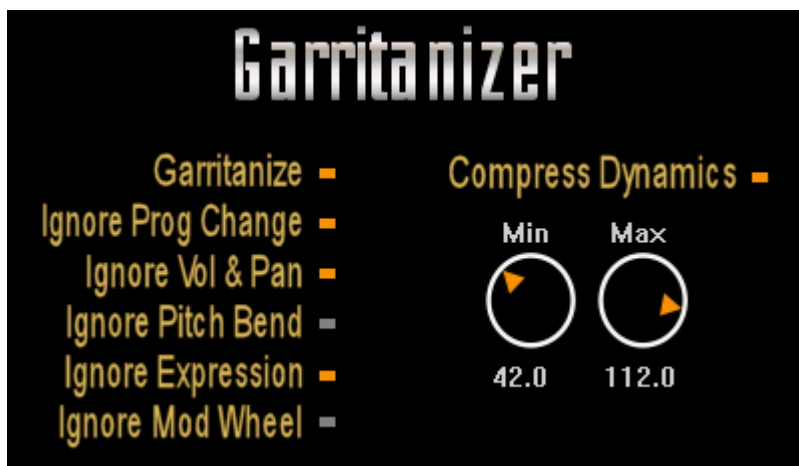


# The Garritanizer



This is a tool for non-destructive, on-the-fly MIDI conversion and filtering. It is intended for people who wish to re-arrange and re-orchestrate General MIDI files that they have imported into a sequencer. Specifically, it makes it possible to quickly use instruments and sounds from Garritan sample libraries, which due to their specific programming don't play well with standard (General MIDI) data: "Garritan Personal Orchestra", "Jazz & Big Band", and "Concert and Marching Band". Use the Garritanizer together with Garritan's "Notation"-type patches, and you're half way to a decent sound.

Simply put a Garritanizer on each sequencer track before your sampler or other playback instrument, and check the desired options. (Orange indicator = active option.)

The Garritanizer is freeware PC VST plugin, copyright (c) 2008 by Per Thulin.

It is constructed using SynthEdit by Jeff McClintock, with additional modules by David Haupt.

The "Ignore..." options are fairly self-explanatory, and helps you get rid of unwanted control data very often present in General MIDI files, without having to spend hours editing the data of the MIDI tracks.

The following pages describe what the more sophisticated options do.

## ***Garritanize***

- Incoming mod wheel data is converted to channel aftertouch data, which controls vibrato in many Garritan patches.
- The note velocity for each incoming note is duplicated as new mod wheel data, so that the track's note velocity now affects both the sound's attack and volume/brightness.

This works surprisingly well in many cases, but there are pitfalls:

1. In many General MIDI files, naturally monophonic instruments are played with chords to produce an "instant ensemble on one track". Since brass and wind instrument patches in Garritan libraries are usually monophonic, you will not hear all notes unless you modify the patches so that they become polyphonic. This can be done in different ways in the different libraries - JABB seems to require that you have the full Kontakt 2 sampler in order to access and edit the sample group polyphony settings.
2. Pitch bend range for patches may have to be modified to suit the specific General MIDI file.
3. Each note-on produces an instant mod wheel volume/brightness change in relation to the note velocity. On broken sustained chords with wildly varying note velocities, this can produce an ugly effect; Some MIDI file editing will be necessary.

Note for those with a logical mind: Yes, if the Garritanizer option is active, the "Ignore Mod Wheel" option is redundant.

## ***Compress Dynamics***

In many General MIDI files, note velocity is intended to affect sound volume first and foremost; however, the scaling may be way off compared to the instruments and sample patches you want to use.

The "Min" and "Max" knobs sets the lowest and highest note velocity value that will be used. All incoming note velocities will be scaled to fit within this range. (This takes place before the data is sent on to the Garritanizer, of course.)

If both knobs are set to the same value, or if the Max knob is set lower than the Min knob, the Max knobs setting will be used for all notes, and you will have no dynamics in the incoming data.

## ***The Dreaded SynthEdit Multi-Core CPU Bug***

There is a general problem with many plug-ins developed in SynthEdit 1.0x: Many multi-core systems will become glitchy, unstable, or even crash if more than one instance of the same SynthEdit plug-in is used in a project. This hits the Garritanizer hard, since you are unlikely to want to use just one – more likely, you want 16 of them!

At least in Tracktion 3, there is a simple work-around for this problem: Simply make copies of the VST and rename them, so you end up with, for example,

Garritanizer01.dll

Garritanizer02.dll

and so on. Then use only one of each.

This may or may not work in your host sequencer, depending on whether it allows for multiple plug-ins sharing the same VST ID.