Assigning and Using Auxiliaries

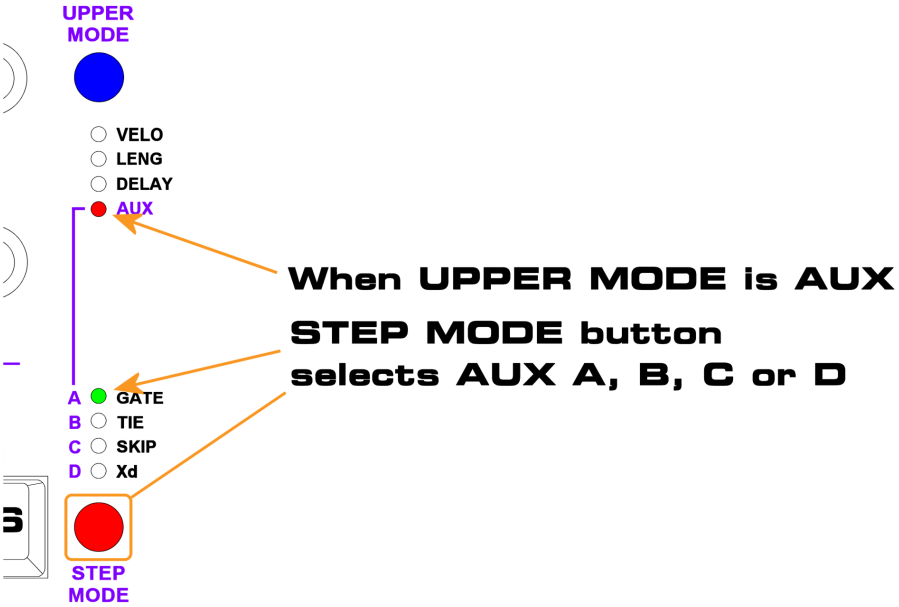
As well as the rows for note, velocity, gate length and gate delay, each P3 pattern has four auxiliary function rows.

Each of the four auxiliary functions (auxes for short) can be freely assigned in each pattern to send MIDI continuous controller, after-touch, pitch-bend or program change messages.
Or they can be assigned to one of P3s "Auxiliary Events".

The aux rows hold a numerical value and an on/off status value for each step in the pattern.

To assign the UPPER knobs to edit an auxiliary row, press the UPPER MODE button until the AUX LED is lit:

When UPPER MODE is set to AUX, the STEP MODE button and LEDs now select and indicate which of the four auxes, A, B, C or D, is to be edited.
The aux letters are labelled on the left side of the STEP MODE LEDs, linked to the AUX upper mode LED as shown:

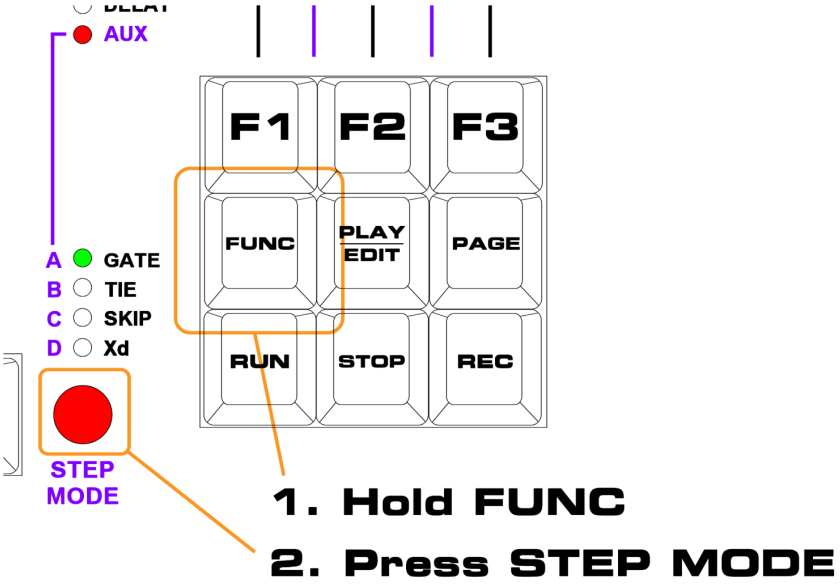


With AUX mode active, the UPPER knobs edit the values for the current auxiliary, and the step keys enable or disable the aux on each step.

As you press the STEP MODE button to cycle through the auxes, the currently assigned controller number or event name briefly appears as an informational message in the display.

The Aux Config Menu

To assign a controller or event to an aux, you need to enter the auxiliary config menu.
With UPPER MODE set to AUX, hold the FUNC key, then press and release the STEP MODE button:



As a shortcut, if you are not already in AUX upper mode, pressing FUNC + STEP MODE will take you there. But you will then need to press the key combination one more time to enter the config menu.

This aux config menu looks something like this:

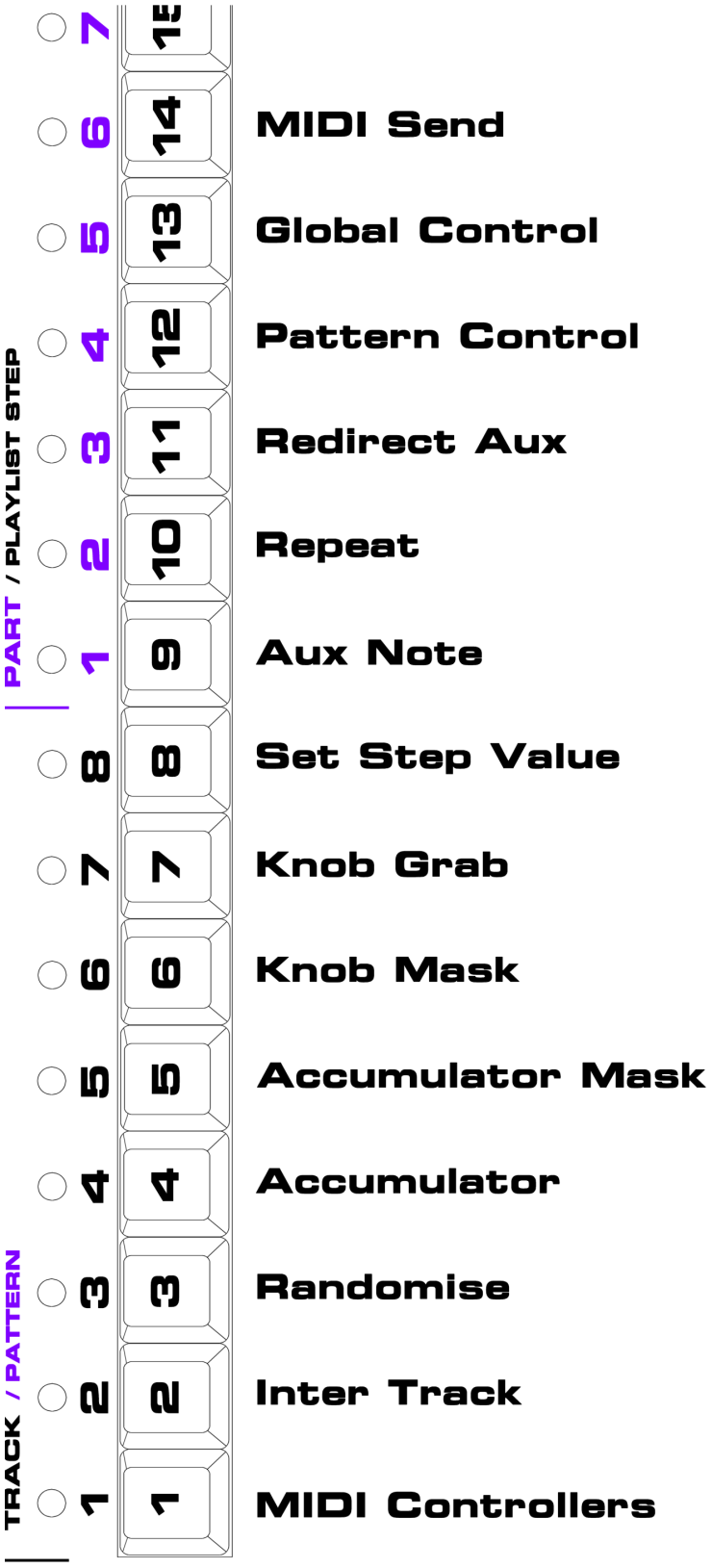
```
cc # 123
save  next  lose
```

The top line of the display shows the event name or controller number assigned to the current aux.

Since there are so many different controllers and events available, they have been divided into fourteen different groups by function.

These groups are selected using the step keys, 1 to 14.

This chart shows the group names assigned to each of the step keys while the aux config menu is active:



As you select a new group using the step keys, the group name will appear as an informational message on the top line of the display. You will get to know where the ones you like to use are found pretty quickly. Until then, keep this manual page handy.

To select a controller or event from the group, use the DATA knob to scroll through all the choices, or use the “next” soft-key to step through the group members one by one.

Once you have found the controller or event you wish to use, press the “save” soft-key to exit the aux config menu.

If you want to assign more than one aux at the same time, you can use the STEP MODE key from the aux config menu to advance to the next aux. Note that this will also save any changed assignment for the current aux.

For example, let’s assume you have just entered pattern edit mode, and want to assign AUX A in the pattern to send MIDI after-touch.

First you need to switch UPPER MODE to AUX.
The quickest way to do this is to hold FUNC and press the STEP MODE button, the short-cut mentioned before.
Alternatively, press UPPER MODE three times to select AUX.

Once in upper mode AUX, hold FUNC and press STEP MODE again to enter the aux config menu.

Next press step key 14, to select the “MIDI Send” group.
This group contains three MIDI send functions, for pitch-bend, after-touch and program change.

Now either move the DATA knob or press the “next” soft-key until “send midi a/t” appears in the top line of the display.
Then press the “save” soft-key.

P3 will return to the normal pattern edit display, and you can proceed to set after-touch values on whichever steps you want using the upper knobs.

Editing Aux Values

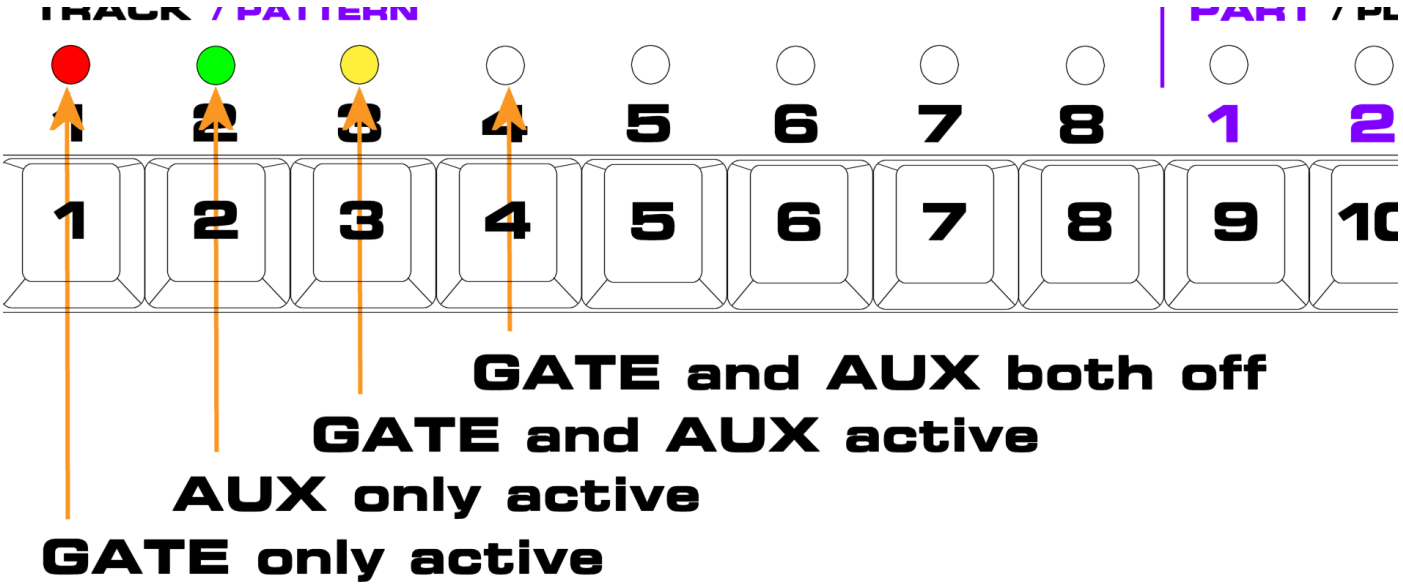
With the current aux configured for the function you want, you can now set the values for each step using the upper knobs, just as for velocity, length and delay.

One difference with auxes is that each step also has an on/off value for the aux too. A controller message will only be sent, or an event processed, if the step is active.

By default, when you edit the value of an aux, if the step is not active, it will be automatically turned on. This feature can be disabled using the "aux edit sets on" User Conf option described in the play mode chapter.

As we saw when looking at TIE, SKIP and Xd, the active status for GATE is always shown on the step LEDs in pattern edit mode.
The same is true in aux mode.

GATE is always shown using the red element of the tri-colour LEDs.
The aux status is shown by the green element.
So the step LED colours show the following conditions:



When you edit the aux values using the upper knobs, the assigned controller number or event name, step number and new value will be shown briefly in the display.
For a MIDI controller, this display will look something like this:

```
cc # 123
S: 1  Value:  50
```

If you want to inspect the stored aux values on each step, you can hold the FUNC key then press the step keys, just as for the note, velocity, gate length and delay display.

In AUX mode, the aux controller number or event name, step number and value for the current aux are shown.
The display format is the same as for the edit confirmation above.

For MIDI controllers, the use of the aux rows is easy to understand. If an aux is set active on a given step, the value stored for that step will be sent as a MIDI controller message on the MIDI channel for that track.
The same is true for the MIDI Send functions.

With auxiliary events, in most cases extra MIDI data is not generated. We'll look at what auxiliary events can do in a later chapter.