How to use I-CubeX with ...
Tassman v3.02

I-CubeX: The ultimate MIDI controller!

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How to use TASSMAN v3.0.2 with I-CubeX

INTRODUCTION

This document explains the various possiblities that exists to the end-user when working with the I-CubeX and Applied Acoustics Systems' Tassman software.

PRODUCT

Tassman software provides to the end user a mean to build a virtual synthesizer.

Basically, the musician can create its own synthsizer with building blocks from a library included in the software. They are grouped in 4 major categories : Imports, Instruments, Modules and Sub-Patches. If you traverse the tree called Modules, you will find some building blocks which are dedicated to MIDI (see figure 1).
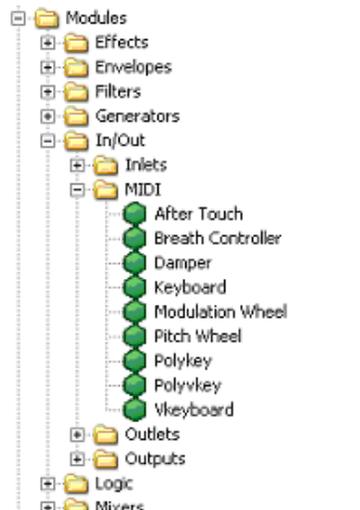
figure 1

The library contains 9 different modules for MIDI (In order to have a good understanding of each of these modules we will refer the reader to the Tassman user's manual for a detailed description).

Before you start building a specific patch, you must have some idea of what you want to do. But before you do so, we provide here a simple step by step example of what can be done with Tassman and the I-CubeX digitizer just to get you started.

We assume that you already have some understanding of both products.

STEP 1

Start Tassman and set the Audio and Midi settings. (see figure 2 and 3).
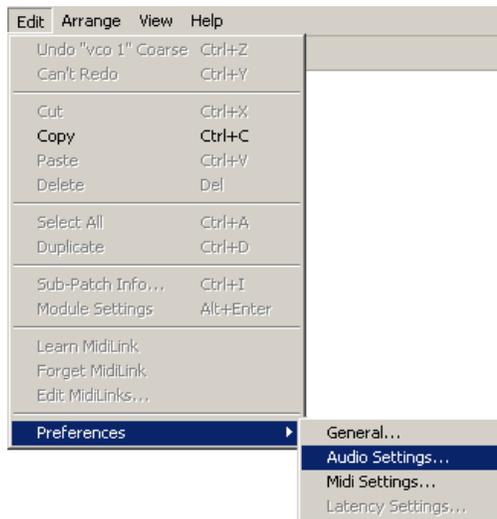
Figure 3
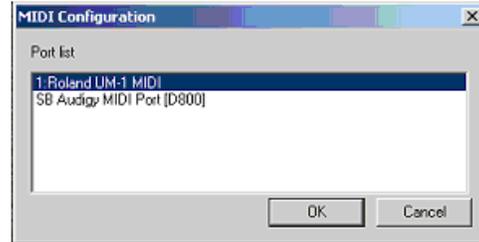
Figure 2

STEP 2

From the Tassman file menu, choose New to create a new patch.

STEP 3

Open the Modules leaf from the tree down to the MIDI folder (see figure 1). Select the After Touch module with the mouse and drag it inside the Builder window found on the right side of the tree (see firgure 4). Right click on the After Touch object and choose from the pop-up menu the Module Settings. Make sure that the Midi Channel is set to 1.
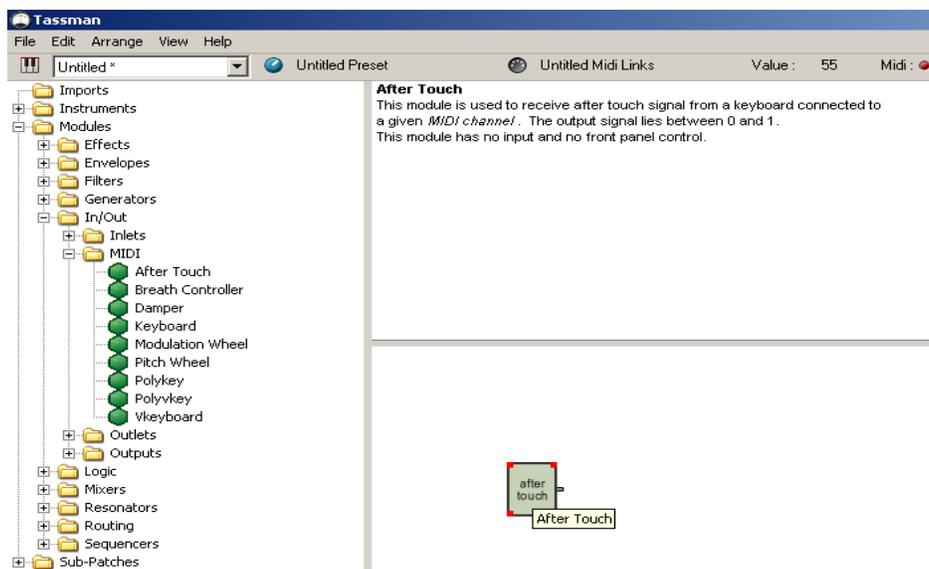
Figure 4

STEP 4

Inside the Modules leaf, open the Generators leaf and selecte the VCO module. Drag it inside the Builder window (see figure 5).
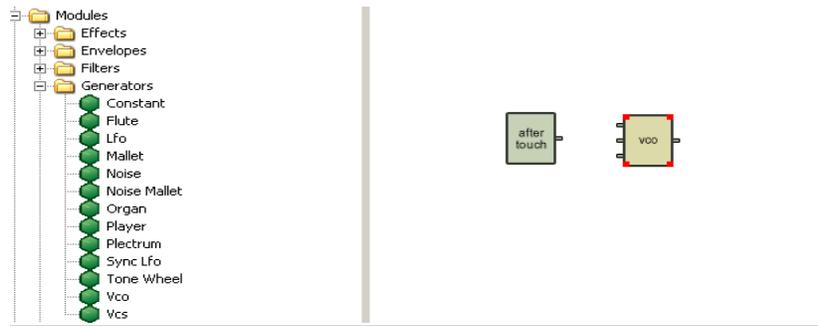
Figure 5

STEP 5

Connect the After Touch output to row 1 of the VCO (see figure 6).
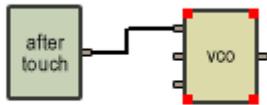
figure 6

STEP 6

Inside the Modules leaf, open the In/Out leaf; then the Outputs. Drag the module Audio Out and connect it with the VCO output (see figure 7).
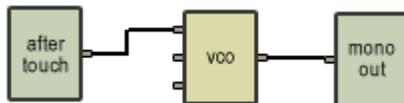
figure 7

STEP 7

From the View menu, choose the Show Builder option (see figure 8). The final result should look like figure 9.
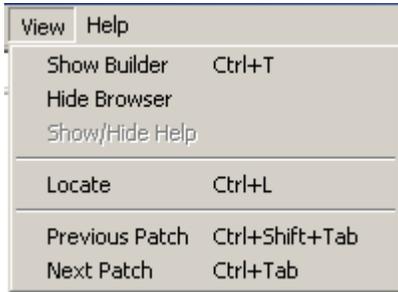
figure 8

figure 9

STEP 8

Start I-CubeX editor and set the Midi settings; Make sure that you digitizer is connected to the MIDI interface (see figure 10 and 11).
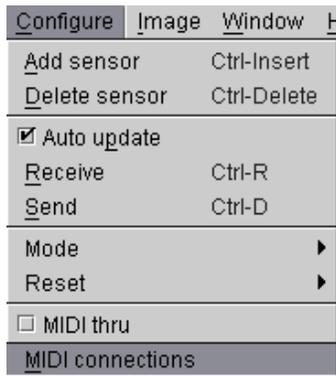
figure 10
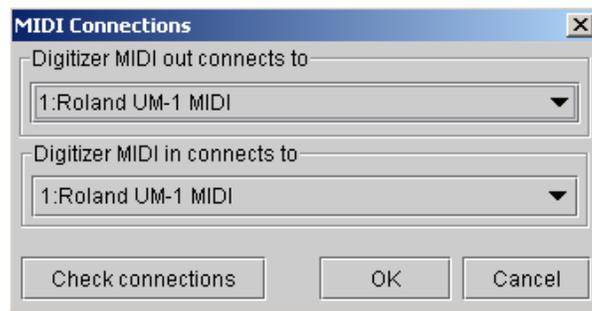
figure 11

STEP 9

From the File menu of the I-CubeX editor, select New so that the digitizer is properly resetted.

STEP 10

From the Configure menu, select Add sensor so that you create a virtual sensor.

STEP 11

Inside the sensor window, click on the ON button (see figure). Then select After Touch in the Midi Map section and Channel 1.
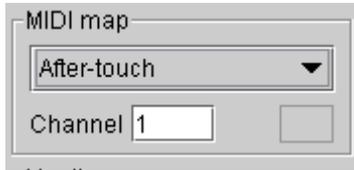
STEP 12

Connect a sensor to input 1 of the digitizer and play around with the sensor. You should ear variations in the sound generated by Tassman.