

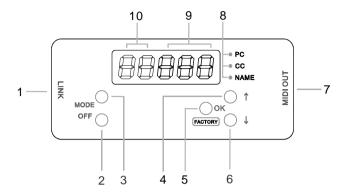
# Croc Eye

# **USER'S MANUAL**

## Features:

- >Expand the midi capacity of Crocodile Tail Loop(OC10).
- >Total 70 presets which map to the 70 programs in OC10.
- >Handle 16 midi devices on 16 midi channels.
- >Full range PC# and CC# control.
- $>\!E ditable\ name\ for\ each\ preset.$
- >POL(Power On Link cable) Technology.

#### 1-Overview



#### (1) LINK

Connect to Crocodile Tail Loop (OC10) with a link cable.

#### (2) OFF

In edit mode, this button turn off the PC# and CC#. In recall mode, the button adjusts the screen brightness.

#### (3) MODE

In recall mode, hold this button to edit mode.

In edit mode, press this button to select edit mode of PC#/CC#/NAME. Hold this button will return to recall mode.

#### (4) UP

This button scroll up the numbers.

#### (5) OK (factory)

This button confirm the selected numbers.

Hold this button when power up, the unit will enter factory restroe mode.

#### (6) DOWN

This button scroll down the numbers.

#### (7) MIDI OUT

Midi output jack.

## (8) Edit mode indicators

The leds indicate which edit mode is activated.

#### (9) Green Display

The green screen shows the PC#/CC#/NAME

# (10) Blue Display

The blue screen shows the Preset Number/Midi Channel.

# 2- Concept & Terms

**PC#**: Program(Patch) Change Number, available from 0~127, and OFF (send nothing).

**CC#**: Control Change Number, available from 0~127, and OFF (send nothing).

<u>Preset:</u> CrocEye manage 16 midi channels at the same time, 16 channels of PC# and CC# are stored into presets, which syncronize to programs (0~69) of OC10, when a program of OC10 is recalled, the corresponded CrocEye preset will send the stored PC# and CC# via the MIDI OUT jack. Chart 1 shows the structure of a CrocEye preset.

Chart 1 Structure of a CrocEye Preset

MIDI CH1 MIDI CH2			MIDI CH15		MIDI CH16			
PC#	CC#	PC#	CC#		PC#	CC#	PC#	CC#

**PCI**: PC# index in edit mode, displayed on the blue screen, it indicates on which channel the PC# is being edited.

"P1" means the PC# on midi channel 1 is being edited.

"P9" means the PC# on midi channel 9 is being edited.

"P0" means the PC# on midi channel 10 is being edited.

"P1." means the PC# on midi channel 11 is being edited.

"P6." means the PC# on midi channel 16 is being edited.

**CCI**: CC# index in edit mode, displayed on the green screen, it indicates on which channel the CC# is being edited, a CC# have two data, the 1st data is indicated by "C", the 2nd data by "c".

"C1" means the CC# 1st data on midi channel 1 is being edited.

"c1" means the CC# 2nd data on midi channel 1 is being edited.

"C0" means the CC# 1st data on midi channel 10 is being edited.

"c0" means the CC# 2nd data on midi channel 10 is being edited.

"C1." means the CC# 1st data on midi channel 11 is being edited.

"c1." means the CC# 2nd data on midi channel 11 is being edited.

**PRE CC#**: Each midi channel in a preset contain a PC# and a CC#, CrocEye allows user to insert a CC# on each midi channel, this CC# is called PRE CC#, which is sent previously to the preset midi message. The PRE CC# is normally used as "pre FX engage" before the program in the slave midi device is to be changed.

Note: Each midi channel only have one PRE CC# which can be configurated when CrocEye powers up.

**Recall Mode:** In this mode CrocEye synchronizes with OC10.

Edit Mode: In this mode user can edit PC#, CC# and NAME in a preset.

<u>Factory Reset Mode:</u> User is able to restore the factory presets in this mode.

PRE CC# Mode: User is able to edit the PRE CC# on each midi channel in this mode

## 3- Edit Presets

Chart 2 Symbols used in digram

	Symbol	(OK)	<b>(</b> 1)	$\bigcirc$	(M)	(OF)	
	Button	ОК	UP	DOWN	MODE	OFF	
	= راس =	short pre	ss a butto	on 4	= h	old a butto	on for 2 seconds
				Powe	er on		
			Recall	Mode			
				(			
	5	scroll up/	down the	preset nu	umber(0~	69)	
				- (구)			
con	firm the p	reset wh	ich is to b	e edited	(preset n	umber sto	p blinking)
ĺ	Edit Mode	<u> </u>		M M			
		or	<b></b> Cha	nge PC#,	, CC#, N <i>A</i>	ME	
	(	_ } ⊕ Tu	rn off PC	#, CC#			
CH1 P	C#) (		CH1	CC# /	$\overline{}$	Namo Cl	naracter1
<u></u>	<u>∪"</u>	<b>†</b>		,	<b>†</b>	(Name C	inaracter 1
CH2 P	C# \ (	براً. ا	CH2	CC#	W		★  ૄ}
•	(				OK	Name CI	naracter2
<b>+</b>	↓		į	,		•	<b>↓</b>
CH16 F	PC#		CH16	CC#		Name Ch	naracter3
			(J	M			

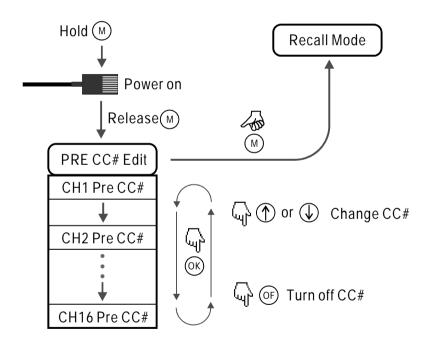
Note: When a PC#/CC#/NAME is changed by "UP"/"DOWN" button, the PC#/CC#/NAME will not be stored untill "OK" button is pressed.

## 4- Edit PRE CC#

Pre CC# is normally used to engage/bypass a midi device before its program/patch is changed by CrocEye. User can define 16 Pre CC# on 16 midi channels. The factory default Pre CC# value is as below.

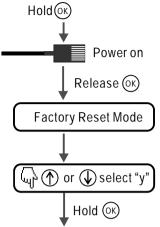
Chart 3 Default Pre CC#

Midi Channel	CH1	CH2	CH3	CH4	CH5~16
Pre CC#(data1/data2)	102/127	102/127	102/127	102/127	null



# 5- Factory Reset

Factory reset will restore the factory value to presets, Pre CC#, and screen brightness.



keep holding (ok), till the timer counts down from 5 to 0, CrocEye starts a factory reset.

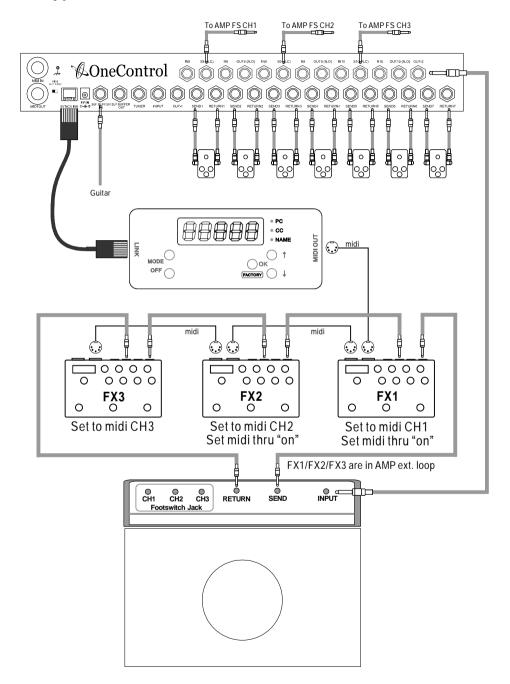
Chart 4 Factory PC#, CC#, NAME

5.1a.t. 1. actor j. 5   5   1 1 2					
	CrocEye Preset 0				
	CH1 PC#(00)				
	CH2 PC#(01)	CH1~CH16 CC# (null)			
Map to OC10 BANK 1 PGM1	CH3 PC#(02)		1-1		
	CH15 PC#(14)		NAME		
	CH16 PC#(15)				

	CrocEye Preset 7				
	CH1 PC#(01)				
	CH2 PC#(02)	CH1~CH16 CC# (null)	2-1		
Map to OC10 BANK 2 PGM1	CH3 PC#(03)				
	CH15 PC#(15)		NAME		
	CH16 PC#(16)				

	CrocEye Preset 69				
	CH1 PC#(69)	CH1~CH16 CC# (null)			
	CH2 PC#(70)				
Map to OC10 BANK 10 PGM7	CH3 PC#(71)		0-7		
	CH15 PC#(83)		NAME		

# 6- Typical Connection



# 7-Specifications

Dimensions	39(W) x94(D)X35(H)mm
Weight	100g
Power Supply	Power by Link Cable (POL)
Current Drain	max. 50mA