midiPad

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Description

The plugin is named midiPad and appears under the vendor name Parseq. It allows using the mouse to control four destination CCs along the X and Y axes.

In Soundpaint, it is simply a matter of assigning a control to a CC number defined in the midiPad (for example, the volume of each part).

There is no validation regarding the use of the same CC more than once, but it is recommended to use different numbers. By default, the CC number are 10, 11, 12 and 13.

Version 0.9.6

Only a VST3 for Windows is available. To use it, simply copy the VST in the VST3 folder (n general, corresponds to the following directory C:\Program Files\Common Files\VST3).

The VST has been successfully tested with the following DAWs: Studio One Pro 5, Bandlab Cakewalk and Reaper.

However, limitations apply to Ableton Live (see below). Currently sending CC does not work with FL Studio

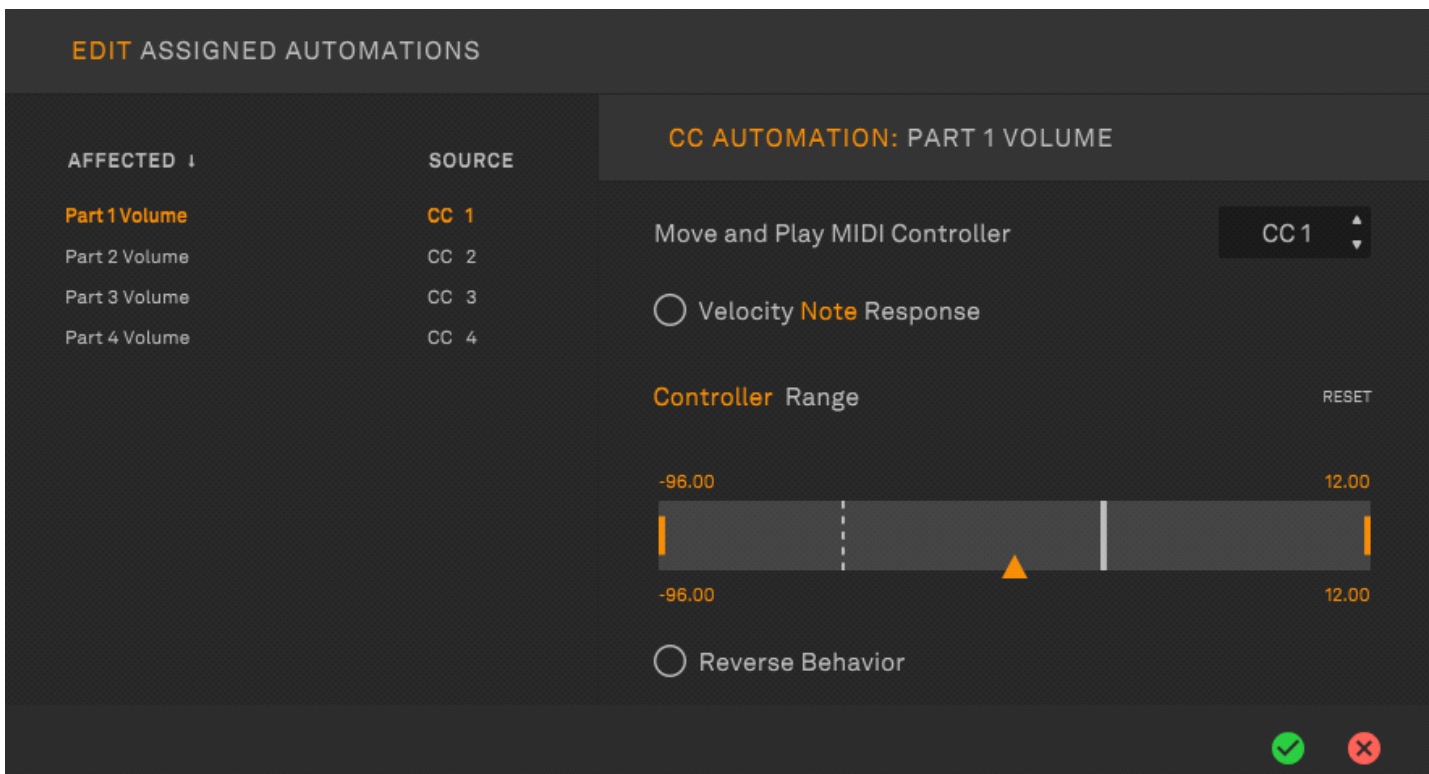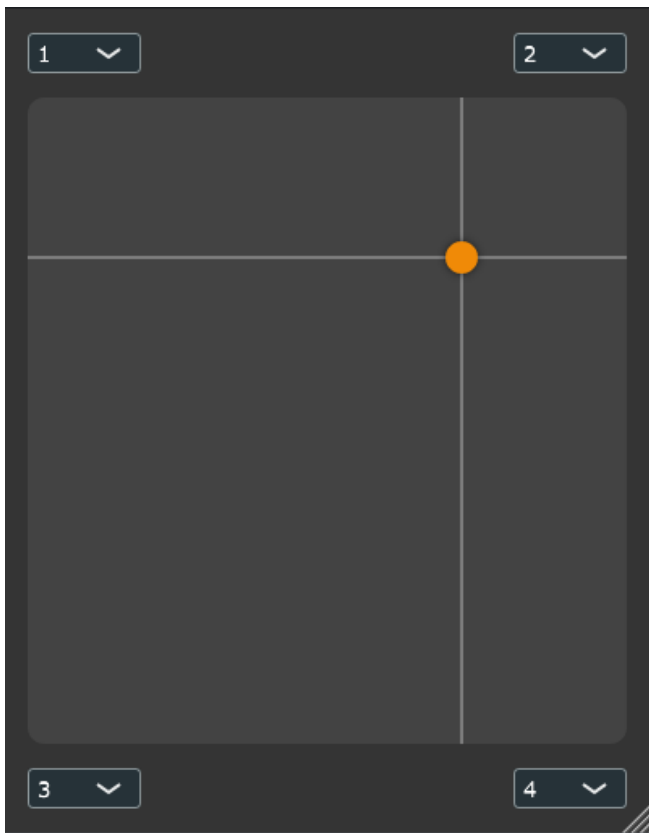The source code of the plugin is available at the following address https://github.com/parseqPlugin/midiPad.

So it's available for enhancement and could be also used to generate an Audio Unit or VST version for Mac.

Know issue (Ableton Live)

With Ableton Live, only CCs recognized in the midi standard work. For example, CC3 is undefined in the standard and will not work. This seems to be a restriction of how Live handles VST3s. For this reason, the default values are 10, 11, 12 and 13 (all recognized in the midi standard). For the detailed list, please see the following list: https://www.midi.org/specifications-old/item/table-3-control-change-messages-data-bytes-2
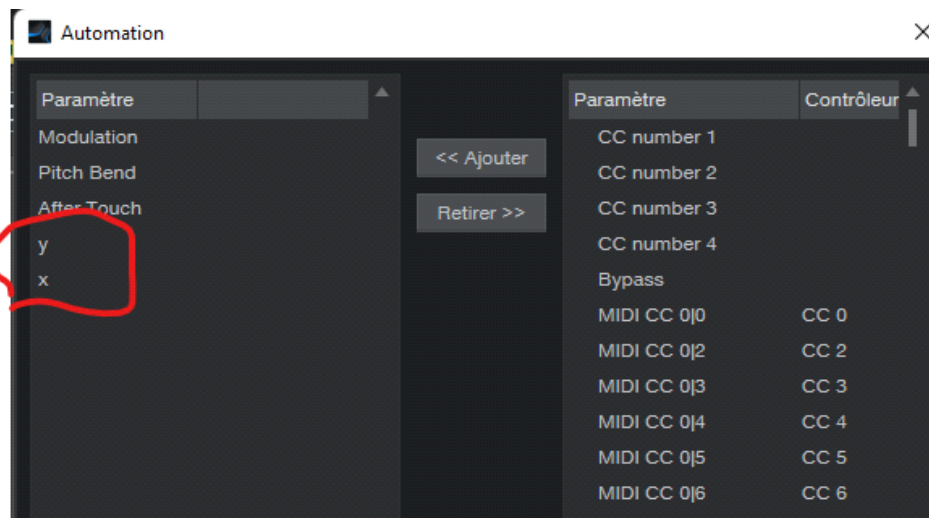
Assigning CC in Soundpaint

This example show an assignment to the four part in Soundpaint

```
1  ⌄                    2  ⌄




3  ⌄                    4  ⌄
```

EDIT ASSIGNED AUTOMATIONS

AFFECTED ↓	SOURCE
Part 1 Volume	CC 1
Part 2 Volume	CC 2
Part 3 Volume	CC 3
Part 4 Volume	CC 4

CC AUTOMATION: PART 1 VOLUME

Move and Play MIDI Controller   CC 1 ⌃⌄

◯ Velocity Note Response

Controller Range   RESET

-96.00   12.00

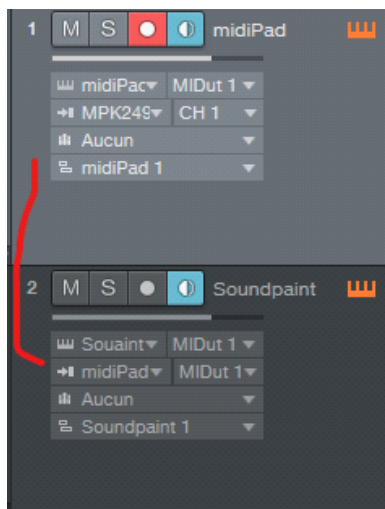-96.00   12.00

◯ Reverse Behavior

Automation

The midiPad uses two hidden sliders for each axis (X and Y). These are exposed in the DAW and can therefore be recorded to automate the midiPad.

Using in Studio One

midiPad and Soundpaint are defined as intruments with Soundpaint receiving data from midiPad.

Using in Ableton Live

midiPad and Soundpaint are defined as intruments with midiFrom Ins and Channels defined as midiPad. The monitor also need to be "In".

Using in Reaper

Insert a new virtual instument track for Soundpaint. Click on Input FX
to add midiPad.