

Thursday, April 16, 2015

You can not sync Band-in-a-Box and Cubase together since Band-in-a-Box does not support Rewire or being a rewire slave. I think the tempo changes in real time would cause a problem with BIAB especially since it renders real tracks before playback if those are in use. Cubase and Pro Tools can not follow MIDI Beat Clock and neither can BIAB but both can generate MIDI Beat Clock.

MIDI Settings

	CHANNEL	OCTAVE	PATCH	VOLUME	REVERB	CHORUS	PAN
Bass	2	-1	36	90	40	0	0
Piano	3	0	6	90	0	0	0
Drums	10	0	33	90	0	0	0
Guitar	7	0	26	90	0	0	30
Soloist	8	0	54	90	0	0	0
Strings	6	0	52	90	0	0	-30
Melody	4	0	12	90	0	0	0
Thru	5	0	27	90	0	0	0

Harmony.. Piano Display MIDI (sync) Overall Volume Changes

Color Notes ? Style Volume Changes

Allow Patch Changes Extra Note Offs

Style GS Patch Changes

Concert Pitch Adjust :

Boost THRU velocity by

Style Panning,Reverb, Tone Changes

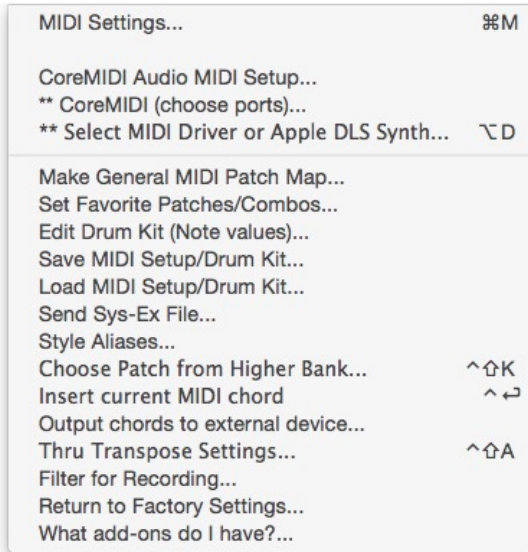
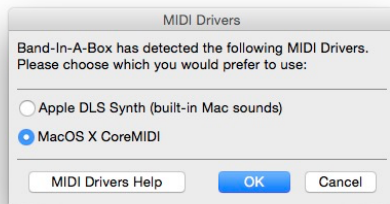
MIDI (sync):

Default =

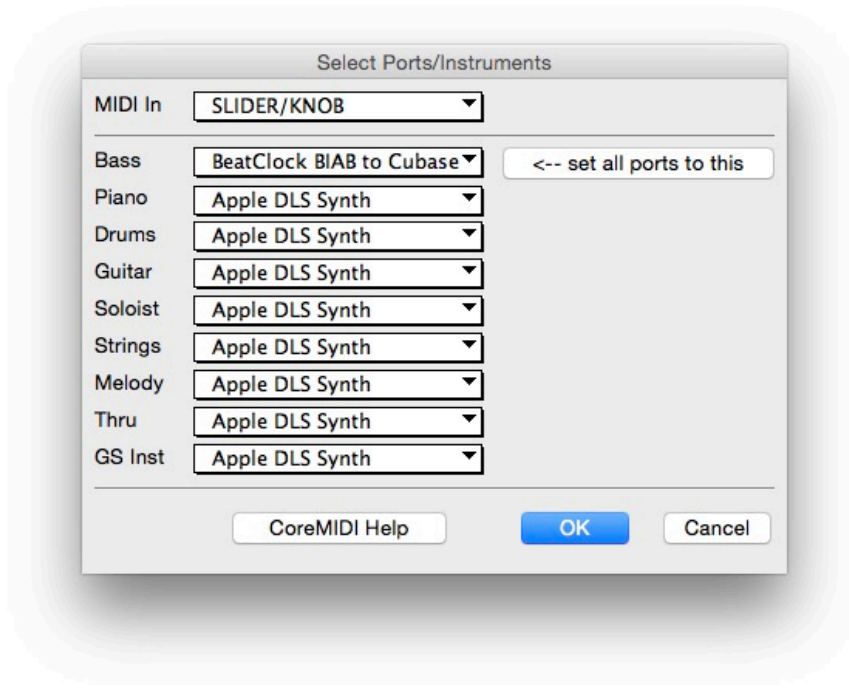
To synchronize Band-in-a-Box with an external sequencer, check this box.

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You have to have MIDI Drivers set to "Mac OS X Core MIDI" in order to see ** CoreMIDI (choose ports)... option.

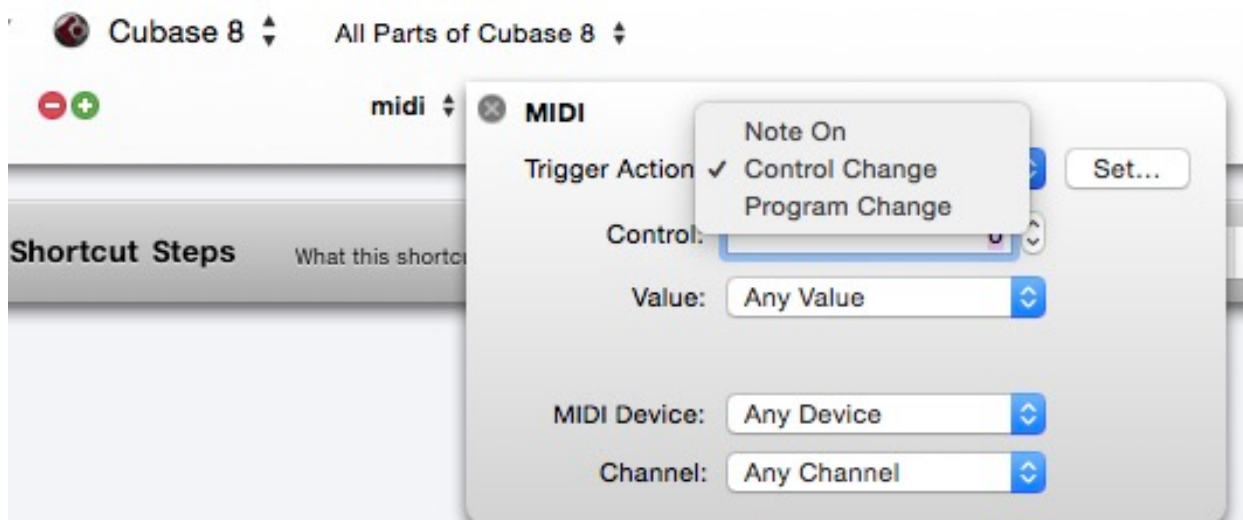


With MIDI (sync) checked Beat Clock goes out the Bass port. That was not in the manual that I could find, just trial and error with MIDI Monitor application open until I found out where it went out. It would be helpful if that was actually labeled.

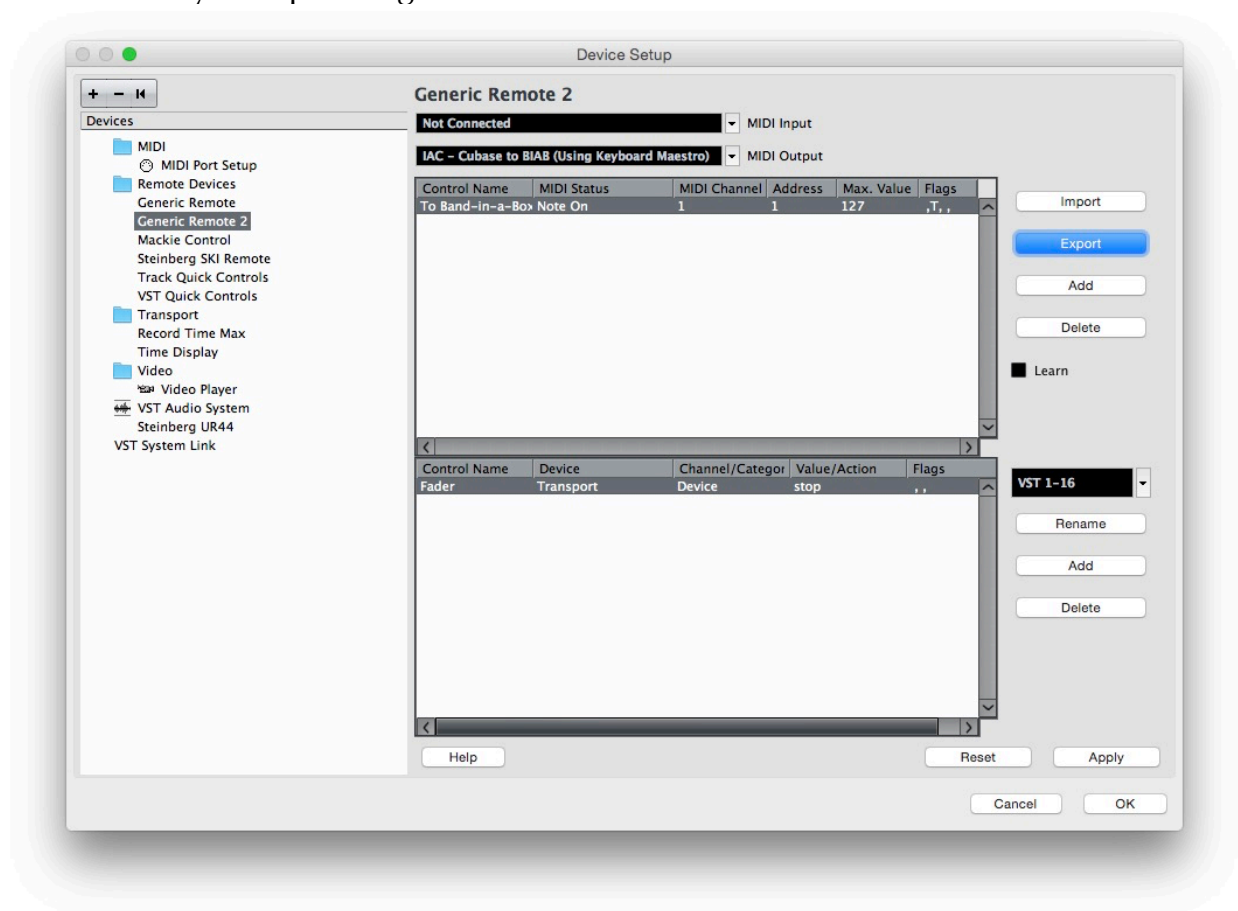


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There is no rewire support and Band-in-a-Box and Cubase only act as MIDI Beat Clock masters and will not slave to MIDI Beat Clock. I set up a Generic Remote so that MIDI messages would be sent when I press play or stop from Cubase. I had to do this because I am using Keyboard Maestro and I can not use MMC (MIDI Machine Control) transport or Beat Clock start or stop messages to kick off a command. Only note on and note off messages in Keyboard Maestro. QuicKeys will let me sync to Note On, Control Change and Program change but I didn't need those since note on and off will work.



Here is my set up through IAC



This sends out a note off message on start on MIDI note C#-2 (C3=Middle C of course). I did this so that I can just press play and Band-in-a-Box will start.

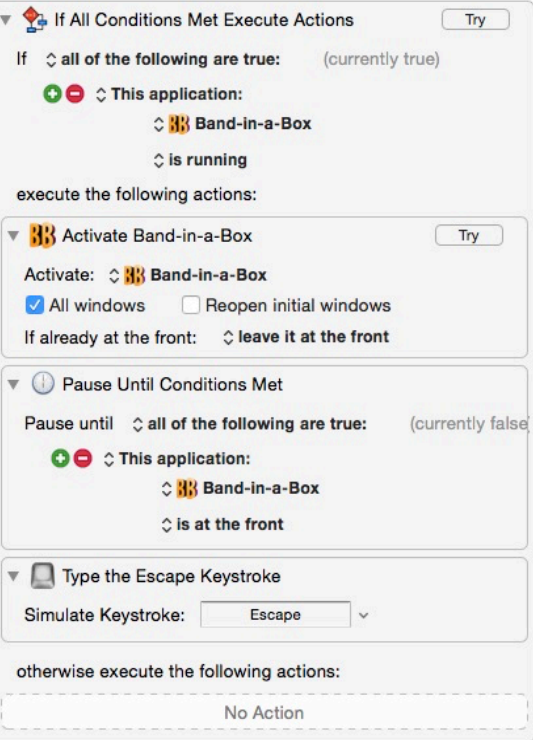
 Stop Band-in-a-Box Enabled

Triggered by any of the following (when macro group is active):

- This MIDI note:
 - 1 is pressed
 - from IAC - Cubase to BIAB (Using Keyboard M...
 - on channel 1
- Or by script.

Or via the web server but all remote access is disabled.

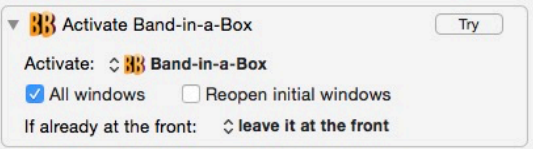
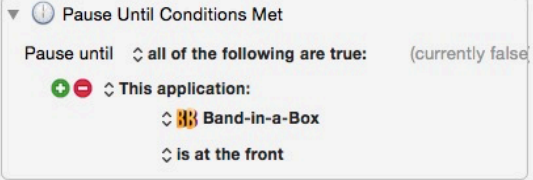
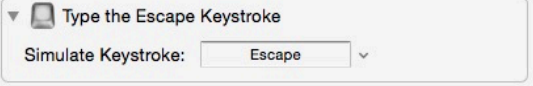
Will execute the following actions:

 If All Conditions Met Execute Actions Try

If all of the following are true: (currently true)

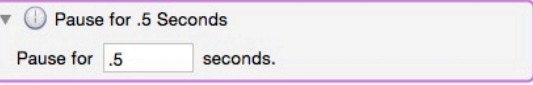
- This application:
 - Band-in-a-Box
 - is running

execute the following actions:

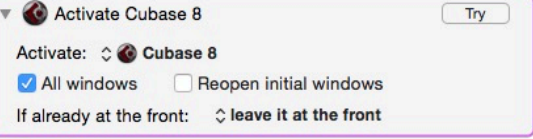
-  Activate Band-in-a-Box Try
 - Activate: Band-in-a-Box
 - All windows Reopen initial windows
 - If already at the front: leave it at the front
-  Pause Until Conditions Met
 - Pause until all of the following are true: (currently false)
 - This application:
 - Band-in-a-Box
 - is at the front
-  Type the Escape Keystroke
 - Simulate Keystroke: Escape

otherwise execute the following actions:


No Action

 Pause for .5 Seconds

- Pause for .5 seconds.


 Activate Cubase 8 Try

- Activate: Cubase 8
- All windows Reopen initial windows
- If already at the front: leave it at the front

 New Action

 Enabled



Triggered by any of the following (when macro group is active):

 **This MIDI note:**
1  **is released**
from **IAC - Cubase to BIAB (Using Keyboard M...**
on **channel 1**


Or by script.

Or via the web server but all remote access is disabled.



Will execute the following actions:

  **If All Conditions Met Execute Actions** Try

If **all of the following are true:** (currently true)

-  **This application:**
 - Band-in-a-Box**
 - is running**



execute the following actions:

  **Activate Band-in-a-Box** Try


Activate: **Band-in-a-Box**



All windows Reopen initial windows

If already at the front: **leave it at the front**

  **Pause Until Conditions Met**

Pause until **all of the following are true:** (currently false)



-  **This application:**
 - Band-in-a-Box**
 - is at the front**

  **Type the ^X Keystroke**



Simulate Keystroke:

otherwise execute the following actions:

No Action

  **Pause for .5 Seconds**

Pause for seconds.

  **Activate Cubase 8** Try

Activate: **Cubase 8**

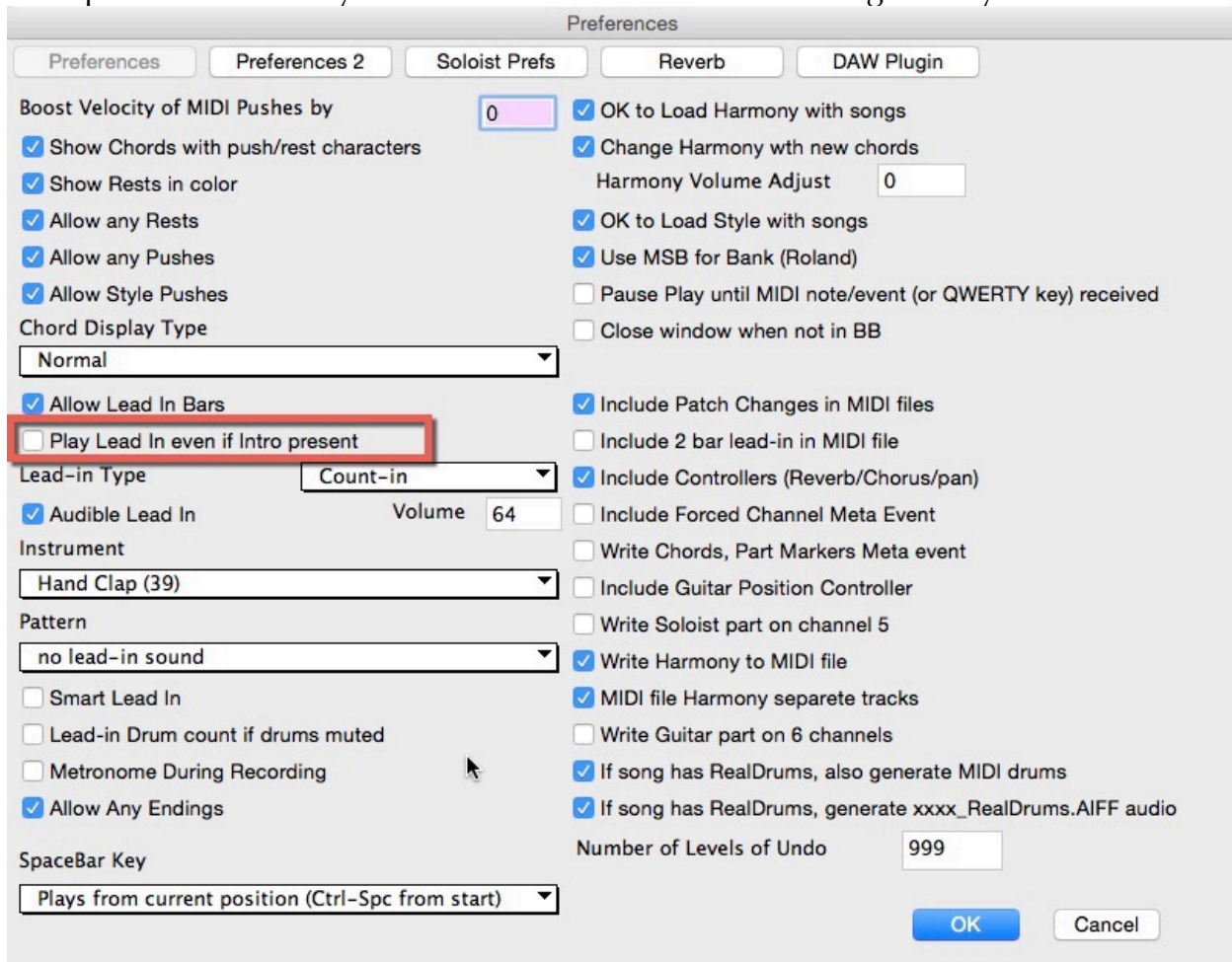
All windows Reopen initial windows

If already at the front: **leave it at the front**

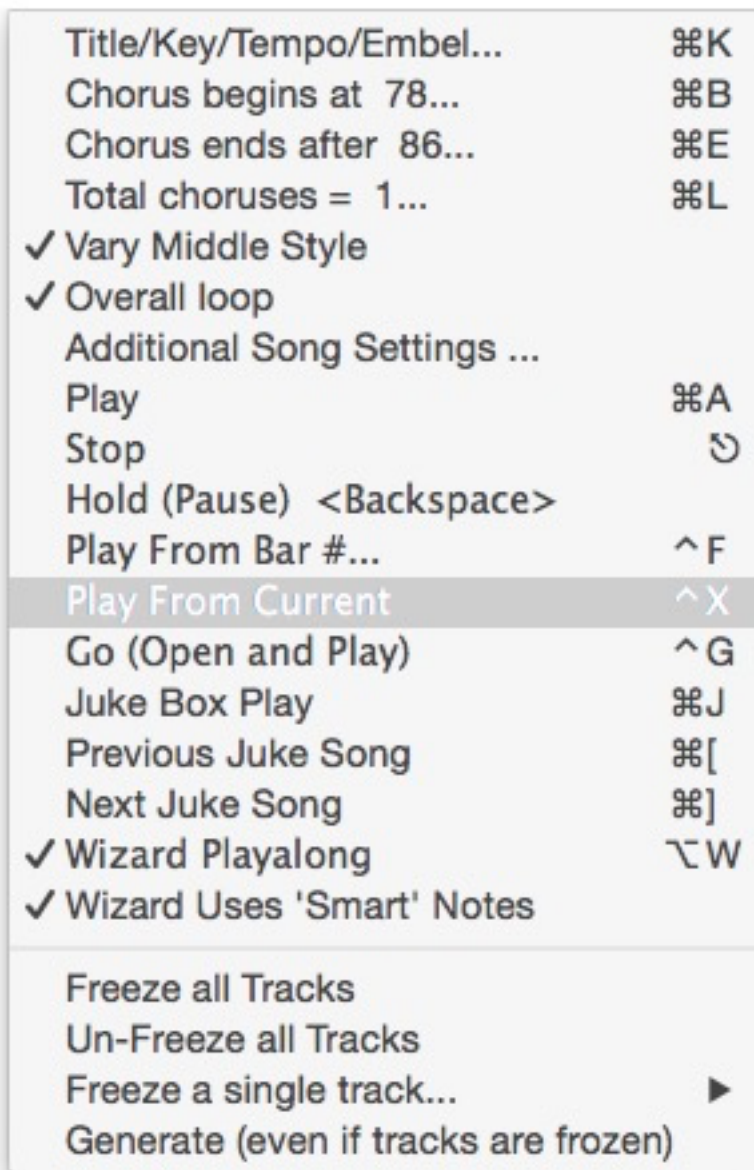
 **New Action**

Band-in-a-Box will not activate because the command says if Band-in-a-Box is running then activate Band-in-a-Box otherwise if it is not running it will not do anything. That way Band-in-a-Box doesn't try to open every time I start or stop Cubase, so nice.

In Band-in-a-Box I went into preferences and turned off "Play Lead In even if Intro present" That way there is no count off and it starts right away.



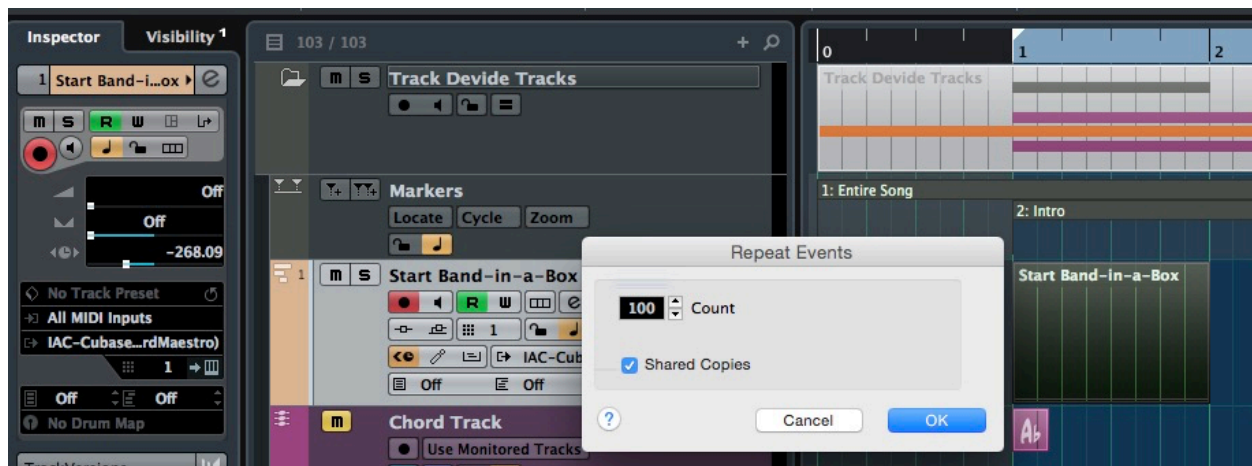
In the song menu I used the key command "Play From Current" that way I can manually line up the where to start by clicking in the measure and then in Cubase start at the same position. Hopefully it starts pretty close to the same location (see below for solution if they start too far apart).



I use the escape key for the stop command in Band-in-a-Box, which thankfully there is one for only stopping. That way they don't get unsynced by a toggle command like the spacebar is which is what I set it up to at first.

In Keyboard Maestro I had to set a slight delay in returning focus to Cubase because it switched back to Cubase from Band-in-a-Box too fast even though I said wait until Band-in-a-Box is in the front before executing the command start or stop command.

Note: If things are not starting very close to the right position or you want it to be more accurately together (there of course needs to be a steady tempo in Cubase for this to work with Band-in-a-Box since you are not changing tempos in Band-in-a-Box), use a MIDI track assigned to IAC - Cubase to BIAB (Using Keyboard Maestro) and put the lowest MIDI note as the message. Use the MIDI note track offset just above “No Track Preset”, in the picture below it is set to -268.09.



Duplicate the MIDI region the amount of times you have bars since the region is set to a bar and make them shared copies if you should chose to change the note triggering Keyboard Maestro. Next mute all the regions on the track (option+command+a and option+m or for me shift+m is always mute only and not a toggle). Then unmute the region where you want to start from (option+m) and use “play from selection start” start command (for me it’s command+spacebar).

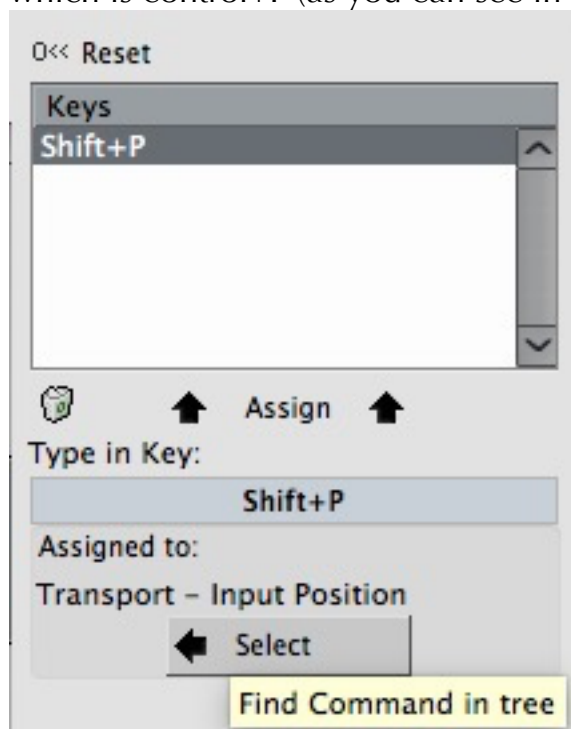
Alternatively: set the relative grid and duplicate the region to all the places you want BIAB to start and deactivate the “Start Band-in-a-Box” command for note C#-2 so pressing play in Cubase doesn’t send an additional start message to Band-in-a-Box. I would only use this if the offset for the track becomes large,

Miscellaneous:

If the level is too loud in Band-in-a-Box press control+shift+m to pull up the mixer and pull down the “Combo” level which is the master level. This way you can hear the balance of what is coming out of Cubase if that is maxed out.



Also ideally I would like to set up a command that I could use Shift+P which is the default command for typing in a bar location or time reference reference in Cubase and then have it take that input in Keyboard Maestro and have "Play From Bar #..." which is control+F (as you can see in the above image) to play from that location.



Unfortunately that command requires a MOO (Mouse Only Operation) or is a

hybrid since it makes you click a measure of where to start from. Hopefully in the future they make an option to have it be cued to start at a certain bar number.

Contact: adam@studioprime.com if you have any comments, questions or suggestions