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Subject: Re: MIDI Editing Question

Posted by [rick](#) on Tue, 14 Nov 2006 19:12:31 GMT

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have you tried setting your snap to triplets? she may be playing on 32nds for some notes. it won't put it into perfect time but then who wants that.

On 15 Nov 2006 05:45:59 +1000, "Neil" <OIUOIU@OIU.com> wrote:

>  
>Hopefully someone here knows MIDI better than I do - I work with  
>MIDI a lot, I haven't really had to do a whole lot of editing in  
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>  
>Neil  
>  
>

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Subject: MIDI Editing Question

Posted by [Neil](#) on Tue, 14 Nov 2006 19:45:59 GMT

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What else can be done? Is there a way to snap the grid to the notes (Then maybe do SOME manual edits afterwards)? IOW, is there a way that the MIDI app can extract the tempo from the phrasing & adjust the grid accordingly?

Neil

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Subject: Re: MIDI Editing Question  
Posted by [Neil](#) on Tue, 14 Nov 2006 21:12:33 GMT  
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Rick, snapping in general won't work because of the way this drifts... it might start at measure 1/beat zero, but 8 measures into the piece, the start of a given measure might be three beats behind the 8th measure of the grid, and 8 measures after that it might be a measure & half behind the 8th measure of the grid. If I use the snap feature in any capacity it's going to adjust to the nearest "nth" of a note I select - that nearest "nth" might be in front of a given note, or behind it, thereby screwing up the phrasing.

If I could freeze the notes in time, and adjust the grid's tempo (without effecting the note positions) in various places I could get it close enough to start snapping or manually editing. I don't even know if that's possible though.

Neil

>rick <parnell68@hotmail.com> wrote:  
>have you tried setting your snap to triplets? she may be playing on  
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>>

>>Neil

>>

>>

>

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Subject: Re: MIDI Editing Question

Posted by [David L](#) on Tue, 14 Nov 2006 21:24:49 GMT

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You can try creating a tempo map. I've been doing this a lot lately for a client who is adding new instruments to existing songwriter demos from a cassette done in his living room.

What I do is this:

- 1 Get a general idea of the tempo by tapping in the tempo window of Cubase.
- 2 Create a new MIDI track - using real time as the time base. Also, make sure that your MIDI piano track is set to real time for the time base.
- 3 Create a couple of measures of quantized quarter notes using a short percussive MIDI drum sound
- 4a On your MIDI piano track, locate the beginning of the first note, cut your part so that it begins at that point, and drag it to the start of the measure after your two-measure countoff.
- 5 On a new MIDI track (real time timebase), record yourself tapping quarter notes along with the piano track. Be sure not to leave too much empty space at the end of your final tap - Cubase sees this space and will try to assign

it a tempo setting. If it's too long, it will cause a "tempo out of range" error.

6 Combine the two-measure countoff with your taps so that they are all on the same track and are contiguous.

7 Enter the key editor. Select all of the notes, and right-click for the MIDI menu. You'll choose Functions, create tempo from tapping.

8 Save your project under a new name before continuing, just to be sure.

9 On the transport window, click the TEMPO button. Now Cubase will follow the map you created.

10 Change your tracks from real time based to note-based, and you can now work with your track according to a grid.

David

On 14-Nov-2006, "Neil" <OIUOIU@OIU.com> wrote:

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> (just used it to count off at the beginning), so it drifts a LOT.

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> Now she's changed her mind & wants it locked to the grid, so we

> can do some controlled tempo changes in various sections (using

> the Tempo Track in SX - that part I get).

---

Subject: Re: MIDI Editing Question

Posted by [Sarah](#) on Tue, 14 Nov 2006 21:50:44 GMT

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I've had this very situation a lot, because I didn't arrangements for an album of a singer songwriter who would bring the same kind MIDI piano you've described. After a few attempts to adjust tempos and manually adjust things, I would up just learning and replaying the piano parts for all twelve songs. I think it saved time in the long run. :)

Probably not the advice you wanted, but it worked for me, and the client was very happy with the end result.

Sarah

"Neil" <OIUOIU@OIU.com> wrote in message news:455a0ee7\$1@linux...

>

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> Neil  
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>  
>

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Subject: Re: MIDI Editing Question  
Posted by [Sarah](#) on Tue, 14 Nov 2006 21:55:40 GMT  
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Damn . . . I'm not awake yet, apparently. "Didn't" should read "did" and  
"would" should have been "wound."

S :)

"Sarah" <sarahjane@sarahtonin.com> wrote in message news:455a37f6@linux...  
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> album of a singer songwriter who would bring the same kind MIDI piano  
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>>

>> Neil

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>

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Subject: Re: MIDI Editing Question

Posted by [Neil](#) on Wed, 15 Nov 2006 01:43:51 GMT

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Sounds pretty complicated... more along the lines of something  
Deej would like... but I'll try it. Thanks.

:)

Neil

"David L" <david@revealaudio.com> wrote:

>You can try creating a tempo map. I've been doing this a lot lately for

a

>client who is adding new instruments to existing songwriter demos from a

>cassette done in his living room.

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>David

>

>

>On 14-Nov-2006, "Neil" <OIUOIU@OIU.com> wrote:

>

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---

Subject: Re: MIDI Editing Question

Posted by [Neil](#) on Wed, 15 Nov 2006 02:46:53 GMT

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"Sarah" <sarahjane@sarahtonin.com> wrote:

> I've had this very situation a lot, because I didn't  
>arrangements for an album of a singer songwriter who would  
>bring the same kind MIDI piano you've described. After a few  
>attempts to adjust tempos and manually adjust things, I would  
>up just learning and replaying the piano parts for all  
>twelve songs. I think it saved time in the long run. :)

>

>Probably not the advice you wanted, but it worked for me, and  
>the client was very happy with the end result.

Yeah, that is definitely NOT the answer I wanted! lol

If I can't figure a machine-oriented way to fix it, I'll have  
HER play it again... she's the one who didn't want the click  
track in the first place: "there's no HEART to a click track!"  
Yeah, an agument can be made for that, except when you drift  
off-tempo like a rowboat in a wave machine, that doesn't end up  
having much heart, either!

OK, that's it, I've tried everything... the stuff I did last  
night, plus the tempo-mapping idea just before I posted this  
reply - and while I was typing, I even tried tracking the MIDI  
back into my Fantom, then recording it back into SX using  
the "auto-quantize when recording" feature... she's going to  
have to re-do it. Bottom line, end of story.

It's going to be a good song once she's done, though - she'll  
be glad that she re-did it.

Neil

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Subject: Re: MIDI Editing Question  
Posted by [David L](#) on Wed, 15 Nov 2006 06:30:27 GMT  
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Sounds complicated, yes. But it's like anything else, once you do it, it  
doesn't seem so hard. If you like, send me the Cubase file with the piano  
part and I'll send you back a tempo mapped version...

David  
(david at revealaudio.com)

On 14-Nov-2006, "Neil" <OIUOIU@OIU.com> wrote:

> Sounds pretty complicated... more along the lines of something  
> DeeJ would like... but I'll try it. Thanks.  
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---

Subject: Re: MIDI Editing Question  
Posted by [Dubya Mark Wilson](#) on Wed, 15 Nov 2006 07:39:23 GMT



Hard to assess the drift without actually hearing it but...

What if you tried this:

1. Create a click with a sound "a" that falls on down beats and follows the drifting midi track and plays from within the same midi file.
2. Create a new click with a sound "b" that falls on up beats and plays from within a second and separate midi file.
3. \*Play original drifting performance track with associated drifting click on PC # 1
4. Monitoring clicks only, record performance midi data to PC # 2 while manipulating tempo on PC # 1 in realtime so that the clicks gel.
5. Gentle quant and/or manual edits to performance thereafter, if needed.

W. Mark Wilson

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Subject: Re: MIDI Editing Question  
Posted by [Don Nafe](#) on Wed, 15 Nov 2006 13:54:18 GMT  
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beat me to it Dubya

"Dubya Mark Wilson" <mark.xspam@avidrecording.com> wrote in message news:455ac1f4\$1@linux...

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>

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> 1. Create a click with a sound "a" that falls on down beats and follows  
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- >
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- >
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Subject: Re: MIDI Editing Question  
Posted by [TCB](#) on Wed, 15 Nov 2006 16:47:20 GMT  
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You can use the SX tempo map in a kind of free form visual mode and drag tempo track markers to the beginning of each measure. You can also use the SX tempo calculator in much the same way, but it's a laborious, unpleasant process. There's a tutorial in the book I wrote about it, I think, and if there is I can send that chapter to you.

That said, having done this previously trying to match a MIDI performance the parts where time drifted sounded awful if locked to tempo and any loops I synced up to it lurched around like me after my fourth Patron gimlet. So I would up hiring someone to play to a loop.

TCB

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>Neil  
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Subject: Re: MIDI Editing Question  
Posted by [Nil](#) on Wed, 15 Nov 2006 17:13:19 GMT  
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Thad, I did attempt the drawing mode in the Tempo track...  
TOTALLY impractical (for me, anyway - I couldn't manage to draw  
on the fly very well at ALL).

Tempo calculator - I'm not sure about that, that might've been  
one I missed... how do you use that?

Neil

"TCB" <nobody@ishere.com> wrote:

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So

>I would up hiring someone to play to a loop.

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>>Neil  
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Subject: Re: MIDI Editing Question  
Posted by [TCB](#) on Wed, 15 Nov 2006 21:41:26 GMT  
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TCB

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>>>Neil  
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Subject: Re: MIDI Editing Question  
Posted by [neil\[1\]](#) on Wed, 15 Nov 2006 22:03:24 GMT  
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Thad, don't worry about it... the gal is going to re-do the part tonite -  
I was jsut wondering for possible furture reference.

BTW I LITFM and didn't find anything useful on this topic!

Neil

"TCB" <nobody@ishere.com> wrote:

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>>>>  
>>>>  
>>>>  
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>>>  
>>  
>

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Subject: Re: MIDI Editing Question  
Posted by [Tom Bruhl](#) on Thu, 23 Nov 2006 08:52:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_03E1\_01C70EB2.C9910340  
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charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Neil,

BTW I LITFM and didn't find anything useful on this topic!

That's why Thad wrote his book! It's great and made Cubase an easier mountain to climb for me. Also, give Scope another chance. I'm ready to dig in but don't need what you are looking for (88.2k). I'd bet the = XTC mode will help your situation. It's never easy.  
Tom

"Neil" <IOUOIU@OIU.com> wrote in message news:455b809c\$1@linux...

Thad, don't worry about it... the gal is going to re-do the part = tonite -  
I was jsut wondering for possible furture reference.

BTW I LITFM and didn't find anything useful on this topic!

Neil

"TCB" <nobody@ishere.com> wrote:

>  
>It would take me eons to explain it, so I'll give you a RTFM but if = that doesn't work let me know and I'll try to find the stuff I wrote about it.=20  
>  
>TCB  
>  
>"Neil" <IUOIU@OIU.com> wrote:  
>>  
>>Thad, I did attempt the drawing mode in the Tempo track...  
>>TOTALLY impractical (for me, anyway - I couldn't manage to draw  
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>>  
>>Tempo calculator - I'm not sure about that, that might've been  
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>>"TCB" <nobody@ishere.com> wrote:  
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>>>You can use the SX tempo map in a kind of free form visual mode and = drag  
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the SX

>>tempo

>>>calculator in much the same way, but it's a laborious, unpleasant = process.

>>>There's a tutorial in the book I wrote about it, I think, and if = there

>is

>>>I can send that chapter to you.=20

>>>

>>>That said, having done this previously trying to match a MIDI = performance

>>>the parts where time drifted sounded awful if locked to tempo and = any

loops

>>>I synced up to it lurched around like me after my fourth Patron = gimlet.

>>So

>>>I would up hiring someone to play to a loop.=20

>>>

>>>TCB=20

>>>

>>>"Neil" <OIUOIU@OIU.com> wrote:

>>>>

>>>>Hopefully someone here knows MIDI better than I do - I work with

>>>>MIDI a lot, I haven't really had to do a whole lot of editing in

>>>>it, so this one's got me stumped:

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>>>>I have a Piano track that someone recorded in MIDI, and they

>>>>approximated the Tempo, but didn't use a click a as a guide

>>>>(just used it to count off at the beginning), so it drifts a LOT.

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>>>>Now she's changed her mind & wants it locked to the grid, so we

>>>>can do some controlled tempo changes in various sections (using

>>>>the Tempo Track in SX - that part I get). Problem is, if I start

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I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

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<BLOCKQUOTE=20

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