

MIDI Modules and other Modules

MIDI Modules

MIDI Merger

Midi Merger4 / 8 / 16

Key Splitter

The Key Splitter Control Surface

Sequencer Remote

The Front Panel

The Command Assignment Drawer

MIDI Monitor

MIDI Filter

MTCtoCLK

Other Modules

Notepad

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The /Devices/MIDI directory (:Devices:MIDI in Mac OS) contains some important, often-used, tools.

MIDI Merger

This module combines two MIDI streams (Min1 and Min2) into a single output stream (MOut). You cannot connect several MIDI outputs to a single MIDI input in our software although the reverse is possible - a single MIDI output can be fed to several inputs. This is why this module is necessary.

Example: If you want a synthesizer to respond both to keyboard and sequencer MIDI input, connect the [Hardware] MIDI source and Sequencer MIDI source modules to Min1 and Min2 respectively. Then connect the MIDI Merger's MOut to the synthesizer MIDI in.



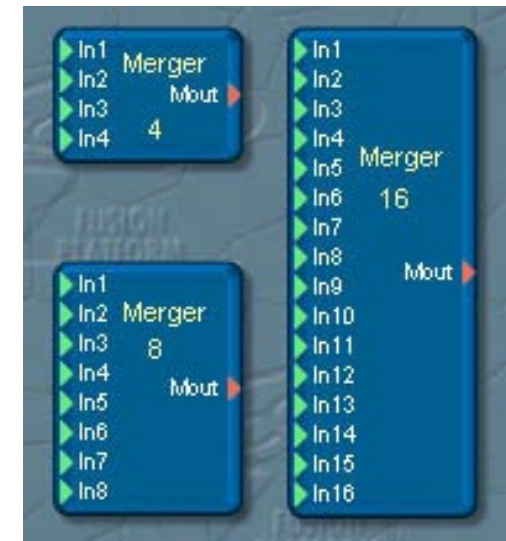
Midi Merger4 / 8 / 16

The new 4-input, 8-input and 16-input MIDI merger modules have been provided to make it easy for you to merge the MIDI data from your keyboard or other MIDI controller with the MIDI output data from one or more Scope devices in your project, so that the combined data, as a single MIDI stream, can be routed into a sequencer program for recording. This configuration enables you to achieve the following:

a) Latency-free performance while recording

By feeding the data from your external MIDI controller directly to your Scope devices - and simultaneously sending this data to the sequencer via one input of a MIDI merger module - you can play your Scope devices latency-free while

recording your MIDI tracks. This avoids the delays which could occur if the MIDI data were first sent directly to the sequencer and then „echoed“ back out to Scope (see also the section *Recording MIDI Tracks* in the chapter *Integrating your Recording Software*).

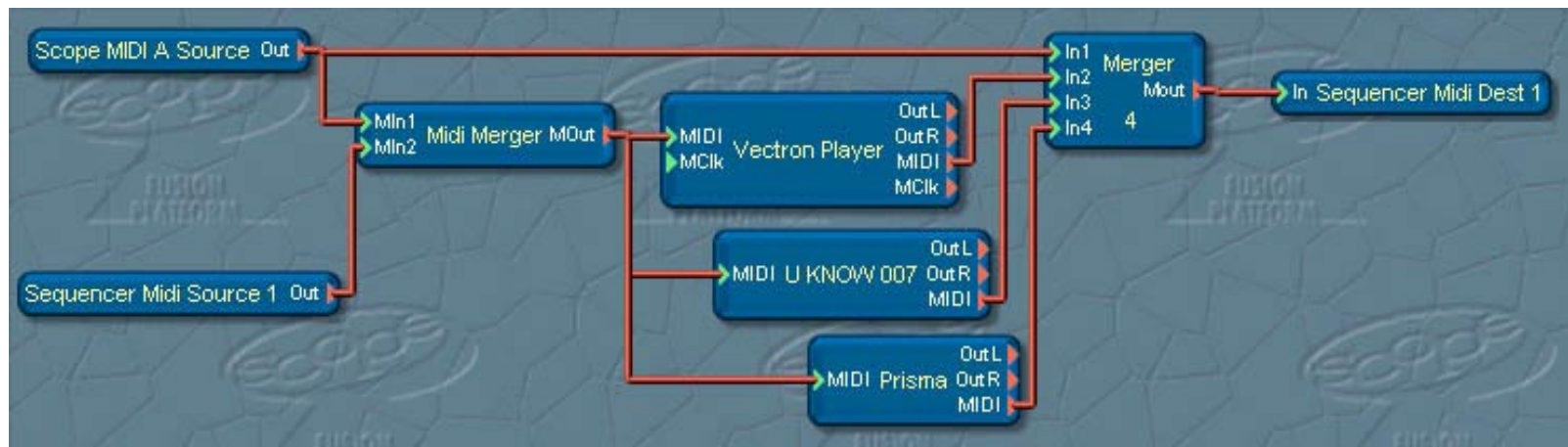


b) MIDI automation of Scope devices

Additionally merging the MIDI outputs of your Scope devices into the same data stream permits you to simultaneously record any control movements you make on these devices as MIDI information (provided that MIDI controllers have been assigned to these controls). During playback, when the recorded data is sent back to the inputs of the Scope devices, these control movements will be precisely reproduced.

The new MIDI merger modules have been designed to operate with maximum efficiency and economy in the configuration described above. It's important to be aware that they are, as a result, not fully suitable for every conceivable MIDI merging application. In particular, you should avoid situations in which large amounts of MIDI data are sent to two or more merger inputs at the same time, as this could push the merger past its limits. „Large amounts of MIDI

data“ basically means that the data is coming in at a much faster rate than you could achieve by simply playing your keyboard manually. The most obvious example would be a System Exclusive data dump (which should not be sent through a MIDI merger module!)



With this MIDI cabling you can use devices latency-free and record the controller movements in the sequencer at the same time.

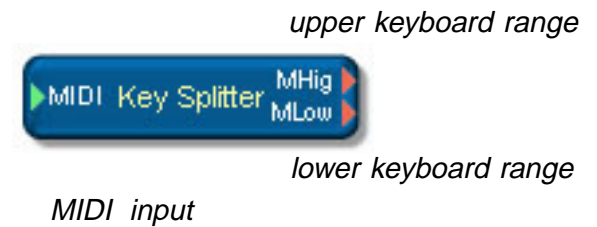
Another example would be the playback of a sequence with many tracks and lots of pitch bend, aftertouch and control change information on each track - however, even this will normally cause no problems, as long as it doesn't occur on more than one merger input at a time.

Tip: SFP can transfer MIDI data to and from a sequencer program simultaneously via multiple independent streams through the use of multiple Sequencer MIDI Source/Dest modules. Most current sequencer programs are able to take advantage of this capability. By using a separate Sequencer MIDI Dest module for each Scope device MIDI output, you may be able to avoid the need for a MIDI merger module altogether - and in addition, keep your recorded control movements neatly split up onto separate sequence tracks.

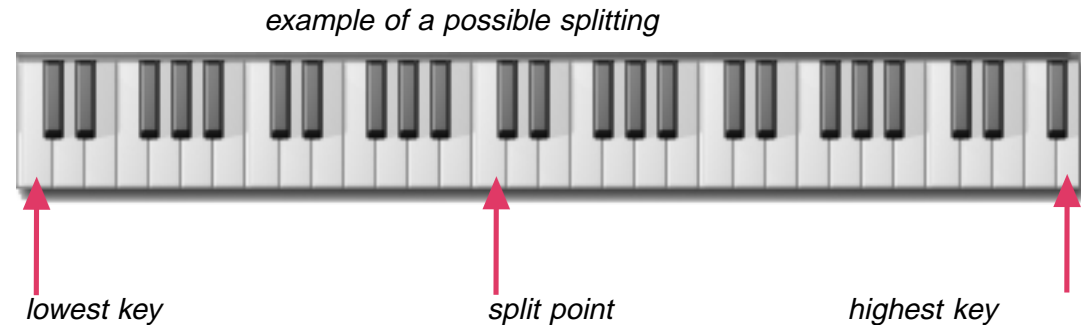
Key Splitter

The Key Splitter lets you split a MIDI data stream into two independent streams according to specified keyboard ranges. Use this to play two separate synthesizers, or synthesizer presets, using a single keyboard.

For example, connect the MIDI output of the [Hardware] Midi source module to the MIDI input of the splitter. Then connect the splitter's MIDI outputs (MHig, MLow) to two synthesizers - the lower range with a Bass sound, and the higher range with a more percussive sound of some sort.



You can now play the bass part from the lowest keyboard note to the split point, inclusively, and the percussive sound from the split point up on the other synthesizer.



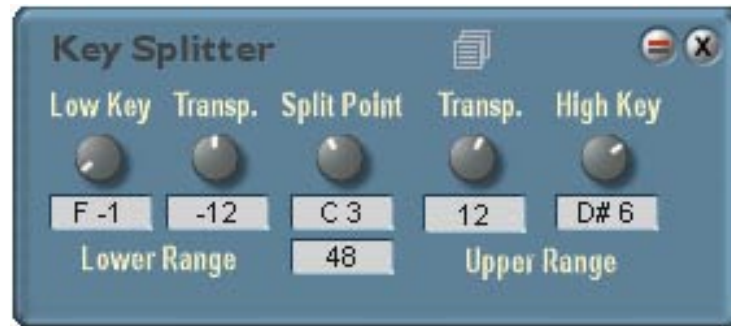
The Key Splitter Control Surface

Split Point: Sets the split point for the two ranges. Use the rotary control, or enter a number into the text display to set the value. The actual split point becomes a part of the lower range (inclusive to the lower range).

Low Key: Sets the lower limit of the low keyboard range.

Transpose: The MIDI output of the lower split range is transposed by the number of semitones indicated here.

High Key: Sets the upper limit of the high range of the keyboard split.



Transpose: The MIDI output of the upper split range is transposed by the number of semitones indicated here.

Sequencer Remote

This module allows you to control the most important functions of your sequencer or other equipment over MIDI without having to leave the software environment. This can save a lot of switching between applications.

Connect this module's output to the Sequencer Midi dest and/or the [*Hardware*] Midi dest module to control the other application or equipment.

To remotely control your sequencer, you must enable '**Remote active**' in your sequencer. Remote control activation is similarly accomplished in other sequencers. Consult the program's documentation for details.

The Front Panel

The module's front panel provides the most important buttons. You'll find a detailed description of their functionality in the sequencer documentation.

The Command Assignment Drawer

When you click on one of the remote control buttons, a specific MIDI message is transmitted. In this dialog you can specify the MIDI message for each function in detail to allow you to customize the module for any equipment or software application.

The following are some additional parameters:

MIDI Transmit Channel: Sets the MIDI channel on which MIDI control messages will be transmitted.

Note/Controller/PrgChng: This switch determines whether MIDI messages will be sent as Note On, Controller, or Program Change events.



Command Key: If this option is enabled, then the remote control sequence is accompanied by an 'activation key'. This can prevent the inadvertant triggering of a remote control function by another software application.

Latency: Adjusts the transmission rate of the MIDI control events.



This is a way how to connect the sequencer remote with the sequencer.

MIDI Monitor

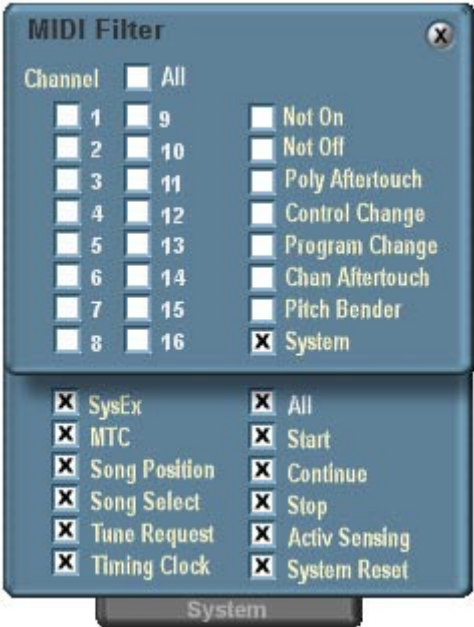
This module provides a detailed display of the MIDI data stream. The *Active Sensing* (a status signal produced by some keyboards) and *Realtime Messages* can be filtered with the associated buttons.



MIDI Filter

These modules filter the MIDI data stream to eliminate specific Event types. MIDI Filter has a drawer in which the output of the different system events can be individually filtered.

This module also as an output - MInv - which permits only the filtered events to be passed.



MTCtoCLK

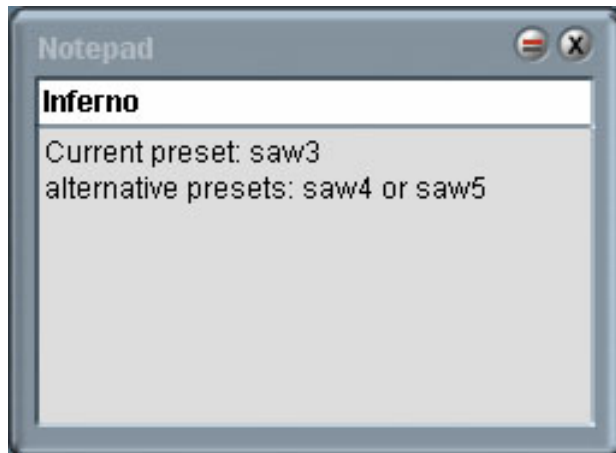
This module converts the MTC (MIDI time code) signal to the Clock signal required for the tripleDAT source module. You need this to synchronize external ADAT-compatible equipment using the optional Sync Plate.



Other Modules

Notepad

The folder Plug-Ins/Notepad contains a Notepad module. You can enter text on the surface of the module. This way you can store a description of your devices settings or other information within your project.



Index

C

Command Assignment Drawer 6
Command Key 7

F

Front Panel 6

H

High Key 5

K

Key Splitter 4
Key Splitter Control Surface 5

L

Latency 7
Latency-free performance 2
Low Key 5

M

MHig 4
MIDI control messages 6
MIDI Filter 8
MIDI Merger 2
Midi Merger 2
Midi Merger 4/8/16 2
Midi Merger4 / 8 / 16 2
MIDI Monitor 8
MIDI streams 2
MIDI Transmit Channel 6

Min1 2
Min2 2
MLow 4
MOut 2

N

Note On 6
Note/Controller/PrgChng 6
Notepad 9

R

Remote active 6

S

Sequencer Remote 6
single output stream 2
Split Point 5

T

Transpose 5