

Introduction to the Adobe Audition 3.0 MIDI Sequencer

This guide documents some of the features and shortcuts available in the Adobe Audition 3.0 MIDI Sequencer and VSTi Host that were not available in time for documentation purposes. This is not a comprehensive guide to MIDI Sequencing concepts, and assumes you are familiar with most terminology and common workflows involved with creating and using a MIDI Sequencer.

TO CREATE A MIDI SEQUENCER TRACK:

In a multi-track session, press ALT + M or from the menu bar or right-click context menu choose **Insert -> MIDI Track**.

TO ENABLE LIVE PREVIEW OF VSTi's:

There are several reasons why VSTi's won't simply play, mostly having to do with Audition's mixing engine needing to be in a playback or monitoring state to process audio streams to and from VST's, so we have implemented a method to enable live preview of instruments without requiring users to be in a playback or recording state. When you create a MIDI Track, enable Live Preview by clicking the Red **[L]** button on the MIDI Track controls in multi-track. It is located in, and performs much the same function as, the **[R]**ecord Enable button on standard audio tracks.

You will also need to set your Monitoring Mode, located in the Session Properties panel, to **"Audition Mix"** and can select either Smart Input or Always Input, depending on your preference.

TO ADD OR ENABLE VSTi's:

The first time you open the MIDI Sequencer, it will invoke the **VSTi Plug-in Manager**, which is similar to the plug-in manager in Audition, however it only displays VST Instruments. The Sequencer will only look for VSTi's in the locations that are configured in Audition. To add additional directories, open Audition's Edit View, and click **Effects -> Add/Remove VST Directory**. The next time you open the Plug-in Manager, a Scan will search the new folders for VSTi's and add them to the available instruments list.

ADDITIONAL INFORMATION ABOUT THE SEQUENCER:

You can have as many separate MIDI Tracks in a multi-track session as you like, but each instance of the Sequencer will be limited to 16 tracks. Each MIDI Track can use the full Audition multi-track mixing control including effects, EQ, and routing and sends.

When using Step Recording, or manually entering notes via the Virtual Keyboard or the Draw tool, the note duration is set via the "Note Value" dropdown, located next to the **Grid:** toggle button. A note can immediately be stretched to a custom duration after entry.

A new feature to explore is “Snap to Scale” which acts as a “Quantize to Pitch” tool, automatically adjusting recorded or entered MIDI note data to match the selected Key and Scale. In addition to nudging “missed” notes during recording, it is also useful for transposing a performance in one key and scale to another. For example, you can quickly transpose a composition performed in CMaj to EbMin by changing the Snap to Scale settings, selecting the notes to adjust, and dragging them up or down. Each note will adjust up to the nearest note in the selected Key and Scale. While this may not result in a perfect transposition across scales, it is much simpler to correct a few “off” notes than it is to transcribe or perform the entire composition in another scale. We’d be very curious to hear your input on this feature, and what other potential uses you could find in it.

KNOWN ISSUES AND LIMITATIONS:

There are some known issues and limitations that you may wish to keep in mind when using the MIDI Sequencer. Importing MIDI files into a sequencer will discard any tracks over 16 – the track limit of the sequencer. As it is often common practice to create blank tracks with author information, you may wish to strip these tracks out in another application in order to ensure you import the majority of the MIDI file.

You may run into device conflicts if your MIDI input or output device is in use elsewhere in Audition, or in another application. If you intend to use the same controller for MIDI control as you use for MIDI Triggers in the main application, you may be required to disable the device in one section or the other, depending on where you intend to use it.

Users of Creative audio devices may encounter problems where Audition.exe will not close out of memory after use or in the event of a crash. This is a problem with the Creative ASIO drivers maintaining a lock on the process, and the only way to kill it is to restart Windows. While this stray process is still in memory, playback will stop when you switch focus away from Audition.

ADOBE AUDITION 3.0 MIDI SEQUENCER KEYBOARD COMMANDS

Editing Shortcuts:

Select All	CTRL + A	Select Next Track	N/A
Copy	CTRL + C	Select Prev Track	N/A
Cut	CTRL + X	Note Edit Mode	SHIFT + N
Paste	CTRL + V	Velocity Edit Mode	SHIFT + V
Delete	DEL or BKSPC	Controller Edit Mode	SHIFT + C
Humanize	H	Lock Track	SHIFT + L
Quantize	Q	Select Tool Mode	SHIFT + S
Randomize Velocity	V	Draw Tool Mode	SHIFT + D
Transpose	T	Erase Tool Mode	SHIFT + E
Mute	M	Undo	CTRL + Z
Solo	S	Redo	CTRL + Y
Record	R	Add / Del Track	+ / -

Additional Shortcuts:

Grid Snap Toggle	G	Triplets Mode Toggle	3
Step Record Toggle	Z	Dotted Mode Toggle	. (period)
Snap to Scale Toggle	A	MIDI Panic	P
Virtual Keyboard	K	VSTi Plug-in Manager	SHIFT + I
MIDI Device Prefs	SHIFT + M		
Open MIDI File	CTRL + O	Save As MIDI	ALT + CTRL + S
Add Sequencer Preset	SHIFT + P	Delete Sequencer Preset	SHIFT + O

With Notes or Track Selected:

Move Up One Step	UP ARROW	Move Down One Step	DOWN ARROW
Move Up One Octave	SHIFT + UP	Move Down One Octave	SHIFT + DOWN
Move Right One Bar	SHIFT + RIGHT	Move Left One Bar	SHIFT + LEFT
Zoom Out Track View	CTRL + Zoom Out Vertical Button	Zoom In Track View	CTRL + Zoom In Vertical Button