

VST Instruments, midi channels and buses

I found different ways of connecting the VST Instrument:

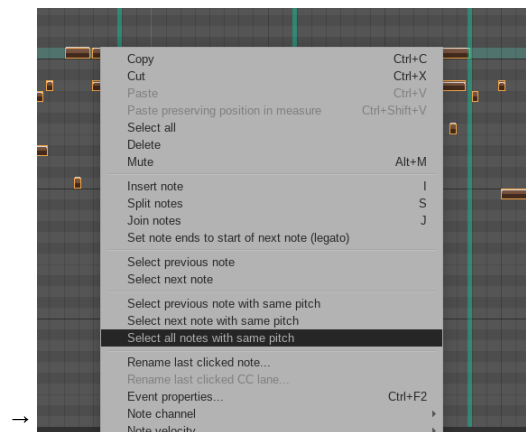
1. midi channels
2. midi buses

There are 16 midi channels, each provide 128 midi buses for each midi channel.

Midi on each track is independent of other tracks. You can have as many tracks with instruments as your computer can handle.

Some, or perhaps most, VSTi react to whatever midi channel, other can be accessed via particular midi busses.

In the Midi Editor, note(s) can be changed to get another midi channel. Choose *Note channel* and assign another midi channel to those notes.



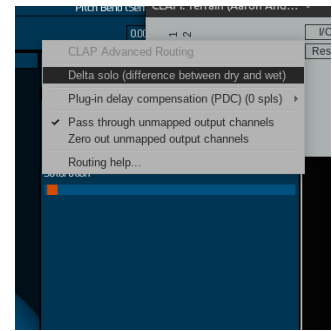
- Create Sends by dragging from Route to other Tracks
- assign the different midi channel notes to the different Tracks
- Send 1 the Audio: None, Midi: 1, B1, Send 2 the Audio: None, Midi: 2, B1, Send 3 the Audio: None, Midi: 3, B1



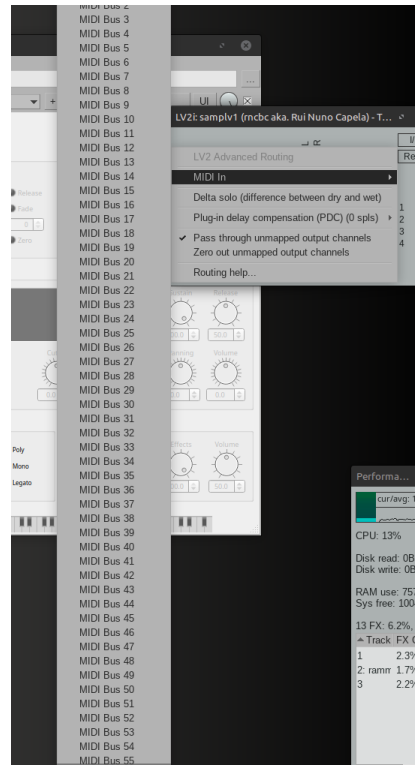
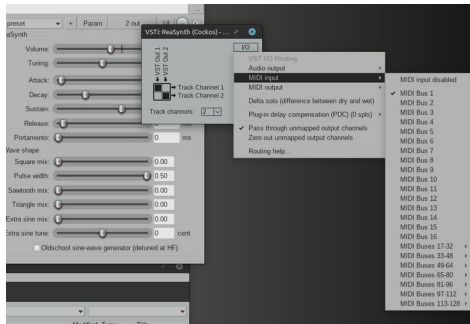
'B1' stands for the neutral setting: when NO midi bus is mentioned specifically, it is going to connect to < bus 1, midi channel x>.

However, you can connect via specific midi buses, it is: <midi channel x – bus x>1>.

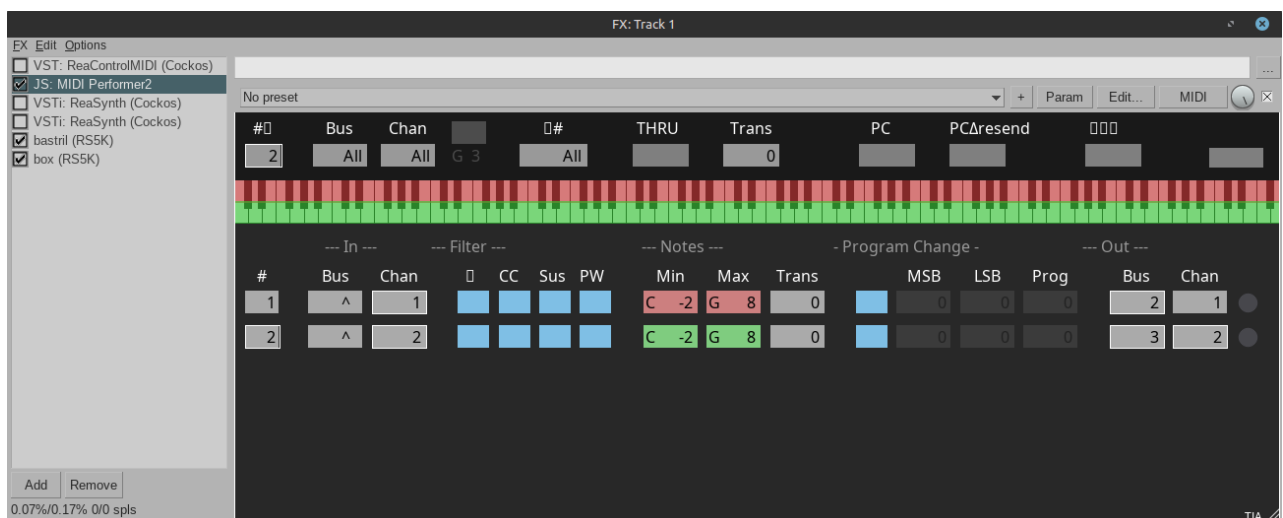
Here, a few examples of what to expect when checking out the I/O midi department. In this case, the connection must be made via midi channels. (=bus 1 on that particular midi channel, so the default)



The pictures below shows the buses of the Midi Input & Output of other, more versatile VSTi that allow for 128 buses, each with 16 midi channels.



Or, you can have 1 Midi Item, also with different notes on different midi channels and let MidiPerformer do the policing of what to do with these.



Here, there is only 1 Track, 1 Item with 2 different midi channel notes, MidiPerformer directes channel one to one Sample, and channel two to a second Sampler.

Like the other option above, this allows for editing notes with different midi channels in only one Midi Item and thus have a good overview of the structure of the note sequence.

MidiPerformer can do so much more, but this is only one example.