

Quantize MIDI FX

The **Quantize** command moves events to (or towards) an evenly-spaced timing grid. The Quantize effect is similar to the **Edit-Quantize** command. For more information, see [Quantizing](#).

The quantize effect parameters are as follows:

Parameter/Option...	Meaning...
Start Times	Quantize event start times.
Durations	Quantize event durations.
Resolution	The spacing of the grid used for quantization.
Tuplet	Specify the resolution as a triplet note, for example 5 notes in the time of 4.
Strength (%)	The strength of the adjustments. 100% indicates perfect quantization; otherwise, the command moves the notes only part way towards the desired position.
Swing (%)	The distortion of timing used to produce a "swing" feel to the echo. A value of 50% indicates a straight rendition; negative and positive values produce distortion of the timing grid. For more information about swing, see Swing .
Window (%)	The sensitivity of quantization. A value of 100% causes all notes to be quantized. Lower values cause the effect to not quantize notes that are far from the timing grid.
Offset (Ticks)	The offset of the quantization grid from the start of measure boundaries. A value of 0 indicates perfect alignment. Values less than 0 shift the grid points earlier; values greater than 0 shift the grid later.
Randomize	Causes a random time offset to be added to or subtracted from each new event time. You must also specify the maximum offset, as a percentage of the quantization resolution.

For step by step instructions:

[How to Quantize MIDI Data](#)

To Quantize MIDI Data

1. Select the data to be affected.
2. Choose **MIDI Effects-Quantize** from the **Edit** menu or from the pop-up menu to open the Quantize dialog box.
3. Set the quantization parameters, as described in the table above.
4. Click OK.

Cakewalk applies the specified quantization to the selected data.

