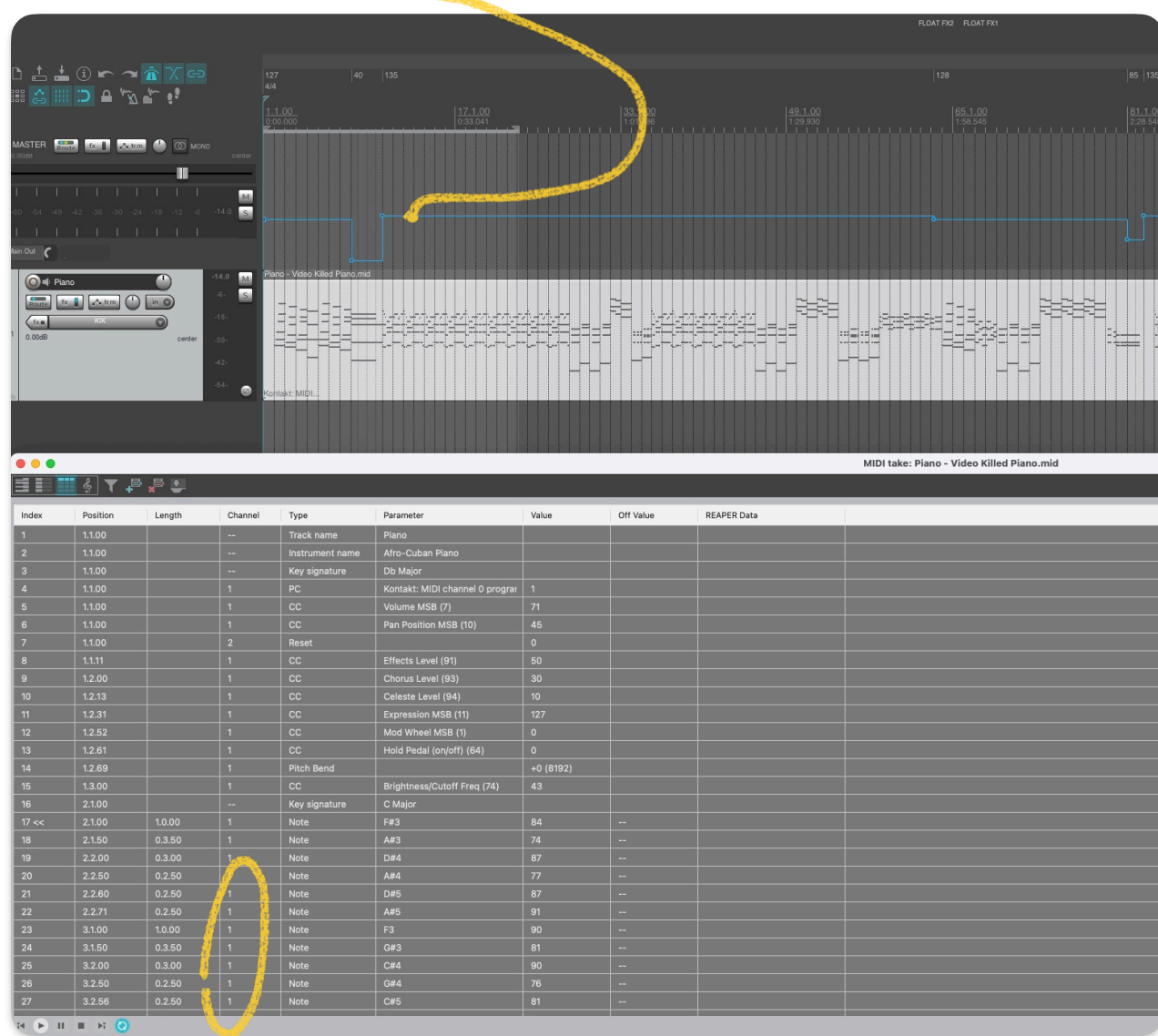
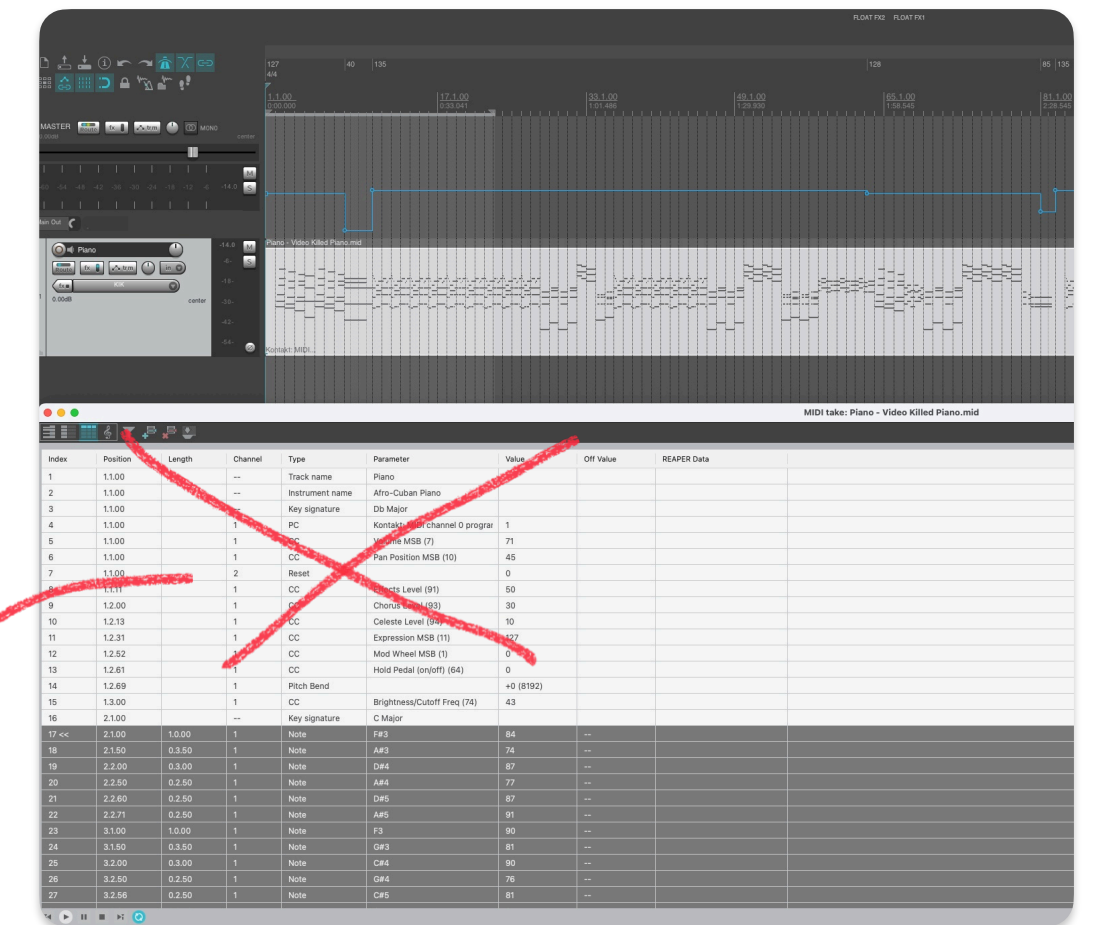


Weird there is a tempo change here , oh well it won't matter as the tempo you play from stepping is of your own device.

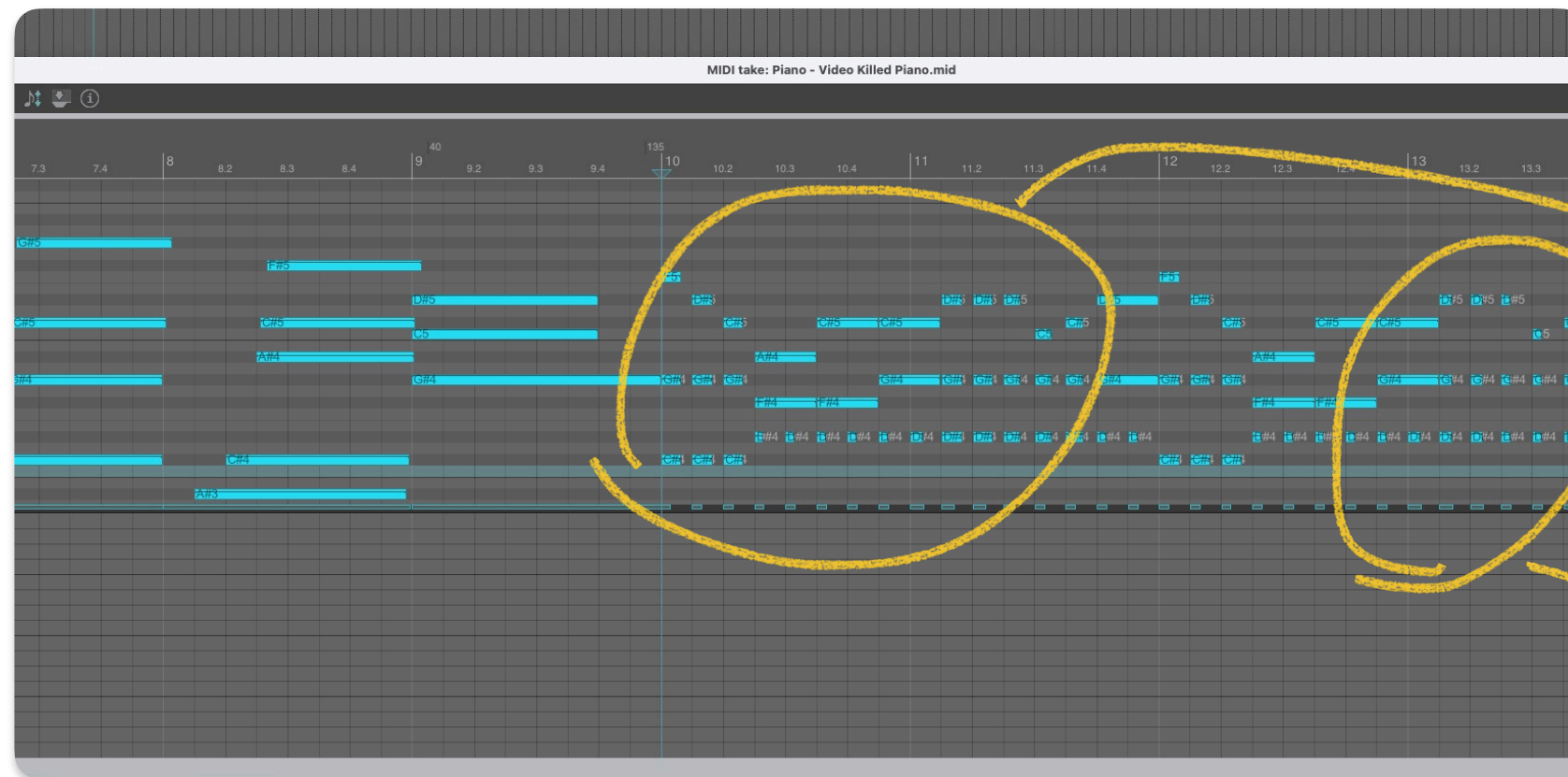


Set midi events to ch 1, note events were ch2

All you need is midi note events , and often in the case of long pauses , a bar or more those can be eliminated to a degree and you'll have to play it by ear .



Delete all the crap that's not required , you don't want this changing the volumes and pan etc in your variation



These note durations I lengthened

These I didn't they sound kind of choppy in this case

```

Script Editor: MIDI Stepper

MIDI Stepper Script (Live)
33  if MidiSequence_EndOfSong(cs) then
34      MidiSequence_ResetToStart(cs)
35  end
36
37  SetWidgetLabel (lblPosition, "Pos: " + bar + " / " + beat + " / " + tick)
38
39  MidiSequence_CollectEventsNow(cs); //fetch all events from current position
40
41  notes = MidiSequence_GetCurrentEvents(cs, 1) // Get current events from track #1
42
43  for index = 0; index < Size(notes); index = index + 1 do
44      aNote = notes[index]
45      SendNow(MidiStepIn, aNote)
46  end
47 End
48
49 initialization
50 //load the midi file (!!! use a "/" instead of "\" for path separator !!!)
51 MidiSequence_LoadStandardMidiFile(cs, "/Users/robertmillar/Downloads/midi other /VideoKilled.MID")
52
53 trackCount = MidiSequence_GetTrackCount(cs) //get number of tracks of midi file
54 Print(trackCount)
55 quantization = SetQuantization (GetWidgetValue (knbQuant)) //get quantization value from widget
56 MidiSequence_Quantize(cs, quantization) // Quantization may be 1/2/4/8/16
57
58 //map events coming from track 2 & 3 both to MIDI channel 1
59 //change remapping to your needs -> add/remove according code lines
60 MidiSequence_MapOutputChannel(cs, 2, 1)
61 MidiSequence_MapOutputChannel(cs, 3, 1)
62 UStepKey = ParamToMidi(GetWidgetValue (knbUStepKey))
63 end
64
65
66 // Use this as a finger clock -- pressing the trigger control (widget or two notes) behaves

```

Replace the purple text with your particular pathname , it's different for every user depending on where the file is on your system