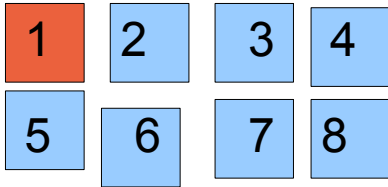


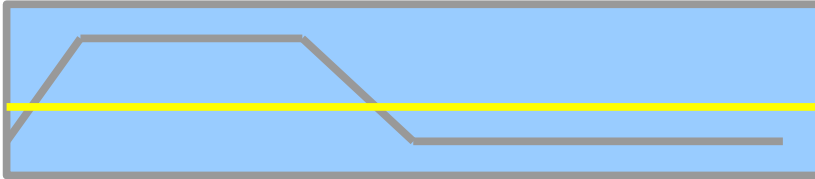
Bar to edit choice buttons



Tempo control for when not synced to a host

90 bpm

Selected bar's overall time curve spline editor



Yellow line = time/speed unchanged

The time and tuple info should be subjective to the bar info from the DAW, and it's current tempo, so this time spline is applied *as a ratio* of the DAW's bar length. The splines should be at a better resolution but it's hard to draw in Open Office

Choice of number of events for selected bar:

In this example, 4 is selected, others inactive and "grayed-out"



Tuple multiplier selector for selected event of selected bar:

x3

In this example, a triplet, though I think it'd have to go at least to nontuples (excuse to use word "N-tuple" hehe. Then event 2 could be non-multiplied (1 I guess), 3 a octuple, etc.

Then down in this section of the event editing window can be the step controls for the parameters of whatever kind of effect or instrument VST that this would be inserted into

So basically at the top there you select which "bar" to edit. #1 is selected, with 8 possible, each of which could either operate in sequence or be triggered by a midi note to occur once the next bar starts. Within this "bar" there's the time spline (which probably wouldn't be used every time) and then a selector to choose how many "events" will occur, evenly spaced, within the given bar... then tabs to edit each of these "events" and choose the tuple multiplier which would further subdivide the event in time at the ratio indicated by the multiplier. The utility of the overall time-modifying spline control is equivalent to a drum roll increasing in speed or some such, but it wouldn't have to be tossed in a drum instrument necessarily, but would work well for rhythmic control of any kind of thing. I imagine effects having individual per-event editing options. For instance a filter which has a per-event cutoff and resonance control or whatnot. Re-usable in pretty much any kind of SynthEdit project. I don't even know how the tuples would mesh with parameter values (there's no way I can easily envision any of this, but making different-length editing options appear just because you switch from triplet to quintuplet doesn't seem feasible). The idea came from the envelope module you've been working with, whereby we could simply make a whole bunch of preset shapes that would represent the ratios of bar length. I suppose since VSTs access the bars and beats info both that some sort of beat-based thing like this could be useful, too, but beats can be really short at high tempos so who knows.