



T E C H N O L O G I E S

MiDiGENERATOR

Manual

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Introduction

Make it live. Control, generate and modulate your MIDI tracks in performance.

Here are just some of the features:

- Chord or note arpeggiation, step and single track transposition trigger modes
- A/B MIDI deck morph and cross mix
- Physics-enabled X/Y pads, faders and keyboard controller
- Multi-trigger modulations
- Advanced track modulation, randomization and random generation

1.0 Play

- The MiDiGenerator is set up as 8 MIDI tracks per bank. Banks may be selected or toggled between A and B.
- Each MIDI track is programmed from the PLAY tab view.
- Trigger a MIDI track by touching the TRIG button. Touch again to fire additional iterations. Tracks may also be triggered by other MIDI apps, KEYS or external MIDI keyboard.
- The transport main play button fires all 8 tracks at the same time. Press again to pause all tracks.
- When a new bank is selected, previous banks can continue to run in the background. Press XBNK to stop all banks except the current one.

1.1 Play ? Quick Help

►PLAY MIX TRACK MOD KEYS *SETUP

Name/Add Bank A/B Select Bank name
Touch to select a new A/B bank Chord interpretation of input notes

120 BPM Tempo

Double tap to reset

Each bank has 8 tracks. The sequence tracks are displayed in TRACK and modulated by MOD or KEYS. Use A/B to select between two banks preselected in MIX

	1	2	3	4	5	6	7	8
TRIG	Trigger sequence on track Touch again to fire additional iterations							
PROG	Sequence track program details							
RAND	Randomize track according to RAND FUNC							
REC	Record track from MIDI in or KEYS							
PATCH	1	Send MIDI Patch change	4	5	6	7	8	
INPUT	Select track input for MIDI / KEYS							
STOP	Stop an individual track							

MIDI in / KEYS Assignment:
 THRU MIDI thru
 MULTI multiple trigger
 ARP arpeggiation record
 SINGLE trigger transpose
 THRU TMODE 1 PROG trigger mode

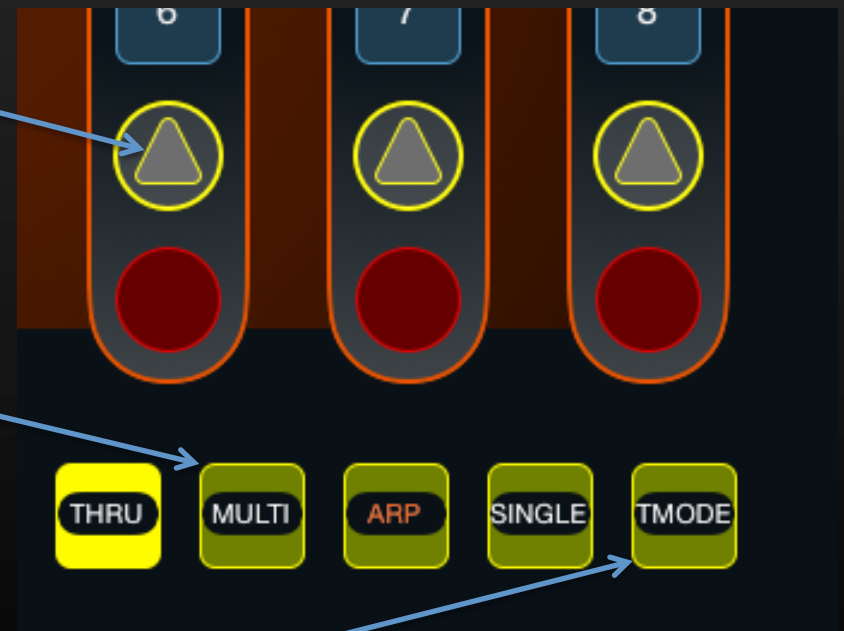
Reset Play All Pause Stop All Stop Bank Exclusive Bnk Stop

1.2 Play Trigger Modes

The Yellow INPUT triangle selects the track for MIDI trigger input.

The yellow square buttons quick select the trigger mode for MIDI input from a keyboard, etc.

TMODE selects the trigger mode, as programmed in the track by the PROG button.



2.0 Track Program

Tap the PROG gear to program the track parameters.

PATCH BANK, BANK LSB and MIDI PATCH set the MIDI program change for the track PATCH button. A MIDI program change is in the form of a PATCH BANK MSB, BANK LSB and a PATCH number.

MIDI CHAN sets the MIDI output channel for the track.

MIDI CCN sets the MIDI controller number for the track steps.

TRACK

PATCH BANK	0	BANK LSB	0
MIDI PATCH	2		
MIDI CHAN	1	MIDI CCN	Off

2.1 Program Sequence Modes

TRIG MODE sets the trigger mode of the track input:

- Multiple – generate multiple versions of the same track. Each virtual iteration may have its own uniquely modified values.
- Multiple Arp – start a track with the trigger button and then modify its note values according to keyboard MIDI input.
- Single – traditional sequence trigger that takes the MIDI input as a transposition.
- Step – play each step per trigger event.

STEP MODE sets the track step progression:

- Forward, Reverse, Random, Brownian, Pendulum and Pendulum Repeat ends.

2.2 Program Sequence

- SEED is the randomization factor for regenerations.
- LOOP sets the number of times a track plays. Set LOOP to 0 for infinite repeat.
- LENGTH sets the track length up to 256 slots and PULSES sets the number of steps up to the LENGTH of the track.
- SCALE sets the track force-to-scale to a pre-defined scale and ROOT is the force-to-scale key.

TRIG MODE	Multiple	STEP MODE	Forward
SEED	0.500000	LOOP	1
LENGTH	62	PULSES	31
SCALE	Off	ROOT	C

2.3 Program Sequence Time Base

- TIME SIG sets the time signature numerator, that is the number of beats per bar.
- DIVISION sets the per-step time-base: quarter, eighth, sixteenth or thirty-second.

TIME SIG

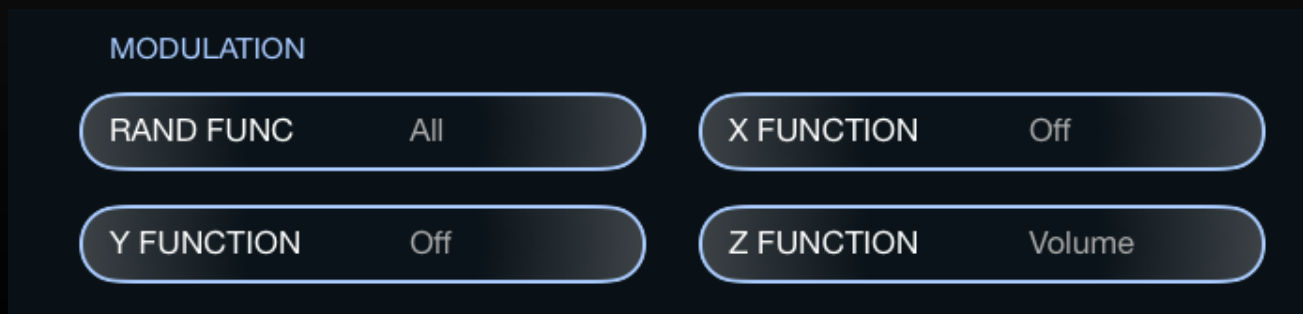
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DIVISION

8 th

2.4 Program Modulation

- RAND FUNC sets the randomizing function of the track RAND button including: Note, Velocity, Step and Note duration, Controller or All. The SEED value controls the amount.
- X/Y FUNCTION sets the modulation function for the XY Pads and Z FUNCTION sets it for the sliders. The modulations include: Transposition, Time Scale, Note duration, Volume, Step Thinner, Controller and MIDI Patch.



2.5 Program Regenerate

REGENERATE is a quick way to create randomized tracks or reset track sequences as follows:

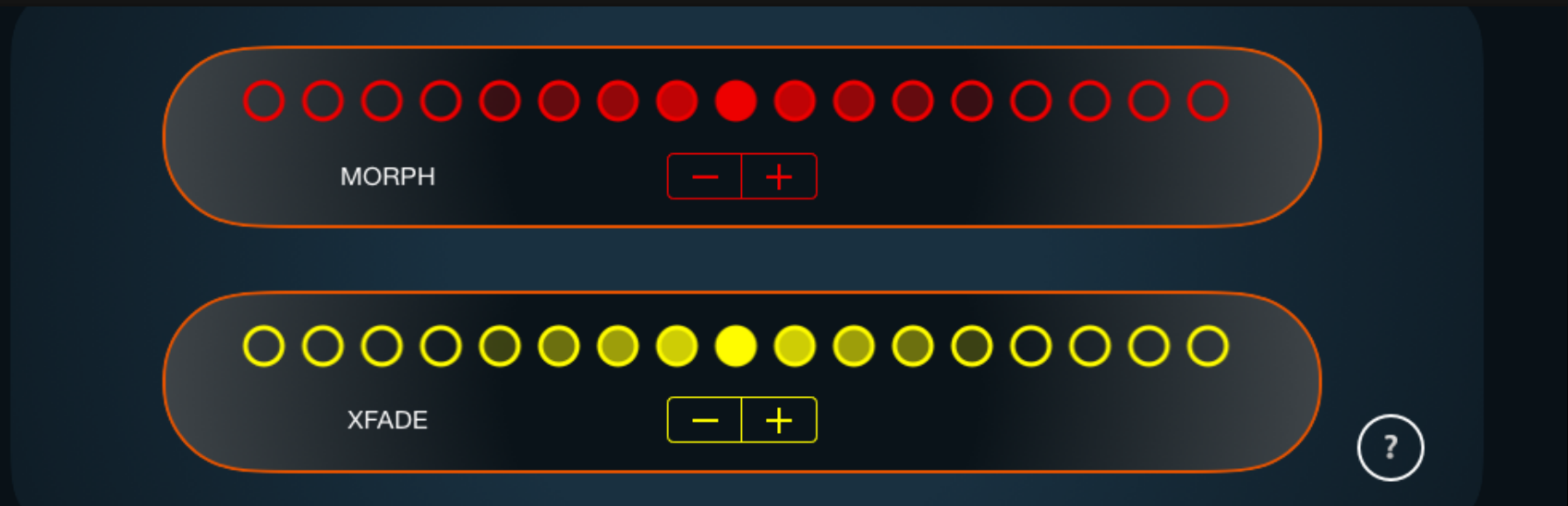
- RHYTH/SCALE generates a new rhythm with scaled notes.
- RHYTH/ROOT generates a new rhythm with root notes.
- SCALE NOTE randomizes the track notes with scale.
- RESET NOTE resets track notes and values to root.
- RESET DUR resets track step and note durations.



3.0 Mix

The mix view allows one to mix and morph between two MIDI decks, banks A and B. Any bank may be selected for A or B.

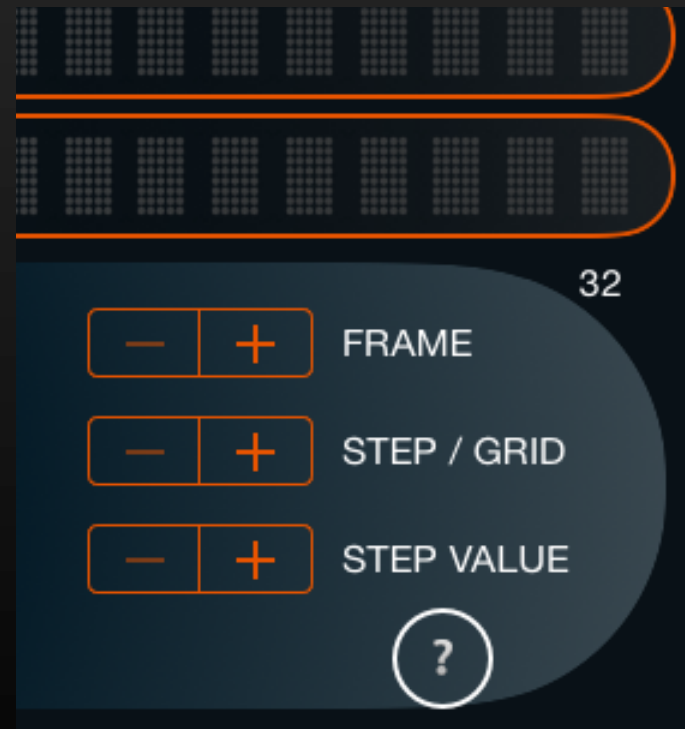
The MORPH control interlaces track steps between the two banks. The XFADE control volume cross-fades between the two banks. Swipe or increment the amounts.



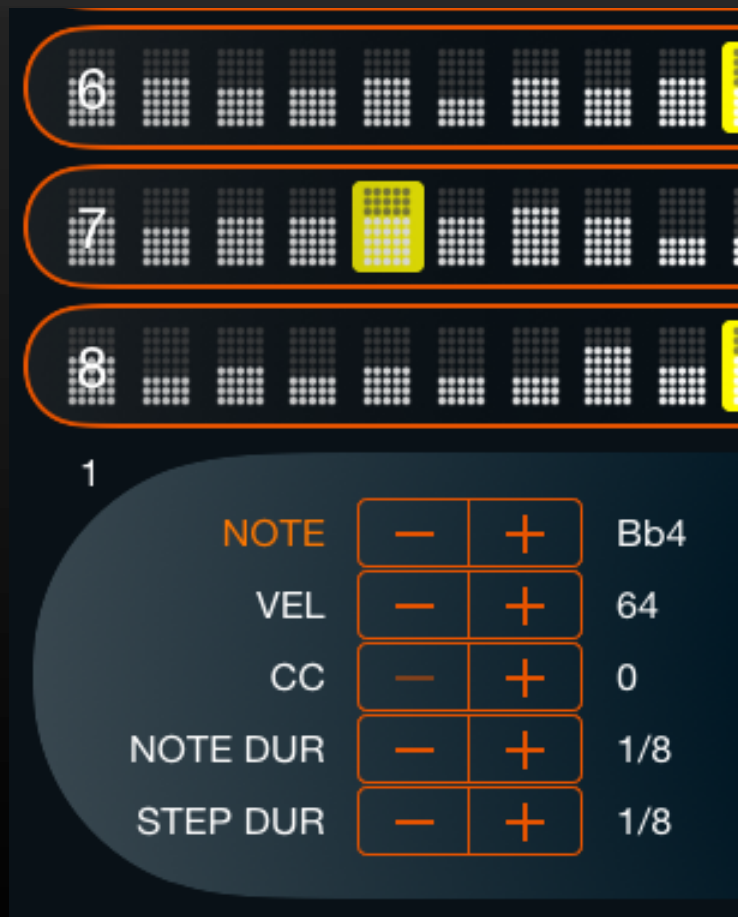
4.0 Track View

The track view gives a visual queue for the track steps:

- FRAME scrolls the view
Or swipe the tracks to scroll
- STEP / GRID displays the step view in increments of duration
- STEP VALUE displays the steps by the indicated parameter value



4.1 Track Step Edit

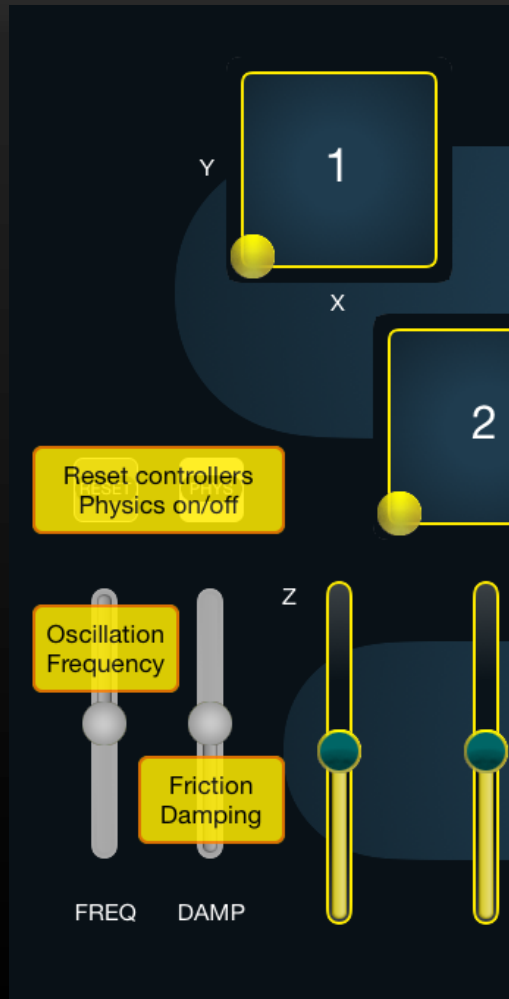


Track steps may be viewed and edited in the track view.

First select the step to edit and then change one of its values:

- Step note pitch
- Note velocity
- Controller value
- Note duration
- Step duration

5.0 Modulation



Track sequences may be modulated by XY pads and faders. The pads are physics controlled by the FREQ and DAMP sliders.

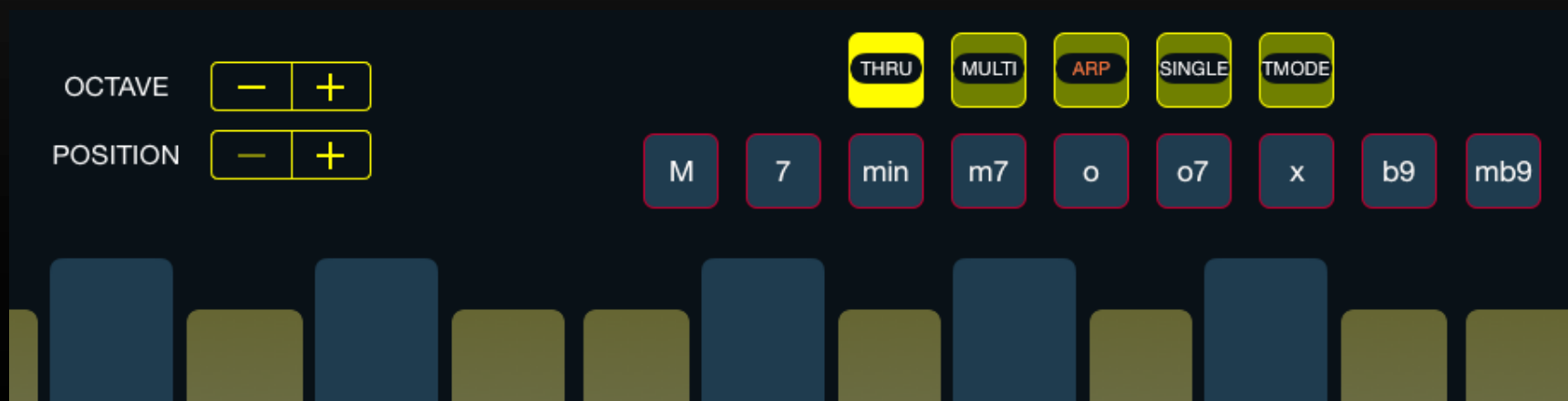
The XYZ modulation function is set in each track program menu in PLAY.

- 8 pads modulate track Y and X parameters
- 8 faders control track Z parameters

6.0 Keyboard

The KEYS keyboard may be used to play MIDI notes through to an external app or device, trigger or modulate tracks.

- The yellow buttons quick select the trigger mode. (See PLAY)
- The teal buttons select a force-to-scale chord quality. The root is determined by the keyboard when in SINGLE trigger mode. Otherwise the root is set by the track program ROOT value.



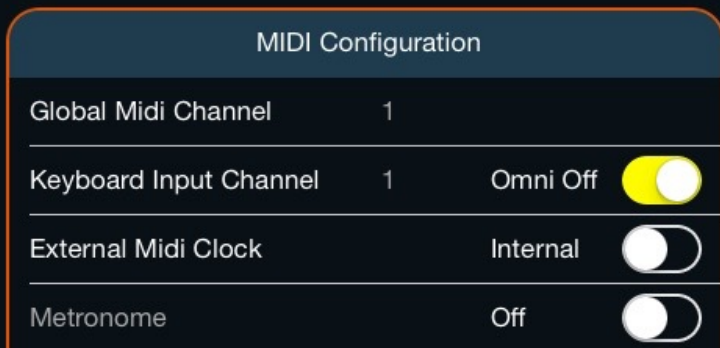
7.0 Setup MIDI

External devices, such as synthesizer and MIDI performance keyboard, may be connected via WIFI Network, Bluetooth, or USB MIDI dongle (through the Apple camera connection kit). Internal inter-app MIDI connections may be made via Virtual MIDI or IAA.

Each track is assigned its MIDI output channel in the track PROG menu. (See 2.0 Track Program)

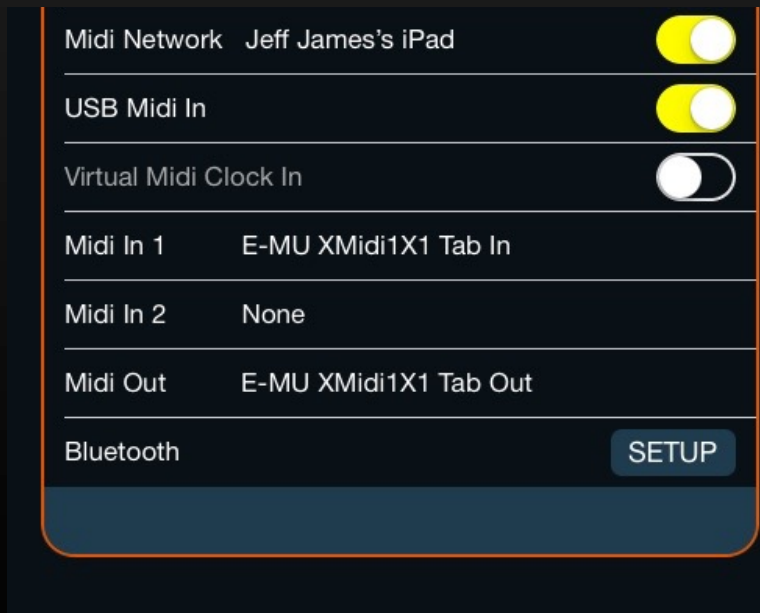
MIDI Configuration:

- Global Midi Channel sets the Keyboard output channel. Tap the number to set it.
- Keyboard Input Channel sets the external keyboard receive channel. Tap the number. Omni On is all channels.
- External Midi Clock allows another MIDI source, like virtual MDI clock, to drive the sequencer.
- Metronome turns on an audio metronome.



7.1 Setup MIDI Network

This part of the setup lists devices or apps that are connected. MIDI In 1 and 2 lists only the first two MIDI inputs connected. Additional apps may be connected.



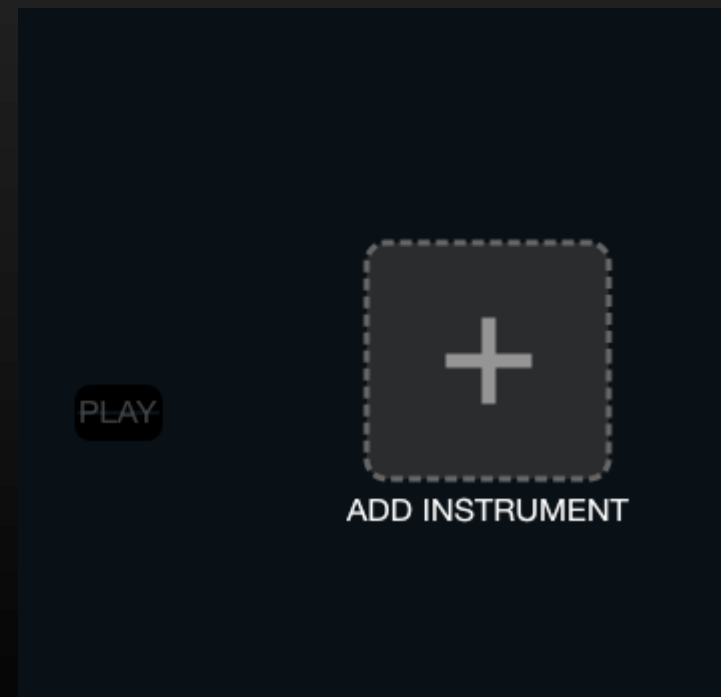
MIDI Network:

- Toggle the Midi Network switch off-on to reset MIDI connections. (Non WIFI devices may still connect while Midi Network is off.)
- USB Midi In enables USB MIDI input.
- Virtual Midi Clock In allows the MIDI clock from another virtual MIDI app to drive the sequencer.
- Tap the Bluetooth SETUP to connect to other Bluetooth MIDI devices.

7.2 Setup Inter App Audio

IAA connects MIDI to other music apps (supporting IAA) running in the background on the same device.

- Touch the ADD INSTRUMENT to select an app (instrument) from the list to connect to.
- Touch the X to remove the instrument or to select a new one.

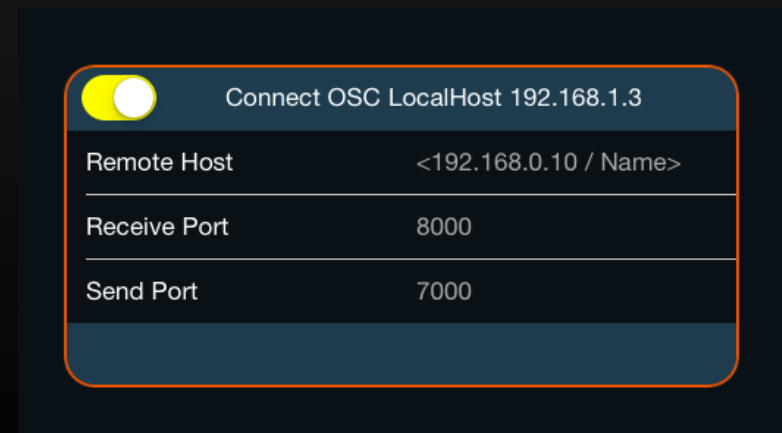


7.3 Setup Open Sound Control

Transmit and receive OSC WIFI commands to and from computers or other OSC enabled network devices. This app sends step values and chord text. It receives modulation commands to control a number of parameters. See the Appendix for more info.

OSC setup:

- Set Remote Host to match the URL of the peer device to connect to.
- Set Receive Port to match the peer device send port.
- Set Send Port to match the peer device receive port.



The screenshot shows a dark-themed user interface for OSC setup. At the top, there is a yellow toggle switch and the text "Connect OSC LocalHost 192.168.1.3". Below this, there are three input fields with labels and values:

Remote Host	<192.168.0.10 / Name>
Receive Port	8000
Send Port	7000

8.0 Appendix

Find these additional resources in the
MiDiGeneratorSupplementManual

- Force-to-note scales
- MIDI controller list
- Additional MIDI information
- Standard MIDI file upload
- OSC implementation

More features are in development for forthcoming updates.