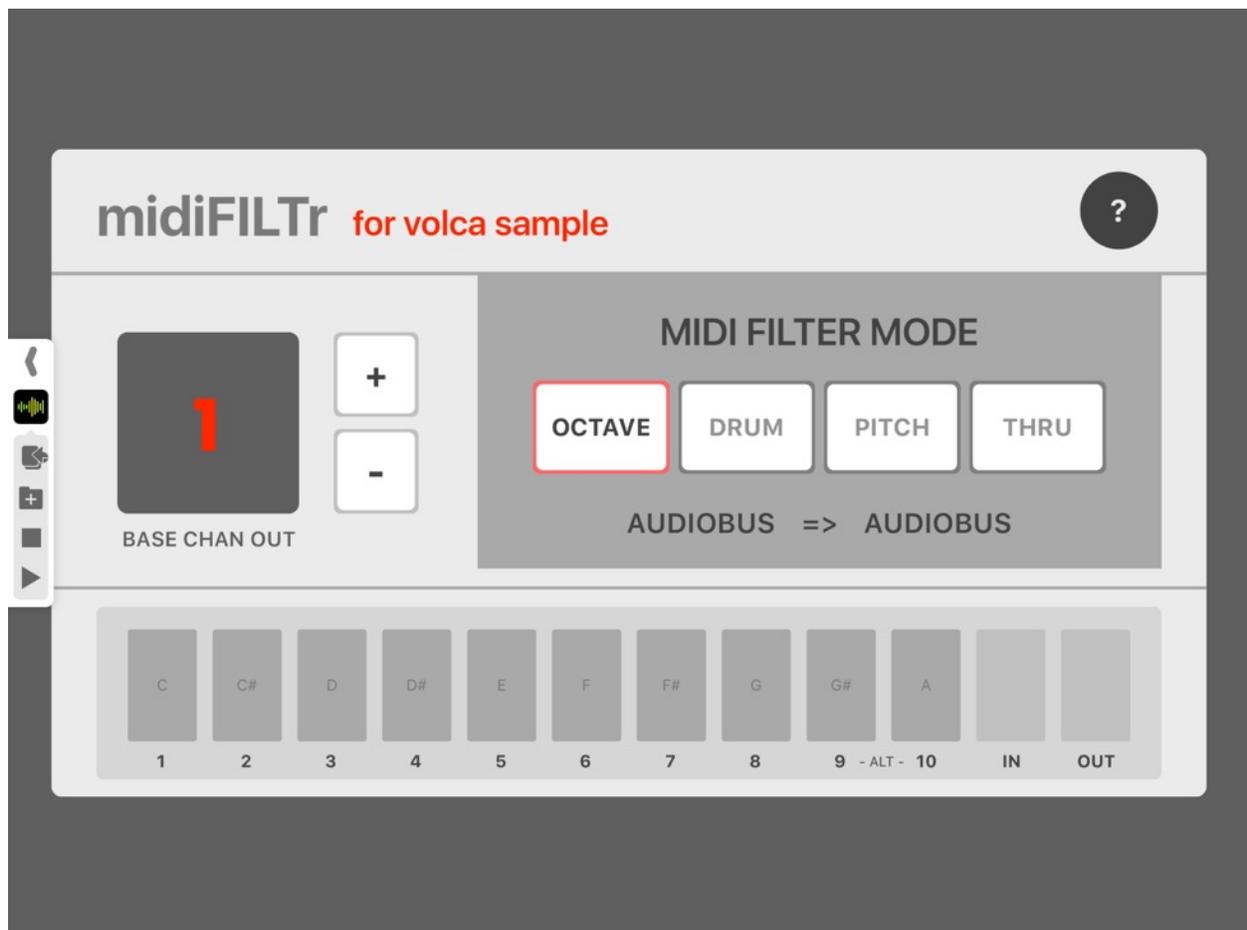


# midiFILTr-VS

midi filter effect for volca sample



app v1.0, user manual v1.0

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## Introduction

Welcome to midiFILTr-VS, thank you for buying it! midiFILTr-VS is an Audiobus 3 MIDI filter effect designed to be used with a Volca Sample hardware sampler.

In order to use midiFILTr-VS you will need:

- Volca Sample hardware unit
- USB MIDI interface connected to your iOS device and your Volca

The Volca Sample is a fun retro sampler with a great distinctive sound to it, but its MIDI implementation is a little confusing. Each of its 10 parts is triggered by sending a note to a separate MIDI channel. The note itself does not matter and will not affect the sample's pitch. So you have the disadvantage of needing to trigger your samples on separate MIDI channels which can be a pain to set up, but you don't get the advantage of being able to pitch your samples which is a strange omission.

midiFILTr-VS is designed to make using MIDI with your Volca easier. You can choose from three filter modes plus thru mode:

- **OCTAVE** mode takes MIDI input from one MIDI channel and converts it to the Volca's multi-channel format. A C note in any octave will trigger part 1, a C# note will trigger part 2, etc. This allows your input device (keyboard, drum pad, etc) to only have to use one MIDI channel.
- **DRUM** mode also takes MIDI input from one MIDI channel and converts it to the Volca's multi-channel format. The difference between DRUM and OCTAVE mode is that DRUM notes are triggered using the standard MIDI drum mappings, making it easier to trigger your Volca using a drum machine.
- **PITCH** mode takes MIDI input on multiple MIDI channels and attempts to use the input notes to control the pitch of the sample using MIDI CCs. This gives you a multi-channel Volca that can play parts at different pitches.
- **THRU** mode does not change any of the notes or channels and is provided as a convenience.

## Insert into Audiobus 3

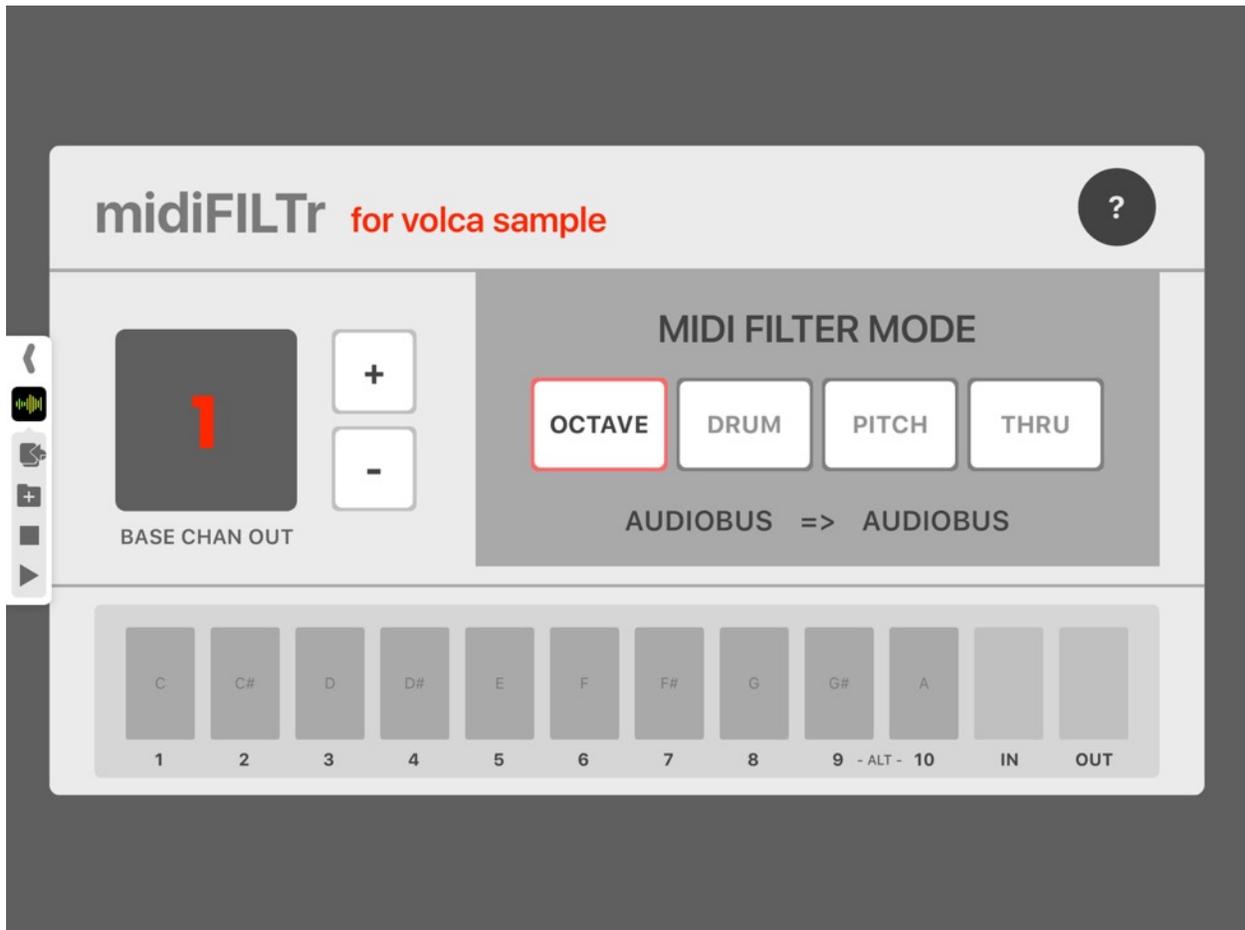


The easiest way to use midiFILTr-VS is with Audiobus 3. Start with a MIDI input on the left, in the case above by adding a drum machine app of mine called FunkBox. Next add a MIDI output on the right, in this case a USB MIDI interface that is connected to a Volca Sample.

Play some MIDI notes to make sure the MIDI connection is working. The Volca should make sound, but will only trigger one part and always at the same pitch.

Add midiFILTr-VS as a MIDI insert filter effect, in the middle slot. Play some more notes and you will notice that your Volca Sample now triggers multiple parts! Cool. If you're using FunkBox, switch to midiFILTr-VS and change it to DRUM mode.

## Main page



The main midiFILTr-VS page is where you configure and tweak the midiFILTr-VS settings. The app will automatically start in OCTAVE mode, triggering parts 1-10 on the Volca Sample's MIDI channels 1-10. If these settings are what you want, you don't need to change anything. If you want to try the different modes or tweak the settings, read on.

## **MIDI Filter Mode selection buttons**

The four buttons in the mid-right of the screen labeled OCTAVE, DRUM, PITCH and THRU allow you to switch between these modes, which are described in more depth later in the manual.

The mode you choose will determine the parameter on the left hand side that can be further configured.

## **MIDI flow display**

Below the Filter Mode buttons, midiFILTr-VS displays the flow of MIDI data through the app. If you are using Audiobus 3 (recommended), it will always say “AUDIOBUS => AUDIOBUS”. If you instead are using CoreMIDI, it will list the MIDI input it is listening to and the MIDI output it sends the converted data on to.

## **MIDI in select button**

The MIDI IN select button in the lower right hand side of the main screen allows you to choose the MIDI input that midiFILTr-VS is listening to. Tap the button to cycle through the available inputs. If you are using the app with Audiobus 3 (recommended), this button will not do anything.

## **MIDI out select button**

The MIDI OUT select button in the lower right hand side of the main screen allows you to choose the MIDI output that midiFILTr-VS is forwarding MIDI data to. Tap the button to cycle through the available outputs. If you are using the app with Audiobus 3 (recommended), this button will not do anything.

## **Parameter Adjustment Buttons**

On the left side of the screen you can see a number display and two +/- buttons. This is where you can adjust the value of the configuration parameter for the given Filter Mode. More on this in the various Mode sections.

## **Info Button**

Pressing the ? button in the upper right of the screen brings you to the midiFILTr-VS Info page, which contains links to my web site, twitter, this manual, etc. It also contains links to Korg's web site for the Volca Sample and its documentation.

## **OCTAVE mode**

OCTAVE mode is the default mode that midiFILTr-VS is set to when it loads up. It translates a C MIDI note from any octave to trigger part 1 of the Volca Sample, a C# MIDI note from any octave triggers part 2, etc. This is a good mode to use if you want to trigger your Volca Sample sounds from a sequencer or a keyboard. It's simple and easy to use, which is why its the default setting.

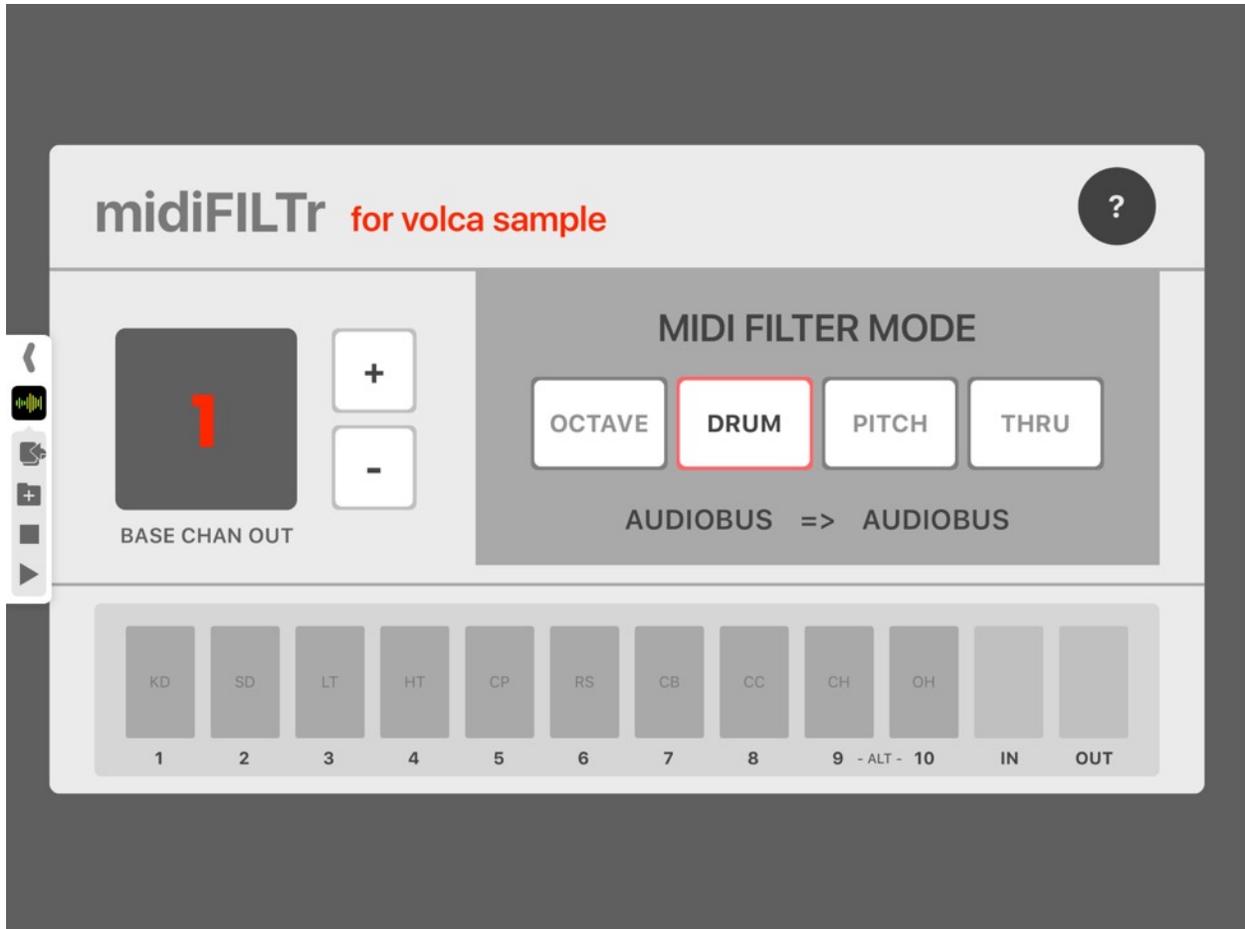
## **Base Chan Out**

When you choose Octave mode, the parameter adjust buttons on the left side of the screen will control the base MIDI channel output. By default, the Volca Sample receives input on MIDI channels 1-10, triggering parts 1-10. If you haven't changed the settings on your Volca, you won't need to change this setting either. But if you have set your Volca to receive MIDI on channels 4-13 instead, you can set Base Channel Out to 4 here and accommodate that.

## **Note display**

On the bottom of the screen are rectangular buttons for the 10 parts (plus two more keys for MIDI IN and OUT). When you are in octave mode, these buttons will display the notes associated with triggering each part (C for 1, C# for 2, etc).

## DRUM mode



DRUM mode is a MIDI filter mode that makes it easier to trigger the Volca Sample from a drum machine. This mode uses the default GM MIDI note values for various drum parts and maps them to parts on the Volca Sample. The note display on the bottom will tell you which MIDI drum part gets mapped to which Volca part.

### Base Chan Out

When you choose DRUM mode, the parameter adjust buttons on the left side of the screen will control the base MIDI channel output. By default, the Volca Sample receives input on MIDI channels 1-10, triggering parts 1-10. If you

haven't changed the settings on your Volca, you won't need to change this setting either. But if you have set your Volca to receive MIDI on channels 4-13 instead, you can set Base Channel Out to 4 here and accommodate that.

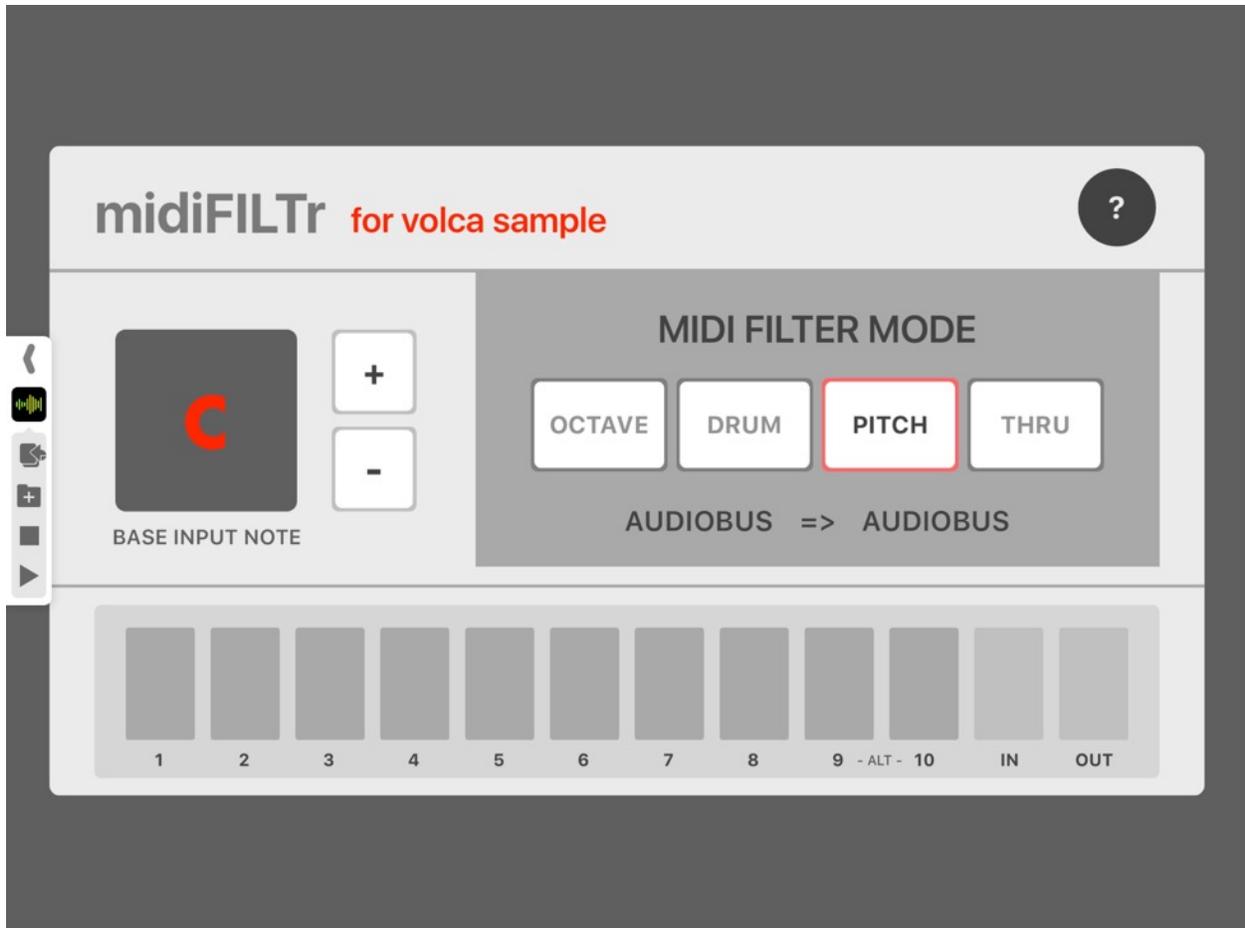
## **Note display**

As mentioned above, in DRUM mode the buttons on the bottom of the screen will tell you which GM MIDI Drum parts will trigger which Volca Sample parts. For example, Kick Drum (KD) will trigger Part 1 on the Volca, a Snare Drum (SD) will trigger Part 2, etc.

## **MIDI drum note values**

KD  
SD  
LT  
HT  
CP  
RS  
CB  
CC  
CH  
OH

## PITCH mode



PITCH mode is a MIDI filter mode that allows you to play the Volca Sample melodically. By default, the Volca Sample receives MIDI input on 10 different channels, one for each part, but it ignores the note values of any input and always triggers the samples at the same pitch. midiFILTr-VS uses the pitch of the incoming MIDI note to set the pitch of the sample, which allows you to play for example a sample of a piano note melodically over a couple octaves.

### Base Input Note

When you choose PITCH mode, the parameter adjust buttons on the left side of the screen will control the base input note pitch value. In general, you will get best results with samples in the pitch of C, which is the default value of this parameter. If you are using a sample with a different pitch, and want incoming MIDI notes to trigger the proper pitch, meaning eg. an F# note to trigger that sample pitched to F#, you can set the base pitch of the sample here.

### **THRU mode**

THRU mode is provided as a convenience, it just passes through the MIDI notes received in case you need that for troubleshooting or experimenting. The same thing can be accomplished by removing/ejecting midiFILTr-VS from the MIDI flow in Audiobus 3.

### **Troubleshooting**

### **Examples**