

## MSMidiPix Docs ver 1.5

MSMidiPix is a rudimentary MIDI application that facilitates the creation of pictures for import into U&I software's MetaSynth. It simply takes a performance from a MIDI input and draws corresponding notes as lines on a canvas. It's important to think of MidiPix as a picture maker of your MIDI input rather than a sequencer. While you can hear as you play on a Quicktime piano, MSMidiPix doesn't allow you to edit what you've played, nor does it playback.. (yet!) A common practice is to have MSMidiPix and MS4 running at the same time. This way it's possible to copy (c) the picture from MidiPix and paste (v) into a MS preset picture. It's very quick. MSMidiPix can hold 100 pictures.



**IMPORTANT TIP!** Remember to paste into a color (stereo) picture in MetaSynth! If you paste into a Mono (black & white) you will get a little of the blue channel and it will sound like a click!

**\*\*You need to be in PLAY in MidiPix in order for lines to be drawn from the MIDI input!\*\***

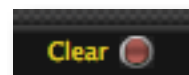
### How to use/Quick Start:

The main picture area is a color picture 512 pixels wide by 128 high and corresponds to 2 measures of 8 beats. Select your **MIDI input** source. You can open the MIDI source window if you close it by looking under the "Tools" menu. If your connections are correct, you should hear a Quicktime piano.

**Rec button** or **Space Bar** toggles Record/Play (MSMidiPix will only draw notes when this is on!)

**Save Pic** saves your picture to disk

**"Clear"** button will clear the picture (**Delete Key** will also do this)



**Count In** when enabled will give you a 4 beat count in before recording

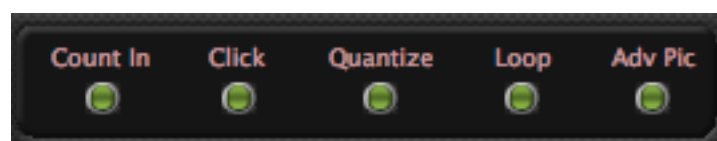
**Click** gives a click sound at the Beats Per Minute when playing/recording

**Quantize** - quantize your playing to a 16th note grid. A note's length will also be truncated to 15 pixels


**BPM arrows**...change the beats per minute

**Loop** - loops the same picture over and over to "over dub"

**Adv Pic** will automatically advance to the next picture when you've reached the end while rec/playing instead of looping it



**\*\*You need to be in PLAY in order for lines to be drawn from your MIDI input!\*\***





**Color Bar:**  You can click in the color bar to change colors of the lines drawn.

**Color Cycle function**



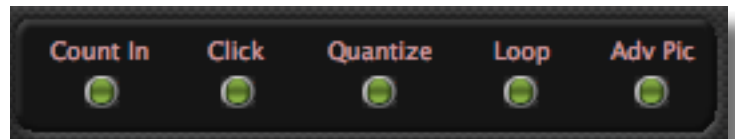
Found to the right of the color bar. Clicking the red button will activate “color cycle mode”. The number in the box is the number of beats it will take to automatically cycle (Red to Green) through the colors. There are 32 beats on a MidiPix picture. **Example:** If the number is set at 32, it will cycle a full cycle of colors (Red to Green) for each picture. If the number is set to, for instance, 13, it will cycle through the colors (Red to Green) every 13 beats. If a MIDI note is received from a port during this time, the color of the note will be the color where the marker is.

### Line Modes:

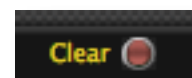
The button to the left of the color bar is the line mode toggle. There are 4 different line modes: from flat , fade out , fade in , and fade in/out . Clicking the little red button will cycle through the possible choices.

### Key Commands:


, (comma)	Previous Picture
. (period)	Next Picture
space Bar	Toggle rec/play
delete	Delete/Eraser Pic
c	copy pic
v	paste pic
l	loop toggle
q	quantize toggle
b	Fuzz - blur the picture...
z	Undo last
m	toggle through Line Modes
drag&drop on canvas	loads a MIDI file
Command F	Open Midi File dialog
Command P	Open a picture







**control-click "clear" button** clears all pictures and resets pictures to #1



The quickest way to get pictures into MetaSynth is in MSMidiPix, press “c” to copy the picture then click over to MetaSynth and press “v” to paste.

**IMPORTANT TIP! Remember to paste into a color (stereo)  picture in MetaSynth! If you paste into a Mono (black & white picture) you will get a little of the blue channel and it will sound like a click!**

### Top window Tools:

-  Blur the picture
-  Repeat the 1st half of the picture
-  Makes the picture 2x faster
-  Shuffle Picture: This will take part of the picture from c0 to c6 and chop it up into squares and re-arrange them. Parameters are not changable. Use this to make rhythmic effects or patterns. The unique feature about shuffle is that it will constrain the pitches of the pic shuffled picture between c0 and c6. Try it on an imported picture!



## How to Import to MetaSynth:

The picture copied “c” to memory or saved to disk is 512x128, 64 pixels per beat, stereo (color).

So, set the image width to 512.

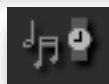
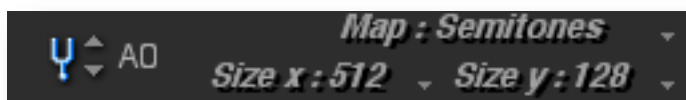
Set the tuning to A0

Toggle Stereo (color)

double click the watch icon at the bottom of the image

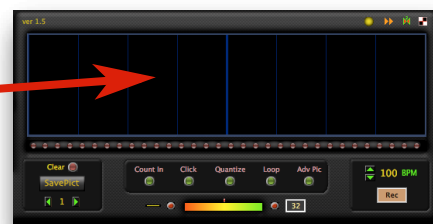
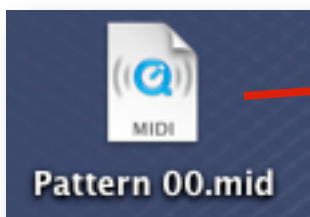
Set to 64 pixels per beat

Set the BPM



**TIP!** Save this setup as a blank picture preset in your MS4 default presets so you can quickly paste and save a new picture.

## Standard MIDI Files:



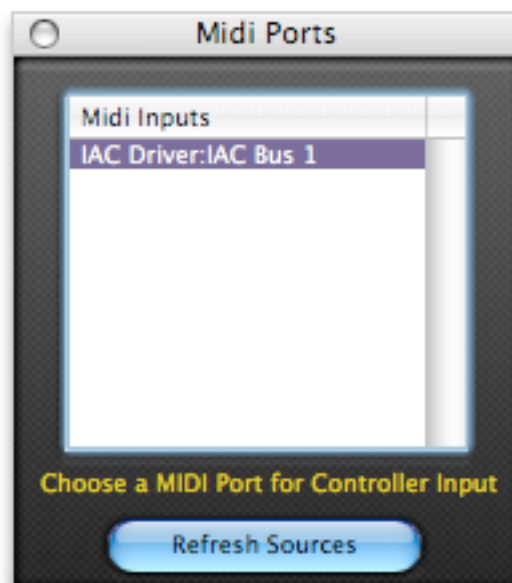
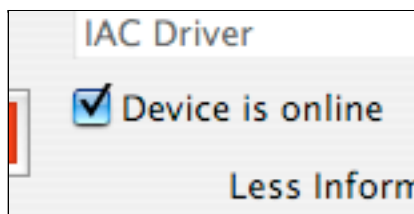
You can now **drag&drop** a standard MIDI file into the canvas or **load** a SMF from the “Tools” menu. The conversion will start at the current picture. Type 0 files will put all the MIDI data together while Type 1 files will separate the MIDI tracks and label them in blue. Everything (MIDI CCs, SYSEX, ect) except for note data will be ignored! Also, MSMidiPix can only hold 100 pictures. If your MIDI file has more than this, MidiPix will draw the rest of the file on the 100th picture. Line mode will be ignored with SMF import.

## Using Midi Ports Window:

Under “Tools” in the menu bar you will find the MidiPorts Window. This window will always appear when you launch MidiPix. This list will match what is setup in your Audio/Midi setup (located in Applications/Utilities/AudioMIDI setup). Simply highlight the desired MIDI input and you should hear a piano from MIDIPIX.



Name Audio MIDI Setup



If you have no MIDI keyboard and you would like to send MIDI info from another app, enable the IAC driver in the AudioMIDI setup. Double clicking the IAC driver in AudioMIDI setup will allow you to enable this driver.

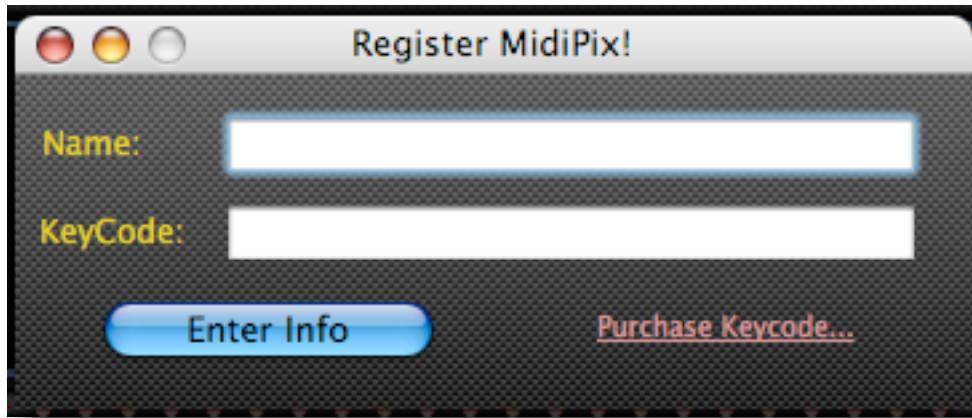
If your setup changes for whatever reason while running MIDIPIX, you can press “refresh” to update the available inputs.

## Loading a Picture file

Command-P or “Load a Picture” from the Tools menu will let you load a .pict into the current picture. Why can you load a picture? We don’t know, really.

## Registration of the software:

Under Tools you'll find the "Register..." window. Here is where you'll enter your registration info. If you haven't received your Keycodes, please email [metasynthzone@robertcory.com](mailto:metasynthzone@robertcory.com). Enter the information sent to you in the email EXACTLY. Copy/Paste is the best way to do this. There is usually no space inbetween the names.



Thanks for your interest in MSMidiPix! Come hang out at <http://www.MetaSynthZone.Com> and share your MetaSynth music or talk in the forum.

MetaSynth is a trademark of U&I software LLC.

Here's my MetaSynth Music at <http://www.robertcory.com/metasynth.html>

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