Midi Control

VERSION 8.X

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MIDI

Any of the parameters or controls found within the Salvation patching engine can be mapped to midi, but often the most commonly used place is the ArtNet layer window. Within the window, alongside each of the layer parameters is an on screen controller, right clicking on one and choosing Edit MidiMap opens a window where you can select a midi device and channel, use midi learn to assign channels or key ranges and an output range option should you ever need to work with custom ranges.

Another option for MIDI control is to use the modules found in the MIDI section and patch them directly in to ports in Salvation - there are modules for keys and cc's for both inputs and outputs allowing you to create complex MIDI patches and operations.

Controlling by MIDI

You can use MIDI input to control almost any parameter of Ai. The simplest control is to use MIDI notes and controllers to trigger buttons and faders, but using the stage patch window even numerical fields can be controlled.

Example : Controlling a layer intensity by MIDI

Open the Mixer_0 window (double click) from the stage patch

Right click the I parameter of Layer 1 (you can right click on most objects to MIDI control them)

On the context menu click Edit Midi Map

Choose MIDI device to be used, and the MIDI channel to listen on

Select Learn CC#, then operate a controller on the midi device to link the fader to the controller.

Example: trigger a clip from a midi note

(first select your Master MIDI device in the System settings)

In Performance page, select clip to be controlled

Press Ctrl-M

The clip turns pink

Send the desired MIDI note

The clip turns green

You can also place a MIDI module on the Stage Patch screen to enable different control functions.