

MANUAL JamOrigin MIDI GUITAR 2.5 for IOS

****BETA****

*JamOrigin's MIDI Guitar app is the first realtime polyphonic guitar to midi converter:
it makes the world of synthesizers available to guitarists.
It offers a performance comparable to expensive hardware solutions.
You dont need any special hardware other than an audiointerface!*

I - N - D - E - X

Overview of the interface

What is new in MIDI Guitar 2.5 for IOS:

- * new interface similar to the desktop full version
- * Patch changes are remote controllable.
- * **MIDI FX:** remote controllable function like sustain and transpose and more
- * midi output target is now a MIDI FX and storable per patch
- * **IAA capability:**
*you can now record the output of MIDI Guitar into any DAW like
Garageband, Cubase etc!*
- * **More and new effects!**

**** THIS DOCUMENT IS STRICTLY FOR THE BETATESTERS ****
**** DETAILS IN FINAL VERSION MAY DIFFER! ****

The main interface

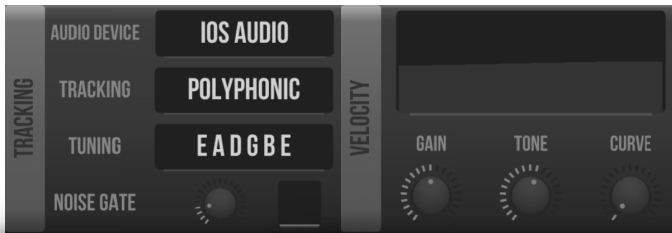
Interface on Ipad

The interface is divided into different **sections** containing knobs and choosers. Click on the link over each section for detailed info about the section

TOP OF SCREEN



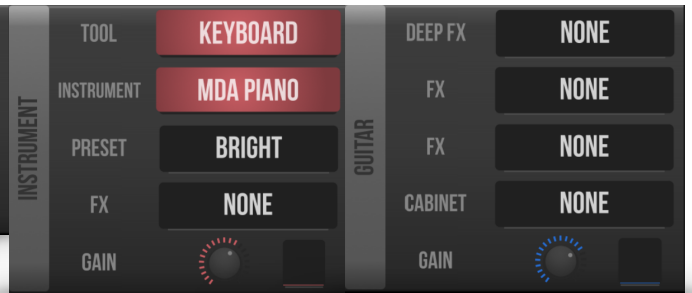
TRACKING



VELOCITY



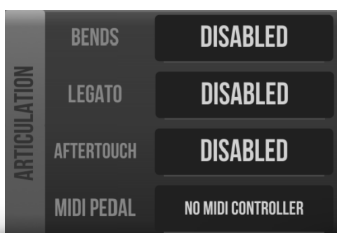
INSTRUMENT



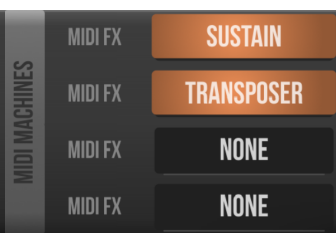
GUITAR



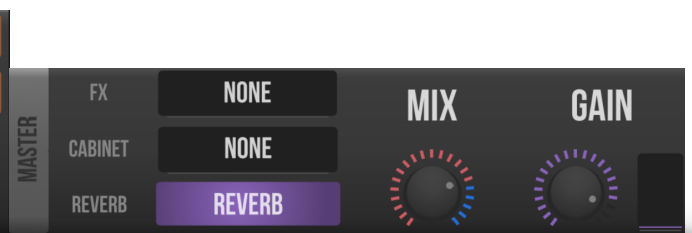
ARTICULATION



MIDI MACHINES



MIXER



The content of the different sections

Section

Knobs/Choosers:

top of screen

patch, patch/save, cpu indicators, backgroundprocessing, shop

TRACKING

audio interface, tracking, tuning, noisegate

ARTICULATION

bends, legato, aftertouch

VELOCITY

gain, tone, curve

MIDI MACHINES

midi fx

INSTRUMENT

tool, instrument, preset, fx, gain

GUITAR

deep fx, fx, cabinet, gain

MIXER

fx, cabinet, reverb, mix, gain

Top of Screen



On top of the screen, center, the current loaded patch is displayed.

Loading a patch

clicking on the patchname will bring up a chooser for loading other patches. When the list is shown, clicking the background makes the chooser vanish.

Saving a patch

-clicking patch/save will bring up a screen for patchmanagement:

- New* will not save current patch, but will give a default new patch
- Save as..* will save the current patch to a new patch with a new name
- Rename* the current patch will be saved and renamed
- Delete* current patch will be deleted, a default patch will be loaded
- Back* no changes, back to main interface

CPU INDICATORS



A vertical VU meter display the CPU load, clicking on them will bring up a big fullscreen CPU load indicator, in which the tracking and every loaded instrument and effect will show its CPU load. Clicking the screen once, makes it disappear again.

BACKGROUND PROCESSING

is needed when using other synths: when this button is highlited, the app will remain active when others apps (synths, DAW's) are on the foreground. Deselect this option if you want to pause MIDI Guitar when other apps are used.

SHOP

****within BETA the IAP'S are for free and independent from actual real life purchases. Just purchase both IAP's****

TRACKING



-AUDIO DEVICE

Clicking this will bring you to the audio interface chooser.

MIDI Guitar always works with mono input and stereo output.

If more inputs are chosen, the inputs are mixed down to one mono signal.

-TRACKING

Set tracking type. Polyphonic is default.

Monophonic is a bit faster, especially in the bass range, and might be better for

driving monophonic (analog) synths.

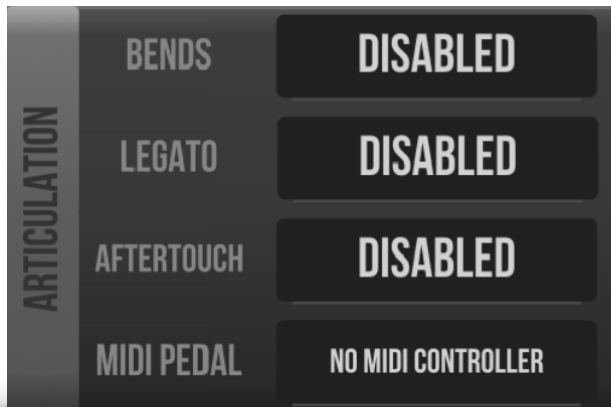
-TUNING

set this to the actual tuning of your guitar for best conversion quality. Currently D2 (drop D) is the lowest note available.

-NOISE GATE

filter out background noise when you are not playing by setting this threshold. For good velocity sensitive instruments you can set it to 0.

ARTICULATION SECTION



-BENDS

You can choose here whether bends are tracked and which range is used for sending them.

The synth attached needs to have its range set accordingly.

The bends are only send when one note is being played at a time, this to avoid false notes with single channel midi.

-LEGATO

Add artificial sustain to each note until the next note appears. when notes connect this way, Many synths will make smooth legato transitions, mostly when they are set to monophonic.

-AFTERTOUCHE

add midi aftertouch (polyphonic pressure) to each note.

Some synths will react to this with interesting dynamics, for example when palm muting

VELOCITY SECTION



-GAIN

Apply midi velocity gain to all notes, it is similar to your guitars volume knob, but in the midi domain.

-TONE

Apply midi velocity gain to high or low notes, it is similar to your guitar's tone knob.

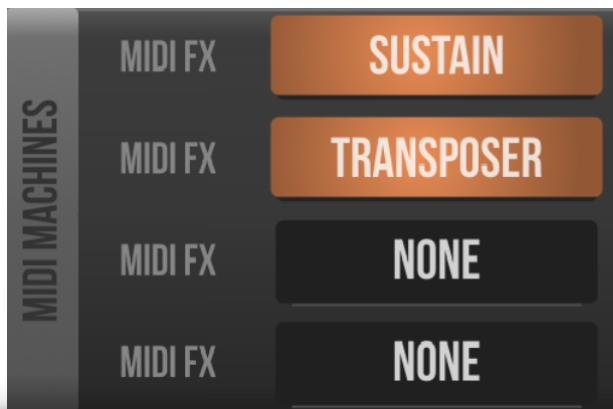
-CURVE

Velocity dynamics. use velocity gain first! A

hard curve will make soft curves harder.

A soft curve will make hard notes softer. The mid position is neutral.

MIDI MACHINES SECTION



You can load a midi fx by clicking on an empty slot (when it displays "none")

-SUSTAIN

is used with a midicontroller connected.
-the CC must be set to the same value as your pedal sends.

-there are 3 modes of operation.

1) *piano sustain*

as long as the pedal is pressed, all notes reverberate.

You can use this to have piano like performances.

2) *hold and switch to guitar*

The notes sounding at the moment your pedal is pressed continue as long as the pedal is pressed, but no new midi notes are fed to the instrument.

You can use this to underlay your guitar with synth chords.

-TRANSPOSE

is mostly used with a midicontroller connected.

-the CC must be set to the same value as your pedal sends.

There 3 modes of operation:

1. allways transpose - set transposition with the transpose knobs.
2. transpose on pedal - the transposition is activated the moment the pedal is pressed

The repeat function will repeat a sounding note transposed when the pedal is pressed.

3. transpose on velocity - the transposition is activated the moment a note is higher as the treshold

-BASSLINE

can be used with a midicontroller connected.

<more info will be added>

MIDI OUTPUT

this option is available when the 2nd IAP "MIDI Output" is purchased.

It will allow you to adress a midi port: this might a global used one like "virtual midi", to which all running synths will listen or a specifically adressed synth

NEW: This option is now saved per patch!

INSTRUMENT SECTION



-TOOL

here you can select the polyphonic tuner, a keyboard or chord wheel visualisation.

-INSTRUMENT

Select a builtin instrument to use. MDA Piano, MDA Epiano, JX10 AM synth and DX10 FM synth are available.

-FX

Apply a builtin audio effect to the instrument

GUITAR SECTION



-DEEP FX
Select a builtin audio effect to use before the amp

-AMP/FX
Select an amp or builtin audio effect

-CABINET
Apply an impulse response to emulate a speaker/cabinet.

-GAIN
Set output volume for the guitar channel

MIXER SECTION



-MASTER FX

Select a builtin audio effect to apply to the mix

-CABINET

Apply an impulse response to emulate a speaker/cabinet.

-REVERB

Apply an impulse response to simulate room/reverberation

-MIX

the mix of instrument and guitar. Hard right for instrument, hard left for guitar only.

-MASTER GAIN

set the output volume for the mix

Buildin MIDI Instruments

MDA Piano

MDA Epiano

JX10 AM synth

DX10 FM synth

Built-in Audio FX

The built-in audio effects set of MIDI Guitar enables you to combine your guitar and MIDI instruments in a creative way.

The list of built-in effects:

Direct	opens up a clean guitar channel when no other FX are loaded
Deep Expressor	Intelligent drawbar filter and dynamics effect,
<u>Sweetspot</u>	Guitar tone machine
Compressor	Classic compressor
JS9 Screamer	
JD1 Overdrive	
Flanger	
Delay	
Chorus	
Solid state amp	
Tube Amp	

Sweetspot

New in MIDI Guitar 2.5: is our new compact guitar tone machine!

It is not a simulation of a guitar amplifier, but it has everything you need to make inspiring clean and overdriven sounds.

The signal chain looks like this

Input -> noisegate -> gain -> bass -> focus eq -> limiter -> overdrive -> treble -> master

Gain	higher values will push the signal into the limiter, giving you more sustain and compressed output.
Noisegate	get rid of noise when you are not playing. mute your guitar string with your hand and set the knob so that your guitar turns silent.
Attack	At 0 the attack is kept to the normal limiter level, higher values will increase the level. It is not the same knob as attack knobs found on normal compressors: this one is really attack level!
Bass	Determines at which frequency the low frequencies roll off. It prevents the low frequencies from flooding your sound, especially with higher gain settings.
— Focus	Boost level of the sweeping EQ. It is multipurpose: it can boost any band. Higher values will push the signal into the limiter, even if gain is set low!
Freq —	Chooses the frequency range to boost. The numbers displayed are the corresponding MIDI note numbers of the filter's center frequency.
Overdrive	Amount of overdrive: the maximum input signal here has always the same level, the limiter has taken care of that!
Treble	Used to reduce the overdrive edge, or is simply used as a clean high cut.
Master	Output level

