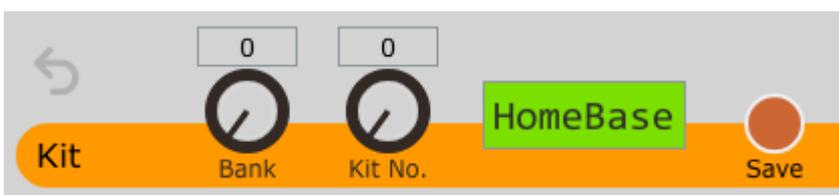
macOS: \$HOME/Documents/AiRControl99/instruments

Each type of instrument has its own file extension, e.g. ".ac99kick" for kicks. When importing, only the files of the respective instrument are visible in the selection dialog.

With the "**Copy instrument variation to**" option you can transfer the saved sound parameters of the currently selected instrument variation to another instrument variation.

## 2. Kits area

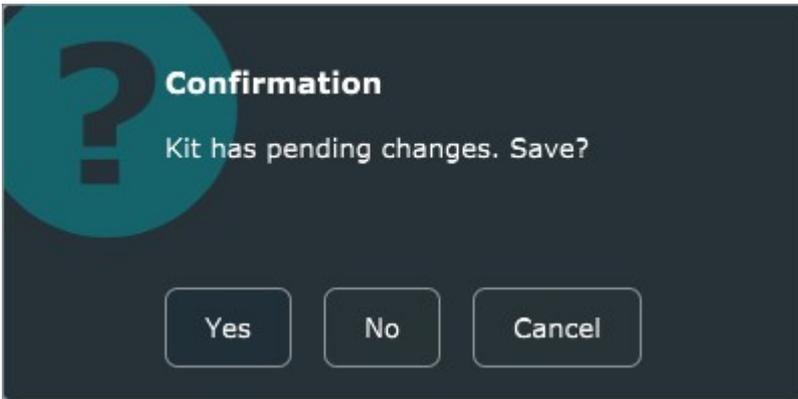
In the kits area you can select the kit to be edited and edit the name.



There is also an Undo button (top left) that becomes active as soon as an instrument variation of the selected kit is changed. The undo function resets the selected kit to its original status.

Additionally, when an instrument variation is changed, the Save button will flash and then remain lit to indicate that the kit must be saved if the changes are to be persistent.

If the undo function is neither saved nor used, the following dialog appears when changing the kit or trying to exit the program:



If you click "Yes", the current kit will be saved with the changed parameters.

If you click "No", the unsaved changes will be discarded.

AiRControl99 tries to ensure that it is always in sync with the connected AiRBase. If the program is terminated in this state, this is of course no longer true. In this case, AiRControl99 can then be initialized again, for example, with a new SysEx dump import.

You can select the kit to be edited either by adjusting the "Bank" and "Kit No." knobs or select a row in the kits table by clicking on it.

Bank	Kit	Name	BD	SD	LT	HT	HH	CL	RS	CR	RD	LF0s
0	0	HomeBase	0	0	0	0	0	0	0	0	0	0
0	1	KillBase	1	1	1	1	1	1	1	1	1	1
0	2	TurnBase	2	2	2	2	2	2	2	2	2	2
0	3	WoodBase	3	3	3	3	3	3	3	3	3	3
0	4	RectBase	4	4	4	4	4	4	4	4	4	4
0	5	AntoniaD	5	5	5	5	5	5	5	5	5	5
0	6	AfricaBa	6	6	6	6	6	6	6	6	6	6
0	7	Energize	7	7	7	7	7	7	7	7	7	7
0	8	AihrBase	8	8	8	8	8	8	8	8	8	8
0	9	ConeGrap	9	9	9	9	9	9	9	9	9	9

*Kits table*

The kits table includes, in addition to the bank, kit no. and name also columns for the instrument variations assigned to the respective kit.

If an instrument variation is changed, this change will be displayed directly in the kits table:

Bank	Kit	Name	BD	SD	LT	HT	HH	CL	RS	CR	RD	LF0s
0	0	HomeBase	82	0	0	0	0	0	0	0	0	0
0	1	KillBase	1	1	1	1	1	1	1	1	1	1

Unless the change to the kit is saved or undone, the view remains in this state. If several instrument variations are changed, it can look like this (example):

Bank	Kit	Name	BD	SD	LT	HT	HH	CL	RS	CR	RD	LF0s
0	0	HomeBase	82	0	6	0	0	0	149	0	0	0
0	1	KillBase	1	1	1	1	1	1	1	1	1	1

To change the name of a kit, click in the input field to place the cursor



or double-click to select the text and then replace it completely if necessary.



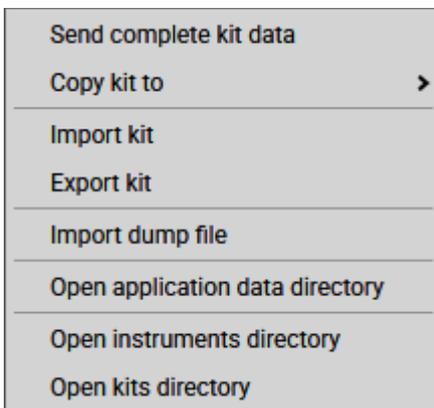
Then click "Save" to apply the change and send it to the AiRBase (or "Undo" to discard the change).

In addition to the user banks 0 to 2, AiRControl99 also includes the ROM bank.

This cannot be edited, but the ROM instruments/kits can be used, for example, as a copy template for your own instruments/kits.



The context menu (right-click) of the kits area offers the following functions:



### Send complete kit data

If the connected AiRBase is not synchronous with the AiRControl99, you can use this function to send all parameters of the current kit (including all instrument sound parameters) to the AiRBase.

### Copy kit to

With this function you can copy the parameters of the current kit to another bank/kit number. As with the "CpyTo" function built into the AiRBase, the instrument variations of the current kit are saved under the instrument number that corresponds to the target kit.

## **Import/Export kit**

With this function you can save the current kit to a file or overwrite the settings of the current kit with those from a file.

The default folder is preset to

Windows: %userprofile%\documents\AiRControl99\kits

macOS: \$HOME/Documents/AiRControl99/kits

The kit files have the extension ".ac99kit".

## **Import dump file**

s. Initialization

## **Open application data directory**

Opens the application data directory:

Windows: %appdata%\AiRControl99

macOS: \$HOME/Library/Application Support/AiRControl99

## **Open instruments directory**

Opens the directory for the instruments:

Windows: %userprofile%\documents\AiRControl99\Instruments

macOS: \$HOME/Documents/AiRControl99/Instruments

## **Open kits directory**

Opens the directory for the kits:

Windows: %userprofile%\documents\AiRControl99\Kits

macOS: \$HOME/Documents/AiRControl99/Kits

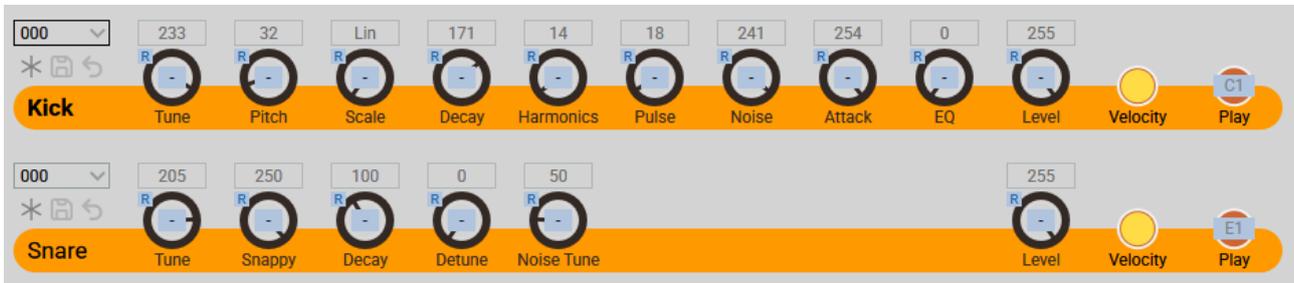
# MIDI control

You can use a MIDI controller to control the instrument parameters via MIDI CC.

To do this, the CC commands must first be assigned to the instrument parameters.



Click the "MIDI learn" button to activate the "MIDI learn" mode.



An overlay is displayed above the instrument parameter controls, which shows the currently mapped CC number and the CC type (R = relative or A = absolute) for each parameter.

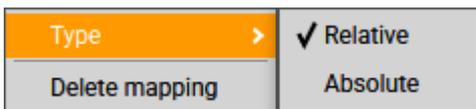


## Explanation of CC types:

- R = Relative  
CC value < 63: The current parameter value is increased by the CC value.  
CC value >= 64: The current parameter value is reduced by the absolute difference between 127 and the CC value.
- A = Absolute  
The parameter value is set to the passed CC value (0..127, converted to the value range of the parameter).

The CC type "R" is selected by default and is recommended because it allows the value range 0..255, which applies to most instrument parameters, to be used.

Right-click opens the following context menu:



Here you can set the CC type and delete the current mapping.

By default, no mapping is active, which is symbolized by "-".

To set a mapping, first click on the instrument parameter control (a blue frame appears around the CC number field) and move the corresponding controller. The CC number of the controller will then be displayed and the instrument parameter will change its value.

In "MIDI learn" mode you can also assign the instruments' "Play" buttons to any MIDI note.

By default, no special mapping is active and the MIDI note that is intended for the respective instrument according to the original AiRBase manual is displayed. The MIDI note is shown in gray.



To change the standard mapping, click on the control (a blue frame appears around the MIDI note field) and then play the desired note on your MIDI controller. This will be displayed in the field and shown in black.



When you are finished with the MIDI mapping, simply click the "MIDI learn" button again to exit the "MIDI learn" mode.

The MIDI mapping settings are saved in the file "AiRControl99\_Midimap.xml", which is located in the following directory:

Windows: %appdata%\AiRControl99

macOS: \$HOME/Library/Application Support/AiRControl99

If you want to delete all mappings, you can simply delete/rename this file and restart the program.

MIDI control of the instrument parameters is always only active for the selected instrument.

This can be recognized by the fact that the name is displayed in **bold** (e.g. **Kick**).

Click on the name of the respective instrument to select it for MIDI control.