

M-AUDIO®

HAMMER88 PRO

Preset Editor

User Guide

English (2 - 54)

Appendix

English (55 - 57)

Introduction

The Hammer 88 Pro Preset Editor software gives you a visual and intuitive way to edit the various MIDI messages that your Hammer 88 Pro's controls send to your computer.

Information & Support

For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit [m-audio.com](https://www.m-audio.com).

For additional product support, visit [m-audio.com/support](https://www.m-audio.com/support).

Installation

1. Double-click the **.exe** (Windows®) or **.pkg** (macOS) installer file you downloaded.
2. Follow the on-screen instructions.

After the installation has completed, open the **Hammer 88 Pro Preset Editor** by doing the following:

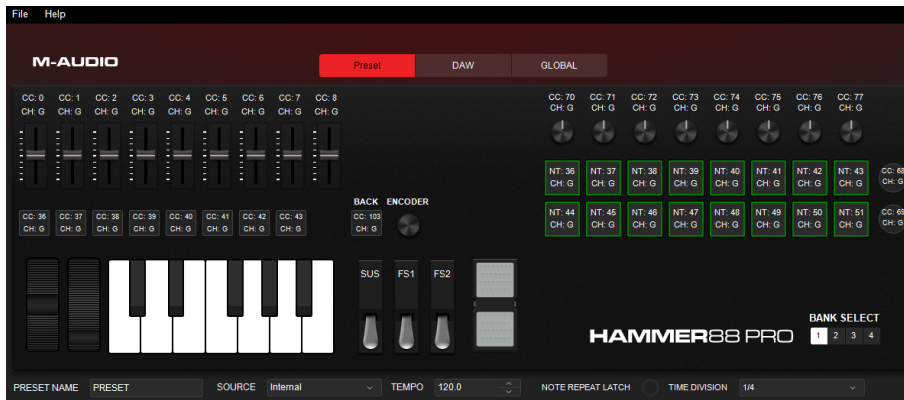
- **Windows:** Click the **Start Menu**, click **All Programs**, click the **M-Audio** folder, and then click **Hammer 88 Pro Preset Editor**.
- **macOS:** Double-click **Hammer 88 Pro Preset Editor** in **Applications**.

Operation

Getting Started

To open the Hammer 88 Pro Preset Editor:

1. **Optional:** Connect your Hammer 88 Pro to your computer using a standard USB cable. (If you are connecting your keyboard to a USB hub, make sure it is a powered hub.) You can still use the Hammer 88 Pro Preset Editor without connecting an Hammer 88 Pro, but you will not be able to send presets to it or retrieve presets from it.
2. Open the Hammer 88 Pro Preset Editor. The window will show a graphical representation of your Hammer 88 Pro with all of its editable controls.



Managing Your Presets

About Presets

A preset is a preset file containing all of the assignments you make in the Preset Editor. This includes MIDI assignments, and pad LED color assignments. Using presets lets you maintain several different control configurations to use in different situations. For instance, you may use different presets with different kinds of software, or you may use some presets for production and others for performance.

Your Hammer 88 Pro can store **16** presets at a time. You can store additional presets on your computer to load onto your Hammer 88 Pro keyboard with this Preset Editor.

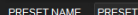
This chapter explains how to load presets into the Preset Editor ([Loading & Retrieving Presets](#)), save presets onto your computer ([Saving Presets](#)), and send presets to your connected Hammer 88 Pro ([Sending Presets](#)).

Note: The current preset's name is shown in the middle right corner of the window. This is the name that appears in your Hammer 88 Pro keyboard's display when you load it. To change the name, click the field and enter a new name. Preset names can be 7 characters long and can include the following characters: **A-Z, 0-9, [] / \ - = _ ' .** and spaces.

Loading & Retrieving Presets

To edit a preset, you first have to load it into the Preset Editor. You can **load** a preset from your computer or **retrieve** a preset from your connected Hammer 88 Pro.

Note: The current preset's name is shown in the lower-left corner of the window. This is the name that appears in your Hammer 88 Pro's display when you load it. To change the name, click the field and enter a new name. Preset names can be 7 characters long and can include the following characters: **A-Z, 0-9, [] / \ - = _ ' .** and spaces.



To load a preset from your computer, do one of the following:

- Click **File** and then click **Load Preset**.
- Press **Ctrl+O** (Windows) or **Command+O** (macOS).

After that, locate the desired preset file and click **Open**.

To retrieve a preset from your connected Hammer 88 Pro:

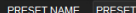
1. Click **File** and then click **Retrieve Preset**. Alternatively, press **Ctrl+Shift+R** (Windows) or **Command+Shift+R** (macOS).
2. In the window that appears, click the drop-down menu to select the desired preset number (**Preset 1-16**) or the current settings of your Hammer 88 Pro (**RAM**).
3. Click **Get** to confirm your choice, or click the **X** in the upper-left corner to close the window and cancel the operation.

Important: Editing this preset will not affect the preset stored on your Hammer 88 Pro. See [Sending Presets](#) below to learn how to send the edited preset to your Hammer 88 Pro.

Saving Presets

Saving a preset on your computer lets you edit it or send it to your Hammer 88 Pro in the future. All MIDI assignments that you see in the Preset Editor will be saved in the preset.

Note: The current preset's name is shown in the lower-left corner of the window. This is the name that appears in your Hammer 88 Pro's display when you load it. To change the name, click the field and enter a new name. Preset names can be 7 characters long and can include the following characters: **A-Z, 0-9, [] / \ - = _ ' .** and spaces.



To save the preset, do one of the following:

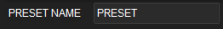
- Click **File** and then click **Save Preset**.
- Press **Ctrl+S** (Windows) or **Command+S** (macOS).

If this is the first time you are saving the preset, select the desired location, enter a file name, and click **Save**.

Sending Presets

Sending a preset to your connected Hammer 88 Pro lets you transfer the preset from the Preset Editor to your Hammer 88 Pro's internal memory. All MIDI assignments that you see in the Preset Editor will be sent to your Hammer 88 Pro.

Note: The current preset's name is shown in the lower-left corner of the window. This is the name that appears in your Hammer 88 Pro keyboard's display when you load it. To change the name, click the field and enter a new name. Preset names can be 7 characters long and can include the following characters: **A-Z, 0-9, [] / \ - = _ ' .** and spaces.



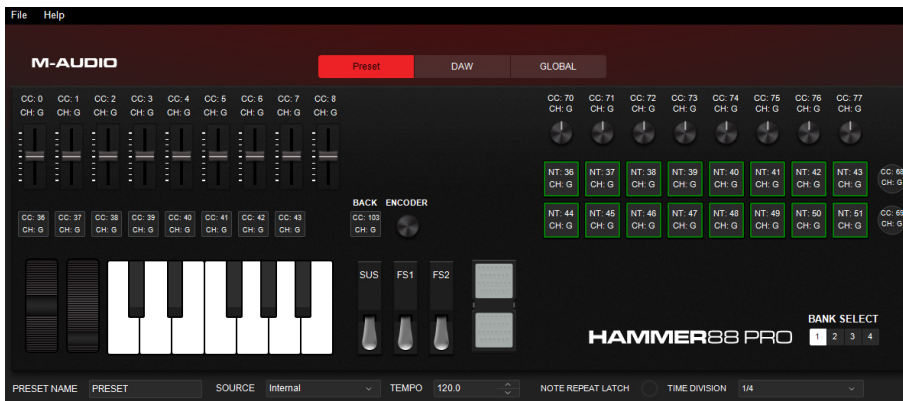
To send a preset to your connected Hammer 88 Pro:

1. Click **File** and then click **Send Preset**. Alternatively, press **Ctrl+Shift+S** (Windows) or **Command+Shift+S** (macOS).
2. In the window that appears, click the drop-down menu to select the desired preset number (**Preset 1-16**) or the current settings of your Hammer 88 Pro (**RAM**).
3. Click **Send** to confirm your choice, or click the **X** in the upper-right corner to close the window and cancel the operation. (Sending the preset will overwrite that preset number on your Hammer 88 Pro.)

Editing the Controls

Overview

Graphical User Interface



To edit the parameters for a type of control on your Hammer 88 Pro, click the desired control in the graphic of the Hammer 88 Pro in the software window.

Preset Name: Shows the name of the Preset that is selected.

Source: Selects whether the tempo is set from the keyboard's internal tempo or synced to an external DAW.

Tempo: Displays the preset's tempo setting.

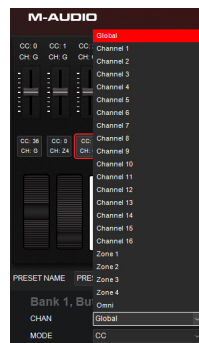
Control Panel

CHAN	Global	CC	37	Portamento Time LSB	↑	↓
MODE	CC	DOWN	0		↑	↓
		UP	127		↑	↓

The bottom part of the window is the **control panel**, which shows the available and current modes and parameters of the selected Hammer 88 Pro control. Its name will appear in the upper-left corner of the control panel, and it will be highlighted in the graphical user interface above it, as well.

To select a control, click it.

To use a drop-down menu, click it to reveal the menu options, and then click an option to select it.

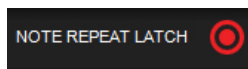


To use a value field, do any of the following:

- Click it and enter a number (0–127).
- Click the up (▲) or down (▼) arrows next to the field.
- Click it and then use your computer’s up (▲) or down (▼) keys.

To use a checkbox, click it to fill (enable) or unfill (disable) it. (Doing so may reveal or hide additional parameters that you can set.)

CHAN	Global
MODE	CC



Encoder

Click on the Encoder in Preset Mode to set the MIDI assignments for when it is pushed and when it is turned.

	PUSH	TURN
CHAN	Global	
MODE	CC	
CC	101 RPN MSB	
DOWN	0	
UP	127	

When the **Push** tab is selected in Preset Mode, select from these options. The parameters below will depend on your selection.

- **Chan:** The encoder will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **Mode:**
 - **CC:** The encoder will send its MIDI messages when pressed using the selected **CC** number and **Up/Down** values.
 - **Program:** The encoder will send its MIDI messages using the selected **Program** number and **MSB** and **LSB** values.
 - **Same As DAW:** The encoder will send its MIDI messages based on what is set in your DAW.
- **CC:** Selects the MIDI CC value that will be sent when the encoder is pressed.
- **Down:** The encoder will send this CC value when you press it.
- **Up:** The encoder will send this CC value when you release it.
- **Program:** The encoder will send this program number when you press it.
- **MSB:** The encoder will send this Bank MSB (Most Significant Byte) number when you press it.
- **LSB:** The encoder will send this Bank LSB (Least Significant Byte) number when you press it.

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When the **Push** tab is selected in DAW Mode, select from these options to set the MIDI assignments for when it is pushed. The parameters below will depend on your selection.

PUSH	TURN		
CHAN	Global	CC	101 RPN MSB
MODE	CC	DOWN	0
		UP	127

- **Chan:** The encoder will send its messages over this channel. Select the global channel (**Global**) or a specific channel (**Channel 1–16**).
- **Mode:** This will specify what message will be sent when the Encoder is turned.
 - **CC:** When set to **CC**, the encoder will send standard MIDI CC messages to your DAW.
 - **Program:** The encoder will send its MIDI messages using the selected **Program** number and **MSB** and **LSB** values.
 - **Mackie:** When set to **Mackie Control**, you can use the encoder with a DAW that responds to Mackie Control mode.
 - **Mackie/HUI:** When set to **Mackie/HUI**, you can use the encoder with a DAW that responds to HUI mode.
- **CC:** Selects the MIDI CC value that will be sent when the encoder is pressed.
- **Down:** The encoder will send this CC value when you press it.
- **Up:** The encoder will send this CC value when you release it.
- **Program:** The encoder will send this program number when you press it.
- **MSB:** The encoder will send this Bank MSB (Most Significant Byte) number when you press it.
- **LSB:** The encoder will send this Bank LSB (Least Significant Byte) number when you press it.

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When the **Turn** tab is selected in Preset Mode, select from these options to set the MIDI assignments for when it is turned.

PUSH	TURN		
CHAN	Global	TYPE	Right 65, Left 01
MODE	CC Relative	CC	102 Controller 102

The parameters below will depend on your selection.

- **Chan:** The encoder will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **Mode:** This will specify what message will be sent when the Encoder is turned.
 - **CC Relative:** This is useful for controlling endless encoders in software. Select from Right 65, Left 63; Right 63, Left 65; Right 127, Left 01; Right 01, Left 127.
 - **CC Cycle:** This useful for controlling from 2 - 4 CC values, as seen on a button or V1 control with 2-4 parameters. Select from 2-4 values.
 - **CC Inc/Dec:** This is useful for scrolling through several CC values.
 - **Program Cycle:** This is useful for selecting between different presets in software or external MIDI hardware. Select from 2-4 program messages.
 - **Program INC/DEC:** This is useful to scroll through multiple program messages.
 - **Same as DAW:** This assignment will match the message assigned to the Hammer 88 Pro's current DAW selection's encoder.

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When the **Turn** tab is selected in DAW Mode, select from these options to set the MIDI assignments for when it is turned.

PUSH	TURN		
CHAN	Global	TYPE	Right 65, Left 01
MODE	CC Relative	CC	102 Controller 102

The parameters below will depend on your selection.

- **Chan:** The encoder will send its messages over this channel. Select the global channel (**Global**) or a specific channel (**Channel 1–16**).
- **Mode:** This will specify what message will be sent when the Encoder is turned.
 - **CC Relative:** This is useful to send standard MIDI CC messages to your DAW.
 - **CC Cycle:** This useful for controlling from 2 - 4 CC values, as seen on a button or VI control with 2-4 parameters. Select from 2-4 values.
 - **CC Inc/Dec:** This is useful for scrolling through several CC values.
 - **Program Cycle:** This is useful for selecting between different presets in software or external MIDI hardware. Select from 2-4 program messages.
 - **Program INC/DEC:** This is useful to scroll through multiple program messages.
 - **Mackie Up/Down:** This is useful to scroll up/down in a DAW that responds to Mackie Control Mode.
 - **Mackie Left/Right:** This is useful to scroll left/right in a DAW that responds to Mackie Control Mode.
 - **HUI Up/Down:** This is useful to scroll up/down in a DAW that responds to HUI mode.
 - **HUI Left/Right:** This is useful to scroll left/right in a DAW that responds to HUI mode.

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- **CC Relative Type:** The Encoder will send a value number in the range of values when you turn it left or right.
 - **Right 65, Left 63**
 - **Right 63, Left 65**
 - **Right 127, Left 01**
 - **Right 01, Left 127**
- **CC Cycle Mode Type:** The Encoder will send from 2 to 4 values when turned.
- **CC Cycle Value:** Specifies what CC value will be sent.
- **CC:** Selects the MIDI CC value that will be sent when the encoder is turned.
- **Program Cycle Mode Type:** The Encoder will send from 2 to 4 values when turned.
- **Program:** Specifies what Program will be sent.

Knobs

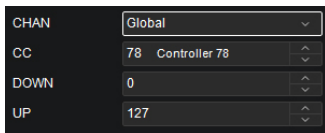


In Preset Mode, click one of the knobs to set the MIDI assignments for the corresponding knob on your Hammer 88 Pro. Click one of the **Bank** buttons (1-4) at the bottom of the window to select another bank of knobs.

Bank 2 Knob 1	
CHAN	Global
CC	78 Controller 78
DOWN	0
UP	127

In **Preset Mode**, click on these buttons to select the corresponding mode for the knob.

- **Chan:** The knob will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **CC:** The knob will send its MIDI messages using this CC number.
- **Down:** The knob's minimum position will correspond with this value. You can reverse the knob's polarity by making this value larger than the **Up** value.
- **Up:** The knob's maximum position will correspond with this value. You can reverse the knob's polarity by making this value smaller than the **Down** value.

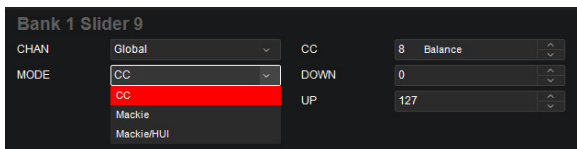


When set to **DAW Mode**, these are the available parameters. The parameters below will depend on your selection.

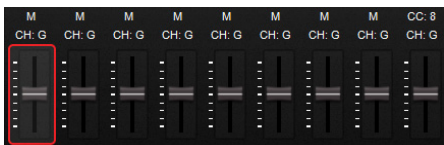
- **Chan:** The knob will send its messages over this channel. Select the global channel (**Global**), and a specific channel (**Channel 1–16**).
- **Mode:**
 - **CC:** When set to **CC**, the knob will send standard MIDI CC messages to your DAW.
 - **Mackie:** When set to **Mackie Control**, you can use the knob with a DAW that responds to Mackie Control mode.
 - **Mackie/HUI:** When set to **Mackie/HUI**, you can use the knob with a DAW that responds to HUI mode.

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- **CC:** The knob will send its MIDI messages using this CC number.
- **Down:** The knob's minimum position will correspond with this value. You can reverse the knob's polarity by making this value larger than the **Up** value.
- **Up:** The knob's maximum position will correspond with this value. You can reverse the knob's polarity by making this value smaller than the **Down** value.



Faders

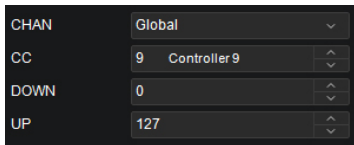


Click a fader to set the MIDI assignment for the corresponding fader on your Hammer 88 Pro. Click one of the **Bank** buttons (**1–4**) at the bottom of the window to select another bank of faders.



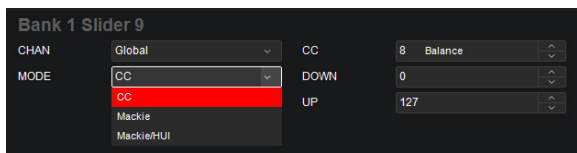
In Preset Mode, click on these buttons to select the corresponding mode for the fader.

- **Chan:** The fader will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **CC:** The fader will send its MIDI messages using this CC number.
- **Down:** The fader’s minimum position will correspond with this value. You can reverse the fader’s polarity by making this value larger than the **Up** value.
- **Up:** The fader’s maximum position will correspond with this value. You can reverse the fader’s polarity by making this value smaller than the **Down** value.



When set to **DAW Mode**, these are the available parameters:

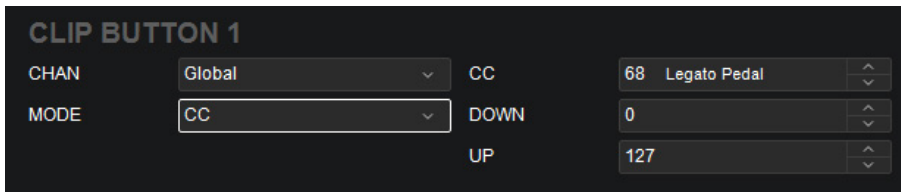
- **Chan:** The fader will send its messages over this channel. Select the global channel (**Global**), and a specific channel (**Channel 1–16**).
- **Mode:**
 - **CC:** When set to **CC**, the fader will send standard MIDI CC messages to your DAW.
 - **Mackie:** When set to **Mackie Control**, you can use the fader with a DAW that responds to Mackie Control mode.
 - **Mackie/HUI:** When set to **Mackie/HUI**, you can use the fader with a DAW that responds to HUI mode.
- **CC:** The fader will send its MIDI messages using this CC number.
- **Down:** Move the fader down to decrement the value. Move it up to increment the value.
- **Up:** Move the fader up to increment the value. Move it down to decrement the value.



Buttons



In Preset Mode, click on a button (including the Clip buttons and Back button) to set the MIDI assignment for the corresponding **button** on your Hammer 88 Pro. Click one of the **Bank** buttons (**1–4**) at the bottom of the window to select another bank of buttons.



When the mode is set to **CC**, these are the available parameters:

- **CC:** The button will send its MIDI messages using this CC number.
- **Down:** The button will send the MIDI CC number with this value when you press it.
- **Up:** The button will send the MIDI CC number with this value when you release it.
- **Chan:** The button will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).

CLIP BUTTON 1					
CHAN	Global	TYPE	2 Values	VALUE	1
MODE	CC Cycle	CC	70 Sound Variation	VALUE	2

When the mode is set to **CC Cycle**, these are the available parameters:

- **CC:** The button will send its MIDI messages using this CC number.
- **Chan:** The button will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **Type:** The button will cycle through this many values with the CC number (one at a time) when you press it: **1 Values**, **2 Values**, **3 Values**, or **4 Values**.
- **Value:** The button will send the value with this CC number when you press it, one at a time, cycling through them with each press.

CLIP BUTTON 1

CHAN	Global	TYPE	Increment
MODE	CC Inc/Dec	CC	70 Sound Variation
		MIN	0
		MAX	127

When the mode is set to **CC Inc/Dec**, these are the available parameters:

- **Type:** The button will send the next (**Increment**) or previous (**Decrement**) value number in the range of values when you press it.
- **CC:** The button will send its MIDI messages using this CC number.
- **Min:** The lowest value in the range of values will correspond with this setting.
- **Max:** The highest value in the range of values will correspond with this setting.
- **Chan:** The button will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).

CLIP BUTTON 1

CHAN	Global	PROGRAM	68
MODE	Program	MSB	0
		LSB	0

When the mode is set to **Program**, these are the available parameters:

- **Program:** The button will send this program number when you press it.
- **MSB:** The button will send this Bank MSB (Most Significant Byte) number when you press it.
- **LSB:** The button will send this Bank LSB (Least Significant Byte) number when you press it.
- **Chan:** The button will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).

CLIP BUTTON 1

CHAN	Global	TYPE	2 Values
MODE	Program Cycle	PROGRAM	0
		PROGRAM	1

When the mode is set to **Program Cycle**, these are the available parameters:

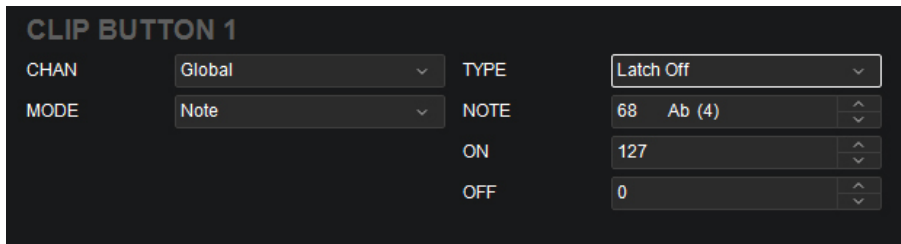
- **Chan:** The button will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **Type:** The button will cycle through this many values with the CC number (one at a time) when you press it: **1 Values**, **2 Values**, **3 Values**, or **4 Values**.
- **Program:** The button will send the value with this Program number when you press it, one at a time, cycling through them with each press.

CLIP BUTTON 1

CHAN	Global	TYPE	Increment
MODE	Program Inc/Dec	MIN	0
		MAX	127

When the mode is set to **Program Inc/Dec**, these are the available parameters:

- **Type:** The button will send the next (**Increment**) or previous (**Decrement**) program number in the range of programs when you press it.
- **Min:** The lowest program in the range of programs will correspond with this value.
- **Max:** The highest program in the range of programs will correspond with this value.
- **Chan:** The button will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).

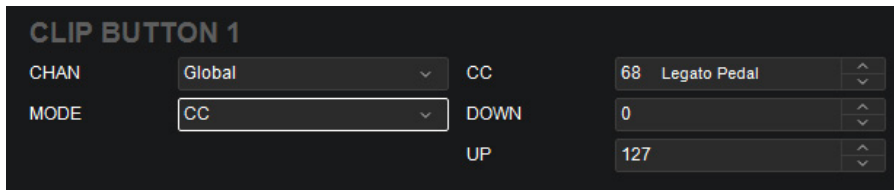


When the mode is set to **Note**, these are the available parameters:

- **Note:** The button will send this MIDI note number when you press it.
- **Chan:** The button will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **Type:** When set to **Latch On**, the button will send one value when pressed and a different value when pressed a second time, alternating between the two values with each press. When set to **Latch Off**, the button will send one value when pressed and one value when released.
- **On:** The button will send the MIDI note number with this velocity when you press it to turn it on.
- **Off:** The button will send the MIDI note number with this velocity when you press it to turn it off. This value will usually be **0** (to turn the note off).

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In DAW Mode, click on a button (including the Clip buttons and Back button) to set the MIDI assignment for the corresponding **button** on your Oxygen Pro. Click one of the **Bank** buttons (1–4) at the bottom of the window to select another bank of buttons.



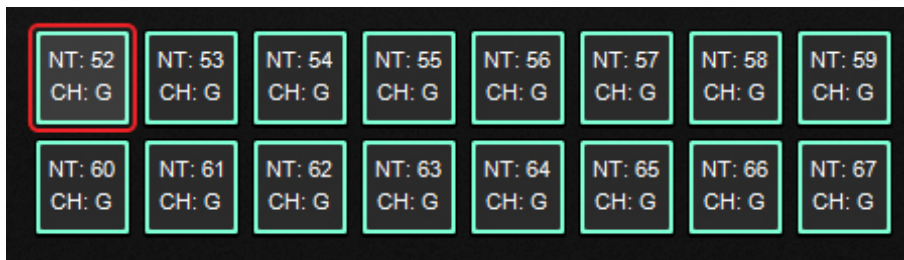
When in the DAW tab, in addition to the parameters listed above, the following controls will be available.

- **Mode:**
 - **Mackie:** When set to **Mackie Control**, you can use the button with a DAW that responds to Mackie Control mode.
 - **Mackie/HUI:** When set to **Mackie/HUI**, you can use the button with a DAW that responds to HUI mode.

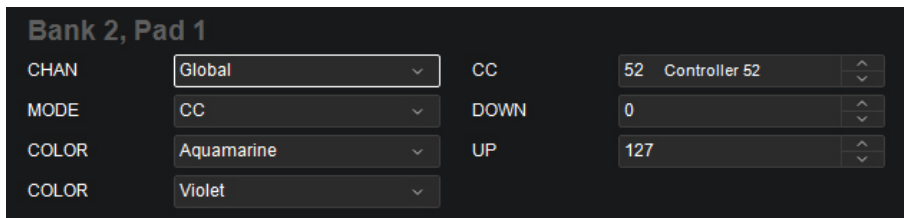
The DAW buttons include assignable controls for the buttons when in Record, Solo, Mute, and Track select.

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Pads



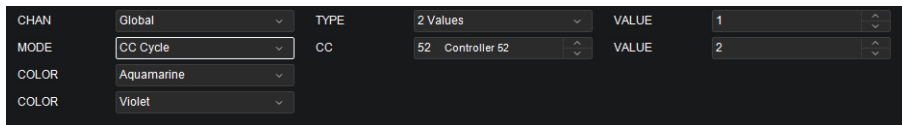
Click one of the pads (**P1–P16**) to set the MIDI assignments for the corresponding **pad** on your Hammer 88 Pro. You can assign the parameters for the pads in MIDI Mode as well as the pads' **Colors**.



CHAN	Global	CC	52	Controller 52
MODE	CC	DOWN	0	
COLOR	Aquamarine	UP	127	
COLOR	Violet			

When set to **CC**, these are the available parameters:

- **CC:** The pad will send its MIDI messages using this CC number.
- **Color:** Select the primary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **Color:** Select the secondary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **Down:** The pad will send the MIDI CC number with this value when you press it.
- **Up:** The pad will send the MIDI CC number with this value when you release it.
- **Chan:** The pad will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).



When set to **CC Cycle**, these are the available parameters:

- **CC:** The pad will send its MIDI messages using this CC number.
- **Color:** Select the primary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **Color:** Select the secondary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **Chan:** The pad will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **Type:** The pad will cycle through this many values with the CC number (one at a time) when you press it: **1 Values**, **2 Values**, **3 Values**, or **4 Values**.
- **Value:** The pad will send the value with this CC number when you press it, one at a time, cycling through them with each press.

CHAN	Global	TYPE	Increment
MODE	CC Inc/Dec	CC	52 Controller 52
COLOR	Aquamarine	MIN	0
COLOR	Violet	MAX	127

When set to **CC Inc/Dec**, these are the available parameters:

- **Type:** The pad will send the next (**Increment**) or previous (**Decrement**) value number in the range of values when you press it.
- **Color:** Select the primary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **Color:** Select the secondary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **CC:** The pad will send its MIDI messages using this CC number.
- **Min:** The lowest value in the range of values will correspond with this setting.
- **Max:** The highest value in the range of values will correspond with this setting.
- **Chan:** The pad will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).

CHAN	Global	PROGRAM	52
MODE	Program	MSB	0
COLOR	Aquamarine	LSB	0
COLOR	Violet		

When set to **Program**, these are the available parameters:

- **Program:** The pad will send this program number when you press it.
- **Color:** Select the primary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **Color:** Select the secondary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **MSB:** The pad will send this Bank MSB (Most Significant Byte) number when you press it.
- **LSB:** The pad will send this Bank LSB (Least Significant Byte) number when you press it.
- **Chan:** The pad will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).

CHAN	Global	TYPE	2 Values
MODE	Program Cycle	PROGRAM	0
COLOR	Aquamarine	PROGRAM	1
COLOR	Violet		

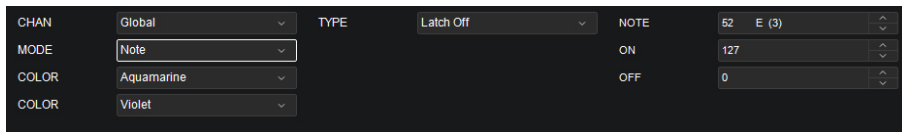
When set to **Program Cycle**, these are the available parameters:

- **Chan:** The pad will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **Color:** Select the primary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **Color:** Select the secondary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **Type:** The pad will cycle through this many values with the CC number (one at a time) when you press it: **1 Values**, **2 Values**, **3 Values**, or **4 Values**.
- **Program:** The pad will send the value with this Program number when you press it, one at a time, cycling through them with each press.

CHAN	Global	TYPE	Increment
MODE	Program Inc/Dec	MIN	0
COLOR	Aquamarine	MAX	127
COLOR	Violet		

When set to **Program Inc/Dec**, these are the available parameters:

- **Type:** The pad will send the next (**Increment**) or previous (**Decrement**) program number in the range of programs when you press it.
- **Color:** Select the primary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **Color:** Select the secondary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **Min:** The lowest program in the range of programs will correspond with this value.
- **Max:** The highest program in the range of programs will correspond with this value.
- **Chan:** The pad will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).



When set to **Note**, these are the available parameters:

- **Chan:** The pad will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **Color:** Select the primary color that you want to assign to the pad. See the section **Colors** for more details.
- **Color:** Select the secondary color that you want to assign to the pad. See the section **Colors** for more details.
- **Type:** When set to Latch On, the pad will send one value when pressed and a different value when pressed a second time, alternating between the two values with each press. When set to Latch Off, the pads will send one value when pressed and one value when released.
- **Note:** The pad will send this MIDI note number when you press it.
- **On:** The pad will send the MIDI note number with this velocity when you press it to turn it on.
- **Off:** The pad will send the MIDI note number with this velocity when you press it to turn it off. This value will usually be **0** (to turn the note off).

CHAN	Global	Enabled	<input checked="" type="checkbox"/>
MODE	Zone	Enabled	<input type="checkbox"/>
COLOR	Aquamarine	Enabled	<input type="checkbox"/>
COLOR	Violet	Enabled	<input type="checkbox"/>

When set to **Zone**, these are the available parameters:

- **Chan:** The pad will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **Color:** Select the primary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **Color:** Select the secondary color that you want to assign to the pad. See the section [Colors](#) for more details.
- **Enabled:** Turns the associated function on or off.

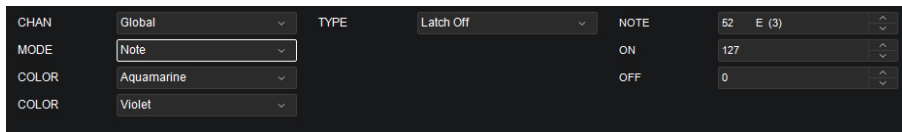
M-AUDIO

In DAW Mode, click one of the pads (**P1–P16**) to set the MIDI assignments for the corresponding **pad** on your Oxygen Pro. You can assign the parameters for the pads in MIDI Mode as well as the pads' **Colors**.

CHAN	Global	CC	52 Controller 52
MODE	CC	DOWN	0
COLOR	Aquamarine	UP	127
COLOR	Violet		

When set to **CC**, these are the available parameters:

- **Chan:** The pad will send its messages over this channel. Select the global channel (**Global**) or a specific channel (**Channel 1–16**).
- **Color:** Select the primary color that you want to assign to the pad. See the section **Colors** for more details.
- **Color:** Select the secondary color that you want to assign to the pad. See the section **Colors** for more details.
- **CC:** The pad will send its MIDI messages using this CC number.
- **Down:** The pad will send the MIDI CC number with this value when you press it.
- **Up:** The pad will send the MIDI CC number with this value when you release it.



When set to **Note**, these are the available parameters:

- **Chan:** The pad will send its messages over this channel. Select the global channel (**Global**) or a specific channel (**Channel 1–16**).
- **Color:** Select the primary color that you want to assign to the pad. See the section **Colors** for more details.
- **Color:** Select the secondary color that you want to assign to the pad. See the section **Colors** for more details.
- **Type:** When set to Latch On, the pad will send one value when pressed and a different value when pressed a second time, alternating between the two values with each press. When set to Latch Off, the pads will send one value when pressed and one value when released.
- **Note:** The pad will send this MIDI note number when you press it.
- **On:** The pad will send the MIDI note number with this velocity when you press it to turn it on.
- **Off:** The pad will send the MIDI note number with this velocity when you press it to turn it off. This value will usually be **0** (to turn the note off).

CHAN	Global	PROGRAM	52
MODE	Program	MSB	0
COLOR	Aquamarine	LSB	0
COLOR	Violet		

When set to **Same as Preset**, the pads will send the same message assigned to the pads when in Preset mode.

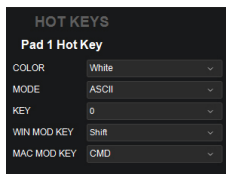
Transport Control Buttons



Select from these parameters for sending transport controls for Rewind, Fast Forward, Loop, Stop, Play, and Record commands:

- **Mode:**
 - **CC:** When set to **CC**, the button will send standard MIDI CC messages to your DAW.
 - **Program:** When set to **Program**, you can use the button with a DAW that responds to Program messages.
 - **Mackie:** When set to **Mackie Control**, you can use the button with a DAW that responds to Mackie Control mode.
 - **Mackie/HUI:** When set to **Mackie/HUI**, you can use the button with a DAW that responds to HUI mode.
- **Down:** The button will send the MIDI CC number with this value when you press it.
- **Up:** The button will send the MIDI CC number with this value when you release it.
- **Chan:** The button will send its messages over this channel. Select the global channel (**Global**) or a specific channel (**Channel 1–16**).
- **Program:** The button will send this program number when you press it.
- **MSB:** The button will send this Bank MSB (Most Significant Byte) number when you press it.
- **LSB:** The button will send this Bank LSB (Least Significant Byte) number when you press it.

Hot Keys



Select the Hot Key setting for each pad or the metronome:

Note: Hot Keys are only available in the DAW tab of the Preset Editor.

Color: Select the color that you want to assign to the Hot Key. See the section [Colors](#) for more details.

Mode: Select from CC, Note, and ASCII, None.

Key: Selects the keyboard key to use to trigger the pad or metronome.

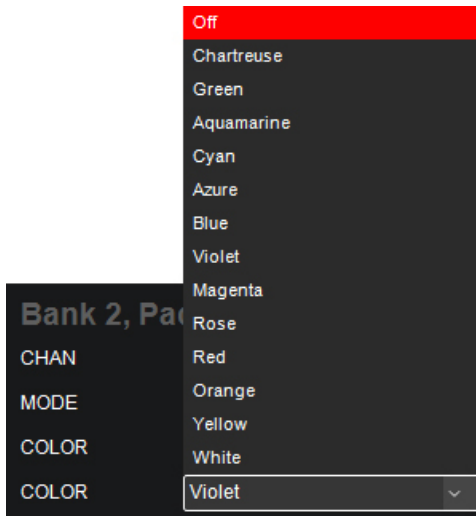
Win Mod Key: Selects the Windows style modified keyboard key to use to trigger the pad or metronome.

Mac Mod Key: Selects the MacOS style modified keyboard key to use to trigger the pad or metronome.

Colors

Each pad can have a set of colors assigned to it, making it easier to distinguish between their different functions, notes, etc. Each pad can use up to 2 colors. Use the **Color** drop-down menus to select from these 13 different colors:

Chartreuse, Green, Aquamarine, Cyan, Azure, Blue, Violet, Magenta, Rose, Red, Orange, Yellow, and White.



Keybed

Zones:

The **keybed** (the piano keys) on your Hammer 88 Pro can be divided into 1–4 “zones.” When zones are active each zone can send its controls’ MIDI messages over its own MIDI channel. You can assign the parameters for the keybed/zones in MIDI Mode only.

Tip: This feature is great for dividing your keyboard between different virtual instruments or synthesizers. For example, you can create two zones, each using a different MIDI channel, and play and control two virtual instruments simultaneously—one with each half of the keys.

Click one of the **Zone 1–4** piano keys to set the MIDI assignments for the corresponding zone on your Hammer 88 Pro. All 4 zones have the same parameters, which you can set independently.

	ZONE 1	ZONE 2	ZONE 3	ZONE 4
Enabled	<input type="radio"/>			
CHAN	Global		FIRST	C (1)
PROGRAM	0		LAST	C (5)
MSB	0		OCTAVE	0
LSB	0		TRANSPOSE	0

M-AUDIO

These are the available parameters:

- **Enabled:** Turns the associated function on or off.
- **First:** The zone's lowest key will correspond with this note.
- **Last:** The zone's highest key will correspond with this note.
- **Octave:** The zone's keys will send their notes using this octave shift (from their original position on the keyboard).

Note: The zone octave and transposition are independent from the keyboard's overall octave and transposition, but all of these affect the note a key sends out.

- **Transpose:** The zone's keys will send their notes using this transposition (from their original position on the keyboard).

Note: The zone octave and transposition are independent from the keyboard's overall octave and transposition, but all of these affect the note a key sends out.

- **Program:** The zone will send this program number when you press a key in it.
- **MSB:** The zone will send this Bank MSB (Most Significant Byte) number when you press a key in it.
- **LSB:** The zone will send this Bank LSB (Least Significant Byte) number when you press a key in it.
- **Chan:** The zone will send its messages over this channel. Select the global channel (**Global**) or a specific channel (**Channel 1–16**).

Note: Any other controls whose **Chan** settings are set to this zone will send their messages using this channel, as well.

Arp:

ON/OFF	<input type="radio"/>	CHAN	Global	▼
LATCH	<input type="radio"/>	TYPE	Up	▼
		OCTAVE	0	▼
		GATE	0	▲ ▼
		SWING	50%	▼
		SPLIT	Off	▼

You can set various assignments for the arpeggiator.

To activate or deactivate the arpeggiator, tick the **On/Off** box.

To set the arpeggiator's type, click the **Type** field, and select the desired setting from the pop-up menu. The mode determines how the arpeggiated notes are played back:

- **Up:** Notes will sound from the lowest to the highest.
- **Down:** Notes will sound from the highest to lowest.
- **Inclusive:** Notes will sound from the lowest to the highest, and then back down. The lowest and highest notes will sound *twice* at the directional change.
- **Exclusive:** Notes will sound from the lowest to the highest, and then back down. The lowest and highest notes will sound only *once* at the directional change.
- **Order:** Notes will sound in the order they were pressed.
- **Random:** Notes will sound in random order.
- **Chord:** Notes will sound in a chord.

M-AUDIO

When Split is set to On, the Arp can be assigned to a specific section of the keybed, like a Zone assignment.

Click the First field to set the lowest key that will correspond to the arp range.

Click the Last field, to set the highest key that will correspond to the arp range.

To activate or deactivate Latch, click the **Latch** field. When Latch is **On**, the Arpeggiator will continue to arpeggiate the notes even after you lift your fingers. While holding down the keys, you can add more notes to the arpeggiated chord by pressing down additional keys. If you press the keys, release them, and then press down a new combination of notes, the Arpeggiator will memorize and arpeggiate the new notes.

To set the arpeggiator's octave range, click the **Octave** field, and select the desired value: **1**, **2**, or **3** octaves.

To set the arpeggiator's gate, click the **Gate** field, and select the desired value from 5-100.

To set the arpeggiator's swing, click the **Swing** field, and select the desired setting between 50% and 75%.

Chord:

ON/OFF	<input type="radio"/>		
CHAN	Global	MODE	Smart
SPLIT	Off	ROOT	C
		VOICES	1,3,5
		SCALE	Major

To activate or deactivate Chord mode, tick the **On/Off** box.

- **Chan:** The chord will send its messages over this channel. Select the global channel (**Global**) or a specific channel (**Channel 1–16**).
- **Split:** When Split is set to On, the Chord assignment can be assigned to a specific section of the keybed, like a Zone assignment.
- **Mode:** **Smart** mode lets you select the key of the song (ex. C Major). When a key is pressed on the physical keyboard, a chord will play in that key. **Custom** mode lets you input a custom chord. Once a chord has been input, press a key on the physical keyboard to play a chord.
- **Root:** Selects what key the Smart Chord is in.
- **Voices:** This lets you choose what fingerings are active in Smart Chord mode.
- **Scale:** Selects what scale the chord will use.

Scale:

ON/OFF	<input type="radio"/>		
CHAN	Global	ROOT	C
SPLIT	Off	SCALE	Chromatic

To activate or deactivate Chord mode, tick the **On/Off** box.

- **Chan:** The scale will send its messages over this channel. Select the global channel (**Global**) or a specific channel (**Channel 1–16**).
- **Split:** Selects whether the keyboard split range is activated.
- **First:** Select from the dropdown list to set the lowest key that will correspond to the scale range.
- **Last:** Select from the dropdown list to set the highest key that will correspond to the scale range.
- **Root:** Set the root note for the scale.
- **Scale:** Click the **Set scale** field and select what scale you want to apply: **Chromatic, Major, Dorian, Phrygian, Lydian, Mixolydian, Minor Harmonic, Locrian, Minor, Minor Melodic, Pentatonic Major, Pentatonic Minor, Blues, Altered Dominant, Diminished Whole Half, and Whole Tone.**

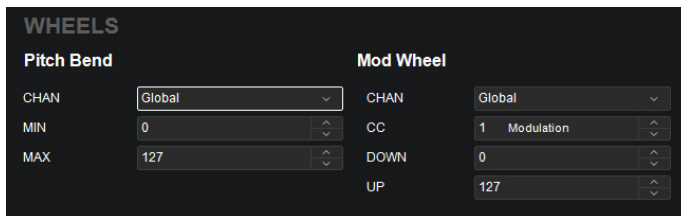
Aftertouch:

CHANNEL	Global	▼
MIN	0	▲ ▼
MAX	127	▲ ▼

- **Chan:** The aftertouch will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **Min:** The lowest note played in the range will correspond with this value.
- **Max:** The highest note played in the range will correspond with this value.

Modulation & Pitch Wheels

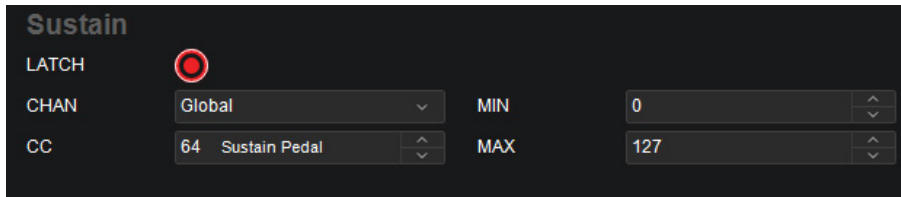
Click the **modulation wheel** (the right wheel) or the **pitch-bend wheel** (the left wheel) to set the MIDI assignments for the corresponding **wheel** on your Hammer 88 Pro. You can assign the parameters for the modulation wheel and pitch wheel in MIDI Mode only.



- **CC:** The wheel will send its MIDI messages using this CC number.
- **Chan:** The wheel will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **Min:** The wheel's minimum position will correspond with this value. You can reverse the wheel's polarity by making this value larger than the **Max** value.
- **Max:** The wheel's maximum position will correspond with this value. You can reverse the wheel's polarity by making this value smaller than the **Min** value.
- **Down:** The wheel's minimum position will correspond with this value. You can reverse the wheel's polarity by making this value larger than the **Up** value.
- **Up:** The wheel's maximum position will correspond with this value. You can reverse the wheel's polarity by making this value smaller than the **Down** value.

Sustain Pedal

Click the sustain pedal option to set the MIDI assignments for the **sustain pedal** on your Hammer 88 Pro.



Sustain			
LATCH	<input checked="" type="checkbox"/>		
CHAN	Global	MIN	0
CC	64 Sustain Pedal	MAX	127

- **Latch:** When Latch is enabled, the pedal will send one value when pressed and a different value when pressed a second time, alternating between the two values with each press (“latching” or “toggle” behavior). When Latch is disabled, the pedal will send one value when pressed and one value when released (“momentary” behavior).
- **Chan:** The sustain pedal will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **CC:** The sustain pedal will send its MIDI messages using this CC number.
- **Min:** The lowest program in the range of programs will correspond with this value.
- **Max:** The highest program in the range of programs will correspond with this value.

Footswitches

Click the footswitch options to set the MIDI assignments for **FS1** and **FS2** on your Hammer 88 Pro.

Footswitch 1

LATCH

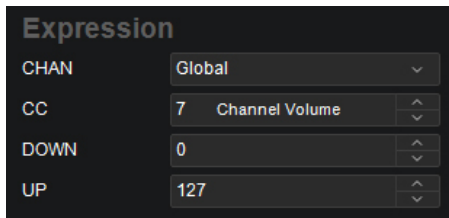
CHAN Global MIN 0

CC 65 Portamento MAX 127

- **Latch:** When Latch is enabled, the pedal will send one value when pressed and a different value when pressed a second time, alternating between the two values with each press (“latching” or “toggle” behavior). When Latch is disabled, the pedal will send one value when pressed and one value when released (“momentary” behavior).
- **Chan:** The sustain pedal will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **CC:** The sustain pedal will send its MIDI messages using this CC number.
- **Min:** The lowest program in the range of programs will correspond with this value.
- **Max:** The highest program in the range of programs will correspond with this value.

Expression

Click the expression pedal options to set the MIDI assignments for the **Expression** input on your Hammer 88 Pro.



- **Chan:** The sustain pedal will send its messages over this channel. Select the global channel (**Global**), a specific channel (**Channel 1–16**), a zone (**Zone 1–4**), or all channels (**Omni**).
- **CC:** The sustain pedal will send its MIDI messages using this CC number.
- **Min:** The lowest program in the range of programs will correspond with this value.
- **Max:** The highest program in the range of programs will correspond with this value.

Global Settings

The Global Settings affect the overall operation of your Hammer 88 Pro, regardless of the current preset.

These are the available settings:

- **Channel:** This menu lets you set the global channel (**Channel 1–16**). Any other controls or zones whose **Chan** settings are set to **Global** will send their messages using this channel.
- **Program:** This field determines the number of the program change message that will be sent when you click **Send Settings**.
- **MSB:** This field determines the number of the Bank MSB (Most Significant Byte) message that will be sent when you click **Send Settings**.
Note: A Bank LSB or Bank MSB number may not have any effect until you send a program change message after it.
- **LSB:** This field determines the number of the Bank LSB (Least Significant Byte) message that will be sent when you click **Send Settings**.
Note: A Bank LSB or Bank MSB number may not have any effect until you send a program change message after it.
- **Octave:** This field determines the current octave shift of the entire **keybed**.
Note: The keyboard's overall octave and transposition are independent from the zones' octaves and transpositions, but all of these affect the note a key sends out.
- **Key Transpose:** This field determines the current transposition of the entire **keybed** (-12 to 12).
Note: The keyboard's overall octave and transposition are independent from the zones' octaves and transpositions, but all of these affect the note a key sends out.
- **Keyboard Sensitivity:** This field determines the velocity sensitivity of the **keybed**—the amount of force required to generate a note with a specific velocity. See [Appendix > Velocity Curves > Keybed](#) for descriptions of the different settings.

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- **Pad Sensitivity:** This field determines the velocity sensitivity of the **pads**—the amount of force required to generate a note with a specific velocity. See [Appendix > Velocity Curves > Pads](#) for descriptions of the different settings.
- **MIDI DIN Out:** This field determines whether the 5-pin MIDI DIN connectors on the rear panel will send MIDI data from just the keys (**Keys**), just from the USB MIDI data (**USB**), the keys and USB MIDI data (**Keys/USB**) or no MIDI data is sent (**Off**).
- **Operating System:** Set this option for the computer operating system you are using, **PC** or **macOS**.
- **Chord Mode:** This field determines whether when Chord mode is active it will activate Chord Mode for the Keys, Pads, or Pads and Keys.

Software Menus

File

- Send Preset** Select this to export the current settings from the Hammer 88 Pro Preset Editor to your connected Hammer 88 Pro. Alternatively, press **Ctrl+Shift+S** (Windows) or **Command+Shift+S** (macOS).
- Retrieve Preset** Select this to import the current settings from your connected Hammer 88 Pro keyboard into the Hammer 88 Pro Preset Editor. Alternatively, press **Ctrl+Shift+R** (Windows) or **Command+Shift+R** (macOS).
- Load Preset** Select this to locate and load a preset file on your computer to the Hammer 88 Pro Preset Editor. Alternatively, press **Ctrl+O** (Windows) or **Command+O** (macOS).
- Save Preset** Select this to save the Hammer 88 Pro Preset Editor's current settings to your computer as a preset file. Alternatively, press **Ctrl+S** (Windows) or **Command+S** (macOS).
- Exit** Select this to close the Hammer 88 Pro Preset Editor.
macOS users: This option is in the Hammer 88 Pro Preset Editor menu.

Help

- Open User Guide** Select this to open this *User Guide*.
- About Hammer 88 Pro Preset Editor** Select this to view information about this version of the Hammer 88 Pro Preset Editor.
macOS users: This option is in the **Hammer 88 Pro Preset Editor** menu.

Appendix

Velocity Curves

Keybed

To select one of these curves, use the **Key Curve** field in the **Global Settings**. See the [Global Settings](#) chapter to learn about this.

Curve Number	Hammer 88 Pro Display	Description
1	Low	This is a low-sensitivity setting, useful for playing notes with mostly low velocities.
2	Medium	This is a medium-sensitivity setting (the default), useful for playing with an average amount of force.
3	High	This is a high-sensitivity setting, useful for playing notes with mostly high velocities.
4	Linear	This is a linear curve. The velocity of the note will be proportional to the amount of force.
5	Fixed 64	All notes will have a fixed velocity of 64 .
6	Fixed 100	All notes will have a fixed velocity of 100 .
7	Fixed 127	All notes will have a fixed velocity of 127 .

Pads

To select one of these curves, use the **Pad Curve** field in the **Global Settings**. See the [Global Settings](#) chapter to learn about this.

Curve Number	Hammer 88 Pro Display	Description
1	Low	This is a low-sensitivity setting, useful for playing notes with mostly low velocities.
2	Medium	This is a medium-sensitivity setting (the default), useful for playing with an average amount of force.
3	High	This is a high-sensitivity setting, useful for playing notes with mostly high velocities.
4	Linear	This is a linear curve. The velocity of the note will be proportional to the amount of force.
5	Fixed 64	All notes will have a fixed velocity of 64 .
6	Fixed 100	All notes will have a fixed velocity of 100 .
7	Fixed 127	All notes will have a fixed velocity of 127 .
8	Fixed 64,127	All notes will have a velocity of 64 or 127 , depending on the amount of force.
9	Fixed 64, 100, 127	All notes will have a velocity of 64 , 100 , or 127 , depending on the amount of force.
10	Fixed 32, 64, 100, 127	All notes will have a velocity of 32 , 64 , 100 , or 127 , depending on the amount of force.

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