



QUICK START SKINI

See the doc for the configuration files

START SKINI FROM SCRATCH IN 12 STEPS

1 GET THE SKINI ZIP FILES

7 CREATE CLIPS IN YOUR DAW

In your DAW, configure the MIDI ports according the MIDI parameters of Skini and create your clips (patterns).

2 INSTALL THE LAST VERSION OF NODE.JS

Go to . <https://nodejs.org/en/download>

8 CREATE A NEW DESCRIPTOR FILE

You can use the same descriptors for different pieces of music. Click *Create descriptors* button you will be able to modify and save them using the *Patterns* window.

3 INSTALL SKINI

Download from github
And npm install

(Skini can use Ableton Link. According to your system the installation of Ableton link may need a C++ compiler).

9 CREATE A PIECE IN SKINI

Give a name in the main Window (next *Save and Compile*) insert an « *Orch.* » block in your program and click *Save and Compile*. This creates default configuration files and an empty orchestration.

4 CONFIGURE THE IP CONFIG AND MIDI PARAMETERS

Edit the `./server/ipConfig.js` file and `./server/midiConfig.js` file.

10 ASSOCIATE SKINI AND DAW CLIPS

From the *Parameter* window teach your DAW using MIDI learn facilities of the DAW, the *Skini Node* field and *Send Note button* of Skini.

5 RUN SKINI

In a console move to your Skini driectory and type : `node skini.mjs`

11 CONFIGURE YOUR PIECE

Use the *Parameters* window to modify the default parameters for your piece, define the groups and tanks.

6 OPEN A SKINI WINDOWS IN A BROWSER.

According to your IpConfiguration enter in your browser :

`http://your Ip :the skini port/block.`

By default

<http://localhost:8080/block> is OK.

12 YOU CAN PROGRAM YOUR MUSIC

You are ready to start an orchestration and use the simulator.