

Kameleono

User Guide

Ver 2.3

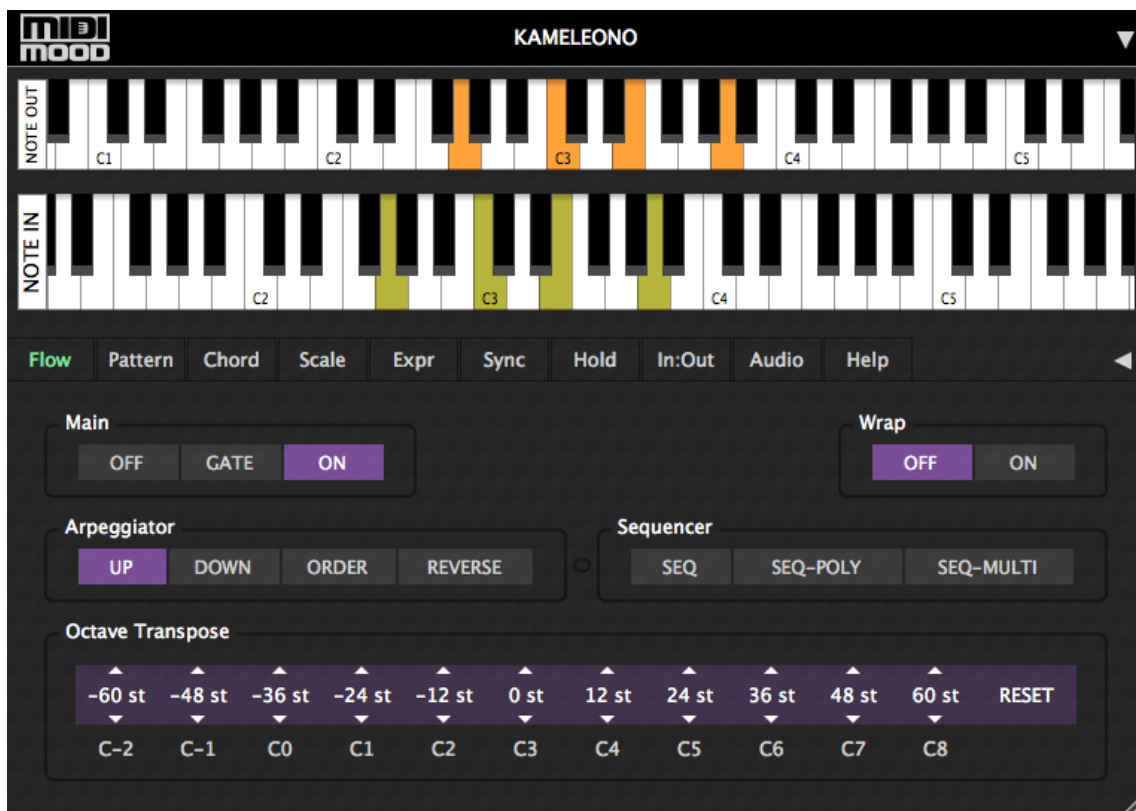


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Overview

Kameleon is an innovative VST / AU plugin suitable for many applications such as Songwriting, Producing, Live Performance and Jamming.

Kameleon brings the power of side-chaining to the MIDI world, opens up endless possibilities and is capable of delivering the most demanding professional results.

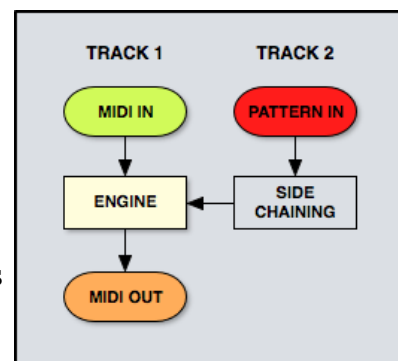
Kameleon is unique. In addition to the standard MIDI-In / MIDI-Out you'll find on any other MIDI FX plugin, there is also a side-chain MIDI input called Pattern-In.

The Pattern-In acts as a data source for Kameleon's internal engine and can be used for Arpeggiator Patterns, Sequencer Notes, Sync Markers, etc.

When using one of the arpeggiator modes, Kameleon's engine handles Pattern-In notes as arp-parts rather than note-transposes, which makes Kameleon much more practical in real life situations and much more musical compared to the traditional approach.

Getting the Pattern-In notes as a side-chain is extremely powerful:

- Unlimited steps/notes.
- Ability to change Pattern-In sequence in real time via DAW's sophisticated launching mechanism.
- Ability to use DAW's groove/swing system for detailed shuffling and beyond.
- Special Pattern-In note (Sync) makes it possible to tailor notes' on/off timing.



Kameleon is a multi-effect MIDI plugin due to its modular design.

Every module can be used separately, or in conjunction with other modules.

- **The Flow Module** handles note mapping such as Arpeggiator and Sequencer.
- **The Pattern Module** handles loading and playback of pre-recorded patterns MIDI files.
- **The Chord Module** handles chord mapping to single notes.
- **The Scale Module** handles notes filtering.
- **The Express Module** handles velocity and various MIDI controls.
- **The Sync Module** handles timing and synchronization.
- **The Hold Module** handles note hold functionality.
- **The In:Out Module** handles input and output settings.
- **The Audio Module** is actually a basic synthesizer.

MIDI Processing Chart

Kameleono Inputs

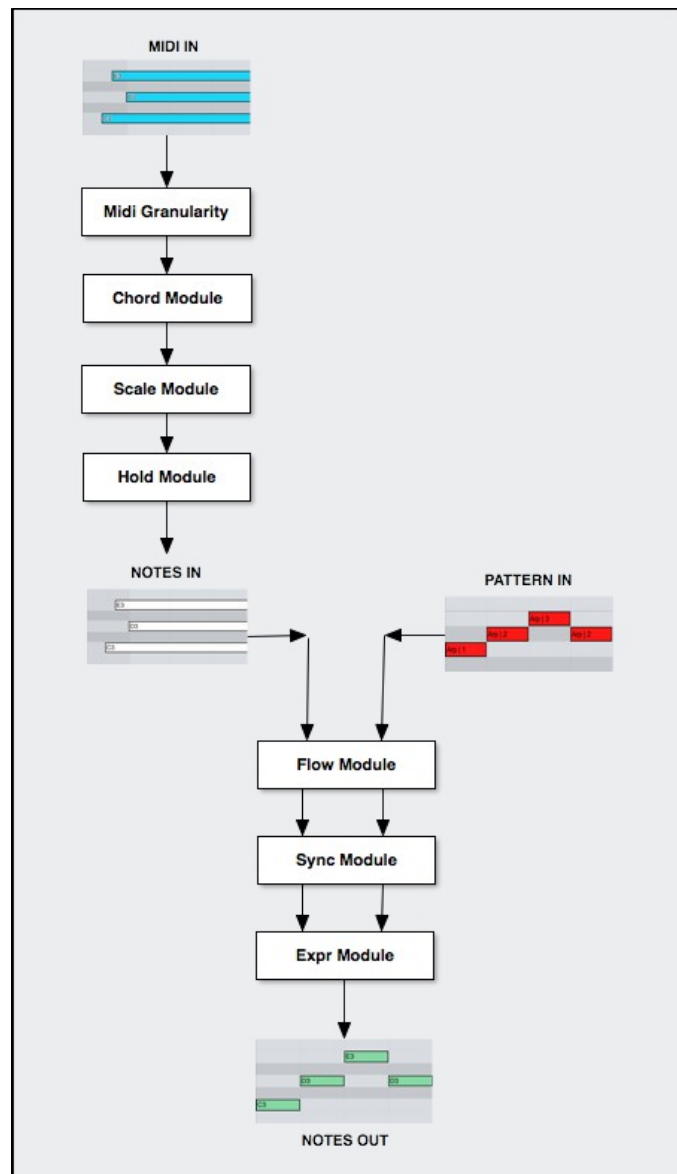
- MIDI-IN**
 MIDI-In notes are manipulated according to the [Hold](#), [Chord](#), [Scale](#) and [MIDI-Granularity](#) settings.
- NOTES-IN**
 These are the modified MIDI-In notes just before entering the Kameleono core.
- PATTERN-IN**
 Notes that represent pattern runtime information. The Pattern-In notes flow to the Kameleono core without any modification.

Kameleono Core

The Notes-In and Pattern-In notes are combined according to the [Flow](#), [Sync](#) and [Expr](#) settings.

Kameleono Output

NOTES-OUT: Plugin's MIDI output.



Getting Started

Installing

Installers are available for both Mac and Windows. Simply run the installer and follow the on-screen instructions.

Manual installation on Windows

Copy the Kameleono.dll(32bit vst) or Kameleono64.dll(64bit vst) file into the appropriate VST plug-in folder of your host.

A rescan of the plug-in directory or a restart of the host may be required. This depends on the VST host.

Additional content

The Examples folder contains template projects for Cubase, Ableton Live, Logic Pro X, Mulab, Reaper and Studio One.

Setting Up

Please refer to Kameleono's YouTube support [channel](#).

You can also use the template project suitable for your DAW if one is available in the examples folder.

If you have any questions, feel free to contact: support@midimood.com

Activating

Select the "Activate" option from the Main Menu. An activate form will be shown.

Enter your registered email and product-key on the form and click on the Activate button.

An Internet connection is required for first time activation. The Internet connection is not needed thereafter, even when upgrading Kameleono.

Generic Usage

Main Menu

To open the main menu click on the MIDIMood logo at the upper left of the plugin.

- **About:** Shows plugin version number and registration information.
- **Activate:** Shows plugin's activation form.
- **Visit Website.. :** Opens Kameleono's web page using system's default sever.
- **Keyboards:** Shows/Hides Kameleono's visual piano keyboards.
- **Pattern:** Generic configurations of the [Pattern Module](#)
- **Presets:** Save/Load presets.
- **Settings**
 - **Restore Saved Defaults:** Replace the current settings with those last saved as defaults.
 - **Restore Factory Defaults:** Replace the current settings with the factory defaults.
 - **Save as Defaults:** Save the current settings as defaults. These settings will be used for any newly created Kameleono instance.
- **Panic:** Immediately mutes Notes-out by setting all notes off.

Keyboards

Kameleono has four visual piano keyboards: MIDI-In, Notes-In, Pattern-In and Notes-Out.

To scroll a keyboard, click and drag the mouse left/right.

To resize a keyboard, click and drag the mouse up/down/left/right while holding the shift key.

The keyboard size and position are saved with your project.

Arrow Buttons

Kameleono has two arrow buttons on the right side of the plugin.

The upper arrow button shows/hides everything below the keyboards.

The lower arrow button shows/hides a hint diagram if one is available.

On/Off Buttons

The little white circles are on/off toggle buttons for the component to which they're attached.

In chord and scale modules, they turn the whole module on or off.

Value Fields

Click inside the field and drag the mouse up and down to scroll available values.

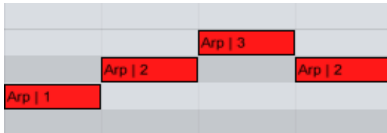
Double click to enter edit mode. In this mode, you can enter a new valid value directly.

The Flow Module

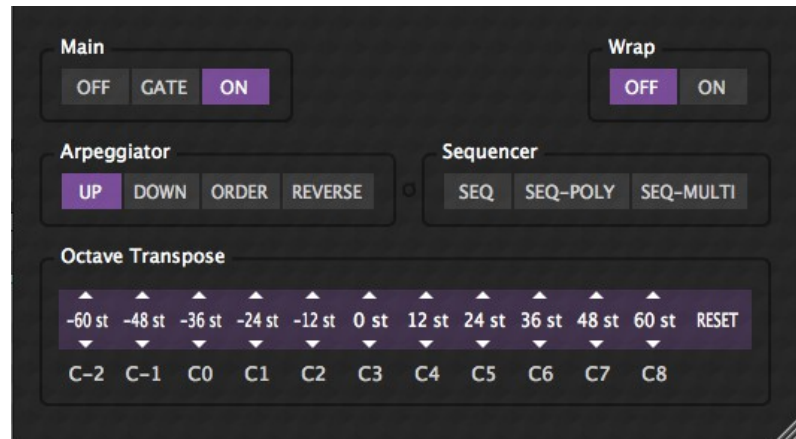
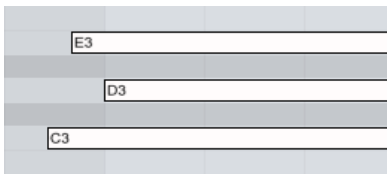
The Flow module configures the note's pitch mapping algorithm, such as arpeggiator or sequencer.

The figures below illustrate how the note output differs for each selected mode:

Pattern In



Notes In (Shifted by 1 beat)



Notes Out

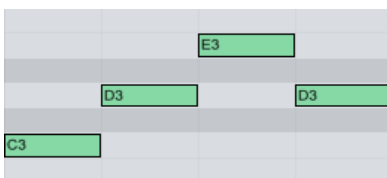
For the "Up", "Down", "Order" and "Reverse" modes, Notes-Out pitch values are defined according to the number of simultaneous Notes-In notes.

If one Notes-In note is on, only Arp-1 notes will be used regardless of the selected mode.

If two or more Notes-In notes are on, Arp-1, Arp-2,... notes will be used according to the selected mode.

The following figures show the Notes-Out output for the various modes given the above Pattern-In and Notes-In inputs:

Flow: Up (Arpeggiator)

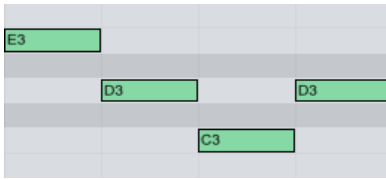


Arp-1 notes are played at the pitch of the **lowest** Notes-In note.

Arp-2 notes are played at the pitch of the next note **up**.

Arp-3 notes are played at the pitch of the **highest** Notes-In note.

Flow: Down (Arpeggiator)

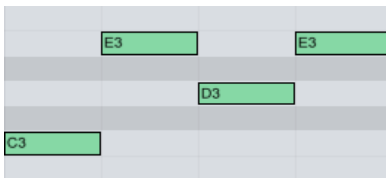


Arp-1 notes are played at the pitch of the **highest** Notes-In note.

Arp-2 notes are played at the pitch of the next note **down**.

Arp-3 notes are played at the pitch of the **lowest** Notes-In note.

Flow: Order (Arpeggiator)

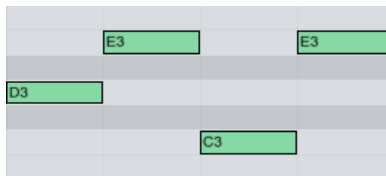


Arp-1 notes are played at the pitch of the **earliest** Notes-In note.

Arp-2 notes are played at the pitch of the **next** Note-In note.

Arp-3 notes are played at the pitch of the **latest** Notes-In note.

Flow: Reverse (Arpeggiator)



Arp-1 notes are played at the pitch of the **latest** Notes-In note.

Arp-2 notes are played at the pitch of the **previous** Notes-In note.

Arp-3 notes are played at the pitch of the **earliest** Notes-In note.

Flow: Gate

This is a special mode where the Notes-Out note pitch is the same as the Pattern-In notes.

In this mode, the Note-In notes acts as a gate for Pattern-In notes of the same pitch.

This is very useful for drum racks.

Flow: Seq (Sequencer)

In this mode, Kameleono acts as a powerful polyphonic sequencer.

Pressing a key will play the Pattern-In incoming notes transposed.

When C3 is the base key for the transposing, keys above C3 will transpose up, while keys below it will transpose down according to their distance from C3.

When Wrap is off, the sequencer will be in monophonic mode.

When Wrap is on, the sequencer will be in polyphonic mode.

The last pressed key will act as a transposer for incoming notes.

Flow: Seq-Poly (Sequencer)

This mode is similar to the Seq mode, with different behavior when holding down more than one key.

In this mode, the lowest key will act as a transposer, while the other keys will determine the polyphonic level and velocity of the incoming notes.

When Wrap is on, the sequencer will be in full polyphonic mode and the additional keys held will control only the velocities of incoming notes.

Flow: Seq-Multi (Sequencer)

This mode is similar to the Seq mode, with different behavior when holding down more than one key.

In this mode, every key pressed will act independently as a transposer for the incoming notes, making the sequencer multiphonic.

Wrap Button

When Wrap is on, all the Pattern-In notes are mapped to Notes-In notes in a Round-robin style.

For example, if there are 2 Notes-In notes then the following mapping takes place:

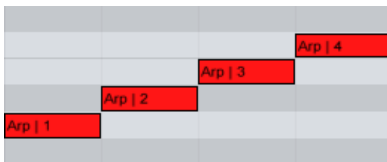
Arp-1, Arp-3, Arp-5 ... - will be mapped to one of the Notes-In notes according to the selected mode.

Arp-2, Arp-4, Arp-6 ... - will be mapped to the other Notes-In note.

Wrap-On can be used to simulate the traditional arpeggiator's behavior.

The figures below illustrate the difference between Wrap-On and Wrap-Off when using various Notes-In notes. Mode "Up" is used for simplicity.

Pattern In

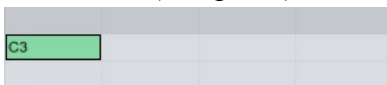


Wrap: One Note

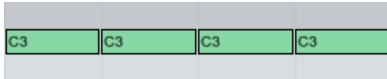
Notes-In



Notes Out (Wrap Off)



Notes Out (Wrap On)



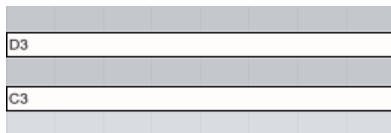
When two or more Pattern-In notes are mapped to the same Notes-In note, they are grouped and treated as only one Pattern-In note.

The velocity of that Pattern-In note will be taken from the first Pattern-In mapped note on that group.

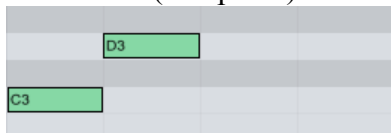
The length of that Pattern-In note will be the union of all Pattern-In mapped notes in that group.

Wrap: Two Notes

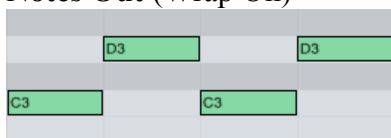
Notes-In



Notes Out (Wrap Off)

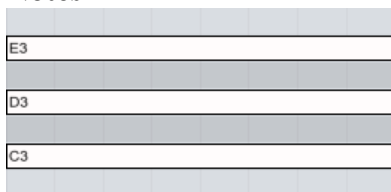


Notes Out (Wrap On)

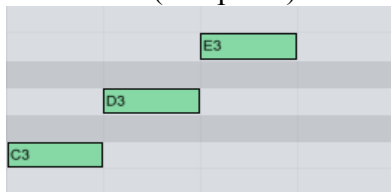


Wrap: Three Notes

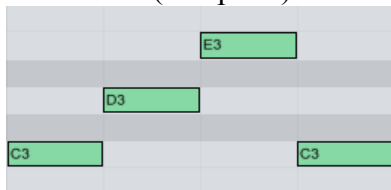
Notes-In



Notes Out (Wrap Off)



Notes Out (Wrap On)



Octave Transpose

Octave Transpose adds a new dimension to the Arpeggiator mapping.

Pattern-In notes on the same octave are transposed according to the octave transpose values.

This means that the Arpeggiator is now a Super-Arp:

- It is an arpeggiator on the Pattern-In note level.
- It is a Sequencer on the Pattern-In octave level.

The default values are mapped as follows:

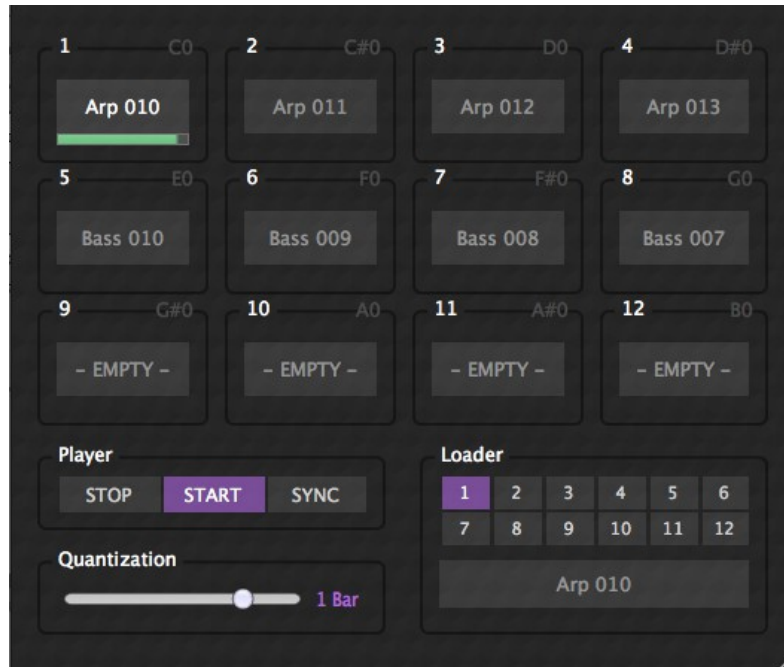
```
...
E 5 : Arp-3 (third part +24 st)
D# 5 : Arp-2 (second part +24 st)
C 5 : Arp-1 (first part +24 st)
...
...
E 4 : Arp-3 (third part +12 st)
D# 4 : Arp-2 (second part +12 st)
C 4 : Arp-1 (first part +12 st)
...
...
E 3 : Arp-3 (third part)
D# 3 : Arp-2 (second part)
C 3 : Arp-1 (first part)
...
...
E 2 : Arp-3 (third part -12 st)
D# 2 : Arp-2 (second part -12 st)
C 2 : Arp-1 (first part -12 st)
...
...
E 1 : Arp-3 (third part -24 st)
D# 1 : Arp-2 (second part -24 st)
C 1 : Arp-1 (first part -24 st)
...
etc.
```

The RESET button sets all fields to their default values.

Note that the Octave Transpose is available only when using one of the Arpeggiator modes.

The Pattern Module

The Pattern Module handles loading and playback of pre-recorded MIDI pattern files.



In addition to the Pattern-In MIDI side-chain, Kameleon has an internal pattern engine. . The pattern engine plays pre-recorded MIDI files through the Pattern-In side-chain. By using the pattern engine as a replacement for the Pattern-In live source, you can build your own bank of patterns that can be used on any DAW. Furthermore, pattern naming and pattern triggering systems make it easier, effective and fun.

Playback Slots

Kameleon supports the loading of 12 pre-recorded patterns.

You can trigger a pattern by pressing its named button.

You can also trigger patterns by pressing one of the MIDI trigger keys.

These keys use a whole octave.

The octave can be changed by going to Pattern→Launcher on Kameleon's [Main Menu](#).

The slot number is shown on the top-left of each slot.

The trigger keys are shown on the top-right of each slot.

When a slot is active, there is a green progress bar under the pattern name indicating the playback progress of that pattern.

When a slot is about to become active, there is a yellow progress bar above the pattern name indicating the count down to when the triggering will happen.

Player

Kameleono has three modes:

- **Stop** – The player is not active.
- **Start** – The player is running free.
Patterns can be triggered according to the quantization value.
Patterns are not synced with the host DAW.
- **Sync** – The player will only run when the host DAW is either in play or recording modes.
Patterns can be triggered according to the quantization value.
Patterns will be synced with the host DAW at the bar level, regardless of the quantization value.

Quantization

Slots triggering can be quantized relative to the player's starting point.

For example - choosing $\frac{1}{4}$ as a quantized value will allow pattern switching at the nearest quarter note.

Loader

The loader section manages loading and unloading of MIDI patterns to the selected pattern slot.

Choose one of the twelve slots by pressing the slot number.

The pattern name currently loaded will appear on the button below the Loader's pattern slots.

Pressing this button will open a popup menu with the following options:

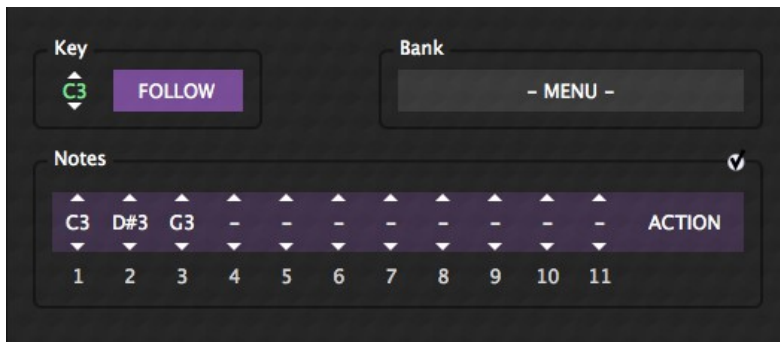
- **Clear** – Unload the pattern.
- **Show Presets Folder** – Opens the preset folder with your PC's default file explorer.
You can arrange your pattern bank by building a directory hierarchy under the Pattern directory and adding your pattern MIDI files to these.
- **Factory** – Here you will find the factory patterns that comes with Kameleono.
There is a sub directory called Factory under the preset Pattern directory.
Please do not change this directory. It will be overwritten in future versions of Kameleono.
- **Other Folders / MIDI Files** – Your pattern library.
All files and folders under the preset Pattern folder will be shown here.
MIDI files will become items on this menu. Folders will become submenus.

Re-triggering

Set "Retrig" ON to activate slot re-triggering when releasing and playing notes.

The Chord Module

The Chord Module handles chord mapping to single notes.



When turned on it is possible to trigger chords by playing single keys.

Every key can trigger up to 11 notes simultaneously.

Using chords in conjunction with other modules can be very powerful:

- Chords can be arpeggiated using the flow module.
- Chords can be real-time quantized using the sync module.
- Chords release can be controlled by the hold module.

Key

You can set the current edited key manually by using the key slider.

When activating the “Follow” mode, the current edited key will be set automatically to the latest incoming MIDI-In note.

Notes

Sets the notes to be played when receiving the corresponding “Key” note from MIDI-In. The order of the notes is important when using the Arpeggiator in Order or Reverse modes.

Action Menu

Performs actions on the current chord notes.

Clear: Remove all notes

Build Chord...: Create a chord by chord name (Cm7, D sus4, etc.)

Copy: Copy the current chord notes to one of the 8 available memory slots.

Paste: Replace the current chord notes with the notes on the selected memory slot.

Transpose: Move all chords notes pitch up or down by the selected amount of semitones.

Invert: Invert chord up or down by the selected number of notes.

Bank Menu

Performs actions on all the existing chords.

New: Auto-generate chords according to the selected chord template for all available keys.

Reload Chords: Reload the last saved chords from disk.

Save as...: Save the current chords to a specific file.

Save Chords: Rewrite the last saved/loaded chords file with the current chords.

Load Chords...: Load chords from a specific file.

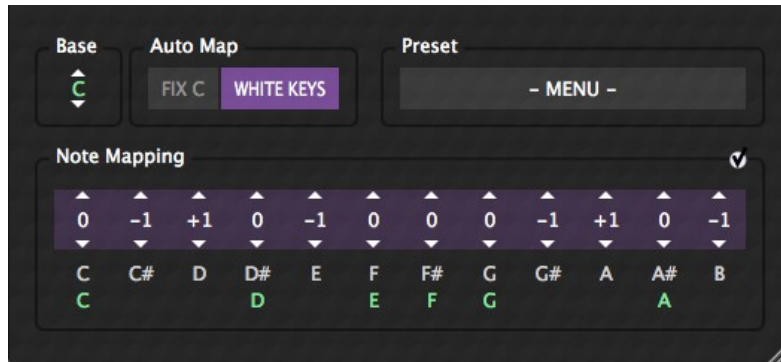
Saved chords will be shown on the lower part of the bank menu.

The name of the chord file will be shown without the file extension.

Chord files can be organized in sub directories that will be shown on the bank menu as sub menus.

The Scale Module

The scale module defines fixed note mapping in order to accept only “in scale” notes. Note mapping is determined only by the note name and works the same for all octaves.



Base

The first note in the scale, also known as the root of the scale.

Note Mapping

Sets a fixed transpose value for each of the 12 musical notes.

There is an option to mute a musical note by setting that note to “-” instead of a value.

Auto Map

Fix C: The scale notes when the root of the scale is C will always be used to play the scale regardless of the selected base.

White Keys: Maps the white keys to scale notes regardless of the original scale notes or the selected base. If the scale contains more than 7 notes, the black keys will be also mapped to the latest notes on that scale.

Preset

New: Generate notes mapping to enforce a specific scale.

Reload Scale: Reloads the last saved notes mapping from disk.

Save as...: Save the current notes mapping to a specific file.

Save Scale: Rewrite the last saved/loaded scale file with the current notes mapping.

Load Scale...: Load notes mapping from a specific scale file.

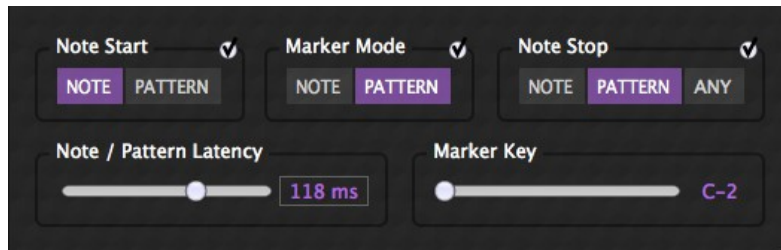
Saved scales will be shown on the lower part of the preset menu.

The name of the scale file will be shown without the file extension.

Chord files can be organized in sub directories that will be shown on the preset menu as sub menus.

The Sync Module

The sync module defines the algorithm to be used for note timing and duration as follows:



Note Start

Sets the timing of notes-on events (note timing).

- **Note:** When a Notes-In note is triggered, it will trigger a Notes-Out note if the relevant Pattern-In note is already on. When a Pattern-In note is triggered, it will trigger a Notes-Out note if the relevant Notes-In note is already on.
- **Pattern:** When a Pattern-In note is triggered, it will trigger a Notes-Out note if the relevant Notes-In note is already on.
- **Off:** Notes-In notes will be triggered only if the Marker Mode is on.

Note Stop

Sets the timing of notes-off events (note duration).

- **Note:** Notes-Out note will stay on until it gets a Notes-In note-off.
- **Pattern:** Notes-Out note will stay on until it gets a Pattern-In note-off.
- **Any:** Notes-Out note will stay on until it gets a Notes-In **or** a Pattern-In note-off.
- **Off:** Notes-Out note will stay on until it gets a Notes-In **and** a Pattern-In note-off.

Marker Mode

Advanced Timing Using the Marker Note

Pattern-In has a special note called Marker, which is dedicated for timing.

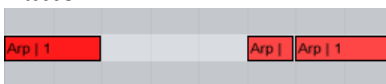
- Marker Notes force immediate recalculation of the Note-Out notes to be played.
- Marker Notes immediately release all waiting MIDI-In notes when the [MIDI Granularity](#) value is greater than 0.

The available modes are:

- **Note:** When a Notes-In note is triggered, it will trigger a Notes-Out note if the Marker note is already on. When Marker note is triggered, it will trigger a Notes-Out note if the relevant Notes-In note is already on.
- **Pattern:** Notes-Out note will stay on until it gets a Marker note-off.

The following figures show how the sync module affects the Notes-Out notes output:

Pattern In



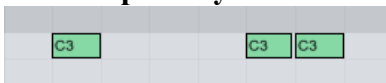
Notes In



Notes Out

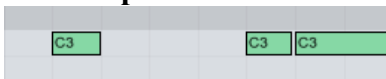
Note Start: Note

Note Stop: Any



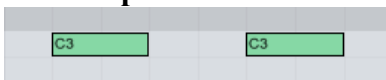
Note Start: Note

Note Stop: Pattern



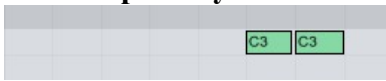
Note Start: Note

Note Stop: Note



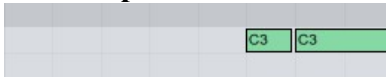
Note Start: Pattern

Note Stop: Any



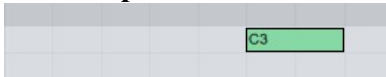
Note Start: Pattern

Note Stop: Pattern



Note Start: Pattern

Note Stop: Note



Note/Pattern Latency

The Note/Arp Latency value tells the Kameleon core to expect that the Notes-In will be delayed by the specified value or less.

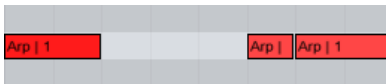
The latency might be caused by hardware and/or software, or even human limitations.

When using one of the “Pattern” Note-Start configurations, the note-on timing is determined as follows:

- If the Pattern-In note was later than the Note-In note, then the Pattern-In note will be used for note-on timing.
- If the Pattern-In note was prior to the Note-In note at the Note/Pattern Latency value or less, then the Note-In note will be used for note-on timing.

The following figures illustrate this behavior:

Pattern In



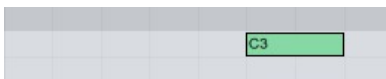
Note In



Notes Out when Note Start is set to Pattern and Note Stop is set to Note:

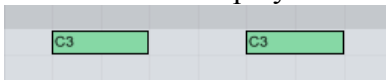
Note/Pattern Latency = 0

The left note was missed.



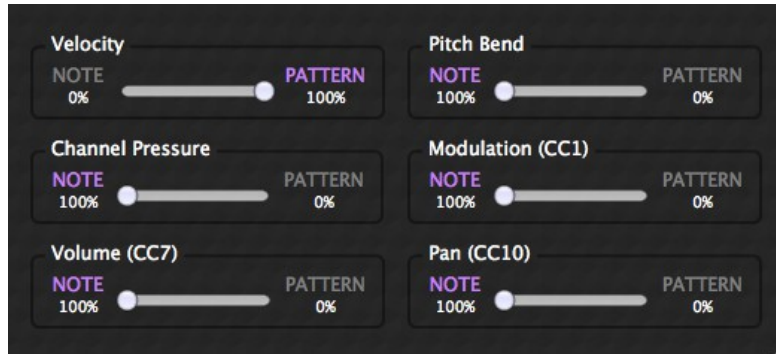
Note/Pattern Latency = 500 ms

The left note was played at the Note-In timing rather than at the Pattern-In timing.



In such cases, increasing the Note/Pattern value reduces the probability of missing the first note. On the other hand, it allows playing of the first note with looser timing. This trade-off should be considered when setting the Note/Pattern value.

The Expr Module

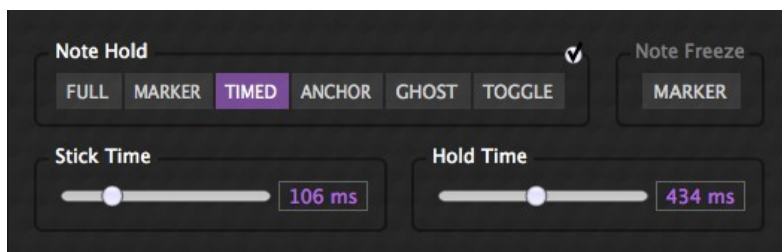


Both Notes-In and Pattern-In can be used as Notes-Out Velocity Sources. You can also use both sources in mixed mode by moving the NOTE<--->PATTERN slider to set the effect ratio.

The same functionality is available for MIDI controls such as **Pitch-Band**, **Channel Pressure**, **Volume**, **Modulation** and **Pan**.

The Hold Module

Hold Settings define the note hold method to be used.



Off

MIDI-In notes are routed as-is to the Kameleon core (Notes-In notes).

Hold: Full

Classical note hold. Releasing notes will not send note-off messages. Pressing a new note will send notes-off messages to match all the currently pressed notes.

The following figures illustrate this behavior:

MIDI In



Notes In



Releasing G2 key



Notes-In stays the same



Pressing a new key(s): A2**Notes-In matched to the current pressed notes****Releasing all notes****Notes-In stays the same****Hold: Marker**

Works like “Hold: Full” except releasing notes upon receiving a Pattern-in Marker note.

Hold: Timed

Works like “Hold: Full” with additional auto-release timer according to the “Hold Time” value.

Hold: Anchor

This mode works just like “Hold: Timed” with one exception. As long as at least one note is still being pressed, all released notes are kept on. Releasing the last note will release all hold notes including the last one.

The following figures illustrate this behavior:

MIDI In



Notes In



Releasing E2 and G2 keys



Notes-In stays the same



Pressing a new key(s): E2 and A2



Notes-In matched to the current pressed notes



Releasing all notes



Notes-In notes are also released



Hold: Ghost

This is a special mode which is only relevant when [Flow](#) is on.

As long as one of the MIDI-In notes is still pressed in this mode, other MIDI-In notes released will send note-off messages, but the Kameleon core will treat them as still being pressed when mapping Notes-Out notes according to the [Flow](#) settings.

The following figures illustrate this behavior:

MIDI In



Notes In



Releasing E2 key



Notes-In acts as if the note is still on, although not heard (velocity 0).



Pressing new key (F2) between C2 and A2



Notes-In note E2 is replaced by F2



Hold: Toggle

Pressing a note will toggle between note-on and note-off according to the current note state. The following figures illustrate this behavior:

MIDI In



Notes In



Pressing C3 key



C3 is added to Notes-In notes



Pressing E2 key



E2 is removed form Notes-In notes



Stick Time

Defines the time needed to press and hold keys before Note Hold's Engine kicks in.

Hold Time

Auto-release timer. It reactivates the Hold engine when the hold time period has passed. The hold time is calculated from the last time there was a note change on the MIDI-In stream.

Note Freeze

When Marker is on, incoming MIDI-In notes are frozen until receiving a Pattern-in Marker note.

The In:Out Module

Kameleono's MIDI Inputs and Output related settings.

Note In

Defines the MIDI-In stream that will be used as Notes-In.

For more information see the [Overview](#) page.

Channel

The MIDI input channel to be used as Notes-In input.

Transpose

Transpose all Notes-In notes up or down before processing.

Range

Defines the active pitch range for Notes-In notes. Out of range notes will be filtered.

Ghost

Defines pitch range for Notes-In notes that will participate in the Flow mapping process but will not eventually be routed to the Notes-Out notes. This is a useful way to change note mapping on the fly.

MIDI Granularity

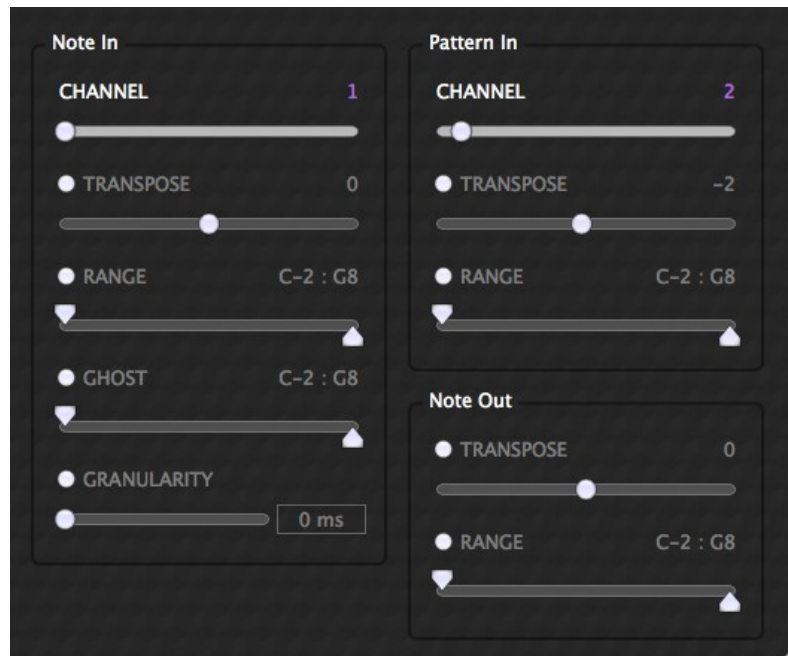
MIDI Granularity sets a MIDI-In time interval to be used by Kameleono.

If this interval is greater than zero, Kameleono groups all MIDI-In notes that have at least a one note start before them, at this interval or less.

All notes in a group are handled as if they were played at the same time (which is the time of the last note in the group plus the MIDI Granularity value).

Low MIDI Granularity is very useful to eliminate any unwanted notes and to tighten timing when playing chords.

Because of the nature of Kameleono, even the smallest change in note timing can have unexpected results.



For example: In “UP” mode, pressing the E3 note will map Arp-1 notes to this pitch, adding C3 will change mapping immediately sending Arp-1 notes to C3 and Arp-2 notes to E3. This is the expected behavior and is one of the reasons why Kameleon is so powerful.

But, what if this wasn't the intention?

What if the player, from his point of view, pressed C3 and E3 at the same time, but in reality, there was an interval of 5 ms between the notes?

Arp has a near zero latency, so 5 ms is not considered to be the same time from a Kameleon point of view.

The solution for this issue is to set the MIDI granularity value according to the player's ability to play chord notes at the same time.

This value adds latency to the Notes-In incoming notes, so it should be set to the minimum possible.

Pattern In

Defines the MIDI-In stream that will be used as Pattern-In.

For more information see the [Overview](#) page.

Channel

The MIDI input channel to be used as Pattern-In input.

Transpose

Transpose all Pattern-In notes up or down before processing.

Range

Defines the active pitch range for Pattern-In notes. Out of range notes will be filtered.

Note Out

Defines the MIDI-In stream that will be used as Notes-Out.

For more information see the [Overview](#) page.

Transpose

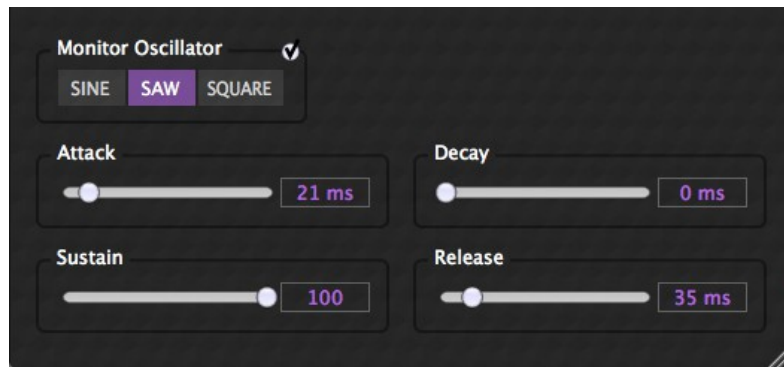
Transpose all Pattern-Out notes up or down before processing.

Range

Defines the active pitch range for Notes-Out notes. Out of range notes will be filtered.

The Audio Module

Kameleon has an internal basic synth that can be set using the audio settings.



The synth is intended for testing purposes, eliminating the need of an external instrument. Since the synth uses an Aliasing-free, High Quality Oscillator, it can also be used in production.

The synth has one **Oscillator** and three wave forms: **Sine**, **Saw** and **Square**.

Configurable **ADSR** is also available.

When routing MIDI output to your favorite instrument synth, sampler, etc., it is recommended that the synth be turned off to save CPU power.

Remote Automation

Almost every UI element such as selectors, buttons, sliders, etc. are mapped as plugin parameters, giving you the ability to use your DAW's automation system to control, record and replay Kameleon's configurations in real time.

You might, for example, want to turn the note-hold functionality on and off at predefined position on your performance timeline.

Integrated Help

Making the most out of your plugin relies on acquiring in-depth knowledge and getting exposed to new ideas.

Kameleono's integrated help makes this process easy, comfortable and fun.

You can watch online video tutorials directly from your DAW.

Up-to-date user guide, tips & tricks videos and news feeds are also available.



High Precision Engine

Kameleono's engine processes MIDI notes with Sample Level Accuracy.

Your output notes will be right where you expect them to be.

Processing is done in parallel to the DAW's audio signal flow, introducing Zero Added Latency and Extremely Low CPU Usage.