# MIDI COMPRESSOR


Player Utility for Propellerhead Reason
Version 1.0.0

SOUNDLOVE
http://soundlove.se

# MIDI COMPRESSOR

*MIDI Compressor* is a utility device that allows you to make non-linear changes to the velocity of MIDI notes.

You can use *MIDI Compressor* to increase or decrease the dynamic range of a performance, which makes the playing sound more (or less) expressive. Since *MIDI Compressor* allows you to automate and/or Remote™ its velocity mapping, you can also adjust the dynamic range of performances on the fly.

Another great use of *MIDI Compressor* is to tweak the velocity response of an Instrument device to better match your master keyboard and/or play style. For example, if you feel that an Instrument outputs loud notes when you play softly, you can add a *MIDI Compressor* above the instrument to cause the response to become more even. Or,if you use multiple master keyboards you can create *MIDI Compressor* patches for them so that your playing sound similar regardless of which keyboard you use.

And, of course, if you simply want to adjust the velocity of a performance, just add a *MIDI Compressor* above the Instrument device and turn the appropriate knob. Much quicker than selecting note clips in the sequencer and entering values in the tool window!

# FRONT PANEL


The controls on the front panel are fairly straightforward.

The **ON** button enables and disables the device, just like other Players.

The **INPUT LEVEL** knob allows you to adjust the velocity of incoming notes, before they are passed through to the velocity mapping stage. If all you need is to quickly adjust the velocity of a performance, keep the velocity mapping as a straight line and turn the INPUT LEVEL knob.

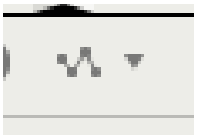
The **VELOCITY MAPPING** display is the main control of the device. It allows you to create a non-linear mapping between input velocity values and output velocity values.

The x axis (horizontal axis) corresponds to input velocity, while the y axis (vertical axis) corresponds to output velocity. When the diagram shows a straight line from the lower left to the upper right, this means that any given input velocity is mapped to the exact same output velocity. If instead the diagram shows, for example, a horizontal line, this means that the output velocity will be the same regardless of the input velocity.

You can change the curvature of the lines in the diagram by click+dragging the mouse cursor on the display. The yellow dots are control points. Click and drag a control point to change its position. To add a new control point, use shift+click anywhere in the diagram. To remove a control point, position the mouse cursor above it and use cmd+shift+click. To

reset the curve between two control points to a straight line, position the mouse cursor between the two control points and use cmd+click.

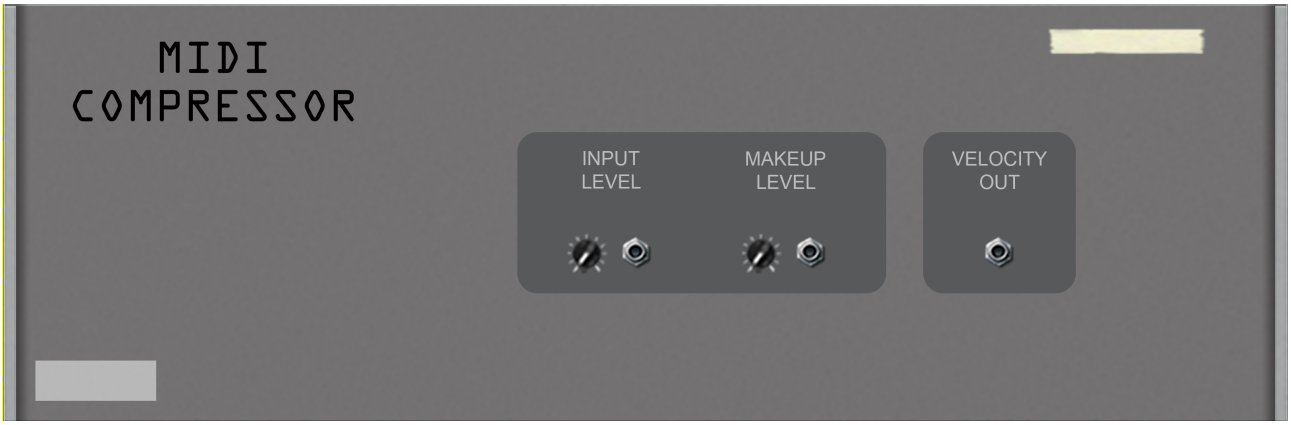
Note that you can automate or Remote™ the control points in the VELOCITY MAPPING display! The Rack Extension SDK currently does not allow you to alt+click to create automation lanes for this kind of display. Instead do this: right-click on the device and choose the “Create Track for ...” menu option. Then use this button in the sequencer window to choose which control point to automate:



Another option is to create a track for MIDI Compressor, enable recording, press play, and just drag the control points.

The **MAKEUP LEVEL** knob allows you to adjust the output velocity (after the velocity mapping has been applied).

## BACK PANEL




The back panel contains CV inputs for controlling the **INPUT LEVEL** and **MAKEUP LEVEL**. When a cable is connected to one of these sockets, the CV signal is added to the current setting of the corresponding knob. Note that you can subtract from the current knob value by using a negative (bipolar) CV signal.

The velocity of the latest note played is sent to the **VELOCITY OUT** socket.

# MIDI CC TABLE

| | |
|---|---|
| 19 | Player On/Off |
| 39 | Control point 1 level |
| 40 | Control point 1 curvature |
| 41 | Control point 2 level |
| 42 | Control point 2 curvature |
| 43 | Control point 3 level |
| 44 | Control point 3 curvature |
| 45 | Control point 4 level |
| 46 | Control point 4 curvature |
| 47 | Control point 5 level |
| 48 | Control point 5 curvature |
| 49 | Control point 6 level |
| 50 | Control point 6 curvature |
| 51 | Control point 7 level |
| 52 | Control point 7 curvature |
| 53 | Control point 8 level |
| 54 | Control point 8 curvature |
| 55 | Input level |
| 56 | Makeup level |

# REMOTE(TM) NAMES

| | |
|---|---|
| CP1 | Control point 1 level |
| STR1 | Control point 1 curvature |
| CP2 | Control point 2 level |
| STR2 | Control point 2 curvature |
| CP3 | Control point 3 level |
| STR3 | Control point 3 curvature |
| CP4 | Control point 4 level |
| STR4 | Control point 4 curvature |
| CP5 | Control point 5 level |
| STR5 | Control point 5 curvature |
| CP6 | Control point 6 level |
| STR6 | Control point 6 curvature |
| CP7 | Control point 7 level |
| STR7 | Control point 7 curvature |
| CP8 | Control point 8 level |
| STR8 | Control point 8 curvature |
| IN | Input level |
| OUT | Makeup level |