

How to use your Foot Control

step 1



Connect your pedals/footswitch to your FootControl



What is it? Eowave FootControl is a little magic box which enables to connect any expression pedal and/or any footswitch directly to your computer via USB. NO MIDI interface needed! It is compatible with all MIDI compatible softwares. With the FootControl free editor, you will easily choose the message type you want as well as the MIDI channel. Made for all musicians!

step 4

Configure your software & start playing

If everything seems to work, open your favorite midi software.
Select the input midi port (audio device for XP/VISTA, eobody2 for OSX)
By default :
input 1 sends CC1 on channel 1(CC for continuous controller)
input 2 sends CC2 on channel 1
input 3 sends CC3 on channel 1
input 4 sends CC4 on channel 1

Configure your software to match these parameters & have fun...

If your software is not configurable or you want to modify some parameters, you may use the eobody editor that you can download on www.eowave.com

step 2

Connect your FootControl to your computer



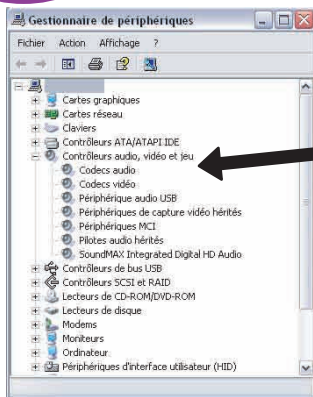
Connect the USB cable to the USB port of your computer

step 5

Download the Foot Control editor on www.eowave.com/downloads.php

step 3

Does your computer recognize a new USB interface?

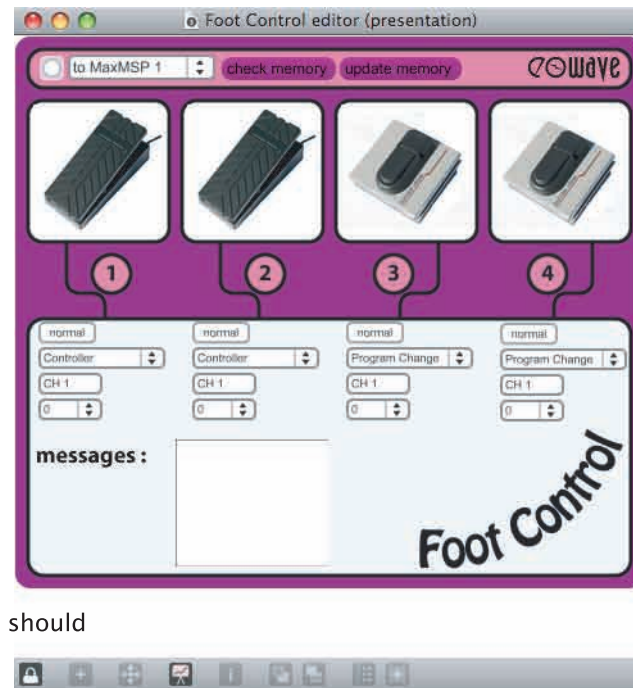


On Windows (here the French version on XP), your FootControl should appear as an audio device in the audio /video & game device window.

my FootControl



On OSX it's even easier, your FootControl should appear in the audio & midi configuration panel.



- 1) click on the button to update the list of all the MIDI interfaces connected to your computer.
- 2) Select FootControl or Audio Device in the list.
- 3) Click on the pictures to select a pedal or a footswitch per channel
- 4) Choose the mode (normal or inverse)
- 5) Select the message type (Controller/Aftertouch/Pitchbend for pedals, Program Change or Note for footswitches)
- 6) Select your MIDI channel 1 to 16
- 7) Select your CC 0 to 127.
- 8) Update memory to save your setting in your FootControl internal memory.
- 8) A message window will show you the pedal & footswitch activity.
- 9) Start playing!
- 10) Next time, all you'll have to do to restore your parameters is click on check memory!