



BROWSE. HEAR. DROP.

USER MANUAL

Version 1.1.0



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Everything you need. Nothing you don't.

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ADD A FOLDER

>

SELECT MIDI

>

PREVIEW IN SYNC

>

DROP INTO DAW

Browse your libraries

Choose a file

Hear the DAW instrument

Continue in your project

01 Introduction

CueMIDI is a VST3 plug-in for browsing and auditioning MIDI files inside a DAW. Add one or more MIDI library folders, select a file, hear it through the instrument already used in your project, adjust Transpose if needed, and drag the MIDI into the DAW.

Preview playback follows the host tempo and transport. This makes it possible to judge a MIDI file in the musical context where it will be used rather than through a separate player or sound source.

CueMIDI does not generate audio. The VST3 version outputs MIDI to another instrument and provides a silent stereo audio output for host compatibility. The Logic Pro AU MIDI Effect has no audio buses and operates as a MIDI Effect.

The core workflow is:

Add a folder > select a MIDI file > preview in host sync > drag into the DAW

02 System and Plugin Format

Platform	Format and status
macOS	VST3 for Apple Silicon / arm64 and AU MIDI Effect for Logic Pro.
Windows	VST3 x64.
Linux	An experimental x64 VST3 build exists for private testing only. It is not part of the public release.

The VST3 version of CueMIDI is supplied as a **CueMIDI.vst3** bundle. On macOS, CueMIDI is also available as an AU MIDI Effect for Logic Pro. The plug-in format and architecture must match the computer and host.

03 Installation

macOS VST3

Install the complete **CueMIDI.vst3** bundle in one of the standard VST3 locations:

- All users: `/Library/Audio/Plug-Ins/VST3/`
- Current user only: `~/Library/Audio/Plug-Ins/VST3/`

Keep the bundle intact. Do not move only the executable from inside it.

macOS Logic AU MIDI Effect

Install the complete **CueMIDI.component** bundle in one of the standard Audio Unit locations:

- All users: `/Library/Audio/Plug-Ins/Components/`
- Current user only: `~/Library/Audio/Plug-Ins/Components/`

CueMIDI is then available in Logic Pro as an Audio Unit MIDI Effect. Keep the component bundle intact. Do not move only the executable from inside it.

Windows x64 VST3

Install the complete **CueMIDI.vst3** bundle in one of the standard VST3 locations:

- All users: `C:\Program Files\Common Files\VST3\`
- Current user only: `%LOCALAPPDATA%\Programs\Common\VST3\`

Keep the complete VST3 bundle intact. Do not move only the inner binary or DLL. Restart or rescan the host if CueMIDI does not appear immediately.

04 DAW Routing

CueMIDI's VST3 format is built as an instrument/synth with MIDI input and MIDI output. It is not presented to the host as a traditional MIDI FX plug-in. On macOS, the separate AU version is presented as a MIDI Effect for Logic Pro. CueMIDI itself is silent, so its MIDI output must reach a software instrument before anything can be heard.

Logic Pro

Insert CueMIDI as a MIDI FX before a software instrument:

CueMIDI (MIDI FX) > Software Instrument

The software instrument receives CueMIDI's preview output as well as live MIDI passing through CueMIDI.

Bitwig Studio

CueMIDI can be placed before an instrument in the same device chain:

CueMIDI > Instrument

The instrument receives CueMIDI's preview output as well as live MIDI passing through CueMIDI.

Ableton Live

CueMIDI and the target instrument are typically placed on separate tracks because of Ableton Live's plug-in MIDI routing model. Route CueMIDI's MIDI output to the track containing the instrument.

Steinberg Cubase

A typical Cubase setup places CueMIDI and the target instrument on separate tracks. Route CueMIDI's MIDI output through a monitored MIDI track to the target VST instrument. Exact routing may vary by Cubase version and has not been part of the verified 1.1.0 host test set.

Fender Studio Pro

In Fender Studio Pro (formerly Studio One), use the host's MIDI routing so that CueMIDI sends MIDI to the target instrument. CueMIDI and the instrument may need separate routing positions depending on the project setup.

General Routing

The exact routing controls vary by DAW and host version. The essential requirement is always the same: CueMIDI's MIDI output must feed the instrument you want to audition.

05 Browser

The browser is divided into a Sources panel and a MIDI Files area.

Adding sources

Select Add Folder and choose a folder containing MIDI files. More than one source folder can be added. CueMIDI stores the source list with the plug-in state.

The Sources tree displays folders only. Individual MIDI files appear in the file list, not in the tree. Leaf folders are shown without a non-functional disclosure arrow.

Browsing folders

Select a folder in the tree to show its MIDI files. The file list includes supported MIDI files from the selected folder and all folders below it. This means selecting a parent folder provides one flat, recursive view of that part of the library.

Results are sorted alphabetically by filename, with the full path used to give identical names a stable order. A file that is reachable through overlapping source folders is indexed only once.

If a source folder is no longer mounted or available, it remains visible as unavailable so the missing location is clear. Its files are excluded from browsing and global search until the source becomes available again.

06 Search

The search field searches the complete index of all currently available sources. Results update while you type.

Search is:

- case-insensitive
- matched against the MIDI filename
- matched against the containing folder and path text.

Search does not analyze notes, chords, tempo, tags, or other content inside a MIDI file. When a query is active, each result can show folder context to distinguish files with similar names.

Clear the search field to return to the recursive view of the currently selected folder. The search query itself is not stored in the plug-in state.

07 MIDI File Information

Selecting a MIDI file loads it and displays:

- the filename
- the number of tracks
- the number of events
- a length expressed in bars.

The bar count is a display representation. It does not change the MIDI timing used for playback or Drag & Drop.

For the browser's **LENGTH** column, CueMIDI uses a valid, consistent time signature found at the start of the MIDI file when the duration resolves reliably to whole bars. Otherwise, it uses the established display convention of converting the quarter-note length to whole four-quarter bars. The loaded-file summary also uses this quarter-note display convention.

CueMIDI previews standard MIDI files with a valid PPQ timebase. Files using an SMPTE timebase are not supported for preview playback.

08 Preview Controls

Preview uses the DAW's timing rather than an independent clock.

Play

Play requests preview playback for the loaded MIDI file. Playback starts on a host bar boundary. If the host transport is not running, CueMIDI waits until usable host transport and position information is available.

Stop

Stop stops the preview. CueMIDI releases notes generated by the preview and resets preview sustain where necessary so that the target instrument is not left with hanging notes.

Loop

When Loop is enabled, CueMIDI extends the preview cycle to the next complete host bar when necessary. The MIDI events keep their original timing; the additional time only completes the loop length. At the loop boundary, active preview notes and sustain are cleaned up before the next cycle.

Auto Play

When Auto Play is enabled, selecting and loading a MIDI file can request a new preview automatically.

When Auto Play is disabled, loading a file does not automatically start it. Use Play when you want to hear the loaded file. Turning Auto Play off cancels a pending automatic start, but does not stop a preview that is already playing.

Host synchronization

CueMIDI:

- follows the current host tempo
- ignores tempo events stored in the MIDI file for preview playback
- quantizes preview starts to host bar boundaries
- uses the host time signature to determine host bar length
- handles normal host loop wraps and tempo changes
- stops preview safely if the host position is manually moved in a way that breaks playback continuity
- cleans up preview notes when the host transport stops.

Live incoming MIDI continues to pass through CueMIDI independently of preview playback.

09 MIDI Safety

To avoid unwanted instrument reconfiguration during auditioning, CueMIDI excludes these messages from preview playback:

- Program Change
- Bank Select CC 0
- Bank Select CC 32
- SysEx.

Other supported non-meta MIDI messages remain eligible for preview. Tempo meta events do not control preview timing because the host tempo is used.

This safety filter applies only to the generated preview stream. Live MIDI arriving at CueMIDI passes through without this filtering. The filter is also not applied to MIDI files transferred by Drag & Drop.

10 Transpose

Transpose covers -36 to +36 semitones. The segmented control provides:

Control	Action
-12	Move down one octave
-1	Move down one semitone
Current value	Show the current setting; select it to reset to 0
+1	Move up one semitone
+12	Move up one octave

The labels LOWER, TRANSPOSE, and HIGHER show the direction of the control.

Transpose can be changed while preview is playing. Notes that are already active remain paired with the correct output note-offs even when the setting changes before they end.

If transposition would move a MIDI note below 0 or above 127, that note is suppressed rather than clamped to the nearest valid pitch. Live incoming MIDI is never transposed.

11 Drag & Drop

Start a drag from a MIDI file row in the file list, then drop the file on a DAW destination that accepts MIDI-file Drag & Drop. Folder rows are navigation items and are not MIDI drag sources.

The current Transpose setting determines what is transferred:

- At Transpose = 0, CueMIDI creates a temporary sanitized MIDI copy without changing note pitches.
- At any non-zero setting, CueMIDI creates a temporary sanitized and transposed MIDI copy.

The original source file is never modified. The temporary copy preserves the musical MIDI data, MIDI file type, timebase, track structure, timing, channels, and non-note events except for embedded tempo and time-signature meta events. Note pitches are changed by the selected amount when Transpose is non-zero. Note events that would fall outside the valid MIDI pitch range are omitted.

Embedded tempo and time-signature meta events are removed from every dragged copy so that the current host/project tempo and host time signature remain unchanged. Preview safety filtering is otherwise not applied to Drag & Drop. Program Change, Bank Select, SysEx, and other source events remain in the transferred file unless an out-of-range note event is specifically omitted by transposition.

12 UI Size

Open the hamburger menu and choose UI Size. Available sizes are:

- 100%
- 125%
- 150%
- 175%
- 200%

At 100%, the editor is 900 × 600. All other sizes scale the same layout proportionally. Text and vector graphics remain clear at each fixed scale.

CueMIDI checks the usable area of the display where the editor is located. Sizes that do not fit with a small safety margin are disabled in the UI Size menu. The 100% size remains available even on a display where the complete base window would theoretically not fit.

If a project restores a saved size that no longer fits the current display, CueMIDI selects the largest available smaller size. It does not force an automatic live resize merely because an open plug-in window moves to another display. Available choices are recalculated when the UI Size menu is opened on that display.

13 Project Recall

CueMIDI stores these settings and selections with the plug-in state:

- source folders
- the active source and selected MIDI file
- Loop state
- Auto Play state
- Transpose
- UI Size.

If the saved MIDI file is still available, CueMIDI loads it again without triggering automatic preview playback.

CueMIDI intentionally does not restore active preview playback, the current preview position, a pending start, or active notes and sustain. Opening a saved project therefore does not automatically start a preview.

The search query is not part of project recall.

14 Troubleshooting

CueMIDI does not appear in the DAW

- For VST3, confirm that the complete `CueMIDI.vst3` bundle is installed in a standard VST3 location scanned by the DAW.
- For Logic Pro AU, confirm that the complete `CueMIDI.component` bundle is installed in a valid Audio Unit location.
- Rescan plug-ins or restart the host if needed.
- Confirm that the platform and architecture match: arm64 for the macOS release or x64 for the Windows release.

CueMIDI loads but no instrument is heard

CueMIDI produces no sound by itself. Check that its MIDI output is routed to a software instrument and that the instrument can receive MIDI.

Preview does not start

- Confirm that a readable MIDI file is loaded.
- Start the host transport if CueMIDI reports that transport or host position is unavailable.
- Use Play if Auto Play is disabled.
- CueMIDI does not preview files with an SMPTE timebase.

Drag & Drop does not work

- Start the drag from a MIDI file row, not from a folder in the Sources tree.
- Confirm that the DAW destination accepts MIDI-file Drag & Drop.

A source is unavailable

Reconnect or mount the storage containing the source. If the folder has moved permanently, add its new location again.

A UI Size option is disabled

That scale does not fit the usable area of the editor's current display. Choose a smaller enabled size.

15 Credits

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