

Bome's Mouse Keyboard Tutorial: Usage with Sonar 3

1 Overview

Bome's Mouse Keyboard and <u>Cakewalk's Sonar</u> 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:

- <u>Sony Virtual MIDI Router</u> for Windows 98/ME/NT/2000/XP (check out this <u>tutorial for installation on Windows XP</u>)
- 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 outputing 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.

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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.

File Midi In Midi Out Patches Knobs	Options Help
Chord Patch None 🤜 (none)	Octave Down F3 Octave Up F4
Channel Program MSB LSB	Stay on Top Midi Thru Transpose Ctrl+T Chord Editor Ctrl+E
	Uninstall

4 Set up Sonar

In Sonar, I open a new project:



For this example, I choose an empty project:

New Project File		
16 Channel - 4 Bus Audio Mixer		OK
16 Track Audio 16 Track MIDI 24 Track Audio		Cancel
4 Track Audio 8 Bus Audio Mixer	_ (Help
8 Track Audio Blank (no tracks or buses)		
Classical Brass Quintet Classical Full Orchestra		
Classical Plano Trio Classical String Quartet		
Drums (Audio) For GSAF		
General MIDI Authoring	~	

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.

MIDI Devices		X
Click on devices to select or deselect MIDI Inputs:	inputs and outputs. Dutputs:	ОК
In USB Keystation MIDI Yoke NT: 1 MIDI Yoke NT: 2	YAMAHA AC-XG WDM XG Synth Microsoft MIDI Mapper Out USP Koustation	Cancel
MIDI Yoke NT: 3 MIDI Yoke NT: 4	MIDI Yoke NT: 1 MIDI Yoke NT: 2	Help
MIDI Yoke NT: 5 MIDI Yoke NT: 6 MIDI Yoke NT: 7	MIDI Yoke NT: 3 MIDI Yoke NT: 4 MIDI Yoke NT: 5	=
MIDI Yoke NT: 8	MIDI Yoke NT: 6 MIDI Yoke NT: 7	
✓ Warn about no MIDI devices.	MIDI YOKE NT: 8 Move Selected Devices to Top	

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:

2 VSampler3 DX M	S R 🔊 🗕 🛙	
101 M C	FX None	1
0		
I Omni 🔫		
3-VSampler3 DXi2 Synth 2 •	✓ None	
Ch None 👻	All Inputs	
🔳 Bank:	In USB Keystation	
1 none 🔻	MIDI Yoke NT: 1 🕨	MIDI Omni
₿ 0 🕒 0		MIDI Ch. 1
Chr (0) Rev (0)	Preset 🕨	MIDI Ch. 2
	Manage Presets	MIDI Ch. 3
		MIDI Ch. 4
		MIDI Ch. 5
		MIDI Ch. 6
		MIDI Ch. 7
		MIDI Ch. 8
		MIDI Ch. 9

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!

Track	
🔟 📧 🛣 🐼 🕾 🔍	▼
1 📧 VSampler3 DX M S	-0.6 _ 🗆
0.0 M C F	FX None -0
	8 -12
VSampler3 DXi2 Synth 1 V5-	dB- 24 .12
O YAMAHA AC-XG WDM Auc+	
	12
2 @ VSampler3 DX M S	
101	
	📶 Bome's Mouse Keyboard 📃 🗆 🔀
I MIDI Yoke NT: 1 - Ch, 1 👻	File Midi In Midi Out Patches Knobs Options Help
2-VSampler3 DXi2 Synth 1 •	Chord Patch Volume
Ch None -	
Bank	Charad Brazing MSB 18B
Chr (0) Rev (0)	
	Left Button: normal play mode C2 Base: C1 Octave: 2
1	

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