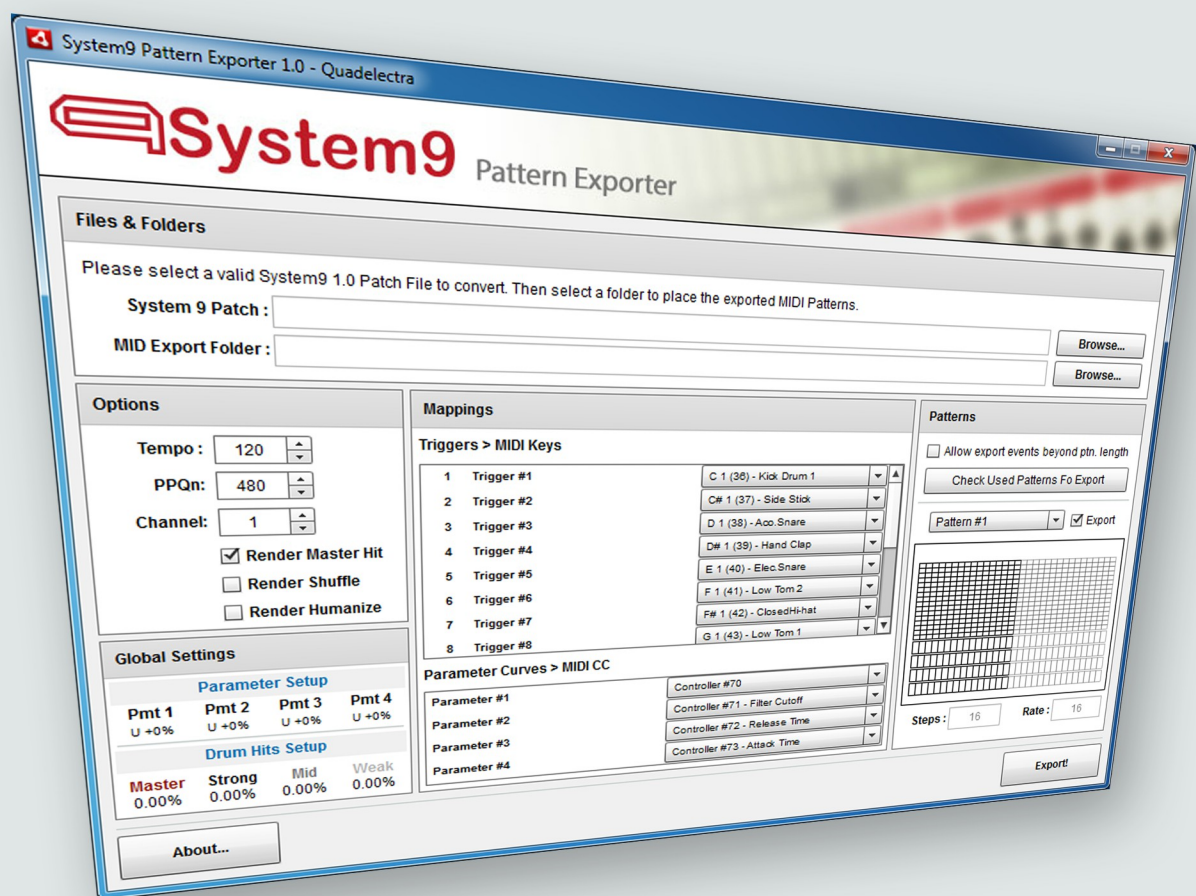


# Pattern Exporter for System9



# Operation Manual



### 1. About

System9 Pattern Exporter is a tool that will export any or all patterns from System9 version 1.0 Patch File to a Standard MIDI File, which you can use with a program of your choice.

We created this program, because of the many requests we had to add a “Pattern To Track” feature to our System9 Rack Extension. Since this feature cannot be implemented, due to Rack Extension SDK restrictions, the next best thing we could do is this pattern exporter!

To qualify in being something more than the “second best solution” System9 Exporter (or S9X) is equipped with some very interesting features, like being able to select the tempo and the resolution for the export, as well as being able to map triggers to MIDI notes, and parameters to MIDI controllers.

You can select which patterns you want to export, or let the S9X decide which should be exported, according to which patterns contain events.

Finally you can filter out from export events, past the pattern length, or completely ignore triggers and parameters from exporting.

We hope that you'll find your System9 Exporter to be a very useful tool.

## 2. Installation

System9 Exporter runs using the Adobe AIR runtime, which can be downloaded from Adobe Website in this address:

<https://get.adobe.com/air/>

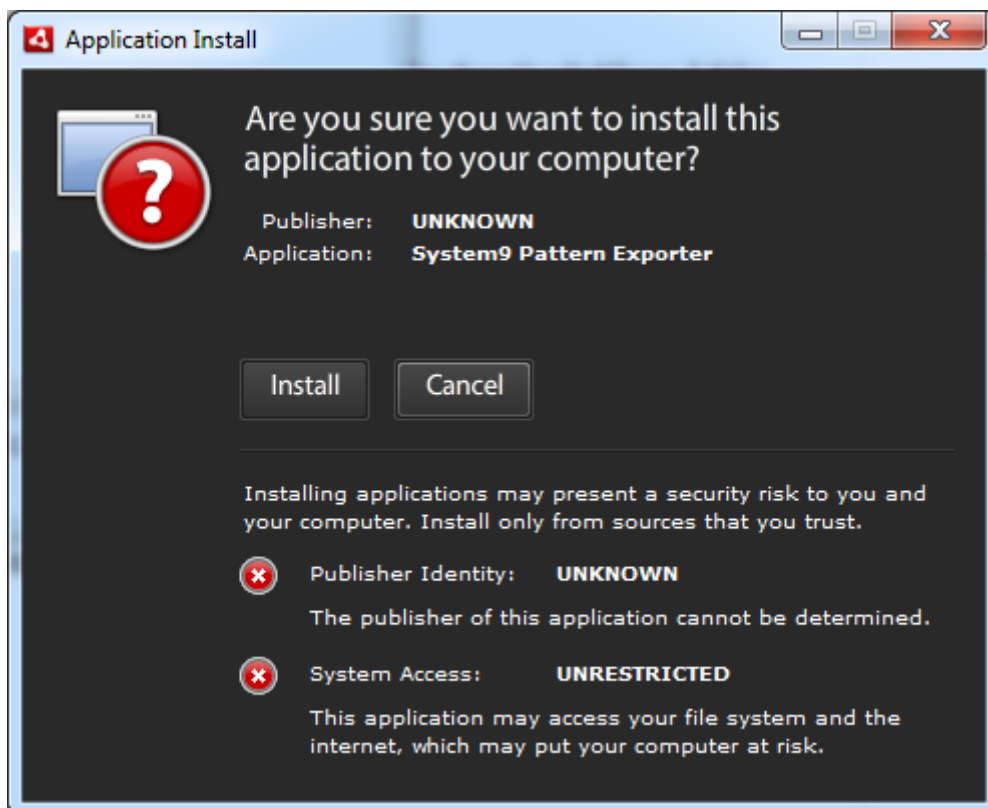
Once you have completed the Adobe AIR installation for your Computer / OS Platform, you are ready to proceed with System9 Exporter installation.

If you already have Adobe AIR installed, it would be a good idea to update it to the latest version before continuing.

### 2.1. Installation Steps

To install the System9 Exporter to your computer, do the following.

- Unzip the downloaded file.
- Locate in the folder where you've extracted the installation files, a file named "System9PatternExporter.air". And double-click to launch it.
- A dialog similar to the one below will appear:



Don't be frightened by the red "X"es and the warnings. That's just the Adobe AIR installer, not recognizing the publisher's (Our) certificate, since it's self-signed, and

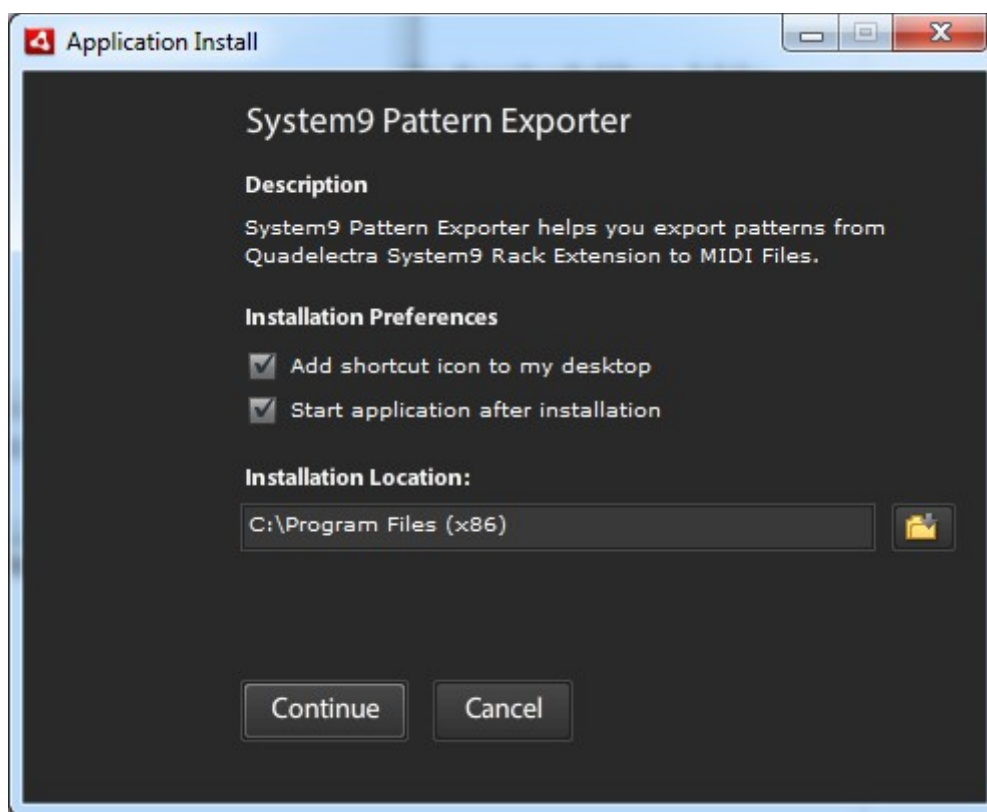
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not issued by a valid authority.

Proceed by clicking "Install".

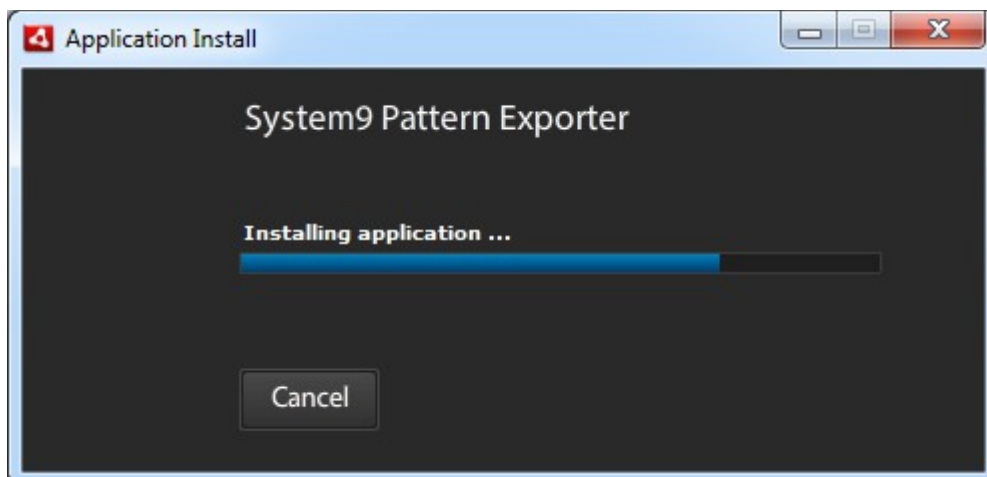
- You will be prompted to select the installation options



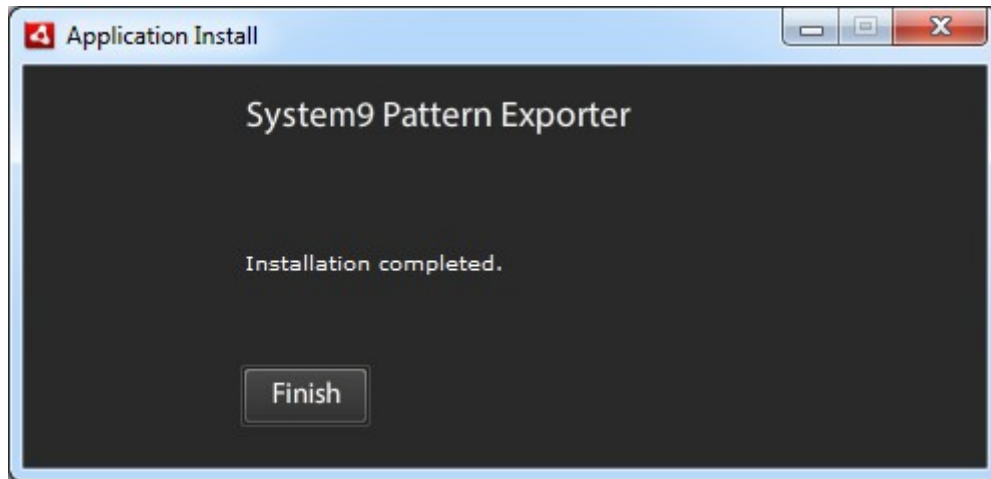
You do not have to change any of these settings unless you know what you are doing.

Nevertheless you can choose whether you want the application to start immediately after installation, by checking "Start application after installation".

Press "Continue" to begin installation:



- Once installation is over, if you have not selected to start the application automatically, you will be prompted with a success message.



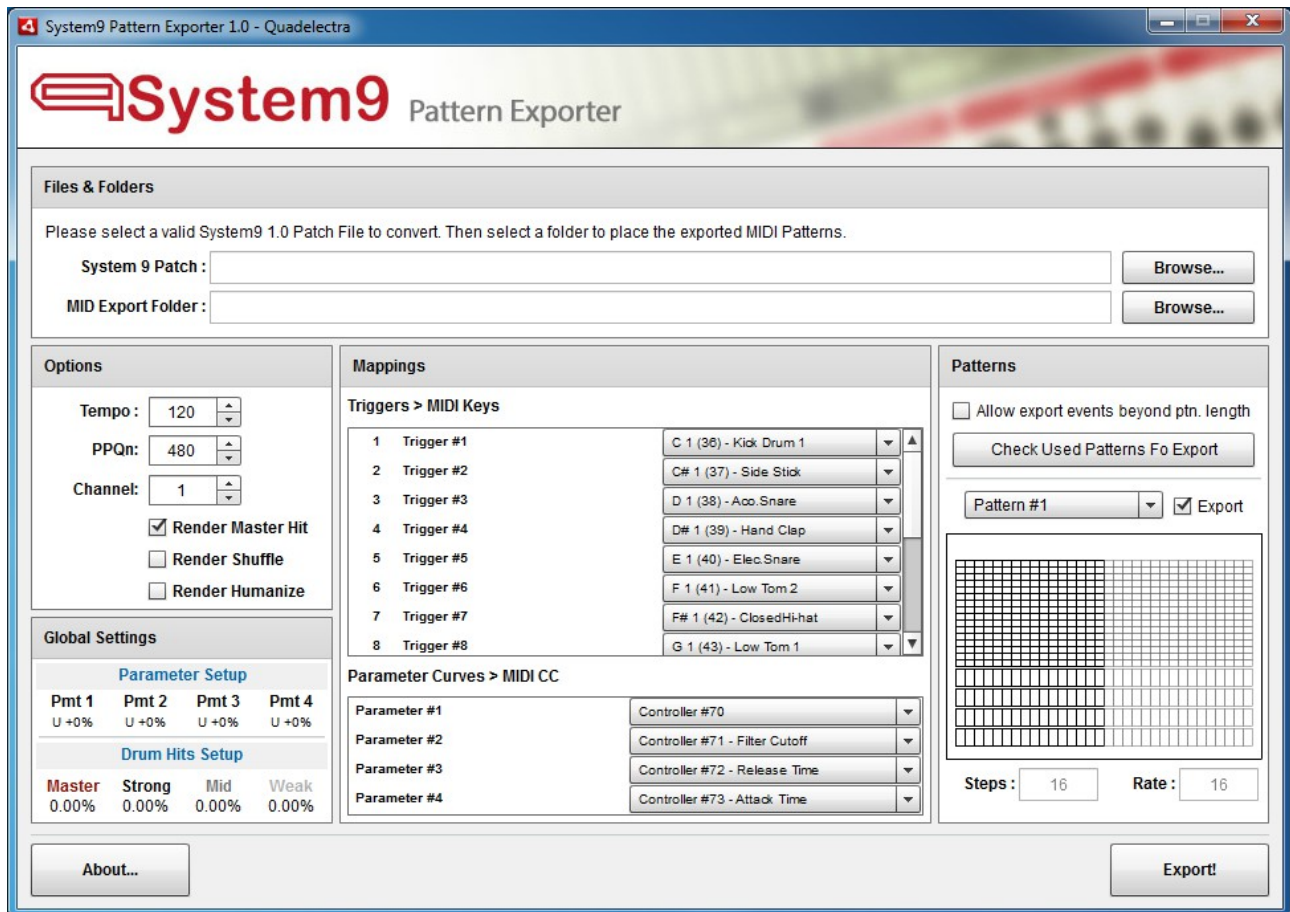
Click "Finish"! You have now successfully installed System9 Pattern Exporter.

Note: To uninstall the System9 Pattern Exporter click on the installer again, and choose "Uninstall".

### 3. Usage

Once installed, the System9 Pattern Exporter can be accessed by launching it from your desktop and / or Start Menu.

This is how S9X looks like when launched:



The interface is split to 5 different sections, called panes. Next in this chapter we shall take a close look to each of these sections, and the export process.

#### 3.1. "Files & Folders" Section

First and foremost you need to specify the System9 Rack Extension input patch file for the Exporter to process. You can do this by clicking on "Browse" button at the right of the "System 9 Patch" row. Navigation is done using your system's native file browser.

Once you have selected the patch file, it will appear on the text box, right next to "System 9 Patch" label.

Now you must specify a destination folder, which the S9X will use to place the generated MIDI files. One MIDI file for each pattern. Again click on the "Browse" button at the right of the "MID Export Folder". Navigation is done using your system native directory browser.



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Finally like in the patch file, the folder you select appears at the text box right next to "MID Export Folder".

That's basically it! You can hit the "Export!" button at the bottom right of this dialog and the operation process will start.

Be patient though. Next we'll see how you can utilize the various features of S9X, before exporting.

### 3.2. Options

The S9X gives you the ability to set a few generic options, for exporting. These are:

- **Tempo:** You can set the tempo for all exported pattern MIDI files. The tempo will be used in Reason (or any other DAW for that matter) upon import.
- **PPQN Resolution:** You can choose the MIDI file event's resolution. Lower values give less accuracy than higher ones.

If you are exporting patterns without shuffle, there shouldn't be a problem with the event accuracy. Shuffling with very low PPQN resolutions (f.e. 48 or lower), could result to more "vintage" timing results, like those of an old drum machine.

- **Export Channel:** S9X also enables you to select the MIDI channel on which the data will be exported. You might want to set this in 10 in some cases where most GM instruments already have their drum set pre-selected.
- **Render Master Hit:** Each hit in System9 Rack Extension, can be either Weak, Mid or Strong (color coded from light gray to black). These hits in terms of velocity are computed as percentages of the Master Hit Level.

Since the Master Hit Level is not always set to maximum, exporting individual hit events, might result in having lower than expected velocities.

By un-checking this option, you export directly the individual velocities for each hit without computing the master hit volume.

- **Render Shuffle:** By enabling this option, all events will be rendered according to the groove percentage saved by the patch, upon export. This means that your MIDI files will actually contain their shuffled events shifted and not exactly on the grid.
- **Render Humanize:** By enabling this option, all events will be rendered with tiny timing inconsistencies, the magnitude of which has been defined globally in the "Random" parameter of the System9 imported patch.

Note: You might want to consider a non-destructive technique for the Shuffling and Humanization of events, especially if the MIDI file importer application allows it (like Reason with its Re-Groove Console).

### 3.3. Mappings

S9X Includes a small editor to map the device's triggers to MIDI keys, and it's parameters to MIDI controllers.



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S9X will show you all triggers' names as saved in the patch, and will match by advancing one MIDI key at a time, starting from #36 (C#1).

You can see the binding for each key in to the drop down box next to each trigger, and of course you can set it to what ever key you like, or totally ignore it, by selecting the appropriate option in the end of the list!

The exact same rules apply to the System9 parameters which can be mapped to MIDI controllers.

Again the bindings appear at the right side of each parameter, and you can choose the MIDI controller that suits you, or totally ignore that parameter by choosing IGNORE at the end of the list.

### 3.4. Patterns

From the "Patterns" pane, you can view a step-sequencer-like mini graph, of a single pattern along with the Rate and Step Count information.

- **Pattern Selector:** You can select which pattern you want to inspect, from the dropdown list above the step graph viewer.
- **Export Checkbox:** Next to that drop down list, there is a checkbox that allows you to Export (when checked) or Ignore the selected pattern.
- **Check Used Patterns For Export:** Going through 16 patterns just to see if they have any data to export could be a waste of time. So we've also added the option to "Check Used Patterns For Export". The action is offered as a command button, right above the drop-down list.

*Note: Clicking "Check Used Patterns For Export", will make changes to the export check states in all patterns. Bare in mind though, that a pattern that contains only parameter data, although nothing is heard, is considered as a used pattern.*

*Note: The operation is not dynamic. This means that by loading a different System9 patch, you need to click the option again to reselect the newly loaded patterns.*

- **Exporting Beyond The Pattern Length:** At the top of the panel, there's an option to "Allow export events beyond ptn length". By checking this you tell S9X to export all pattern data, even those beyond the registered pattern length.

So a pattern will still export any events it has in every of the 32 steps, even if its size is 16 steps.

Of course un-checking the "Allow export events beyond ptn length", will cause the program to stop exporting any other events beyond the pattern's step count

### 3.5. Global Settings

Global settings pane displays useful information about some of the global settings of the loaded patch. Such as parameter scaling and polarity, plus each drum hit volume percentages.

### 3.6. About Dialog

The "About..." button at the bottom left of the window, opens a new dialog, displaying the application information.

### 3.7. Export

When all settings are ready the only thing left to do is ... of course the "Export" itself. So all you got to do is click on the "Export" button at the bottom right of the window, and let System9 Pattern Exporter work its magic!

If any errors occur you will be notified by the application.

### 3.8 What About My Settings?

You shouldn't worry about your settings. S9X saves them all, before closing and will reload them upon loading. However, you might want to reset / delete or keep a copy of your settings.

In this case you should know that S9X keeps preferences in an XML file, at the application's storage directory. This directory can be found:

In Windows XP:

C:\Documents and Settings\[USERNAME]\Application Data\System9PatternExplorer\Local Store

In Windows Vista & Higher:

C:\Users\[USERNAME]\AppData\Roaming\System9PatternExporter\Local Store

In Mac:

/Users/[USERNAME]/Library/Application Support/System9PatternExporter/Local Store

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