



bome software

everything sounds.

Bome's Mouse Keyboard

Tutorial: Usage with Sonar 3

1 Overview

Bome's Mouse Keyboard and [Cakewalk's Sonar](#) are a perfect combination, especially if you don't have an external keyboard, or when you are on the move with a laptop. Bome's Mouse Keyboard is a help to play melodies into Sonar. This tutorial explains how to connect Bome's Mouse Keyboard with Sonar 3.0, and how to play DXi (or wrapped VST) instruments with it.

2 Get and install a virtual MIDI driver

There are several virtual MIDI drivers available. I suggest one of the following drivers:

- [Sony Virtual MIDI Router](#) for Windows 98/ME/NT/2000/XP (check out this [tutorial for installation on Windows XP](#))
- [Maple Virtual Midi Cable](#) for Windows NT/2000/XP/Vista
- [LoopBe1](#) for Windows 2000/XP
- [MIDI Yoke](#) for Windows NT/2000/XP
- [Hubi's Loopback device](#) for Windows 95/98/ME

Install one of them. Follow the installation instructions provided by the respective author. After successful installation, you'll have a set of virtual MIDI devices.

Virtual MIDI port drivers allow MIDI data to be sent directly from Bome's Mouse Keyboard to the MIDI IN port of a MIDI enabled application. Normally, Bome's Mouse Keyboard will accept the direct input of a connected MIDI device, while outputting to the virtual port driver. It is also possible for Bome's Mouse Keyboard to accept input from one virtual MIDI port and output on different virtual port to allow Bome's Mouse Keyboard, e.g. to translate the MIDI communications between two software programs. Bome's Mouse Keyboard may **NOT** have the same virtual MIDI port driver specified for both input and output, as this will cause a MIDI loop.

Note: The next version of Bome's Mouse Keyboard will ship with built-in virtual MIDI support, so that you can select *Bome's Mouse Keyboard* directly as MIDI INPUT in, e.g., Sonar.

3 Set up Bome's Mouse Keyboard

First, select a virtual Midi cable as Midi Out in Bome's Mouse Keyboard like you see in the picture. Your virtual MIDI device may also be named "MIDI Yoke Junction: 1" or "LB1", depending which virtual MIDI cable you installed.



Note: Select *none* as MIDI IN. If you selected the same virtual MIDI port as MIDI IN, it would be reserved and Reason could not access it!

A good idea is to put Bome's Mouse Keyboard in *Always On Top* mode, so that it's always visible on your screen.

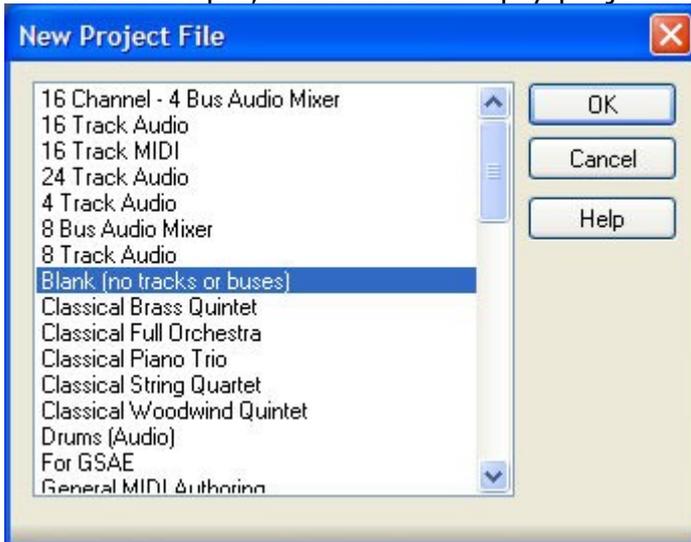


4 Set up Sonar

In Sonar, I open a new project:

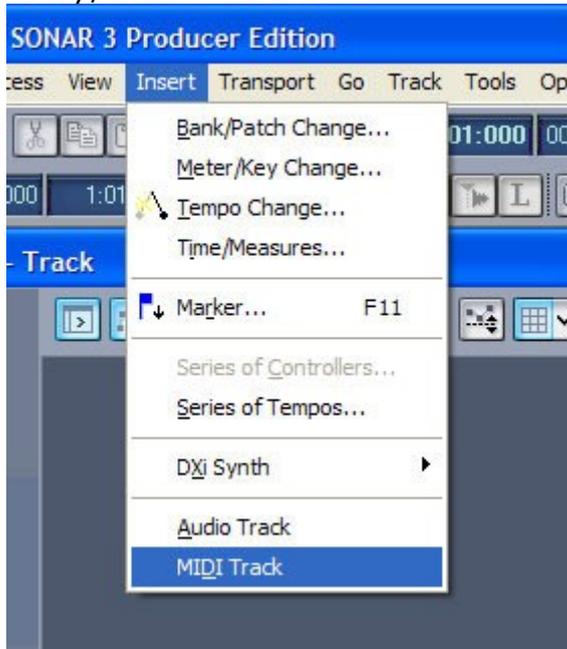


For this example, I choose an empty project:



Bome's Mouse Keyboard sends MIDI messages. So I create a new MIDI track which will receive everything that is played in mouse keyboard:

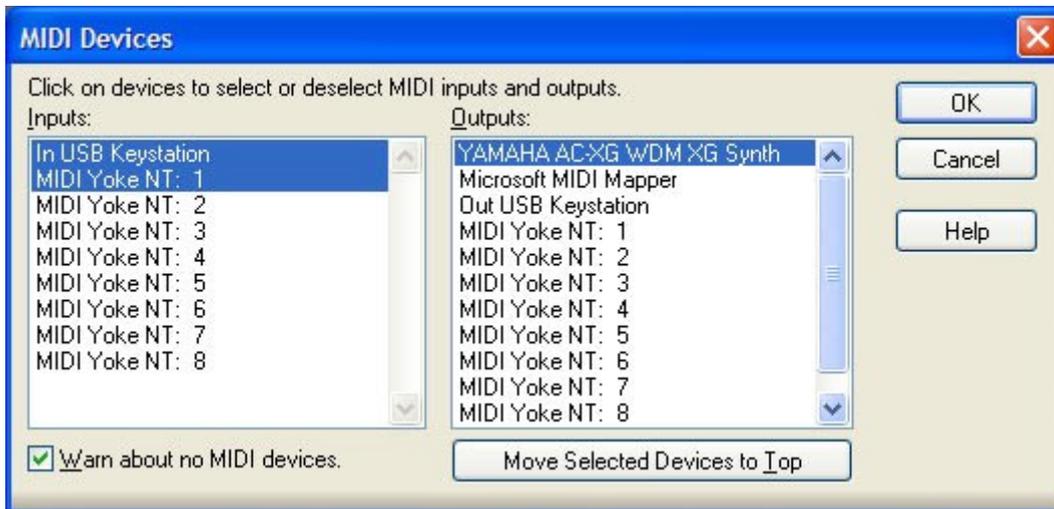
By default, Cubase opens all MIDI IN ports for the MIDI tracks. I still like to verify, so let's have a look:



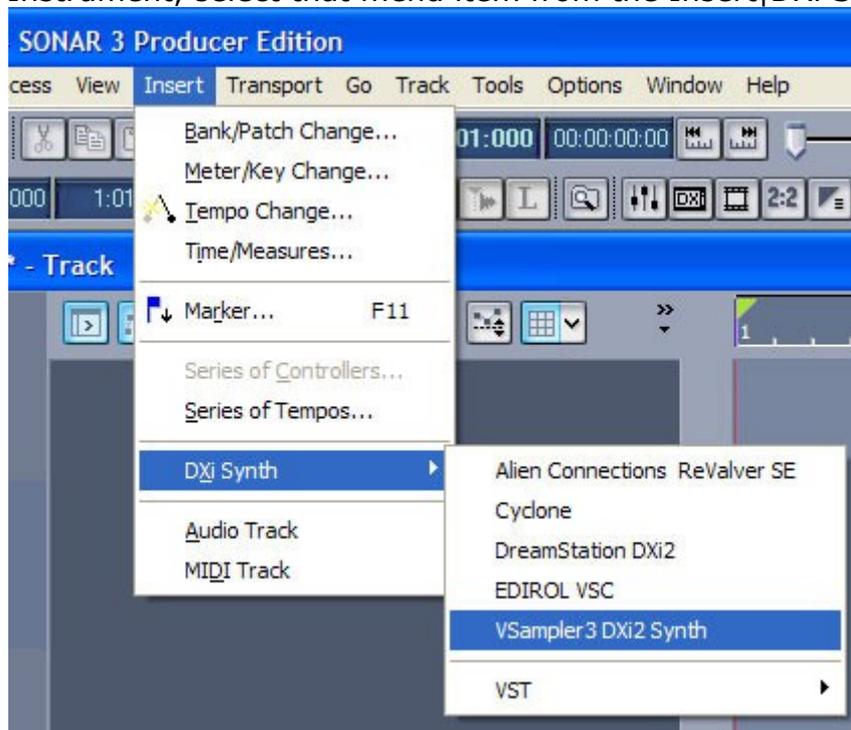
By default, Sonar opens all MIDI IN ports for the MIDI tracks. I still like to verify, so let's have a look:



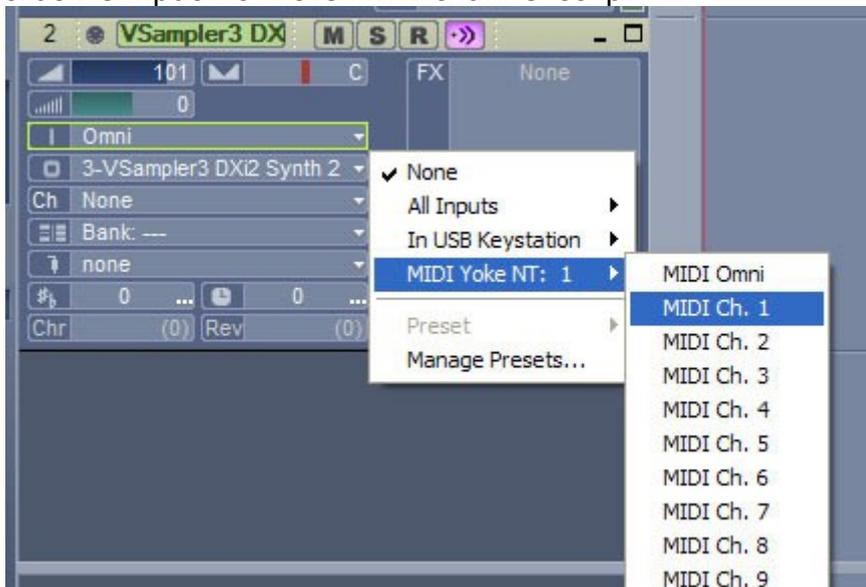
Here you can see Sonar's MIDI Devices screen. Make sure that the MIDI Yoke input you selected above is selected in the `Inputs:` list on the left. This will ensure that Sonar will receive the MIDI messages from Bome's Mouse Keyboard.



Now let's set up a software synthesizer! Sonar 3 ships with a variety of soft synth instruments, and you can add as many as you like... To use a DXi Instrument, select that menu item from the `Insert|DXi Synth` menu:



Now all that is left is to connect our MIDI track to the DXi Instrument. For that we input from the MIDI channel strip:



IMPORTANT

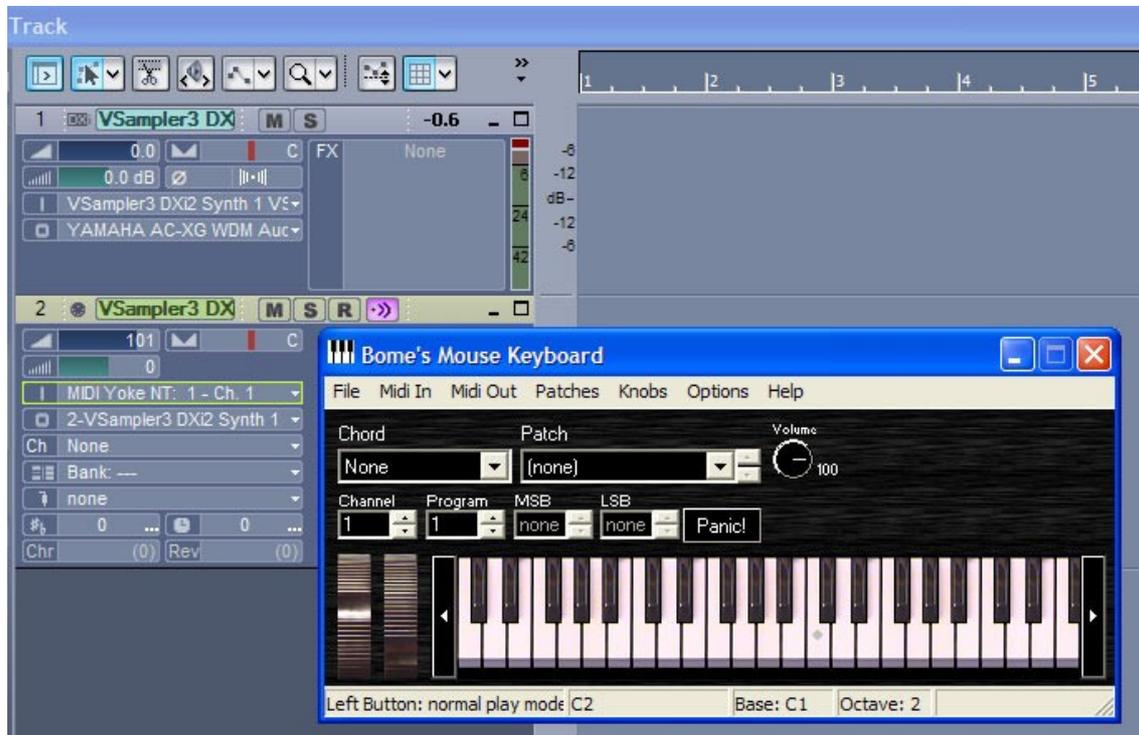
There is an option in Sonar that you need to disable to hear anything when playing Mouse Keyboard:

In the menu **Options|Audio|Advanced**, uncheck the option **Share drivers with other programs**. Otherwise you'll not be able to hear anything when focus is on Mouse Keyboard.

Thanks to Ricky Hunt for asking me to add this info.

5 Make music!

Now playing on Bome's Mouse Keyboard will play the DXi Instrument in Sonar! There's nothing anymore that stops you from recording great music!



This tutorial was written by Greg Riker (based on the tutorial for Cubase). Thank you very much!