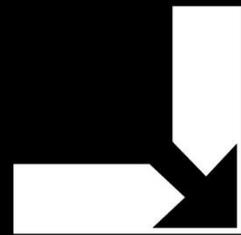


Soundigy



MIDI PATCHBAY
extended
v 1.2

operation manual

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And also, if you're reading this, it means you bought the software rather than stole it. It's because of people like you that we can continue to create great tools and update them. So, thank you very much.

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1. Introduction

1.1. What is MIDI PATCHBAY EXTENDED?

MIDI PATCHBAY EXTENDED is a tool for performing basic operations on MIDI messages in real time. The main idea behind it is to be able to connect MIDI inputs to outputs. You can connect many inputs to each output (then it works as a merger). You can also connect one input to many outputs (then it works as a splitter). For each input-output connection filters may be applied. You can filter MIDI messages on channel number and message type (e.g. Note On). All incoming and outgoing messages are indicated by blinking red LEDs. It also supports saving and loading settings as presets. You can map up to 32 physical/virtual MIDI inputs and outputs to it.

1.2. Troubleshooting and reporting bugs

Despite our best efforts to provide for you software free of bugs, it is actually almost impossible to test any software and say it is certainly reliable in all cases. If any problems occurs when using our software, in first place please use our forum at <http://www.soundigy.com/forum> and try to find answer there or create an article asking other users if they could help. To report bugs/errors in the software, contact us at support@soundigy.com directly.

2. Installation process

2.1. System requirements and recommendations

To use the MIDI PATCHBAY EXTENDED software, you need a computer with the following minimum specifications:

Hardware

- Pentium III 1 GHz/ Athlon XP 1.33 GHz
- 512 MB RAM
- A sound card compatible with Windows XP

Software

- Microsoft Windows XP
- Microsoft .NET Framework 2.0

2.2. Software installation

- Download the MidiPatchbayExtendedSetup (x86).msi or MidiPatchbayExtendedSetup (x64).msi file from www.soundigy.com/download.php.
- Open the folder containing the downloaded setup file.
- Start the installation by double-clicking MidiPatchbayExtendedSetup (x86).msi or MidiPatchbayExtendedSetup (x64).msi.
- The wizard will guide you through the installation process. You will be asked to accept End-User License Agreement (EULA).
- The setup program will suggest [OS HDD]\Program Files\Soundigy\MidiPatchbayExtended\ as the path for the destination folder. You may also choose another folder if you wish.

3. Product Authorization

Part of the MIDI PATCHBAY EXTENDED installation is a Product Authorization which has to be fulfilled in order to use the product.

3.1. What is the Product Authorization?

The Product Authorization includes a full registration. After having completed the authorization, you can make use of all the features. On the Soundigy website you can read online tutorials, download files from the Soundigy Online Library, get technical support, participate in the Soundigy forums and download updates. The Product Authorization is part of the license agreement.

The Product Authorization is performed before the first time you run the application. The registration process contains a few steps.

First, after making a purchase, you will receive your unique Serial Number. After putting a valid Serial Number in MIDI PATCHBAY EXTENDED and clicking Generate Activation Code, the so called Activation Code is generated which serves as request code for receiving a License Key. The Activation Code is based on some hardware components of your computer system, the operating system version and the serial number you have entered before.

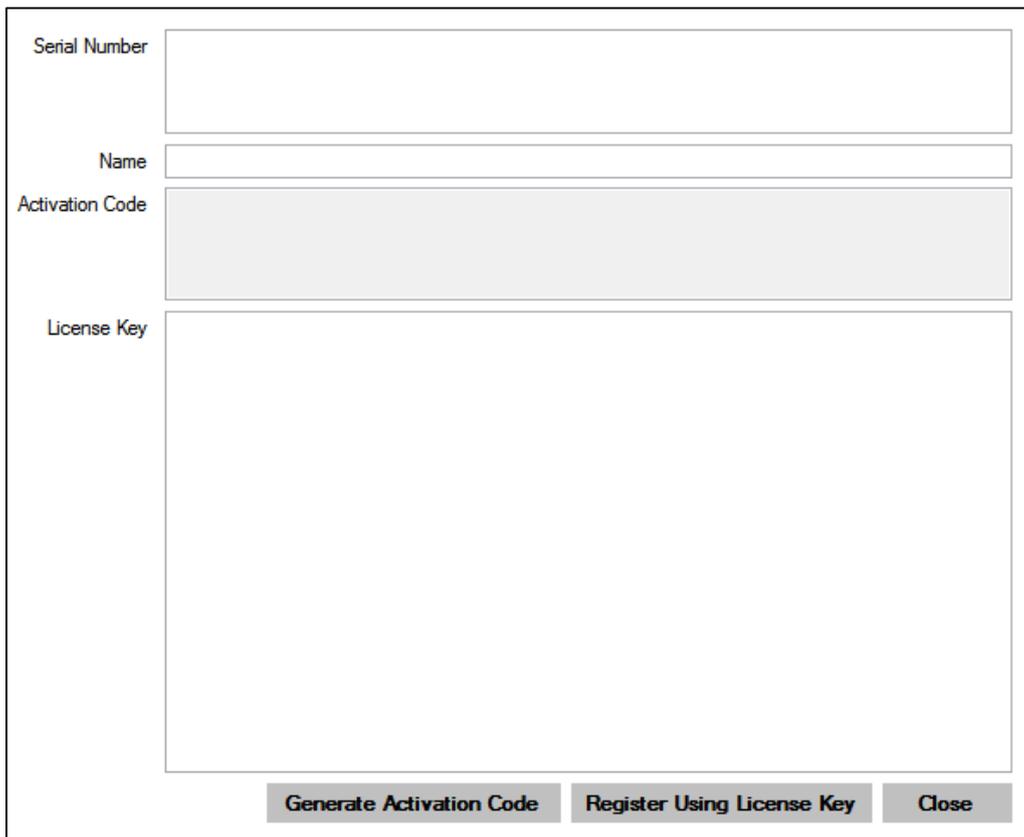
Note: Exchanging your audio card, MIDI interface or external equipment will not start the request for a new Authorization Code. Only exchanging a basic hardware component (e.g. CPU, HDD) in your computer or installing a new operating system might produce a new Product Authorization request. In this case you have to repeat the Product Authorization. Updating the software to newer version (i.e. v1.1 to v1.4) doesn't require repeating the Product Authorization. However installing new edition of the software (i.e. v1.4 to v2.0) does, as usually you have to buy new license, because editions of even the same software are treated as different software and are licensed separately.

The Authorization Code has to be sent to Soundigy in order to receive the License Key which allows the use of MIDI PATCHBAY EXTENDED.

3.2. Conducting the Product Authorization

Soundigy has set a high value on making the authorization procedure as easy and comfortable as possible. Below we put all steps needed to successfully authorize the product.

- A Registration form of the MIDI PATCHBAY EXTENDED should be shown automatically when you run the application for the first time. If you don't see the Registration form, it means you have already authorized MIDI PATCHBAY EXTENDED.



The registration form is enclosed in a rectangular border. It contains four input fields on the left side, each with a label and a corresponding text box on the right. The labels are 'Serial Number', 'Name', 'Activation Code', and 'License Key'. The 'Activation Code' field is shaded gray, indicating it is disabled. At the bottom of the form, there are three buttons: 'Generate Activation Code', 'Register Using License Key', and 'Close'.

- Put a valid Serial Number in the right field. Serial Number can be only obtained after buying MIDI PATCHBAY EXTENDED.
- Put your or your company's name in the field below. It may contain letters and digits only.
- Click Generate Activation Code button on the bottom of the form. If the Serial Number is correct, the Activation Code should be generated. This step should be performed on the computer on which you will use the software.
- Send the generated code by email (license@soundigy.com), fax (+48 12 6489834) or conventional mail service to our address:

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- The License Key will be sent to you using the same method as used by you, i.e. email, fax or mail.
- After receiving the License Key, paste it into the proper field on the Registration form and click Register using License Key button below (you don't have to put Serial Number and Name again). This step should be performed on the computer on which you will use the software. If the License Key is correct, your MIDI PATCHBAY EXTENDED should be unlocked and become registered. Thank you and congratulations!

3.3. Registration support

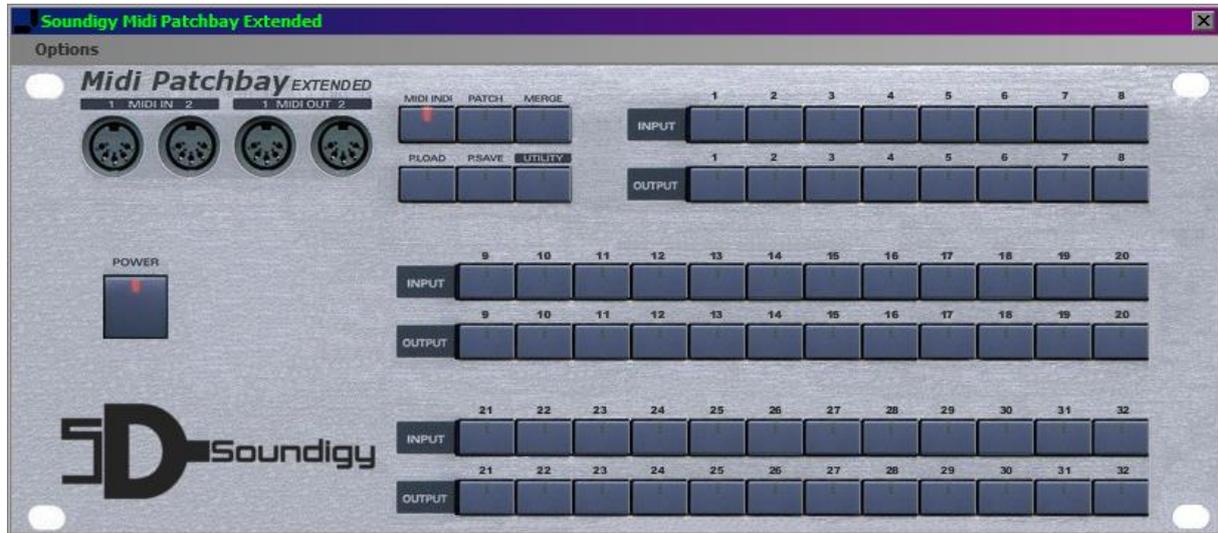
If you run into problems during the Product Authorization the Soundigy registration support team will be happy to help you. In this case send a support request to support@soundigy.com.

Please describe the occurred problem as accurate as possible and provide the registration support team with the necessary details to solve the problem.

4. Using MIDI PATCHBAY EXTENDED

The purpose of this chapter is to make you familiar with the functionality of MIDI PATCHBAY EXTENDED and how to program it.

4.1. The main window



The main MIDI PATCHBAY EXTENDED window is quite simple. It contains a few functional buttons divided into sections:

- 1) 6 operation buttons on the top-center,
- 2) 64 MIDI inputs and outputs selection buttons on the center-right,
- 3) MIDI PATCHBAY EXTENDED turn on/off button on the center-left.

You will learn how and when to use above sections in the next chapters. If you want to quickly create a connection and MIDI PATCHBAY EXTENDED doing its job, perform the steps below please.

- 1) Go to Options menu.
- 2) Choose one MIDI input as IN 1 and one output as OUT 1 (you can choose more MIDI ports in you want).
- 3) Press OK button.
- 4) Make sure the Power is ON (look at its LED for example).
- 5) From the INPUT buttons choose 1.
- 6) From the OUTPUT buttons choose 1. Now all MIDI messages incoming to MIDI input mapped to MIDI PATCHBAY EXTENDED IN 1 will be transferred to MIDI output mapped to MIDI PATCHBAY EXTENDED OUT 1. If you send any MIDI messages into MIDI port mapped to IN 1 you will see two LEDs blinking in MIDI PATCHBAY EXTENDED – IN 1 and OUT 1.
- 7) To disable IN 1 -> OUT 1 connection just click INPUT button 1 and OUTPUT button 1 once again. Now if you send any MIDI message to IN 1 port, you will see only IN 1 LED blinking.

4.2. Setting connections

MIDI PATCHBAY EXTENDED allows you to connect up to 32 MIDI inputs to up to 32 MIDI outputs. Any number of combinations IN -> OUT is allowed. To set connections you can just press a button for chosen MIDI input or choose MIDI MERGE button (from the function buttons group). After clicking MIDI MERGE you will see, by default, current connections for MIDI input 1.

A connection in MIDI PATCHBAY EXTENDED is always a link between some MIDI input and output. As there aren't any limits on a number of connections you can make, MIDI PATCHBAY EXTENDED may operate as a MIDI signal merger and splitter at the same time.

Generally, you make a connection by activating MIDI output for selected input. You do it by clicking appropriate MIDI output button for selected input.

You can have a MIDI splitter if you select more than one output for a single input. It could be done by clicking a few output buttons for a single input in MIDI MERGE mode.

You can also set MIDI PATCHBAY EXTENDED to operate as a merger. It may be achieved by selecting more than one input for a single output. So in MIDI MERGE mode single output should be active for more than one input.

MIDI INDI mode is a default operating mode for MIDI PATCHBAY EXTENDED, monitoring incoming and outgoing messages. When MIDI INDI mode is active (so the LED on the MIDI INDI button is on), MIDI input and output buttons' LEDs show activity on selected MIDI ports. If you are in any other mode (PATCH, MIDI MERGE or UTILITY), MIDI INDI will be automatically selected after 5 second idle. You can also select it manually by clicking MIDI INDI button.

When MIDI MERGE mode is active, you can see current connections to selected MIDI input. If you select any other input, you will see connection for this input. You cannot select more than one input at the same time. MIDI MERGE mode can be activated by clicking its button or any MIDI input button (when in MIDI INDI mode).

In the next chapter you will see how to set up filters for connections.

4.3. Filtering messages

Connection filter in MIDI PATCHBAY EXTENDED is a very simple two-stage processor. First part is capable of filtering MIDI messages based on MIDI channel numbers (1-16). The second part may be set to pass only selected types of MIDI messages (e.g. Note Off or Note On). To enter the filter mode, press UTILITY button.

Turning on the filter is a three-stage process.

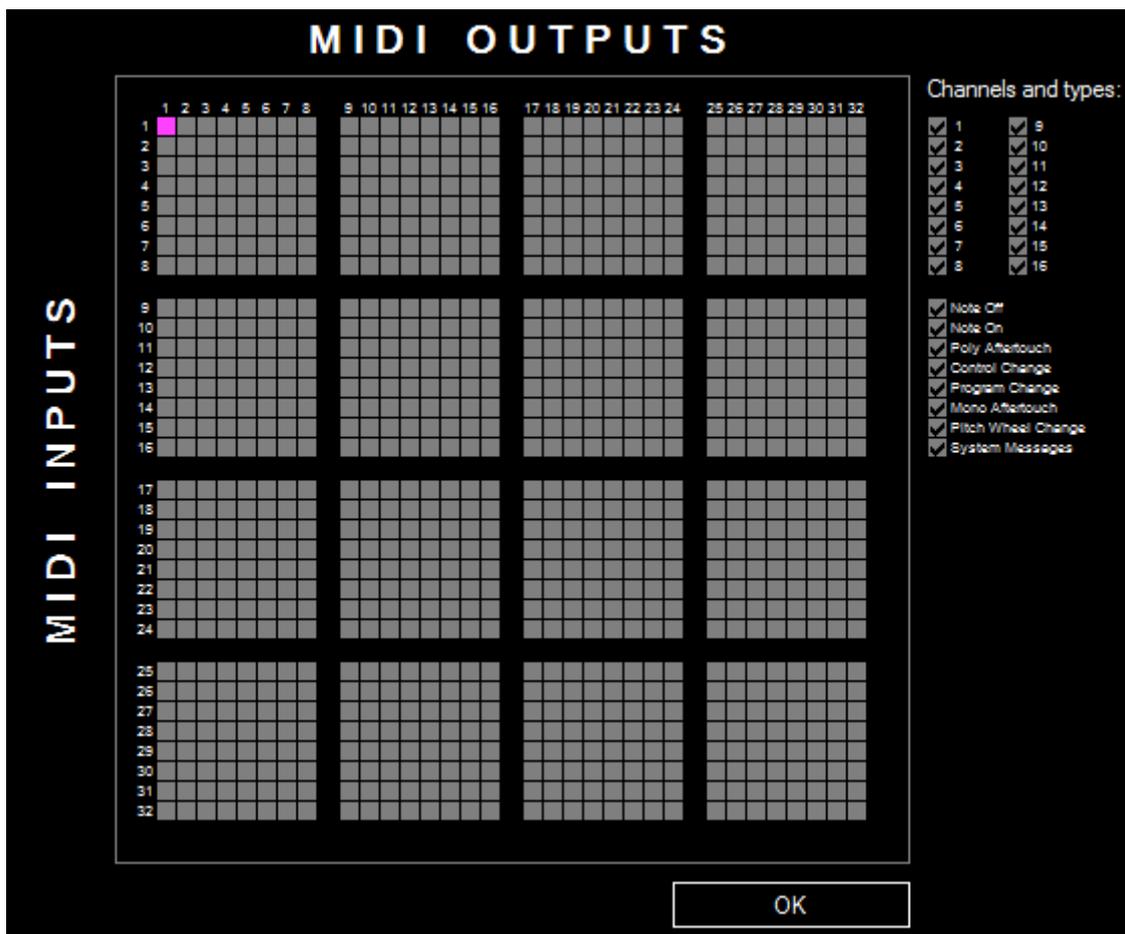
- 1) Select connection for which you want a filter. To do it, please select one input and then on output from the MIDI input/output buttons. MIDI PATCHBAY EXTENDED should turn into channel selection mode now.

- 2) By default, all 16 buttons' LEDs on the right should be active. Active LED indicates that this particular channel is active, so MIDI messages on this channel will be passed to the last part of the filter. Channel numbers are ordered 1-8 in the first row (MIDI inputs 1-8 buttons) and 9-16 in the second (MIDI outputs 1-8 buttons). After choosing which MIDI channels should be active or not, press the UTILITY button once again. It will move you to the last stage, where you can set MIDI message types to filter or pass.
- 3) Now you can decide which MIDI message type should be filtered on not. By default all LEDs for MIDI input buttons should be active indicating that all message types will be passed to the MIDI output selected before. However you can disable (by unselecting) some message types. MIDI input buttons 1-8 are used to select/unselect particular MIDI message type in the following order:
 - a. Note Off,
 - b. Note On,
 - c. Poly Pressure (or Poly Aftertouch),
 - d. Control Change,
 - e. Program Change,
 - f. Mono Pressure (or Mono Aftertouch),
 - g. Pitch Wheel Change,
 - h. System Messages.

After pressing UTILITY button once again MIDI PATCHBAY EXTENDED will be turned into MIDI INDI mode, so if you need to set any other filters you have to enter the filter mode again.

If you need to reset settings (i.e. turn off any filters), press the Power button twice to turn MIDI PATCHBAY EXTENDED off and on.

4.4. Matrix View



This window is just an overview of all the settings made on the main panel. It might be more convenient because user can see all the connections for the current preset at the same time. Any changes made here are reflected on the main panel and vice versa.

A single square inside the matrix indicates a single in->out connection. Active connections are indicated by checked (ticked), inactive by unchecked squares. Connection may be activated/deactivated by left mouse clicking chosen square.

On the right side of the panel there are filtering settings for the current connection (indicated with the pink square on the matrix). Current connection might be changed by right mouse clicking on the chosen square.

4.5. Loading and saving presets

In MIDI PATCHBAY EXTENDED you can save and restore up to 1024 presets. A single preset contain settings for everything that can be set in MIDI PATCHBAY EXTENDED (i.e. connections and filters). Presets are saved in Presets.dat file stored in the same folder as the application.

Note: MIDI ports mapping are saved in the whole MIDI PATCHBAY EXTENDED settings file rather than presets.

Loading presets

Note: After loading new configuration current settings are gone.

- 1) Press PATCH button to turn MIDI PATCHBAY EXTENDED into patch mode.
- 2) Select patch number you want to load. Patch numbers are selected using MIDI input and output buttons using following rule: $(IN-1)*32+OUT$, where IN and OUT are selected input/output numbers. So, for example, if you want to load patch number 34, you have to select input number 2 and output number 2, because $(2-1)*32+2=34$.
- 3) Finally, press PLOAD button to load selected patch.
- 4) Press MIDI INDI or wait 5 seconds to turn MIDI PATCHBAY EXTENDED into monitor mode.

If you look at the connections and filter settings, you will notice that everything has just been recalled.

Saving presets

This process works in almost the same way as loading presets. The only difference is that instead of pressing PLOAD button you have to press PSAVE button.

Note: Saving automatically overwrites old settings written in selected patch.

4.6. Mapping physical/virtual MIDI ports

Cancel
OK

MIDI INs			
IN 1	In From MIDI Yoke: 1	IN 9	<none>
IN 2	In From MIDI Yoke: 2	IN 10	<none>
IN 3	In From MIDI Yoke: 3	IN 11	<none>
IN 4	In From MIDI Yoke: 4	IN 12	<none>
IN 5	<none>	IN 13	<none>
IN 6	<none>	IN 14	<none>
IN 7	<none>	IN 15	<none>
IN 8	<none>	IN 16	<none>
		IN 17	<none>
		IN 18	<none>
		IN 19	<none>
		IN 20	<none>
		IN 21	<none>
		IN 22	<none>
		IN 23	<none>
		IN 24	<none>
		IN 25	<none>
		IN 26	<none>
		IN 27	<none>
		IN 28	<none>
		IN 29	<none>
		IN 30	<none>
		IN 31	<none>
		IN 32	<none>

MIDI OUTs			
OUT 1	Microsoft GS Wavetable Synth	OUT 9	<none>
OUT 2	Out To MIDI Yoke: 5	OUT 10	<none>
OUT 3	Out To MIDI Yoke: 6	OUT 11	<none>
OUT 4	Out To MIDI Yoke: 7	OUT 12	<none>
OUT 5	Out To MIDI Yoke: 8	OUT 13	<none>
OUT 6	<none>	OUT 14	<none>
OUT 7	<none>	OUT 15	<none>
OUT 8	<none>	OUT 16	<none>
		OUT 17	<none>
		OUT 18	<none>
		OUT 19	<none>
		OUT 20	<none>
		OUT 21	<none>
		OUT 22	<none>
		OUT 23	<none>
		OUT 24	<none>
		OUT 25	<none>
		OUT 26	<none>
		OUT 27	<none>
		OUT 28	<none>
		OUT 29	<none>
		OUT 30	<none>
		OUT 31	<none>
		OUT 32	<none>

Map MIDI Ins/Outs command from Options menu opens the Settings window shown above. Inside you can map physical or virtual MIDI ports to ports used by MIDI PATCHBAY EXTENDED. You can have up to 32 inputs/outputs selected. These settings are saved immediately after pressing OK button. They are written to Settings.dat file in application's folder.

Note: You should not open same MIDI input/output port twice. Some ports (especially physical ones) don't even allow this operation so you won't be able to achieve this in MIDI PATCHBAY EXTENDED either.

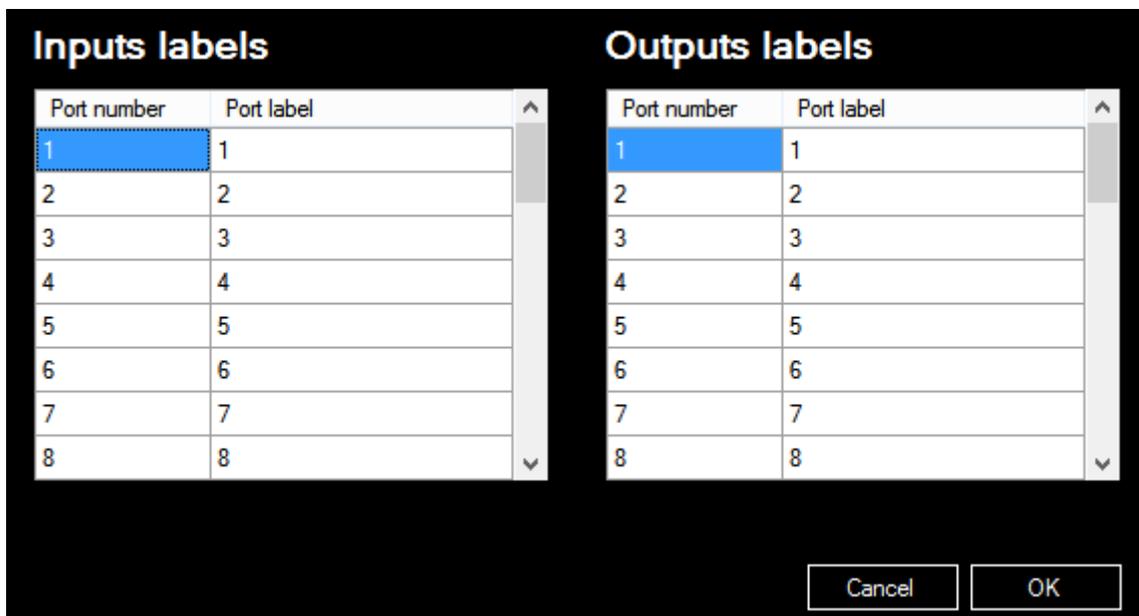
4.7. Setting custom labels for inputs and outputs

You can change the default labels (1-32) for input and output ports. There are two methods you can use to change it:

- clicking directly on the label on the main panel and using dialog window to set it,



- using Ports Labels from Options menu.



These settings are saved immediately after pressing OK button. They are written to Settings.dat file in application's folder.