MIDITEMP

MP 11

MULTI PERFORMER

User Manual

Important safety instructions

Read the instruction manual thoroughly. It provides you with all the information you need to use this device properly.

The warranty becomes void in case of unauthorized access, use or interference. Use the device in compliance with the operating instructions. Use only accessories specified by the manufacturer.

CAUTION!
Risk of electric shock!
Do not open the device. There are no parts inside the device that you can use for other purposes. Only qualified experts may attempt repair work on the device.

Power connection
Before connecting MP11 to the power grid, please make sure the voltage is suitable for the device. MP11 gets its voltage from an external wide range power supply that can be used worldwide.
• Use only the original power supply unit
• Do not use defective adapters or damaged power cables

Moisture
In order to avoid any risk of fire or electric shock the device must not be exposed to rain or moisture. Spray or splashing water, or dripping liquids must not get inside the unit. Do not place any objects containing liquids, e.g. beverages or vases, on the device.
If the device is taken from a cold location to someplace warm, condensation may settle inside the device. Do not turn on the device before it has adapted to and reached room temperature.

CAUTION!
Risk of exposure to high volume
Headphones can produce volumes so high that can be hazardous to your health. Make sure the volume is not set too high before you put on your headphones!

Assembly
Make sure you set up the device on a solid and firm surface.
Cleaning / maintenance
Do not use abrasive cleaners. A microfiber cloth would be most suitable, which you can slightly moisten if necessary.
Advice on packaging
Please safekeep the device's packaging. This will keep the unit safe for transportation, e.g. if repair work becomes necessary.

MULTI PERFORMER   MP 11

Bound by TRADITION

Back in the 90s, MIDITEMP equipment was indeed ahead of its time. Even before everyone could afford laptop computers, ambitious musicians and keyboarders were able to manage their MIDI setup with ease and access MIDI files through their Multiplayer (MP44, MP88, MP88W) - later, even audio files using integrated hard disks.
But times are changing; technology has evolved rapidly - and computers, sequencers and hard-disk drives have become the norm.
The time had come to redefine the history of MultiPlayer.

The MIDITEMP MP 11 Multi Performer is a MIDI-player and audio file player with integrated voice harmonizer. This puts your entire band within your reach at all times. Be it the drums, bass, guitars, keyboards, wind instruments or even a whole orchestra – thanks to MIDI-file and MP3 playback.

Plug in your keyboard and microphone and you can get started. Mix every instrument live and exactly to your liking using the six faders. Give your vocals the effects you want; the lyrics appear directly on the display or on an external monitor.

Create and organize your playlists and markers right on the device. An intelligent algorithm recognizes musical phrases, and automatically creates seamless song segues.

The control concept of MP 11 has been specially designed for live performances. You can control every important function in real-time using illuminated buttons, turning knobs and sliders.
It is also very easy to access the additional functions and submenus: just press the button that you want and hold it down for 2 seconds; this launches the user menu. You can navigate using the main Master Volume knob, the Up-Down buttons and the Enter button.
In the operating instructions this additional function is displayed as: (2s)

We hope you have a lot of fun using your MP 11 by MIDITEMP - and above all: a whole lot of applause.

Items delivered:

MIDITEMP MP 11
External power supply unit
1 GB Compact-Flash-Card
MP11-Utility-CD
Uaser manual
Cinch connector
AV breakout-cable
Scart to Cinch adapter
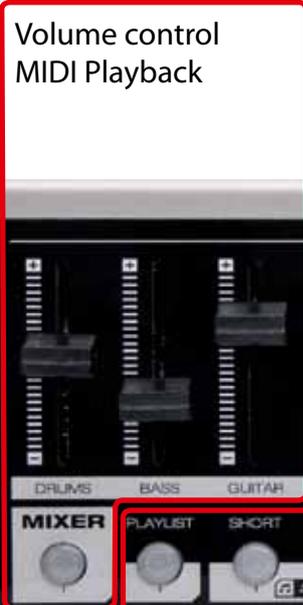
Volume control
MIDI Playback

High definition graphic display for putting lyrics and menus on view

Volume control
MIDI Playback
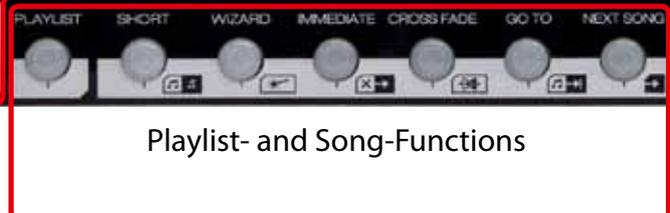
Playlist- and Song-Functions

Control for microphone effects

The main menu always has the lyrics of the song that is currently being played (= Current Song) on display. The lyrics are divided in syllables based on the tempo and highlighted in color. Of course, you can have the lyrics displayed only if your songs contain the corresponding text files.

You can also see the following information on display:
• MK = Marker (if a song contains marker positions)
• BPM = Tempo (beats per minute)
• KEY = Tonic note and chord
and extra information on the song currently being played or the next song.

Laufender Song

Bpm: Tempo (and manual editing)

Bar: Bar indicator

Key: Tonic note (and manual editing)

Time: Remaining play time

Operating status

[Mk]: Marker present

Title

GENERAL MIDI / MP3: Format

Lyrics
Highlighted in color based on the tempo

Song chords
Highlighted in color based on the tempo

Nächster Song

Title

GENERAL MIDI / MP3: Format

Bpm: Tempo (and manual editing)

Key: Tonic note (and manual editing)

Also, if you press certain buttons, their corresponding menus will be put on display, e.g.:
• Artists list
• Song list
• Genre list
• Playlist settings
• Marker settings
• General settings
• etc.
You can launch the menus that you need during the playback of a song

Name

Content

Info

MP 11
MULTI PERFORMER

Song control
• Tempo
• Key / pitch level

Volume control
• MP3
• MIDI
• Microphones

Control panel
• Harmonizer
• Effects

Menu - Buttons
Operating Panel

Main control panel
• Song slection
• Navigation
• Starting/stopping songs
• Search function
• and a lot more

MIDITEMP

Next / Current SONG

You can toggle between the two displays Current Song/Next Song by pressing the button (as soon as a next song has been loaded)

ARTIST - TITLE - GENRE

If you press these buttons, you can list songs by Artist, Title (or filename) or Genre categories.

hold down the TITLE button for about 2 seconds lets you select the storage medium of your choice.

Marker / Bar

Button is illuminated = Current song contains MARKERS. Pressing the button opens the MARKER MENU.

Button is not illuminated = There are NO MARKERS.

Pressing the button opens the BARS MENU.

(Not available for MP3 songs).

DIAL knob

• Moving the cursor
• Editing the selected parameters
• Volume control (depending on the menu you have activated)

UP / DOWN

Using these buttons you can move the cursor (= colored bars) up or down in different areas - such as playlists, menus ...

MP3 songs

If this button is activated, only MP3 files in the lists of Artist, Title or Genre will be played.

Enter / Loop

You can confirm your current selection or edits using this button.

Special function: Loop

A/Z search

This activates the alphabetical search in the lists of Artist, Title or Genre.

PLAY

This starts the playback.

Pressing the button again starts the song from the beginning (as long as you do not use next song functions).

STOP

Discontinues the playback of a song.

Pressing 1 x = Pause
(Press PLAY to restart the playback from the same position).

Pressing 2 x = Stop

Melody mute

There are 3 functions allocated to this button (selectable by pressing the button in sequence):

• Mute
no melody playback (button is illuminated)
• Semi-mute
low volume melody playback (button blinks)
• Normal
melody playback (button is not illuminated)

Holding down this button for about 2 seconds takes you directly to the MIDI SETTINGS -> MELODY TRACK menu display.

2 s

Plug in MP 11 to the outlet using the AC/DC adapter (9 Volt-DC) included in delivery.

Connect the two jack sockets „R - Audio Out - L" with the inputs of a mixing console using 6.3 mm mono jack cable or connect a headphone set with a 3.5mm stereo jack plug to the mini jack socket „Phones".

Now turn on MP11 by pressing the „On/Off" switch.

This starts MP11's operating system.

Since there is no storage medium connected to MP11 yet, the following message appears on display after a short time:

> Memory not inserted
> Insert CF or USB Pen
> Press ENTER to continue
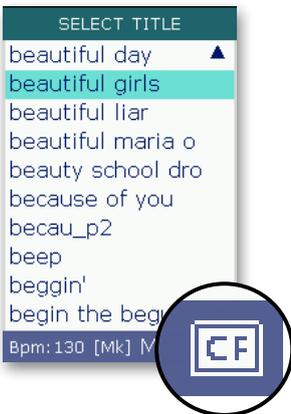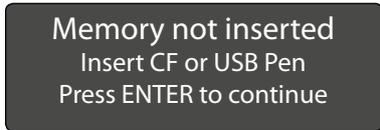
Put the CompactFlash card included in delivery into the CompactFlash slot (the side with the label faces up) on the right side of the device, and press ENTER.

If the message „Reading Memory - Do you want to create songs database" appears on display, confirm the message by pressing ENTER again (-> songs start loading).

Once MP11 has completed loading the data, a song list will appear on display (these are the files that are on the CompactFlash card).
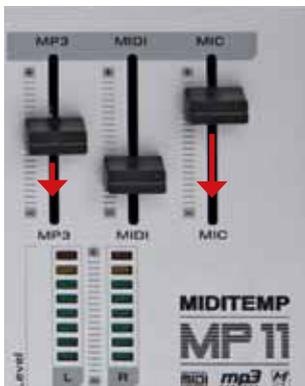
You can now turn the DIAL knob or press the UP/DOWN buttons to select a song from the song list (the song you choose gets shaded in color = selected).

CAUTION: Before playing the song, please set the 3 volume sliders for MP3, MIDI and MIC to the lower one-third level - just to be on the safe side.

You can now press PLAY to start the playback of the song you have selected.

Functions of the PLAY and STOP buttons

1 x PLAY > plays back the selected song

1 x STOP > pauses the current song

2 x STOP > stops the current song completely (and display the song list)

1 x STOP > 1 x PLAY > continues the playback of the current song

1 x PLAY > 1 x PLAY > song starts over after the first start

MIDITEMP

Selecting songs from TITLE list

After switching on MP11, the song list (SELECT TITLE) automatically appears on display. Here, you can find the list of all songs that are on the storage medium. If the song list displays the complete name of the song (e.g. all my loving) or just the filename (e.g. allmylov.mid) depends on whether you are using MP11 Utility (see pages 14 - 17) or if you have decided to leave it out.

You can select the song of your choice (= shaded in color) using the DIAL or by pressing the UP/DOWN buttons.
Play back the song you have selected by pressing PLAY.

Note: During the playback of a song you can have the song list displayed by pressing the TITLE button.

Selecting songs via ARTIST list

If you are using MP11 Utility (see pages 58 - 61) and you have entered the names of your songs' artists, you can select songs not only through the song list, but also via the Artist list.
To do that, press first the ARTIST button. This puts the list of artists on display (SELECT ARTIST). Use the DIAL or press the UP/DOWN buttons to select the artist of your choice (= shaded in color) and then press ENTER.
If you have several songs from the selected artist in your repertoire, all those songs will be listed. You can now select the song of your choice (= shaded in color) using the DIAL or by pressing the UP/DOWN buttons.
Press PLAY to start playing back the song.

Selecting songs via GENRE list

Selecting songs via the GENRE list (= musical genre) is carried out exactly in the same way you select songs via the ARTIST list.
You only need to press the GENRE button at the beginning, instead of the ARTIST button.

Using the ESC button to move back by one level

If you have opened an artist's list of songs, but you want to have the songs of a different artist on display, you can simply press the ESC button and this will take you one level back to ARTIST list.
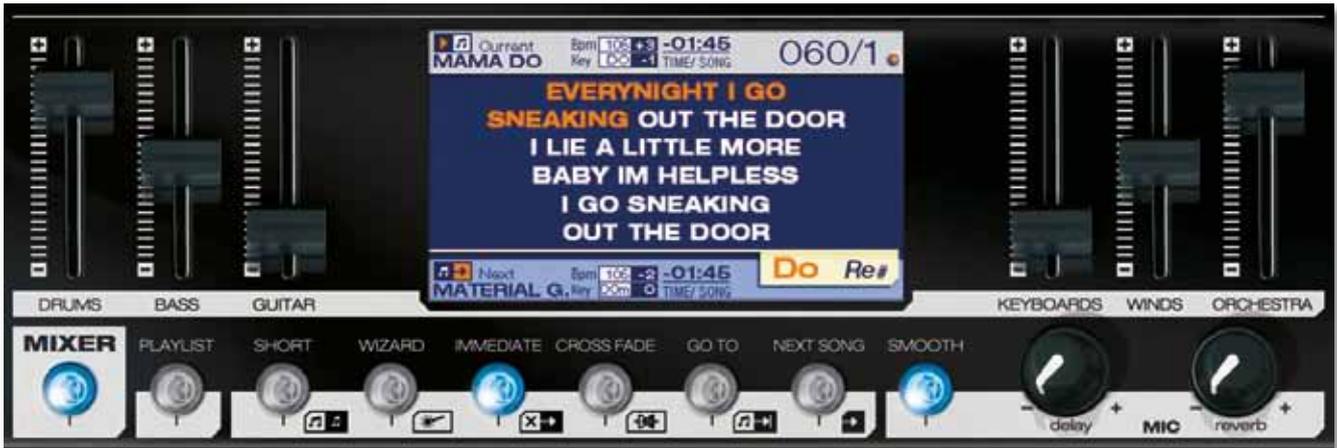
MIXER

Pressing the MIXER button activates the Mixer-function (the button illuminates in blue). You can use this function e.g. if you want to have quick access to the volume during the playback of MIDI files (via the internal source of sound) and to set the volume using the 6 FADERS. The faders are divided up into 6 groups: DRUMS • BASS • GUITAR • KEYBOARDS • WINDS • ORCHESTRA. *Note: You cannot access the Mixer function for MP3 files.*

PLAYLIST
> see page 28

2s

You have the possibility to create Playlists on MP11 (see page 29). If you have already done this, and then briefly press the PLAYLIST button one time, the button illuminates in blue and the playlists you have created will appear on the display. Holding down the PLAYLIST button for about 2 seconds takes you directly to the GENERAL SETTINGS -> AUTO PLAYLIST menu display. *Note: There are no playlists by default on delivery.*

SHORT
> see page 35

2s

If you briefly press the SHORT button once, the button illuminates in blue and the songs will be played back in short form (minimum setting = 1 minute). Holding down the SHORT button for about 2 seconds takes you directly to the menu display, GENERAL SETTINGS -> SHORT TIME (see page 43). There you can change the preset value (on delivery the default value is 1:00). *Note: If you have set MARKERS in your songs and then press the SHORT button during the playback of those songs, MP11 first considers the value that has been set in GENERAL SETTINGS -> SHORT TIME, and then plays the current marker part to the end.*

WIZARD
> see page 22

If you press the WIZARD button once, the button illuminates in blue and MP11 will use - while taking musical criteria into account - intelligent algorithms, in order to create decent segues between 2 songs or 2 MARKERS. The segues, however, do not take place until a bar, a part of a song (e.g. refrain) or a marker part is completed, or unless there are musically harmonious parts available. The form, in which a segue is carried out, has to do directly with the buttons IMMEDIATE and CROSSFADE. *Note: If you press the WIZARD button in the EDIT MODE (e.g. during post processing of a MIDI file), no algorithms will run, but the WSF (Wizard Sound Function) will be activated (see page 38).*

Pressing the IMMEDIATE button once will activate it (illuminates in blue), and will deactivate the CROSSFADE button. If you press the GO TO button during the playback of a song, there will be a fast skip to the next MARKER or to the next song

IMMEDIATE

Pressing the CROSSFADE button one time briefly will activate it , and will deactivate the IMMEDIATE button. If during the playback of a song you press the GO TO button, MP11 will slowly fade to the next MARKER or to the next song, respectively.
Holding down the CROSSFADE button for about 2 seconds takes you directly to the menu display, FADE CURVE. There you can change the current crossfade setting.
Note: IMMEDIATE and CROSSFADE cannot be active both at the same time.

CROSSFADE
> see page 46

(2s)

The GO TO button is linked with the buttons, IMMEDIATE and CROSSFADE. Pressing the GO TO button during the playback of a song while the IMMEDIATE button is activated (illuminates in blue) results in a fast skip to the next MARKER or to the next song. If the CROSSFADE button is already activated, pressing the GO TO button gets MP11 to slowly fade to the next MARKER or to the next song.
Note: If the WIZARD is already activated (illuminates in blue) and you have put MARKERS in your songs, the change - when you press the GO TO button - will take place after the marker part that is currently playing is over. If the WIZARD button is deactivated, the change will take place at the end of the bar that is currently being played

GOTO

Using this button you can add songs to a playlist, or prepare the next song during the normal playback mode. Therefore, in the normal playback mode for example, while a song is playing, press first the TITLE button (= displays the song list). Now select the song that you want (= the title gets shaded in color) using the DIAL, and then press the NEXT SONG button. Now you can see the song you have selected as NEXT SONG below on the display.
Note: If you are preparing the next song in the normal playback mode, the NEXT SONG button might blink 3x in a row .The blinking of the button indicates that the preparation of the next song could not be completed. In such cases, just give it a few seconds and repeat the action. After that, the next song will be loaded as usual and will appear below on the display.

NEXT SONG

Pressing the SMOOTH button once during the playback of a song activates the so-called announcement mode (the button illuminates in blue) - this reduces the volume of the song that is currently playing, and deactivates the microphone effects. You can undo the SMOOTH function by pressing the SMOOTH button one more time

SMOOTH

Knob for the setting of the microphone effect, DELAY (echo).

MIC delay

Knob for the setting of the microphone effect, REVERB (reverberation).

MIC reverb
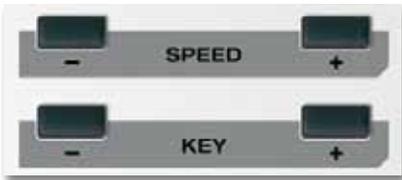
SPEED -/+

KEY -/+

SPEED -/+
This changes the tempo (pitch level does not change). Pressing both buttons at the same time resets the tempo to its default value.
Note: With MP3 songs the change is displayed as +/- value (max. 20)

KEY -/+
This changes the key/pitch level. Pressing both buttons at the same time resets the song to its original key.
Note: With MP3 songs, changing the key is not displayed as „Key", but in +/- half steps (+/- 12 semitone steps).

Important: Changes in SPEED and KEY relate only to the current playback. Pressing the SAVE button fixes the changes and stores them in the song. However, you have to save during the playback!

SOUND FX-1 / FX-2
see page 47
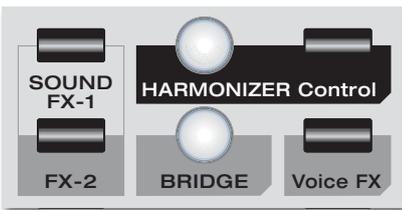
SOUND FX-1 / FX-2
You can allocate sound-effects to this button and play them by pressing the button (also during the playback of a song).
If you briefly press one of the two buttons once, the corresponding sound-effect plays back completely. If you press and hold down the button, you can have the corresponding sound-effect play for as long as you hold down the button.
Important: The MP3 JINGLES have to be either on the USB flash drive or on the CompactFlash card in the „sfx" folder

HARMONIZER
see page 47

HARMONIZER
Using this button you can activate or deactivate the Harmonizer or the Melody-Tracker effect.

CONTROL

CONTROL
Use this button to go directly to the HARMONIZER/MELODY-TRACKER EFFECT SETTINGS menu display.

BRIDGE
see page 47

(2s)

BRIDGE
This button allows you to set an MP3 file, and have the file play back e.g. during breaks. Holding down the BRIDGE button for about 2 seconds takes you directly to the SELECT BRIDGE menu display. If you press the BRIDGE button during the playback of a bridge-song, the song will fade out.
Important: The BRIDGE MP3s have to be either on the USB flash drive or on the CompactFlash card in the „bridge" folder

VOICE FX

Press this button several times and you can step through various vocal effects: Woman - Megaphone - Monster - Child - No Effect.
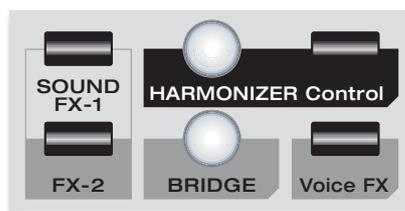
ESC

Pressing this button once or several times (depending on the menu window you have opened or which window you are editing parameters in) allows you to cancel the step and go back to the main display.

MENU

Press this button to open the main menu window.

EDIT

If you briefly press this button once, you can open the Edit window (e.g. EDIT TRACKS for MIDI files). If a song e.g. in the track list is selected, and you hold down the EDIT button for about 2 seconds, a SONG INFO WINDOW for the selected song will be displayed (however, this function is available only if the selected song is not being played back).

SAVE

If you briefly press this button once, you can open the Edit window (e.g. EDIT TRACKS for MIDI files). If a song is selected, and you hold down the EDIT button for about 2 seconds, a SONG INFO WINDOW for the selected song will be displayed (however, this function is available only if the selected song is not being played back)

Volume

Three faders to control the volume of MP3, MIDI und MIC.

The VU-Meter „LEVEL" shows the level of the output signal.

VOICE FX

ESC

MENU

EDIT

SAVE

Volume / VU-Meter
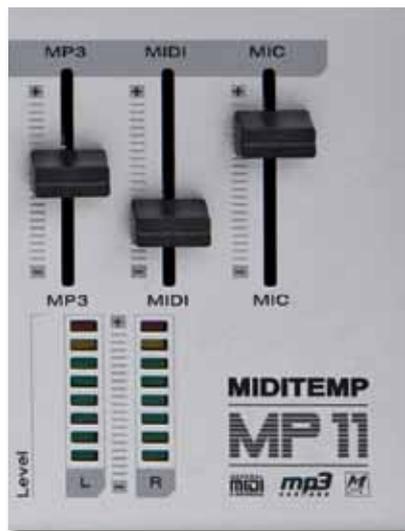
MASTER VOLUME
Dial knob

• Moving the cursor

• Editing the selected parameters

• Volume control (depending on the menu you have activated).

ARTIST - TITLE - GENRE

If you press these buttons, you can list songs by Artist, Title (or filename) or Genre categories. Artist and Genre song lists are available only if you have added their corresponding data to every song using the MP11 Utility Software.

If there are 2 connected storage media (USB stick and CompactFlash card) and you hold down the TITLE button for about 2 seconds, a window will appear, in which you can select the storage medium of your choice.

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UP / DOWN

Using these buttons you can move the cursor (= colored bars) up or down in different areas - such as playlists, menus ...

UP / DOWN

Enter / Loop

You can confirm your current selection or edits using this button.

Open the MARKER menu - during a song - and while this is on display press the ENTER button; the marker-part being played back will repeat continuously until the so-called loop-function is undone by pressing the ENTER button one more time.

Enter / Loop

PLAY

This starts the playback.

Pressing the button again starts the song from the beginning.

PLAY

STOP

Discontinues the playback of a song.

Pressing 1 x = Pause

  (Press PLAY to restart the playback from the same position).

Pressing 2 x = Stop

STOP

Melody mute

There are 3 functions allocated to this button (selectable by pressing the button in sequence):

• Mute = no melody playback (button is illuminated)

• Semi-mute = low volume melody playback (button blinks)

• Normal = melody playback (button is not illuminated)

Holding down this button for about 2 seconds takes you directly to the MIDI SETTINGS -> MELODY TRACK menu display.

Melody mute

2 s

A/Z search

This activates the alphabetical search in the lists of Artist, Title or Genre.

You can use the DIAL knob to select letters.

A/Z search
> Details ab S. 18

MP3 songs

If this button is activated, only MP3 files in the lists of Artist, Title or Genre will be played.

MP3 songs

Marker / Bar (Not available for MP3 songs).
Button is illuminated = The song being played contains MARKERS. Pressing the button opens the MARKER MENU.

Button is not illuminated = There are NO MARKERS.

Pressing the button opens the BARS MENU.

Marker / Bar

Next / Current SONG

Button is illuminated = The BPM, KEY and MARKER/BAR data (on display) refer to the next, loaded song.

Button is not illuminated = the BPM, KEY and MARKER/BAR data refer to the song that is currently being played back.

You can toggle between the two displays by pressing the button (as soon as a next song has been loaded).

Next / Current SONG

Browsing for a song alphabetically
To select a song in a fast and easy way, you can make use of the alphabetical search. You can use this function to not only find song titles, but also to find artists and genre. However, this is again subject to using MP11 Utility (see page 58) and having integrated the corresponding song information in the files.

> The following is an example of browsing alphabetically for a song with MOON (the images on the left graphically demonstrate the example's process):

Start by pressing the TITLE button (-> displays the title list) followed by the A/Z search button. This opens the FIND TITLE window. Use the DIAL to find the first letter of the song you are looking for (in our example „M") in the line with yellow background.

When you browse the letters, you will find some of them displayed in GRAY. This is due to the following reason: As soon as MP11 is switched on and the storage medium is connected, the device starts reading the data stored on the Com-pactFlash card or the USB flash drive. In the process, sometimes you can see the following message: „Reading Memory - Do you want to create songs database?" You should confirm this message using ENTER, because, this will completely update the data on the storage medium. And in the course of that, MP11 reads, among other things, the names of titles. Then, if the songs do not contain for ex-ample the letter „K" in the name of their title, that letter will be displayed in gray in the line with yellow background on the FIND TITLE window.

Let's continue with our example: After selecting the first letter (in our case „M") in the yellow line using the DIAL knob, press the ENTER button (this puts „M" in the white textbox above the yellow line). Use the DIAL again to select the song's second letter (in our example the letter „O").
Here, you will again see some letters displayed in GRAY, because MP11 knows all the existing second letters of every title that starts with the letter „M".
Once you have selected the „O", continue by pressing ENTER. This will add the selected letter to the white textbox above the yellow line as well (in our example „MO" has been entered in the white textbox).

You can now continue selecting more letters as described above (-> choose the next letter using the DIAL -> press ENTER -> next letter...). But this is not really necessary. Because, after selecting the second letter, if you close the FIND TITLE window by pressing the A/Z search button, the title list will be displayed. If there are several songs in the title list containing the first letters that were found, always the first song containing those first letters will be shaded in color after the search pattern is completed.

If the song displayed in colored background is the song you are looking for, you can start playing it back as usual by pressing PLAY.
Otherwise, simply use the DIAL knob or the UP/DOWN buttons to select a different song from the list that has the same first letters, and press the PLAY button to start its playback.

Note: You can browse for songs alphabetically in the ARTIST or GENRE LISTS in exactly the same way. You only need to start the process by pressing the corres-ponding button (i.e. pressing either the ARTIST or GENRE button).

Resetting the alphabetical search

If you happen to make a typing error during the search, simply press the ESC button. This deletes the letters already entered in the white textbox above the yellow line, and you can restart the search.

Resetting the alphabetical search
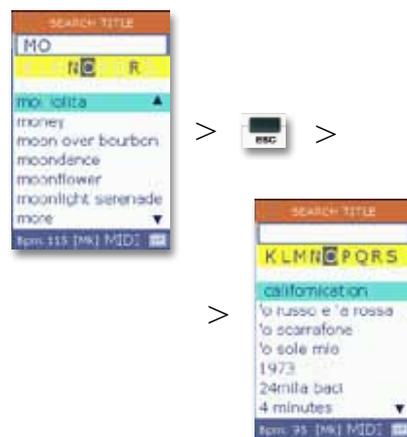
Closing the alphabetical search

You can actually decide if you want to find only the initial letters of a song, or several letters.

As soon as there is one letter in the white textbox above the yellow line, you can close the search by pressing the A/Z search button. After that, the title list will be put on display.

If the list has several songs containing the letter that was found, the first song of that list will be automatically shaded in color. You can select the song of your choice by pressing the UP/DOWN buttons.

Closing the alphabetical search

Example, Current Song = Beautiful Girls. Preparing the Next Song = Home

Preparing the next song
Press the TITLE button during the playback of a song to display the title list. Then use the DIAL knob or the UP/DOWN buttons to select the next song (= shaded in color).

Continue by pressing either the NEXT SONG or ENTER button. You have completed preparing the next song - the song name, BPM and KEY of this song appear on the lower part of the display. From here on, the NEXT SONG button also illuminates in blue (= next song is prepared).

You can now use the GO TO button, during the playback of a song, to skip to the song that you have just prepared. This puts also other functions at your disposal (see pags 20).
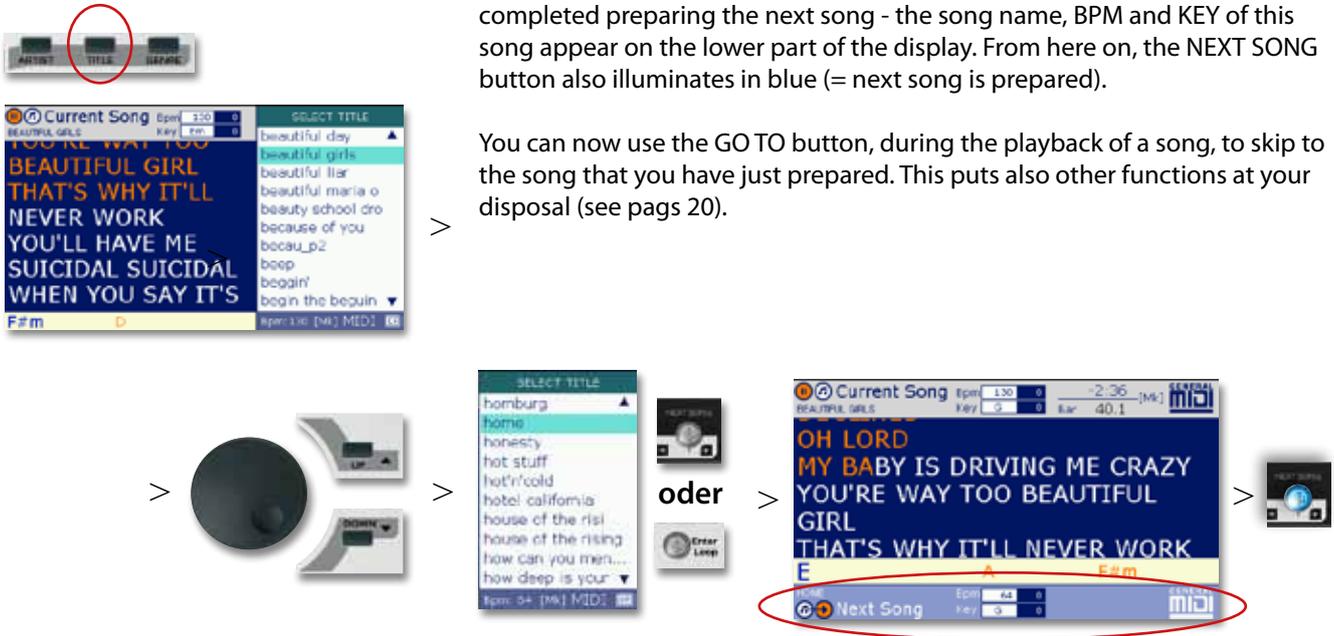
Changing the display between the current song and the next
Pressing the NEXT/CURRENT SONG button in sequence allows you to toggle between the current song and the song you have prepared; you can also edit e.g. the BPM and key during the playback.
If the button is illuminated and you press the KEY -/+ or SPEED -/+ buttons, the changes you make relate to the song that you have prepared. If the button is not illuminated, you can edit the key and BPM of the current song.

Changing between the current song and the next

Displaying song markers
The buttons, NEXT/CURRENT SONG and MARKER/BAR illuminating at the same time indicates that the song you have prepared contains MARKERS. If you press the MARKER/BAR button while the NEXT/CURRENT SONG button illuminates, the MARKER window will open and the markers of the song you have prepared will be displayed.

Note: You cannot access this function for MP3 files.
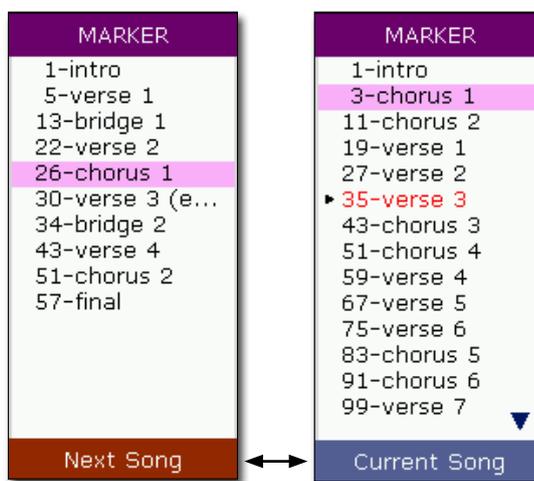
Displaying song markers

Crossfading from the Current Song to the Next
Pressing the GO TO button during the playback of a song allows you to skip to the next song (provided that you have already prepared the next song - see page 20).
The way you can carry out this skip to the next song depends on whether the following buttons are activated or deactivated: IMMEDIATE, CROSSFADE and WIZARD (see page 13 and the following descriptions).

WIZARD = deactivated (button is not illuminated)
If the WIZARD is deactivated and you press the GO TO button during the playback of a song, the change, to the already prepared next song, takes place at the end of the current bar.

WIZARD = activated (button is illuminated)
If the WIZARD button is activated and there are MARKERS integrated in the song being played back (available only for MIDI files, not MP3s), pressing the GO TO button prompts the change (over to the already prepared next song) at the end of the marker-part currently playing (and at the end of the bar being played if the song does not have a marker).

If the next song that you have already prepared contains MARKERS as well, it might well be that pressing the GO TO button does not cause a jump to the beginning of the next song, but results in a skip to one of the MARKERS integrated in that song. Because when the WIZARD is activated, the system takes musical criteria into account and applies intelligent algorithms to create decent segues for skipping from one song to the next (only when there are markers). The display also shows the number of bars remaining until the change.

The 4 sample images show you that the song „Left outside alone" is playing. The segue will take place at the „Chorus2" marker of the current song and the „Verse 1" marker of the prepared song „I'll fly for you" (the first two markers in the prepared song will be skipped).
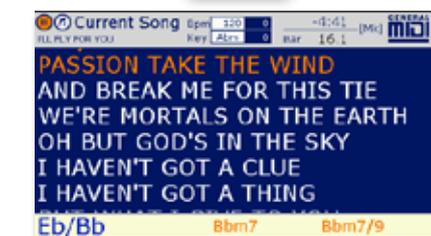
Manual adjustment

As already described on page 21, using the NEXT/CURRENT SONG button you can define the song to which your adjustments will apply regarding the speed and key (button is not illuminated = current song / button is illuminated = next song).

In the example you can see that the song being played is in the „D" key and the song already prepared in the key „E". If you want to adapt the key of the prepared song to the key of the current song, check first if the NEXT/CURRENT SONG button is illuminated (= pending adjustments relate to the next song). If the button is deactivated, press once to activate it.

Then, press the KEY button 2x to transpose the next song by -2 semitones, thus adapting the key to the current song. The KEY field of the next song does still show the „E" key, but there is a -2 in the field to the right of it.

If you want to adjust the speed of the prepared song as well, press the SPEED button (SPEED -/+) to set the BPM of your choice. Pressing the GO TO button will then allow you to change as usual between the current song and the song you have prepared.

Automatic adjustment

If you want to use the crossfade function when changing from the current song to the song you have prepared, before pressing the GO TO button check if the CROSSFADE button is activated (which means the IMMEDIATE button is deactivated).

If that is the case, MP11 will be able to adjust the speed also automatically. The only condition is to make sure the parameter, AutoBPM range, in the FADE CURVE menu has been set in advance (see page 44). You can open this menu e.g. by holding down the CROSSFADE button for about 2 seconds.

Once you make that setting, MP11 will increase or decrease the BPM value when crossfading from the current song to the next (until it reaches the actual tempo).

Note: MP11 adjusts the speed automatically only if the difference in BPM values of the two songs is not TOO extreme. If the difference in speed is too much, MP11 will not get slower, but crossfade immediately to the actual tempo.

Example: The original „E" key was first transposed manually by -2 semitones. In addition, the CROSSFADE button was activated, and the GO TO button was pressed. Since the previous song had a BPM value of 95 and the song - that was skipped to - had a BPM value of 101, MP11 will start the speed when crossfading to the next song at a BPM value of 95 (i.e. 6 BPMs slower). Then, MP11 will increase the BPM slowly for the song that is being played until the actual BPM value is reached (i.e. 101 BPM). In the example on the side you can see that this will be at 19.2 BAR.
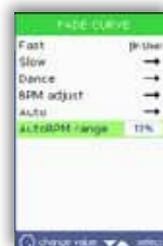
**Skipping Very Fast
to the Next Song**

>

Skipping Very Fast to the Next Song
Once you have prepared the next song (see page 20), it is possible for you to skip very fast to that song during the playback of the current song.
To do this, simply press PLAY while the current song is being played back. This immediately discontinues the current song, and starts the song you have prepared.
The buttons IMMEDIATE, CROSSFADE and WIZARD will be completely ignored in this case (even if they are activated).
.

If you do not want to skip that quickly to the already prepared next song, use the GO TO button (see page 22). In that case the buttons IMMEDIATE, CROSS-FADE and WIZARD will also be taken into account

Skipping to Markers of the Current Song
If a song contains MARKERS (available only for MIDI files, not MP3s) and you want to skip to one of those MARKERS within that song, press first the MARKER/BAR button while the song is being played back. This puts the Markers window on display.
The MARKER that is being played back, is displayed in RED.
You can now select the marker of your choice (which becomes shaded in color) using the DIAL or by pressing the UP/DOWN buttons.
As soon as you press the GO TO button, it will go from the marker being played back to the marker that you have just selected.
The speed, at which the skip takes place, is directly linked to the WIZARD button

WIZARD = deactivated (button is not illuminated)
If the WIZARD button is deactivated, the skip to the selected marker will take place at the end of the bar being played.
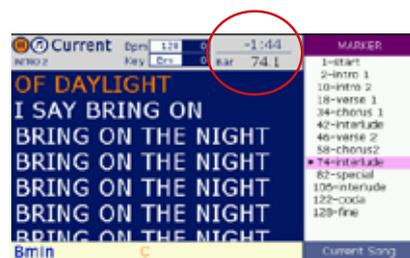
WIZARD = activated (button is illuminated)
If the WIZARD button is activated, the skip to the selected marker will take place, however at the end of the current marker.
You will see the message „to mark" blinking on the display until the skip is carried out. In addition, the current bar and the remaining time of the song being played are always on display.
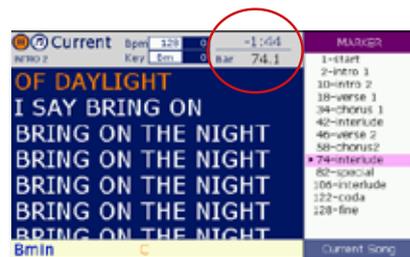
Skipping to a Marker of the Next Song
If there are MARKERS in the song being played as well as in the next song that has already been prepared (available only for MIDI files, not MP3s), you have the option of skipping to a MARKER of the next song. To do this, press first the MARKER/BAR button during the playback of a song, which displays the Markers window of the song that is being played.
Then continue by pressing the button NEXT/CURRENT SONG. This opens the Markers window of the next song that you have prepared.

It always shows below the Marker listings which of the two Markers windows you are currently on („Next Song" or „Current Song"). You can toggle between the two „Next Song" and „Current Song" Markers windows by pressing the NEXT/ CURRENT SONG button repeatedly.
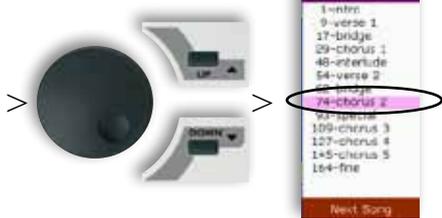
Once you have opened the „Next Song" Markers window, you can proceed by selecting the marker of your choice (which becomes shaded in color) using the DIAL or by pressing the UP/DOWN buttons.
As soon as you press the GO TO button, the skip to the selected marker of the next song will take place.
The speed, at which the skip takes place, is directly linked to the WIZARD button.
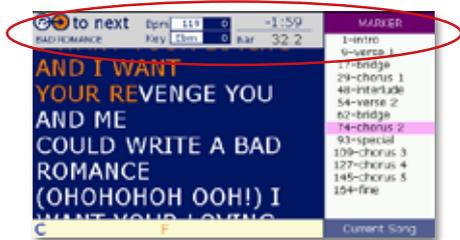
WIZARD = deactivated (button is not illuminated)
If the WIZARD button is deactivated, the skip to the marker (of the next song) you have selected will take place at the end of the bar (of the current song) being played.

WIZARD = activated (button is illuminated)
If the WIZARD button is activated, the skip to the marker (of the next song) you have selected will take place, however at the end of the marker-part (of the current song) being played. The message "to next" will continue blinking on the display until the change is executed. In addition, you will find the number of bars until the change on the display and the name of the marker being played, as well as the name of the marker it will skip to.
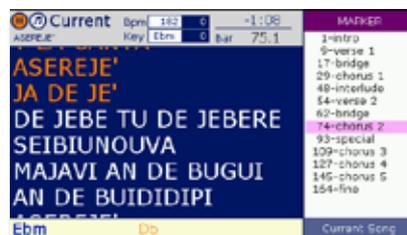
Changing the Bar without Markers
If you have selected a MIDI file, and the MARKER/BAR button remains deactivated (is not illuminated) when you start the song, it means the song does not contain any MARKERS. However, you still have the option of skipping to a certain BAR within the song.

To do that, press first the MARKER/BAR button. This opens the BARS window. You can now use the DIAL or the UP/DOWN buttons to set the bar of your choice, to which you want to skip while the song is being played back. When you want to have the skip carried out, simply press the GO TO button. You can also have a change of bar from the song currently playing to the next song that you have already prepared. To do this, also press first the MARKER/BAR button, which displays the BARS window of the song being played (Current Song).
Continue by pressing the button NEXT/CURRENT SONG. Doing so, activates this button (illuminates in blue) and puts the „Next Song" BARS window on display. You can now use the DIAL or the UP/DOWN buttons to set the bar of your choice, to which you want to skip.
Pressing the GO TO button will then allow you to change from the bar that is being played (of the current song) to the bar that you have set (of the next song).

Note: In the described change of bars (without markers), there is no WIZARD function available.
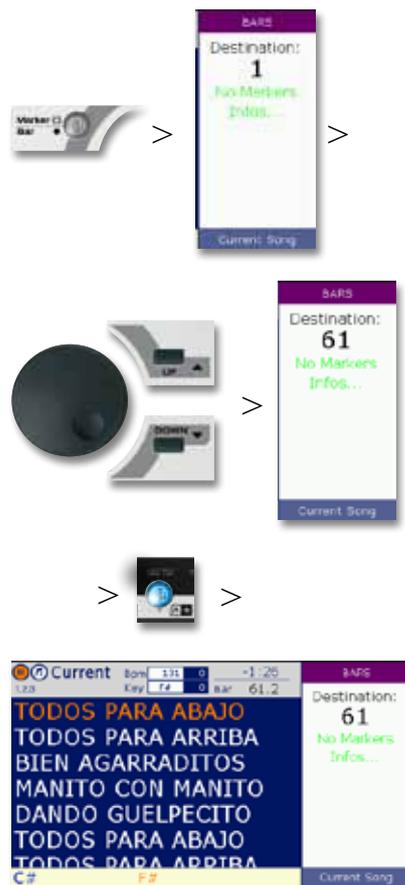
LOOP - Playing Marker Parts in an Endless Loop
The MARKER/BAR button illuminating after you start a song indicates that the song contains MARKERS. In that case, the Loop function is available to you (= infinite loop of a marker-part) if necessary.
If you want to use the Loop function, press the MARKER/BAR button after the song has started, in order to open the Markers window. The MARKER that is being played back, is displayed in RED. If you want to have the marker-part, which is displayed in red, played back in an infinite loop, press the button ENTER/LOOP.
This leads to the corresponding marker-part being played back in an infinite loop, until at some point you press the ENTER/LOOP button again, in this manner undoing the Loop function
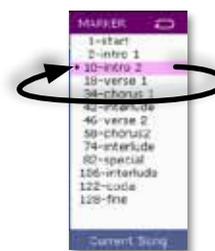
Playlists are entirely individual lists for your repertoire. Already when creating playlists, you have the possibility to name them based on certain criteria, for example: 80s, 90s, party, names of artists (as you like).

Creating a new PLAYLIST
To make a playlist, press first the PLAYLIST button. This opens the window SELECT PLAYLIST.
Since you are creating a new playlist and you want to assign an individual name to it, press the EDIT button. This opens the additional ACTIONS window. This window makes several functions available to you. You can now use the DIAL knob or the UP/DOWN buttons to select the function NEW PLAYLIST (= shaded in color).
Press ENTER to confirm what you have just selected. After that, the window INSERT PLAYLIST NAME is displayed, in which you can assign the playlist name of your choice (see the following steps).

Naming a new PLAYLIST
In the window INSERT PLAYLIST NAME, you can see a white textbox, and beneath it letters and numbers.
Use the DIAL to select the first letter of the playlist name you have in mind, and then press ENTER. You have already completed entering the first letter of the playlist name of your choice in the white textbox (in our example the letter „P"). Repeat the abovementioned steps and enter the remaining letters (-> select the letter using the DIAL knob -> press the ENTER button -> ...).
If you want to have a BLANK SPACE in your playlist name, select SPACE in the field of letters and press ENTER.
If you enter a WRONG LETTER by mistake, select CANC from the field of letters and then press ENTER. This deletes the last letter of the playlist name you have entered.

When you have completed entering the name of the playlist, press the SAVE button to store that name (in the example „Party").
After saving the name of the playlist, a window opens containing a quick guide for adding songs. This means: Once you have created the new playlist name, the playlist is immediately active and you can start adding songs right away (see the following Section).
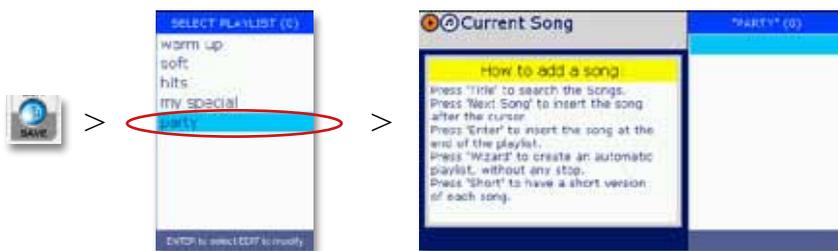
Selecting a Playlist

If you have already created a few playlists and you want to open one of them, press first the PLAYLIST button. This displays the SELECT PLAYLIST window (which lists the playlists you have already created).

You can now use the DIAL or the UP/DOWN button to select the playlist that you want to open. Pressing the ENTER button lists the songs of the selected playlist.

If you have opened a playlist and would like to change to a different playlist, press the PLAYLIST button again and proceed to confirm the message „Change playlist?" by pressing the button, ENTER.

Note: Pressing the PLAYLIST button during the playback of a playlist-song (to select a different playlist), will discontinue the playback of the current song!

PLAYLIST - Adding Songs

As already described on page 29, after creating a new playlist (in the example, the playlist name PARTY) or after opening an existing playlist, you can immediately start adding new songs to those lists.

Do this first via the TITLE function to select a song using the DIAL or the UP/DOWN buttons (= song becomes shaded in color).

You now have 2 options for adding the selected song to the playlist.

- by pressing the ENTER button: This way the selected song is always inserted at the end of a playlist.

- by pressing the NEXT SONG button: If a playlist already contains songs and if one of those songs is highlighted (= shaded in color), the song you have selected for adding (after pressing the NEXT SONG button) will be inserted in the playlist after the highlighted song.

Note: You can also work with the GENRE or ARTIST buttons to add songs to your playlist. To do this, press first the GENRE button (displays the Genre list), then select the required genre (= shaded in color) and press the ENTER button (lists the songs of the selected genre). Now select the song of your choice and press ENTER or the NEXT SONG button to add that song to the playlist.

Once you have completed adding the songs to your playlist, press the ESC button and proceed to confirm the message „Exit playlist mode?" by pressing the ENTER button (the songs have been integrated).
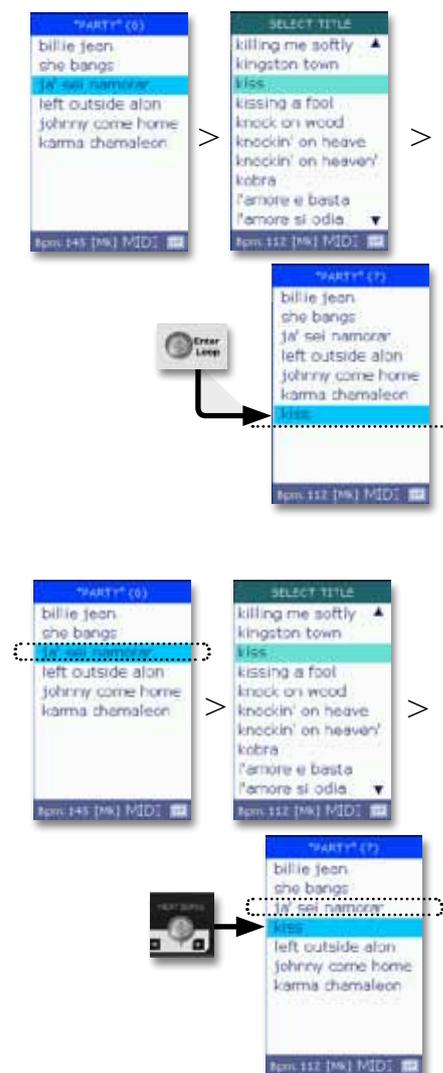
Autoplay
When playing back songs in the Playlist mode (= a playlist that has already been created was opened and the songs contained in it were displayed), you can access the so-called AUTOPLAY function. When MP11 is delivered, this function is already activated by default.
It means: When you open a playlist, the first song is automatically selected (= shaded in color). Pressing the PLAY button starts the playback of that song. As soon as that song is finished, the second song on the list will automatically play (without requiring the PLAY button).

Of course, you can also select a different song from the playlist as the initial song, and start the playback with that song and then have the rest follow automatically. To do this, simply use the DIAL or the UP/DOWN buttons to select the song that you want and press PLAY to start the playback of the selected song. The songs that follow will start playing back automatically.

If you do not want to use the AUTOPLAY function, press the PLAYLIST button and hold it down for about 2 seconds. This takes you to the menu GENERAL SETTINGS -> AUTO PLAYLIST. You can now use the DIAL to change the parameters.

NO = Autoplay function is deactivated
      songs in playlists have to be played back manually
      by pressing the PLAY button)
YES = Autoplay function is activated
      only one song in playlists has to be played back manually
      by pressing the PLAY button.
      The songs that follow play back automatically

Exiting the Playlist Mode
You can exit the Playlist mode at any time, even as a song is being played back. Simply press the ESC button until the message „Exit playlist mode?" appears on the display. Confirming this message by pressing the ENTER button takes you back to the normal playback mode, and at the same time turns off the PLAYLIST button (no longer illuminates in blue).
If you do not want to exit the playlist however, press the ESC button when you see the message „Exit playlist mode?"; this cancels the action and the Playlist mode remains active.
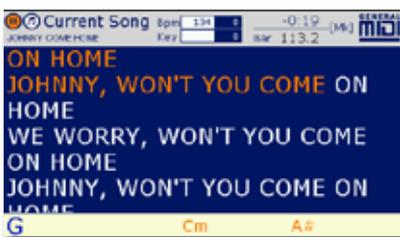
Managing Playlists

When you want to manage your playlists, press first the PLAYLIST button. This displays the SELECT PLAYLIST window (which lists the playlists that you have already created). Then use the DIAL knob or the UP/DOWN buttons to select the name of the playlist (= shaded in color) that you want to make changes in.

Then press the EDIT button. This opens the ACTIONS window, which in turn makes the following functions available to you:

New playlist   = for creating a new playlist

Add Song   = for adding an additional song to the selected playlist

Move playlist up   = for moving up the selected playlist by one position

Move playlist down   = for moving down the selected playlist by one position

Rename playlist   = for renaming the selected playlist

Delete playlist   = for completely removing the selected playlist

                and all the songs contained in it

Exit   = for closing the ACTIONS window

Select the function of your choice using the DIAL or the UP/DOWN buttons, and confirm your selection by pressing the ENTER button. This will execute the function you have selected.
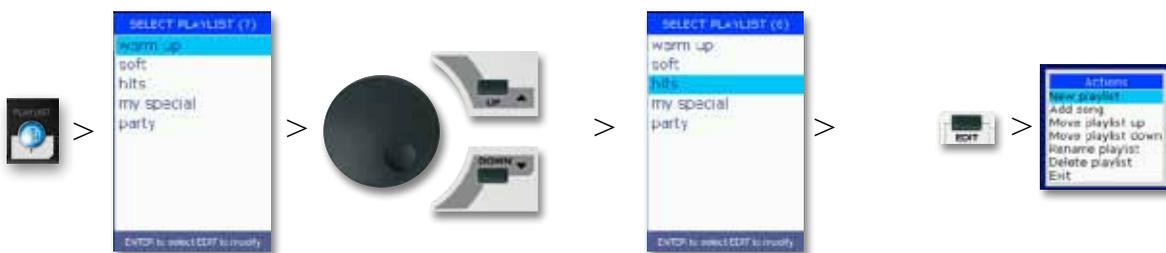
Managing Playlist Songs
When you want to manage the songs in an existing playlist, press first the PLAYLIST button. This displays the SELECT PLAYLIST window (which lists the playlists that you have already created). Use the DIAL or the UP/DOWN buttons to select the playlist of your choice, and proceed by pressing the ENTER button. After that, the songs of the playlist you have selected will be displayed.
Use again the DIAL or the UP/DOWN buttons to select one of the listed songs, and then press the EDIT button.
This opens the ACTIONS window, which in turn makes the following functions available to you:

Add Song   = for adding another song

Move Song up   = for moving up the selected song by one position

Move Song down   = for moving down the selected song by one position

Remove Song   = for removing the selected song

Edit Song   = for opening the EDIT menu,

                              in order to edit the selected song

Exit   = for closing the ACTIONS window

Select the function of your choice using the DIAL or the UP/DOWN buttons, and then press the ENTER button. This will execute the function you have selected.

MIDITEMP
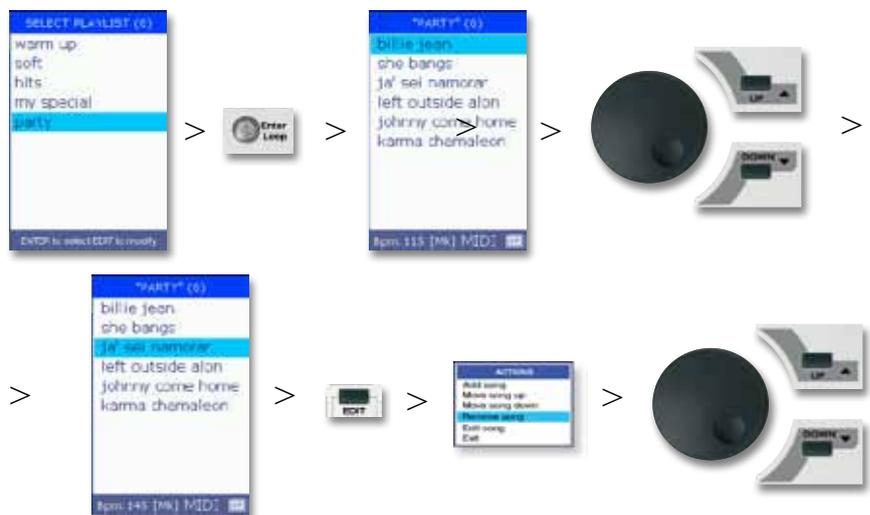
The SHORT Function in Playlists

First press the PLAYLIST button followed by the SHORT and WIZARD buttons (the three buttons illuminate). Pressing the PLAYLIST button has already opened the window SELECT PLAYLIST .

Next, using the DIAL or the UP/DOWN buttons, select the playlist of your choice (= shaded in color), and then press the ENTER button. This displays the songs of that playlist.

The first song of the playlist is already selected, which means you can start playing it back by pressing the PLAY button.

All the songs of the playlist will now be played one after the other, in short form. The GO TO button blinks before one song fades to the next. In addition, the pending change is indicated on the display with the message „to next" (blinks as well).

If the songs of the playlist contain MARKERS, the change to the next song will take place when the marker-part currently playing is played back to the end. Furthermore, the change (because the WIZARD function is activated) will automatically take place between two musically harmonious MARKERS (this does not necessarily have to be the Intro).
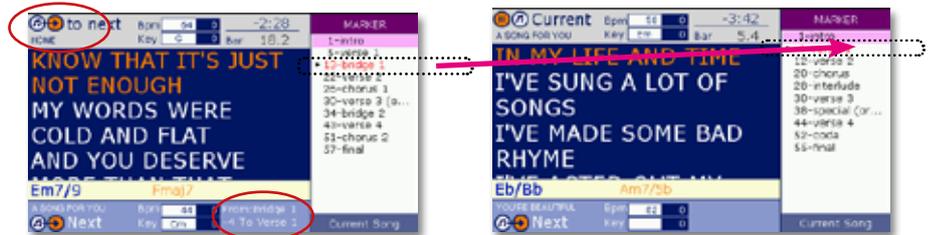
When the last song of the playlist is playing, you will notice it by means of the SHORT button blinking (the last song ends with a „Fadeout").

Setting up the SHORT-Time

If you want to use the Short function (= song plays back in short form), you must first set the length of the playing time. Holding down the SHORT button for about 2 seconds takes you directly to the corresponding menu GENERAL SETTINGS -> SHORT TIME.

On delivery the value is set for 1:00 (minute) by default (= minimum setting). If you want to change this value, you can use the DIAL to do it. Pressing the ESC button allows you to close the menu (the settings apply).
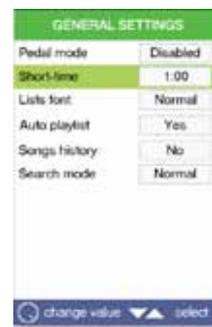
(example)
Short-time = 1.00 *(1 min.)*
AutoBPM range = 10%

automatically Bpm - adjustment

Short- button is blinking to show the upcoming end of the song.

	home	a song for you	you're beautiful	tears in heaven
starting / wizard bpm	Bpm 64 0	Bpm 58 0	Bpm 82 0	Bpm 82 +3
final / original bpm	Bpm 64 0	Bpm 58 0	Bpm 82 0	Bpm 79 0

song fades out (playlist ends)

You are already familiar with the Wizard and AutoBPM functions described in the GO TO Sections (see pages 22). The latter functions are available to you only when you work with playlists (provided that your MIDI songs contain MARKERS) - and you can proceed as follows:

First press the PLAYLIST button followed by the WIZARD button (both buttons illuminate). Pressing the PLAYLIST button has already opened the window SELECT PLAYLIST (which lists the playlists that you have already created).

Now, using the DIAL or the UP/DOWN buttons, select a playlist (= shaded in color), and then press the ENTER button. This displays the songs of that playlist. Use again the DIAL or the UP/DOWN buttons to select one of the listed songs, and then press PLAY (starts playing back the song).

Continue by pressing the MARKER/BAR button (the button illuminates, thus indicating that MARKERS are contained in the song being played) - this opens the MARKERS window, which displays the MARKERS of the song currently playing (CURRENT SONG MARKERS).
Since you want to use the Wizard function to crossfade to another song, during the playback of a song, you will have to prepare the next song.

To do that, press again the PLAYLIST button (displays the songs of the previously selected playlist). Now, using the DIAL or the UP/DOWN buttons, select the song of your choice, and then press the ENTER button. You have now prepared the next song (it appears below on the display as NEXT) and at the same time the MARKERS window now displays a list of the MARKERS of the prepared song (NEXT SONG MARKERS). You can toggle between the two MARKERS windows, if necessary, by pressing the NEXT/CURRENT SONG button repeatedly.

So, when the NEXT SONG MARKERS window appears on the display, you can select one of the MARKERS using the DIAL or the UP/DOWN buttons (= shaded in color). If you now press the GO TO button, it will crossfade from the song currently playing to the next song.

Note: The change will take place at the end of the MARKER part being played. If you have not selected a skip mark for the next song, the change will automatically take place between two musically harmonious MARKERS (this does not necessarily have to be the Intro). In addition, the AutoBPM function is also used for the change (see page 23).
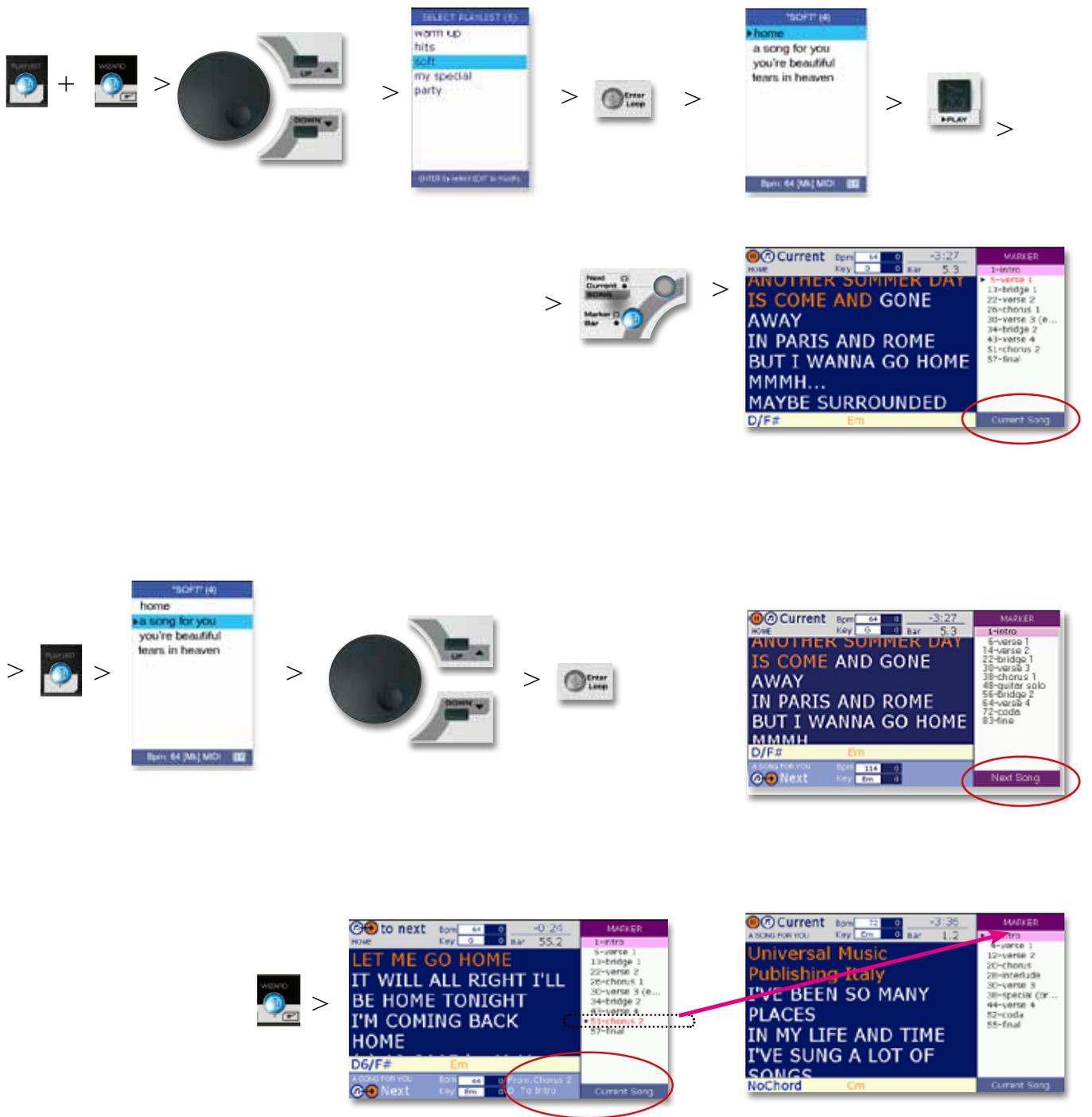
Editing MIDI-Files

First, press one of the buttons ARTIST, TITLE or GENRE, and select the song you want (= shaded in color). Then press the PLAY button to start the play-back of that song.

Continue by pressing the EDIT button (during the playback). This opens the window EDIT TRACKS. This window lists all the tracks of the song currently playing; in addition, the tracks that are actively being played can be identified by means of a green (blinking) point.

IMPORTANT NOTE: Changes that are made have to be saved already DURING the playback of the song!!! If a song's playback is over and you have not been able to save your changes during the playback, they will all be irretrievably lost (when you play back the song again, it will play with its original values).

To edit a track, use the DIAL or the UP/ DOWN buttons and select the track that you want (= shaded in color). Proceed by pressing the ENTER button. This opens the MODIFY TRACK window, which gives you access to the following parameters:

• Prog.Chg/Bank
for selecting a different sound (e.g. piano, strings, bass, ...).

• Status
this gives you the following options: Play = plays back the track; Mute = mutes the track; Solo = track plays back in solo.

• Volume (0 to 127)
volume of the track

• Reverb (0 to 127)
reverberation effect ratio of the track

• Chorus (0 to 127)
chorus effect ratio of the track

• Insert
this parameter is directly linked to the WIZARD SOUND FUNCTION (= WSF) see page 38

• Pan (-64=all the way left to 63=all the way right)
panorama setting of the track (the value 0 = middle)

• Transpose (-12 to +12)
transposing (key change) of the track in semitone steps

• Velocity
velocity setting of the track (available values: Norm, -3dB, Comp, Push, +3dB and Max).

Use the UP/DOWN buttons to select the parameter (that you want to edit). This shades the corresponding parameter in color. To change the value of that parameter, you can use the DIAL knob.

As soon as you make changes, the SAVE button illuminates (this indicates that the changes should be saved). If you want to keep the changes you have made, press the SAVE button (-> button light turns off -> changes have been saved).

If you decide to NOT save the changes you have made, simply press the ESC button (-> EDIT TRACKS window opens -> SAVE button illuminates as before). Press the ESC button once again, followed by the STOP button 2x (playback stops and the main window is again on display). The message „Save song settings?" appears on the display. Press the ESC button one more time to reject the changes permanently (-> SAVE button's light turns off).

Insert-Effects

Insert effects are basically two internal audio processors. You can use them for MIDI files in addition to MIDI-reverb and MIDI-chorus effects (in 2 MIDI tracks of your choice per file) thus improving the sound of the MIDI file even more.

The following Insert effects are available to you:

• Chorus

• Flanger

• Phaser, PhaserLite

• Tremolo

• Auto Wah

• Low-Fi (Low-Filter)

• DistRotary

• DistDelay

• VO Drive

• Crunch

• Dyna Amp

• R-Fier

• Metal

• Stack

• Tweed

Activating and working with Insert effects:

First, press one of the buttons ARTIST, TITLE or GENRE, and select the MIDI song you want (= shaded in color). Then press the PLAY button to start the playback of that song.

Continue by pressing the EDIT button (during the playback). This opens the EDIT TRACKS window. This window lists all the tracks of the song currently playing; in addition, the tracks that are actively being played can be identified by means of a green (blinking) point.

Next, using the DIAL or the UP/DOWN buttons, select the track of your choice (= shaded in color), and then press the ENTER button. This opens the MODIFY TRACK window. To assign an Insert effect to this MIDI track, press the DOWN button and select the INSERT parameter (= shaded in color). Then use the DIAL knob to set the Insert effect that you want, and finally press the SAVE button (the effect you have set is now saved).

If you want to set an Insert effect for another MIDI track of the same song (max. 2 tracks for each song), press first the ESC button (-> opens the EDIT TRACKS window), select the next track and proceed as described in the above to set the effect of your choice for the 2nd track.
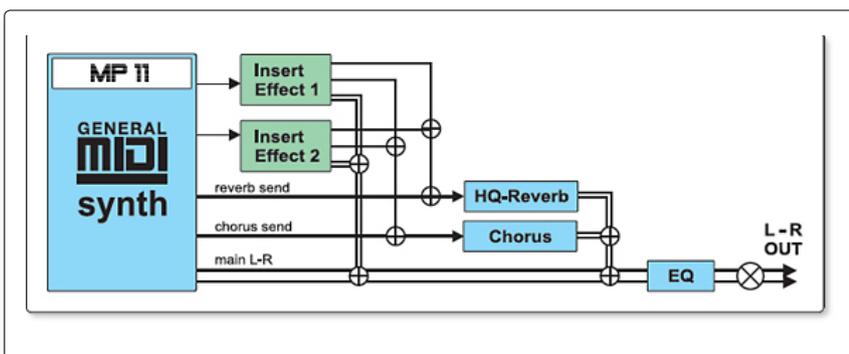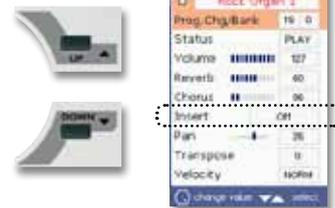
Wizard-Sound-Function (WSF)
You have already read about and become familiar with the WIZARD function in previous Sections. In those Sections the WIZARD button was used for crossfading two songs.
But, if you activate the WIZARD button while the EDIT TRACKS window is on display, the button will have a completely different effect. Because you will be able to use the Wizard Sound Function (= WSF). This is done by MP11 automatically analyzing the MIDI file (from which you have opened the EDIT TRACKS window) and assigning (also automatically) Insert effects to two MIDI tracks. WSF is by default deactivated when it comes to editing MIDI files.

Proceed as follows when you want to use the WSF: First, press one of the buttons ARTIST, TITLE or GENRE, and select the MIDI song you want (= shaded in color). Then press the PLAY button to start the playback of that song. Continue by pressing the EDIT button (during the playback). This opens the EDIT TRACKS window. This window lists all the tracks of the song currently playing; in addition, the tracks that are actively being played can be identified by means of a green (blinking) point. Now, press the WIZARD button. This displays the message „Info - Still Analyzing". The automatic analysis of the MIDI file takes a while. The message hides during that process, but MP11 is still working in the background. Therefore, press the WIZARD button once more after about 5 to 10 seconds (as long as the analysis process continues, the previously mentioned message will be on display).

When MP11 completes the analysis process and the MIDI file contains sounds that can have Insert effects assigned to them, the message „INFO - WSF Wizard Sound Function ON" will appear on display. In addition, the tracks, on the EDIT TRACKS window, which have an Insert effect assigned to them (max. 2 tracks), are now labeled with an (i) before the sound name. If you want to keep the Insert effects that have been automatically assigned, press the SAVE button to store the changes. If you do not want to use the assigned Insert effects, press the WIZARD button instead of SAVE. This displays the message „INFO - WSF Wizard Sound Function OFF", and at the same time removes the Insert effects, and the SAVE button's light turns off.

Important notes:

1) You also have the option of changing the automatically assigned Insert effects later. To do that, leave the WSF activated and select a different Insert effect using the DIAL knob. Then press the SAVE button to store the settings.

2) If the Insert effects have been assigned in a MIDI file by activating the WSF (i.e. not manually - see page 37), you should make subsequent changes regarding automatically assigned Insert effects only for those tracks that are labeled with an (i). Because if you for example set one of the two automatically assigned Insert effects to OFF, and then assign an Insert effect to a track that is not labeled with an (i), you might damage the file and not be able to play it again (error message -> „Midifile corrupted").

3) If you start a selected MIDI file and open the EDIT window and finally activate the WSF by pressing the WIZARD button, after the analysis you might get the message „Info - No WSF sounds" on display. If that happens, MP11 will not be able to assign Insert effects automatically.

MP 11
MULTI PERFORMER
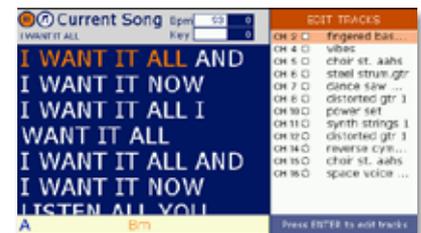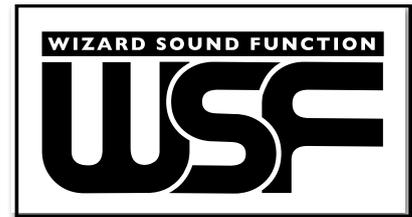
Editing MP3 Files
If you have full-playback MP3s (instrumentation incl. vocals) which you want to include in your repertoire, but you cannot find any half-playback MP3s of those, you can try to edit these full-playback MP3 songs using the VOICE CANCEL function on MP11.

This is a function you can use to filter certain frequency ranges (above all the vocal frequency range) of the MP3 file (thus making a half-playback out of a full-playback). When using the VOICE CANCEL function however, the quality of the half-playback can turn out quite differently, since this procedure does not only filter vocal frequency ranges, but also other (more or less important) frequencies. Not to mention the quality of the original MP3 file that also affects the result.

If you want to use the VOICE CANCEL function with your MP3 full-playback, proceed as follows (of course the corresponding MP3 file has to be already on the MP11 storage medium):

First, press one of the buttons ARTIST, TITLE or GENRE, and select the song you want (= shaded in color). Then press the PLAY button to start the playback of that song.
Continue by pressing the EDIT button (during the playback). This displays the window EDIT MP3 PARAMETERS, where you can access the VOICE CANCEL function (the default entry on delivery is „No").
Use the DIAL knob to set the value to „Yes". This activates the VOICE CANCEL function. The change that has just been made, illuminates at the same time the SAVE button. As soon as you press the SAVE button, the change will be saved in the song.

Note: You do not have to activate the VOICE CANCEL function for © M-Live files in the MP3 Karaoke format, because these files are already half-playback MP3s (without the main vocals). These MP3 songs also contain the lyrics, which are divided in syllables during the playback and highlighted in color.

mp3
KARAOKE
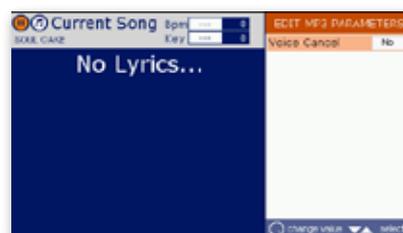
HARMONIZER
If you want to use the Harmonizer function, there are 2 alternatives available to you: the 3-phonic Harmonizer mode and the Melody-Tracker mode.
When you decide on one of the alternatives, you have to do the corresponding setting in the HARMONIZER SETTINGS window.
To open this window, press the CONROL button (to the right of the HARMO-NIZER button). The difference between the two modes, and the available configuration options are described in the following.

3-Voice Harmonizer Mode
In this mode, a 3-phonic chorus-effect is added to your vocals as soon as you activate the HARMONIZER button (illuminates in blue). The prerequisite for this is that your MIDI files contain a harmonic-track (many MIDI file producers use MIDI channel 16 for this, in © M-Live MIDI files it is MIDI channel 5). You can also connect a keyboard to the MIDI IN of MP11 and „set" the harmonies on your own. For that, you would have to activate the „Seq.mode" in the MIDI SETTINGS -> MIDI IN menu, and on the keyboard set the same MIDI channel that you have selected in the HARMONIZER SETTINGS window (see the following description). To make the necessary configurations for the 3-pho-nic Harmonizer, press the CONTROL button. This opens the HARMONIZER SETTINGS window, which gives you access to the following parameters:

• Mode
  For setting the Harmonizer mode
  (additionally available value = Melody Tracker)

• Midi Track
  For setting the MIDI channel that contains the harmonic-track in your MIDI files, or the MIDI channel you use to send the harmonies
  (via the connected keyboard)

• Volume
  For setting the volume ratio between your vocals and the 3-voice Harmoni-zer. The percentage value here indicates the volume level of the Harmonizer vocals versus the volume level of the microphone signal: 50% = half the level, 100% = same level, 200% = double the level

• Efx
  For setting the reverb-ratio for the Harmonizer. The percentage value here indicates the effect-ratio of the Harmonizer vocals versus the effect-ratio of the microphone signal:
  50% = half the level, 100% = same level, 200% = double the level.
  The effect-ratio is also connected with what you have set for the MP11 reverb controller

• Octave
  For setting the Harmonizer's octaving (available values: -2 to 2 octaves)

Melody-Tracker-Mode

In this mode, a 2nd vocals is added to your vocals as soon as you activate the HARMONIZER button (illuminates in blue). The prerequisite for this is that your MIDI files contain a melody-track (many MIDI file producers use MIDI channel 1 for this, in © M-Live MIDI files it is MIDI channel 4).

You can do the setting for Melody-Tracker MIDI channel in the menu MIDI SETTINGS -> MELODY TRACK. If your MIDI files do not have melody vocals, you can also connect a keyboard to the MIDI IN of MP11 and play the melody vocals on your own. You can do the necessary settings as already described above. You have configuration options also for the Melody-Tracker mode. Begin by pressing the CONTROL button to open the HARMONIZER SETTINGS window:
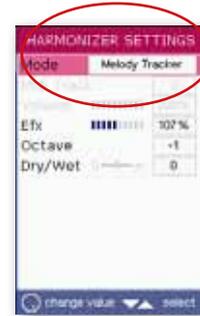
• Mode
  For setting the Melody-Tracker mode
  (additionally available value = Harmonizer).

• Efx
  For setting the reverb-ratio for the Melody-Tracker. The percentage value here indicates the effect-ratio of the Melody-Tracker vocals versus the effect-ratio of the microphone signal:
  50% = half the level, 100% = same level, 200% = double the level.
  The effect-ratio is also connected with what you have set for the MP11 reverb controller.

• Octave
  For setting the Melody-Tracker's octaving (available values: -2 to 2 octaves).

• Dry/Wet
  For setting the balance between the original-signal (Dry) and the Melody-Tracker signal (Wet). Trying out different Dry/Wet values and applying bits of your skills, you can pull off great effects, for example:
  double the voice, add a slight chorus-effect, set a vocoder-effect (like „Cher" does in her songs), etc

You can open the main menu window, OPTION MENU, by pressing the MENU button. This window, to begin with, displays for you the individual categories, relating to the system settings available to you.

These settings are:
• Mic presets
• Mic equalizer
• Music equalizer
• Midi settings
• General settings
• Fade curve
• Sound FX settings
• Video Settings
• Songs history
• Find new songs
• System settings
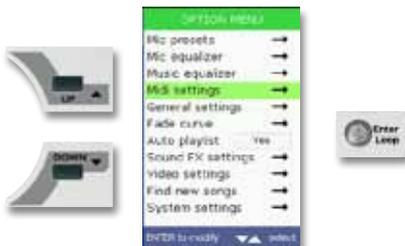
The arrows to the right of each category indicate that there are submenus. In addition, the blue field below on the window, shows you which button you should use in order to select a category and open the submenu that you want. So, it is actually pretty easy to handle:
Press first the UP/DOWN buttons to select the category, in which you want to make changes in connection with the system settings (e.g. Midi settings), and then press the ENTER button.

This displays the menu window of the category you have just selected (e.g. MIDI SETTINGS), as well as the parameters that it makes available to you. These menu windows also have their own blue field below that shows you how you need to proceed in order to select a parameter and change a value. Press the UP/DOWN buttons to select the parameter that you want (= shaded in color).

In the example on the side, the „Midi-in" parameter has been selected. Use the DIAL to change the value currently set for that parameter. Pressing the ESC button takes you back to the main menu window (the changes you have made, now apply). If you want to close the main menu window completely, press the ESC button one more time.

The following pages describe each menu and parameter, the values available to you, and those that can be edited.

MIC PRESETS

On this menu window, you will find 4 Mic presets. These are directly linked to the MIC-delay and the MIC-reverb controllers (= controllers are on the upper control panel of MP11).

The preset currently being used for the microphone voice is labeled with [In Use] on the menu window. If you want to choose a different preset, press the UP/DOWN buttons and confirm your choice using the ENTER button.
Press the EDIT button and you can make changes on the preset you have chosen if necessary:

• REVERB TYPE

• REVERB TIME

• REVERB PRE DELAY

• REVERB LOW CUT

• REVERB TONE

• DELAY TYPE

• DELAY TIME

• DELAY FEEDBACK

• DELAY AUTOSYNC

• COMPRESSOR

• FACTORY RESET = Using this parameter, you can have the Mic preset
  that is currently open restored to factory settings.

• RENAME = You can use this parameter to assign a new name
  to the Mic preset that is currently open.

Changes will be automatically applied as soon as you exit the EDIT window by pressing the ESC button. It is only when you change the parameters „Factory Reset" and „Rename" that you are prompted for confirmation to make sure you really want the changes. In those cases, follow the instructions on the display.

MIC EQUALIZER

On this menu window you will find a 4-band graphic equalizer. The following editable parameters are available to you:

• HI

• HI-MID

• LO-MID

• LO

If you want to change the level in the frequency range of one of these parameters, press the UP/DOWN buttons to select that parameter (= shaded in color) and continue by changing the currently set value using the DIAL (available values: -12 dB to 12 dB). Changes will be automatically applied as soon as you exit the MIC EQUALIZER window by pressing the ESC button.

MUSIC EQUALIZER

This menu window displays a 4-band graphic equalizer as well. You can use this, for example when you want to change the level in thefrequency range of the internal MIDI-sound module. This means: the changes you make here only influence the sound of your MIDI songs, not the sound of your MP3 songs.
The way you proceed with regard to selecting parameters, editing values, and even the values that are available to you, is completely identical with the MIC EQUALIZER. So, proceed as described in the above if you want to change the frequency range for your MIDI songs.

MIDI SETTINGS
This menu window offers you various configuration options in connection with MIDI settings. If you want to make changes, press the UP/DOWN buttons to select the parameter that you want (= shaded in color) and continue by changing the currently set value using the DIAL.

The following editable parameters are available to you:

• MELODY TRACK
You are already familiar with this function from „Melody-Tracker mode" descriptions (see page 39). It means: This is where you set the MIDI channel that deals with the melody track in your MIDI files (this would be MIDI channel 4 in original M-Live MIDI files / many other MIDI file producers use MIDI channel 1). If you have set the proper MIDI channel and selected the Melody-Tracker mode in the HARMONIZER SETTINGS menu, pressing the HARMONIZER button will add a 2nd vocals to your own. Having set the proper MIDI channel (which is the one that deals with the melody track in your MIDI files) makes yet another MP11 function available to you. For that, you can use the MELODY MUTE button. When you press this button repeatedly, you can choose between 3 modes: melody-playback, melody-playback with low volume, or playback of the melody track (see page 17).

• CHORD MODE
This mode enables you to select the value for the accord display. Available values are:
Italian = e.g. (in C-Dur) -> Do, Re, Mi, Fa, Sol, La, Si, Do
Internat. = e.g. (in C-Dur) -> C, D, E, F, G, A, B, C
Disabled = for disabling the accord display.

• MIDI-IN
This parameter lets you do the settings for the MIDI-IN port.
With this parameter you have 3 values to choose from as well: „Disabled", „Seq mode" or „Keyb mode". You have already read descriptions on these 3 setting options on page 13 (-> Connector Panel).

• CLICK COUNT IN
This lets you decide if you want to have another 1 bar count-in (metronome click) added before the song actually starts (= a very useful function for drummers). There are 2 adjustable values available to you: YES or NO.
If you select the value YES, do keep in mind that the count-in / metronome click can only be heard with MIDI songs and only via the CLICK OUT connection jack (see the connection example on page 56).

Note: You do not need to save the changes you have made by pressing the SAVE button; they will be automatically applied as soon as you exit the MIDI SETTINGS window by pressing the ESC button.

GENERAL SETTINGS
The following editable parameters are available to you:

• PEDAL MODE:
    - DISABLED = The „Pedal Mode" is deactivated
    - PLAY/PAUSE = Activating the foot-switch starts the playback of the
    selected song. If you push the foot-switch again during the playback, you
    will activated the Pause function. Pushing the foot-switch once again will
    continue the playback from the exact position the song was paused earlier.
    - SMOOTH = Pushing the foot-switch activates the announcement mode
    - HARMONIZER = Pushing the foot-switch turns the Harmonizer on or off.

• SHORT TIME (1:00 - 3:00 minutes)
This lets you set the value for the time-period after which a song is to fade
out (when the SHORT button is activated), or the time-period after which a
song is to crossfade to the next (if you are using the Wizard/Short functions
-> see page 23).

• LISTS FONT
This allows you to set values for font display:
    - NORMAL = All letters are in LOWERCASE type
    - CAPITAL = All letters are in UPPERCASE type
    - BOLD = All letters are in LOWERCASE and BOLD type
    - BIG = All letters are in UPPERCASE and BOLD type

• AUTO PLAYLIST
This parameter offers you the values YES or NO.
    - YES = Songs of the currently loaded playlist will be automatically
    played back one after the other.
    - NO = Every song of the currently loaded playlist will have
    to be started manually.

• SONGS HISTORY
This function creates a „Songs History", you can access it at any time in other
performances (see page 48). There are 3 adjustable values available to you in
connection with „Songs History":
    - NO = A log of the songs you play will not be created.
    - YES = There will be a log of the songs you play
    - CLEAR = An existing log will be deleted
Beforehand you will be prompted on display for confirmation to make sure
you really want to delete the log, and a new „Songs History" will be created.
Pressing the ENTER to confirm. Pressing the ESC button cancels the process.

• SEARCH MODE: Setting up the A/Z search function
    - NORMAL = default value on delivery
    a few letters would suffice for using the search function (see page 18)
    - ADVANCED = You have to enter all letters of the word to get results

*Note: You do not need to save the changes you have made by pressing the SAVE
button; they will be automatically applied as soon as you exit the MIDI SETTINGS
window by pressing the ESC button.*
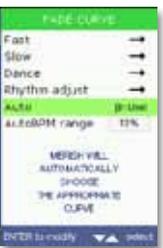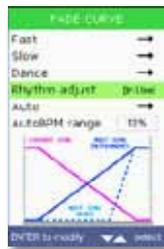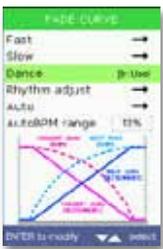
FADE CURVE
The settings that are made available on this menu window, are directly linked to the CROSSFADE button (see page 13 -> Upper Control Panel). On this window, you can decide on one of the 5 available (but not editable) „Fade Curve" configurations that:

• FAST:
For fast crossfading of all instruments.

• SLOW:
For slow crossfading of all instruments.

• DANCE:
For fast crossfading of the drums track, and slow crossfading of the other instruments.

• RHYTHM ADJUST:
For slow crossfading of instruments with a delayed fade-in of the drums track.

• AUTO:
If this „Fade-Curve" is selected, MP11 automatically looks for the most suitable crossfade.

The „Fade-Curve" configuration currently being used, from the 5 possible configurations, is labeled with [In Use] on the menu window. If you want to choose a different setting, press the UP/DOWN buttons and confirm your choice using the ENTER button.

• **AutoBPM RANGE (0% - 25%)**
You can use the DIAL to set this parameter at a value between 0% and 25% (default value for this parameter is set at 10% on delivery).
As already described on page 24, this is the value that automatically adjusts the speed for crossfading from the song currently playing to the next MIDI song. MP11 analyzes in this manner, during the playback of a song, if the difference in speed of the song currently playing and the next song is within the value set for „AutoBPM range" (e.g. 10%).
And if so, the speed will be continually adapted during the crossfade to the next song until it reaches the original speed of the next song. If the difference in speed is lower or higher than the value set for the AutoBPM-range, the next song will be played back at its original speed (without continuous speed adjustment), so that the sense of rhythm is not spoiled too much.

Note: Changes that you make will be saved automatically as soon as you exit the FADE CURVE window by pressing the ESC button.

MIDITEMP

SOUND FX SETTINGS

These settings allow you to select sound effects (MP3 jingles) that should play when you press the SOUND FX-1 or SOUND FX-2 ((see page 14) buttons, as well as the MP3 file that should be used when the BRIDGE button is pressed.

If you want to configure the parameters „Select EFX 1" and „Select EFX 2" in relation to the SOUND FX button, press first the UP/DOWN buttons to select the parameter that you want followed by the ENTER button. This opens the SELECT EFX window, which lists all the available MP3 jingles (MP3 jingles have to be already on the storage medium in the „sfx" folder -> see description on page 11). To listen to MP3 jingles before assigning them, select one of the listed files using the DIAL or the UP/DOWN buttons (= shaded in color) and then press the PLAY button. If you now want to assign that MP3 jingle to the SOUND FX button you had selected earlier, simply press the ENTER button.

If you want to configure the parameter „Select Bridge" in relation to the BRIDGE button, press first the UP/DOWN button to select that parameter (= shaded in color) followed by the ENTER button. This opens the SELECT BRIDGE window, which lists all the available Bridge-MP3 files (these files have to be already on the storage medium in the „bridge" folder.

To listen to Bridge-MP3 files before assigning them, select one of the listed files using the DIAL or the UP/DOWN buttons (= shaded in color) and then press the PLAY button. If you decide to assign the selected Bridge file, simply press the ENTER button.

Note: There is a CD included in MP11 delivery package, on which you will find, among others, the folders „sfx" and „bridge". If you want to use the MP3 files that are on the CD for the abovementioned assignments, simply copy the files that you want in advance on to the corresponding folders on your MP11 storage medium. Of course, you can use your own MP3 jingles or Bridge files as well (16 Bit / 44.1 kHz).
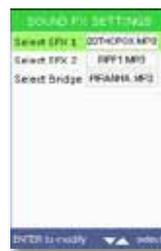
VIDEO SETTINGS

If you have connected a monitor or TV screen to the AV-OUT (= video output) of MP11 using the SCART adapter/cable included in the delivery, you can have the text and accord displayed to your liking using the configuration options on this menu window (the settings will then apply to the display on the external monitor).

Press first the UP/DOWN buttons to select the parameter that you want (= shaded in color), and continue by using the DIAL to set the appropriate value. The following parameters and values are available to you:

    • BACK COLOR
    This lets you change the background color for text display.
    Available values: SET 1 to SET 4 as well as SET 1-n to SET 4-n.
    • VIDEO MODE
    This is for configuring the Scroll mode (= text scroll).
    Available values: NORMAL or ROLLING (like a text roll).
    • TEXT ALIGNMENT
    This is for configuring the alignment of the text.
    Available values: LEFT (left justified) or CENTER (centered).

Note: Changes that you make will be saved automatically as soon as you exit the VIDEO SETTINGS window by pressing the ESC button.

• SONGS HISTORY

As already mentioned on page 45, MP11 provides you with a function to create a log of the songs you play during a performance (in the sequence you play those songs) in the so-called „Songs History". All you need to do in advance is to set the value, in the GENERAL SETTINGS -> SONGS HISTORY menu, to YES (see page 45). Once you have done this, you can always have the most recent „Songs History" opened in the main menu window, OPTION MENU, via the „Songs History" parameter by pressing the ENTER button.

• FIND NEW SONGS

Select this parameter (= shaded in color) and press the ENTER button to initiate a search for new songs in the storage medium currently connected to MP11, and to have the medium re-indexed and optimized for A/Z-search. You can cancel the process by pressing the ESC button, however, this is not recommended.

Note: Because the function „Find new songs" should be executed above all when you have copied new songs on to your MP11 storage medium or when you have deleted songs, otherwise it will not be possible for MP11 to work properly.

• SYSTEM SETTINGS
This menu window makes the general system settings available to you. Press first the UP/DOWN buttons to select the parameter that you want (= shaded in color) and proceed as described in the following to select the function that you want to execute, or to change the currently set value.

• CHANGE MEMORY
If you work with 2 different storage media that are both connected to MP11 (i.e. with a CompactFlash card as well as a USB flash drive), you can toggle between the two storage media by pressing the ENTER button. You will always be prompted on display for confirmation to make sure that you really want to change to the one or other medium. Press the ENTER button if you do want to change, otherwise press the ESC button to cancel.

• OPTIMIZE MEMORY
Use this function if you find out at some point that any routine or part of the system is not running properly or is being executed incorrectly altogether. In such case, select this parameter and press the ENTER button. After that, you will be prompted on display for confirmation. Confirming this prompt by pressing the ENTER button re-optimizes the storage medium that is connected (there will be no loss of data). When prompted for confirmation you can also press the ESC button to cancel.

• LIST MODE (display mode for lists)
   - TITLE/ARTIST
   If this value is set, MP11 will display the Title list when you switch on the system. In addition, this will display the full names of the filenames in the Title list, for example „a night like this"
   (provided that you have entered the names of the - see page 58).

   - FILENAME
   If this value is set, MP11 will display the folders, in which your files are located, when you switch on the system. Furthermore, when you open that folder (by pressing the ENTER button) only the filenames (e.g. „anightli.mid") will be displayed and not their entire names in full.

• FACTORY RESET:
Pressing the ENTER button puts all changes to factory settings. Confirming this prompt by pressing the ENTER button or press the ESC button to cancel.

Note: Changes that you make will be saved automatically as soon as you exit the window by pressing the ESC button.

You need at least 1 storage medium in order to work with MP11. MP11 contains a 1-GB CompactFlash card, completely pre-configured on delivery. This means: The CompactFlash card not only contains MP11 system files but also the folders, onto which you need to copy your songs (in some folders you can already find a few songs on delivery).

And since with MP11 you can use the CompactFlash card included on delivery as well as a USB flash drive, it is recommendable to first make a complete 1:1 copy of the CompactFlash-card data on your PC hard-disk. That way, you have the possibility of copying the original data that was delivered onto a USB flash drive.

Before copying the data onto a USB flash drive, please note that when you purchase a new USB flash drive, there might already be a few files or utilities on the drive. These could heavily impair the performance of MP11. Therefore, it is very important to completely RE-format the USB flash drive before using it. To do this, connect the USB flash drive to a USB port of your PC/laptop, and format the drive. Keep in mind that you need to format the storage medium in FAT or FAT32 file system.

After that, you can copy the existing files and folders of the CompactFlash card onto the USB flash drive (for example, via Windows Explorer or Desktop).

If you want to copy new songs onto the storage medium, you can do that as well via Windows Explorer or Desktop. However, it is recommendable to use the MP11 Utility software to do this (see page 16), so that later you can take advantage of MP11's full potential.

If at some point, you want to delete a few songs that are on the storage medium (songs you no longer need), you can do that via Windows Explorer or Desktop.

Note: You can have the CompactFlash card as well as the USB flash drive connected to MP11 at the same time, however, only one storage medium at a time can be active. You can see on the lower right part of the display, in the Title list, which of the two storage media you are currently using (CF or USB).

If you are working with the data on the CompactFlash card, but you want to access the data on the USB flash drive, you can proceed as described on page 46 to carry out the change and access the second storage medium.

The most common file formats used for performances are as before MIDI files (*.mid in format 0 or format 1) and MP3 files (*.mp3).
MP11 can not only manage these file formats, but also: KAR, MF3, MF4 and MF5.
Of course, MP11 also recognizes meta-tags, such as: title names, artists' names, genres, etc. written in full (if such data has been integrated in files).
The following table shows you the meta-tags that MP11 can manage for the corresponding file formats.

	GENERAL MIDI KARAOKE	MF3	MF4	MF5	mp3 KARAOKE
Titel-Name	●	●	●	●	●
Artist	●	●	●	●	●
Genre	●	●	●	●	●
Markers	●				
Text "divided in colored syllables"	●	●	●	●	●
Accords	●	●	●	●	

Original © M-Live songs, since August 2010, have all the meta-data already integrated.
Of course, MP11 can also manage and play back files that are generated by others. Whether those files already contain meta-tags always depends on the corresponding producer of the files. If they do not contain meta-tags, you can use the MP11 Utility software to subsequently add the data (see page 58), so you can access and use additional functions of MP11.

USB
USB port for connection to your PC or MAC. Plug your CompactFlash card into MP11, make the USB connection and turn on your MP11. When you connect this for the first time, the drivers get installed automatically. Once this is completed, you will be able to use MP11 as a sound expander when playing back MIDI files on your computer.
You will find MP11 in CONTROL PANEL -> SOUNDS & AUDIO DEVICES -> MIDI MUSIC PLAYBACK as a USB sound source - e.g. „USB audio device (2)" *(the name can vary depending on the system).*

VIDEO OUT
Connector for an external monitor or TV-screen to display lyrics and text.

CLICK OUT
Click output (mono jack 6.3mm) for the output of a metronome click signal (often used by drummers).

see page 44

9V-DC
Power supply

MIDI OUT
MIDI output

AUDIO OUT L-R
Audio output (Mono jack 6,3mm)

MIC
Microphone input (XLR or stereo jack 6.3mm) without 48V phantom power.

ON/OFF
On-Off switch

MIDI THRU
For passing the MIDI IN signal through (e.g. to connect several MIDI devices in series).

PHONES
Headphones output (stereo mini-jack 3.5mm)

MIC GAIN
Gain control for the microphone

FOOTSWITCH
Mono jack socket 6.3mm for connecting a foot-switch (type: starting position „open").

see page 45

MIDI IN
MIDI input for connecting a MIDI device in general (e.g. keyboard).

see page 44

MIC Microphone input	Combo jack (XLR / TRS) balanced -40dB / 1kOhm Gain 0-10dB
AUDIO OUT L-R Audio outputs	TS jack unbalanced +4dB
CLICK OUT Metronome ouput	TS jack unbalanced +4dB
PHONES Headphones output	TRS jack (mini 3,5mm) stereo 400mW @ 8Ohm 100mW @ 32Ohm
AV OUT Audio/Video output	DIN connector Composite Video PAL/TV
MIDI In/Out/Through	DIN connector
USB Interface to PC	USB connector Version 2.0
USB PEN DRIVE Storage medium	Plug in for USB flash drive
COMPACT FLASH Storage medium	Slot for Compact Flash Standard CF
FOOTSWITCH Pedal control	TS jack mono
Frequency response	20 - 20.000 Hz ±3dB
Distortion THD & Noise	< 0,01%
Signal-to-noise ratio	-85 dB
Power supply	9V DC 1650mA
External wall plug transformerl	100-240V AC 50/60 Hz 9V DC / 1650 mA
Measurements	31 x 8 23 cm
Weight	2,4 kg

Solo Vocals

Act. SPEAKERS

9 V
DC
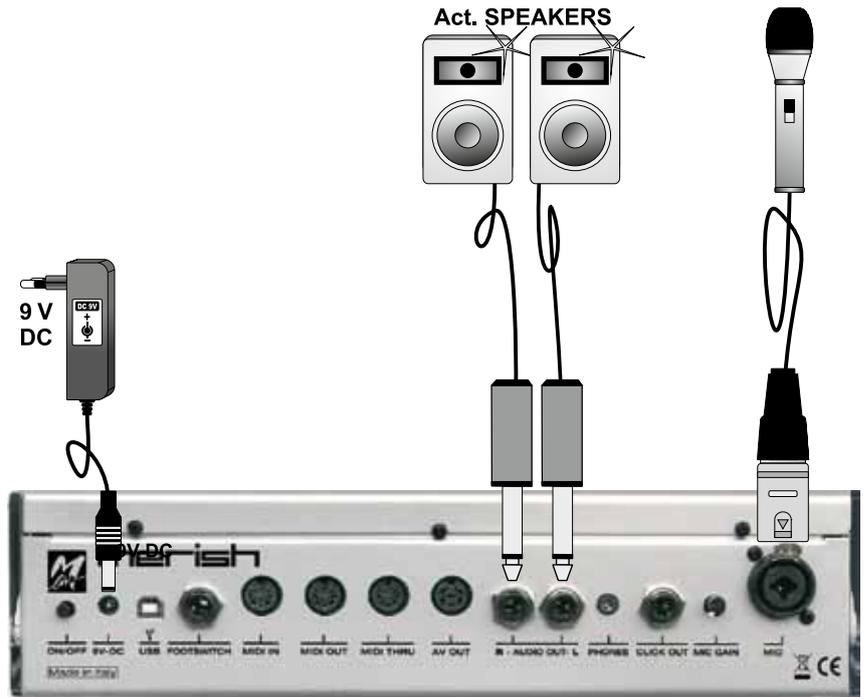
**Vocal with guitar,
mixer and footswitch**

Act. SPEAKERS

AUDIO MIXER

GUITAR FX/POD

9 V
DC

FOOT
SWITCH

MP 11
MULTI PERFORMER

V/SCART CABLE

Act. SPEAKERS

NEVER KNOW HOW MUCH I
LOVE YOU
NEVER KNOW HOW MUCH I
CARE
WHEN YOU PUT YOUR ARMS
AROUND ME
AV

SONG LYRICS

9 V DC

DC 9V
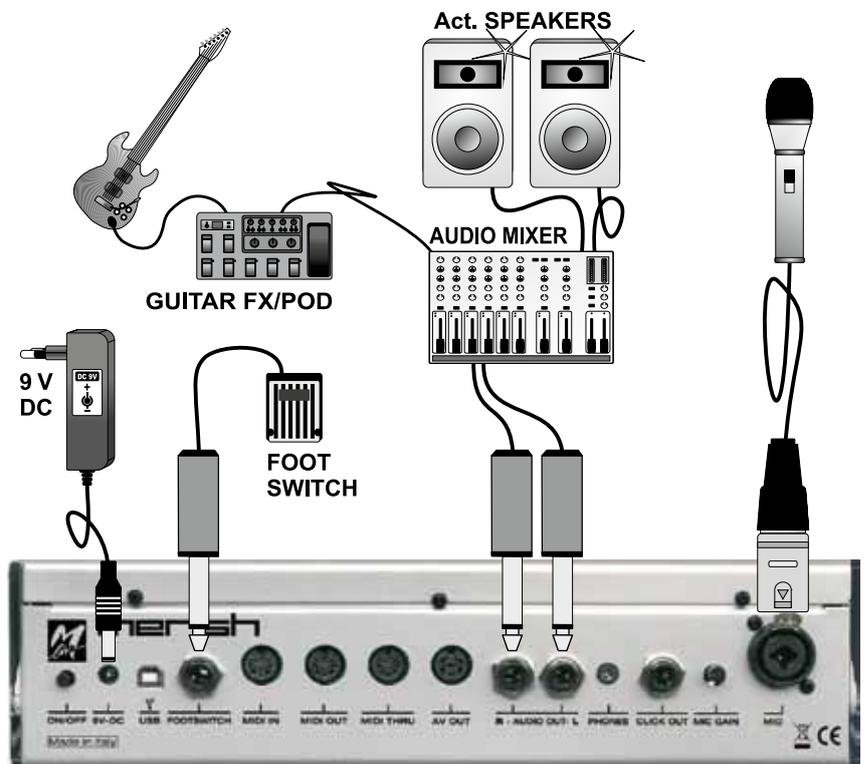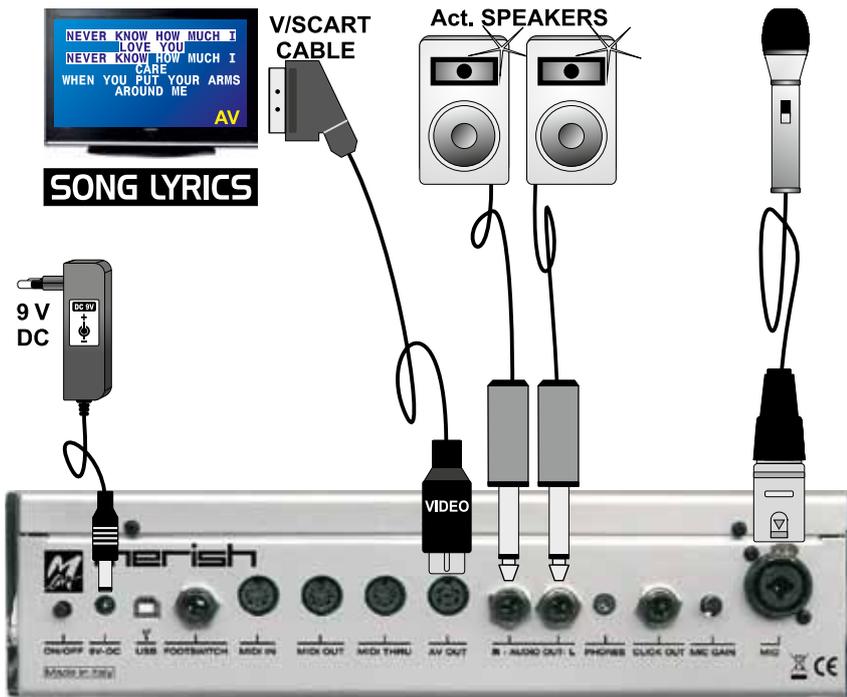
VIDEO

Solo Vocals / Karaoke with video screen

DESKTOP SEQUENCER / MUSIC PRODUCTION SW

PC / MAC

Act. SPEAKERS

USB MASTER KEYBOARD

USB

AUDIO MIXER

9 V DC

DC 9V

FOOT SWITCH

GENERAL MIDI 16 CH
+
GENERAL MIDI 16 CH
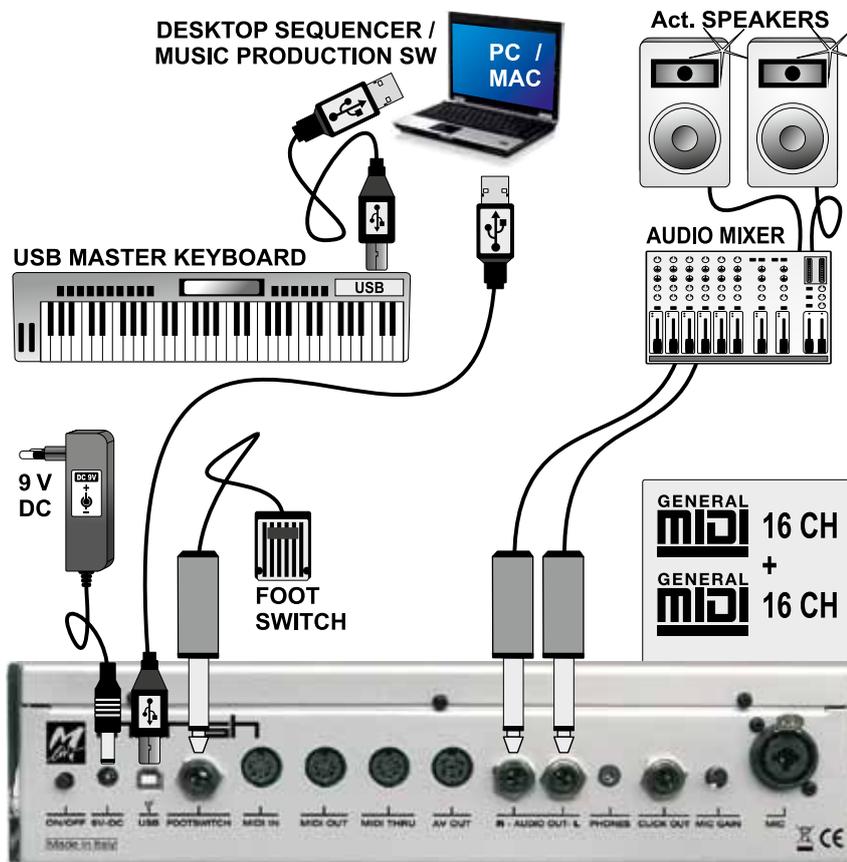
PC + Master Keyboard USB + MP 11 (used as a Expander with USB) - Set

---

MIDITEMP

Small Band with Master-Keyboard and Click for the Drummer

NEVER KNOW HOW MUCH I
ILOVE YOU
NEVER KNOW HOW MUCH I
CARE
WHEN YOU PUT YOUR ARMS
AROUND ME
AV

SONG LYRICS

V/SCART CABLE

Act. SPEAKERS

CLICK

AUDIO MIXER

SUB-MIX

9 V DC

DC 9V

FOOT SWITCH

VIDEO

ON OFF

ON/OFF 9V·DC   USB FOOTSWITCH   MIDI IN   MIDI OUT   MIDI THRU   AV OUT   R · AUDIO OUT · L   CLICK OUT MIC GAIN   MIC

Made in Italy

CE

MIDI

MIDI

MASTER KEYBOARD

MIDI OUT
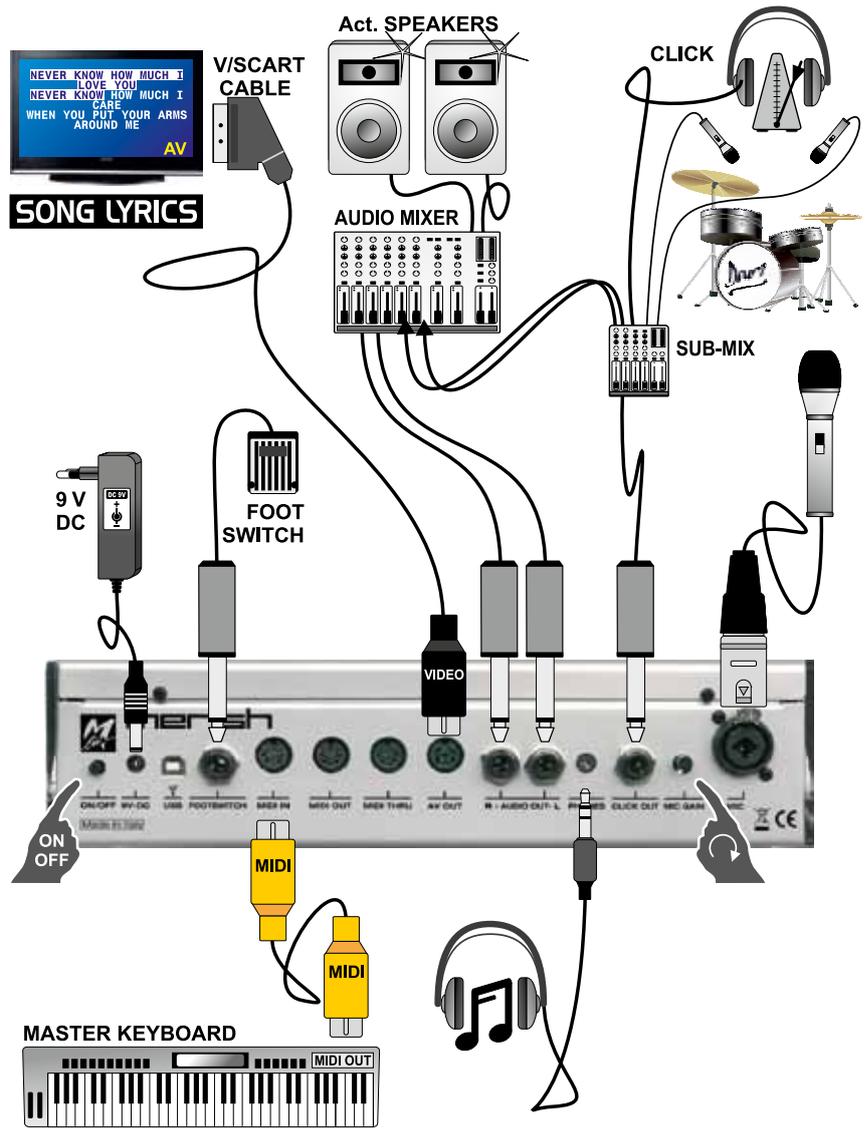
How many markers can a MIDI song contain?
Maximum 50 markers per MIDI song.

How many playlists can I create?
There is no limit to the number of playlists.

How many songs can a playlist contain?
Maximum 250 songs per playlist.

With MP11 I have the option to edit the speed and the key of a song. Do I have to do this every time, or can I save the changes I make?
Of course, you can save the changes you make. To do this, start by playing back a song and then press one of the buttons SPEED -/+ or KEY -/+ to make the changes that you want. Finally, press the SAVE button (during the playback), and thus you have stored the changes (see page 23).

A few of the MIDI file medleys stop playing all of a sudden - why?
MP11 can only manage MIDI files that are not bigger that 250 KB. The MP11 will recognize and will play those files (at first), but will stop their playback at some point (and that point is when the limit of the internal MP11 storage is reached).

When I want to play back a song, sometimes there is a message on display saying „TOO MANY TEXT ROWS" or „TOO MANY TEXT SYLS", and the song does not start. What does that mean?
Songs that bring about these messages on display contain a text, which has been edited in a way that when you play back the file, every single text syllable is displayed in a separate line. Therefore, in such cases the file contains too many text lines (= text rows) and too many text syllables (= text syls) as well.
Since MP11 can manage a maximum of 350 text lines per file (which is usually more than enough), you will have to re-edit the texts in such problematic files in a way that they are no longer divided and displayed by syllables (per line), but by line.

This manual refers a few times to „original © M- Live songs". Where can I get those?
On the website of „Songservice (= M-Live)" - at: http://songservice.it/en/
There you can find a good number of MIDI and MP3 songs that have been adapted especially for MP11. It means: These songs already contain all the data like title-name, genre, artist, texts and lyrics etc. In addition, those MIDI files already contain MARKERS as well.
Go to the website and take a look around. Via the buttons „Professional MIDI" and „MP3-Tracks" you can first select the file format of your choice. Scroll all the way down in your selected category and click the link „See all new MIDI backing tracks", and this will list all the MIDI files for you. There are also DEMOS available.
Note: If you open the MIDI file DEMOS right there on the website, the files play back via the PC sound card, which does not make the sound that fascinating. But if you play back the same file on MP11, it will be a completely different sound, because the sounds are already harmonized on MP11.

Introduction

MP11 Utility is a software (MAC and PC) that you can use to prepare your songs for MP11 and put them on a storage medium you use, e.g. on the CompactFlash card (included in delivery) or a USB flash drive.

When preparing songs you can use the software to add your files including all the song information, such as:

• Title

• Artist

• Genre

• Author

• Length

• Key

• Tempo (BPM)

Mp11 will automatically convert the song information from now on into so-called META data. I

Important: Of course, you do not have to add the above-mentioned song information to all your songs. However, we would like to point out that you can use the full potential of MP11 only if your songs contain all the data mentioned above.

Since August 2010 it has been unnecessary to enter the data for original © M-Live songs - these songs already contain all the song information.

Installation

Insert the „MP11 Utility" CD-ROM included in delivery in the CD-ROM drive of your computer (MAC or PC).

Open the MP11 UTILTIY folder and then the folder meant for the operating system of your computer (MAC OS X or WINDOWS).

Now double-click the corresponding installation file - this starts the installation process of the software.

Follow the instructions during the installation (and accept the software's license agreement).

Once the installation is completed, you can open the program by clicking the FINISH / PROCEED button.

Note: The „MP11 Utility" icon has been added to desktop during the installation. From now on, you can double-click this icon to open the program.
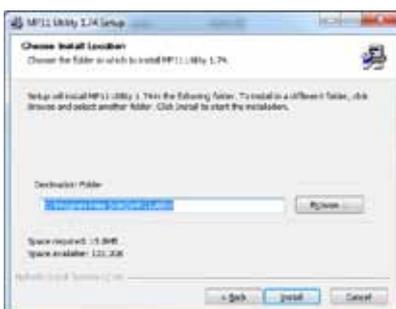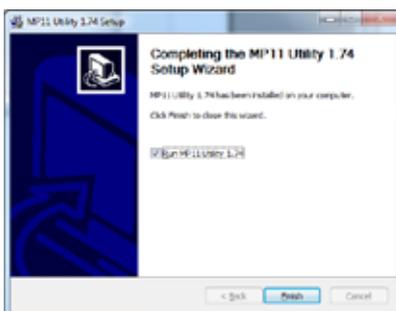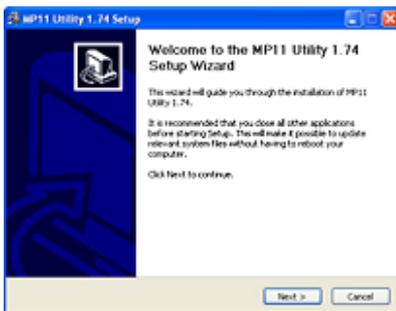
FILE -> CLOSE
You can close the program by clicking this menu item

SETTINGS -> LANGUAGE
Select a language, English / German.

EINSTELLUNGEN -> SHOW COPYRIGHT- MESSAGE
Select yes / no

TOOLS -> RESTORE SONG DATABASE
This opens the „Optimize storage" window. By clicking „Find" you can choose the main folder of the storage medium (CompactFlash card or USB flash drive) that needs to be optimized for MP11. Then, you have two options; you can either update the storage medium's database or restore it:
-> I have added or removed a few songs - update database.
-> I have problems with archiving - restore database. Select the option that you want by mouse click, and click „Start" to update or restore the database.

At the end of the process you will see the information: „Process successfully completed" on the „Optimize storage" window. Click „OK" to close the window. You can now close the „Optimize storage" window as well.

TOOLS -> SAVE SONG LIST
Using this menu item you can create a backup for songs that are on the MP11 storage medium. To do this, first select (after clicking the menu item „Save song list") the MP11 storage medium, and enter a filename for the song list. Then select the folder, in which you want the song list to be saved on your computer.
You have three options for sorting the song list: by Title, Artist or Genre. Select the sorting method of your choice and click Save. If the song list is saved successfully, a message will appear, which you can confirm by clicking OK. If the song list is not saved successfully (e.g. because of a wrong file-path), you will see the message „Process is canceled; storage is not optimized for MP11". Click OK if you see this message -> OK.

HELP -> HELP FOR MP11 UTILITY
This opens a window containing a quick guide

HELP -> ABOUT
This shows you the current software version in a window.

HELP -> ABOUT QT
This displays the license agreement.

MIDITEMP

The „MP11 Utility" icon has been added to desktop during the software installation, so you can double-click this icon from now on to run the program. After this double-click, the main window of MP11 Utility will be displayed. In this window, you must first add the songs that you are preparing for MP11 and want to copy on to the storage medium.

Therefore, in the main window click the button „Selection of songs intended for MP11 storage".

This launches another window. In this window, first select the folder in which your files are located. Select the file or files that you want by mouse-click (you can select several files if you hold down the control key) and then click „Open".
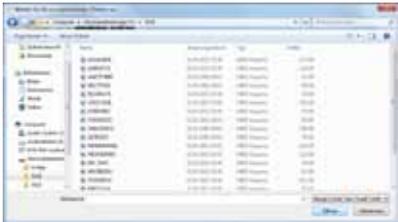
Another important note regarding the file selection mentioned above: if you work with MIDI as well as MP3 files, make sure during every MP11 Utility session you choose only one file-type when selecting files (either MIDI files OR MP3 files); due to the following reason: Later, when you move files to the MP11 storage medium, you should copy the MIDI files in one folder (e.g. a folder called „midi") and the MP3 files in a separate folder (e.g. a folder called „MP3"). These folders are already on the CompactFlash card that is included in delivery. This will help you copy files always on to the proper folder when you later move files to the MP11 storage medium.

Let's get back to the next steps: After selecting your files and clicking the „Open" button, the files will be listed in a table.

And, as pointed out already in Section -> MP11 UTILITY -> INTRODUCTION, you should add as much song information as possible to these files, so that you can use the full potential of MP11.

If you are using © M-Live files, it will take you only a few steps to add song information to your files. Simply click the button „Synchronize songs with M-Live database". This opens the additional Backup window that allows you to decide if you not only want to synchronize the songs, but also make an additional backup, or if you want to continue without a backup.

With backup: Click the „Find" button in the displayed Backup window. This opens a new window, where you can select the folder (or create a new folder), in which the backup file should be stored. Once you have selected the folder of your choice, click the OK button (-> this closes the folder-selection window). Now, in the Backup window, you can click the button „Backup".

This creates the backup, and synchronizes with the M-Live database at the same time - in addition, all the song information is automatically added to the files.

Note: You do not have to carry out this synchronization anymore for © M-Live files that were created after August 2010, because these files already contain all the song information. For © M-Live files that were created before August 2010, you can resort to the abovementioned function to integrate the song information.

Without backup: If you want to synchronize without creating a backup, click the button „Continue without backup" on the displayed Backup window. Once the synchronization is completed, check the main window to see if all the files now contain song information. Synchronization is not carried out only for © M-Live files, but for all the other files as well. If the M-Live database contains song information suitable for other files, the corresponding data will be added to those files.

If there is song information still missing in the table of the listed files in the main window, or if you want to subsequently edit existing entries, double-click the file of your choice. This displays the „Song detail" window.

The upper part of this window shows you the file-path and file-format of the selected song (this data cannot be edited). After that, there are fields, in which you can enter the corresponding song information, or subsequently edit existing entries:

• **Song title:** If you enter the name of the song in this textbox, and underneath the box you activate the button „Use title", on the MP11 display you will see the song-name from now on in the song list (e.g. Dream to me) if you press the TITLE button. If you activate the button „Use filename", in the future MP11 will only display the filename (e.g. dreamto.mid) in the song list.

• **Artist:** Here you can enter the name of the artist, in which case you can use the Artists list of MP11 from now on to select songs by pressing the ARTIST button.

• **Genre:** Here you can enter the musical genre (e.g. Dance), in which case you can use the Genre list of MP11 in the future to select songs by pressing the GENRE button.

• **Author:** Enter the name of the author in this textbox, and you can have this entry displayed on MP11 when you open the Song-Info window.

• **Length:** Defining the length of a file becomes important if you want to make use of the MARKER/BAR function on MP11. Enter always 2-digit values (e.g. mm 03 / ss 25) in the boxes „mm" (= minutes) and „ss" (= seconds).

• **Key:** In this list you can select the key, which will then be displayed in the KEY field on MP11; this will be important if you e.g. want to make use of the WIZARD crossfading function.

• **BPM:** Here you can enter the number of beats per minute, which will then be displayed in the BPM field of MP11; this will be important if you e.g. want to make use of the MARKER/BAR function or the WIZARD crossfading.

Note: In the Song Detail window you can access the „Apply to all" function (for: Filename, Artist, Genre and Author). If you want to assign all your imported files e.g. to the same GENRE, enter first the musical genre and then click the checkbox „Apply to all". This will assign all the imported files to the same GENRE.

Once you have completed entering all the song information, click „Save". Now make sure you have connected your MP11 storage medium (Compact-Flash card or USB flash drive) to the computer, and then click the button „Transfer songs to MP11 storage" in the main window of MP11 Utility.

On the displayed window, click the plus sign, or as the case might be the arrow, next to the name of the removable media, followed by the folder name, in which the files are to be copied (e.g. MP3). By clicking the OK button you will transfer all the songs to the storage medium.

When the process is completed, you will see the message „All files were successfully copied". You can close this window and exit MP11 Utility by clicking the OK button.
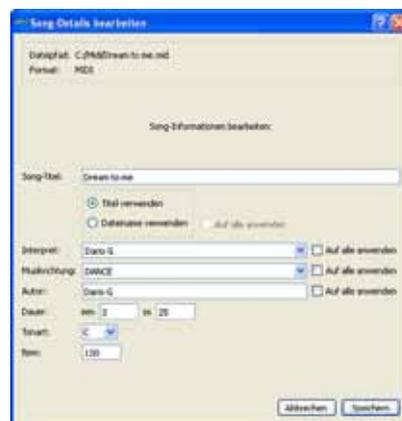
PC	CC00	Sound Name	Type
001	0	**St.GrandPiano**	Ac. Piano
	2	Mono GrandPiano	Ac. Piano
002	0	**Stage Ac.Piano**	Ac. Piano
003	0	**El. GrandPiano**	El. Piano
004	0	**Honky-Tonk**	Ac. Piano
005	0	**Stage El.Piano**	El. Piano
	1	El. Piano 2	El. Piano
	8	Detuned EP 1	El. Piano
	9	Soft El.Piano	El. Piano
	16	FM+SA EP	El. Piano
	24	60's El.Piano	El. Piano
	32	Hard Rodex	El. Piano
	40	Rodex	El. Piano
006	0	**El. FM Piano**	El. Piano
	8	Detuned EP 3	El. Piano
	9	Detuned EP 2	El. Piano
	16	FM Soft EP	El. Piano
	24	Hard FM EP	El. Piano
	32	El. Piano 3	El. Piano
007	0	**Harpsichord**	Chromatic Perc.
	8	Coupled Harpsi	Chromatic Perc.
008	0	**Clavinet**	Chromatic Perc.
009	0	**Celesta**	Chromatic Perc.
010	0	**Glockenspiel**	Chromatic Perc.
011	0	**Music Box**	Chromatic Perc.
012	0	**Vibes**	Chromatic Perc.
	1	Vibraphone	Chromatic Perc.
013	0	**Marimba**	Chromatic Perc.
	8	Balafon	Chromatic Perc.
014	0	**Xylophone**	Chromatic Perc.
015	0	**Tubular Bells**	Chromatic Perc.
	8	Church Bell	Chromatic Perc.
	9	Carillon	Chromatic Perc.
016	0	**Santur**	Chromatic Perc.
017	0	**Drawbar Organ**	Organ
	8	Detuned Organ 1	Organ
	9	Ham 109 Organ	Organ
	16	60's Organ	Organ
	24	PedalBass Organ	Organ
	32	Even Bar	Organ
018	0	**Perc. Organ 1**	Organ
	1	Perc. Organ 2	Organ
	8	Detuned Organ 2	Organ
	9	Jazz Organ	Organ
	16	Detuned Organ 3	Organ
	24	Jazz Vib Organ	Organ
019	0	**Rock Organ 1**	Organ
	1	Rock Organ 2	Organ
	8	Rotary Switch	Organ
	16	Rotary Percuss.	Organ
	24	Rotary Fast	Organ
020	0	**Church Organ 1**	Organ
	8	Church Organ 2	Organ
021	0	**Reed Organ**	Organ
022	0	**Fisa Musette**	Accordion
	1	French Musette	Accordion
	8	Ital Accordion	Accordion
023	0	**Harmonica**	Accordion
024	0	**Bandoneon**	Accordion

PC	CC00	Sound Name	Type
025	0	**Nylon Live Gtr**	Ac. Guitar
	1	Nylon Guitar	Ac. Guitar
	8	Ukulele	Ac. Guitar
	9	VeloHarmnix	Ac. Guitar
	16	Nylon Gt.o	Ac. Guitar
026	0	**Steel Strum.Gtr**	Ac. Guitar
	1	Steel Guitar	Ac. Guitar
	5	SteelstringsGtr	Ac. Guitar
	8	12-Strings Gtr1	Ac. Guitar
	9	12-Strings Gtr2	Ac. Guitar
	16	Mandolin	Ac. Guitar
	24	Steel Guitar 2	Ac. Guitar
	32	Steel Guitar 3	Ac. Guitar
	40	Nylon + Steel	Ac. Guitar
027	0	**Jazz Guitar 1**	El. Guitar
	1	Jazz Guitar 2	El. Guitar
	8	Hawaiian Guitar	El. Guitar
028	0	**Clean Live Gtr**	El. Guitar
	1	Clean Guitar	El. Guitar
	8	Chorus Guitar 2	El. Guitar
	16	Clean Guitar 2	El. Guitar
029	0	**Muted Guitar 1**	El. Guitar
	1	Muted Guitar 2	El. Guitar
	8	Funk Guitar	El. Guitar
	16	Chorus Funk	El. Guitar
	24	Funky Okytar	El. Guitar
030	0	**OverdriveLP Gtr**	El. Guitar
	1	Overdrive Gtr 1	El. Guitar
	8	Overdrive Gtr 2	El. Guitar
031	0	**Distorted Gtr 1**	El. Guitar
	1	Distorted Gtr 2	El. Guitar
	8	Feedback Guitar 1	El. Guitar
032	0	**Dist.Harmonix 1**	El. Guitar
	1	Dist.Harmonix 2	El. Guitar
	8	Feedback Guitar 2	El. Guitar
	16	Ac.Gtr.Harmonix	El. Guitar
033	0	**Acoustic Bass**	Bass
034	0	**Fingered Bass 1**	Bass
	1	Finger Okybass	Bass
	8	Fingered Bass 2	Bass
	16	Dynamic Bass	Bass
035	0	**Picked & Hybrid**	Bass
	1	Picked Okybass	Bass
036	0	**Fretless Bass 1**	Bass
	1	Fretless Bass 2	Bass
037	0	**Slap Bass 1**	Bass
	16	Slap Bass 3	Bass
038	0	**Slap Bass 2**	Bass

PC = Program Change
CC00 = Bank Select MSB

PC	CC00	Sound Name	Type
039	0	**Synth Bass 1**	Synth Bass
	1	Synth Okybass	Synth Bass
	5	Reso SH Bass	Synth Bass
	6	Synth Bass 5	Synth Bass
	8	Synth Bass 3	Synth Bass
	9	TB 303 Bass	Synth Bass
	16	Tekno Bass 1	Synth Bass
	24	Tekno Bass 2	Synth Bass
	32	Sq 303 Flat	Synth Bass
	40	Sq 303 Overdr.	Synth Bass
040	0	**Synth Bass 2**	Synth Bass
	1	Synbass 201	Synth Bass
	2	Modular Bass	Synth Bass
	3	Seq Bass	Synth Bass
	4	Analogic Bass	Synth Bass
	5	Subsonic Bass	Synth Bass
	6	Synth Bass 6	Synth Bass
	8	Synth Bass 4	Synth Bass
	9	Smooth Bass	Synth Bass
	16	Synth Bass 7	Synth Bass
	24	80's Bass	Synth Bass
	32	SH101 Bass 1	Synth Bass
	40	SH101 Bass 2	Synth Bass
041	0	**Violin Solo**	Strings
	1	Violin	Strings
042	0	**Viola Solo**	Strings
	1	Viola	Strings
043	0	**Cello Solo**	Strings
	1	Cello	Strings
044	0	**Double Bass**	Strings
	1	Contrabass	Strings
045	0	**Tremolo Strings**	Strings Ensemble
046	0	**PizzicatoStrings**	Strings Ensemble
047	0	**Orchestral Harp**	Strings
	1	Mellow Harp	Strings
048	0	**Timpani 1**	Percussion
	1	Timpani 2	Percussion
049	0	**Stereo Strings**	Strings Ensemble
	2	Mono Strings	Strings Ensemble
	8	Ensemble Orch.	Strings Ensemble
050	0	**Slow St.Strings**	Strings Ensemble
	2	Slow MonoStrings	Strings Ensemble
051	0	**Synth Strings 1**	Strings Ensemble
	8	Synth Strings 3	Strings Ensemble
052	0	**Synth Strings 2**	Strings Ensemble
	1	Synth Section	Strings Ensemble
053	0	**Choir St. Aahs**	Vocals
	1	Choir Aahs	Vocals
	2	Choir Mono Aahs	Vocals
	8	Real Choirs Vib	Vocals
054	0	**Choir St. Oohs**	Vocals
	1	Choir Oohs	Vocals
055	0	**Synvox Stereo**	Vocals
	1	Synvox	Vocals
056	0	**Orchestra Hit**	SFX
	8	Impact Hit	SFX
	9	Philly Hit	SFX

PC	CC00	Sound Name	Type
057	0	**Trumpet 1**	Brass
	1	Classic Trumpet	Brass
	8	Flugel Horn	Brass
	9	Trumpet 2	Brass
	16	Mariachi	Brass
	24	Bright Trumpet	Brass
	32	Sharp Trumpets	Brass
	40	Trumpet 3	Brass
058	0	**Trombone Solo**	Brass
	1	Dark Bone	Brass
059	0	**Tuba**	Brass
060	0	**Muted Trumpet 1**	Brass
	8	Muted Trumpet 2	Brass
061	0	**Dyn.FrenchHorns**	Brass
	1	French Horns	Brass
062	0	**Brass Section 1**	Brass
	8	Brass Section 2	Brass
	16	Brass Fall	Brass
063	0	**Synth Brass 1**	Brass
	8	Synth Brass 3	Brass
064	0	**Synth Brass 2**	Brass
	8	Synth Brass 4	Brass
065	0	**Soprano Sax 1**	Sax
	8	Soprano Sax 2	Sax
066	0	**Alto Sax 1**	Sax
	1	Alto Okysax	Sax
	2	Liscio Sax	Sax
	8	Hyper Alto Sax	Sax
	9	Alto Sax 2	Sax
067	0	**Tenor Sax**	Sax
	8	Breathy Tenor	Sax
068	0	**Baritone Sax 1**	Sax
	8	Baritone Sax 2	Sax
069	0	**Oboe**	Woodwinds
070	0	**English Horn 1**	Woodwinds
	8	English Horn 2	Woodwinds
071	0	**Bassoon**	Woodwinds
	8	Bassoon 2	Woodwinds
072	0	**Clarinet**	Woodwinds
	8	Bass Clarinet	Woodwinds
073	0	**Piccolo**	Pipes
074	0	**Flute Vibrato**	Pipes
	1	Flute	Pipes
075	0	**Recorder**	Pipes
076	0	**Panflute Vibrato**	Pipes
	1	Panflute	Pipes
077	0	**Bottle Blown**	Pipes
078	0	**Shakuhaci**	Pipes
079	0	**Whistle**	Pipes
080	0	**Ocarina**	Pipes

PC	CC00	Sound Name	Type
081	0	**Square Synwave1**	Synth Lead
	8	Sine Wave	Synth Lead
	16	Square Synwave2	Synth Lead
082	0	**Dance Saw Wave**	Synth Lead
	1	Saw Synwave 1	Synth Lead
	8	Saw Synwave 2	Synth Lead
	16	Killer Synth	Synth Lead
083	0	**Syn Calliope**	Synth Lead
084	0	**Chiffer Lead**	Synth Lead
085	0	**Dist.Charang**	Synth Lead
	1	Charang GM	Synth Lead
086	0	**Solo Vox**	Synth Lead
087	0	**5th Saw Synth**	Synth Lead
088	0	**Bass & Lead**	Synth Lead
089	0	**Fantasia Pad**	Synth Pad
090	0	**Warm Stereo Pad**	Synth Pad
	1	Air Stereo Pad	Synth Pad
	2	Warmono Pad	Synth Pad
	3	Okywarm Pad	Synth Pad
	8	Rotary Strings	Synth Pad
091	0	**Poly Synth Pad**	Synth Pad
092	0	**Space Voice Pad**	Synth Pad
093	0	**Bowed Glass Pad**	Synth Pad
094	0	**Metal Pad**	Synth Pad
095	0	**Halo Pad**	Synth Pad
096	0	**Sweeping Pad**	Synth Pad
	1	Okysweep Pad	Synth Pad
097	0	**Ice Rain**	Synth Pad
098	0	**Soundtrack**	Synth Pad
099	0	**Crystal Pad**	Synth Pad
100	0	**Atmosphere**	Synth Pad
101	0	**Brightness**	Synth Pad
102	0	**Goblin**	Synth Pad
103	0	**Echo Drops**	Synth Pad
	8	Echo Pan	Synth Pad
104	0	**Star Theme**	Synth Pad
105	0	**Sitar**	Ethnic
106	0	**Banjo**	Ethnic
107	0	**Shamisen**	Ethnic
108	0	**Koto**	Ethnic
	8	Taisho Koto	Ethnic
109	0	**Kalimba**	Ethnic
110	0	**Bagpipes**	Ethnic
111	0	**Fiddle**	Ethnic
112	0	**Shanai**	Ethnic
113	0	**Tinkle Bell**	Percussion
114	0	**Agogo**	Percussion
115	0	**Steel Drums**	Ethnic
116	0	**Woodblock**	Percussion
	8	Castanets	Percussion
117	0	**Taiko**	Percussion
	8	Concert B-drum	Percussion
118	0	**Melodic Toms 1**	Percussion
	8	Melodic Toms 2	Percussion
119	0	**Synth Drums**	Percussion
	8	TR-808 Toms	Percussion
	9	El.Percussions	Percussion

PC	CC00	Sound Name	Type
120	0	**Reverse Cymbal1**	SFX
	1	Reverse Cymbal2	SFX
121	0	**Gtr. Fret Noise**	SFX
	1	Gtr. Cut Noise	SFX
	2	String Slap	SFX
	5	Bass Slide	SFX
	6	Pick Scrape	SFX
122	0	**Breath Noise**	SFX
	1	Fl. Key Ckick	SFX
123	0	**Seashore**	SFX
	1	Rain	SFX
	2	Thunder	SFX
	3	Wind	SFX
	4	Stream	SFX
	5	Bubbles	SFX
124	0	**Bird 1**	SFX
	1	Dog	SFX
	2	Horse Gallop	SFX
	3	Bird 2	SFX
125	0	**Telephone Ring1**	SFX
	1	Telephone Ring2	SFX
	2	Door Creaking	SFX
	3	Door Closing	SFX
	4	Scratch	SFX
	5	Wind Chime	SFX
126	0	**Helicopter**	SFX
	1	Car Engine Start	SFX
	2	Car Breaking	SFX
	3	Car Pass	SFX
	4	Car Crash	SFX
	5	Police Siren	SFX
	6	Train	SFX
	7	Jet Takeoff	SFX
	8	Starship	SFX
	9	Burst Noise	SFX
127	0	**Applause**	SFX
	1	Laughing	SFX
	2	Screaming	SFX
	3	Punch	SFX
	4	Heart Beat	SFX
	5	Footstep	SFX
128	0	**Gun Shot**	SFX
	1	Machine Gun	SFX
	2	Laser Gun	SFX
	3	Explosion	SFX

PC	Drumkit Name		0-127
1	**STANDARD SET 1**		**0**
2	STANDARD SET 2		1
3	R&B SET		2
4	HIP-HOP SET		3
5	OKYDRUM SET		4
6	STANDARD SET 3		5
7	STANDARD SET 4		6
8	STANDARD SET 5		7
9	**ROOM SET**		**8**
17	**POWER SET**		**16**
25	**ELECTRONIC SET 1**		**24**
26	**TR-808 SET**		**25**
27	DANCE SET 1		26
28	TECHNO SET		27
29	DANCE SET 2		28
30	ELECTRONIC SET 2		29
31	ELECTRONIC SET 3		30
33	**JAZZ SET 1**		**32**
34	JAZZ SET 2		33
41	**BRUSH SET**		**40**
49	**ORCHESTRA SET**		**48**
50	ETHNIC SET 1		49
51	ETHNIC SET 2		50
54	BD & SD SET		53
57	**SFX SET**		**56**
128	**CM-64/32 SET**		**127**

MIDI	Performance Name	USB		Type
PC	Perf. Name	PC	Bnk	
01	Grand Piano	001	0	single
02	Rock Piano	002	0	single
03	Piano & Strings	001	99	layer
04	Pianopad	002	99	layer
05	Pianovox 1	002	98	layer
06	Pianovox 2	001	98	layer
07	Bass & Piano	003	99	split
08	Honky-Tonky Piano	004	0	single
09	Latin Piano	004	99	layer
10	Electric Grand	003	0	single
11	Chip 80 Atmos	003	98	layer
12	Rodex	005	0	single
13	Electric Mood	005	99	layer
14	FM Piano	006	0	single
15	FM & Pad	006	99	layer
16	Harpsichord	007	0	single
17	Harpsistrings	007	99	single
18	Vibraphone	012	0	single
19	Balafon	013	8	single
20	Drawbar organ	017	0	single
21	60's Organ	017	16	single
22	Rock Organ	019	0	single
23	Organizer	019	99	split
24	Jazz Organ 1	018	0	single
25	Jazz Organ 2	018	1	single
26	Leslie Switch	019	8	single
27	Church Organ	020	0	single
28	Fisa Musette	022	0	single
29	Fisa Italiana	022	8	single
30	Bandoneon	024	0	single
31	Folk Lead	022	99	split
32	Harmonica	023	0	single
33	Nylon	025	0	single
34	Acustica	026	0	single
35	12-Strings	026	8	single
36	Jazz Guitar	027	0	single
37	Jazz & Strings	049	99	split
38	Clean Guitar 1	028	0	single
39	Clean Guitar 2	028	1	single
40	Clean Pad	028	99	layer
41	Hybrid Electric	035	0	single
42	Hybrid Muted	029	0	single
43	Rock Guitar	031	0	single
44	Overdrive	030	0	single
45	Bad Distorsion	085	0	single
46	Violin	041	0	single
47	Viola	042	0	single
48	Cello	043	0	single
49	Contrabass	044	0	single
50	Tremolo strings	045	0	single

MIDI	Performance Name	USB		Type
PC	Perf. Name	PC	Bnk	
51	Pizzicato strings	046	0	single
52	Classic Harp	047	0	single
53	Strings	049	0	single
54	Orchestra	049	8	single
55	Vintage 1	051	0	single
56	Vintage 2	052	0	single
57	Chori Aahs	053	0	single
58	Choir Oohs	054	0	single
59	Vibrato Vox	053	8	single
60	Trumpet	057	0	single
61	Mariachi	057	16	single
62	Muted Trumpet	060	0	single
63	Trombone	058	0	single
64	Big Tuba	059	0	single
65	Brassband	062	0	single
66	Analogic Brass	063	0	single
67	French Horns	061	0	single
68	Soprano Sax	065	0	single
69	Sax Alto	066	0	single
70	Sax Folk	066	2	single
71	Tenor Sax	067	0	single
72	Clarinet	072	0	single
73	Oboe	069	0	single
74	Saxopad	089	99	split
75	Flute	074	0	single
76	Pan Flute	076	0	single
77	Pan Atmos	076	99	layer
78	Human Whistle	079	0	single
79	Square Solo	081	0	single
80	Housewaves	082	0	single
81	House combo	082	99	split
82	Saw Synth	082	1	single
83	Superlead	088	0	single
84	Killer Synth	082	16	single
85	Fantasy	089	0	single
86	Warmpad	090	0	single
87	Airpad	090	1	single
88	Space Voice Pad	092	0	single
89	Bowed Pad	093	0	single
90	Metal Pad	094	0	single
91	Voxpad	055	0	single
92	Solo & Pad	090	99	split
93	Polypad	091	0	single
94	Resopad	096	0	single
95	Soundtrack	098	0	single
96	Crystal Pad	099	0	single
97	Atmosphere	100	0	single
98	Brightpad	101	0	single
99	Banjo	106	0	single

SOUND FXs (on CD)	
AlarmClock	No! 1
Applaus1	No! 2
Applaus2	No! 3
Applaus3	NoSignal
Applaus4	Okay 1
Baby_Toy	Okay 2
BottlePop	PhoneDial
Bye Girl	Picture
Bye Long	Prot
Bye Sad	Rain
Carpenter	Ringtone
CityLife	Scissors
CoinFall	Sexygirl
Crowd1	Snoring1
Crowd2	Snoring2
DjScratch	Splash
DoorBell	Swoop
DoorCreek	Throat
Fax	TocToc
FooFoo	VibroCel
Hello Man	Vinyl 1
KnifeSharp	Vinyl 2
Laser	WaterCloset
Laugh 1	WaterGlass
Laugh 2	Whooosh
Laugh 3	WindChimes
Laugh 4	Woman Ahh
Laugh 5	Woo Hoo
Laugh 6	Wow_Girl
Mmhhh	YesLaugh

INSERT PRESETS
Chorus
Flanger
Phaser
PhaserLite
Tremolo
Auto Wha
Low-Fi
DistRotary
DistDelay
VO Drive
Crunch
Dyna Amp
R-Fier
Metal
Stack
Tweed

MIC MACRO PRESETS
Standard
Ballad
Vintage
Dance Rock

EFX VOICE PRESETS
Woman
Megaphone
Monster
Child

BRIDGE MUSIC (on CD)
01 - Loveshadow - Act Cool (Roman Holiday) - (3.47)
02 - Zapac - Test Drive (3.35)
03 - Nyx - Undercover (3.40)
04 - Jazztunes - BeeKoo Mix (4.13)
05 - Loveshadow - Takin' Yo Time (3.21)
06 - Zapac - Put your hands up (3.37)
07 - Stefsax - Awel (3.05)
08 - George Ellinas - Hornet (4.39)

2 ports of 16 channels are provided for a total of 32 channels.

MIDI Message	HEX Code	Description	Compati bility
NOTE ON	9nH kk vv	Midi channel n(0-15) note ON #kk(1-127), velocity vv(1-127). vv=0 means NOTE OFF	MIDI
NOTE OFF	8nH kk vv	Midi channel n(0-15) note OFF #kk(1-127), vv is don't care.	MIDI
PITCH BEND	EnH bl bh	Pitch bend as specified by bh|bl (14 bits) Maximum swing is +/- 1 tone (power-up). Can be changed using « pitch bend sensitivity ». Center position is 00H 40H.	GM
PROGRAM CHANGE	CnH pp	Program (patch) change. Specific action on channel 10 (n=9) : select drumset. Refer to sounds / drumset list. Drumsets can be assigned to other channels (see SYSEX MIDI channel to part assign and part to rhythm allocation)	GM/GS
CHANNEL AFTERTOUCH	DnH vv	vv pressure value. Effect set using Sys. Ex. 40H 2pH 20H-26H	MIDI
CTRL 00	BnH 00H cc	Bank select : Refer to sounds list. No action on drumset	GS/ DREAM
CTRL 01	BnH 01H cc	Modulation wheel. Rate and maximum depth can be set using SYSEX	MIDI
CTRL 05	BnH 05H cc	Portamento time.	MIDI
CTRL 06	BnH 06H cc	Data entry : provides data to RPN and NRPN	MIDI
CTRL 07	BnH 07H cc	Volume (default=100)	MIDI
CTRL 10	BnH 0AH cc	Pan (default=64 center)	MIDI
CTRL 11	BnH 0BH cc	Expression (default=127)	MIDI/GM
CTRL 64	BnH 40H cc	Sustain (damper) pedal	MIDI
CTRL 65	BnH 41H cc	Portamento ON/OFF	MIDI
CTRL 66	BnH 42H cc	Sostenuto pedal	MIDI
CTRL 67	BnH 43H cc	Soft pedal	MIDI
CTRL 71	BnH 47H cc	TVF Resonnance modify (same as nrpn 0121h)	GM/GS
CTRL 72	BnH 48H cc	Env release time modify (same as nrpn 0166h)	GM/GS
CTRL 73	BnH 49H cc	Env attack time modify (same as nrpn 0163h)	GM/GS
CTRL 74	BnH 4AH cc	TVF cutoff freq modify (same as nrpn 0120h)	GM/GS
CTRL 75	BnH 4BH cc	Env decay time modify (same as nrpn 0164h)	GM/GS
CTRL 76	BnH 4CH cc	Vibrato rate modify (same as nrpn 0108h)	GM/GS
CTRL 77	BnH 4DH cc	Vibrato depth modify (same as nrpn 0109h)	GM/GS
CTRL 78	BnH 4EH cc	Vibrato delay modify (same as nrpn 010Ah)	GM/GS
CTRL 84	BnH 54H vv	Portamento control	GS
CTRL 91	BnH 5BH vv	Reverb send level vv=00H to 7FH	GS
CTRL 93	BnH 5DH vv	Chorus send level vv=00H to 7FH	GS
CTRL 94	BnH 5EH vv	Delay send level vv=00H to 7FH	GS
CTRL 98	BnH 62H vv	NRPN low	MIDI
CTRL 99	BnH 63H vv	NRPN high	MIDI
CTRL 100	BnH 64H vv	RPN low	MIDI
CTRL 101	BnH 65H vv	RPN high	MIDI
CTRL 120	BnH 78H 00H	All sound off (abrupt stop of sound on channel n)	MIDI
CTRL 121	BnH 79H 00H	Reset all controllers	MIDI
CTRL 123	BnH 7BH 00H	All notes off	MIDI
CTRL 126	BnH 7EH 00H	Mono on	MIDI
CTRL 127	BnH 7FH 00H	Poly on (default power-up)	MIDI
CTRL CC1	BnH ccH vvH	Assignable Controller 1. cc=Controller number (0-5Fh), vv=Control value (0-7Fh). Control number (ccH) can be set on CC1 CONTROLLER NUMBER (Sys. Ex. 40 1x 1F). The resulting effect is determined by CC1 controller function (Sys.Ex. 40 2p 40-4A)	GS
CTRL CC2	BnH ccH vvH	Assignable Controller 2. cc=Controller number (00h-5Fh), vv=control value (0-7Fh). Control number can be set on CC2 CONTROLLER NUMBER (Sys.Ex. 40 1x 20). The resulting effect is determined by CC2 controller function (Sys.Ex.40 2p 50-5A).	GS
RPN 0000H	BnH 65H 00H 64H 00H 06H vv	Pitch bend sensitivity in semitones (default=2)	MIDI/GM
RPN 0001H	BnH 65H 00H 64H 01H 06H vv	Fine tuning in cents (vv=00 -100, vv=40H 0, vv=7FH +100	MIDI
RPN 0002H	BnH 65H 00H 64H 02H 06H vv	Coarse tuning in half-tones (vv=00 -64, vv=40H 0, vv=7FH +64	MIDI
NRPN 0108H	BnH 63H 01H 62H 08H 06H vv	Vibrate rate modify (vv=40H -> no modif)	GS
NRPN 0109H	BnH 63H 01H 62H 09H 06H vv	Vibrate depth modify (vv=40H -> no modif)	GS
NRPN 010AH	BnN 63H 01H 62H 0AH	Vibrate delay modify (vv=40H -> no modif)	GS

MIDITEMP

	06H vv		
NRPN 0120H	Bnh 63H 01H 62H 20H 06H vv	TVF cutoff freq modify(vv=40H -> no modif)	GS
NRPN 0121H	BnH 63H 01H 62H 21H 06H vv	TVF resonance modify (vv=40H -> no modif)	GS
NRPN 0163H	Bnh 63H 01H 62H 63H 06H vv	Env. attack time modify(vv=40H ->no modif)	GS
NRPN 0164H	BnH 63H 01H 62H 64H 06H vv	Env. decay time modify(vv=40H -> no modif)	GS
NRPN 0166H	BnH 63H 01H 62H 66H 06H vv	Env. release time modif(vv=40H ->no modif)	GS
NRPN 18rrH	BnH 63H 18H 62H rr 06H vv	Pitch coarse of drum instr. note rr in semitones (vv=40H -> no modif) (note 6)	GS
NRPN 1ArrH	BnH 63H 1AH 62H rr 06H vv	Level of drum instrument note rr (vv=00 to 7FH) (note 6)	GS
NRPN 1BrrH	BnH 63H 1BH 62H rr 06H vv	Front/Rear mix of drum instrument note rr (vv=00 to 7FH) (note 6)	DREAM
NRPN 1CrrH	BnH 63H 1CH 62H rr 06H vv	Pan of drum instrument note rr (40H = middle) (note 6)	GS
NRPN 1DrrH	BnH 63H 1DH 62H rr 06H vv	Reverb send level of drum instrument note rr (vv=00 to 7FH) (note 6)	GS
NRPN 1ErrH	BnH 63H 1EH 62H rr 06H vv	Chorus send level of drum instrument note rr (vv=00 to 7FH) (note 6)	GS
NRPN 1FrrH	BnH 63H 1FH 62H rr 06H vv	Delay send level of drum instrument note rr (vv=00 to 7FH) (note 6)	GS
NRPN 38xxH	BnH 63H 38H 62H xx 06H vv	Front/Rear mix of midi channel xxh xxh=0 to 0fh if port 1, xxh=10h to 1Fh if port 2 vv= 0 to 7Fh: 0=all front, 40h=center, 7Fh=all rear	DREAM
NRPN 3840H	BnH 63H 38H 62H 40H 06H vv	Reverb front level (vv=00 to 7Fh)	DREAM
NRPN 3841H	BnH 63H 38H 62H 41H 06H vv	Reverb rear level (vv=00 to 7Fh)	DREAM
NRPN 3842H	BnH 63H 38H 62H 42H 06H vv	Chorus front level (vv=00 to 7Fh)	DREAM
NRPN 3843H	BnH 63H 38H 62H 43H 06H vv	Chorus rear level (vv=00 to 7Fh)	DREAM
NRPN 3844H	BnH 63H 38H 62H 44H 06H vv	Delay front level (vv=00 to 7Fh)	DREAM
NRPN 3845H	BnH 63H 38H 62H 45H 06H vv	Delay rear level (vv=00 to 7Fh)	DREAM
NRPN 3900H	BnH 63H 39H 62H 00H 06H vv	Front Equalizer Low band 0=-12dB, 40H=0dB, 7FH=+12dB	DREAM
NRPN 3903H	BnH 63H 39H 62H 03H 06H vv	Front Equalizer High band 0=-12dB, 40H=0dB, 7FH=+12dB	DREAM
NRPN 3904H	BnH 63H 39H 62H 04H 06H vv	Front Equalizer Low cutoff freq 0=0Hz to 7FH=1.25 kHz	DREAM
NRPN 3907H	BnH 63H 39H 62H 07H 06H vv	Front Equalizer High cutoff freq 0=0Hz to 7FH=5.2 kHz	DREAM
NRPN 390FH	BnH 63H 39H 62H 0FH 06H vv	Front Equalizer ON/OFF 0=OFF, else ON	DREAM
NRPN 3910H	BnH 63H 39H 62H 10H 06H vv	Rear Equalizer Low band 0=-12dB, 40H=0dB, 7FH=+12dB	DREAM
NRPN 3913H	BnH 63H 39H 62H 13H 06H vv	Rear Equalizer High band 0=-12dB, 40H=0dB, 7FH=+12dB	DREAM
NRPN 3914H	BnH 63H 39H 62H 14H 06H vv	Rear Equalizer Low cutoff freq 0=0Hz to 7FH=1.25 kHz	DREAM
NRPN 3917H	BnH 63H 39H 62H 17H 06H vv	Rear Equalizer High cutoff freq 0=0Hz to 7FH=5.2 kHz	DREAM
NRPN 391FH	BnH 63H 39H 62H 1FH 06H vv	Rear Equalizer ON/OFF 0=OFF, else ON	DREAM
Standard Sysex	F0H 7EH 7FH 09H 01H F7H	General MIDI reset (note 4)	GM
Standard Sysex	F0H 7FH 7FH 04H 01H 00H ll F7H	Master volume (ll=0 to 127, default 127) (note 4). Not reset by GS reset	GM
SYSEX	F0H 41H 00H 42H 12H 40H 00H 00H dd dd dd dd xx F7H	Master tune (default dd= 00H 04H 00H 00H) -100.0 to +100.0 cents. Nibblized data should be used (always four bytes). For example, to tune to +100.0 cents, sent data should be 00H 07H 0EH 08H (note 4)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 00H 04H vv xx F7H	Master volume (default vv=7FH) (note 4) Not reset by GS reset.	GS
SYSEX	F0H 41H 00H 42H 12H 40H 00H 05H vv xx F7H	Master key-shift (default vv=40H, no transpose) (note 4)	GS

SYSEX	F0H 41H 00H 42H 12H 40H 00H 06H vv xx F7H	Master pan (default vv=40H, center) (note 4)	
SYSEX	F0H 41H 00H 42H 12H 40H 00H 7FH 00H xx F7H	GS reset (note 4)	GS
SYSEX	F0H 41H 00H 42H 12H 40 01H 10H vv1 vv2 vv3 vv4 vv5 vv6 vv7 vv8 vv9 vv10 vv11 vv12 vv13 vv14 vv15 vv16 xx F7h	Voice reserve : vv1= Part 10 (Default vv=2) vv2 to vv10 = Part 1 to 9 (Default vv=2) vv11 to vv16= Part 11 to 16 (Default vv=0) (note 4)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 30H vv xx F7H	Reverb type (vv=0 to 7), default = 04H 00H : Room1 01H : Room2 02H : Room3 03H : Hall1 04H : Hall2 05H : Plate 06H : Delay 07H : Pan delay (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 31H vv xx F7H	Reverb character, default 04H (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 32H vv xx F7H	Reverb Pre-LPF, 0 to 7, default 0 (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 33H vv xx F7H	Reverb master level, default = 64 (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 34H vv xx F7H	Reverb time (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 35H vv xx F7H	Reverb delay feedback. Only if reverb number=6 or 7 (delays) (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 38H vv xx F7H	Chorus type (vv=0 to 7), default = 02H 00H : Chorus1 01H : Chorus2 02H : Chorus3 03H : Chorus4 04H : Feedback 05H : Flanger 06H : Short delay 07H : FB delay (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 39H vv xx F7H	Chorus Pre-LPF, 0 to 7, default = 0 (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 3AH vv xx F7H	Chorus master level, default = 64 (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 3BH vv xx F7H	Chorus feedback (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 3CH vv xx F7H	Chorus delay (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 3DH vv xx F7H	Chorus rate (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 3EH vv xx F7H	Chorus depth (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 3FH vv xx F7H	Chorus send level to reverb, default=0 (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 40H vv xx F7H	Chorus send level to delay, default=0 (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 50H vv xx F7H	Delay type (vv=0 to 9), default = 04H 00H : Delay 1 01H : Delay 2 02H : Delay 3 03H : Delay 4 04H : Pan Delay 1 05H : Pan Delay 2 06H : Pan Delay 3 07H : Pan Delay 4 08H : Delay to Reverb 09H : Pan Repeat (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 51H vv xx	Delay pre-lpf, 00H to 07H, default 0H (note 5)	GS

	F7H		
SYSEX	F0H 41H 00H 42H 12H 40H 01H 52H vv xx F7H	Delay time center (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 53H vv xx F7H	Delay time ratio left (0Ch=50%, 18H=100%, 30H=200%, …) (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 54H vv xx F7H	Delay time ratio right (0Ch=50%, 18H=100%, 30H=200%, …) (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 55H vv xx F7H	Delay level center (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 56H vv xx F7H	Delay level left (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 57H vv xx F7H	Delay level right (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 58H vv xx F7H	Delay level (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 59H vv xx F7H	Delay feedback (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 01H 5AH vv xx F7H	Delay send level to reverb (note 5)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 02H nn xx F7H	MIDI channel to part assign, p is part (0 to 15), nn is MIDI channel (0 to 15, 16=OFF). This SYSEX allows to assign several parts to a single MIDI channel or to mute a part. Default assignment : part MIDI channel 0 9 (DRUMS) 1-9 0-8 10-15 10-15 (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 15H vv xx F7H	Part to rhythm allocation, p is part (0 to 15), vv is 00 (sound part) or 01 (rhythm part). This SYSEX allows a part to play sound or drumset. There is no limitation of the number of parts playing drumset. Default assignment : part 0 plays drums (default MIDI channel 9) all other parts play sound. (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 40H v1 v2 ... v12 xx F7H	Scale tuning, p is part (0 to 15), v1 to v12 are 12 semi-tones tuning values (C, C#, D, ... A#, B), in the range -64 (00H) 0 (40H) +63(7FH) cents. This SYSEX allows non chromatic tuning of the musical scale on a given part. Default v1, v2, ... ,v12 = 40H, 40H,...,40H (chromatic tuning). Scale tuning has no effect if the part is assigned to a rhythm channel or if the sound played is not of chromatic type. (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 1AH vv xx F7H	Velocity slope from 00H to 7FH (default = 40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 1BH vv xx F7H	Velocity offset from 00H to 7FH (default = 40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 1FH vv xx F7H	CC1 Controller number (00-5FH) (default = 10H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 1pH 20H vv xx F7H	CC2 Controller number (00-5FH) (default = 11H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 00H vv xx F7H	Mod pitch control (-24,+24 semitone) (default = 40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 01H vv xx F7H	Mod tvf cutoff control (default = 40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 02H vv xx F7H	Mod Amplitude control (-100%-+100%) (default=40H) (note 3)	GS

SYSEX	F0H 41H 00H 42H 12H 40H 2pH 03H vv xx F7H	Mod lfo1 rate control (default = 40H). n is don't care. Rate is common on all channels	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 04H vv xx F7H	Mod lfo1 pitch depth (0-600 cents) (default=0AH) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 05H vv xx F7H	Mod lfo1 tvf depth (default = 0H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 06H vv xx F7H	Mod lfo1 tva depth (0-100%) (default = 0H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 10H vv xx F7H	Bend pitch control (-24,+24 semitone) (default = 42H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 11H vv xx F7H	Bend tvf cutoff control (default = 40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 12H vv xx F7H	Bend Amplitude control (-100%-+100%) (default=40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 14H vv xx F7H	Bend lfo1 pitch depth (0-600 cents) (default=00H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 15H vv xx F7H	Bend lfo1 tvf depth (default = 0H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 16H vv xx F7H	Bend lfo1 tva depth (0-100%) (default = 0H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 20H vv xx F7H	CAF pitch control (-24,+24 semitone) (default = 40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 21H vv xx F7H	CAF tvf cutoff control (default = 40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 22H vv xx F7H	CAF Amplitude control (-100%-+100%) (default=40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 24H vv xx F7H	CAF lfo1 pitch depth (0-600 cents) (default=00H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 25H vv xx F7H	CAF lfo1 tvf depth (default = 0H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 26H vv xx F7H	CAF lfo1 tva depth (0-100%) (default = 0H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 40H vv xx F7H	CC1 pitch control (-24,+24 semitone) (default = 40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 41H vv xx F7H	CC1 tvf cutoff control (default = 40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 42H vv xx F7H	CC1 Amplitude control (-100%-+100%) (default=40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 44H vv xx F7H	CC1 lfo1 pitch depth (0-600 cents) (default=00H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 45H vv xx F7H	CC1 lfo1 tvf depth (default = 0H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 46H vv xx F7H	CC1 lfo1 tva depth (0-100%) (default = 0H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 50H vv xx F7H	CC2 pitch control (-24,+24 semitone) (default = 40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 51H vv xx F7H	CC2 tvf cutoff control (default = 40H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 52H vv xx	CC2 Amplitude control (-100%-+100%) (default=40H) (note 3)	GS

	F7H		
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 54H vv xx F7H	CC2 lfo1 pitch depth (0-600 cents) (default=00H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 55H vv xx F7H	CC2 lfo1 tvf depth (default = 0H) (note 3)	GS
SYSEX	F0H 41H 00H 42H 12H 40H 2pH 56H vv xx F7H	CC2 lfo1 tva depth (0-100%) (default = 0H) (note 3)	GS

Notes :   1. NRPN sending method : CTRL#99=high byte, CTRL#98=low byte, CTRL#6=vv. Example : NRPN 0108h = 40h -> CTRL#99=1, CTRL#98=8, CTRL#6=64.

2. x or xx means « don't care »

3. Cross system exclusive :
Address can be 040h xxh xxh or 050h xxh xxh
If addresse=040h xxh xxh : system exclusive applies to midi port 1 (midi channels 0-Fh) if received on midi port1 , applies to midi port 2 (midi channels 10-1Fh) if received on midi port 2.
If addresse=050h xxh xxh, cross system exclusive : applies to port 2 if received on port1, applies to port 1 if received on port2

4. Non cross system exclusive applying only on receiving port :
System exclusive applies to midi port 1 (midi channels 0-Fh) if received on midi port1.
System exclusive applied to midi port 2 (midi channels 10-1Fh) if received on midi port2.

5. Non cross system exclusive applying on both ports :
System exclusive will be applied to all midi channels (0-1Fh). Can be received on port 1 or port 2 indifferently.
This is the case for all system exclusive concerning reverb and chorus because reverb and chorus are the same for both ports 1 and 2.

6. Drumset edit Nrpn : 4 different drumset edit tables are implemented :
   ▪ 1 for midi port 1 channel 10
   ▪ 1 for midi port 2 channel 10
   ▪ 1 for midi port 1 channels 1-9 or 11-16 : for all these channels, edit table is the same
   ▪ 1 for midi port 2 channels 1-9 or 11-16 : for all these channels, edit table is the same

Warranty

Every MIDITEMP device is tested individually and undergoes a complete functional inspection. Using exclusively high-quality components enables us to provide a two-year warranty for the device. The proof of purchase / receipt serves as the warranty certificate. Damages caused by improper installation or improper treatment of the device are not covered by the warranty, therefore, repairing such damages will be at the owner's expense. Claims for damages of any type, especially consequential damages will not be accepted. Liability that exceeds the value of the device is categorically ruled out. The company's general terms and conditions are applicable.

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CE-Compliance

We:
MIDITEMP GmbH
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82152 Planegg
declare under our sole responsibility that the described device is compliant with the following standards and guidelines:

2004/108/EG   Electromagnetic Compatibility (EMC)
2006/95/EC   Low Voltage Directive

Planegg, 23. 05. 2012   Christof Mallmann, Managing Director

This declaration becomes void if the device is modified without our approval

RoHS-Compliance

RoHS
compliant
2002/95/EC

This product is manufactured in compliance with the 2002/95/EC directive.

Disposing of old devices

In accordance with the Electrical and Electronic Equipment Act (EU directive 2003/108/EG), owners of old devices are legally obliged to recycle old devices and keep them separately from household waste. You can help, and thus contribute to environmental protection.
Get more information on disposing of old devices from the recycling depot nearest to your home.

State of the art

MIDITEMP devices are continuously updated to the state-of-the-art in order to ensure the highest possible quality. Necessary modifications in design and circuitry will be carried out without prior notice. Technical specifications and the device's look and feel might therefore deviate from those of the current manual.

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