Method for Recording "RealiBanjo" Note-Patterns

Here is a simple method for recording the actual notes generated by the RealiBanjo's pattern player—which is very handy for notation and other purposes. You can apply this method to capture notes (script-generated or normal) from any similar Kontakt instrument. This procedure requires Kontakt v4 or greater.

Important Points: First, the following is based on the Cubase sequencer. Getting Kontakt-generated MIDI data into any sequencer requires some specific routing that all pro applications (e.g., Logic or Pro Tools) should be capable of. Second, this method captures specific data from one single instrument (and MIDI track) into another single MIDI track.

Procedure: Create a project in Cubase and load Kontakt (v4 or greater) as a VST instrument, then follow the steps given below…

1.) Kontakt 'Options' setup: Go to "Options>Engine>Send MIDI to outside world" and make sure the following are selected:

   a. *Script generated notes*
   b. *Script generated CCs*

   For the RealiBanjo, you generally want just the "Script generated" options (the "Incoming notes" option will output the pattern-trigger chords as well as the pattern-notes).

2.) Kontakt Instruments: Load RealiBanjo in channel-1 and a "new" empty instrument for channel-2

3.) Cubase MIDI Tracks: You need two MIDI tracks for Cubase (e.g., "Track-1" and "Track-2")

4.) Cubase MIDI Track-1 Routing: Set MIDI-Input to "All MIDI" and MIDI-Output to *Kontakt* on channel-1 (the RealiBanjo channel).

5.) Cubase MIDI Track-2 Routing: Set MIDI-Input to *Kontakt* and MIDI-Output to *Kontakt* on channel-2 (the "null" channel).

6.) Recording a RealiBanjo Note-Pattern: In Cubase, enable track-2 for recording. Make sure both tracks are selected (in the Track List area); press record and start triggering patterns (by playing chords in the pattern-player's range).

7.) Extra Detail on the Recording Process: Basically, you play the banjo via track-1 and record the Kontakt script-generated MIDI note output to track-2. The RealiBanjo generates patterns via chords played at the higher octave range, as documented in the user manual (i.e., the "green-colored" keys on the Kontakt keyboard). For example, when you play a C-major chord in this range, a pattern is triggered. Kontakt then outputs the exact note-for-note sequence (generated by the pattern-player script) and this, in turn, is recorded to track-2 (whose MIDI-Input is set for Kontakt). That's all there is to it.

Other Methods: Depending on your particular DAW configuration, there are certainly other ways to do this. Use this method as a reference and use whatever works best for your setup.

Signal Routing

MIDI
INPUT

MIDI
OUTPUT

| MIDI Controller | MIDI Track-1 | Kontakt ch.1 | → | *RealiBanjo* |

MIDI
INPUT

MIDI
OUTPUT

| Kontakt | MIDI Track-2 | Kontakt ch.2 | → | *empty/null* |