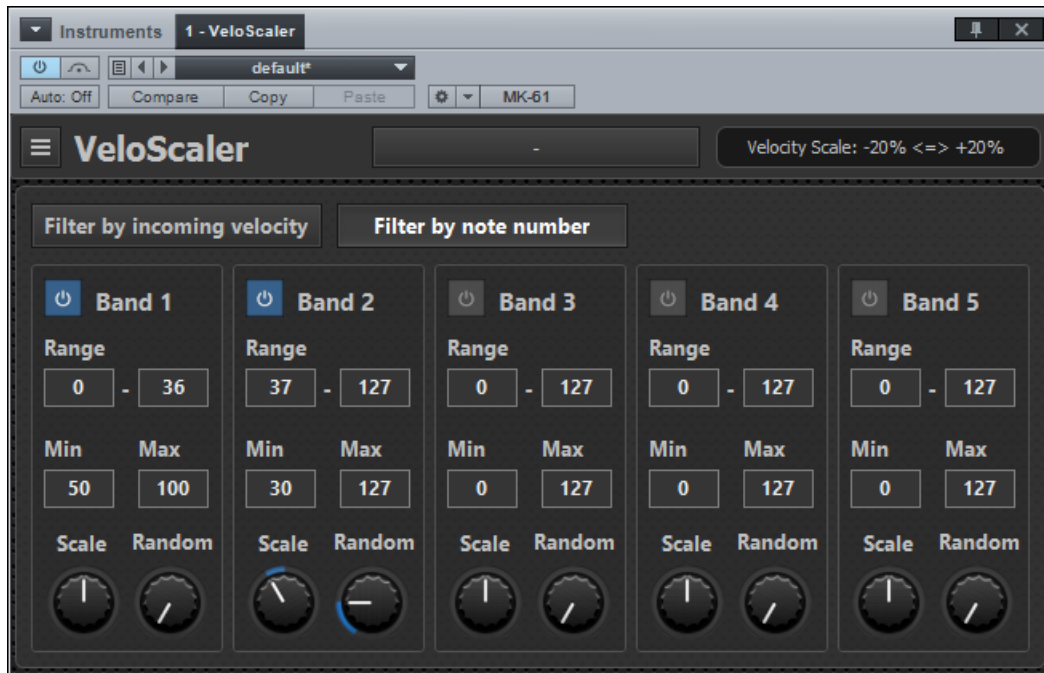


VeloScaler

User Guide



VeloScaler is developed with Delphi XE5 using the Delphi ASIO & VST framework

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Introduction

VeloScaler is a VST plugin that will let you adjust velocities of MIDI notes. You can set a minimum and maximum value, and scale the velocity by a specified percentage, which can be randomized. Use up to 5 different bands, based on either the incoming velocity or the MIDI note number, with different settings for each band. This can create interesting variations if your destination instrument is set to respond to velocity.

System Requirements

To use VeloScaler you need a VST2 compatible 32-bit or 64-bit host running on Windows XP, Vista, 7 or 8.

Installation

To install VeloScaler, simply open the downloaded zip file and extract the dll file to your VST plugin folder (VeloScaler32.dll if you use a 32-bit host, or VeloScaler.dll if you use a 64-bit host).

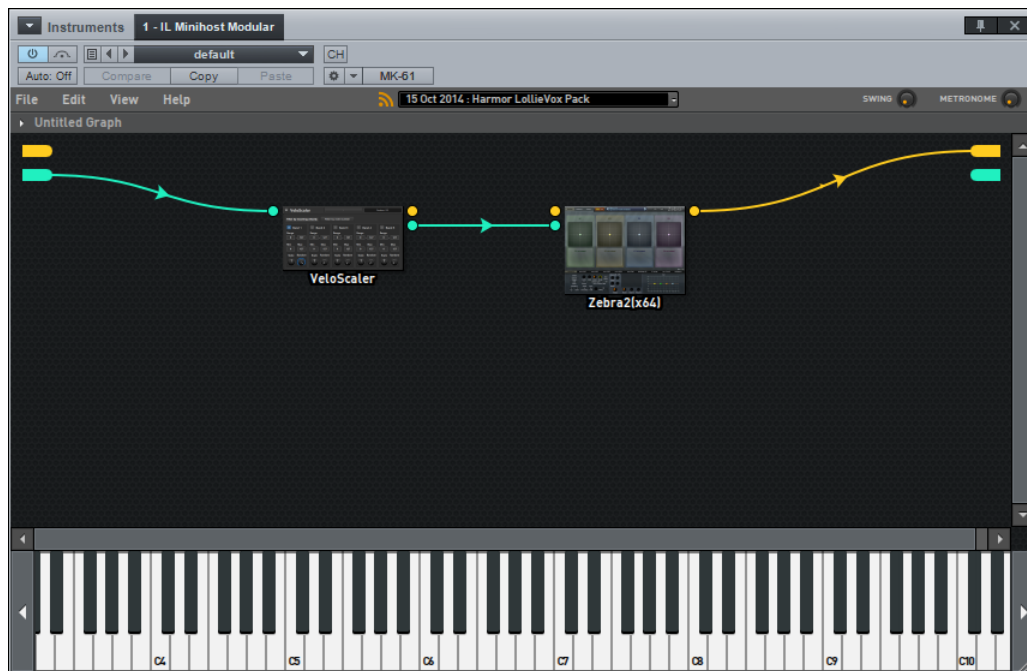
Setting up VeloScaler in your DAW

VeloScaler is a MIDI only VST plugin. It does not produce any sound of its own. You need to set it up so it receives MIDI data, and then route the MIDI output to the desired instrument. How easy (or even possible) it is to do this depends on your DAW's MIDI routing capabilities.

Please note that for VeloScaler to make any difference your destination instrument must be set to respond to velocity.

Generally, you should add VeloScaler to a new MIDI or instrument track. This is the same procedure you would follow adding any VST instrument in your DAW. Then you will have to route the output from VeloScaler to another VST instrument. If you are not sure how to do this, please refer to your DAW's documentation.

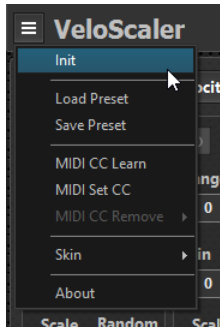
An alternative is to use the excellent (and free) [Minihost Modular](#) plugin from Image Line. Minihost Modular can be used to extend the capabilities of your DAW software with its powerful modular environment.



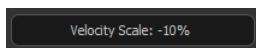
How to Use VeloScaler

User interface

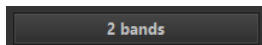
In the upper left corner of the plugin window you find the main menu. From this menu you can initialize the plugin (reset all parameters), load and save presets, configure MIDI CC assignments, and change the current skin.



In the upper right corner you see the info panel. This shows information about the parameter you are editing.

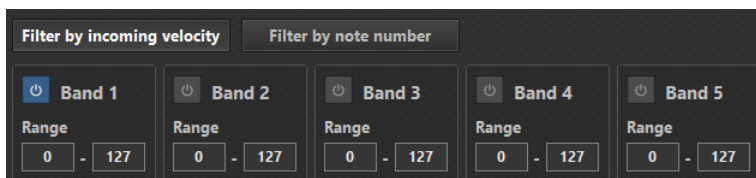


In the middle you see the preset button. This shows the name of the current preset (if it is named). Click this button to open the 'Load Preset' panel. For more information on how to work with presets, see the Presets section.



Input filter and bands

You can use up to 5 different bands, based on either incoming velocity or note number, with different settings for each band.



You select filter type by clicking the corresponding button above the 5 bands: **Filter by incoming velocity** or **Filter by note number**.

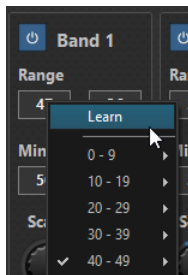
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To activate a band, make sure the blue on/off button is selected.

In the two Range boxes, you specify the velocity / note number range assigned to this band. Both a velocity and note number must have a value between 0 and 127. For example, to set up a range for a band filtered by note number to process the lowest three octaves, set the range to '0' - '36'.

To change the number, either click with the mouse and drag up or down, or right-click and choose value from the popup menu.

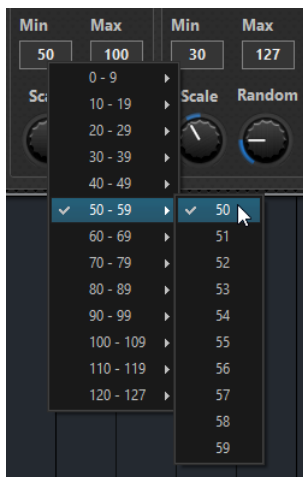
Note: If you filter by note number, you can right-click a range box and choose **Learn** from the popup menu, and then press a key on your keyboard to automatically set the corresponding note number.



Notes that do not match any of the band ranges will pass through the plugin unprocessed.

Min and max velocity

In the Min and Max boxes you specify the minimum and maximum velocity value for a specific band. To set a value, click and drag up or down, or right-click and choose from the popup menu.



Scale velocity and randomization

You can scale the velocity by a specified percentage, and apply randomization to make the result more unpredictable.

The scaling can be set to a value between -100% and +100%, and the random value from 0 to 200. When you use randomization, the random value is added to the scale value to create the actual scaling percentage. For example, if you set the scaling value to -20% and the random value to 40, the actual scaling value will be a random value between -20% and 20%.

If the scale value is negative, the new velocity will be between the incoming velocity value and the minimum velocity value. For example, if the incoming velocity is 100, minimum is 0, and scale is -50%, the new velocity will be set to 50 (100 minus 50%). If the incoming velocity is 60, minimum is 30, and scale is -50%, the new velocity will be set to 45 (60 minus 50% of 30).

If the scale value is positive, the new velocity value will be between the incoming velocity value and the maximum velocity value. For example, if the incoming velocity is 100, maximum is 127 and the scale is +50%, the new velocity will be set to 114 (100 plus 50% of 27, rounded up). If the incoming velocity is 60, maximum is 100 and scale is +50%, the new velocity will be set to 80 (60 plus 50% of 40).

Presets

To save a preset

1. Open the main menu and choose **Save Preset**.
2. Type the name you want to give the preset, and click **OK**.
The preset button shows the name of the preset you just saved.

Note: If you name the preset 'init', it is automatically used when you choose Init from the main menu to reset the plugin parameters, or create a new instance of the plugin.

To load a preset

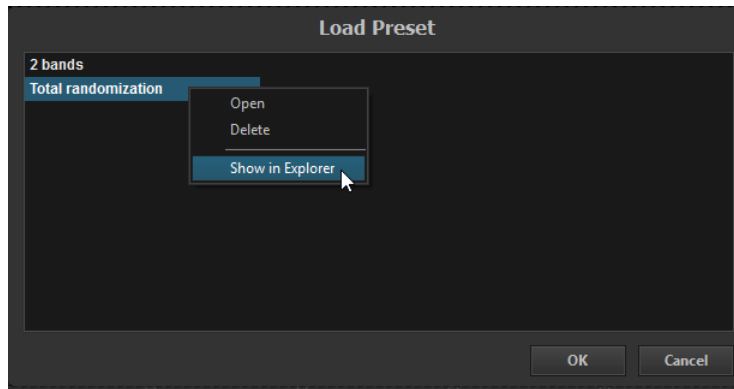
1. Either open the main menu and choose **Load Preset**, or click the preset button. You see the 'Load Preset' panel.
2. Select the preset you want to load and click **OK** (or you can simply double-click the preset name).
The preset button now shows the name of the preset you just opened.

To delete a preset

1. Open the 'Load Preset' panel.
2. Right-click the preset you want to delete, and choose **Delete** from the popup menu.

To open the presets folder

1. Open the 'Load Preset' panel.
2. Right-click the preset list and choose **Show in Explorer** from the popup menu.



The presets are stored in a folder named '\\CodeFN42\\VeloScaler\\Presets' in your 'Documents' folder.

MIDI Control / Automation

VeloScaler can be remote-controlled / automated via MIDI messages from a hardware controller, or from your DAW. MIDI learn is used to assign MIDI CC (continuous controller) messages to VeloScaler's parameters (controls).

Note: You can assign the same MIDI CC to different parameters, but you cannot assign different MIDI CCs to the same parameter.

To assign a MIDI CC message with MIDI learn

1. Open the main menu and choose **MIDI CC Learn**.
2. Click on the control (for example one of the Scale knobs) you want to remote-control.
3. Move a knob or fader on your MIDI device, or make sure the MIDI device in your DAW is sending out the correct MIDI CC message.

To assign a specific MIDI CC message

1. Open the main menu and choose **MIDI Set CC**.
2. Click on the control (for example one of the Scale knobs) you want assign the CC message to.
3. Enter the CC message number (from 0 to 127) and click **OK**.

This is useful if you if you know the CC message number to assign, for example a standard CC message (like CC #1 for the mod wheel), or you use [CCStepper](#) to control parameters in VeloScaler.

To remove a MIDI CC assignment

1. Open the main menu and choose **MIDI CC Remove**.
This will open a sub-menu that shows all currently assigned MIDI CC messages.
2. Choose the MIDI CC assignment you want to remove.

