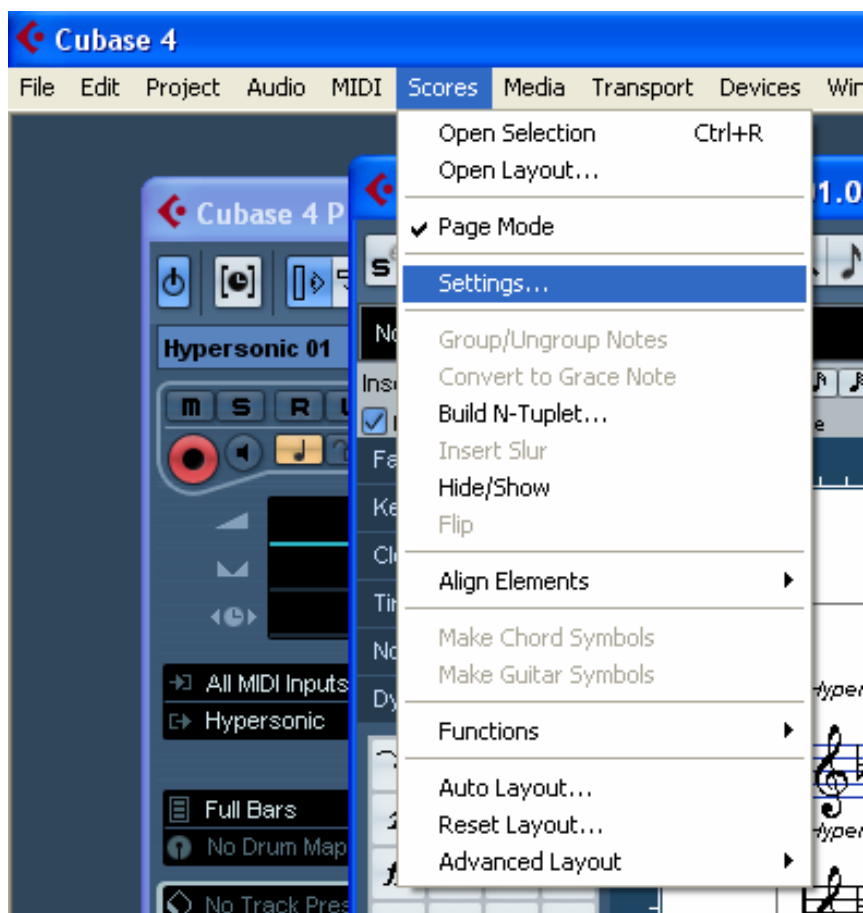
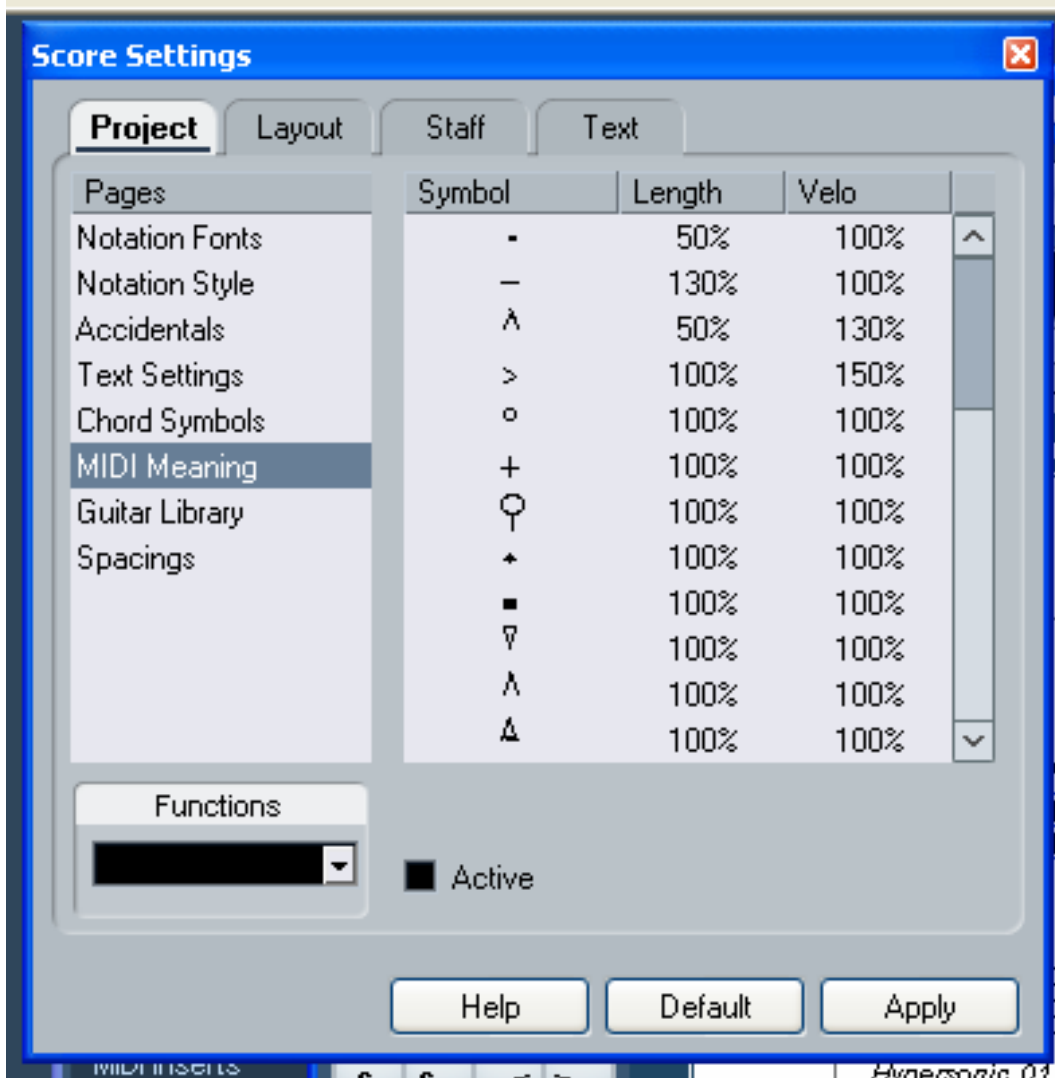


## Cubase 4 Score - The MIDI Meaning function

The MIDI Meaning function interprets note symbols and dynamics, affecting the length and velocity of notes during playback. This means you can play back your score and hear all accents and dynamics you have added. This is done in real time during playback – the actual notes are not affected!

1. On the Score Settings–Project page, open the MIDI Meaning sub-page.



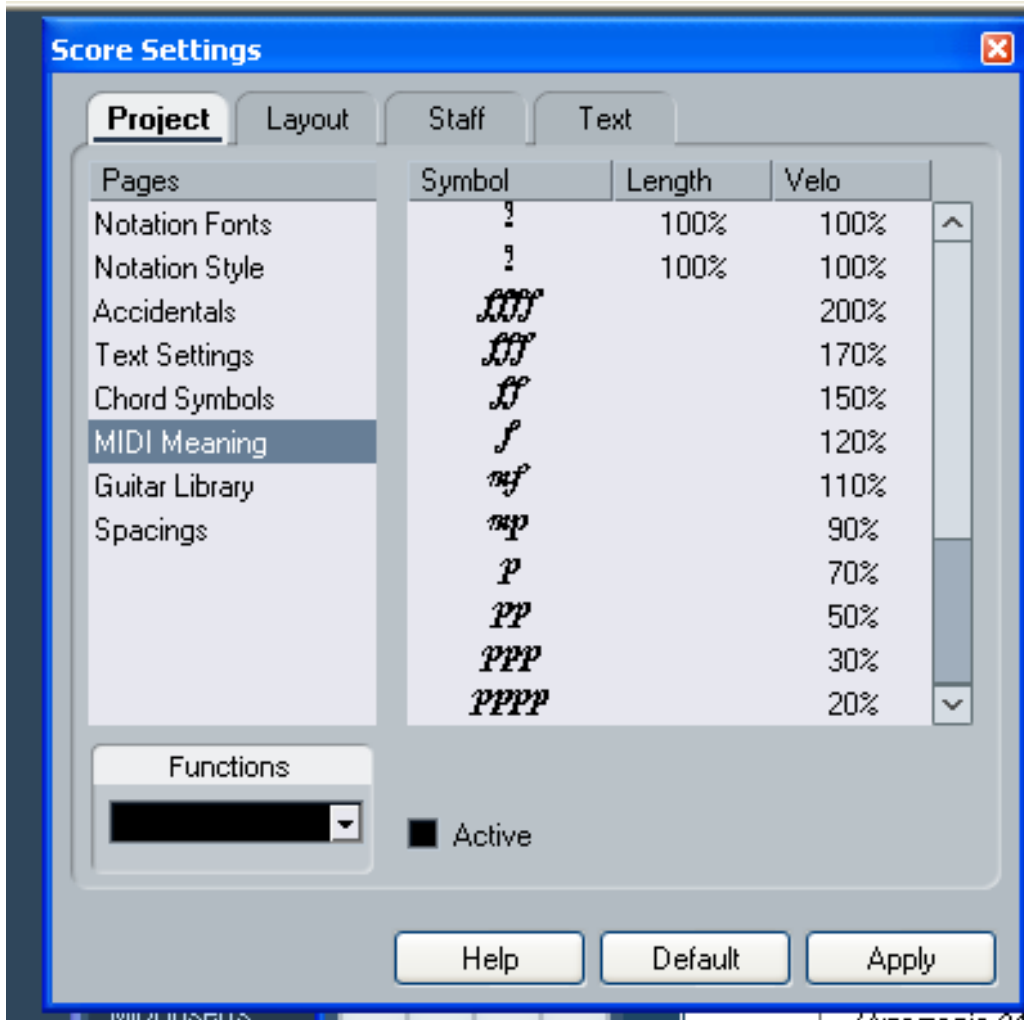


As you can see, the dialog lists all note symbols and static dynamic symbols to the left. To the right are two columns, allowing you to specify in which way each symbol should affect the length and velocity of the notes as they are played back.

2. Set up the note symbols (at the top of the list) to your liking.

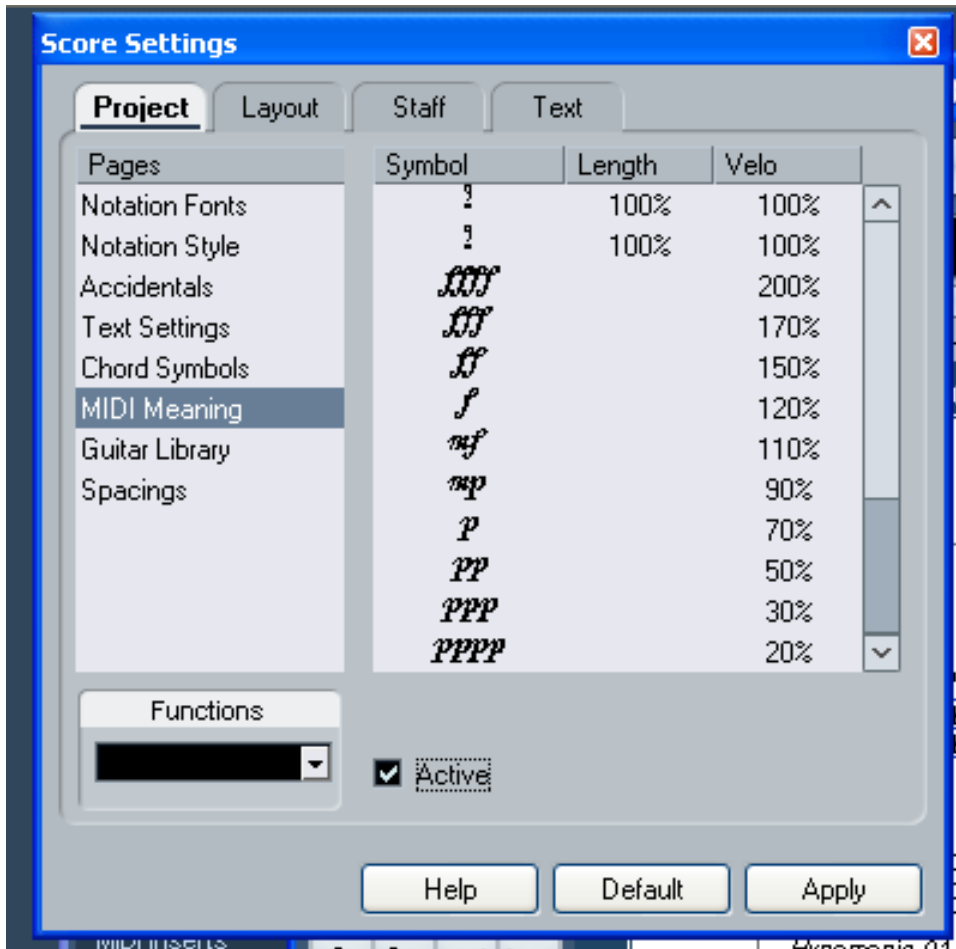
The Length and Velocity settings are expressed as percentages, with 100% meaning no change from the actual note lengths and velocities on playback. For example, if you set up a short accent symbol (^) to mean Length=50%, Velocity=130%, notes with this accent would be played back with half their actual length and 1.3 times their actual velocity.

3. Set up the dynamic symbols (at the bottom of the list).



These can only affect note velocity. If you set the fortissimo symbol (ff) to mean Velocity=150% and insert a fortissimo symbol in the score, all notes will be played back with 1.5 their actual velocity, from that point in the score until the next dynamic symbol.

4. To activate MIDI Meaning, click the Active checkbox.



5. Click Apply and close the dialog.

Now, note symbols and dynamics will affect the notes on playback.

For dynamic changes to take effect, the MIDI sound source must respond to velocity. Also, note that the maximum note velocity is always 127. If all notes were recorded or entered with maximum velocity, Velocity settings over 100% will not have any effect.