



bome software

everything sounds.

Bome's Mouse Keyboard

Tutorial: Usage with Cubase SX

1 Overview

Bome's Mouse Keyboard and Cubase are a perfect combination, especially if you don't have an external keyboard, or when you are on the move with a laptop. Bome's Mouse Keyboard is a help to play melodies into Cubase. This tutorial explains how to connect Bome's Mouse Keyboard with Cubase SX, and how to play VST instruments with it.

2 Get and install a virtual MIDI driver

There are several virtual MIDI drivers available. I suggest one of the following drivers:

- [Sony Virtual MIDI Router](#) for Windows 98/ME/NT/2000/XP (check out this [tutorial for installation on Windows XP](#))
- [Maple Virtual Midi Cable](#) for Windows NT/2000/XP/Vista
- [LoopBe1](#) for Windows 2000/XP
- [MIDI Yoke](#) for Windows NT/2000/XP
- [Hubi's Loopback device](#) for Windows 95/98/ME

Install one of them. Follow the installation instructions provided by the respective author. After successful installation, you'll have a set of virtual MIDI devices.

Virtual MIDI port drivers allow MIDI data to be sent directly from Bome's Mouse Keyboard to the MIDI IN port of a MIDI enabled application. Normally, Bome's Mouse Keyboard will accept the direct input of a connected MIDI device, while outputting to the virtual port driver. It is also possible for Bome's Mouse Keyboard to accept input from one virtual MIDI port and output on different virtual port to allow Bome's Mouse Keyboard, e.g. to translate the MIDI communications between two software programs. Bome's Mouse Keyboard may **NOT** have the same virtual MIDI port driver specified for both input and output, as this will cause a MIDI loop.

Note: The next version of Bome's Mouse Keyboard will ship with built-in virtual MIDI support, so that you can select *Bome's Mouse Keyboard* directly as MIDI INPUT in, e.g., Reason.

3 Set up Bome's Mouse Keyboard

First, select a virtual Midi cable as Midi Out in Bome's Mouse Keyboard like you see in the picture. Your virtual MIDI device may also be named "MIDI Yoke Junction: 1" or "LB1", depending which virtual MIDI cable you installed.



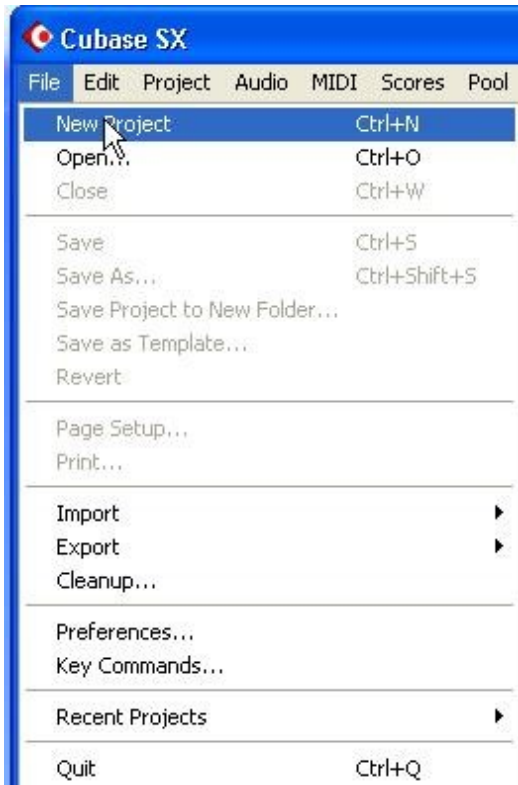
Note: Select *none* as MIDI IN. If you selected the same virtual MIDI port as MIDI IN, it would be reserved and Reason could not access it!

A good idea is to put Bome's Mouse Keyboard in *Always On Top* mode, so that it's always visible on your screen.

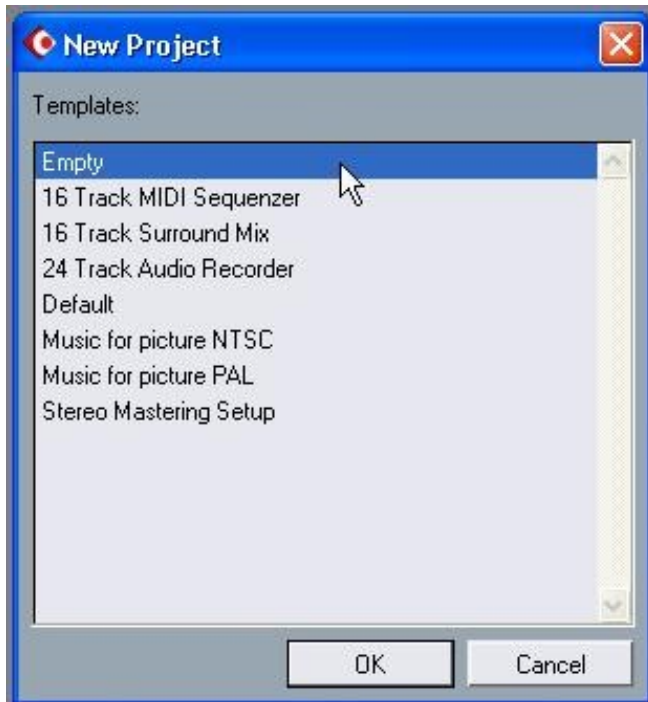


4 Set up Cubase SX

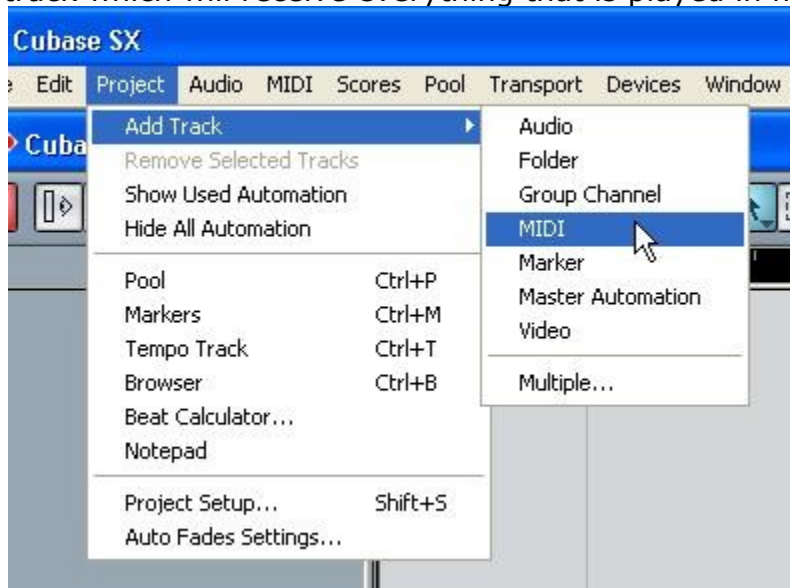
In Cubase, I open a new project:



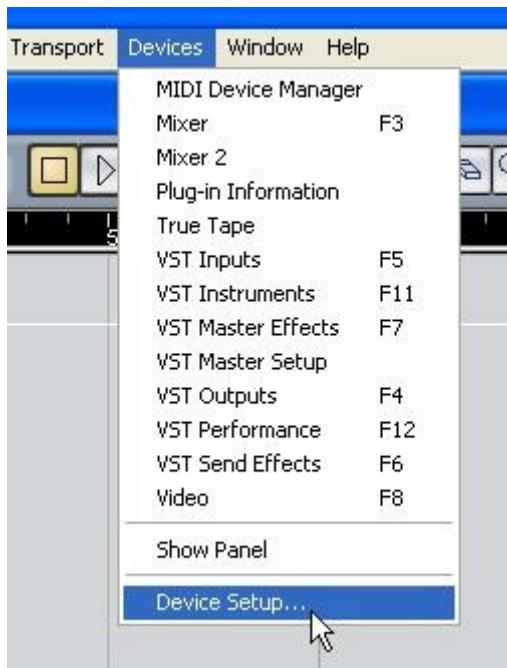
For this example, I choose an empty project:



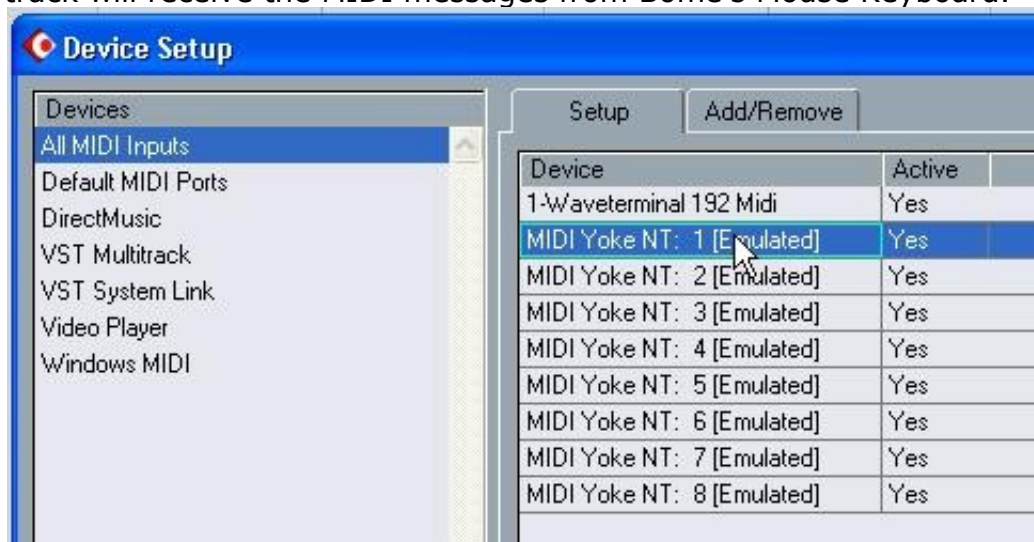
Bome's Mouse Keyboard sends MIDI messages. So I create a new MIDI track which will receive everything that is played in mouse keyboard:



By default, Cubase opens all MIDI IN ports for the MIDI tracks. I still like to verify, so let's have a look:



Here you can see Cubase's Device Setup screen. Make sure that it says *Yes* at *MIDI Yoke NT* (or *LB1* for Hubi's users). This will ensure that our MIDI track will receive the MIDI messages from Bome's Mouse Keyboard.



Now let's set up a software synthesizer! Cubase ships with 3 VST instruments, and you can add as many as you like... To use a VST Instrument, select that menu item from the Devices menu:



The VST Instruments console opens. Click on the first empty slot to choose a VST Instrument.



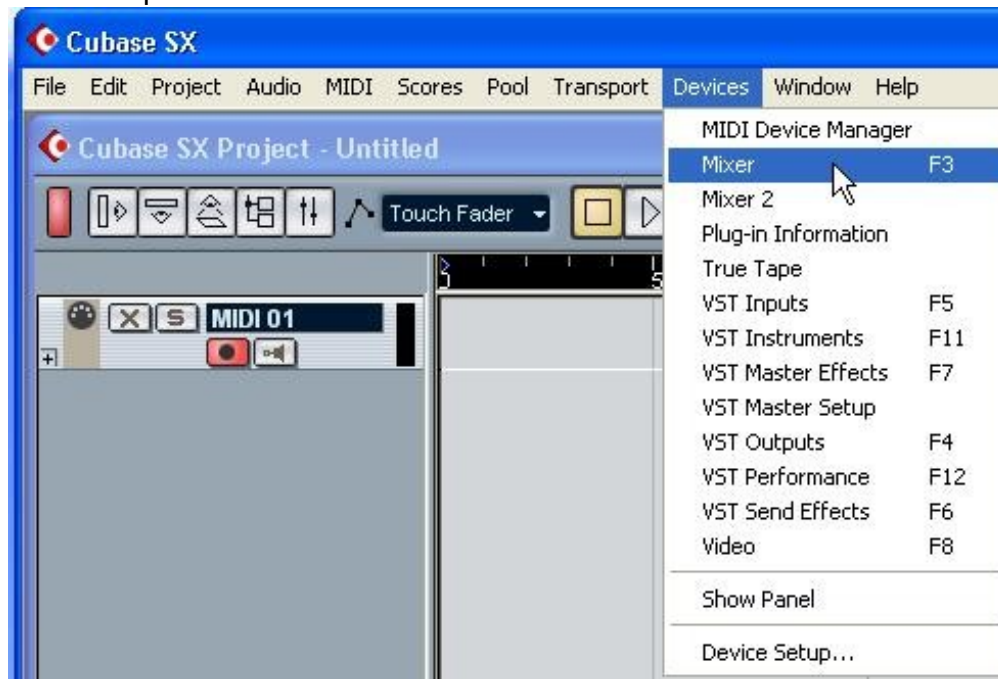
In the menu, choose the instrument category and then the instrument. For this tutorial, I select the *vb-1* - a virtual electric bass guitar.



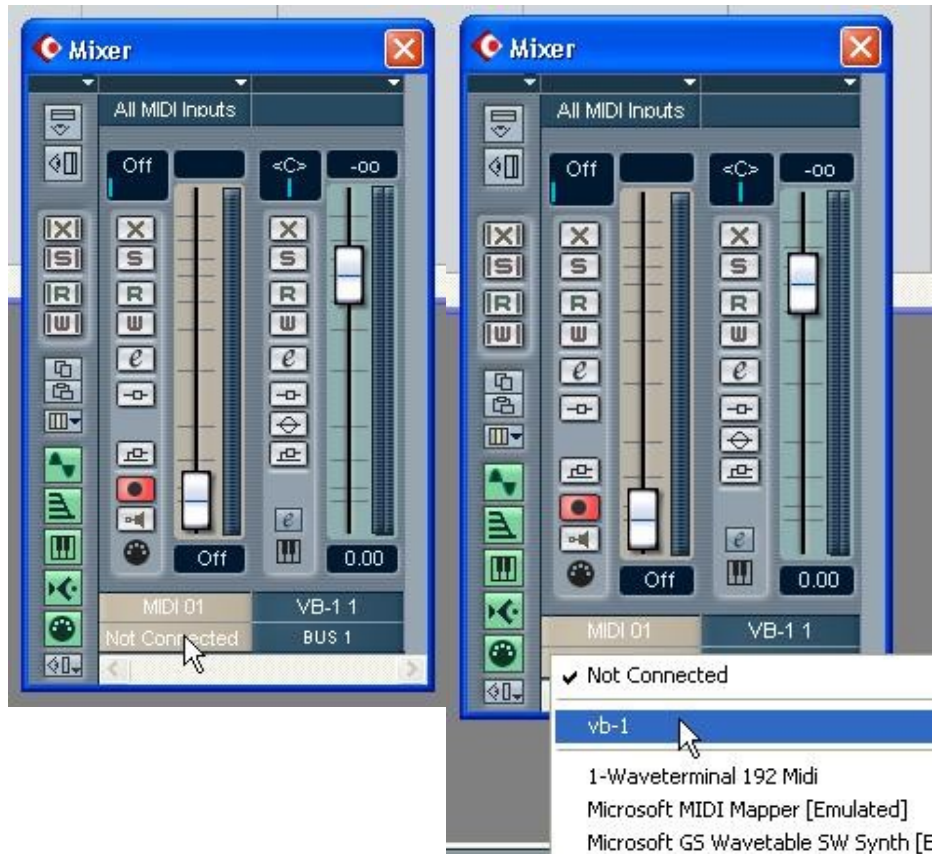
After selecting the VST Instrument, you can see it in the console. Pressing the *e* button will invoke the user interface of the virtual bass; pressing the arrows will browse through the patches.



Now all that is left is to connect our MIDI track to the VST Instrument. For that we open the Mixer from the Devices menu:



Here you can see Cubase's Mixer. Visible are 2 channel strips: The first is for our MIDI track, the other controls the *vb-1* instrument. In order to send the MIDI messages from the MIDI track to the VST instrument, select it at the bottom of the channel strip - where it says Not Connected.



Important: There is an option in Cubase that you need to disable to hear anything when playing Mouse Keyboard:
In the menu **Devices|Device Setup|VST Multitrack**, uncheck the option **Release ASIO driver in background**. Otherwise you'll not be able to hear anything when focus is on Mouse Keyboard.

5 Make music!

Now playing on Bome's Mouse Keyboard will play the *vb-1* VST Instrument in Cubase! There's nothing anymore that stops you from recording great music!



Many thanks to the people at Steinberg, who were very friendly in making available Cubase SX so that this tutorial could be created.