**Description of Sound Events Generation Algorithm for Virtual Music Arcade**

Patch Structure:

Individual sounds are deployed from Kontakt 5 instruments in a multi-rack plugin hosted in Max.

There are two inputs to the Kontakt 5 plugin, using wireless send/receive functions: VSTin.VMA and VSTMIDIin.VMA. There is a plugin output for MIDI events generated by Kontakt accessible through s/r name VSTMIDIout.VMA.

* VSTin.VMA is a direct input to the VST~ object; all messages must be completely formatted to conform to the vst~ left input prior to being sent.
* VSTMIDIin.VMA will prepend “midievent” as required by vst~ for raw MIDI messages. Prepare these as integer lists, for example 144 60 127 (note on, C3, max velocity)

Runtime