

The background of the cover features a large, stylized number '5' in a light blue, metallic-looking font. Behind the '5', there is a faint, semi-transparent image of a MIDI piano roll with various notes and lines. At the top center, a red diamond shape is partially visible behind the main title text.

CUBASE

VST

The MIDI Mixer
and Mix Tracks

Steinberg

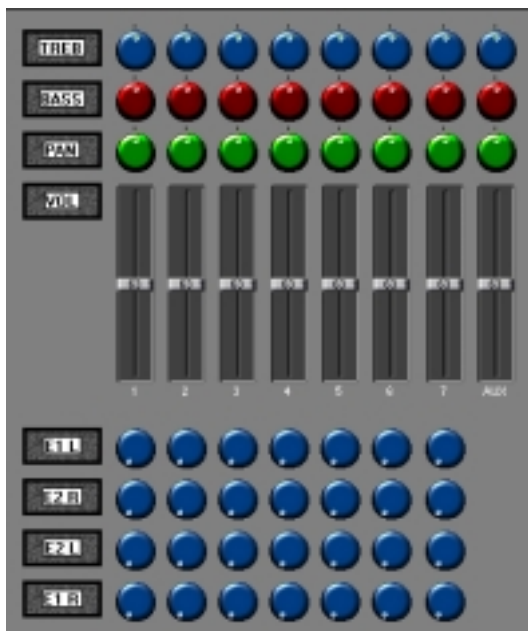
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Introduction



Example Mix Map.

Cubase VST's MIDI Mixer window allows you to control MIDI devices for other functions than the regular "sequencing" ones. It works as a regular mixer for MIDI instruments (controlling volume, mute, pan etc), but it can also work as an editor panel for various instruments, effect devices etc.

The basic steps for using the Mixer are these:

1. Create a Mixer Track.
 2. Load the Mixer Map you want to use (if you already have one on disk that fits your purposes).
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- If you load a Mixer Map that was created in an older version of Cubase, you will be prompted to convert the map to the new format or leave it as it is. The difference between the two formats is purely graphical.
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3. Set up the Mixer Track to use the Mixer Map you loaded.
Each Mixer Track is "assigned to" a Mixer Map.
 4. Create a Part for the Mixer Track.
 5. Open the Mixer window by double clicking the Part.
 6. If needed, create new Mixer Objects (faders etc) or edit the settings for the ones already existing.
 7. "Play" the Objects and – if you so wish – record your actions.
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- This chapter discusses various types of MIDI Events. You won't need to know that much about MIDI to use the MIDI Mixer, but if you want to create your own MIDI Mixer Objects, you have to have at least a basic knowledge.
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About Mixer Tracks and MIDI Thruput

The Mixer Tracks are only for recording Mixer data, created by the program itself. You should not try to record MIDI data with a Mixer Track selected.

If you select a Mixer Track and play your MIDI keyboard, you will note that Cubase VST behaves as if you had selected a MIDI Track that was set to thru-put with MIDI Channel "Any".

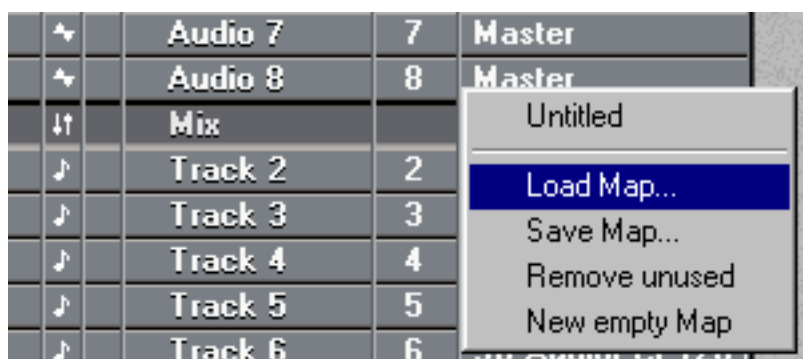
Loading Mixer Maps

1. Select a Mixer Track or create one.

See the Getting Started book for details.

2. Pull down the Output menu for the Track.

The Mix Maps pop-up menu appears.



3. Select "Load Map...".

A standard file dialog appears.

□ You can have up to eight maps in memory at the same time.

4. Use the file dialog to locate the desired Map on disk.

Included with the program you will find a number of maps which can be used to control various popular MIDI equipment.

□ Some of these maps have been created by users, and Steinberg can therefore not guarantee their functionality.

5. If desired, load more Mix Maps.

If you check the Output column for the Mix Track, you can see that it displays the (last) Map you have loaded. If you open the Mix Maps pop-up, all loaded Maps are listed.

Saving and Naming Mixer Maps

Naming a Mixer Map

There are two ways to name the Mixer Map:

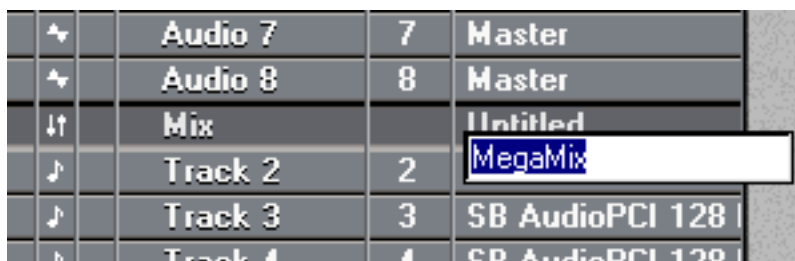
- In the Mix Track Output column.
- In the Inspector.

The procedure is the same regardless of which method you use.

1. Double click on the existing name in the list.

A text box appears.

2. Write in the new name.



Naming a Mixer Map.

Saving one Mixer Map to Disk

1. Open the Mixer Map pop-up menu from the Track Output or the Inspector.
2. Select a map in the list.
3. Open the pop-up again and select "Save Map...".
4. Use the File dialog to specify name and location for the map.
5. Click Save.

Saving Mixer Maps with the Song

When you save the Song, all Mixer Maps are saved with it. See "File Handling" in the Getting Started book.

Opening the Mixer Window

Opening a loaded Map

1. Set up the Mixer Track to use the desired Map as described above.



Setting a Track to use a loaded map.

2. Create at least one Part on the Track.
3. Double click on the Part or select Edit from the Edit menu.
The Mixer window with the map appears.

Opening an empty Map

1. Open the Mixer Map pop-up menu from the Track Output or the Inspector.
2. Select "New empty Map".
3. Create at least one Part on the Track.
4. Double click on the Part.
The Mixer window with the empty map appears. You can now create Objects, rename the map and save it to disk.

About the Objects

The MIDI Mixer window works with *Objects*. These Objects are graphical representations of faders, pots, “steppable” numerical displays and switches. These Objects send out the kind of MIDI-information you “program” them to do, from notes to System Exclusive Events. Practically any kind of MIDI data can be generated from the MIDI Mixer window.

Object Types

Below we’ll introduce the various type of Object with hints on what they do and how they are played. For information on how to create your own, see [page 21](#).

Vertical fader

The vertical faders can be any length and width. If the fader is wide enough the current value is displayed in the “handle”.



Horizontal fader

Same as above but moving horizontally.



Dial

Dials (knobs) can either have their lowest setting all the way to the left or they may be centered (like a pan pot on a mixing desk). They can be either red, blue or green in color, and one of three sizes.



A “Centered Scale” dial and a regular dial.

On/Off Switch

These can be used to turn things “on” or “off” or to set devices to various “modes”.



Buttons in their “up” and “down” states. When the switch is “on”, it displays a green light.

Display

This is a bit like an LCD display that can be used to send out values. It can be set to display in red or green.



Backgrounds and Texts

There is also one type of Object that doesn’t output any data at all, Text Objects, which simply display some text and graphics on the screen.

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- **The maximum number of Objects (all types) in a MIDI Mixer is 128.**
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About Object’s MIDI Channel and Output settings

Each Object sends its data to a certain MIDI Out and MIDI Channel. It might be that the Objects in the maps you get with Cubase VST are set up to transmit to other outputs and on other MIDI Channels than your equipment is set up for. In this case you have to change this for individual Objects or for all Objects in the map. See [page 28](#).

About the Toolbox

The Play tool (for playing the Objects, for example moving faders and pressing switches)

The Create tool (for creating new Objects)



The Edit tool (for editing existing Objects)

The Erase tools (for erasing MIDI Mixer Events in different ways)

Playing the Objects

When we refer to “playing” the Objects we mean operating them as in “pushing faders”, “turning knobs”, “pressing buttons” etc.

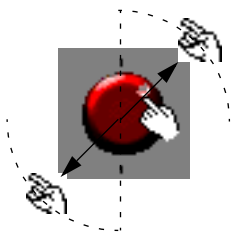
Using the Mouse

1. Pull down the pop-up menu in the upper left corner of the Mixer window and select “Local” (not “Write” or “Replace”).

This is to make sure your action does *not* get recorded. If you *do* want to record your “playing”, see [page 13](#).



2. Open the Toolbox by right clicking somewhere in the Mixer, and select the Play tool.
 - If the Object is a fader, drag the handle up and down (vertical fader) or sideways (horizontal faders). Or click somewhere on the fader, and the handle jumps there.
 - If the Object is a dial, hold the tool over it, press the mouse and turn clockwise to increase the value or counter-clockwise to decrease.



- If the Object is an On/Off Switch you change its state by clicking on it.
- If the Object is a display you increase/decrease the value by pressing the mouse over the Object and then change the value as usual.

Playing Master Objects

Some Objects can be Masters, that is they control other Objects. See [page 30](#).

Playing Objects via MIDI

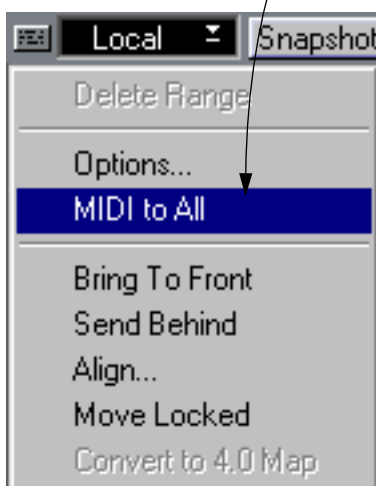
You can play the Objects via MIDI. This is convenient if you for example have a “fader box” that can transmit MIDI Controller messages.

1. Select the Edit tool from the Toolbox.
2. Press [Alt Gr] and double click on the Object you want to control via MIDI.
The Object dialog appears.
3. Change the “Controller” setting so that it matches the Controller message that your MIDI fader box or similar is transmitting.

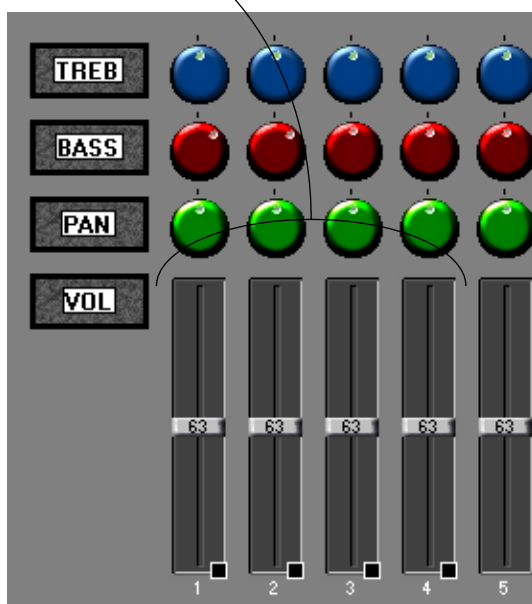


Set this so that it matches your external device

4. Continue to set up other Objects in the same way.
5. If you only want to play one or a few Objects at a time, click on the button in the upper left corner to pull down the Options pop-up menu and make sure that “MIDI to All” is not activated (ticked). Then select the Objects you want to Control, using the Edit tool. Turning “MIDI to All” off allows you to have the same Controller type controlling several different Objects, and then decide which to actually play by selecting. This is convenient if you have a limited number of “faders” or similar on your external device.



With “MIDI to All” deactivated, external control will only work on the selected Objects.



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