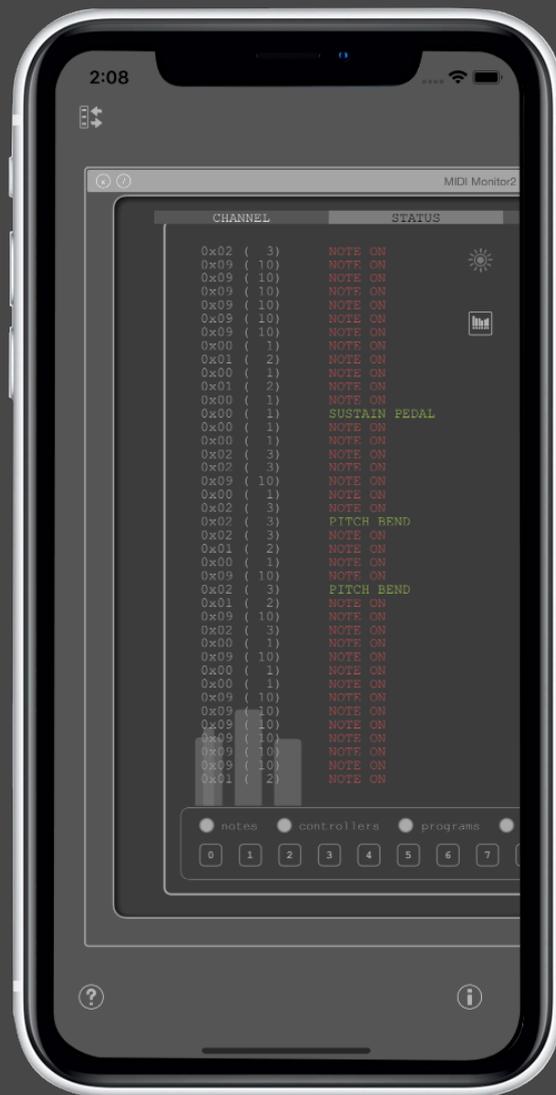




**MIDI SWEET SERIES**  
**MIDI SWEET : MIDI Monitor2 [ AUDIO UNIT ]**  
**MANUAL**

**ANALYZE YOUR MIDI STREAMS IN GRAPHICS MODE AND FILTER THE DATA YOU WANT TO WATCH.**



## MIDI SWEET: MIDI Monitor2

MIDI Monitor2 continues our MIDI SWEET series and is one of the tools providing essential or experimental but useful functions for MIDI connectivity in Audio Unit format.

### MIDI Monitor2

MIDI data is by its nature invisible and inaudible. This often causes some confusion while configuring a setup. We have

developed a visual MIDI data monitor as an Audio Unit, that delivers quick overview of what is happen on the possible 16 MIDI channels of one MIDI port.

At first, there is a row limited classical text mode display with user definable event filtering. Status bytes and channels can be filtered to (visually) limit the data display to the things of interest.

The second mode (overlay) is an alternative graphical representation, that virtually emulates the LED display of a tone module. This module, of course, does not make any sound by itself. It merely displays note and controller messages on the 16 possible channels of an active (multi channel) MIDI connection. The second mode is very useful for playing back MIDI files or similar multichannel live data, as the text mode is merely something useful for matrix geeks.

The MIDI monitors are optimized for realtime usage and do not record large data streams internally. The purpose is to get quickly some visual information about the current MIDI data flow. It is not thought for detailed analysis, as for instance a full featured MIDI editor or recorder would provide.

Our MIDI SWEET Audio Units require a host application, that can route and handle MIDI. The MIDI data will be optionally passed thru, so that the data flow can be cached for analysis this way. The filters do not modify any of the MIDI data, these are merely for the visual representation of the text mode monitor, which otherwise could be somewhat confusing.

The unit is intentionally realized as an audio effect, because we used it to watch some strange host behaviours with our audio units. I.e. Cubasis 2 and NanoStudio 2 just forward MIDI messages of instrument tracks to the insert effects, which potentially causes malfunctions at the insert effects, as this is not thought to work this way...

The host app, that comes with our distribution, actually can establish external CoreMIDI and ~~Bluetooth-MIDI~~ connections and also delivers an integrated MIDI file player with embedded rudimentary GM synthesizer for demonstration purposes. You can select and load MIDI files from the iOS file system and play these thru the monitor and the embedded synthesizer.

However, the audio unit does not implement the MIDI file player and also does not integrate a synthesizer. It is a “JAM” [ Just A Monitor ].

Like all our Audio Units, MIDI Monitor2 features “pinch2zoom&move” technology and also implements the beloved contrast adjustment & controls overlay, which can be temporarily disabled/enabled by a long press gesture.

MIDI Monitor2 is momentary completely free and exclusively available on Apples mobile platform.

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