

MIDI CoolTools (tm) - Example Applications

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Example Applications and source code
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MIDITHru/Transposer: Simple example that shows how to allowing MIDI data to pass through Visual Basic. VU meters show the volume of the MIDI data on each channel. Volume sliders control sound card driver's master left/right volume if supported by your sound card. Also shows how to set up real-time transposing of MIDI data. This is a good example to start with.

MIDI Mixer: Let's show off the great looking knobs and sliders that are included with MIDI CoolTools! We also show how to use some of the constants in MIDCONST.BAS to do channel panning and channel volume control with MIDI1.VBX. *Now supports Roland Sound Canvas reverb and chorus control for each MIDI Channel.*

VB Piano Example: Let's do something neat looking! This a graphic piano display that allows for MIDI In/Out. You can play from an external keyboard and see the graphic piano keys go up and down. Complete control over patches, panning, volume and channel. Also use your mouse to play the keyboard. This is a great example that expands on the handling real-time MIDI Input/Output.

CoolDrum: This could be the start of something big! This example shows how to use MIDI CoolTools to start creating music in real-time. We've basically set up a simple drum beat example. CoolDrum shows how the queue timer works and how a simple drum beat example for using the queues timer. This example could be expanded to do all kinds of really neat things.

MFEdit: See how to load, edit and play a standard MIDI file. You have complete access to all the MIDI data and can easily save and load. In this example we completely queue the data from a track before we start playback, but you can modify this example to queue a bit of data, start playback and then continue queue while the MIDI file is playing. This example now supports MIDI file tempo changes. This example shows off the MIDIFILE.VBX. It's based on the MIDI File Specification so if you know the MIDI File spec, you'll understand this example pretty quickly.

MFPlayer: Load a standard MIDI file quickly. See how to make VU meters that respond the velocity of the MIDI Files tracks. All in real time. Now we combine the MIDIFILE.VBX and the MIDI1.VBX together to create a neat little MIDI File Player.

MIDI Filter: The MIDI1.VBX allows for the [MIDI IN] filtering of MIDI events. This example shows how easy, but flexible this is. Using the Filter Property, you can greatly reduce the amount of MIDI data coming into Visual Basic. Note: Many drum machines will continuously send MIDI Time Code data. If you don't need this data, filtering it from going into Visual Basic is a good idea.

Sysex Example: Receive a system exclusive message from a device. Save & load sysex messages in a binary format. You can edit the sysex data. Send system exclusive message back to original device. This is a great start to a sysex editor application. For those of you really into working with system exclusive data, this example can really get you started toward writing your own sysex applications.

MCI Song Player: This example uses the MIDI1.VBX to detect MIDI Output ports and then uses the Windows MCI to play MIDI file and MIDI1.VBX to simplify selection of output device.

Cool Knob: Play with the knob custom control in this example and see the flexibility you have over the knob's look and feel.

Cool Slider: Allows you to play with neat Sliders. You can adjust many of the properties in this example to quickly see the wide range of neat looking sliders you can create with MIDI CoolTools.

Cool VU Meter: Allows you to play with the VU Indicator properties to see how cool you can make a VU meter look.

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