Plogue bidule manual

 Bidule is a real-time modular creative studio dedicated mainly to artists looking for a new environment with which to experiment. With Bidule, you create your own live music creation environment, insert audio and MIDI devices, ReWire devices, VST/AU instruments, and plug-ins. Patch them anyway you like it in real time while it plays. Bidule can act as a standalone application, ReWire device, or VST/AU add-on. Please take the time to read this help document and then open and play the tutorial patches included in the layouts directory, we think they give a good idea about the kind of patches you can do. Plogue Art et Technologie Mind is a cross-platform program that acquires recognition worldwide as a new standard for modular music software. Bidule uses thousands of musicians around the world to bidulists from around the world gathered on

forums on the Plogue website to get their questions about Bidule's answer, as well as share their music and Bidule's inventions. Is that a familiar image? Cables lead from microphone input to a small digital effect. More cables connect the effect to the mixer. Elsewhere, the MIDI cable links midi input to the synthesizer, which in turn is connected to the mixer. Old hat, right? Now imagine this: the same one output slot sprouts at least eight different cables that combine eight different effects. It gets better: the sound is divided into 256 separate bands, then each is tweaked one by one in a unique way. As he performs, the musician decides to add the LFO synth's filter cutoff knob where no LFO existed before. Sounds crazy? Not anymore. The new paradigm of computer audio can be summed up in two words: real-time and modular – both of which are embodied in one program... Try itBuy This version of the Bidule add-in will only work for registered users. Be sure to install and register a separate version before you try to use the version of the add-on. The site gccoe.gotdns.ch server does not configure domain address record links to our server, but this site is not applicable of course. The Privacy Policy Bidet currently supports ReWire features in both mixer and device modes. In mixer mode it can load ReWire devices into your patchbay as a ReWire mixer. In this way, using ReWire devices, Bidule is similar to using VST add-ins (output-only) or instruments (for example, for reason). ReWire device mode ReWire device bidules act as patchbay audio output with MIDI input from the ReWire mixer application. To use the ReWire device bidule, you must: Close all other ReWire Mixer applications (e.g. Cubase SX) Start bidule Add the corresponding ReWire device to patchbay (right click on patchbay and select ReWire devices, then the desired device) Start the device application (Live/ Rebirth etc . - but the reason will start by itself) Then that you finish the ReWire session: session: device application (Live / Revival, etc. - but the reason will close by itself) Remove the device from Bidule's patchbay (or close the current patch) The order in which these steps are taken is very important for more information here: ReWire Info . ReWire devices can have a number of audio channels and occupy a lot of space on patchbay. For example, a Project 5 ReWire device bidule has 128 total audio output by default! In addition, ReWire devices can also have potentially many MIDI outputs. If you want to make the size of your ReWire device more easily controlled, select the Tools > Rewind Devices dialog box to control the number of audio outputs, the number of MIDI inputs, and the autoplay behavior (if the ReWire device program supports autoplay). Note that this only limits the audio outputs/MIDI inputs visible in the ReWire device bidule to patchbay. As for the ReWire device app, nothing has changed and there are a full number of inputs/exits. To use the Bidule device in another ReWire mixer application, you must do the following in the following order: Run the ReWire mixer program to activate at least one output of the Plogue Bidule ReWire device. (How to do different from the program in the program – for more information, see the ReWire Program Guide.) Start Bidule. The Splash screen will show that Bidule is in ReWire mode. Connect any midi outputs from the ReWire device to any bidule instruments you want and connect all the audio from Bidule to the corresponding audio inputs on the Bidule ReWire device to send audio to the ReWire mixer app. Special Notes: Windows Digidesign for Hardware and Software Users: Before you try to use Bidule as a ReWire device, run Bidule in stand-alone mode and go to the Preferences entry on the Edit menu and double-click use of the alternate ReWire Bridge entry. The default implementation of the ReWire bridge causes problems with Digidesign drivers. Bidule will receive tempo/transport synchronization from the ReWire mixer only if it runs at a certain sound buffer size corresponding to Bidule 512,256,128,64 or 32. Starting a ReWire mixer in one of these buffer sizes also guarantees zero added delay when working with Bidule. When Bidule is running in ReWire mixer mode, most ReWire devices will be able to act as a sync source or synchronize interfaces. This means that they can be synchronized with other devices, other bidets (such as an audio file cycle program), or a source and plug-ins that require sync (time) information. When you start playing in the Synced ReWire application, all items that are synchronized with the ReWire bidule will start to play. If the ReWire device is synchronized with a bidule source, its startup will not start until the pace source bidules. When Bidule is running in ReWire device mode, ReWire can only function as a sync source. Bidule can still, of course, have other independent sources of synchronization to the ReWire device. Midi sending to ReWire devices Remember that not all ReWire devices support this feature. You can control the number of MIDI ports available on the ReWire device in the ReWire Devices Config dialog box (see above). Knowing the current mapping If you double-click the Patchbay rendering of your ReWire device, you'll get an information pop-up window that provides information about the current channel mapping for each bus that is currently on ReWire. With Bidule MIDI channel filters/re-maps, you can access the specific unit that you want to specify under Cause. Troubleshooting ReWire problemsBidule does not run in ReWire device mode when I run it! Do you remember adding a Plogue Bidule device to the track...? If you haven't done so, Bidule doesn't know that you want it to be a ReWire device. Bidule always starts in ReWire device mode, but I want it to be independent. This usually happens if there was a malfunction while running as a ReWire device. To work around this issue, use the Clear Rewind Mode Status menu entry under Edit. ReWire, Reason and Rebirth are trademarks of Propellerhead Software, Stockholm, Sweden Ableton Live, a brand of Ableton AG, Berlin, Germany. Enable/disable tips display Bidule startup enable/disable automatically activate signal processing when you run Bidule Keep AutoSave setting again Keep auto-save option state again, otherwise auto-recording will be enabled only for the current session: Windows always stays on patchbay Off: Windows appears only on the patch when you double-click the bidule Enable / disable operating system regional settings that contain language, unit settings (floating points separated by comma or radix) etc. bidule ships with some predefined languages, if you want to help us add translation to your language, please advise us! WARNING, if some VST/AU plugin stops working, try without this option to check if it makes any difference, please advise plugin authors that they do not support the C locale properly. Show the LEARN CC Types dialog box: Every time MIDI Learn is used, there will be a dialog box asking for CC types (that is, 7/14 bit, relative). Off: Will always use 7bit MIDI CC. Use OpenGL acceleration (Windows only) On : Video card will use its power to generate patchbay, potentially antialiasing lines. Disabled: The default Microsoft Software OpenGL mapping will be used. If graphics slow down or you get sound glitches while moving things, you might want to try both settings to see what your system wants. Select the shell that Bidule will use. Switch cables as straight lines or as curves. Use this to install a shell distributed as zip files through Bidule instead of Way. Set the path where Bidule can find your VST add-ins, it only exists for the version of Windows, because Bidule will automatically look at the standard locations in OS X and $HOME/Library/Audio/Plug-Ins/VST) About: Sorts VST plugins by business names Off: Sorts VST plugins with folder names in your VST add-ins folder on : sort VST add-ins under internal names Off: Sorts VST plugins with file names: AS sorts add-ins by company names Off: Flat list of AS add-ins Enable ReWire Mixer (i.e. rewire devices) Bidule function. Enable/disable Bidule ReWire device outputs are displayed as stereo rewire mixer application Select the number of ports that you want to use on the Bidule ReWire device, the port consists of 16 MIDI channels when the software will limit the number of available MIDI outputs (ReWire, virtual instruments, software, and physical outputs) and will display each channel on each port as a potential MIDI output, so you may want to set this smaller something than 4. This will usually appear as plogue bidule device bus:x Chn:y in the ReWire mixer. Select the number of audio outputs for the bidule ReWire device. The ReWire device always uses the Force Bidule ReWire adapter device to never attempt to perform a direct reWire mixer buffer size match and always buffer. (Chances are that you will be told to enable this feature after a support request, and otherwise you should not worry about it.) Preferences for streaming a file from and to disk, do not touch if you are not sure what you are doing ... WAVEFORMATEXTENSIBLE is a new Microsoft standard header designed to support multi-channel WAVE files and non-standard bit depths. since this is new, not all editors understand what those files are, while others expect all multichannel or 24bit files to be in this format. So why do you have to choose from the following behavior: always: always writes any number of channels or bit depth.adaptive: use only when required by Microsoft standards, such as any 24-bit file or any file with more than 2 channels.never: always use the old header style (WAVEFORMATEX) Sampling frequency to use the audio interface. Note that some interfaces do not support all available sampling frequencies. You receive an error message if you try to use it, you select an unsupported sample sampling frequency for the audio interface. This is the buffer size used inside the bidule, not the audio driver buffer. The lower this quantity, the lower the delay, but the higher the CPU requirements. FFT window size, all FFT settings do not affect CPU usage if you do not use Bidule spectral functions. Number of FFT frame overs (also known as decimation factor) Use double accuracy FFT. Bypass the current driver settings (Windows only) Turn on this option if you want Bidule to bypass the ASIO driver's Control Panel delay setting and try to set it closer to your buffer size. Use this setting only if you know what you're doing. (according to a specific configuration, it may also add more cracking). Because some ASIO control panels (such as Creative ASIO) do not allow the power of two buffers to be set this is often the only way to get a small delay and a small MIDI I/O jitter using Bidule with your driver. In any case, look at the text Current delay information displayed in the audio device's GUI Bidule for more information If you get both the size of the I/O buffer ->match, then you know that you have the best settings. if you get ->, it probably means that it can be tweaked a little more. Dither Audio Output (Windows only) Reducing the number of bits in audio samples is better dither. If your sound card only has a 16-bit DAC, you should think about it (slightly increase processor) Enable only connected IO (Windows ASIO only) Use the fact that the bidule uses only input and output from your audio interface when connected inside bidule, it is mostly useful for multiple client ASIO drivers. Virtual MIDI ports (OS X only) The number of virtual MIDI ports (named Bidule 1 to x) that are created when bidule is run. Reduce MIDI Jitter (OS X only) When this is enabled, Bidule will add some delay to incoming MIDI events in order to keep the time between events as accurately as possible. Typically, this is useful when you use a larger (i.e. larger than 10 ms) delay or another app to send A-M.I. to Bidule (compared to a live game). Use display names (OS X>: Use MIDI device names as specified in audio MIDI setup. Off: Create MIDI device names using manufacturer, model, and port. When enabled, Bidule will never try to replace one audio/MIDI device with another if the desired one is not available at this time, and if only a red bidlet is displayed. Round imported MIDI files to another bar When this is enabled, the length of all MIDI files uploaded to Mediapool will be rounded to the next bar, i.e. if the MIDI file last occurs in half of the third bar, its length will be 4bars. 4bars.