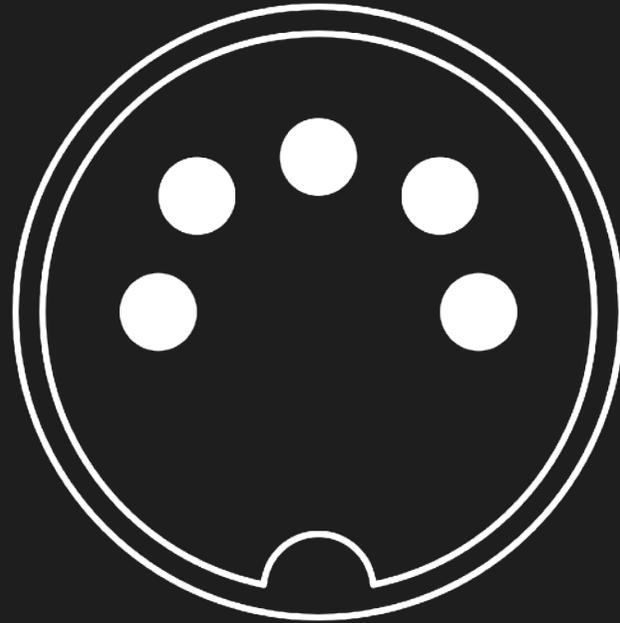




K-DEVICES
FOR
SOUND
CREATIVES



MIDI Tools

Manual Version 1.1 (06/2022)

www.k-devices.com - support@k-devices.com

©K-Devices, 2022. All rights reserved.

INDEX

1. MIDI TOOLS	4
2. LFOH!	5
2.1 INSTALLATION	5
2.2 HOW LFOH! WORKS	5
2.3 PARAMETERS	6
2.4 HOW TO USE LFOH!	8
3. TATAT	9
3.1 INSTALLATION & REQUIREMENTS	9
3.2 HOW TATAT WORKS	10
3.3 PARAMETERS	11
3.4 ROUTING	13

1. MIDI TOOLS

Thank you for choosing MIDI Tools!

MIDI Tools is a series of plugins for Windows, MacOS and iOS.

This series will grow up, and the manual will be updated on each new release. We are currently developing MIDI filters, generators, sequencers, and modulators... so keep an eye on us if you are interested in this kind of tools!

Our goal with MIDI Tools is to provide a series of plugins that let you process/handle/generate MIDI messages in a creative way and with an unusual approach.

This document will guide you through a complete overview of the products. After reading it, you should be able to use them on perfect, so we recommend that you take the time to read this guide, in its entirety.

We suggest to follow us via [Facebook](#) and [Twitter](#), or sign up our [Newsletter](#), in order to stay updated with K-Devices news and future free updates.

Follow us also on [YouTube](#) for video tutorials, or via [Instagram](#).

2. LFOH!

LFOH! is an AUv3 plugin for iOS, and it's both an **audio effect** and a **MIDI modulator**. Technically is recognized as an audio effect, so you'll find it listed among audio AUv3 instead of MIDI AUv3 elements.

LFOH! modulates audio input's **amplitude** and sends **MIDI CC** messages out according to its settings and the MIDI routing flexibility of app that hosts it.

The core of LFOH! is its augmented, stunning (as the name suggests!) LFO, which enhances the possibilities of the classic cycling envelope by adding control over a set of advanced and unique features. Some of the parameters found on its interface are pretty standard, while others are a bit more special, allowing for advanced real-time waveshaping of the modulation signal.

2.1 INSTALLATION

LFOH! comes as AUv3 plugin for iOS: once downloaded and installed, you will need an AUv3 host app like GarageBand, AUM, Cubasis, Drambo, etc in order to use it.

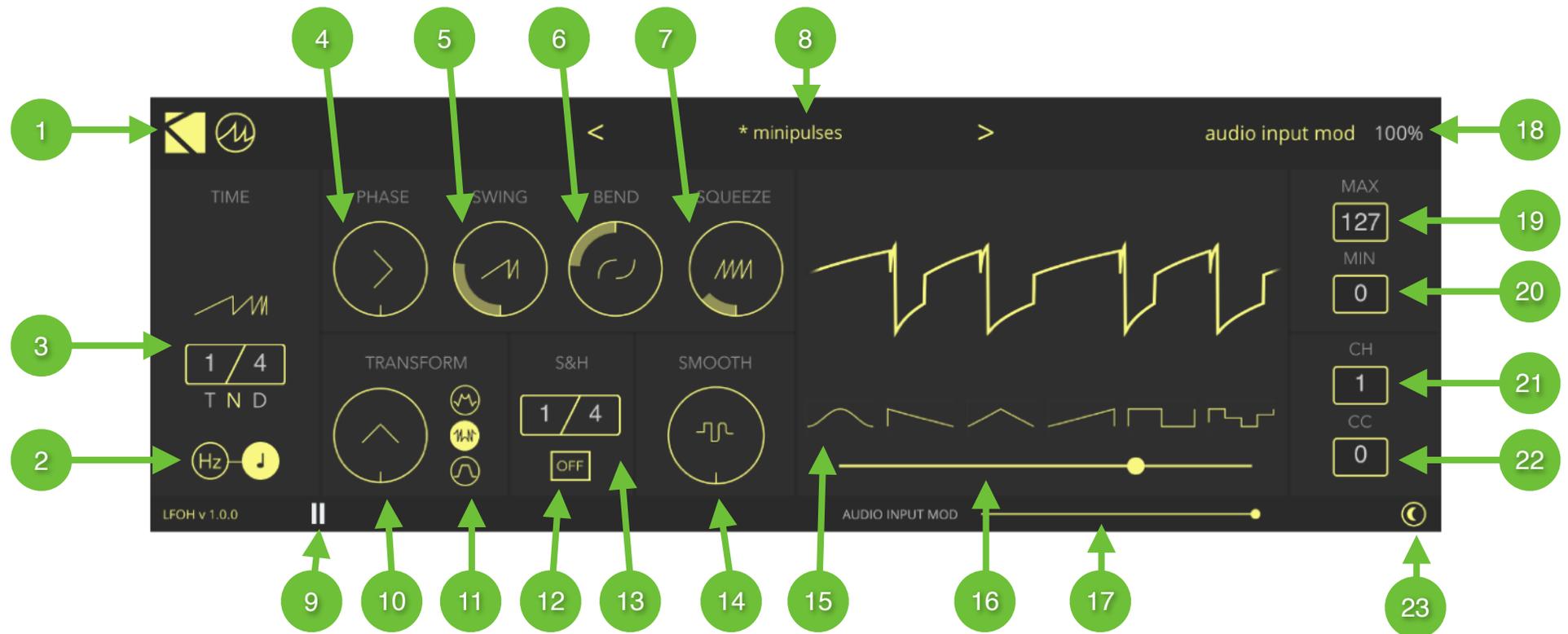
2.2 HOW LFOH! WORKS

LFOH! is a single oscillator LFO and has a set of continuously **morphable** and selectable **waveforms** that represents the core of our final signal. Apart from the classic Frequency and Phase parameters (which make it capable of all of the classic modulation stuff), the waveform can also be shaped by swinging its cycles, bending its curve, squeezing portions of oscillation in the same period of time, scaled and transformed while exceeding its boundaries. An additional Sample and Hold circuit provides quantization for the resulting signal.

LFOH!'s modulation signal can be used for a double purpose:

- to modulate **amplitude** of incoming audio, like a tremolo (but doing a lot more than a classic tremolo), via the **audio input mod** slider located in the footer
- to send the modulation signal out as **MIDI CC**, routed via CC and CH parameters, located on the right side of the user interface. To use this feature you'll need an AUV3 host app with a flexible MIDI routing system; for instance, we had lot of fun with AUM and Drambo.

2.3 PARAMETERS



-
1. **Logo** - Tap here for infos copyright and manual
 2. **Time Mode** - Set modulation frequency to be free or synced to global tempo
 3. **Time Frequency** - When Time Mode is set to sync: time numerator, time signature, time kind (triplet, normal, dotted). When Time Mode is set to free: frequency in Hz
 4. **Phase** - Set the phase of modulation waveform
 5. **Swing** - Set the swing amount
 6. **Bend** - Bend modulation waveform either logarithmically or exponentially
 7. **Squeeze** - Compress the waveform in order to get this value of cycles in between the defined time interval
 8. **Presets** - tap on arrows to change factory presets, tap on preset name to enter preset manager (copy, paste functions)
 9. **Transport** - enable/disable MIDI modulation
 10. **Gain** - Set the volume for modulation signal
 11. **Transform** - Define how to transform modulation signal when exceeding oscillation boundaries (fold, wrap, clip)
 12. **Sample & Hold** - Enable to quantize waveform
 13. **S&H Time Resolution** - Sample and Hold time numerator and signature
 14. **Smooth** - Smoothen modulation output transitions by an absolute timing factor
 15. **Waveform Selector** - Click to select a waveform shape
 16. **Waveform** - Use the slider to morph between different shapes
 17. **Audio Input Modulation** - Use the slider to set amplitude modulation amount
 18. **Readout** - Tap on parameter to get the exact value; double tap on value to edit
 19. **Max** - Set MIDI modulation maximum output value
 20. **Min** - Set MIDI modulation minimum output value
 21. **CH** - Set MIDI channel

22. **CC** - Set MIDI CC

23. **Skin** - Set dark/light mode

2.4 HOW TO USE LFOH!

LFOH! can act as an audio processor, shaping incoming audio with **amplitude modulation**, or to send its modulation signal out as a **MIDI CC** message.

Using LFOH! as a creative tremolo is easy: just load it on the track you want and increase the **audio input mod** slider as you need. You'll easily get nice amplitude modulation results: from experimental textures, to rhythmic accents, like-sidechain approaches, and more.

Concerning MIDI, this depends on MIDI routing flexibility of apps that host LFOH!: we prepared a [YouTube playlist](#) where you'll find quick tutorials on how to set up LFOH! in order to route MIDI CC in several popular iOS AUv3 host apps.

3. TATAT

TATAT is a **MIDI plugin** designed to **generate, process, record,** and **export** a stream of notes.

With TATAT you can:

- to get always-changing sequences
- to quickly sketch and store melodic/harmonic ideas
- to add unexpected events to fixed/existing patterns/clips
- to export MIDI files to your DAWs or elsewhere



3.1 INSTALLATION & REQUIREMENTS

1. Unzip the downloaded file
2. Double click on Windows or MacOS package
3. Follow the instructions

TATAT comes as VST3 and Audio Unit for MacOS (Apple Silicon ready) and VST3 for Windows.

TATAT requires a 64bits compatible DAW.

We tested TATAT with Ableton Live, Bitwig Studio, Cubase, FL Studio, Logic Pro, Nuendo, Studio One, Reaper.

3.2 HOW TATAT WORKS

TATAT generates an infinite and always changing sequences of notes. You cannot say *exactly* what TATAT will do, but you can suggest a path to it: by setting up its parameters you can create what we call a **mood** for TATAT.

A mood is a configuration of notes, intervals, time fragmentation, velocity fluctuation, and other factors.

Once you set a mood that you are happy with, you'll listen to an **infinite stream of events, always changing**, all staying in the mood.

At this point, according to your needs, you can:

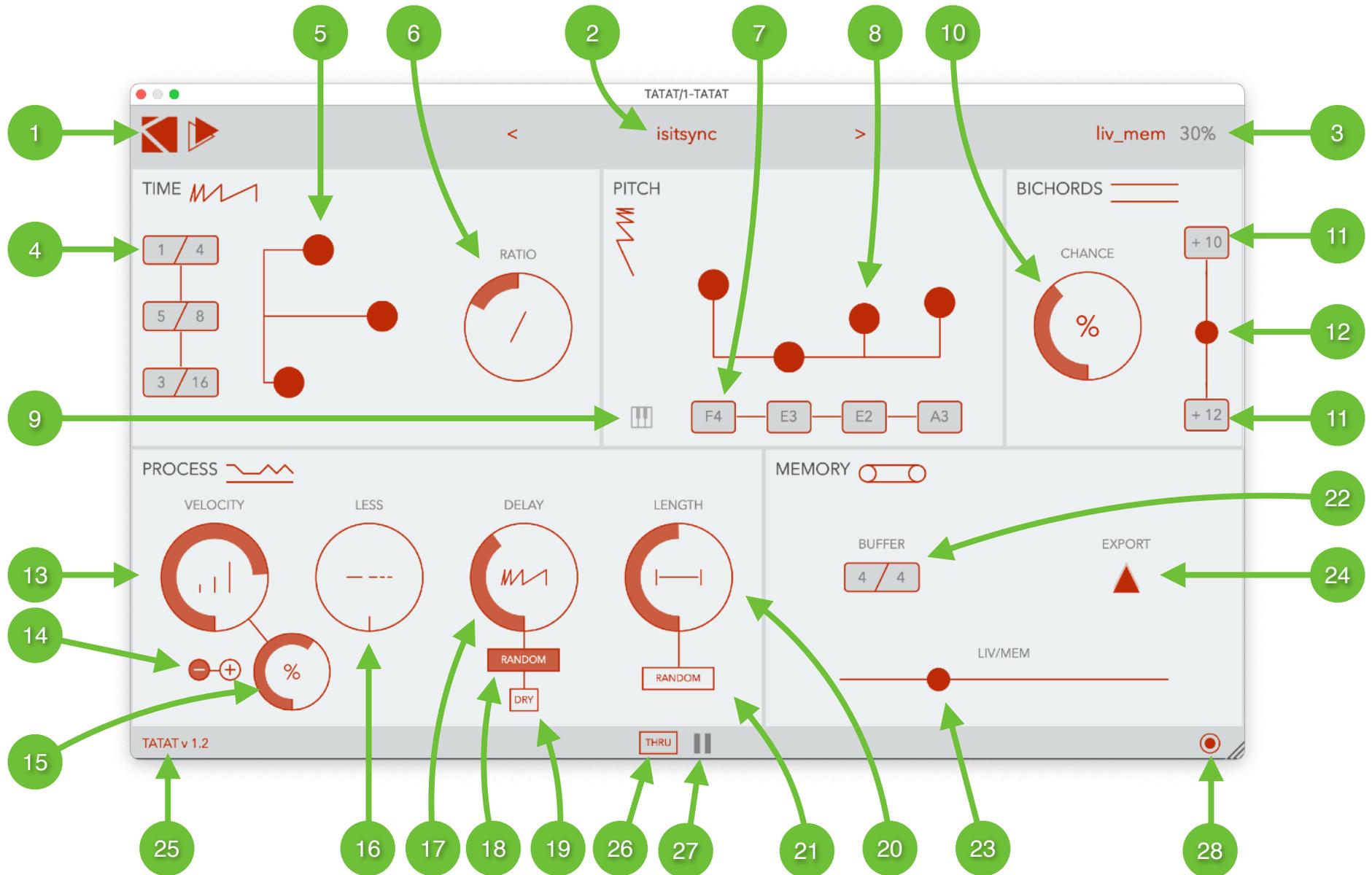
- Let TATAT play its stream, and make some intervention to control it: to add silence (**Less**), to obtain smooth *accelerando* and *ritardando* (**Ratio**), to control how TATAT generates intervals. You can enable **Key In** function to change notes on the fly (with a keyboard, or just feeding TATAT with a MIDI clip).
- Add some stability by controlling/automating the **Liv/Mem slider**, moving between the generated stream and frozen patterns.
- Use TATAT to send its notes to **enrich** (by enabling Thru) existing/incoming MIDI data/parts.
- **Export** a nice mood as a series of MIDI files/clip: just click on the export icon and drag it in your session or where you prefer. For each time you'll drag it, TATAT will **create a new variation** of the mood! This is a great feature to create a set of coherent ideas/lines/riffs as a starting point for a new project.

Last but not least: TATAT gives you excellent results both with **melodic/harmonic** and **percussive** parts!

Learn TATAT!

If you prefer videos, be sure to check the [full walkthrough](#) available on our [YouTube](#) channel.

3.3 PARAMETERS



1. **Logo** - Click on K-Devices logo to display a window with link to manual and other infos
2. **Presets** - Click on arrows to change factory presets, click on preset name to enter preset manager
3. **Readout** - Tap on parameter to get the exact value; double tap on value to edit
4. **Time Resolution** - Set numerator and time signature for time resolutions
5. **Time Resolutions Multislider** - Set chance for each time resolution to be selected
6. **Ratio** - Scale all time resolutions by this factor
7. **Notes** - Set notes for the stream
8. **Notes Multislider** - Set chance for each note to be triggered
9. **Keys Input** - If enabled, user sets up to 4 notes with incoming MIDI notes
10. **Bichords Chance** - Set the chance that a bichord is triggered
11. **Bichords Intervals** - Set intervals for bichords
12. **Bichords Selection** - Set the chance to pick up interval 1 or 2 when a bichord is triggered
13. **Velocity Main Value** - Set main velocity value
14. **Velocity Variation Mode** - Set to add or subtract variation value to main value
15. **Velocity Variation Value** - Set a variation value to add or subtract to main value
16. **Less Value** - Set the chance to mute some notes
17. **Delay Value** - Set a delay value for generated notes (0-100% of time resolution)
18. **Delay Random Mode** - If enabled, delay value will be the higher value for random operations
19. **Delay Mode** - Mute or play dry notes
20. **Lentgh Value** - Set note length (0-100% of original length)
21. **Length Random Mode** - If enabled, length value will be the higher value for random operations
22. **Buffer Length** - Set buffer length. This value will affect the other parameters/actions in Memory section.
23. **Liv-Mem** - If equal to 0%, then the generated notes are recorded in a buffer with given length (Buffer Length), live notes are triggered. If different from 0%, then recording stops, the buffer is locked, and this value become the chance to play live notes or buffer content. If equal to 100%, then just buffer content will be played in loop, as a frozen pattern.

24. **Export Clips** - Click and drag to export MIDI files with a given length, in DAW timeline or clipslots, or in desktop/folders you want. Each time you click and drag, TATAT will export a new variation of the current mood.
25. **Version** - TATAT version number
26. **Thru** - Let incoming MIDI notes pass thru
27. **Play** - Enable/Disable the stream
28. **Skin** - Set dark/light mode

3.4 ROUTING

According to the DAW and the format, the use of TATAT may change slightly, but in all cases it's easy to set up:

- as **VST3**, TATAT acts as an instrument, so you'll have to load it in a new MIDI/Instrument track, then load an instrument on another track, and receive MIDI note messages from TATAT track. This is basically how it works in **Ableton Live**, **Cubase**, **FL Studio**, **Reaper**, **Studio One**. In **Bitwig**, you can load TATAT followed by the synth you want on the same instrument track.
- as **Audio Unit**, you can use TATAT as a MIDI fx; in **Logic Pro**, just add TATAT in a MIDI fx slot available in the instrument track you want to feed.