

Chordit

User Guide



Chordit is developed with Delphi XE5 using the Delphi ASIO & VST framework

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Introduction

Chordit is a VST plugin that allows you to trigger chords by playing single notes. Use the chord-switch octave to select chord type, and play the chords with the rest of the keyboard. The plugin supports optional velocity scaling and randomization for each note of the chord. Another feature is the start and end delay (can also be randomized), which can be used to emulate strumming.

System Requirements

To use Chordit you need a VST2 compatible 32-bit or 64-bit host running on Windows XP, Vista, 7 or 8.

Installation

To install Chordit, simply open the downloaded zip file and extract the dll file to your VST plugin folder (Chordit32.dll if you use a 32-bit host, or Chordit.dll if you use a 64-bit host).

Setting up Chordit in your DAW

Chordit is a MIDI only VST plugin. It does not produce any sound of its own. You need to set it up so it receives MIDI data, and then route the MIDI output to the desired instrument. How easy (or even possible) it is to do this depends on your DAW's MIDI routing capabilities.

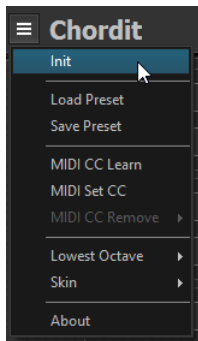
Generally, you should add Chordit to a new MIDI or instrument track. This is the same procedure you would follow adding any VST instrument in your DAW. Then you will have to route the output from Chordit to another VST instrument. If you are not sure how to do this, please refer to your DAW's documentation.

NOTE: For detailed instructions on how to set up MIDI routing in some popular DAWs, please see the [FAQ](#).

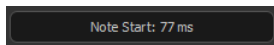
An alternative is to use a modular plugin that lets you route MIDI data between VST plugins, for example [Metaplugin](#), [PatchWork](#) or [Minihost Modular](#).

User Interface

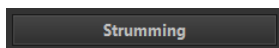
In the upper left corner of the plugin window you find the main menu. From this menu you can initialize the plugin (reset all parameters), load and save presets, configure MIDI CC assignments, customize the octave numbering, and change the current skin.



In the upper right corner you see the info panel. shows information about the parameter you are editing, and the selected chord type when you are not editing a parameter.



In the middle you see the preset button. This shows the name of the current preset (if it is named). Click this button to open the 'Load Preset' panel. For more information on how to work with presets, see the "Presets" section.



Below you find the main section with all the parameters you can edit. You find more information on this in the "Editing Parameters" section.

User interface controls

There are three basic types of user interface controls.

Knobs

For example, Velocity Scale.



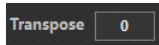
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Click and drag down to decrease the value, or drag up to increase the value. To slow down the selection, hold down the Shift key while you drag (fine tuning). You can also use the mouse wheel to change the value.

Hold down the Ctrl key and click to select the default value.

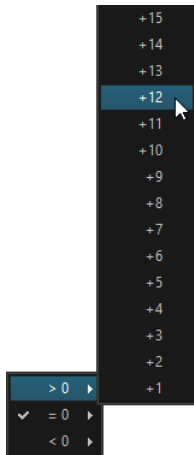
Numeric input boxes

For example, Transpose.



There are three ways to change the value:

- Click with the mouse, then drag up (to increase the value) or down (to decrease the value). To slow down the selection, hold down the Shift key while you drag (fine tuning).
- Position the mouse cursor over the control, then use the mouse wheel.
- Right-click and select a value from the popup menu.



Hold down the Ctrl key and click to select the default value.

Slider boxes

For example, Start Delay.



There are three ways to change the value:

- Click with the mouse, then drag to the left (to decrease the value) or to the right (to increase the value). To slow down the selection, hold down the Shift key while you drag (fine tuning).

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- Position the mouse cursor over the control, then use the mouse wheel.
- Right-click and select a value from the popup menu.



Hold down the Ctrl key and click to select the default value.

Editing Parameters

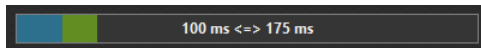
On the main tab you edit the basic parameters like Start Delay and Velocity Scale. To edit the chords assigned to the notes in the chord-switch octave, click the **Chord Setup** button to activate the 'Chord Setup' tab (you find more information about this in the next section).

You can set up an optional start/end delay (up to 1000 ms), velocity scaling and velocity randomization for each note in the chord (if the chord has more than five notes, the additional notes will use the settings for note #5).

Start Delay

This is the delay in milliseconds from when you press the chord trigger key to this note starts playing. You can use this to emulate strumming.

Chordit also gives you the ability to randomize the start delay. To add a randomization range, hold down the Alt key while you change the value. The random range has a different color.



For example, if the "normal" value is 100 ms (blue in the example above) and the "random" value is 75 ms (green), the actual start delay will vary between 100 and 175 milliseconds.

End Delay

This is the delay in milliseconds from when you release the chord trigger key to this note stops playing.

To add a randomization range, hold down the Alt key while you change the value.

Velocity Scale

You can scale the velocity by a specified percentage. The scaling can be set to a value between -100% and +100%.

Velocity Random

You can apply randomization to make the velocity scaling more unpredictable. When you use randomization, the random value is added to the scale value to create the actual scaling percentage. For example, if you set the scaling value to -20% and the random value to 40, the actual scaling value will vary between -20% and 20%.

Transpose

The notes generated by Chordit can be transposed up or down 36 semitones (3 octaves).

Chord Setup

Click the **Chord Setup** button to edit the chords assigned to each note in the chord-switch octave. This will open the 'Chord Setup' tab.

The screenshot shows the 'Chord Setup' interface. It features a table with two columns: 'Chord Name' and 'Notes'. The table lists 12 rows, each corresponding to a note (C, C#, D, D#, E, F, F#, G, G#, A, A#, B). Each row has a dropdown menu for the chord name and a text input field for the notes. The notes are displayed in a blue font. To the right of each row is a hamburger menu icon. Below the table is an 'Octave Switch' section with a numeric input field set to '3' and a 'Learn' button. At the bottom right is a 'Back' button.

| | Chord Name | Notes |
|----|------------|-------------|
| C | Major | 0,4,7 |
| C# | Sus 2 | 0,2,7 |
| D | Minor | 0,3,7 |
| D# | Sus 4 | 0,5,7 |
| E | Major 7 | 0,4,7,11 |
| F | Minor 7 | 0,3,7,10 |
| F# | Major 6 | 0,4,7,9 |
| G | Dominant 7 | 0,4,7,10 |
| G# | Major 9 | 0,4,7,11,14 |
| A | Add 9 | 0,4,7,14 |
| A# | Minor 9 | 0,3,7,10,14 |
| B | No Chord | |

Octave Switch
3 Learn

Back

When you are finished editing the chords, click the **Back** button to go back to the main tab.

NOTE: The changes will not take effect before you close the 'Chord Setup' tab.

You can assign separate chords to each of the notes in the chord-switching octave. By default, the B note is assigned to no chord, and will turn off the chording feature allowing you to play single notes.

The 'Name' column allows you to name each chord (this is automatically filled in when you select a chord from the chord menu to the right). The info panel will display the currently selected chord name.

Chord: Major 7

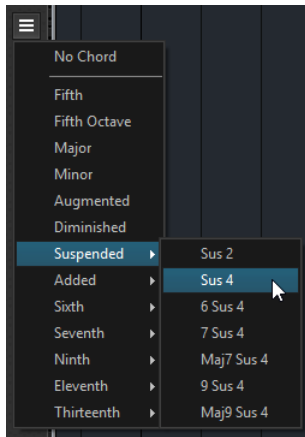
In the 'Notes' column, you specify the notes the chord consists of. This is either a zero (the root note of the chord), or a positive number (semitones above the root) or a negative number (semitones below the root).

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The formula for a major chord is "0,4,7". The zero means the root note, the second note is 4 semitones above the root and the third note is 7 semitones above the root. The formula for a minor chord is "0,3,7". The formula for a first inversion minor chord would be "3,7,+12".

You can double certain notes. For example, to double the root note both one octave below and one octave above the root of a major chord, use the formula "-12,0,4,7,12".

On the Chord menu to the right of the Notes field you can select one of the many standard chords. This will fill in both the Name and the Notes field.

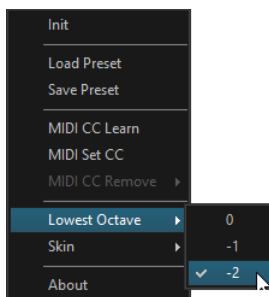


When a chord is selected, all notes on the keyboard, except in the chord-switch octave, will play this chord type.

Octave Switch

This is the octave that is used to switch active chord type.

NOTE: To specify whether the octaves are numbered from -2 to 7 (default), -1 to 8 or 0 to 9, make your selection from the main menu (Lowest Octave).



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To "learn" octave, click the **Learn** button and press a key in the octave you want to use to switch chords.

Presets

To save a preset

1. Open the main menu and choose **Save Preset**.
2. Type the name you want to give the preset, and click **OK**.

The preset button shows the name of the preset you just saved.

NOTE: If you name the preset "**init**", it is automatically used when you choose Init from the main menu to reset the plugin parameters, or when you create a new instance of the plugin.

To load a preset

1. Either open the main menu and choose **Load Preset**, or click the preset button. You see the 'Load Preset' panel.
2. Select the preset you want to load and click **OK** (or you can simply double-click the preset name).

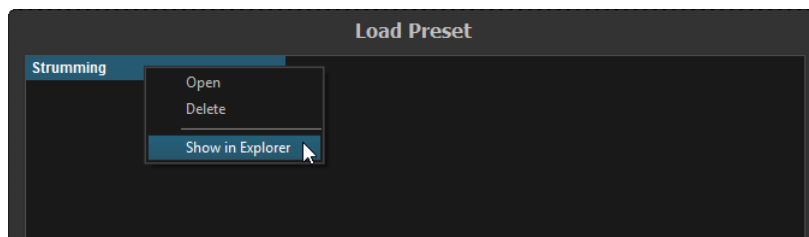
The preset button now shows the name of the preset you just opened.

To delete a preset

1. Open the 'Load Preset' panel.
2. Right-click the preset you want to delete, and choose **Delete** from the popup menu.

To open the presets folder

1. Open the 'Load Preset' panel.
2. Right-click the preset list and choose **Show in Explorer** from the popup menu.



The presets are stored in a folder named '\\CodeFN42\\Chordit\\Presets' in your 'Documents' folder.

MIDI Control / Automation

Chordit can be remote-controlled / automated via MIDI messages from a hardware controller, or from your DAW. MIDI learn is used to assign MIDI CC (continuous controller) messages to Chordit's parameters (controls).

NOTE: You can assign the same MIDI CC to different parameters, but you cannot assign different MIDI CCs to the same parameter.

To assign a MIDI CC message with MIDI learn

1. Open the main menu and choose **MIDI CC Learn**.
2. Click on the control (for example the Velocity Scale knob) you want to remote-control.
3. Move a knob or fader on your MIDI device, or make sure the MIDI device in your DAW is sending out the correct MIDI CC message.

To assign a specific MIDI CC message

1. Open the main menu and choose **MIDI Set CC**.
2. Click on the control you want assign the CC message to.
3. Enter the CC message number (from 0 to 127) and click **OK**.

This is useful if you if you know the CC message number to assign, for example a standard CC message (like CC #1 for the mod wheel), or you use [CCStepper](#) to control parameters in Chordit.

To remove a MIDI CC assignment

1. Open the main menu and choose **MIDI CC Remove**.
This will open a sub-menu that shows all currently assigned MIDI CC messages.
Choose the MIDI CC assignment you want to remove.

