

CA / S TEXTURE

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OVERVIEW

You can use TEXTURE as a stand-alone program or in synchronism with the Sequencer. TEXTURE generates aleatoric MIDI events. This events could be recorded, edited or played using the Sequencer capabilities.
You can also use TEXTURE in a Real Time performance.
Every change in TEXTURE settings will have an immediate response in what you are hearing.
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TEXTURE FEATURES

You can use TEXTURE as a stand-alone program or in synchronism with the Sequencer. TEXTURE generates aleatoric MIDI events. This events could be recorded, edited or played using the Sequencer capabilities. But you can also use TEXTURE in a Real Time performance. Every change in TEXTURE settings will have an immediate response in what you are hearing.

Control Panel

Distributions

Boards

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Banks

CONTROL PANEL

notes: random sequence of notes will be produced between the minimum (0) and maximum (127) setting.

velocity: random sequence of velocities will be produced between the minimum (0) and maximum (127) setting.

voices: set the minimum (0) and maximum (32) number of notes sent out at a time.

density: determines the minimum (0) and maximum (120) number of notes sent out in a *Time Control* period.

length:

mode 1 (overlap button checked) : the note length will be set taking account the *Time Control* period.

mode 2 (overlap button unchecked) : set the length of the note taking account the density time choice.

time control: is used to calculate *Density* and *Length* time. Time is counted in ticks.

functions rate: functions will be scanned at this value rate. Time is counted in ticks. In the special case that *Functions Rate* is 0 the function will be scanned at the the current density value rate.

chan: determines the MIDI events transmit channel (1-16).

Remarks

The *mode 2 length* avoid a set of voices (0 to 32 voices produced at a time) be overlapped by another.

Be aware of the *time control* and *functions rate* settings. The **SEQUENCER** *timing Resolution* and *Tempo* may dramatically affect **TEXTURE** performance. The relations between *Time Control*(Texture) , *Functions Rate* (Texture) , *Resolution* (Sequencer) , *Tempo* (Sequencer) are extremely important so as to prevent sending more events (MIDI data) and/or messages (FUNCTIONS data) than the system can attend. The next settings are good:

Tempo: 60
Resolution: 120
Time Control: 120
Functions rate: 10

DISTRIBUTIONS

You can draw *Distributions* curves so as to perform biased choices of MIDI events.

Suppose that you wish to bias the *velocity* choice so that velocities between 0 and 64 are twice as likely to occur as those between 65 and 127. Giving (drawing on the black area) velocities between 0 and 64 a value v , draw values of $v / 2$ for every velocity greater than 64.

You must put to 0 those kind of events you want to reject.

Remarks

To draw, click the left mouse button and drag over the black area.

BOARDS

Use the *Main Board* (the biggest one) to edit Pitch Wheel, Mod Wheel, Breath, Main Volume, Pan, and Key Aftertouch events in a graphical format.

Edition will take effect only if you first paste the big board drawing to any small one (pressing the big button below) and then you select it (pressing the small button below). Specific MIDI events will be sent out, equal spreaded into the *Time Control* period.

Remarks

128 MIDI events are generated every *Time Control* period.

You can select only one Pitch Wheel edition at a time.

To copy the contents of any small board to the big one just Double-click the left button of the mouse .

To draw, click the left mouse button and drag over the black area.

FUNCTIONS

Drawing into the *Main Board* (the biggest one) you edit function values. This function could be pasted to a small board (using the big button below it). The function could be linked with its *Control Panel* parameter (pressing the small button below).

Remarks

You can scroll the *Main Board* function view pressing the horizontal spin buttons.

Vertical spin buttons clip values so as to prevent from editing a value greater than the clipping setting.

Use **folder button** to load functions (use CSound, CMusic, or any other program to generate them).

WARNING: functions files must be stored in disk as 16-bits shorts integers in "binary" mode (don 't use "text" mode) .

Use **disk button** to save the *Main Board* function edition (red colour) to disk.

Use **settings button** to bring up *Functions Settings* dialog in which you can specify the functions length and view.

Double-clicking the left mouse button over any of the small boards you copy its function contents to the *Main Board*.

BANKS

This provides 256 banks for TEXTURE data.

Receive: stores TEXTURE settings in memory.

Send: changes current TEXTURE settings by the focused bank ones.

Save bank: saves focused bank with TEXTURE file format (*.trs) to disk.

Load bank: loads TEXTURE format files and store it in a bank.

Delete: deletes the focused bank from memory.

Name: each bank has a name. You may use it for any purpose you wish.

SEQUENCER FEATURES

You can use the Sequencer as a stand-alone program or in synchronism with TEXTURE. TEXTURE can use the Sequencer capabilities so as to record, play or edit our work, saving it as MIDI File (**Format 1**).

WARNINGS:

- Record mode is overwrite, existing data is erased. When you stop recording, you may change your mind, so answer no to "Keep take?" to restore the original events (if track was not empty).
- A track must be selected double-clicking on the first column (tiny column without title) of the Tracks Window before carrying an edit action.
- Double-clicking any item of the Events List Window brings up a dialog box to possibilitate change existing data.

File
Realtime
Select
Goto
Edit
Track

FILE

New: wipe out all MIDI data.

Open...: load a MIDI File from disk.

Save: save the whole MIDI data to a disk file.

Save As...: save the whole MIDI data to a disk file under a new name.

Open Texture...: save the whole TEXTURE settings to a disk file.

Save Texture as...: save the whole TEXTURE settings to a disk file under a new name.

Exit: exit TEXTURE.

REALTIME

Quantize Record: round off the starting times and length of MIDI Events while recording.

SELECT

From...: select an edit region from time...

To...: select an edit region to time...

From now: select an edit region from current position.

To now: select an edit region to current position.

From Home: select an edit region from the beginning.

To End: select an edit region to the last MIDI event recorded time.

GOTO

Time...: specific time to go to.

Beginning: go to the beginning (0001:01:000).

End: go to the end (the time of the latest recorded MIDI event among all of the tracks).

EDIT

Copy...: copy an edit region to the Scratch buffer.

Cut...: move an edit region to the Scratch buffer.

Paste...: copy the Scratch buffer to your work.

Quantize...: round off the starting times and durations of MIDI events.

Length...: stretch or shrink the starting times and/or the durations of MIDI events.

Transpose: transpose pitches of Note events.

Velocity...: change velocities of notes events over time between *begin* value and *end* value

Slide...: slide recorded data region ahead or back in time.

Remarks

Don 't forget to select a track an an edit region before performing edit action (double-click on the first column of the Tracks Window).

You can remove the hole leaved while using the cut command checking *Delete hole*.

Events are pasted in three modes:

- existing track data is blended with Scratch buffer data.
- existing track data is replaced with Scratch buffer data.
- existing track data after insert point time is slided so as to make room for the Scratch buffer data.

TRACK

Delete: delete all MIDI events and reset all Sequencer parameters to defaults.

Properties: this command let you change each track properties(Name, Key+, Vel+, Channel, Play, Time+, Repetitions, Pan, Patch, Volume).

Select: this command allow us to perform an edit action. Use it also to see and edit events from one track.

SETTINGS

Link: use this command to link the *Play* or *Record* buttons with the *Aleatoric Generator*(piano) button.

Tempo...: use this command to set tempo.

Meter...: use this command to pick the number of beats per measure, and the value of each beat.

Metronome...: control the sound and settings of the metronome.

Clock... / Internal clock: this follows the TEXTURE's internal clock.

Clock... / MIDI sync: makes TEXTURE follow another device that is sending MIDI Sync to the computer's MIDI In port.

MIDI devices: select MIDI input and output devices.

MIDI thru: MIDI input is echoed to the MIDI output.

Resolution...: set the timing resolution (in ticks per beat).

Input filters: this command avoid recording certain types of MIDI events.

Output filters: this command avoid playing certain types of MIDI events.

