Subject: Cubase MIDI Weirdness?
Posted by Neil on Mon, 08 Oct 2007 05:02:05 GMT
View Forum Message <> Reply to Message

Dedric, or any other Cubase MIDI geeks out there, I need some help with this.

OK so for the first time I decided to try a project using nothing but VSTi's, so I loaded up DHF2, set up a GM Drum map, and started programming a few measures. Fine.

Next I loaded in a softsynth & started programming a few bars there, but I couldn't get it to sync with the drums. I had latency set at .7 Msec, so that shouldn't have been the problem, but even when I manually moved/quantized stuff it still was off a bit. SO, I turned off the drum mapping on the DHF channel & lo & behold the quantization on the drum mapped editor vs the non-drum-mapped editor was off! Next, even when I manually edited the (now) non-drum-mapped drum rack to the right quatization points, it wasn't syncing right - IOW the beat was off a bit here & there.

I had the tempo track activated & everything, so I dunno what could be the problem. Normally I program everything on my Fantom & import the MIDI files into SX in SMF-1 format & everything syncs up perfectly... any ideas WTF might be going on or if I'm doing anything wrong????

Neil

Subject: Re: Cubase MIDI Weirdness?
Posted by Dedric Terry on Mon, 08 Oct 2007 06:11:10 GMT
View Forum Message <> Reply to Message

Neil,

About the only thing I can think of is you may have emulated midi ports active instead of the direct midi ports. Check under devices/midi and see what in/out ports are active - you shouldn't have "Emulated..." ports in use.

In early versions of SX, you had to move an ignoreportfilter file into the main Cubase directory to shut off emulated ports, but it was setup that way automatically in later versions.

What midi interface are you using?

Dedric

On 10/7/07 11:02 PM, in article 4709b9cd\$1@linux, "Neil" <OIUOIU@OIU.com> wrote:

>

- > Dedric, or any other Cubase MIDI geeks out there, I need some
- > help with this.

>

- > OK so for the first time I decided to try a project using
- > nothing but VSTi's, so I loaded up DHF2, set up a GM Drum map,
- > and started programming a few measures. Fine.

>

- > Next I loaded in a softsynth & started programming a few bars
- > there, but I couldn't get it to sync with the drums. I had
- > latency set at .7 Msec, so that shouldn't have been the
- > problem, but even when I manually moved/quantized stuff it
- > still was off a bit. SO, I turned off the drum mapping on the
- > DHF channel & lo & behold the quantization on the drum mapped
- > editor vs the non-drum-mapped editor was off! Next, even when I
- > manually edited the (now) non-drum-mapped drum rack to the
- > right quatization points, it wasn't syncing right IOW the
- > beat was off a bit here & there.

>

- > I had the tempo track activated & everything, so I dunno what
- > could be the problem. Normally I program everything on my
- > Fantom & import the MIDI files into SX in SMF-1 format &
- > everything syncs up perfectly... any ideas WTF might be going
- > on or if I'm doing anything wrong????

>

> Neil

Subject: Re: Cubase MIDI Weirdness?

Posted by Bill L on Mon, 08 Oct 2007 12:28:37 GMT

View Forum Message <> Reply to Message

Just a guess: Make sure, in the device setup, you have "Use system timestamp" clicked. That can really screw with midi timing.

Neil wrote:

- > Dedric, or any other Cubase MIDI geeks out there, I need some
- > help with this.

>

- > OK so for the first time I decided to try a project using
- > nothing but VSTi's, so I loaded up DHF2, set up a GM Drum map,
- > and started programming a few measures. Fine.

>

- > Next I loaded in a softsynth & started programming a few bars
- > there, but I couldn't get it to sync with the drums. I had
- > latency set at .7 Msec, so that shouldn't have been the
- > problem, but even when I manually moved/quantized stuff it
- > still was off a bit. SO, I turned off the drum mapping on the
- > DHF channel & lo & behold the quantization on the drum mapped
- > editor vs the non-drum-mapped editor was off! Next, even when I
- > manually edited the (now) non-drum-mapped drum rack to the
- > right quatization points, it wasn't syncing right IOW the
- > beat was off a bit here & there.

>

- > I had the tempo track activated & everything, so I dunno what
- > could be the problem. Normally I program everything on my
- > Fantom & import the MIDI files into SX in SMF-1 format &
- > everything syncs up perfectly... any ideas WTF might be going
- > on or if I'm doing anything wrong????

>

> Neil

Subject: Re: Cubase MIDI Weirdness? Posted by Nei on Mon, 08 Oct 2007 14:36:49 GMT

View Forum Message <> Reply to Message

Nope, no emulated ports - I'm using the ones on my main Multiface, and that's what I've always had SX defaulted to; and those are still showing up as the ones being used, and are working as far as i/o MIDI goes.

Neil

Dedric Terry dterry@keyofd.net wrote:

>Neil,

>

>About the only thing I can think of is you may have emulated midi ports >active instead of the direct midi ports. Check under devices/midi and see >what in/out ports are active - you shouldn't have "Emulated..." ports in >use.

>

>In early versions of SX, you had to move an ignoreportfilter file into the >main Cubase directory to shut off emulated ports, but it was setup that way

>automatically in later versions.

>

>What midi interface are you using?

>

>Dedric

>

```
>On 10/7/07 11:02 PM, in article 4709b9cd$1@linux, "Neil" <OIUOIU@OIU.com>
>wrote:
>
>>
>> Dedric, or any other Cubase MIDI geeks out there, I need some
>> help with this.
>>
>> OK so for the first time I decided to try a project using
>> nothing but VSTi's, so I loaded up DHF2, set up a GM Drum map,
>> and started programming a few measures. Fine.
>>
>> Next I loaded in a softsynth & started programming a few bars
>> there, but I couldn't get it to sync with the drums. I had
>> latency set at .7 Msec, so that shouldn't have been the
>> problem, but even when I manually moved/quantized stuff it
>> still was off a bit. SO, I turned off the drum mapping on the
>> DHF channel & lo & behold the quantization on the drum mapped
>> editor vs the non-drum-mapped editor was off! Next, even when I
>> manually edited the (now) non-drum-mapped drum rack to the
>> right quatization points, it wasn't syncing right - IOW the
>> beat was off a bit here & there.
>>
>> I had the tempo track activated & everything, so I dunno what
>> could be the problem. Normally I program everything on my
>> Fantom & import the MIDI files into SX in SMF-1 format &
>> everything syncs up perfectly... any ideas WTF might be going
>> on or if I'm doing anything wrong????
>>
>> Neil
```

Subject: Re: Cubase MIDI Weirdness?
Posted by Neil on Mon, 08 Oct 2007 14:37:58 GMT
View Forum Message <> Reply to Message

view i ordin wessage <> Neply to wessage

I'll check that out, Bill - not sure I've ever noticed that setting. Is that in the MIDI section of the Device Setup menu?

Neil

Bill L <bill@billlorentzen.com> wrote:
>Just a guess: Make sure,in the device setup, you have "Use system >timestamp" clicked. That can really screw with midi timing.
>
>Neil wrote:
>> Dedric, or any other Cubase MIDI geeks out there, I need some >> help with this.

>> >> OK so for the first time I decided to try a project using >> nothing but VSTi's, so I loaded up DHF2, set up a GM Drum map, >> and started programming a few measures. Fine. >> >> Next I loaded in a softsynth & started programming a few bars >> there, but I couldn't get it to sync with the drums. I had >> latency set at .7 Msec, so that shouldn't have been the >> problem, but even when I manually moved/quantized stuff it >> still was off a bit. SO, I turned off the drum mapping on the >> DHF channel & lo & behold the quantization on the drum mapped >> editor vs the non-drum-mapped editor was off! Next, even when I >> manually edited the (now) non-drum-mapped drum rack to the >> right quatization points, it wasn't syncing right - IOW the >> beat was off a bit here & there. >> >> I had the tempo track activated & everything, so I dunno what >> could be the problem. Normally I program everything on my >> Fantom & import the MIDI files into SX in SMF-1 format & >> everything syncs up perfectly... any ideas WTF might be going >> on or if I'm doing anything wrong???? >> >> Neil

Subject: Re: Cubase MIDI Weirdness?
Posted by Bill L on Mon, 08 Oct 2007 20:17:08 GMT
View Forum Message <> Reply to Message

Yepperdoodle

```
Neil wrote:
> I'll check that out, Bill - not sure I've ever noticed that
> setting. Is that in the MIDI section of the Device Setup menu?
>
> Neil
> Bill L <bill@billlorentzen.com> wrote:
>> Just a guess: Make sure, in the device setup, you have "Use system"
>> timestamp" clicked. That can really screw with midi timing.
>>
>> Neil wrote:
>>> Dedric, or any other Cubase MIDI geeks out there, I need some
>>> help with this.
>>>
>>> OK so for the first time I decided to try a project using
>>> nothing but VSTi's, so I loaded up DHF2, set up a GM Drum map,
>>> and started programming a few measures. Fine.
```

```
>>>
>>> Next I loaded in a softsynth & started programming a few bars
>>> there, but I couldn't get it to sync with the drums. I had
>>> latency set at .7 Msec, so that shouldn't have been the
>>> problem, but even when I manually moved/quantized stuff it
>>> still was off a bit. SO, I turned off the drum mapping on the
>>> DHF channel & lo & behold the quantization on the drum mapped
>>> editor vs the non-drum-mapped editor was off! Next, even when I
>>> manually edited the (now) non-drum-mapped drum rack to the
>>> right quatization points, it wasn't syncing right - IOW the
>>> beat was off a bit here & there.
>>>
>>> I had the tempo track activated & everything, so I dunno what
>>> could be the problem. Normally I program everything on my
>>> Fantom & import the MIDI files into SX in SMF-1 format &
>>> everything syncs up perfectly... any ideas WTF might be going
>>> on or if I'm doing anything wrong????
>>>
>>> Neil
```