

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 tuplet 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.

