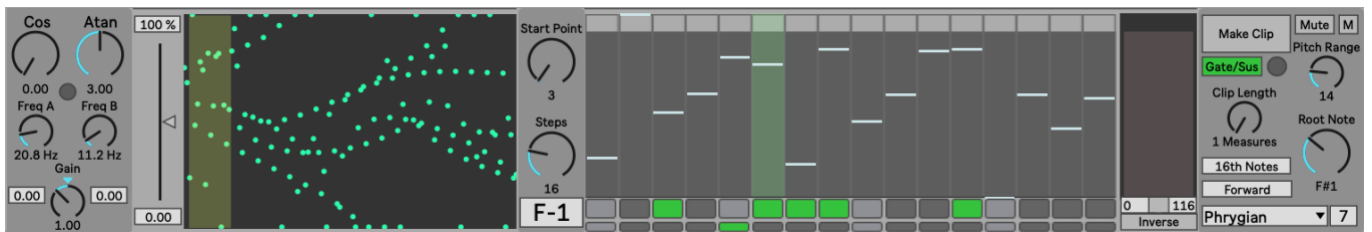


Cosplay

Overview

is an MIDI plugin that generate MIDI notes for melodic purposes. Using frequency modulation of particular wave shapes, the Cosplay creates limitless melodic step sequenced variations that can be semi random but repeatable. The make clip function helps you save and edit further the melodies you create.

Quick Start: Load a simple synth after this plugin and press play. Mute some notes by clicking under the notes. Turn the first function dial from cosine to back. Set the offset percentage to 50% and change the Freq B dial. Click on some of the notes to change them. Change the scale type and then the pitch range. Click on "Make Clip".



I hope this comes in handy. Enjoy!

Section One: Sequencer Generating Functions

This section uses math functions that modulate one another and create sequences that can be scaled in different ways.

Functions – These first two dials move through the seven (7) different functions.

- Cosine
- Sine
- Tangent
- Arctangent
- Back
- Elastic
- Bounce

Freq A/B - This controls the frequency of the functions from 0-127 Hz. This dial moves through all possible points so 0 to 63.5 Hz are in one direction and 63.5 to 127 Hz is the mirror of the former.

Gain – This dial “amplifies” the signal. This is useful to expand the pattern so the notes generated move farther apart.

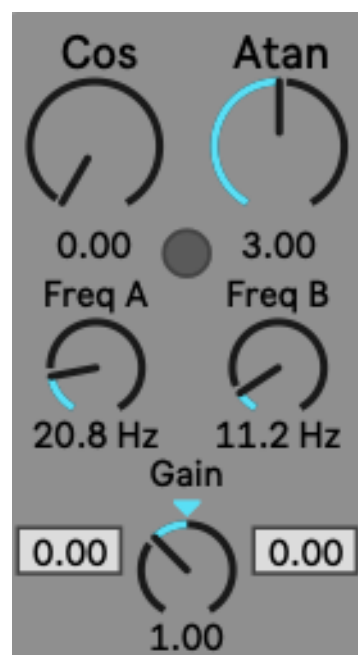
Number Boxes (-5.00 – 5.00) - This is a fine tune of the Freq A/B dials. This is used for more subtle variations.

Offset Percentage (0-100%) - This is used to compress the pattern.

Offset Slider – Using the triangle slider you can move this offset up or down.

Offset Slider Number Display – This displays the slider offset but by clicking on it will reset the slider to zero.

Button – This triggers a random generating of both the functions and frequencies.



Section Two: Sequencer

This section is where the sequence is created from the data in the previous section.



Sequenced Notes – The notes generated can be clicked on and changed. This adds to further fine tuning of melodies. Please note that when any dial from the previous page is used, all altered notes made this way will be erased. When the note is all the way at the bottom, it is muted. Please use the MIDI clip function to save your data if you like what you hear.

Note Muting – By clicking under each note you can mute notes (in green). These are still engaged when changing the sequence in any way. Click again to disengage.

Note Sustaining – By clicking under the mute boxes, you can sustain notes (in green). This sound only works if the next note is muted or not being played. Click again to disengage.

Start Point - This dial scrolls through the wave function in the previous section and designates the beginning of the data sequenced. Note that the start point can go all the way to 127. The sequence made loops back around to zero so if you have a 11-step sequence starting on step 127, it uses steps 1-10 from the beginning of the function.

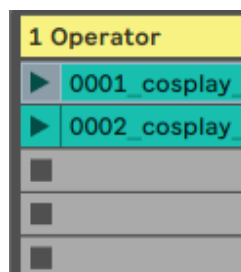
Steps - This controls how long the sequence is. The maximum number of steps that can be used is 64.

MIDI Note Display - This displays the pitch of the note being played at the time.

Note Select Slider - Clicking on this brown area does the same as using the two number boxes below it. This narrows the range of the notes played in the sequence.

Inverse - This flips the muted and unmuted notes.

Section Three: MIDI Note Control



Scales - There are 29 different scale that can be used along with no scale imposed. This is saved when making MIDI clips. The number next to the scales shows the amount of step that are in the scale.

Off Major Minor Blues PentaMaj PentaMin Dorian Phrygian Lydian Aeolian Mixolydian Locrian Wholetone Augmented Diminished Chromatic Altered PhrygianDom LydianMin BebopDom BebopMeI Min HarmonicMin Algerian Arabic Hindu Japanese HungarianMaj HungarianMin InstantJazz MixoBlues

Sequence Direction - This controls the direction of the sequence. Forward, Reverse and Random.

Root Note - This sets the starting note of the sequences scale. The first or lowest note that can be played in the sequence will be this note. Please note that the first note of the sequence will probably not be the 'root' note of the scale so use this dial to offset this if needed.

Pitch Range - This controls the range of the sequence. Keep in mind that different scales have different numbers of steps in their scale.

Note Length / Time Division - This controls the subdivision of beats when playing the sequence.

Clip Length - This is used to express how long you would like your clip to be. The minimum is 1 bar long.

Gate / Sustain - This displays when a gate or sustain are being triggered.

Button – This triggers a random generating of both the functions and frequencies.

Make Clip - This creates a MIDI clip in the Clip Slot of the track. This can be saved and used how and whenever you want.

Section Four: MIDI Notes to Control Parameters



M / D – This opens the ability to control external parameter with the MIDI sequencer. When clicking to M and this is blue, a parameter is being controlled, gray means it is inactive.

Map – Click on this button and then click on the parameter you would like to control.

X – Resets the parameter to control to nothing. Now you can click on map again to assign a new parameter to control.

0 - 100% - This controls the bottom range of the parameter you are controlling.

0 - 100% - This controls the top range of the parameter you are controlling.

Jitter - This adds noise to the MIDI data going to the parameter.

Smooth - This smooths the MIDI data going to the parameter.

Phase - This flips the phase of the data so what was low data is now high.