Plumid

A midi software interface for NEURAL DSP's ARCHETYPE PLINI

Developed by Nathan Jose

Week Report: Prototype

September 23rd, 2019

Application Development

- Setup Archetype to work on multiple displays and also run as a plugin through Logic to play alongside backing tracks
- Created new preset folder for demo/prototype song with 5 patches and wrote code to access patches from the two preset folders - “Worship” and “Electric Sunrise”
- Organized code into a class with with functions for accessing specific preset folders.
- Designed MIDI parsing method of reading input in order to separate preset folders into various banks to have 10 available banks containing 10 presets each, totaling to 100 total selectable slots for presets.

Executive Section

To: Prof. Patrick Shepherd
From: Nathan S. Jose
Subject: Plumid - Week Report: Prototype
Date: September 23rd, 2019

- Prototype plan:
    - Created preset folders to contain patches required for specific performances. Created “Electric Sunrise” folder to contain factory patches for the song “Electric Sunrise” that I might use for my final demonstration.
    - Organized code within a class with specific functions each performance. Also added capability to read multiple layers/banks of midi ranging from 1-30, so I have about 30 available functions/mappings. Hoping to expand that to 100 slots.
    - Programmed delay tap tempo button but it occasionally glitches and detunes audio coming to to the software for some reason.
- Prototype Demonstration:
    - Demonstrated the available sounds that I use in a live situation. Showed the tap tempo functionality but it didn’t exactly work using the pedalboard because of the new screen resolution.
- Expected functionality for next prototype:
    - Volume swell with pedal functionality
    - Consistent USB MIDI device recognition
    - More preset folder programming
    - Effective method of reading screen resolution to make sure that the GUI interaction points are accurate.