



MIDI SWEET SERIES
MIDI SWEET : MIDI Player Unit [AUDIO UNIT]
MANUAL



MIDI SWEET: MIDI Player Unit

MIDI Player Unit continues our MIDI SWEET series and is one of the (more advanced) tools providing essential or experimental but useful functions for MIDI connectivity in Audio Unit format.

MIDI Player Unit

MIDI Player Unit is a visual sequencer alike environment for loading and playing standard MIDI Files inside Audio Unit hosts, mainly such, that have no inbuilt MIDI capabilities at all. It requires hosts, which can for instance route MIDI channels to multi-timbre synthesizers. Not just rudimentary MIDI forwarding.

Please note, that MIDI Player Unit (Audio Unit) is not able to produce any sound itself. It will be registered as a Music Device (Instrument) but does merely generate MIDI events for sending to synthesizers and connected sound modules.

MIDI Player Unit is thought for playing complete MIDI files thru our MIDI Module Unit in realtime and/or forwarding MIDI messages to other apps and possibly externally connected music equipment.

Therefore we adopted the iOS files app functionality, providing complete MIDI file management with this.

Note: MIDI Player Unit CAN NOT edit MIDI events or files in any way and the TEMPO of the loaded MIDI Files will be always completely ignored, as the host tempo is adopted for the playback. Therefore a host, correctly generating tempo information is required too.

MIDI Player Unit can load MIDI files in format 0 and 1 and will map all found tracks and events to the 16 MIDI channels automatically.

With the user interface all events of the loaded MIDI file can be visualised based on MIDI channel selection. This filter is purely visual, the events will be always completely passed to the output.

You can zoom in and out to a certain amount and a play cursor will indicate the playing progress. Basic transport controls allow to start and stop the play head.

With some editions an additional mixer environment may be available, that also can generate and output MIDI events in realtime. There, the solo and mute buttons are connected to active filters, which effectively will filter out events from the stream.

Please do not ask for building a full featured MIDI expert sequencer out of this in the near future. Because we surely won't do that. The reason is, that all this effort (building such as an Audio Unit) never would become compensated ever. We still always recommend to use external Editors and Workstations for creating and editing General Midid compatible MIDI files.

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