MidiMapper Installation Manual

MidiMapper is a tool to map incoming notes from an incoming midi port to an outgoing midi port.
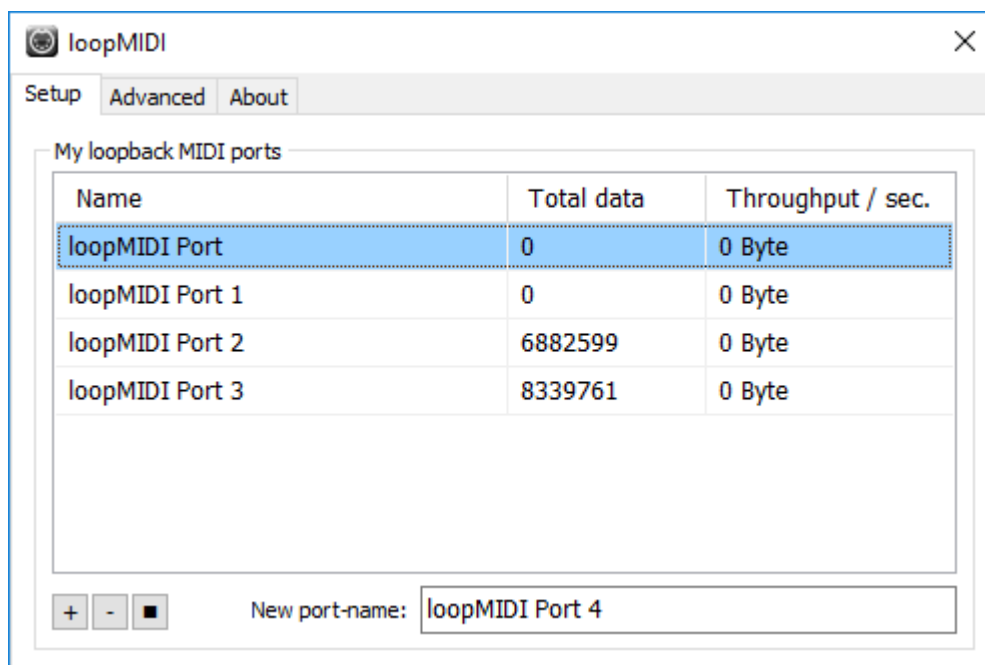
1. Install a Virtual MidiPort / MidiCable

Install LoopMidi, a software tool to create virtual midi ports.

This great peace of software written by Tobias Erichsen creates virtual midi ports enabling the connection by a 'virtual midi-cable' between the application.

You can download it here:

https://www.tobias-erichsen.de/software/loopmidi.html
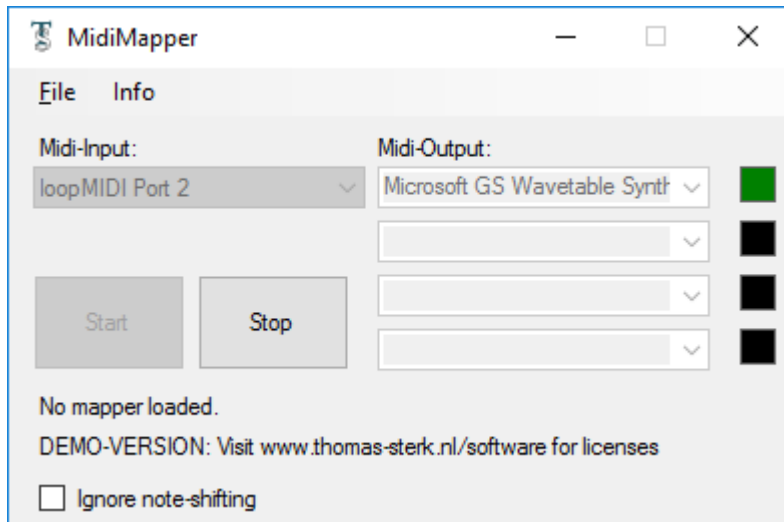Just follow the installation instructions.

Create at least three midi ports, by clicking on the + button.
Do NOT use the first MidiPort, in some cases it cause a MidiFeedback which will crash the application.

An alternative for LoopMidi is MidiYoke

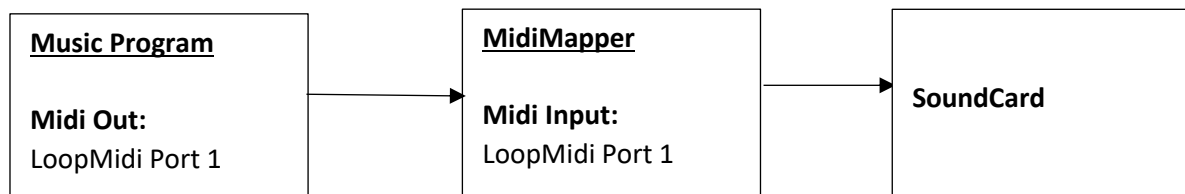**2. Place the MidiMapper in a folder on your PC..**

Once installed you can place the MidiMapper in a folder you want and run the MidiMapper to configure it for your needs.

The Midi-Stream is as following:

The MidiMapper Input port should be the output port of your music program.

The music program sends the midi-data to the MidiMapper, the MidiMapper processes the incoming data to the configured Midi-Output ports.

Music Program **Midi Out:** LoopMidi Port 1	→	**MidiMapper** **Midi Input:** LoopMidi Port 1	→	**SoundCard**

You can now load a midimapper file (.map) you want to use.

The demonstration version will run for two minutes, after this time the midi input will be disabled and the application will exit.

3. Test with the demo-version

If the midi input is selected and at least one midi-output is selected you can make the MidiMapper running by pressing the start button, this opens the Midi-input port for listening to incoming Midi Events and processes them to the midi outputs.

If you want to change the ports you need to stop the midi-mapper first.

4. Buy a License online

You can buy a License file online at www.thomas-sterk.nl/midimapper

You need a Identification Code to buy the license.
You can find it in the File Menu -> Identification Code.
If you click on the Identification Code itself, it will be copied to the clipboard.

Paste this code in the online order form, this makes the licensing process much easier.
After receiving the (online) payment, a valid license will be send by e-mail.
(This requires a manual action yet and will be sent by e-mail as soon as possible).

The license file (midimap.lic) needs to be placed in the folder of the MidiMapper.
This file is unique for a computer / user and makes the demo-version a full working version.

This MidiMapper is designed to be fully compatible with the MidiMapper from Tony Decap, instead it is running now on the latest Windows versions as well.

5. Summary

What MidiMapper does:
- Map each incoming note to one of the 16 midi channels according the channel maps one per channel
- Possibility to don't send a note on on a incoming midi-event (useful for registers, and spare notes).
- Provide timing offset to slide notes (It can be easy switched on and off by a checkbox in the program)
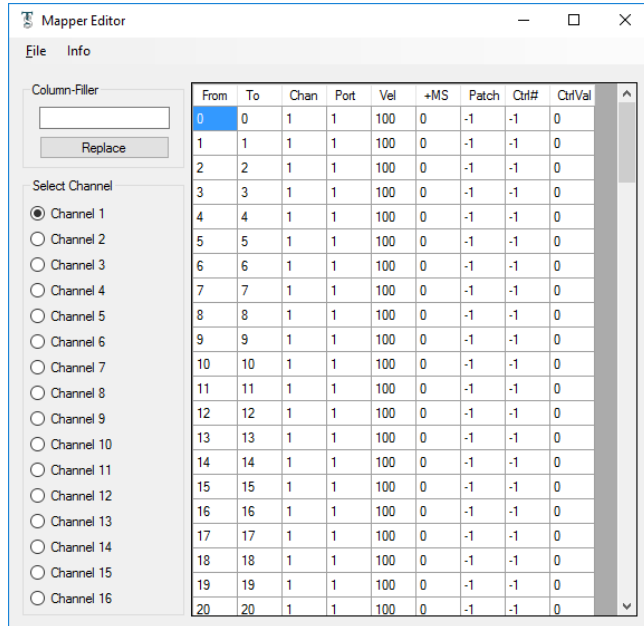- Allow to send patches and controllers.

What MidiMapper **doesn't**:
- Duplicate registers when more than one are selected
This function will be supported only in the MidiMapper Ultimate version, which requires different mappers to work.

Mapper Creator

The Mapper Creator is used to generate the mappers for the MidiMapper software.
The Mapper editor is included in the demo-download from the website and is free to use.

First select the channel you want to map, by clicking on the Channel selection on the left.

The fields are explained below:

<u>From</u>
The source note, this note is not changeable, the mapper will listen to this note as the input.

<u>To</u>
(-1 to 127)
The destination note, this note will be played if received the from note.
Use -1 if this no note-on should be sent.

<u>Chan</u>
(1 to 16)
The channel from where the destination note is send to.

<u>Port</u>
(1 to 4)
The desired Midiport to where the midi-data is send to, it matches the Midi Output port list from the MidiMapper.

<u>Vel</u>
(1 to 200)
Velocity Percentage, 100 means standard velocity, 50% means half of the velocity, 200 means double velocity.

+MS
(0 to 999)
Delay in MS, the note will be shifted this amount in MS Later to be send to the midiport

Patch
(-1 to 127)
Patch change (program change) to be sent, useful for register changes.

Ctrl#
(-1 to 127)
Control change to be sent, 7 = for Volume

CtrlVal
(-1 to 127)
The Value of the Control Change to be send.

Examples

Default note:
Let's say the first note (Midi 0) is our C-Bass Note in the organ book.

From = 0	(Source)	
To = 48	(Destination)	
Chan = 2	(Bass Channel)	
Port = 1	(Default Port)	
Vel = 100	(No velocity Change)	
+MS =0	(No Delay)	
Patch=-1	(No Patch change)	
Ctrl#=-1	(No Ctrl Change)	
CtrlVal=0	(No Ctrl Value)	

Register:
Let's say the trombone register is at Midi 50 in the organ book.

From = 0	(Source)
To = -1	(No note to be sent)
Chan = 2	(Bass Channel)
Port = 1	(Default Port)
Vel = 100	(No velocity Change)
+MS =0	(No Delay)
Patch=70	(Change to Trombone patch)
Ctrl#=7	(Volume)
CtrlVal=127	(Volume = 127)

No note will be sent to the output device, but the patch is changed to nr. 70, and the volume is set to 127.

Percussion:
Let's say percussion is on note 30, and needs to be delayed 90 Milliseconds to be played together with the music note.

From = 30   (Source)
To = 38   (No note to be sent)
Chan = 10   (Percussion Channel)
Port = 1   (Default Port)
Vel = 100   (No velocity Change)
+MS = 90   (90 MS Delay)
Patch=-1   (No Patch change)
Ctrl#=-1   (No Ctrl Change)
CtrlVal=0   (No Ctrl Value)

Notes
- Ctrl changes and path changes do apply to the entire channel
- Velocity changes are applied to the destination note only.

Destination channels
Use this guideline scheme for destination channels to be compatible with future release.

Register Group	Channel
Bass	2
Accomp	3
Counter Melody	4
Melody	5
Drums	10

Tip
If you have an organ with trombones, set the default patch of the bass notes in the Declan postion, if the Declan is send, the default patch will be applied to your bass notes.

Suggestions / Tips / Bugs?
Software support is supported by e-mail only. Let me know how to improve the software, and make it better for us all!