KABK HackLab IST

https://github.com/RobBothof/midiworkshop

#### Oktober 11

# the M.I.D.I. [workshop]

- Midi fundamentals
- Some of my custom (hacked) midi controllers, music instruments, installations
- Building a basic midi controller: (1 button 1 fader/knob)
  - Controller overview
  - Building hardware / Soldering
  - Programming the midi device
  - Connecting to the 'puredata' software and making some noise

#### Oktober 12 - 24

- Designing your own controller (focus on hardware / software / form / usability ?)

#### Oktober 25 2023 (the M.I.D.I. workshop continues)

- Production / building / troubleshooting
- Concert / Jam-session / Playing with our awesome instruments!

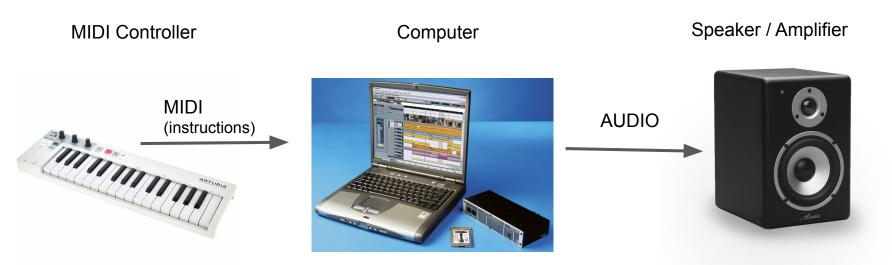
# **MIDI** Fundamentals

the M.I.D.I. [workshop]

# (Musical Instrument Digital Interface)

A Digital Protocol and Technical Standard to communicate between 'audio related' devices and/or software programs. Developed around 1981/1982 through a collaborative effort of synthesizer manufacturers.

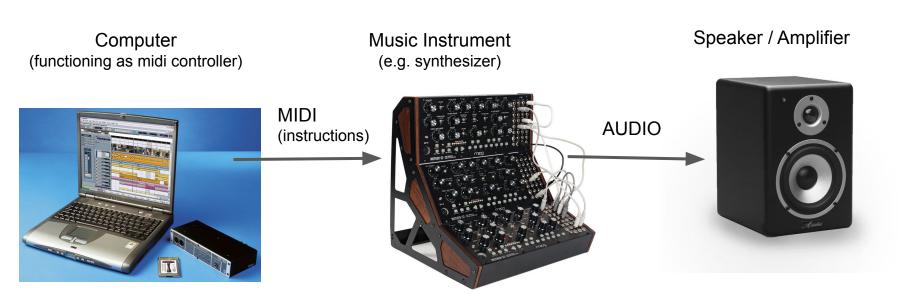
MIDI can not be used to send audio!
It consists only of control instructions.



Sends what notes to play.

Generates audio with software based on received Midi notes from controller.

Creates audible sound from audio signal



Sends what notes to play and what tonal setting to change.

Generates audio with hardware based on received Midi notes from computer.

Creates audible sound from audio signal





Tells the computer what clips to play / effects to use.

Computer (running VJ software)

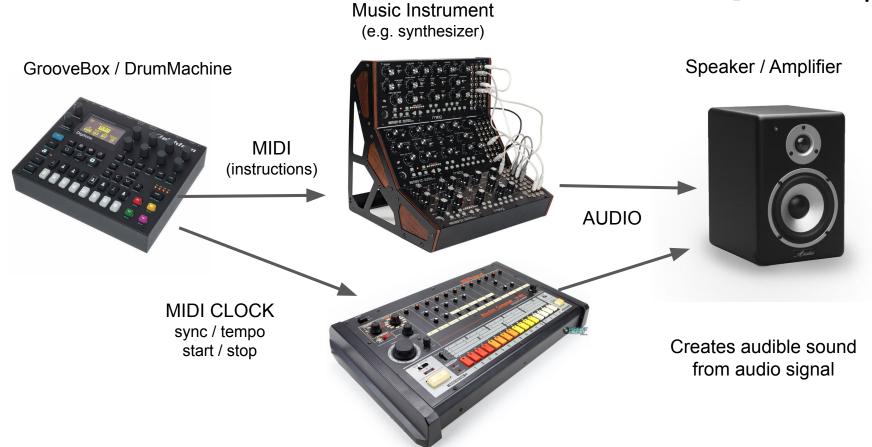


Generates video with software based on received Midi instructions from controller

Projector



Creates Image / Video Installation





#### MIDI Advantages

- Wide support in Music instruments, controllers, software programs (even web browsers)
- Simple serial protocol (doesn't use much data)
- Connect via usb, or 5pin cable between other devices
- Don't need to install drivers, support is build in OS.
- Can also be stored as a midi-file. Which can contain an entire orchestral score digitally.

One of the easiest ways to interface with other devices. Allows us to control computers in a different (more playful) way and approach devices as real instruments.

#### MIDI Disadvantages

- Low resolution (7 bits) means values go from 0 127 steps
- Could be faster (especially using usb)
- Predefined controls signals can be too limited to fully express the characteristics of a sound.

Some examples of how I have used MIDI

[ Hacked controllers, custom instruments and installations ]

#### **Essential Instructions (MIDI Messages)**

	Note	On,	Note	Off	messages
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[ Note Pitch ]	(which key on the piano keyboard - pitch 60 = C4)	0 - 127
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[ Note velocity ]	(strength or force for that note)	0 - 127 (Note off = 0)
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#### - Control Change messages

[Control Function]	(e.g. 7 = change volume, 10 panning left/r	ght) 0 - 127
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[ Control Value ]	(amount for this function e.g. set volume to 80)	0 - 12/
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[ Midi Channel ] (Channel is used to talk to multiple instruments 0 - 16

#### Others MIDI messages

- Program Change, pitch bend, aftertouch (key pressure)
- Clock, Transport (play, start, pause etc)
- Sysex raw data (e.g. used to transfer user presets etc)

#### MIDI Messages

Unless we want to control a specific instrument (e.g. a Moog synthesizer, or Drum machine in Software program like Ableton) We can freely use these Note and Control Messages ourselves as we see fit within our own designs, and most software allows us to Map Note and Control Messages to various functions.

Although it is originally designed to control the synthesizer instrument, the protocol is often [hacked] to serve other purposes because of its wide support in hardware and software.

#### For example

- A Note-On is used to trigger a videoclip in a VJ program.
- Control Messages can be assigned to mix two tracks in a DJ program.
- A Note-On / Note-Off is often accepted in return by midi controllers to turn lights of buttons on and off.

Official Manufacturers of Instruments and devices (should) publish their implementation as their 'Midi Specification' which you can you look up if you want to control a specific instrument (but they do not always give you all of the specs).

# [ DEMO TIME ]

Building the super basic midi controller

1 button and 1 fader (or rotary potmeter)

As a starting point for your own designs.

# [ Set Up Software ]

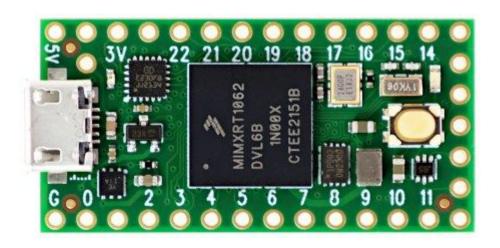
Do the blink test, see if environment is set up and we can upload code to the teensy

Teensy Library installation instructions:

https://www.pjrc.com/teensy/td\_download.html

Teensy4.0 functions as the brain of our midi controller controller.

- Build-in MIDI firmware
- Lots of analog inputs for faders and pots
- Arduino Compatible
- Additional software libraries
- Blazing Fast (600Mhz)
- Not cheap
   (will link to alternatives)

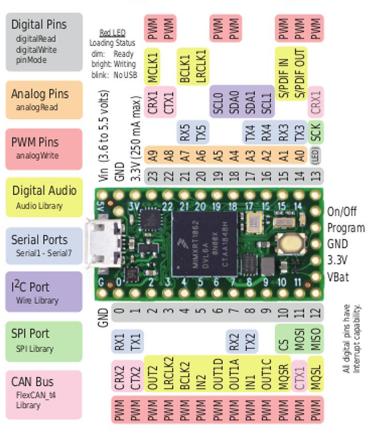


### Welcome to Teensy<sup>®</sup> 4.0

32 Bit Arduino-Compatible Microcontroller

To begin using Teensy, please visit the website & click Getting Started.

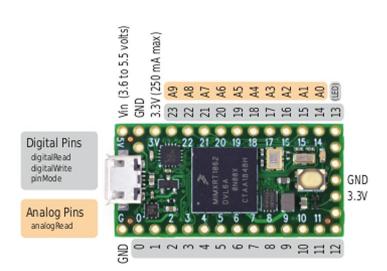
#### www.pjrc.com/teensy



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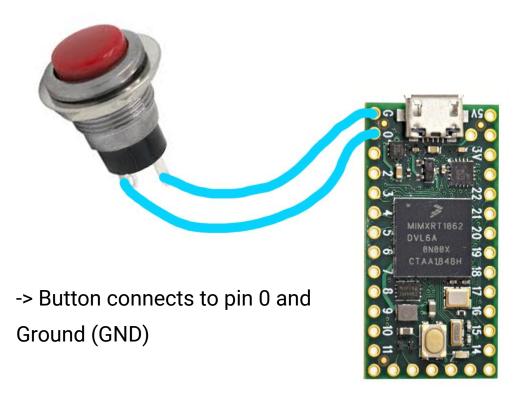
See the included Teensy 4.0 pinout card)

https://www.pjrc.com/store/teensy40.html

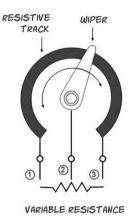


See the included Teensy 4.0 pinout card)

https://www.pirc.com/store/teensy40.html



# VCC | GROUND



# 3.3v GND 3.3v GND

# the M.I.D.I. [workshop]

Potmeter overview

The Fader works exactly the same, different style / housing.

Potmeter: output is the middle pin (pin 2)

Fader: output position can vary between designs.

(usually labeled: pin 2)

1.4 volts

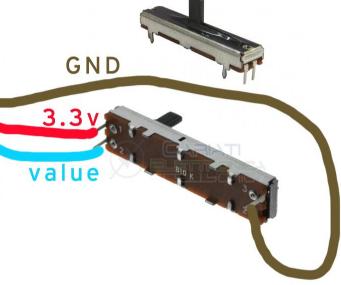


# **ESSENTIAL**

When using faders, check and measure the pins to ocate the middle pin.

don't fry teensy





Fader / Pot connects to:

3.3v, Ground and pin 23 (Analog input 9)

# [Coding Time]

Testing the hardware.

Teensy Library installation instructions:

https://www.pjrc.com/teensy/td\_download.html