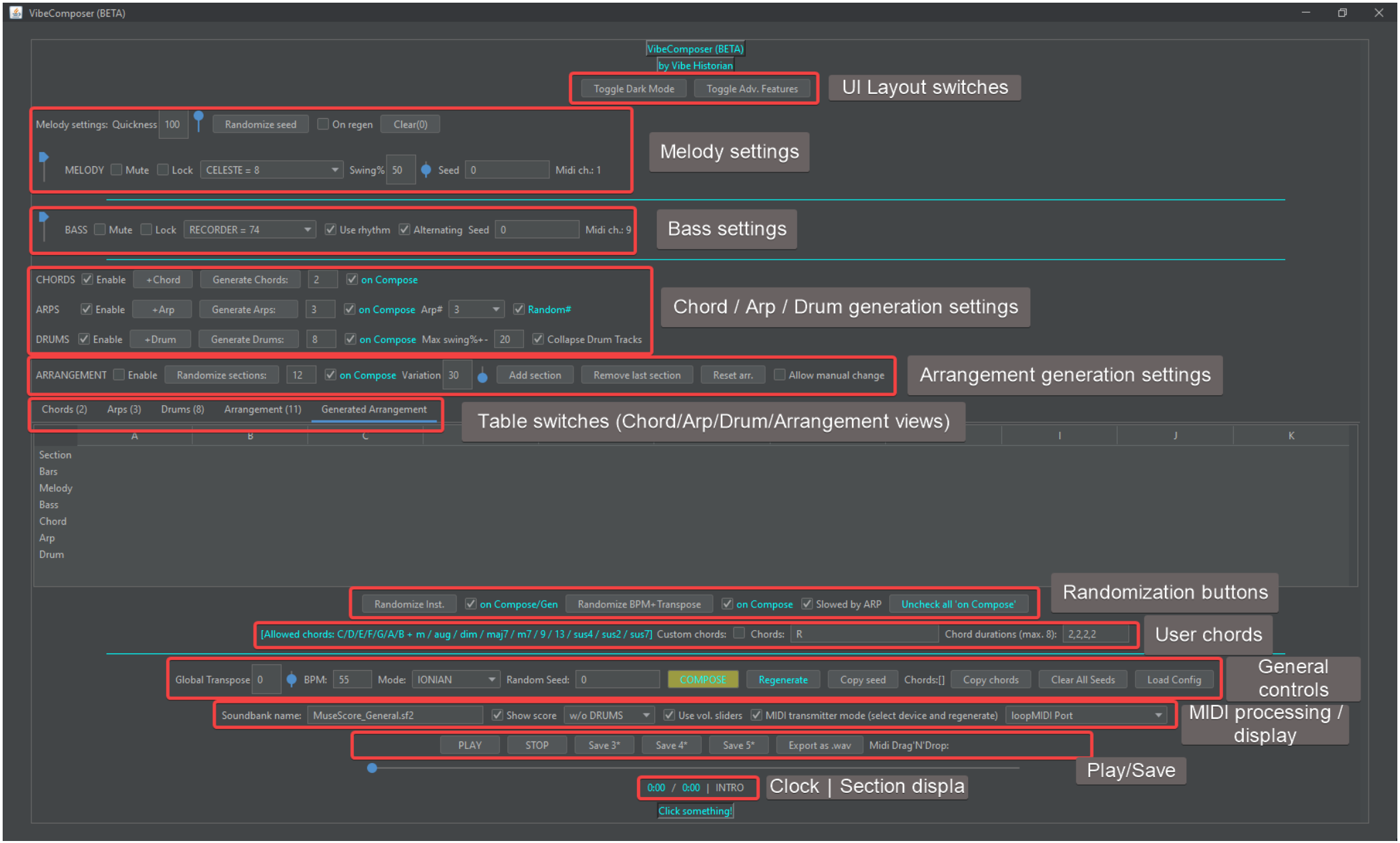
VibeComposer

User Manual (1.2-beta)

Table of Contents

UI Layout Overview (Simple view)



How does it work / Quickstart guide

1. You click **‘Compose’** (your job ends here)

2. UI first randomizes everything that needs to be randomized (**‘on Compose’ checkboxes**) and creates a new unique seed internally

3. MIDI is generated (based on what is set up in the UI and the unique seed)

4. MIDI file (.mid) is stored in a “**midis**” folder where the application was launched from – its name is “seed-” + the number of the seed.

5. MIDI sequencer starts playing the MIDI file to the selected output (either a default system MIDI output, or a soundbank, or a selected MIDI port)

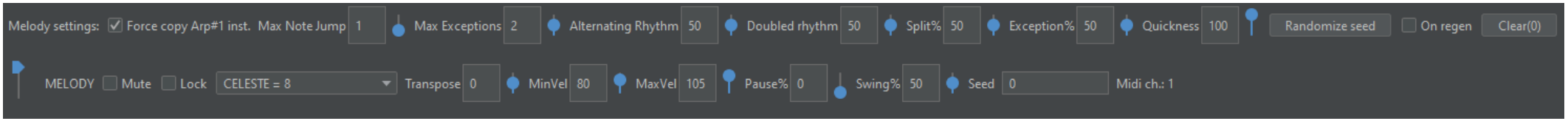
If you click **‘Regenerate’ instead of ‘Compose’**, the second step is skipped completely – the random seed is not changed, and everything in the UI stays the same – this is useful if you want to make adjustments to what is already generated (change up instruments, change up some values/checkboxes, add/remove parts, change MIDI output, etc.).

Melody, bass, chord parts and arp parts all depend on what **chord progression** is used – whether it was generated randomly at the start, or supplied by the user (**‘Custom chords’**). The melody bases its notes on the chords, the bass plays the root notes of the chords, the chord parts play the actual chords, the arp parts move up and down through the chord notes.

If you like what you hear, you can **save** the MIDI by rating it 3/4/5 stars, this puts the MIDI file into separated saved_3star/4star/5star folders inside the main “midis” folder. Saving it this way also saves a **.xml configuration** file, which lets you later load it and tweak it further using “**Load Config**”.

The parameter sliders allow quick and big changes to the parameters when dragging with the **Left Mouse Button**. If you want finer control, you can drag the sliders with both the **Right and Left mouse buttons held together** (10x finer control).

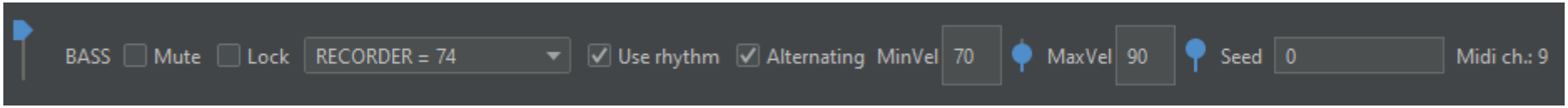
Melody part – settings



- **Force copy Arp#1 inst.** – when selected, the first Arp instrument will be set to the same instrument as Melody when Composing a new track
- **Max Note Jump** – (roughly) how much the next note can vary from the last one (= melody "jumpiness")
- **Max Exceptions** – how many times the generator can ignore rules (= creates variation)
- **Alteranting Rhythm** – chance of melodies having an ABAB alternating rhythm pattern across the chord progression
- **Doubled Rhythm** – chance of melodies repeating a shorter rhythm twice within a single chord
- **Split%** – chance of longer notes splitting further into 2 halves
- **Exception%** – chance to ignore rules while generating melody
- **Quickness** – (roughly) how much the generator should prefer shorter notes over longer notes

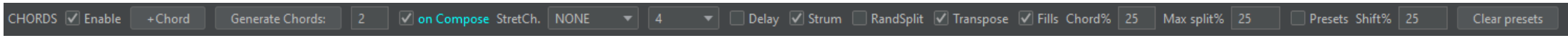
- **Randomize seed** – force melody to use a new unique starting seed when generating, different from the global seed (On regen = randomize when clicking Regenerate)
- **Clear** – clear seed to 0 (enables using the global seed again)

Bass part – settings



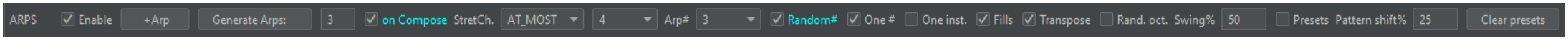
- **Use Rhythm** – change each bass note into a repeating rhythm
- **Alternating** – use alternating ABAB rhythm pattern

Chord part generation – settings



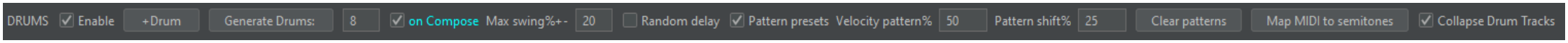
- **Generate Chords # (on Compose)** – generate a new set of # chord parts in the chord table (optional: generate always on Compose)
- **StretCh.** – if used, generated chord parts can resize the chords they play, e.g. “CEG” from C major can become “CEGCE”, but it’s also possible to shorten long chords this way (such as a 13th chord)
- **Delay** – delay each chord part by a small random amount
- **Strum** – use strumming (individual notes of a chord delayed) in chord parts
- **RandSplit / MaxSplit%** – randomize the position where a single chord should be split in two**,** and the chance of the splitting happening
- **Fills** – whether the chords should be generated with an option to alternate, e.g. only chord 1 and 3 play, or only chord 2 and 4
- **Chord%** – chance of chord part having a “sustain friendly” instrument selected instead of a plucky instrument
- **Presets / Shift%** – allow pattern presets when generating chord parts**,** and the chance to rotate/shift them in a direction by a random amount

Arp part generation – settings



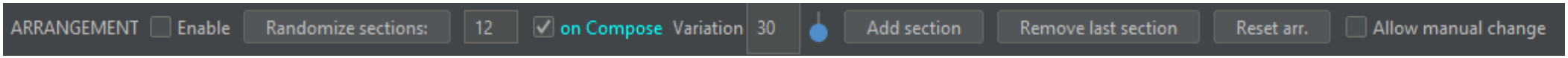
- **Generate/StretCh./Fills/Presets/Shift** – see Chord part generation
- **Arp#, Random#, One#** – if “One#” is selected, this number is applied to every generated Arp part, and it will be randomly changed on every Compose if “Random#” is selected
- **One inst.** – generate all Arp parts with the same instrument selection
- **Rand oct.** – randomize octaves of the notes an Arp part plays
- **Swing%** – sets the Swing of all generated arp parts (note: only applies if Arp# is 4 or 8)

Drum part generation – settings



- **Generate/Delay/Presets/Shift** – see Chord part generation
- **Max swing%+-** – the range of Swing that can be generated for Drum parts (50 +- X)
- **Velocity pattern** – chance of Drum parts to have a special ‘Dynamic’ property which makes them also play the silent notes in a pattern, but at half the velocity (e.g. for pattern ALTERNATE2 you get D d D d instead of D – D –)
- **Map MIDI to semitones** – use if you have a drum map set up in your DAW which starts at note C3 (midi value 36) and goes up by one semitone
- **Collapse Drum Tracks** – use if you want the resulting MIDI to have only one drum track containing all drum parts, instead of separated drum tracks

Arrangement generation – settings



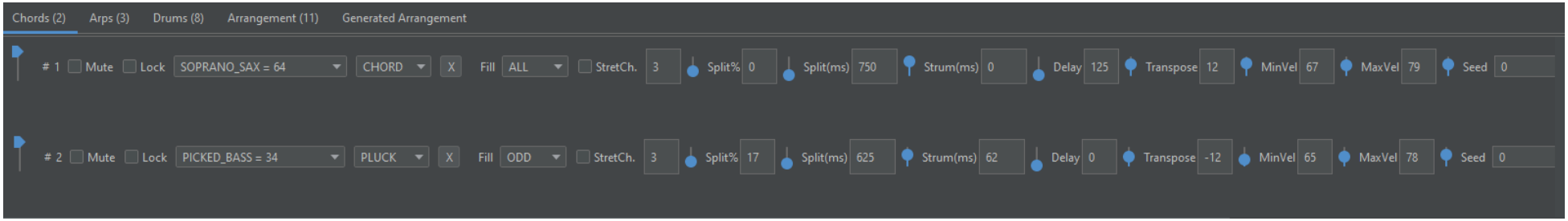
- **Enable** – when turned off, the generator uses a default arrangement of length 1 with all parts added at a 100% chance (= sort of a “preview” of the most intense part of the track/climax)
- **Randomize sections** # – generate an arrangement of up to # length
- **Variation** – chance for sections to be modified in one of several ways (a value of 30 or less is preferred for this parameter)
  - Modified chord progression
  - Modified melody over an existing or modified chord progression
  - Chords, arps or melody transposed up by an octave in measure 2 (if the section has at least 2 measures)
  - Modified drums (if the section has at least 2 measures)
  - Modified bass rhythm (if the section has at least 2 measures)
- **Allow manual change** – if enabled, user’s changes in the “Generated arrangement” table can be used to change the generated arrangement (e.g. removing melody, adding missing drums, adding/removing chord parts)

Generated views

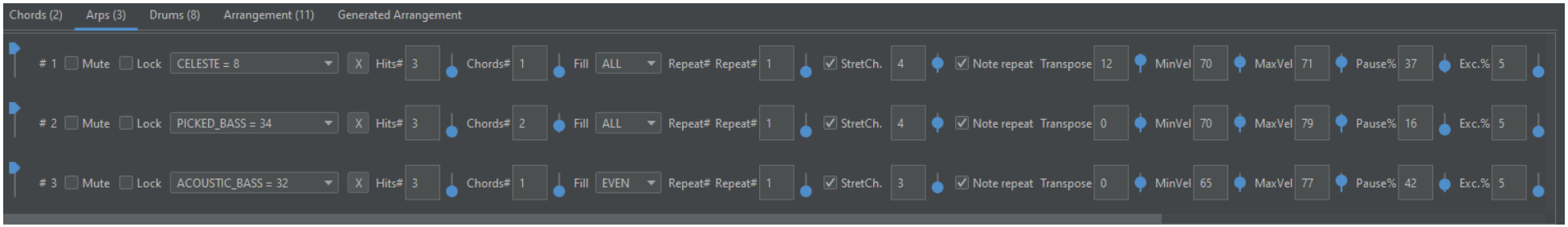
The table of generated content can be used to manually make tweaks to what was generated. The tabs display the number of generated parts for each type (Chord/Arp/Drum), and the number of sections in an arrangement. There are additional settings available which sometimes aren't controlled globally:

- **Pause%** – how often there should be a pause instead of a note
- **Exc.%** – how often an exception should happen (in case of arps and drums, an exception is a note split into 2, which creates an unexpected triplet rhythm)
- **Chords#** – how many chords should this pattern span (2 = the pattern is stretched across 2 chords)
- (Arp) **Note repeat** – whether to include extra duplicates of every chord note during generation (higher chance of notes repeating in a pattern)
- (Arp) **Repeat#** – how many times to repeat the whole pattern
- **MinVel/MaxVel/Transpose** – min/max MIDI velocity, MIDI transpose +-
- **Seed/Pattern** – which random seed and which pattern preset (if any) should be used, 0 indicates this part should use the global seed
- **Midi ch.** – which MIDI channel this part should output to (for purposes of mapping into a DAW) – by default Melody is **Ch1**, Arps are **Ch2-8**, Bass is **Ch9,** Drums are **Ch10**, Chords are **Ch11-15**
- **X** – removes this part from the table

Chords

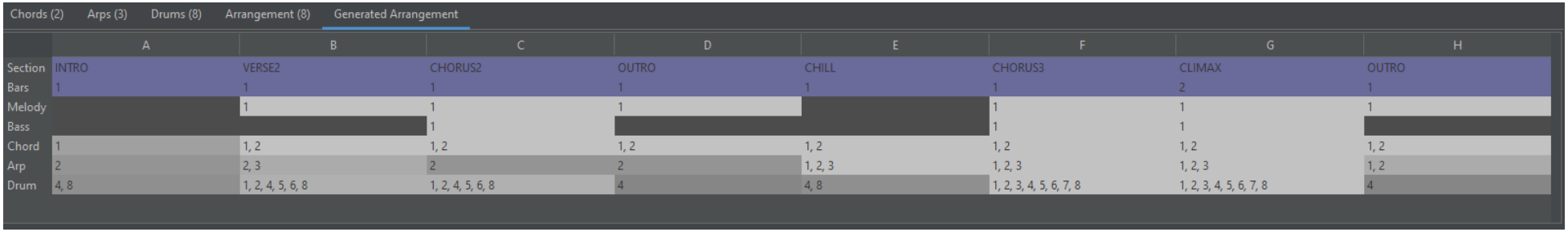


Arps

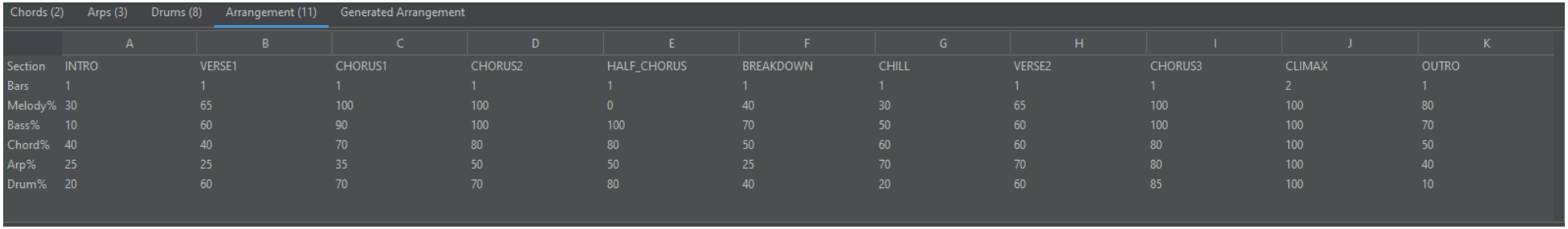


Drums

Arrangement/Generated Arrangement



	A	B	C	D	E	F	G	H
Section	INTRO	VERSE2	CHORUS2	OUTRO	CHILL	CHORUS3	CLIMAX	OUTRO
Bars	1	1	1	1	1	1	2	1
Melody		1	1	1		1	1	1
Bass			1			1	1	
Chord	1	1, 2	1, 2	1, 2	1, 2	1, 2	1, 2	1, 2
Arp	2	2, 3	2	2	1, 2, 3	1, 2, 3	1, 2, 3	1, 2
Drum	4, 8	1, 2, 4, 5, 6, 8	1, 2, 4, 5, 6, 8	4	4, 8	1, 2, 3, 4, 5, 6, 7, 8	1, 2, 3, 4, 5, 6, 7, 8	4

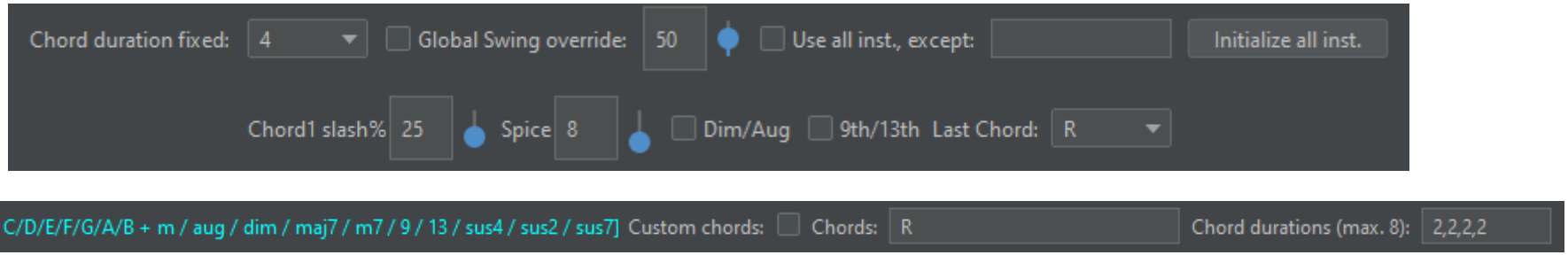


	A	B	C	D	E	F	G	H	I	J	K
Section	INTRO	VERSE1	CHORUS1	CHORUS2	HALF_CHORUS	BREAKDOWN	CHILL	VERSE2	CHORUS3	CLIMAX	OUTRO
Bars	1	1	1	1	1	1	1	1	1	2	1
Melody%	30	65	100	100	0	40	30	65	100	100	80
Bass%	10	60	90	100	100	70	50	60	100	100	70
Chord%	40	40	70	80	80	50	60	60	80	100	50
Arp%	25	25	35	50	50	25	70	70	80	100	40
Drum%	20	60	70	70	80	40	20	60	85	100	10

Randomization buttons

For manual/automatic randomization of certain parameters. “Slowed by ARP” automatically generates a lower BPM value in case the generated Arp parts are “somewhat fast”.

Global chord progression settings / Instrument parameters



- **Chord duration fixed** – how long the chord progression should be (4 / 8 / random)
- **Global Swing override** – to ignore all individual settings for Swing and use this value
- **Use all inst., except:** – (EXPERIMENTAL) you can put in the instrument numbers of “banned” instruments that you don’t want to include in generation
- **Initialize all inst.** – (EXPERIMENTAL) expand the instrument picking pool for every part to include all possible instruments, except the “banned” instruments

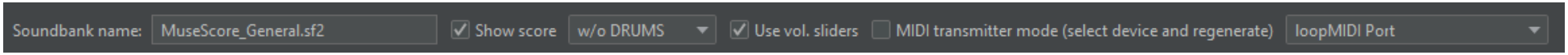
Main controls

A typical workflow is to click **“Compose”**, listen to what was created, then make adjustments and click **“Regenerate”** to hear them applied to the existing generated track.

This section also contains some additional global settings:

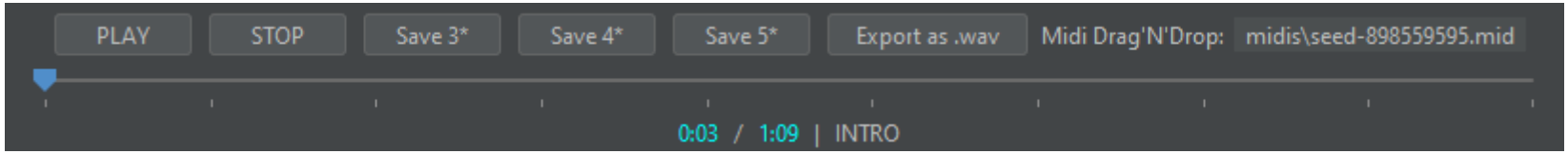
- **Global Transpose** – this changes the “key” of the song (0 is C) by transposing every note by X semitones (except drums)
- **BPM** – global BPM
- **Mode** – diatonically transposes every note to fit one of the 7 main scales (IONIAN = major, AEOLIAN = minor)
- **Random Seed** – the global seed which every part uses for randomization, 0 indicates that it should be changed when composing
- **Copy Seed –** copying the seed will replace the “0” with the seed the current track is generated from, this is useful e.g. when you want to use this specific seed for further composing (maybe you like the melody pattern, or the arp patterns etc.) while still keeping all “on Compose” checkboxes working and generating variations
- Chords: **–** displays the main chord progression generated for the current track
- **Copy chords** – copies the current chord progression into the “Custom chords” section for further manipulation (e.g. when maybe one chord doesn’t sound quite right and you want to tweak it)
- **Clear All Seeds –** sets all seeds in every part to “0”
- **Load Config** – for loading a saved configuration of (almost) everything – after loading you can press “Regenerate” and you should hear a 100% replica of what you saved

MIDI processing / Display



- **Soundbank name –** (optional) you can put a .sf2 soundbank in the application's folder, include its name, and the application will try to use the soundbank instruments instead of the default MIDI output of your OS
- **Show score** – display a rough overview of what was generated (parts) + optional setting to ignore drums, show only drums, or show everything
- **Use vol. Sliders** – if this is checked, the volume sliders on the sides of every part will send MIDI CC#7 controls to control the volume **WHILE** the track is playing ("Regenerate" doesn't need to be pressed to hear these changes)
- **MIDI transmitter mode** – send MIDI information to the selected device, instead of the general MIDI output of your OS or the chosen soundbank

Play / Save



Quick controls to play/stop the current playing track, to save/rate it (this will save it into a specific folder based on the rating) and to export it.

Midi Drag'N'Drop can be used to drag the generated MIDI directly into a DAW (this should create a MIDI track for each part if your DAW supports this).

The timer displays the current/total time in the track, and which section is currently playing (in case Arrangement is enabled).