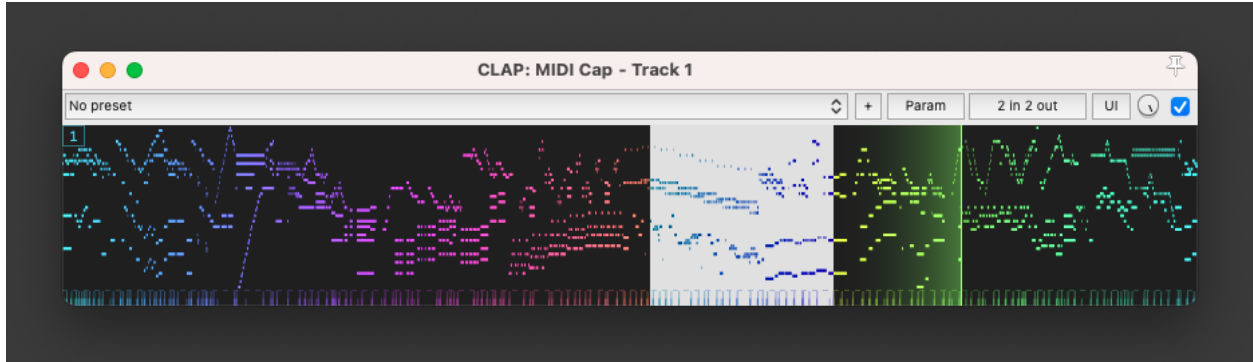


Midi Cap

Sections

- [Midi Cap](#)
- [Gestures](#)
- [Settings](#)
- [DAW Setup](#)
- [Reporting Bugs](#)
- [MPE](#)

Simple retrospective MIDI recording.



Midi Cap

MIDI Cap is a plugin that records the MIDI it receives in a loop as long as it is running. The captured MIDI data can be highlighted, and dragged and dropped out of the plugin.

MIDI Cap is available for Windows/macOS as CLAP, AU and VST3.

Windows (64 bit):

- ❖ CLAP (.clap)
- ❖ VST3 (.vst3)

macOS (10.11+):

- ❖ CLAP (.clap)
- ❖ AU (.component)
- ❖ VST3 (.vst3)

A graphics card supporting OpenGL 3.2 is required to run MIDI Cap.

For compatibility with a wide variety of hosts, different plugin formats will show up under different categories in your DAW:

- VST3 - will show up as an instrument plugin
- CLAP - will show up as an audio effect
- AU - will show up as a MIDI effect

Because of this, it is recommended to install all of the formats included in the download.

All formats of the plugin pass the MIDI they receive through. The CLAP version passes audio through as well as MIDI.

Gestures

Offset → Middle drag, or alt + shift and drag to offset the display.

This is sometimes useful if the MIDI data you want to select is near the edges of the GUI.

Zoom → Roll the mousewheel to zoom horizontally

Pause → Ctrl (command on macOS) + click to pause the plugin.

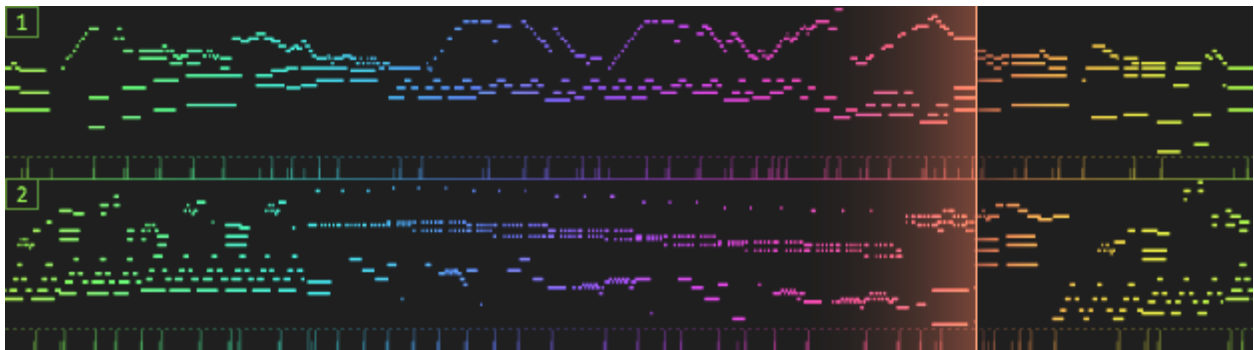
Pausing the plugin will trim any notes that were being held in the capture.

A red overlay will be shown to indicate that the plugin has been paused.

Reset → Hotkey - "shift + r"

This hotkey will erase the current capture.

Lanes → If multichannel data has been captured, the GUI will automatically adapt to display all channels:

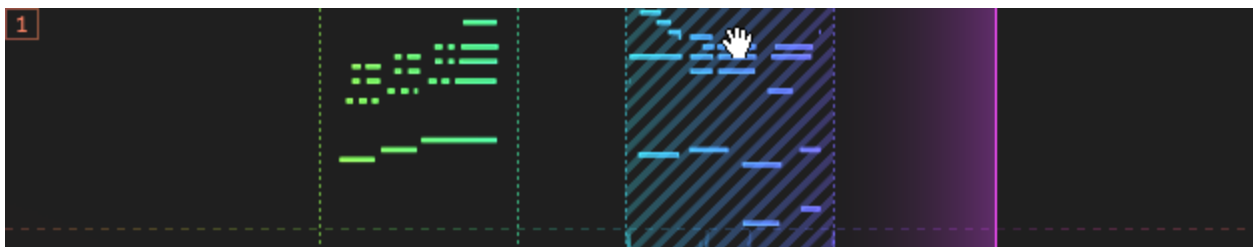


Multichannel display shows a small label showing the channel number per captured lane.

These labels can be toggled, or the lanes can be double clicked to show only certain lanes.

When selecting MIDI data, MIDI Cap will include the visible channels in the MIDI dragged out of the plugin, whether its multiple channels, or a single one.

Markers → By default, MIDI Cap places playback markers everytime you start/stop playback, or start/stop recording in your DAW. You can aim the mouse cursor between the top part of these markers to directly capture between them.

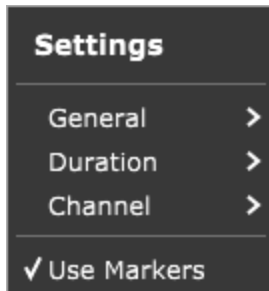


You can alternatively hold shift while MIDI Cap is focused to capture between markers anywhere.

Settings → Right click to access settings.

Settings

This section describes the settings in MIDI Cap, and what they do.



General → File → Insert tempo event:

This setting will insert a tempo event to the beginning of the selection dragged out of the plugin.

General → File → Trim MIDI CC until first note:

By default MIDI Cap will trim silence from your selection, until it hits a MIDI event. (CC or note)
If this setting is enabled, MIDI Cap will trim the beginning of the selection to the first note instead.
If there are no notes in the selection, the selection will be trimmed to the first CC event instead.
There is no need to memorize how this works, if you want your selections to automatically start with notes, turn this setting on.

General → File → Show Channel Buttons:

This setting shows/hides the MIDI channel buttons displayed per lane.

General → Mute MIDI Output:

By default MIDI Cap passes the MIDI it receives through, if you have other plugins downstream from MIDI Cap that respond to MIDI, and you don't want them to, you can turn this setting on.
This setting is handled on a per instance basis.

→ Duration:

By default MIDI Cap only keeps the last 60 seconds of MIDI in memory. You can change this up to an hour through this submenu.

Hitting "Save as Default", will set the current recording duration as the new default duration.

This will make it so new instances of MIDI Cap that you insert will use the new default.

→ Channel:

The channel selection in the channel submenu dictates which channels are shown on the GUI.

Selecting all channels here will make it so MIDI Cap automatically adapts to the channel data of captured events.

You can also use the channel labels themselves on the GUI for this, so using this submenu isn't really necessary most of the time.

This setting is handled on a per instance basis.

→ Use Markers:

This setting shows/hides playback markers.

Daw Setup

You would typically put MIDI Cap on a track in your DAW that is record armed and monitors your MIDI device at all times.

That way everything you play will be accessible later as allowed by the user configurable recording duration.

MIDI Cap can also be used to capture other generative MIDI effects. (MIDI arps, chord generators, MIDI CC modulators...).

The plugin window can be resized through the bottom right corner of the user interface.

Reporting Bugs

MIDI Cap is still in beta, so it might have bugs.

When reporting bugs, make sure to include:

- Your operating system
- Your DAW
- Plugin format (CLAP, AU, VST3 etc.)
- Any relevant settings in the plugin

MPE

MPE support is currently not finalized, while it could work, there is no guarantee that it will.

In general, MPE support is not mature in all DAWs at the time this manual has been written, so it is possible that the experience using MPE with MIDI Cap would be sub-optimal even after it is supported by the plugin.

-

You can reach me using the contact information over on the website. (<https://birdsthings.com>)

VST3 is a trademark of Steinberg Media Technologies AG