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

Facts:

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 objects HostAutoInput and MIDIinput. There is a plugin output for MIDI events generated by Kontakt accessible through s/r object VSTMIDIout.

* HostAutoInput expects