



**User Manual 1.0**

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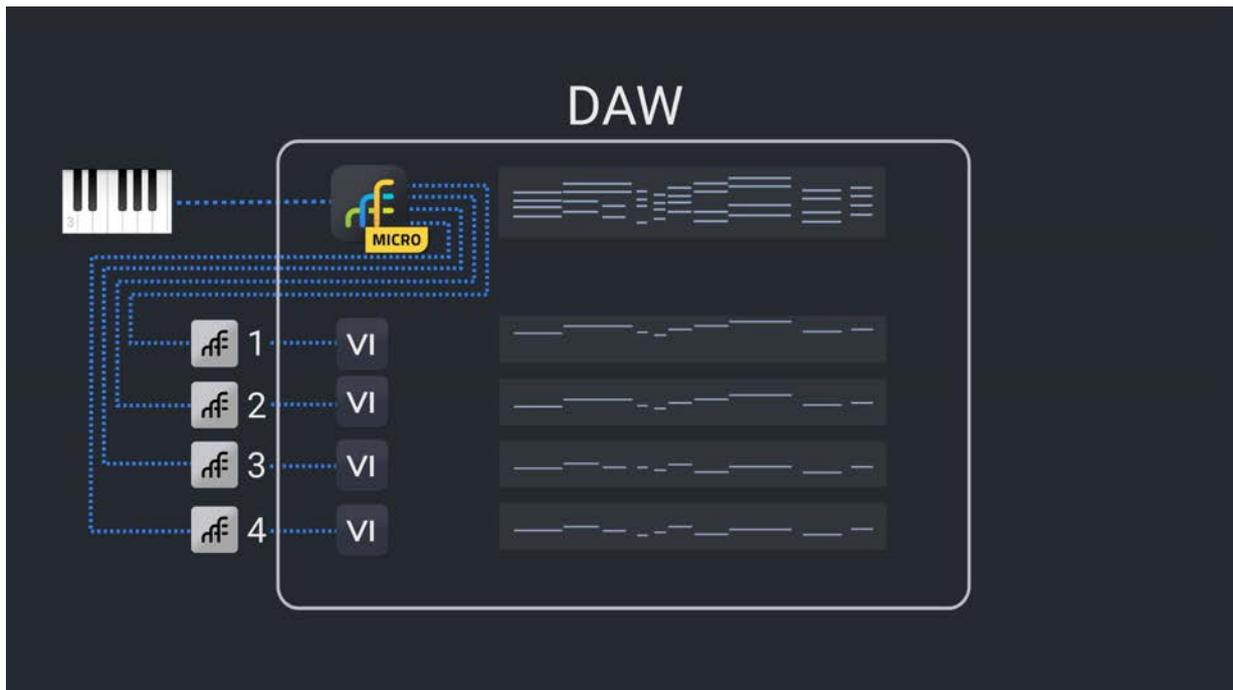




# 1. HOW IT WORKS

Divisimate Micro can be loaded in your DAW of choice as a VST/AAX/AU Plugin. Alongside the plugin, the **Nextmidi Hub** is running in the background to open virtual MIDI ports, which will appear in your sequencer as separate midi devices. In Divisimate Micro, live input is split up into individual voices which you can modify and route to any of the four output ports of the plugin. In your DAW you can now select these ports as inputs on individual instrument tracks.

This way you can record the separate MIDI streams directly in your DAW.



As Divisimate Micro runs as a plugin on an instrument track, you can modify and edit the input MIDI as well as the output MIDI with the editor of your DAW and maintain full control over the result.

The Nextmidi Hub can open up to 16 ports for Divisimate Micro allowing you to open and run up to four instances of Divisimate Micro in parallel.

## 2. DOWNLOAD & INSTALLATION

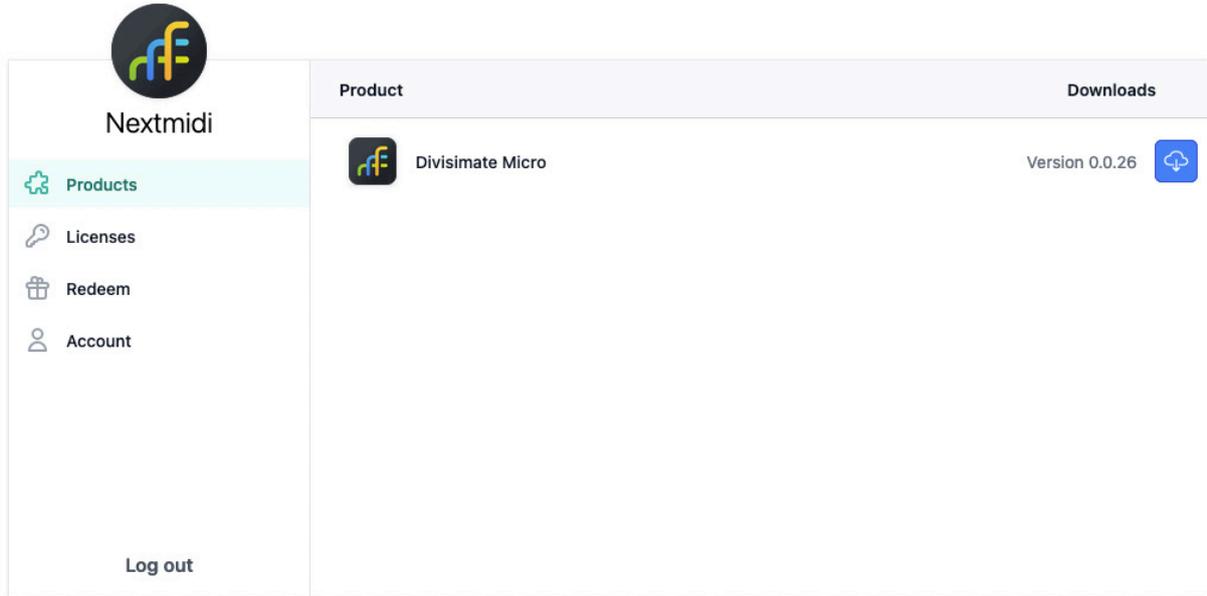
When you have downloaded the install package, unpack it first to a folder of your choice. If needed, use an archive software like 7-Zip or WinRar, but usually the built-in tools of your operating system do the job.

There are distinct installers for Mac and PC – select the installer fitting your operating system and open it. The install wizard will now guide you through the installation.

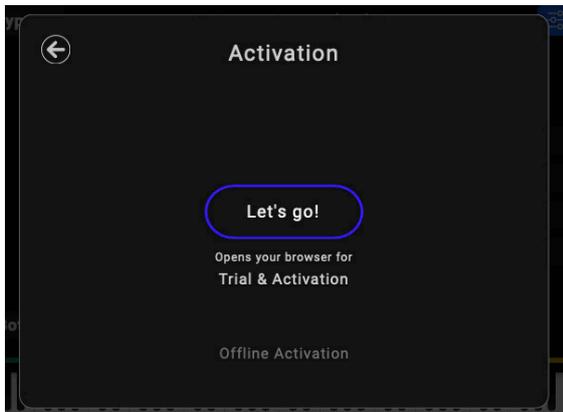
The installation will install both Divisimate Micro in the selected plugin formats and the Nextmidi Hub application. The Nextmidi Hub is responsible for creating and managing the virtual MIDI ports. More on that later.

### 3. ACTIVATION

Your license is managed in your account on the licensing platform **moonbase**. As you purchase Divisimate Micro on our website, an account will be created for you and a license deposited in that account. You will receive an e-mail prompting you to choose a password, and then you will be able to log in. You can access and manage your license at any time under [nextmidi.moonbase.sh](https://nextmidi.moonbase.sh). *Here you can also access the most recent full installer of your owned products.*



As you open up Divisimate Micro for the first time, the software will prompt you to activate your copy. Clicking the “Activate Divisimate”-Button will lead you to a screen where you can choose to activate in your browser or perform an offline activation. Unless your system is permanently off the grid, we do recommend the browser activation. Just log into your moonbase account and follow the instructions in the browser window to complete the activation process.



You can activate your Divisimate license on two machines at a time. In the moonbase portal you are able to remotely deactivate your copy to free up your activation, in case you no longer have access to the original machine. This is not possible for offline activations.

You can also manually deactivate the license from within Divisimate Micro by heading to the Settings page and clicking on “Manage License” on the lower right side.

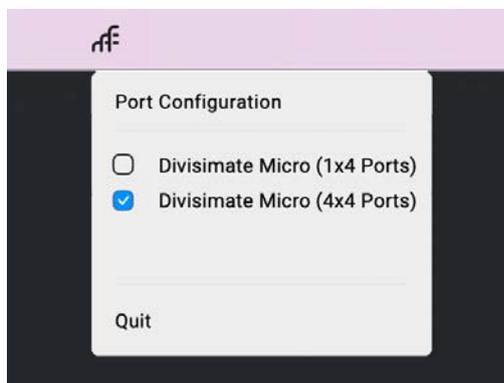
## 4. NEXTMIDI HUB

The virtual MIDI ports that Divisimate Micro uses are created and managed by the Nextmidi Hub, which is a helper application that runs in the background in your system tray. If the Nextmidi Hub is not already running, it will be automatically started when an instance of Divisimate Micro is initialized.

By clicking on the Nextmidi Icon in your system tray you can open a menu that allows you to choose the port configuration or close the hub – note that the latter will remove the Divisimate Ports, so we don't recommend closing the Nextmidi Hub when you have an open DAW project that has existing routings.

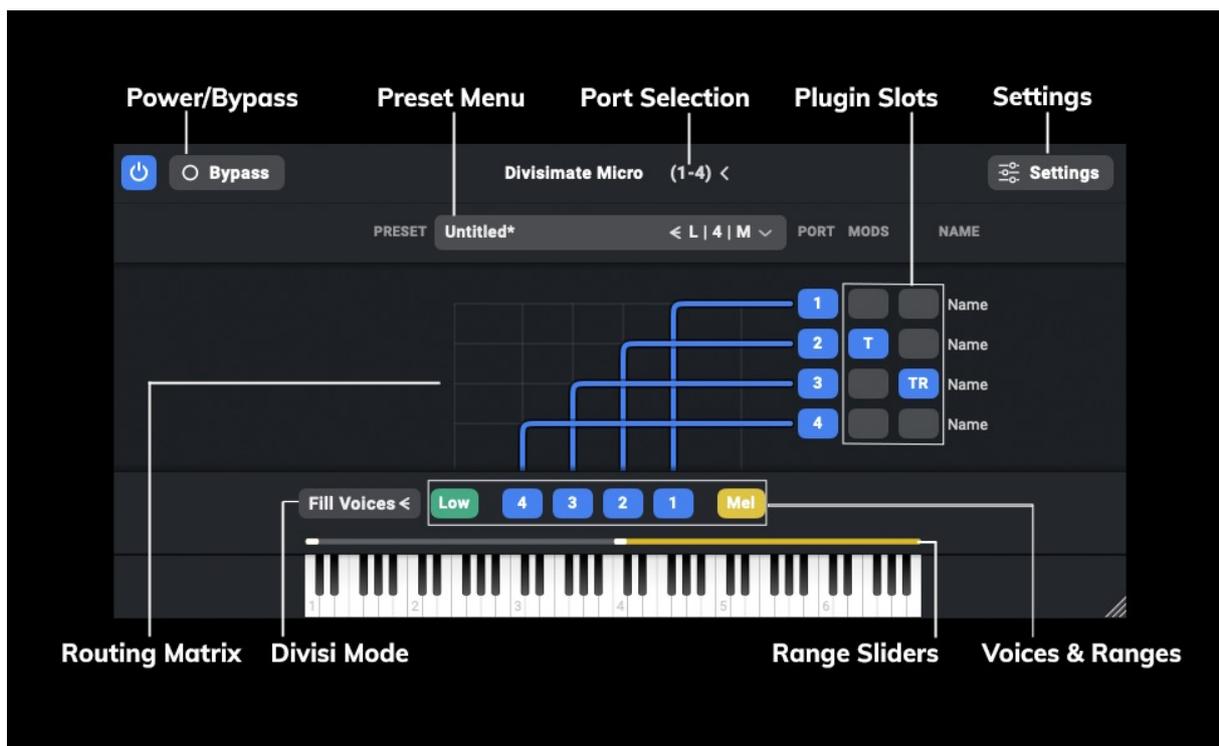
Depending on the Nextmidi products you own, the hub will display different configurations for you to choose from.

For Divisimate Micro you can choose between two options:



- **1x4 Ports** is the most basic configuration that creates 4 Divisimate Ports for the use of a single instance of Divisimate Micro
- **4x4 Ports** creates 16 Divisimate Ports and enables you to use up to four instances of Divisimate Micro simultaneously.

## 5. MAIN WINDOW



Now that you have activated the software, you can start using Divisimate Micro. As you open up the plugin, you'll see the majority of settings that you will use right on the surface.

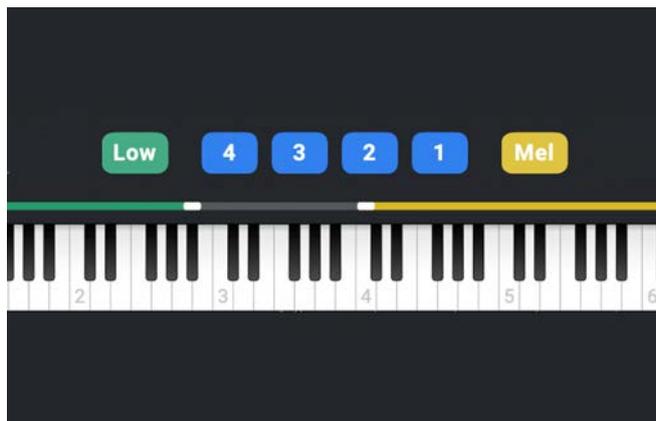
### 5.1 PORT SELECTION

In the center at the top of the plugin you have the port selection menu, which allows you to select the Divisimate Ports that this instance of Divisimate Micro will address.

Every set of ports can only be used by one plugin at a time. By default Divisimate Micro will always connect to the first four ports available. In the port selection menu you can change this selection, if there are more ports available.

To run up to 4 instances of Divisimate Micro side by side, choose the "4x4" configuration in the **Nextmidi Hub**.

## 5.2 VOICES AND RANGES



The heart of Divisimate Micro is the Divisi Engine. This is the algorithm which splits up your live input into separate voices. For the engine to work correctly, you need to select the number of voices you want to play. If you want to perform simple triads, you select 3, if you want to play 4 part voicings, you select 4, and so on. The engine of Divisimate Micro can split up to 4 voices at a time.

On the left and right side of the voice buttons you can activate the Low and Melody ranges

by clicking on the respective buttons. When they are activated, colored sliders will appear above the keyboard. By dragging the slider you can set the boundaries of each range.

Everything happening outside of those ranges will be split up into the set number of voices. But all notes within the Melody and Low range will not be affected or analyzed by the Divisi Engine. They will simply be sent through to wherever they are routed. All modifier plugins and humanization will still apply.

*This is useful for a number of uses, especially for chord + melody or bass + chord kind of arrangements. We also like to use the low range for keyswitches.*

## 5.3 MATRIX



The routing matrix allows you to distribute the voices and ranges across the output ports and modify the notes and controllers that are coming through.

In the grid every vertical line corresponds to one of the voices and ranges, while every horizontal line points to an output port number. By clicking on an intersection you can set a connection and send all notes from that voice or range to the respective output port.

Every voice and range can be routed an unlimited number of times, and a single port can receive any number of routings.

On the right edge of the window next to the modifier plugins you have the option to write in a part name. This will not change the device name of the port (this will stay Divisimate Port XY), but helps you remember which track receives data from this port.

## 5.4 POWER AND BYPASS

On the upper left there are two buttons that will appear in both views.



**Power On/Off:** The power button can turn off all notes and controller data that would have been sent to the outputs. If this one is set to off all ports will be silent, all caches will be cleared and any active notes will be stopped. *It also works as a panic button, should you ever need it.*

**Bypass:** The Bypass Button will deactivate basically all functionality of Divisimate Micro - Divisi Engine, Routing Matrix and Modifier Plugins - and simply pass through all incoming notes and controllers to each and every output port. If you leave Divisimate Micro on input monitoring, you can now record the routed instrument tracks individually without changing the routing.

## 6. DIVISI ENGINE

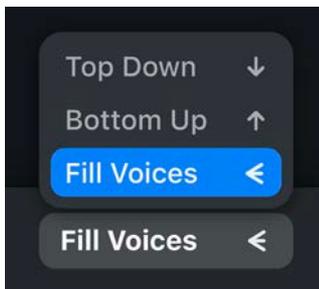
### 6.1 ANALYSIS TIME

The engine reacts directly to your playing and can't look into the future. If you play nonsense, the engine will turn out nonsense. To compensate for small timing issues, the engine will wait a set amount of time before splitting up the chord and distributing the notes.

You can adjust that waiting time, essentially a latency for analysis, with the **Analysis Time slider** on the **Settings Page**.

*Analysis Time and Memory Reset are global controls, meaning they will not change when you switch presets. They will be saved as your preference when you close Divisimate.*

### 6.2 DIVISI MODES



The Divisi Mode determines the way the played notes are distributed across the voices. There are three Divisi Modes available.

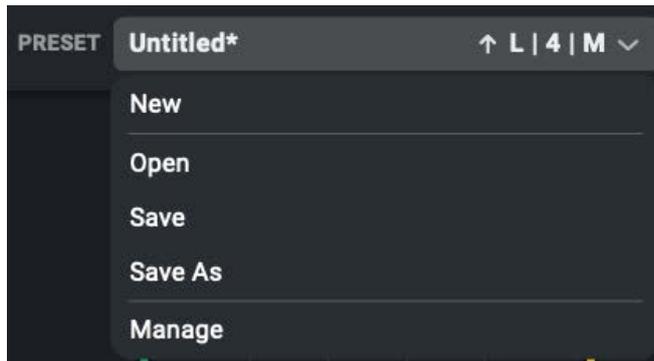
**Bottom Up:** The played notes are assigned to the voices from bottom to top. If there are less notes than active voices played, the notes will be each assigned one voice and the remaining voices will stay silent. The engine will remember the last complete voicing for a certain amount of time. If you play less notes than selected, the engine will make a decision based on that, which voice will receive the notes and

which will remain silent. Again, it's about keeping the voice leading as intact as possible. You can set the time in ms the last full voicing is held in memory with the **Memory Reset** slider on the **Settings Page**.

**Top Down:** This mode is essentially the same as **Bottom Up**, only that notes are sorted from the top down. If there is no previous chord in memory, a single note will be assigned to the highest note. Any other number of notes will be assigned in a way that the lowest voice will be the last one to receive a note.

**Fill Voices:** The played notes are spread and duplicated across the voices in a way, that all voices are always assigned a note. If there is only one note pressed, all active voices will play that note in unison. If two or more notes are pressed, the notes will be duplicated across the active voices as evenly as possible. This mode is powerful for various situations, but introduces some artifacts and dropouts as a price for its flexibility. The **Memory Reset** value for the Fill Voices mode defines the time window for the voicing to correct itself. With a low memory reset, short chords will have less artifacts on releases, while a high memory reset value will reduce voice dropouts in legato passages. A medium value should be sufficient for most situations.

## 7 PRESETS



All orchestrations, everything that is going on in the Orchestrate View, can be saved into presets. Presets are saved as individual files into a personal user folder under [\[YOURUSER\]/Documents/Nextmidi/Divisimate Micro](#). This makes it super easy to organize your presets into sub-folders and easily share them between machines.

The options here are pretty straight forward.

**Save** will re-save the current preset, **Save As** will save the current orchestration as a new preset, and **Open** let's you select a preset to recall.

**Manage** opens the parent folder of your presets, so you can easily organize your presets in the explorer/finder.

Clicking **New** will create a completely empty orchestration and discard any changes you have made.

And that's pretty much it.

Since Divisimate Micro runs as a plugin in your DAW, you can also use the built-in preset management of your DAW. The only drawback of that is the fact that those presets are not cross-platform.

## 8. MODIFIER PLUGINS

Next to the port number in the Orchestrate view there are three slots where modifier plugins can be inserted.

All MIDI data routed to this port will be affected by these plugins depending on the kind of plugin. Right now there are three different plugins.

Plugins can be moved between slots by clicking and dragging them to another port. You can copy a plugin by holding the alt key and dragging it to another slot. Plugins can be bypassed to temporarily deactivate their effect.

### 8.1 TRANSPOSER



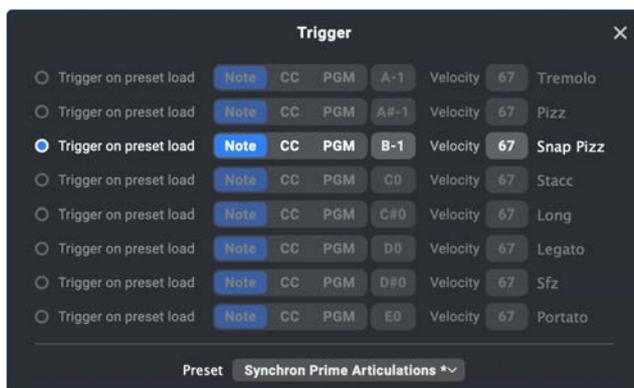
#### 8.1.1 TRANSPOSITION

The Transposer does exactly what you might expect. On the transposition control you can transpose all notes on this port a set number of steps up or down. Since the most common use of this plugin is to transpose in octaves, we included buttons for quick octave transposition.

#### 8.1.2 RANGE SETTING

Below the transposition controls there are three buttons dedicated to the three keyboard ranges (Low, Voices, Mel). Using these you can control whether the notes of a particular range should be affected by the transposition. This way you can for example exclude the Low range from the transposition to use it to send through keyswitches unaltered. If the **Follow Low** option for the Global Scale is enabled, the Low Range will be deactivated automatically.

### 8.2 TRIGGER



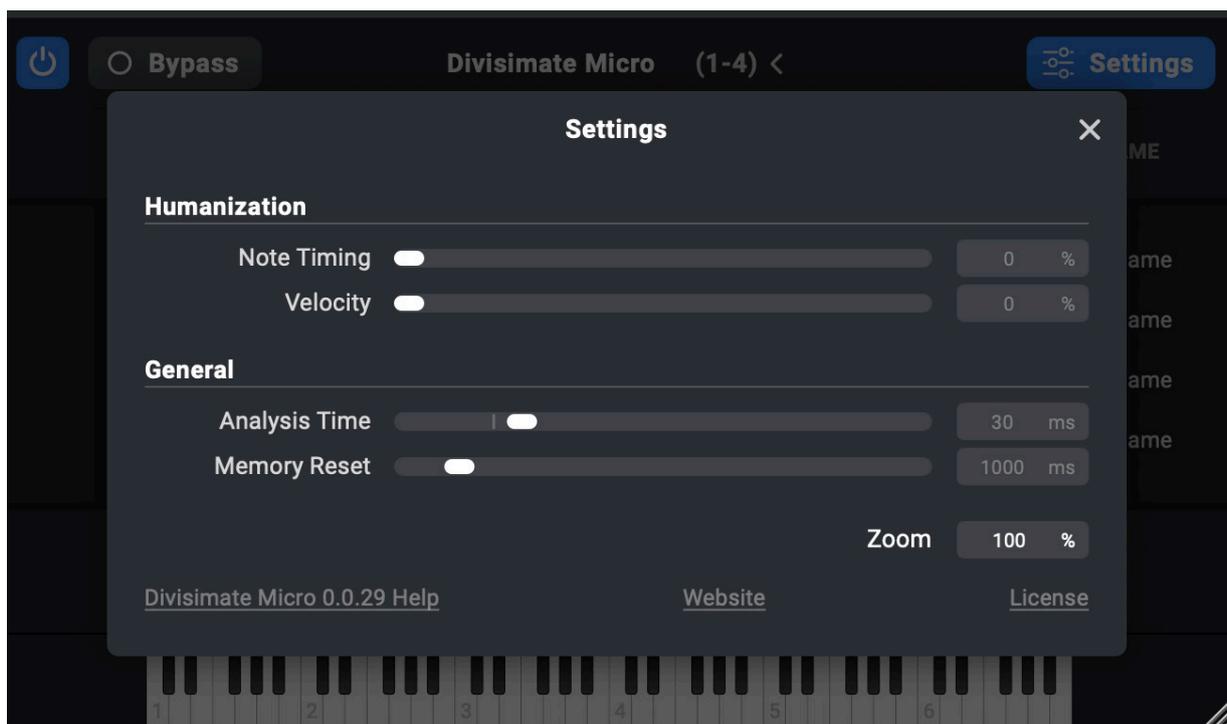
Different than the other two plugins, this one does not modify any part of the input. The Trigger generates new notes and controller values, whenever the plugin is initialized or “triggered”.

Everytime a preset containing a Trigger plugin is loaded, the trigger will generate and send up to 8 different MIDI-messages to the respective port simultaneously. By activating and deactivating a row within the trigger, the respective values will also be sent.

You can choose whether that message should be a note, a controller or a Program Change. Select the CC number or specific note, and also set a velocity or value.

*This plugin is designed for quickly changing articulations, mutes, ensemble sizes or anything else within the assigned instrument. By firing keyswitches, program changes or controllers you can switch articulations at the same time you are switching the orchestration in Divisimate. This opens up countless new possibilities within your template!*

## 9. SETTINGS PAGE



On the Settings page you can access some important settings for the plugin.

### 9.1 HUMANIZATION

In an ensemble of multiple musicians, no one will play the same note at the exact same moment. Human inaccuracy is essential to creating a realistic and musical arrangement.

Divisimate Micro contains a Humanization feature that can introduce some variation to your parts.

On the Settings Page you will find two sliders:

**Note Timing:** The Humanization Engine will randomly delay different notes on different ports. This slider controls the amount of that randomization in percent.

**Velocity:** Every note velocity is added or subtracted a random number. This slider controls the amount of that randomization in percent.

## 9.2 GENERAL SETTINGS

**Analysis Time:** The Analysis Time is a setting that responds to the Divisi Engine. It specifies the amount of time that. Essentially you can see it as a “latency” that will be added to your playing to increase the precision of the resulting parts.

**Memory Reset:** The Memory Reset time is also connected to the Divisi Engine and has different effects depending on the Divisi Mode. Have a look at the Divisi Modes chapter to learn more about it.

**Zoom:** The Zoom setting allows you to increase or decrease the size of the user interface. While the plugin window is resizable, it will be automatically enlarged if you increase the zoom level.

## 10. KEYBOARD SHORTCUTS

Aktion	Win	Mac
Save Preset	Strg+S	Cmd + S
New Preset	Strg+N	Cmd + N
Load/Open Preset	Strg+O	Cmd + O
Manage Preset	Strg+M	Cmd + M
Bypass on/off	B	B
Power on/off	Esc	Esc
Set number of voices	Number Row 1-4	Number Row 1-4
Toggle Low Range	L	L
Toggle Melody Range	M	M
Close Window	Esc	Esc



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