

**Soundigy**



**MIDI PATCHBAY**  
**v 1.1**

operation manual

The information in this document is subject to change without notice and does not represent a commitment on the part of Soundigy. The software described by this document is subject to a License Agreement and may not be copied to other media. No part of this publication may be copied, reproduced or otherwise transmitted or recorded, for any purpose, without prior written permission by Soundigy. All product and company names are trademarks of their respective owners.

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.

© Soundigy, 2013. All rights reserved.  
Second Edition, May 2013



Soundigy  
os. Oswiecenia 37/11  
31-636 Krakow  
Poland  
info@soundigy.com  
www.soundigy.com

By using this software you agree to the terms of any license agreement accompanying it.  
VST is a trademark of Steinberg Soft – und Hardware GmbH. All other trademarks are the property of their respective owners.

# Table of contents

|   |          |
|---|----------|
| <b>1. INTRODUCTION .....</b>                            | <b>5</b> |
| 1.1. WHAT IS MIDI PATCHBAY?.....                        | 5        |
| 1.2. TROUBLESHOOTING AND REPORTING BUGS .....           | 5        |
| <b>2. INSTALLATION PROCESS .....</b>                    | <b>6</b> |
| 2.1. SYSTEM REQUIREMENTS AND RECOMMENDATIONS.....       | 6        |
| 2.2. SOFTWARE INSTALLATION.....                         | 6        |
| <b>3. USING MIDI PATCHBAY .....</b>                     | <b>7</b> |
| 3.1. THE MAIN WINDOW .....                              | 7        |
| 3.2. SETTING CONNECTIONS.....                           | 7        |
| 3.3. FILTERING MESSAGES.....                            | 8        |
| 3.4. LOADING AND SAVING PRESETS.....                    | 9        |
| 3.5. MAPPING PHYSICAL/VIRTUAL MIDI PORTS .....          | 10       |
| 3.6. SETTING CUSTOM LABELS FOR INPUTS AND OUTPUTS ..... | 10       |



# 1. Introduction

## 1.1. What is MIDI PATCHBAY?

MIDI PATCHBAY 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 8 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](mailto:support@soundigy.com) directly.

## 2. Installation process

### 2.1. System requirements and recommendations

To use the MIDI PATCHBAY 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 MidiPatchbaySetup (x86).msi or MidiPatchbaySetup (x64).msi file from [www.soundigy.com/download.php](http://www.soundigy.com/download.php).
- Open the folder containing the downloaded setup file.
- Start the installation by double-clicking MidiPatchbaySetup (x86).msi or MidiPatchbaySetup (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\MidiPatchbay\ as the path for the destination folder. You may also choose another folder if you wish.

## 3. Using MIDI PATCHBAY

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

### 3.1. The main window



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

- 1) 6 operation buttons on the center-left,
- 2) 16 MIDI inputs and outputs selection buttons on the center-right,
- 3) MIDI PATCHBAY turn on/off button on the right.

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 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 IN 1 will be transferred to MIDI output mapped to MIDI PATCHBAY OUT 1. If you send any MIDI messages into MIDI port mapped to IN 1 you will see two LEDs blinking in MIDI PATCHBAY – 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.

### 3.2. Setting connections

MIDI PATCHBAY allows you to connect up to 8 MIDI inputs to up to 8 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 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 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 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, 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.

### **3.3. Filtering messages**

Connection filter in MIDI PATCHBAY 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 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 input buttons) and 9-16 in the second (MIDI output 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 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 off and on.

### 3.4. Loading and saving presets

In MIDI PATCHBAY you can save and restore up to 64 presets. A single preset contain settings for everything that can be set in MIDI PATCHBAY (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 settings file rather than presets.

#### Loading presets

**Note:** After loading new configuration current settings are gone.

- 1) Press PATCH button to turn MIDI PATCHBAY into patch mode.
- 2) Select patch number you want to load. Patch numbers are selected using MIDI input and output buttons using following rule:  $(IN-1)*8+OUT$ , 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 5 and output number 2, because  $(5-1)*8+2=34$ .
- 3) Finally, press PLOAD button to load selected patch.
- 4) Press MIDI INDI or wait 5 seconds to turn MIDI PATCHBAY into monitor mode.

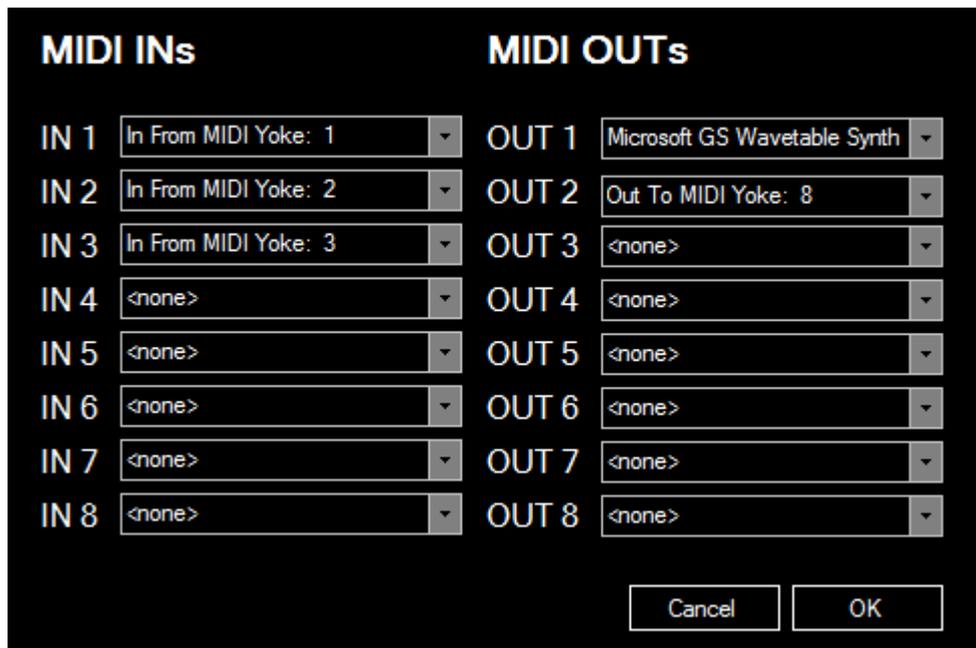
If you look at the connections and filter settings, you will notice that everything has just been recalled.

#### 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.

### 3.5. Mapping physical/virtual MIDI ports



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. You can have up to 8 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 either.

### 3.6. Setting custom labels for inputs and outputs

You can change the default labels (1-8) 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.

The image shows a settings dialog with two tables. The left table is titled 'Inputs labels' and the right table is titled 'Outputs labels'. Both tables have two columns: 'Port number' and 'Port label'. The first row of each table is highlighted in blue. At the bottom right of the dialog are two buttons: 'Cancel' and 'OK'.

| Port number | Port label |
|-------------|------------|
| 1           | 1          |
| 2           | 2          |
| 3           | 3          |
| 4           | 4          |
| 5           | 5          |
| 6           | 6          |
| 7           | 7          |
| 8           | 8          |

| Port number | Port label |
|-------------|------------|
| 1           | 1          |
| 2           | 2          |
| 3           | 3          |
| 4           | 4          |
| 5           | 5          |
| 6           | 6          |
| 7           | 7          |
| 8           | 8          |

Cancel OK

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