

Naming Keyswitches in DP10

By creating “Drum Kits” of names related to pitches in the Drum Editor, it’s possible to set up a system where you can intuitively trigger keyswitches by their familiar names, rather than having to remember arbitrary pitches set by the software or refer to a manual...

A) CREATE A SET OF NAMED KEYSWITCHES

I’ll use **Kirk Diamond Strings, 1st Violins, All Articulations TVEC 4** as an example of a Virtual Instrument. This VI is from Kirk Hunter’s Diamond Symphony Orch and runs within Kontakt. I’ve renamed the instance of Kontakt as “**VI** ◇ **VLN 1**”

As a rule I use one instance of Kontakt per VI.

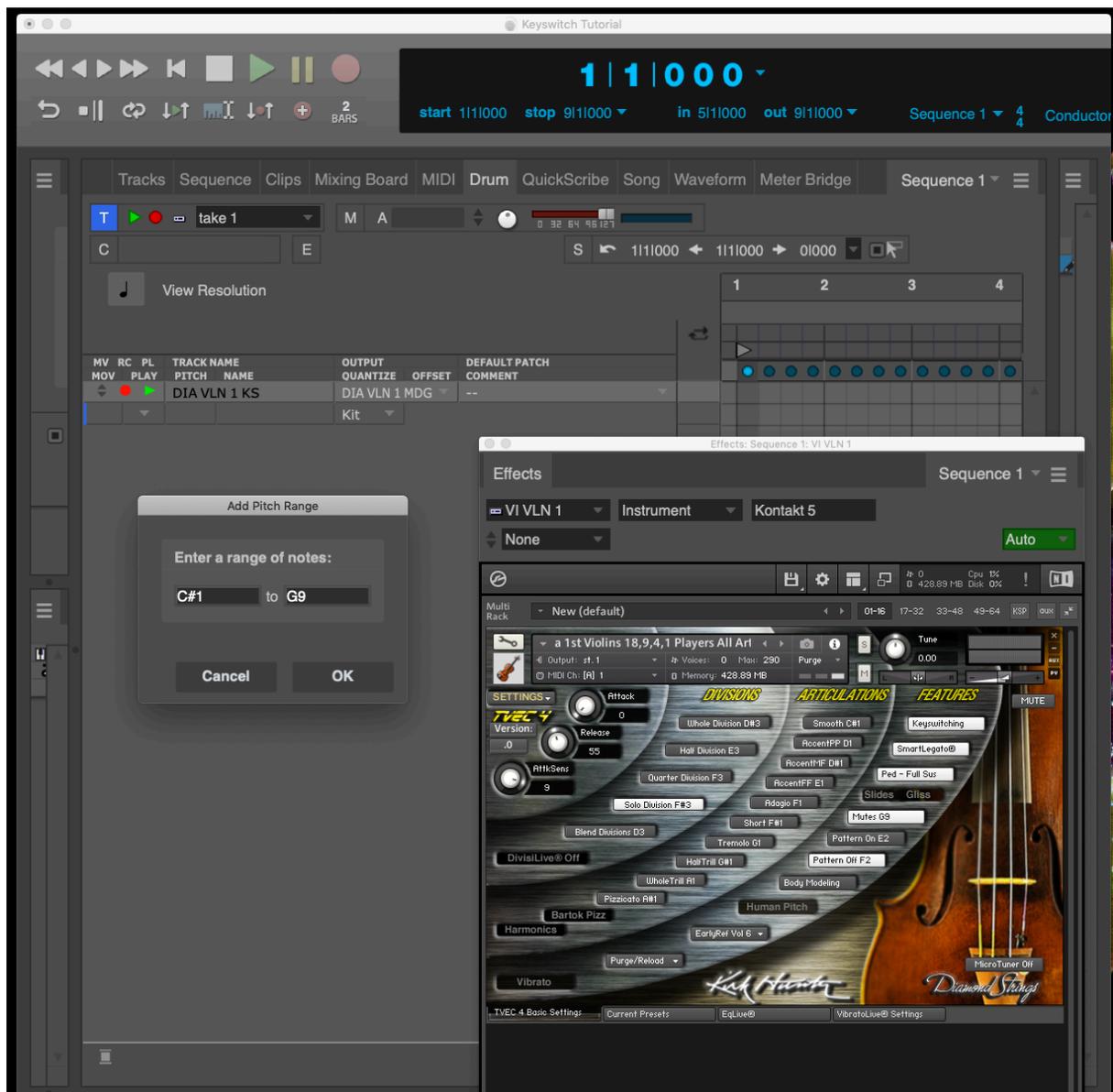
1) Create a MIDI Device Group (MDG) “◇ **VLN 1 MDG**” and assign it to the VI’s 1st MIDI channel, i.e. **VI** ◇ **VLN 1-1**

2) Add a MIDI track named “◇ **VLN 1**” (for the notes etc.) and assign it to ◇ **VLN 1 MDG**.

3) Duplicate it while it’s still empty and change the “copy” appendix to “**KS**”. This step creates the keyswitch-only track named “◇ **VLN 1 KS**” which is automatically also assigned to ◇ **VLN 1 MDG**.

4) Determine whether the VI is expecting Middle C = C3 or C4 and set DP **Preferences > Display > Data Display** accordingly. (Middle C = C4 in this case.)

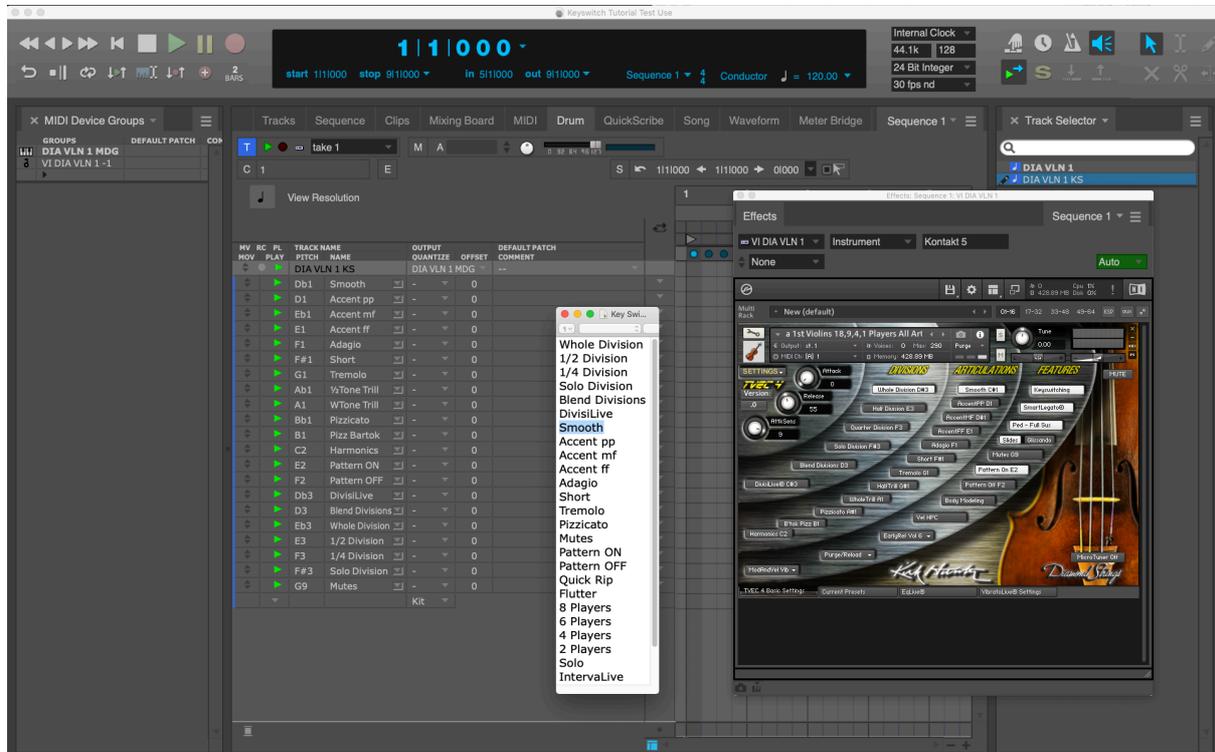
5) Open the **Drum Editor** selecting just **VLN 1 KS** and **Add pitch range** for all the keyswitch pitches.



Add pitches...

You can also use **Learn Pitches** and play them in from a MIDI keyboard.

6) Enter the keyswitch name for each pitch, then delete all unnamed/unused pitches.



Enter names...

7) To test it, ensure the KS track is play-enabled. Click on each keyswitch name and you should see it triggering in the VI's GUI.

8) Click-hold the 'Kit' disclosing arrow and Save Drum Kit as **◆ VLN 1 "KIT"**

9) Set the Drum Editor to a suitable grid resolution. Go back to the Drum Editor window, choose a keyswitch, equip the **Pencil** tool and place a 'trigger' at roughly the right time in the grid.

10) Once placed, display both MIDI tracks together in the **MIDI Editor** window to fine-tune the placement of the trigger.

C) USING THESE NAMED KEYSWITCHES IN THE NEXT PROJECT

LOAD just the **MIDI Device Groups** from **Keyswitch MDGs** **WIP.dpdoc** into the current project.

Add the VI track and name it exactly as it appears in its MDG.

In the MDG sidebar, the VI is already assigned as **VI** ◇ **VLN 1-**.

Set its channel to **VI** ◇ **VLN 1-1**

Add a MIDI track. You'll see that MDGs are now a possible output option, so for this example, choose ◇ **VLN 1 MDG** as the Output.

Duplicate the MIDI track, replacing "**copy**" with "**KS**".

Enter the Drum Editor and select the ◇ **VLN 1 KS** track.

Click-hold the disclosing Kit arrow and choose ◇ **VLN 1 "KIT"**

You're set to go...

D) NOTES

NAMING THE NEXT VI'S KEYSWITCHES

OK, progressing to Violin 2 from the same section, i.e. **Kirk Diamond Strings, 2nd Violins, All Articulations TVEC 4...**

So, I assign the output of ◇ **VLN 2 MDG** to **VI** ◇ **VLN 2-1** and..

the MIDI outputs of ◇ **VLN 2** and ◇ **VLN 2 KS** to ◇ **VLN 2 MDG**,

Then I select ◇ **VLN 2 KS** in the Drum Editor like before.

Violin 2 uses exactly the same keyswitch names as Violin 1, so I expected to be able to choose ◇ **VLN 1 "KIT"** from the Kit menu - to avoid having to type them all in again.

Afraid not! ◇ **VLN 1 "KIT"** is unique to ◇ **VLN 1 MDG**, so it doesn't return any KS names to ◇ **VLN 2 KS**.

It's necessary to create ◇ **VLN 2 "KIT"** from scratch, like Violin 1.

Shortcut for subsequent similar VI's from the same set

These days, the first thing I do when adding keyswitch names is create a text file of all the names I'll be entering, one per line. See the "Enter names..." screenshot above.

*Using this text file and the €27 multi-clipboard Mac Utility **CopyPaste Pro** - which saves a history of clipboard contents - I developed a short cut by working my way down the list of pitches, using the down arrow, pasting each keyswitch name from the CopyPaste Pro pull-down history.*

LESSONS LEARNT

There seems to be a unique, unchangeable relationship:

VIRTUAL INSTRUMENT - MIDI DEVICE GROUP - "KIT"

In future projects you must make sure you match the VI with its personal MDG and 'Kit'...

I find it's a good idea to paste the VI's full name into the **Comments** field in the **MIDI Device Group** sidebar, so it can be easily identified next time. It can be confusing if there are, say, related Kontakt instruments which differ only slightly - in articulations, perhaps.

Conclusion: Although I find this method reliable to use, it can be really picky and it tends to forget some of the names if you alter anything at all once you've got it working. If you're tempted to change this or that detail, you may be lucky, or you may find you have to start again... When I've got it working OK, I save it, leave it alone and move on to the next one!

GOOD LUCK!

Roger Carr