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| GraphismeQuick START SKINI See the doc for the configuration files | | | | |
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| Start Skini From scratch In 12 steps | | | | |
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| 1 | Get the Skini zip files |  | 7 | Create Clips in Your DAW In your DAW, configure the MIDI ports according the MIDI parameters of Skini and create your clips (patterns). |
| 2 | Install the last version of Node.JS Go to . https://nodejs.org/en/download |  | 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. |
| 3 | Install Skini Unzip the Skini files in a Skini directory |  | 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. |
| 4 | Configure the IP ConfiG and MIDI parameters Edit the *./server/ipConfig.js* file and *./server/midiConfig.js* file. |  | 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. |
| 5 | RUN Skini In a console move to your Skini driectory and type *: node skini.* If you have some missing packages install them with npm (npm -i *packageName*). |  | 11 | Configure your piece Use the *Parameters* window to modify the default parameters for your piece, define the groups and tanks. |
| 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. |  | 12 | You CAN Program your music *Y*ou are ready to start an orchestration and use the simulator. |