

Rule Modifications

```
<set-flag name="abcd" />  
<unset-flag name="abcd" />
```

Flags are four-letter codes.

The program does not set or check for any flags on its own. This is just a way to have more control inside a rules file, and you can set and test for flags for your own purposes.

```
<set-technique name="mute" />  
<unset-technique name="mute" />
```

Techniques are four-letter codes: [Rule Techniques](#)

```
<attack-envelope id="at01" duration="0.25" />  
<release-envelope id="rl01" duration="0.5" />
```

For Notion sounds only. The ID is a four-letter code. Duration is in seconds.

```
<release-sampleset id="rles" />
```

For Notion sounds only. The ID is a four-letter code. Use 'none' for no release.

```
<release-sound pitch="E4" />
```

Play a pitch for the release. Normally used with "<if pitch>" for drumset, where many different sounds are in the same sampleset.

```
<duration-change amount="0.7" />  
<duration-change amount="0.7" max="1.25" />
```

Change the length of a note, in this case, 70% of notated length. This is the most action for a staccato rule.

In the second case, don't play longer 1.25 seconds.

<volume-change amount="1.5" />

Multiply the volume by the amount, so in this case, 150% of the volume.

Normally used for accents.

<dynamic-change bump="-1" />

Play with a higher or lower dynamic, which changes the sample set for built-in sounds.

<end-gap duration="0.15" />

<end-gap min="0.2" max="0.5" />

In the first case, shorten the note 0.15 seconds from the notated duration.

For the second case:

Notes that are 1/10th of a second or less will have a gap of 0.2 seconds.

Notes that are 1 second or more will have a gap of 0.5 seconds.

In between 1/10th and 1 second, the gap will be proportional between 0.2 and 0.5 seconds.

<sample-start time="0.1" />

For Notion sounds only. Start playing the sample 0.1 seconds into the sound.

<initial-delay time="0.1" />

For Notion sounds only. Put a gap of 0.1 seconds before playing the sound.

<fixed-pitch pitch="E4" />

No matter what the notated pitch is, play E4. Combine with "<if pitch>" to make drumset rules.

<component id="2" />

Set the component, which separates out parts of the drumset.

<component-stop id="1" />

Set 1 for true and 0 for false.

If true, then playing this sound will automatically send a note off to all other notes with the same component ID. Used for hi-hat pedal stopping an open hi-hat.

<trill pitches="1" time="0.1" delay=" />

For MIDI/VSTi rules only.

This sets note to trill by sending a series of the two MIDI pitches. It's for libraries that do not have trill samples.

To turn the feature on and off, set "pitches" to 1 and 0. Set "time" to the duration of each pitch, in seconds. Set "delay" to the duration of the first pitch, before the trill starts, also in seconds.

<transpose halfsteps="12" />

<transpose halfsteps="-12" />

Transpose each pitch up or down. Often used for sample libraries that are offset to give room to keyswitches.

<velocity-change bump="20" />

<velocity-change bump="-10" />

For MIDI/VSTi rules only.

Add or subtract from the velocity of each note, after the note's velocity is looked up from the dynamic. Often used for accents.

<channel-change channel="2" />

For MIDI/VSTi rules only.

Set the channel of the note. Often used when another

channel has a technique, such as muted.

```
<key-switch midi-pitch="20" velocity="60" type="note-on-prefix" />  
<key-switch midi-pitch="20" velocity="60" type="note-on-suffix" />  
<key-switch midi-pitch="20" velocity="60" type="note-off-prefix" />  
<key-switch midi-pitch="20" velocity="60" type="note-off-suffix" />
```

For MIDI/VSTi rules only.

Adds a keyswitch to the note.

```
<cc controller="2" value="80" type="note-on-prefix" />  
<cc controller="2" value="80" type="note-on-suffix" />  
<cc controller="2" value="80" type="note-off-prefix" />  
<cc controller="2" value="80" type="note-off-suffix" />
```

For MIDI/VSTi rules only.

Adds any CC message to the note. This does not send a stream of CC messages; just one.