The Hotz Translator Manual Supplement
for
MIDI Guitar Controllers

This covers general information on using a MIDI Guitar Controller with the Hotz Translator Software. As this may be used by anyone from an absolute beginner to a serious music professional, it covers even some basic things that a music professional may already be familiar with.

QuickStart

If you have not already done so, please install the Hotz Translator Software and follow any instructions to verify that the Software is installed properly and is working in general.. Make sure that the MIDI Inputs and MIDI Output are set up correctly. These are available by clicking on the "Options" button. See the "Hotz_Translator_III_Manual.pdf" if you need further help with the setup.

When you have launched the Hotz Translator software left-click on the "File" Button, on the left and choose "Open Song".

If you are not already there, Navigate to the "Songs" folder, which is in the Root of the " Hotz_Translator_3" directory in which the program was installed.
Then open the folder "Guitar Controller Special" and left click on the song
 "Canon GC_V1.htz" and choose "Open".

If you have a General MIDI Synth setup properly you should be able to just hit play and hear the Song playing. If you hear any notes that seem to not be part of the song, then there is a very good possibility that the notes intended for a Drum sound, are getting sent to a melodic sound or that the Drum channel(MIDI Channel 10) has not been setup to have a drum part on it.

You can certainly play the MIDI into any type of MIDI device, just make sure to either disable the data from Channel 10 by right-clicking on the Blue rectangle in the Grid-Column below Channel 10, until it is just an outline or set your MIDI system up so that Channel 10 is only playing the drum sounds.

Your MIDI Guitar should be set up to output MIDI in Multi-Mode. On the "You Rock Guitar" press and hold the "MIDI" button down and select "17" or 18 to choose the Multi-Modes we have already created special Mapping for.

You can easily choose from a few different Mappings by left-clicking on the "Scenes" button on the left-side of the Software and clicking on "Scene Selection".

Here are some diagrams showing some the layouts we have included.

Scene - Input Key Mappings

Guitar - Single Mode = Chords [17] & Scales [18] V1

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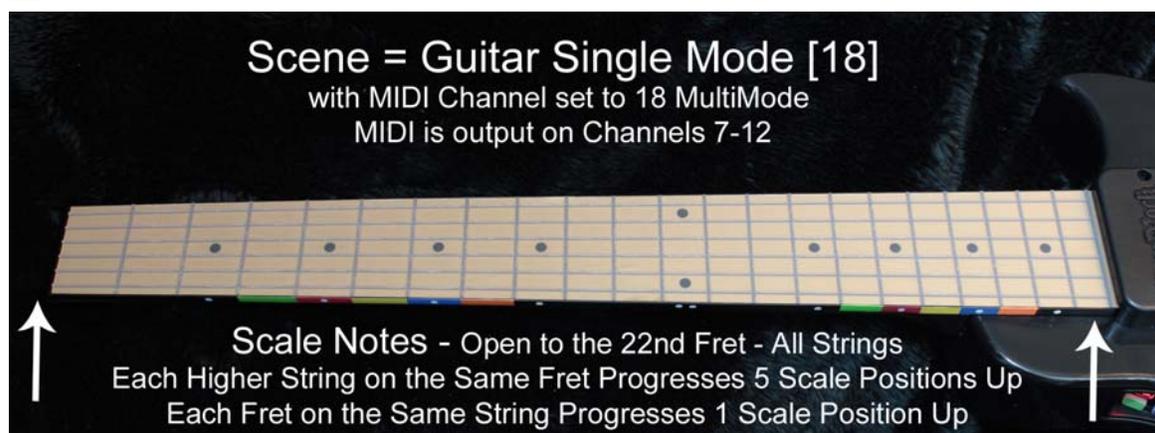
Guitar - Split Mode = Chord Scale [17] Chord Scale Conductors [18] V1

Scene = Guitar Split Mode [17]
with MIDI Channel set to 17 MultiMode
MIDI is output on Channels 1-6

Chord Notes
Open to the 6th Fret - All Strings
Each Higher String on the Same Fret Progresses
1 Chord Position Up / Each Fret on the
Same String Progresses 1 Chord Position Up

Scale Notes - 7th to the 22nd Fret - All Strings
Each Higher String on the Same Fret Progresses 5 Scale Positions Up
Each Fret on the Same String Progresses 1 Scale Position Up

Scene = Guitar Split Mode [18]
with MIDI Channel set to 18 MultiMode
MIDI is output on Channels 7-12

Conductor Notes
19th to the 22nd Fret - All Strings

Each Higher String on the Same Fret Progresses
1 Conductor Position Up / Each Fret on the
Same String Progresses 1 Conductor Position Up

Chord Notes
Open to the 6th Fret - All Strings
Each Higher String on the Same Fret Progresses
1 Chord Position Up / Each Fret on the
Same String Progresses 1 Chord Position Up

Scale Notes
7th to the 18th Fret - All Strings
Each Higher String on the Same Fret Progresses 5 Scale Positions Up
Each Fret on the Same String Progresses 1 Scale Position Up

Guitar - Mixed Mode = Chord Scale [17] Chord Scale Conductors [18] V1

Scene = Guitar Mixed Mode [17]
with MIDI Channel set to 17 MultiMode
MIDI is output on Channels 1-6

The Scale Root starts at the
*
Star on the Fretboard

Chord Notes
Open to the 6th Fret - All Strings
Each Higher String on the Same Fret Progresses
1 Chord Position Up / Each Fret on the
Same String Progresses 1 Chord Position Up

Mixed Functions - 7th to the 22nd Fret
The 3 Lowest Strings = Mixed higher notes of the Chord
The next String = Scale - Each Fret Progresses 1 Scale Position Up
The last 2 Strings are each 8 Scale Positions up from the String Above

Scene = Guitar Mixed Mode [18]
with MIDI Channel set to 18 MultiMode
MIDI is output on Channels 7-12

The Conductors start at the
*
Star on the Fretboard

Chord Notes
Open to the 6th Fret - All Strings
Each Higher String on the Same Fret Progresses
1 Chord Position Up / Each Fret on the
Same String Progresses 1 Chord Position Up

Mixed Functions - 7th to the 22nd Fret
The 3 Lowest Strings = Mixed higher notes of the Chord
The next String = Conductors - Each Fret Progresses 1 Conductor Position Up
The last 2 Strings = Scale seperated by 8 Scale Positions, with each Fret Up 1

You will also need to set the You Rock Guitar's MIDI channel to
17 [Multi-Mode Channels 1-6]
 or
18 [Multi-Mode Channels 7-12]

Depending on the sound you may want to lower or raise the octave of a sound you are playing. Regarding Transpose - If you cannot set this in the Sampler Player itself you can set this within the Translators Channel Settings. Just be sure to do it by Octaves +- 12 such as -24,-12, 0 12, 24 with 0 being the default.

Also, as the Chords change be sure to re-strum any open strings and we also recommend having the "Tap" button turned ON. Certainly there may be times when you want "Tap" off but we find that most of the time it is best to have it on. You can hold Down the Tap Button and turn up the Volume Knob to adjust the Velocity Output of the Tap.

One of the special buttons with the Translator Software that you should make sure you understand is the;

REC SOLO Button
When Playing Multi-Mode Instruments it is important to use Record Solo to direct all of the Stings and Different Zones to the Same Channel , unless you specifically want to use a unique setup that takes into account all of the various MIDI channels that are being output.

Although MIDI is output on 6 different channels, *which is needed at the initial input stage in order to re-map the Guitar Controller into something like a Hotz Box,* the " **REC SOLO Button"** routes all of that Translated input information to a single channel so that pitch bend, modulation, instrument selection, etc. are all consistent for the instrument. So in general when playing a Guitar Controller through the Hotz Translator Software you will want this to be turn on (usually on channel 1). This is how the Special Guitar Controller Scenes are setup at the moment.

Notes from the Hotz Translator manual on;
Channel Select (Input/Record Solo)
The **Channel Select (Record Solo) OFF/ON** switch is one of the most important controls in the **Mixer** window. Click on the blue switch to activate Solo Recording; it will become Red, indicating that all input data on all channels (*after it has been Translated*) is being routed to that channel during recording or live performance. The **Record Enable** switch on the Transport must be on (**red**) for any recording to take place.

For General Playing and Composing and doing your own Hotz Coding from the Guitar Controller we have created a Song Template that is named.
"Guitar - Writing Master V1.htz"

It is also in the folder called "Guitar Controller Special" .

Once you have that Song open, you can choose either the Scene;
Guitar - Split Mode = Chord Scale [17] Chord Scale Conductors [18] V1
or
Guitar - Mixed Mode = Chord Scale [17] Chord Scale Conductors [18] V1

Then set the MIDI Channel to 18 on the You Rock Guitar.

The areas that are assigned to Conductors, as shown in the diagrams above, will change the Chords and Scales in real-time and also generate the Hotz Codes necessary for recording.

Please read the sections on Hotz-Coding in the manual to learn more about recording the Hotz Code.

Of course in general it is good to read the main Hotz Translator Manual to help gain understanding about the Software. For instance, on a deeper level you could learn how to import the same Scenes you have in the "Guitar Controller Special" songs into any of the other Songs in the Songs folder.

If you have any questions do not hesitate to contact us. We are in the process of creating more documentation, songs and examples on how to best use the Hotz Translator software with Guitar Controllers as well as other controllers.

Most professional users integrate the Hotz Translator software into larger production setups, with internal MIDI routing to programs like Ableton Live, Apple Logic, Cubase, etc. with a large number of VST plugins and software synths. However you can have some very amazing results with just the Hotz Translator driving a simple General MIDI device.

*//********* **Just for your information***

There is a Free General MIDI VST and standalone Sample Player called;

SFZ Sample Player
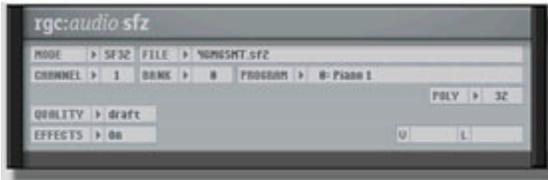
Information from their sit about SFZ;

Outstanding sound quality, built-in effects, adjustable CPU/quality settings to adjust it to your hardware, fully multi-timbral operation and several loading modes including direct-from-disk streaming to make sfz the perfect choice for SoundFont enthusiasts and composers. A 'must-have' for any freebie-hunter.

SFZ Specs

- Revolutionary high quality sample-playback engine
- Endless sample-arranging capabilities
- Built-in effects
- Adjustable CPU/quality settings to adjust it to your hardware
- Fully multitimbral operation and several loading modes
- Works with any VST compatible host
- Free!

To download SFZ click on the link below.

http://www.cakewalk.com/Download/sfz.aspx

//************ Misc.

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