



QUICK START SKINI

See the doc for the configuration files

START SKINI FROM SCRATCH IN 12 STEPS

- 1 GET THE SKINI ZIP FILES**
- 2 INSTALL THE LAST VERSION OF NODE.JS**
Go to . <https://nodejs.org/en/download>
- 3 INSTALL SKINI**
Download from github
And npm install
(Skini can use Ableton Link. According to your system the installation of Ableton link may need a C++ compiler).
- 4 CONFIGURE THE IP CONFIG AND MIDI PARAMETERS**
Edit the `./server/ipConfig.js` file and `./server/midiConfig.js` file.
- 5 RUN SKINI**
In a console move to your Skini directory and type : `node skini..`
- 6 OPEN A SKINI WINDOWS IN A BROWSER.**
According to your IpConfiguration enter in your browser :
`http://your Ip :the skini port/block.`
By default
<http://localhost:8080/block> is OK.
- 7 CREATE CLIPS IN YOUR DAW**
In your DAW, configure the MIDI ports according the MIDI parameters of Skini and create your clips (patterns).
- 8 CREATE A NEW DESCRIPTOR FILE**
You can use the same descriptors for different pieces of music. Click **Create descriptors** button you will be able to modify and save them using the **Patterns** window.
- 9 CREATE A PIECE IN SKINI**
Give a name in the main Window (next **Save and Compile**) insert an « **Orch.** » block in your program and click **Save and Compile**. This creates default configuration files and an empty orchestration.
- 10 ASSOCIATE SKINI AND DAW CLIPS**
From the **Parameter** window teach your DAW using MIDI learn facilities of the DAW, the **Skini Node** field and **Send Note button** of Skini.
- 11 CONFIGURE YOUR PIECE**
Use the **Parameters** window to modify the default parameters for your piece, define the groups and tanks.
- 12 YOU CAN PROGRAM YOUR MUSIC**
You are ready to start an orchestration and use the simulator.