# 0047c610-0

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## **Chapter 1**

# 0047c610-0

#### 1.1 MIDIpreter

Welcome to..

M I D I p r e t e r -----by S.f.M. - Development

> What's~MIDIpreter~? Requirements

How~to~use~it

Known~bugs

The~future~(?)

Author

#### 1.2 What's MIDIpreter ?

What's MIDIpreter ?

MIDIpreter is not what I would call an extremly usefully MIDI-program, but it's  $\,\leftrightarrow\,$  rather funny or

at least nice-looking. MIDIpreter was basically written to test a procedure  $\ \hookleftarrow$  analysing a

MIDI-Input-Stream. But after the procedure seemed to work I thought of how it  $\,\leftrightarrow\,$  would look alike

if the program reacts to notes coming in with different graphical outputs.

In this first release I've included seven different modules which reacts to MIDI-  $\leftrightarrow$  notes coming in

```
- just try them all !!
```

#### 1.3 Modules

Included Modules

I've included seven modules which react in their own way to incoming notes. To ↔
 choose a module,
just press the key on your MIDI-Keyboard..

C - a random dot matrix is printed D - the tone-nr. of the note is written E - the note is represented as a vertical line F - the note is represented as a rotated line G - the note is represented as a horizontal line

A - a kind of keyboard is printed for each note

H/B - quite like HoriLines, just using rectangles

To call the menu change the channel-volume on your keyboard.

### 1.4 Author

Author

The mind-bogglingly crazy author of this totally useless program can be contacted  $\,\,\leftrightarrow\,\,$  via mail..

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Jan Barnholt
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– Germany –
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.. or via EMail..

barnho00@marvin.informatik.uni-dortmund.de

If you've got any ideas how to improve this lovely program, find any bug, want to  $\, \leftrightarrow \,$  send me money,

etc., don't be afraid to contact me !

#### 1.5 Requirements

Requirements

MIDIpreter requires OS2.1.

It could even be usefully to connect a MIDI-Interface to your serial device, with ↔
 a
MIDI-Keyboard on the <IN>-Side and probably dozens of synthesizers connected to ↔
 the <OUT> Side.

All graphicboards should work just fine with MIDIpreter.

#### 1.6 How to use MIDIpreter

How to use MIDIpreter

To start MIDIpreter, just double-click the icon or type the name via the CLI.

MIDIpreter opens a Screenmode-Requester to let you choose your preferred ↔
 resolution. By the way,
 resolution and he wasd without any problem too

graphicsboards can be used without any problem, too.

To choose one

module , press the defined key on your MIDI-Keyboard

To choose another

, change the channel-volume on your Keyboard.

To quit MIDIpreter just send a program-change (change the instrument).

#### 1.7 The future

The future..

module

I've got already some nice ideas how to improve MIDIpreter. By the time, it could  $\leftrightarrow$  become a kind

of realtime-musicvideo-creator.

In connection with the midi.library which is used by, e.g., MIDI-Play, the MIDI- ↔
Out-Stream of
MIDIPlay could be used to control MIDIpreter.
Even much more attractive modules could be added, something like bouncing balls or ↔
bubbles, one
for each note, or geometric figures, ..
I'd like to add an editor for each module, by the way, several modules could be ↔
used at the same
time, e.g. one for each channel. The graphical output should also become much more
user-definable..
If there are enough people interested in such a program, if I find enough time and ↔
energy to
realize it, if YOU send
 me
 your ideas, then there'll probably a new version of MIDIpreter,

#### 1.8 Known Bugs

Known bugs

MIDIpreter is hopefully quite bugless, but there's nothing garanted by the author.  $\hookleftarrow$  All use if at

your own risk. And even it's not very probable that your harddrive is formatted  $\, \leftrightarrow \,$  and the monitor

explodes, I'll take no responsibility for anything at all !!!

probably much better, nicer and even more funny ;-)

BUT you should never start MIDIpreter without having any MIDI-hardware connected ↔ to the MIDI-IN (connected to the serial-device).