

# PLUMID

A MIDI SOFTWARE INTERFACE FOR NEURAL DSP'S ARCHETYPE PLINI  
DEVELOPED BY NATHAN JOSE

WEEK #4 REPORT  
SEPTEMBER 16TH, 2019

# APPLICATION DEVELOPMENT

- Setup py-autogui and created a test suite and automated elements of the Archetype Plini GUI successfully
- Installed various python midi modules based off github and tested them.
- Found py-game module that works successfully with the Behringer FCB1010.
- Wrote rough code to parse midi messages and automate GUI based on received messages.

## EXECUTIVE SECTION

To: Prof. Patrick Shepherd  
From: Nathan S. Jose  
Subject: Plumid - Week #3 Report  
Date: September 16th, 2019

- Accomplishments:
  - Successfully installed and tested py-autogui to automate Archetype Plini software.
  - Installed various python MIDI modules (py-midi, rt-midi, mido etc.) and tested them.
  - Found py-game module that works successfully with the FCB1010
  - Wrote rough code to automate Archetype GUI based on received MIDI messages.
  - Implemented this setup successfully in church.
- Challenges:
  - Need to structure and organize code.
  - Need to test setup on screens with different resolutions.
  - Need to find a way to use the pedals on the FCB1010 to act as a volume pedal within archetype.
  - Code sometimes recognizes and reads input from FCB1010 and sometimes it doesn't. Need to find a way to make it consistently read input whenever the FCB1010 is connected.
  - Weird audio glitches occur during specific automations
- Time spent:
  - Time in class was spent searching for python MIDI modules to interact with the FCB1010.
  - Time outside of class was spent writing code to test the py-game module and designing a rough prototype to use in church service.
- Goals:
  - The following week will also be structuring and testing code, adding volume pedal functionality, testing setup in various screen resolutions and trying to fix audio glitches.