



# MixMaster - Manual

Version v21.2

*Designed by weha-keys*

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# Intro

*MixMaster* is a program for viewing, editing, or recording MIDI-Files. What makes it unique is that it is designed specifically for the song-, style-, pad- and voice-files used by the Tyros/PSR line and by other *Yamaha*-instruments. While understanding of MIDI is helpful in complex editing, there are many things can be done in *MixMaster* without such knowledge.

- Play a loaded file with controls that allow setting the from-to range, looping, volume and key.
- Audition single channel play with one button click or grouped for play using solo/mute controls.
- Monitor the activity, voice, wheel, volume and other controller settings on all channels as a file play.
- Convert files to match to PSR/Tyros and else.
- Automatic processing enables XG conversion and other common editing to be performed automatically on single or multiple files.
- View, copy to clipboard, print and edit virtually all MIDI commands.
- Copy and paste within a file or between files.
- Update files by taking snapshots of control settings.
- It comes ready to use with translations of voice, effect, MIDI and known *Yamaha* SysEx-Commands.
- Transpose files, channels, or selected notes.
- Change the drum kit, or the voice characteristics including note volume, mute, pitch, chorus, reverb, pan, etc for individual instruments (e.g., Tom, Snare).
- Create "clips" of drums, bass and MIDI's.
- View and edit "command versus time" graphical displays for MIDI events, PSR control commands, notes, lyrics, tempo, wheel movements, voices, effects, and all controller events such as volume, pan, brightness, expression and modulation.
- Edit styles or send them to sequencers without loss of CASM, OTS and Music Finder sections.
- Monitor and record live instrument play or the response to registrations and other button depresses.
- View the CASM settings by section (Main A, etc) or part (Bass, etc).
- Insert SysEx-commands in MIDI/styles to control drum machines and non-*Yamaha* instruments.
- Automatically generate clip files with personal choice of included events.
- Insert Style section markers.
- Correct MBT event timing altered by saving a file in Sonar.
- Combine songs into medleys that can be played on the PC with a connected PSR or on the instrument directly.



Etienne Volbragt (Michael P. Bedesem - 2018)

# Some notes when using MixMaster the first time

## Setting up the USB-MIDI driver

Mixmaster will work best if a Yamaha keyboard is connected via USB to the PC running Mixmaster.

This is the only way to produce the correct sounds for the selected keyboard when playing Midi, Style, Pad or Voice files.

To make the sliders in the Main Window and the Mixer View work correctly the Yamaha USB driver must be installed and configured as explained.

To setup the USB driver you need to search for the driver in the following folders (normal install).

### For 32 bit Window

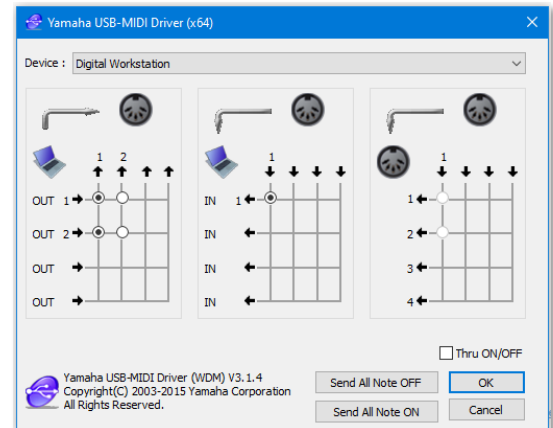
C:\Program Files (x86)\Yamaha\USB-MIDI Driver\xgusb32.cpl

### for 64 bit Windows

C:\Program Files\Yamaha\USB-MIDI Driver\xgusb64.cpl

Run the cpl file and set OUT 1, OUT 2 to intersect with "1" as shown in the picture.

This setting will make the sliders in MixerView responding to changes made in real time playing.

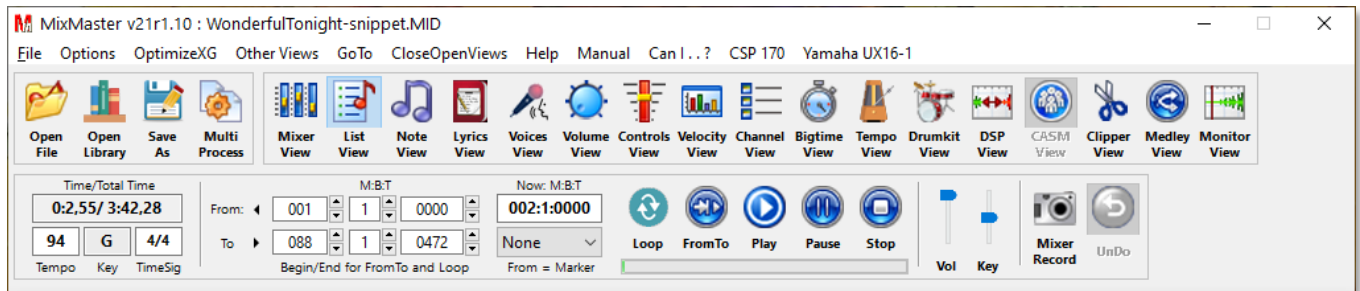


## Using MIDI files in MixMaster

### Some tips for best results when working with Midi files

- The first measure (001:1:0000 to 001:1:1920) in the midi file should not contain any note events.
- The Time Signature at 001:1:0000 should be 4/4.
- The real Time Signature for the Midi file should be set at MBT 002:1:0000.

# Main Window



The *MixMaster* Main-Window includes controls for :

- Selecting an instrument and a MIDI playback device.
- Buttons and menu items for opening/closing different views.
- Controls for Play/Stop/Loop/FromTo

## Main Window - Parts

There are different areas in that main screen and each program part in the application can be reached using this window.

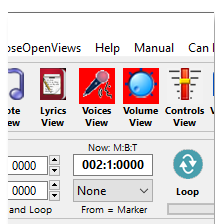
- [Text-Menu](#)
- [Buttons](#)
  - [Open-Save-Multiprocess](#)
  - [Views](#)
- [Play Control](#)
- [Volume and Transpose-Key](#)
- [Mixer Record](#)
- [Undo](#)

## Textmenu

### Textmenu - File

#### Open File (ctrl+o)

Opens a file dialog to load a Song, Style, Pad or Voice file to display, modify or play. Alternatively, drag the filename from Windows Explorer to the desktop icon or the *MixMaster* main window.



If the background of the voice or volume view icon is red, it indicates a voice does not exist on the instrument, or the volume of the file is outside the typical range. Click the icon to check.

### Default Folder

If a user always works in the same folder, then the default folder will be Last folder and is the folder that *MixMaster* will use when restarting. So, the path depends on the last opened location.

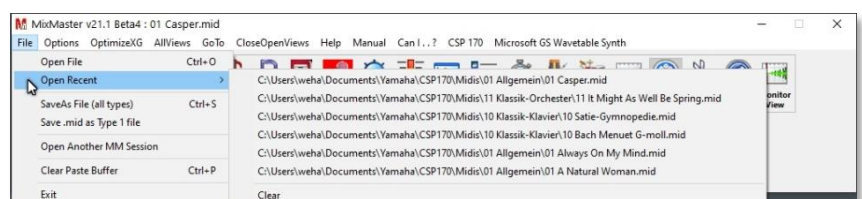
## Open Recent

### List

The last 10 opened files are shown in a list.

### Clear

To empty the preopened list.



## SaveAs file (all types) (ctrl+s)

All types means mid, style, voice and pad files. A file will be saved with the same extension as when it was loaded. Yamaha 'Pad' files are always format 1. Yamaha 'style' and 'voice' files are always format 0. A 'mid' or 'kar' file can be format 0 or 1.

## Save .mid as Type 1 file

MIDIs (mid or kar) can be saved as Format 1. The file will be saved with the same extension as when it was loaded

## Open Another MM Session

To open a second file in *MixMaster* (e.g., for Copy and Paste between separate files), use the File/ Open Another MM Session menu item or double click the *MixMaster* icon. Take care, that for the last closed MM Session size and position of some windows will be stored for next opening.

Note: copied data is not destroyed until replaced by a subsequent copy operation and remains after exiting the program. To clear copied data, use the File/Clear Paste Buffer Menu item.

## Clear Paste buffer (ctrl+p)

There are two different possibilities to save elements in the clipboard. Commands or text can be saved. By changing codes by using paste functions define the tick number and press enter. To fill in a text information in a text field clear the buffer with „Clear Paste Buffer“ or shortcut „ctrl+p“ before.

## Exit

The Program will be closed, asking for save before, if something changed.

## Textmenu - Options

### Option/Settings

Options may be selected at any time. They are not required to operate *MixMaster*. All option settings are automatically saved on closing *MixMaster*.

### Disable/enable Color in DataLists

The use of colour to distinguish between event types or channels. Any changes take effect the next time a view is opened after closing the Options screen.

### Display „File Process“ on open

When checked, the selected window is displayed each time a file is opened. The same Form can be opened in the Symbol-Menu under '[Multi Process](#)'. Select another window on right clicking the text with the green background.

### Open with no Mixer View

If checked : Mixer View will not open after starting. If unchecked : Mixer View will open when starting.

### Do not Scroll Views while playing

If marked, then there is no scrolling while playing a song.

### Remember Size/Position Views

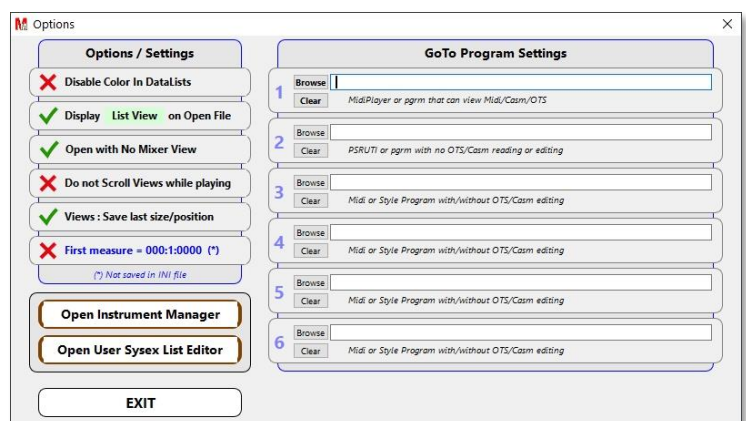
If marked, then size and position of some windows are stored when quitting *MixMaster*. These windows are : ListView, MixerView, NoteView, LyricsView, VoicesView and ChannelView. *MixMasters* main screen size and position are always saved.

### First measure = 000:1:0000

First measure will be displayed as 000:1:0000 instead of 001:1:0000. See [Measure](#).

### Edit User SysEx

It is possible to create personal SysEx-Codes for later use. See [SysEx](#).



## Go To - Program Settings

While *MixMaster* provides complete MIDI editing tools, there are functions available on other programs.

To setup, use the Clear and Browse buttons on the Options window identify the location of the programs on the computer that can be used.

### Examples

**MIDIPlayer** (MIDI/pad/style file viewing; no CASM editing)

<http://www.psrtutorial.com/MB/bedesem.html>

**PSRUTI** (processes MIDI portion only) <http://www.psrtutorial.com/util/plate.html>

### MIDI or Style Programs 1-4 (MIDI/pad/style files).

These can include style, CASM, OTS-editors, score programs and sequencers. Edited CASM or other sections are reloaded into *MixMaster* when the program is saved.

The GoTo program must respond to a 'Command Line file input'. If not sure, try it by dragging a style file from Windows Explorer to the program's icon. If the file opens, it works. CASMedit works while CASM Editor does not.

### To Operate GoTo

- Use the GoTo item on the menu bar to open the file in the selected program.
- When finished, save the file in the selected program to the default filename :  
'username/AppData/Roaming/VoEtSoft/MixMaster/MMaster.mid or MMaster.sty' and then Exit the program.
- In CASMedit and Sonar, use the "Save As"-item and make sure that the Save File Name is the same as the loaded filename.

*MixMaster* will automatically reload the file while restoring any imbedded file sections that might have been removed (e.g., CASM, OTS, Music Finder entries) by a program that cannot handle them or the edited versions for those that can.

Note: Files that are sent by GoTo are automatically assumed to have been edited when they return.

## Instrument Manager

Use the Instrument Manager to select one or more instrument(s) for using in *MixMaster*.

### Default Instruments / User Instruments

There are 'Default Instruments Files', which are included when *MixMaster* is installed and they will be overwritten by each new installation of the program and there are 'User Instruments Files' which are not overwritten by a new install of the program.

### Path

On this form the path for the Instrument-List-Folder is shown.

### Add

Instruments from the Default List can be added to the Users List. The instruments in the User List are stored in the path that is shown in this window.

### Remove

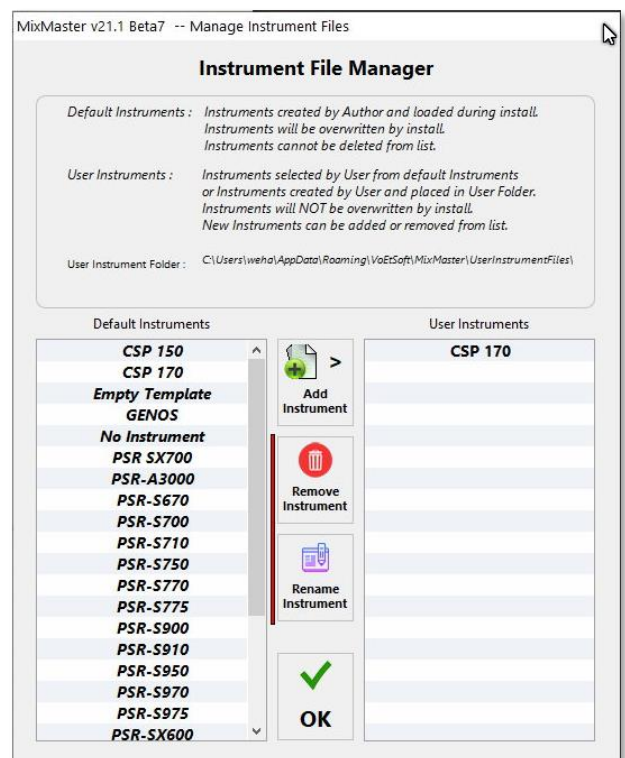
An instrument in the User List can be removed from the list. It will also be removed from the User Instrument folder.

### Rename

Instruments can also be renamed. Would be useful when you make changes to the original file.

### Ok

Closes the Options-Form.





## User Instruments

To make changes in a Instrument File you Right Click on the instrument and choose 'Edit Instrument File'.

### Choose different list-types

- VOICES
- STYLES
- MULTIPADS
- REVERB
- CHORUS
- DSP
- NRPN
- RPN
- INS2DSP
- SETTINGS
- EQBASSFREQ
- EQTREBLEFREQ
- NOTES
- DRUMKITS

### Sort

You can sort the listing by clicking the headline of each column (up and down).  
Right clicking a selected item will open a menu :

### Insert/Add Item

A blank line will be inserted. You can change the values by 'Edit Selected Item'.

### Edit Selected Item

You can change each field in that Item. So be careful by changing data.

### Delete Selected Item

Here you can delete Items that are not needed.

### Reload ITEMS from File

Helping friend if there have been mistakes by doing changes. Depending on the list you are working in this list will be reloaded.

### Save Changes

Save your List. If a list has been sorted it will be saved as so.

### Reload All

Back to the last saved list (All lists).

### Delete

Deletes the selected Item.

### Cancel

Closes the window without saving.

## Tipp for Userlists

### Rename your own list

Leave the list unchanged in the basic lists. Add the instrument in your User Instruments and change the name.  
After that you can make your changes on the voices and save your own list.

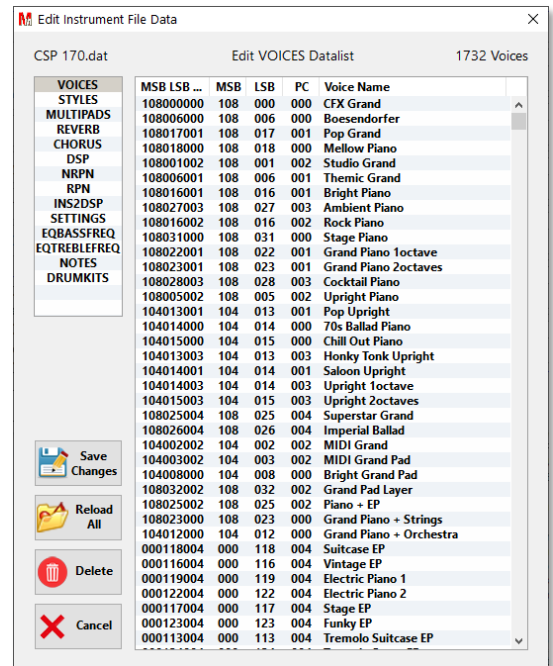
### Names for Voices

Name the voices you want to use free to your own taste.

#### Examples:

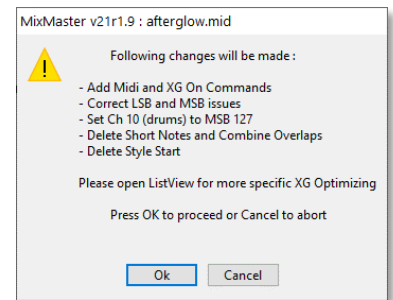
„\_Violin“ - To have it on top off the list by sorting.

„Piano-CFX Grand“ – to see what type of instrument it is.



## Textmenu - OptimizeXG

Behind this point a lot of changes will be done automatic. There is a warning before start. See [OpimizeXG](#) for more information.



## Textmenu - Other Views

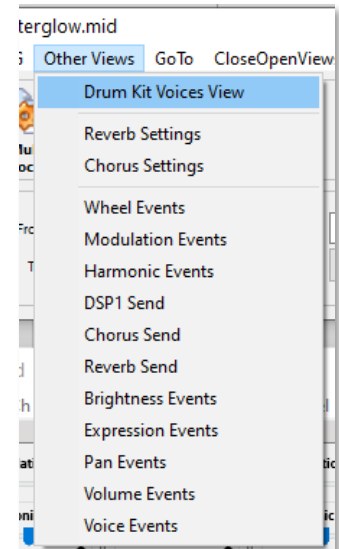
There are a lot of different views. Some you will find in the Symbol menu and the rest in the Text menu. GoTo [Views](#) in the Symbol menu later in that manual.

## Textmenu - GoTo

Opens the program who is defined in [options](#).

## Textmenu - CloseOpenViews

This removes all views from the screen. Useful for a quick 'clean-up' of the *MixMaster* desktop.



## Textmenu - Help

### Manual

Displays this manual.

### Program Updates

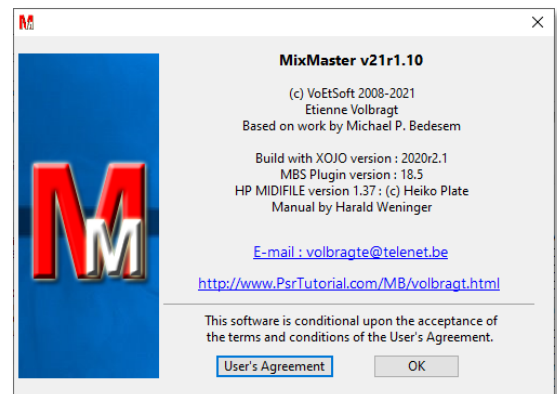
Opens the Website for downloading the actual version of *MixMaster*.

### E-Mail author

Opens your default E-Mail program and provides an easy way to ask questions and offer comments or suggestions. These are always welcome.

### About

Popup-Information about the program.



## MM Folder Info

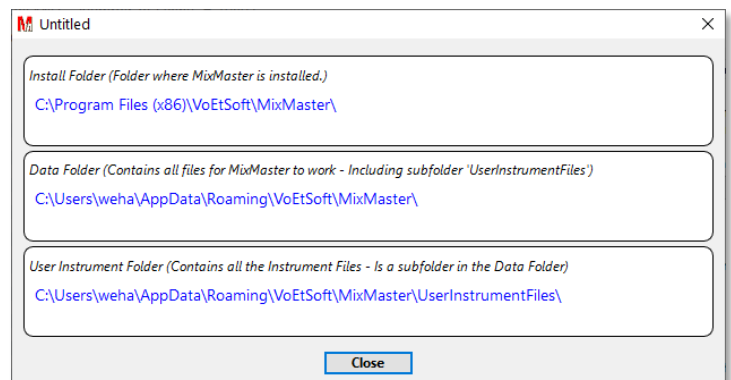
- Install Folder
- Data Folder
- User Instrument Folder

## Textmenu - Manual

Opens the PDF-manual. Is also included in Help.

## Textmenu - Can I ...?

Opens a FAQ-Information in PDF.



## Textmenu - Defined Instrument

The chosen instrument name is shown there. See [Options - Instrument Manager](#) for changing instrument.

## Textmenu - Output-Device

### Output List

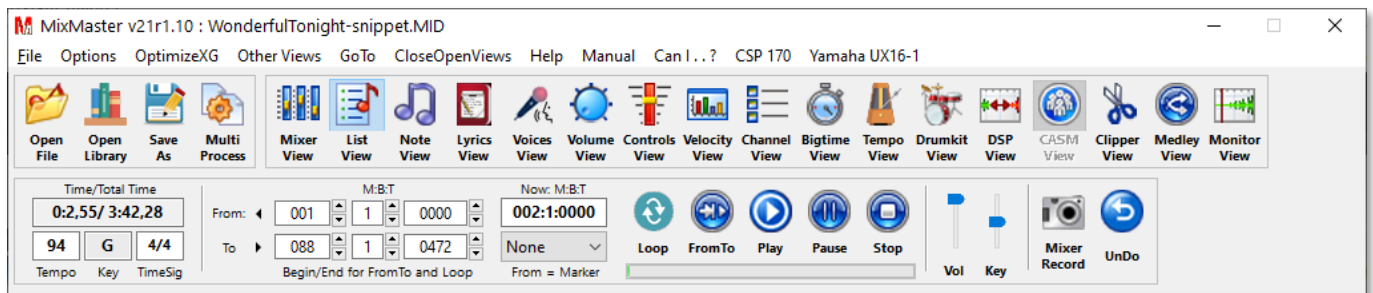
List of possible Outputs like:

- Microsoft GS Wavetable Synth
- Network (RTP)
- Detect MIDI device

### Detect MIDI Device

If a new MIDI-Instrument will be connected to the computer, it can be detected here.

## Buttons



### Open File (ctrl+o)

To open a file from system. The path depends on the last opened location. Further menu points in the [Text menu](#).

### Open Library

The Library button will open a special library with built-in files.

- Bass, Drum, and Phrase MIDI clips
- Blank new MIDI, Style, and Clip templates
- Sample Style Accompaniment files
- A high-quality Yamaha MIDI file

Private files can be added to that library.

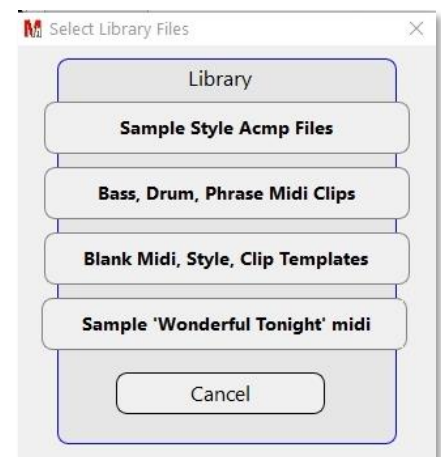
### Save As

See [Text menu](#).

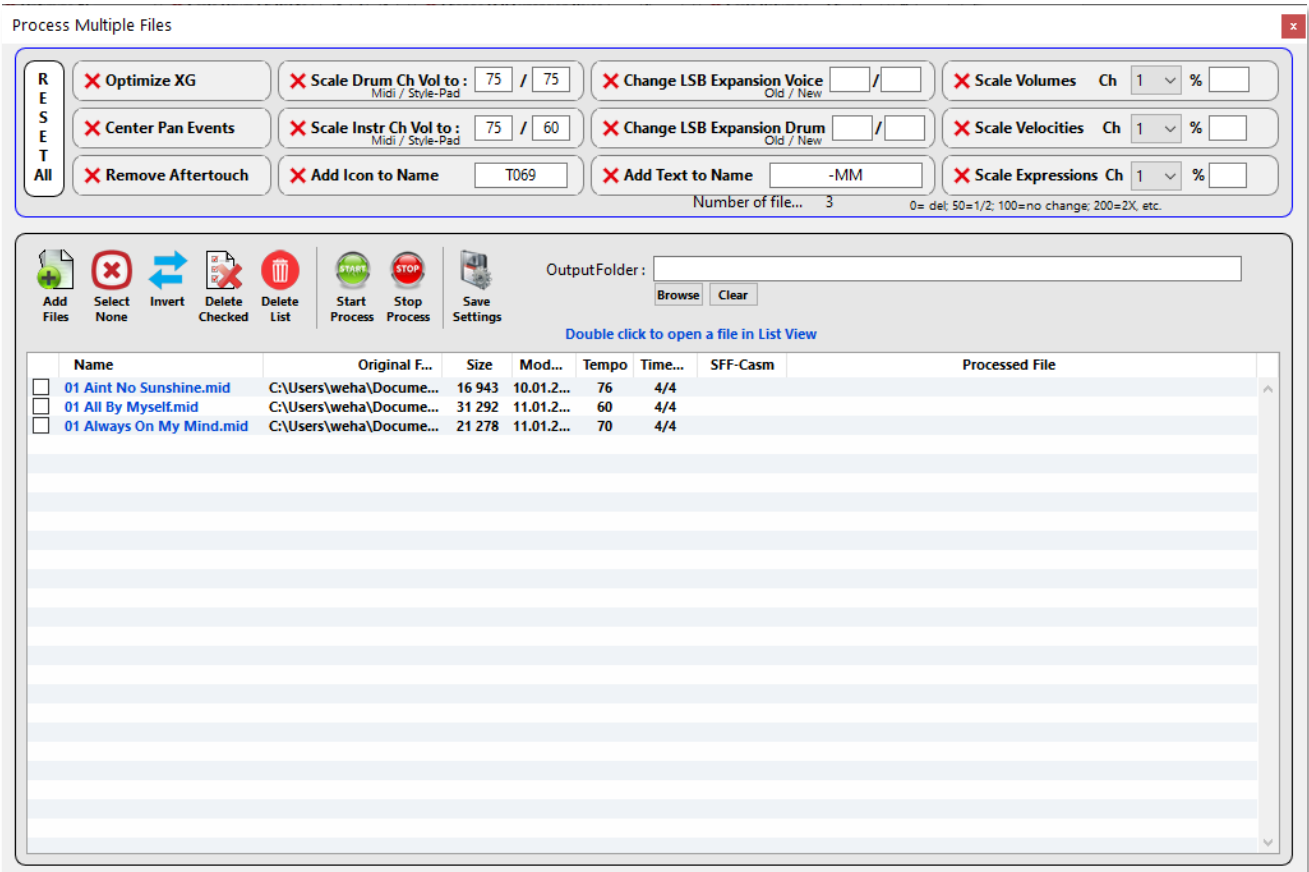
### Batch Process

Automatic file processing for one or, as multipart, for more files. Batch Process edits one or more files according to the processing options checked and stores them in an individual location. Everything is automatic. No knowledge of MIDI, file types or processing is required.

If a file is already opened in MixMaster, the file will be added to the list in Batch Process.



## Process Multiple Files



### Process Items

#### Optimize XG

converts GM-General MIDI and some manufacturer's MIDI-Files to *Yamaha's* XG standard.

#### Centre Pan Events

sets all pan events to the *Yamaha* default = centre. Use this to redo all settings in Pan View or the instrument's Mixing Console.

#### Remove Aftertouch

Many instruments (e.g., non-Tyros) do not respond to aftertouch and these events can greatly increase the size of the file.

#### Scale Drum Ch Vol to

#### Scale Instr Ch Vol to

#### Add Icon to Name

Behind the Name of file an Icon will be added.

#### Change LSB Expansion Voice

Here the LSB value for the voice can be changed.

#### Change LSB Expansion Drum

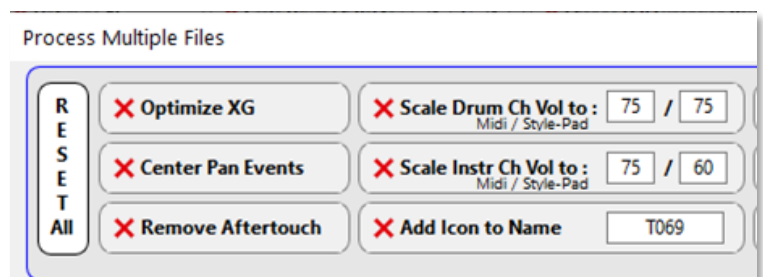
Here the LSB value for the drum can be changed.

#### Add Text to Name

Behind the Name of file, a text will be added.

#### Scale Volumes

Scale separately adjusts the volume events by percent of current value for individual changes per channel or for all channels.



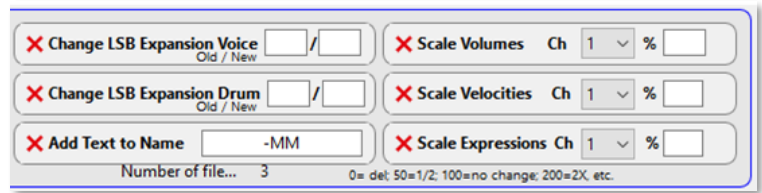
## Scale Velocities

Scale Velocities adjusts all notes of the channel selected by the indicated percentage.

## Scale Expressions

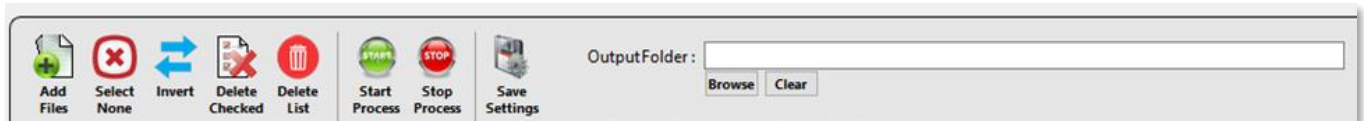
Scale separately adjusts the volume events of instruments and the drum channel to the selected values.

This maintains the original balance between channels and the dynamic range within a MIDI channel, while allowing the overall sound to be louder or softer. Values of 60(styles) to 75(MIDI songs) are typical for PSR/Tyros files.



0 = del, 50 = 1/2, 100 = no change, 200 = 2x1-127 = result in the same value for all selected channels.

## Symbol menus



### Add Files

depress the Add Files button to select a group of files or drag & drop files from Explorer onto the window.

### Uncheck All

All selected files will be unselected.

### Invert Checked

All checked files will be unchecked, and all others will be checked.

### Delete Checked

All checked files will be cancelled from list.

### Delete List

The complete file list will be cancelled from list.

### Start Process

Starts the Process as defined.

### Save Settings

Saving work - The Action toolbar SaveAs button automatically saves an opened file in a format defined by the file extension. CASM and other post file sections are automatically included.

### Output Folder

Define the folder in which the changed songs will be saved.

MIDIs and voices are saved as type 0 MIDI-Files, pads as type 1 MIDI-Files with a pad on channels 1-4 and styles as type 0 files with the original CASM, OTS and MusicFinder sections appended. Both style formats (SFF1&2) are supported.

To save MIDI events loaded via a MIDI input, use the Save button in Monitor View. Alternatively, first use the Open in MM button in Monitor View, then, after any desired editing, use the Action toolbar's SaveAs button.

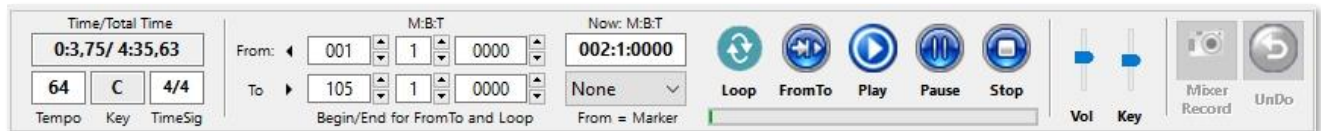
### DoubleClick to open the checked file in the List View

Opens the ListView from selected file.

DoubleClick to open a file in List View

	Name	Original F...	Size	Mod...	Tempo	Time...	SFF-Casm
<input type="checkbox"/>	01 Aint No Sunshine.mid	C:\Users\weha\Docume...	16 943	10.01.2...	76	4/4	
<input type="checkbox"/>	01 All By Myself.mid	C:\Users\weha\Docume...	31 292	11.01.2...	60	4/4	
<input type="checkbox"/>	01 Always On My Mind.mid	C:\Users\weha\Docume...	21 278	11.01.2...	70	4/4	

## Buttons - Play Control



### Time/Total Time

The progress bar shows the current position between the beginning and the ending measures of the file.

### Tempo

The tempo signature will be displayed as soon as a file is loaded. The tempo also updates as a file is played.

The Tempo can be edited by clicking on the current value. Note: If a file has no Time-Signatures (e.g., a pad), it may not display properly in NoteView. Click the Time-Signatures box to edit.

### Key

The key signature will be displayed as soon as a file is loaded.

### TimeSig

The Time-Signature will be displayed as soon as a file is loaded.

The Time-Signature can be edited by clicking on the current value. Note: If a file has no Time-Signatures (e.g., a pad), it may not display properly in NoteView. Click the Time-Signatures box to edit.

*MixMaster* uses the latest Time-Signature-Change in the file as the base Time-Signature for all inserts.

### From - To

The From-To time displays determine the section of the file played/recorded when the Play From-To button is depressed. The current location in MBT and time format is displayed in the Now and Time displays.

When a file is loaded, the Now Time is automatically set to the time of the first note event and all Mixer View displays and controls reflect the settings in force at this time.

#### To change the From-To:

1. Edit the digits in the time displays, or
2. If Select is visible in the adjacent box, select a marker, song position pointer or style section, or
3. Depress the ◀▶ symbols to go to the beginning or end of the file.

### M:B:T

When opened in *MixMaster*, the file resolution is automatically changed to the „PSR“ default of 1920 ticks per quarter note for precision and file compatibility.

### Begin/End - for FromTo - and Loop

To play one section, use the from = Marker control on the Play Control toolbar to select a variation and then use the Play from to button.

### From = Marker

### Now M:B:T

Position of the opened MIDI.

### Loop

Starts playing in a loop, beginning at „From“ end ending by „To“.

### FromTo

Starts playing on times, beginning at „From“ end ending by „To“.

## Play - Pause - Stop

### Play

Click the Play All to play from the beginning of the file, or From-To for play between the From-To times.

Check the Loop box to repeat a From-To play continuously until the Stop button is depressed. This can also be used to repeat an entire song.

### Pause

Pause halts play while depressed; clicking it again resumes Play.

### Stop

Stop terminates a playing or a paused file.

## Controls Active Only During Play

Master volume can be lowered during play by using the Master Volume control slider in the Play section of the toolbar or a channel's volume with sliders on MixerView. To record a master volume event to the file, use List View/Insert MidiCmd/ Master Volume.

The Key slider allows shifting the key/pitch over the range of -12 to +12 semitones (+- one octave) of any channels enabled by depressing its Key+ button on the MixerView channel panels.

To record key changes to the file, use the transpose functions in List View/ Process Events or Note Editing, or Note View/ Process Edit menu items.

The Solo and Mute buttons on Mixer View panels determine if a channel sounds alone or is muted while the file is Playing. Depressing Solo will mute all other channels unless they also have Solo depressed. This control may be operated before or during play. It does not affect recording.

The Note above the channel indicates that the channel has note activity. If a note box is missing, it indicates that there are no note events on this channel. Click to solo play the channel between the From-To times.

## Screen Scrolling

If List View, Note View or Lyric View are opened before the Play button is pressed, then the data lists and displays follow the progression through the file.

## Buttons - Vol + Key

### Vol

Works only with *Yamaha* Keyboards and Workstations. Master volume can be lowered during play by using the Master Volume control slider in the Play section of the toolbar or a channel's volume with sliders on MixerView. To record a master volume event to the file, use List View/Insert MidiCmd/Master Volume.

### Key

Works only with *Yamaha* Keyboards and Workstations. The Key slider allows shifting the key/pitch over the range of -12 to +12 semitones (+- one octave) of any channels enabled by depressing its Key+ button on the MixerView channel panels.

To record key changes to the file, use the transpose functions in List View/Process Events or Note Editing, or Note View/Process Edit menu items.

## Button - Mixer Record

*MixMaster* supports a recording option in conjunction with the Mixer View for adding Controller commands (e.g. Volume, Pan, Expression, Brightness, Harmonic, Modulation, DSP, Chorus, Reverb) to the loaded file.



## Photo (Snapshot)

### Changes to sliders made in the MixerView window

Play a song and break it at the place to change something. Then make all changes to the sliders and click on the camera in the Main window. This saves any changed Mixer Channel settings at the current Now Time. I mostly use the MixerView if I like to play one or a few channels only (Buttons Mute/Solo), or only one channel by clicking the Note icon in the channel.

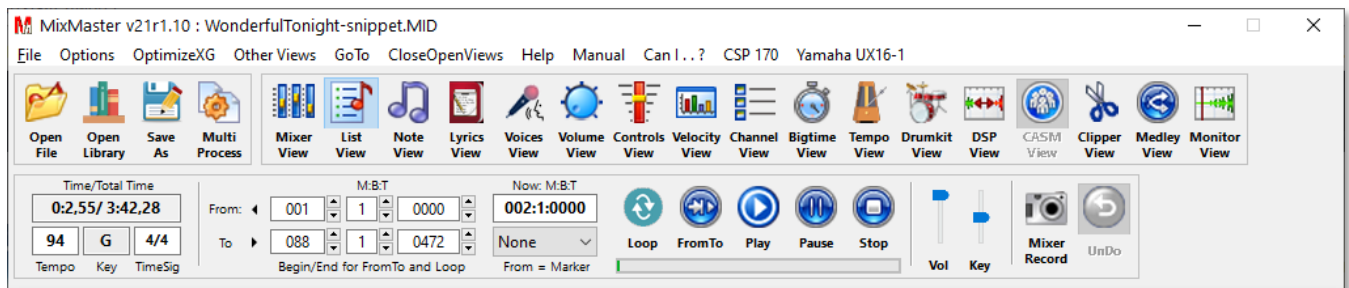
**Note:** Photo only records new commands, it does not delete those already there. Any existing ones can be viewed and deleted in Controller View, Volume View or List View.

## Button - Undo

Reversing Edit/Delete/Insert Operations This button on the Control Bar is operative on all screens and may be used to restore the file to before the last edit, multi-processing, or a recording operation.

## Buttons - Views

View buttons on the main screen call up other windows showing events and data to edit in specific ways.



- [Mixer View](#)
- [List View](#)
- [Note View](#)
- [Lyrics View](#)
- [Voices View](#)
- [Volume View](#)
- [Controls View](#)
- [Velocity View](#)
- [Channel View](#)
- [Bigtime View](#)
- [Tempo View](#)
- [Drumkit View](#)
- [DSP View](#)
- [CASM View](#)
- [Clipper View](#)
- [Medley View](#)
- [Monitor View](#)

## Mixer View

displays the main settings and it is used to adjust channel related parameters via sliders manually or while the file is playing. It also allows one button auditioning of individual channels or a selected combination of channels. MixerView is automatically opened when the program is started, or a file is opened. This can be disabled in *MixMaster* Options.

## Mixer View - Screen

The width of the *MixMaster* screen can be adjusted by dragging the right border or using the Windows Maximize and Minimize command buttons. *MixMaster* uses collapsible control panels. The size of a Mixer control panel can be altered manually by clicking on a ◀ to shrink or a ▶ to expand.



## Shrink All Ch

All Channels will be shown in a small row.

## Expand All Ch

All Channels will be shown in a maximum row.

## Expand Active Channels

Only used Channels will be shown in a maximum row, empty Channels small.

## Expand Channel 1-8

Channels 1-8 will be shown in a maximum row.

## Expand Channel 9-16

Channels 9-16 will be shown in a maximum row.

## Mixer View - Channel Panels

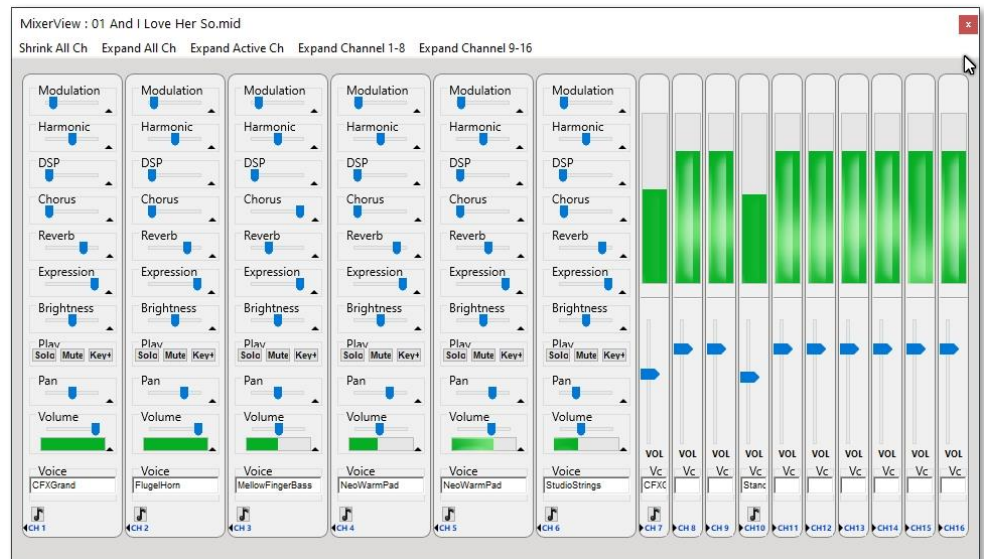
The sixteen panels, one per MIDI channel, provide convenient access to frequently used controllers. The Control sliders reflect the setting in effect at the Now Time, and update as the file plays.

## Controllers

- Modulation
- Harmonic
- DSP
- Chorus
- Reverb
- Expression
- Brightness
- Pan
- Volume

## Set Channels as

- Solo
- Mute
- Key+ (Allows Pitch shift)



## Channel Panel Functions

- Moving a slider while a file is playing alters the sound that is playing, but it is not recorded to the file.
  - Changing a value in the file using sliders requires a Photo Record operation(see “Recording” above”).
  - Changing the control events by clicking the ▲ symbol and editing the values modifies the file immediately but does not alter a playing file until it is stopped and played again.
- The ▲ symbols offer an alternate way of navigating to View Bar screens or Event specific edit screens.

## ▲ symbol

To see the current slider setting, move the cursor over the slider and the value will be displayed in Mixer’s title bar at the top of the screen. To display and edit the settings, depress the ▲ symbol for a list of all the controller events for just this channel and a graphical plot versus the MBT time. To edit, select an event on the screen and click the portion to change, or use the „Delete“ or „Insert“ buttons. Alternatively, use the Edit menu item.

## Edit Form

The design and the look of the forms to edit the chosen controls are all the same.

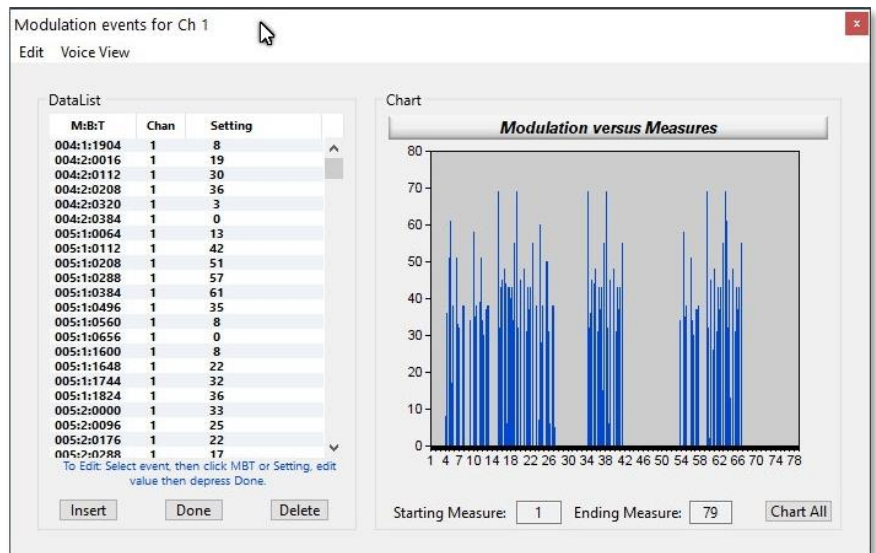
## The Form for changing values

### Text menu

- Edit
  - Delete Selected Event
  - Insert Command
  - Move Command
  - Events Copy
  - Events Paste
  - Select All
- Voice View

### Buttons and Fields

- Insert
- Done
- Delete
- Starting Measure
- Ending Measure
- Chart All



## Controllers

### Modulation

Like the modulation control, this typically introduces vibrato or the effects as specified by the channels voice.

### Harmonic

displays or controls the strength of the controller event. The default is in the middle of the scale.

### DSP

Controls the amount of the channel's volume sent to the effect.

### Chorus

Controls the amount of the channel's chorus sent to the effect.

### Reverb

Controls the amount of the channel's reverb sent to the effect.

### Expression

displays or controls the strength of the controller event. The expression defaults to full scale and is used to select a volume from 0 to the maximum set by the volume slider.

### Brightness

displays or controls the strength of the controller event. The default is in the middle of the scale.

### Pan

displays the location of the instrument in the room. The default is in the middle of the scale.

### Volume

Use the volume display bar and slider on both the full-sized and shrunk channel panels to adjust the volume for the channel. Voice Positioning the mouse over the voice box or Note will display the full voice in Mixer View's title bar. Click to edit in VoiceView.

### Note

The Note above the channel indicates that the channel has note activity. If a note box is missing, it indicates that there are no note events on this channel. If visible, there are notes events for this channel, and available for inserting / recording / Playing. To play Solo between the From-To times, just click it.

## Set Channel as

The Solo and Mute buttons on Mixer View panels determine if a channel sounds alone or is muted while the file is Playing. Depressing Solo will mute all other channels unless they also have Solo depressed. This control may be operated before or during play. It does not affect recording.

### Solo

Only the marked instruments are playing.

### Mute

Marked instruments are silent.

### Key

Allow pitch shift during playing.

## Voice

provides a convenient way of selecting a new voice. Go into the windows and click on the selection box to open voices events form with the selected instrument.

- To change the voice in Voice View, select it in the list, then choose a new one using the New Voice selector and depress the selected item.
- To insert a voice, depress Insert and assign an MBT time and channel then Ok.
- To search for a voice, input a term (e.g., flute, distortion etc), then „Find First“. Use „Find Next“ to see subsequent entries.
- To display/edit all voices settings for this and all other channels, click the Voice View menu item.
- To play a single channel between the From-To times, click the Note icon for the channel.

## Mixer View - Extended Features

## Recording

MixMaster supports a [recording](#) option in conjunction with the Mixer View for adding Controller commands (e.g. Volume, Pan, Expression, Brightness, Harmonic, Modulation, DSP, Chorus, Reverb) to the loaded file.

## List View

### List View - Screen

That is the most important view for the MIDI-Work. All events are listed here and can be changed.

ListView : 01 All By Myself.mid Number of Events = 5316

Edit NormalScreen FullScreen OptimizeXG Arrange Events

MBT	Ch - Voice	Command	Data
001:1:0000		Time Signature	4/4
001:1:0001		Tempo	60
001:1:0002		Key Signature	C
001:1:0010		Copyright	All By Myself
001:1:0020		Copyright	Yamaha CSP-170 - SysEx by weha-keys.com
001:1:0021		Sysex	F0 7E 7F 09 01 F7 GmMIDI : On
001:1:0023		Sysex	F0 7E 7F 09 03 F7
001:1:0024		Sysex	F0 43 10 4C 00 00 7E 00 F7 XG System On
001:1:0031		Guide Track Flag	Track 1 = Ch 1 / Track 2 = Ch 2
001:1:0033		Sysex	F0 43 73 01 50 12 00 01 F7 F7 Score Setup Controls= 01 7F Right Part In...
001:1:0034		Sysex	F0 43 73 01 50 12 00 00 7F F7 Score Setup Controls= 00 7F Left Part Indi...
001:1:0036		Sysex	F0 43 73 01 50 12 00 06 7F F7 Score Setup Controls= 06 7F Left Channel ...
001:1:0037		Sysex	F0 43 73 01 50 12 00 07 7F F7 Score Setup Controls= 07 7F Right Channel...
001:1:0051		Sysex	F0 43 73 01 50 12 00 02 00 F7 Score Setup Controls= 02 00 Lyrics Indicat...
001:1:0053		Sysex	F0 43 73 01 50 12 00 03 7F F7 Score Setup Controls= 03 7F Chord Indicat...
001:1:0055		Sysex	F0 43 73 01 50 12 00 04 7F F7 Score Setup Controls= 04 7F N. Name Indi...
001:1:0057		Sysex	F0 43 73 01 50 12 00 05 03 F7 Score Setup Controls= 05 03 Size Designat...
001:1:0059		Sysex	F0 43 73 01 50 12 00 09 02 F7 Score Setup Controls= 09 02 Quantize to ...
001:1:0060		Sysex	F0 43 73 01 50 12 00 08 7F F7 Score Setup Controls= 08 7F Quantize trip...
001:1:0062		Sysex	F0 43 73 01 50 12 00 0A 02 F7 Score Setup Controls= 0A 02 Note Name ...
001:1:0064		Sysex	F0 43 73 01 50 12 00 08 00 F7 Score Setup Controls= 08 00 Color Note Off
001:1:0071		Sysex	F0 43 73 01 1F 00 03 01 F7 Guide Mode= 3
001:1:0074		Sysex	F0 43 73 01 21 00 00 00 F7 Guide Mode= 0
001:1:0082		Sysex	F0 43 10 4C 02 01 00 01 04 F7 Reverb Type Concert Hall
001:1:0091		Sysex	F0 43 10 4C 00 00 04 46 F7 Master Volume = 70
001:2:0010		Instrument	Alto Sax
001:2:0011	01 -	Bank Select Msb	8
001:2:0012	01 -	Bank Select Lsb	32
001:2:0013	01 - AltoSax	Program Change	66
001:2:0014	01 - AltoSax	Main Volume	127
001:2:0015	01 - AltoSax	Panpot	64 Pan = C ( 0=Left   64=Center   127=Right )
001:2:0016	01 - AltoSax	Reverb Send Level	90
001:2:0017	01 - AltoSax	Chorus Send Level	0
001:2:0020		Instrument	Synth Strings 1
001:2:0021	02 -	Bank Select Msb	0
001:2:0022	02 -	Bank Select Lsb	112
001:2:0023	02 - SynthStrings1	Program Change	50
001:2:0024	02 - SynthStrings1	Main Volume	95
001:2:0025	02 - SynthStrings1	Panpot	74 Pan = R 10 ( 0=Left   64=Center   127=Right )

View Insert MidiCmd Insert PSRCmd Other

Event Type Channel

☒ After Touch (Chan) ☒ 1

☒ ChannelPressure (Chan) ☒ 2

☒ Chord Events ☒ 3

☒ Controllers (Chan) ☒ 4

Show All ☒ 5

☒ Copyright Text ☒ 6

☒ Cue Points ☒ 7

☒ Instrument ☒ 8

☒ Key + Time Signatures ☒ 9

☒ Lyric Events ☒ 10

☒ Markers ☒ 11

☒ MIDI Port ☒ 12

☒ NRPN Events ☒ 13

☒ RPN Events ☒ 14

☒ Note Events (Chan) ☒ 15

☒ Other Yamaha Meta ☒ 16

☒ Pitch Wheel (Chan) ☒ 17

☒ Program Changes (Chan) ☒ 18

☒ System Exclusive(SysEx) ☒ 19

☒ Tempo Events ☒ 20

☒ Text(Karaoke) ☒ 21

☒ All Others ☒ 22

All None Update All None Invert Invert

Data Start Location Beginning

The ListView provides access to all MIDI data in the file and is used for general editing. All events are visible here. The editing commands and processes are selected using the List View's menu items, many of which are exclusive to this view.

- [Textmenu](#)
  - Edit
  - Normal Screen
  - Full screen
  - OptimizeXG
  - Arrange Events
- [DataList](#)
  - MBT
  - Ch – Voice
  - Command
  - Data
- [TabField](#)
  - View
  - Insert MidiCmd
  - Insert PSRCmd
  - Other

## List View - Textmenu

This view provides a listing of the entire MIDI section of a file. Unlike all other views, all events can be edited. If ListView is opened before a file is played, the List View will scroll as play progresses through the file. The screen can be extended to make the listing area longer. Drag the „|“ bar between the columns to change a columns size.

## Edit

### Mark events

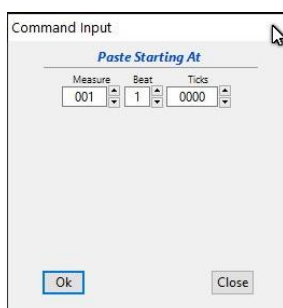
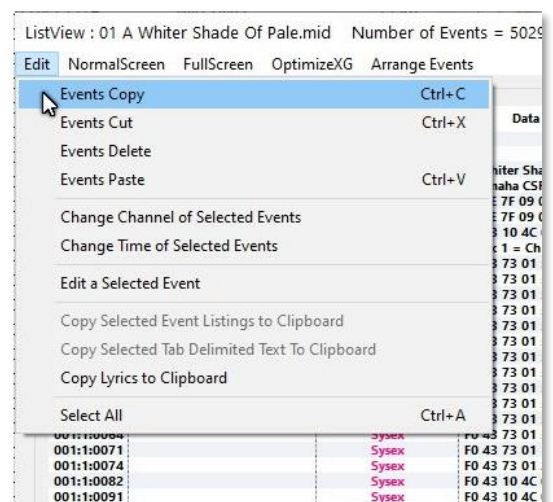
Click on the even to mark one. To mark more than one event use the „ctrl-key“ and „shift-key“ as usual in Windows-Programs.

### Events Copy

select the events and use the Edit „Events Copy“ menu item. In addition to copying/pasting within one file, it is also possible to copy in one file and paste to another open file.

### Events Paste

select an event near the event time, and use an Events Paste menu item. Change the values using the buttons or input a number in the chosen field.



### Events Cut

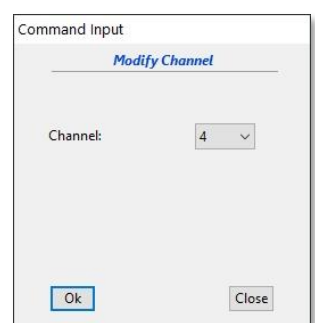
select the events and use the Edit „Events Copy and Cut“ menu item. In addition to copying/pasting within one file, it is possible to copy in one file and paste to another.

### Events Delete

Deletes all marked events.

### Change Channel of Selected Events

To change the Channel for selected events. It is possible to change channel for more than on event.



## Change Time of Selected Events

To change the M:B:T time for selected events.

## Edit a Selected Event

Depends on the selected event.

## Copy Selected Event Listings to Clipboard

The marked event will be copied in the clipboard.

## Copy Selected Tab Delimited Text to Clipboard

The marked event will be copied in the clipboard delimited with tabs.

## Copy Lyrics to Clipboard

A marked Lyric-Event will be copied in the clipboard.

## Select All

All events are marked.

## Right Mouse Click on marked events

There are the same functions possible as in the [Text-Menu](#).

## Delete Selected events

Deletes all marked events.

## Select All (ctrl+a)

All events are marked.

## Copy Selected Event Listings to clipboard

The marked events will be copied in the clipboard.

## Edit a Selected Event

Depends on the selected event.

Details see at List View „ListView Edit“.

## Change Channel of Selected Events

To change the Channel for selected events.

## Change Time of Selected Events

To change the M:B:T time for selected events.

## Normal Screen

The size of the width gets the same size as the MainWindows.

## Full Screen

The size changes to full windows.

## OptimixeXG

### Execute All Below

converts GM-General MIDI and some manufacturers MIDI-Files to *Yamaha's* XG standard. Details see in further menu points listed below. See also the program part „[Multi Process](#)“.

## Add MIDI and XG On Commands

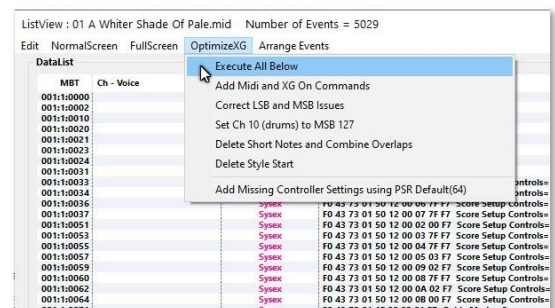
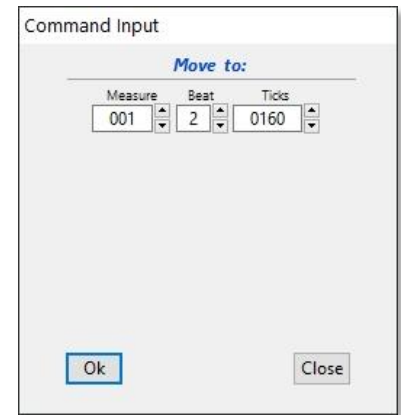
```
001:1:0000 SysEx=F0 7E 7F 09 01 F7 GmMIDI : On
001:1:0000 SysEx=F0 43 10 4C 00 00 7E 00 F7 XG System On
```

## Correct LSB and MSB Issues

Correct LSB and MSB Issues

## Set Ch 10 (drums) to MSB 127

If a drum is selected in Channel 10 the instrument set will be changed to MSB=128, LSB=0 and Program Change=0.



## Delete Short Notes and Combine Overlaps

Delete Short Notes and Combine Overlaps

## Delete Style Start

Delete Style Start

## Add Missing Controller Settings using PSR Default(64)

All Standard Controllers for all channels will be set to the basic values.

- Main Volume=100
- Panpot=64 Pan = C ( 0=Left | 64=Centre | 127=Right )
- Expression=127
- Harmonic Content=64 = 0 ( 0=-63 64=0 127= 63 )
- Release Time=64 = 0 ( 0=-63 64=0 127= 63 )
- Attack Time=64 = 0 ( 0=-63 64=0 127= 63 )
- Brightness=64 = 0 ( 0=-63 64=0 127= 63 )
- Reverb Send Level=40
- Chorus Send Level=0
- Variation Send Level=0

## Add MSB/LSB Controllers for all Program Changes

This will add MSB and/or LSB controllers for each Program Change in the Midi File.

This is important if voices need to be changed in the Voice View and Channel View/Voice Edit.

## Arrange Events

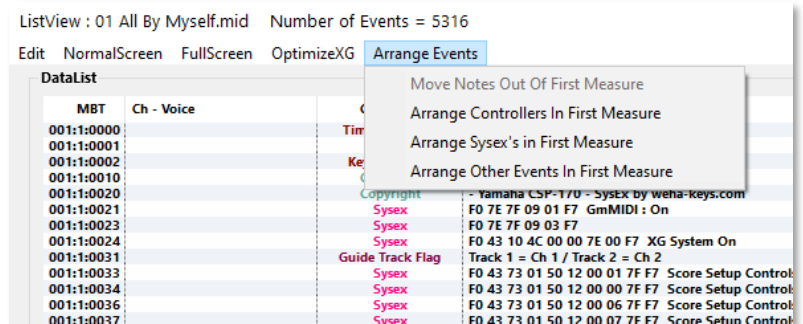
### Move Notes Out of first Measure

**All MIDI-Events**, from first note in the first Measure up to last event in the MIDI-File, will be moved forward one measure.

### Arrange Controllers in First Measure

Up to 16 channels can be arranged by sorting all Voice events for each channel.

Channel	Tick	Event
01 to 16	00	MSB
	02	LSB
	04	ProgramChange
	06	Main Volume
	08	Panpot
	10	Expression
	12	Harmonic Content
	14	Release Time
	16	Attack Time
	18	Brightness
	20	Reverb Send Level
	22	Chorus Send Level
	24	Variation Send Level
	26	Sustain
	28	Modulation
	30	Portamento Time
	32	Portamento
	34	Sustainuto
	36	Soft Pedal
	38	Decay Time
	40	Vibrato Rate
	42	Vibrato Depth
	44	Vibrato Delay



### Arrange All SysEx in First Measure

All SysExes which are in the first measure will be sorted and renumbered.

### Arrange Other Events in First Measure

- All Key Signature events are placed at 001:1:0010



- All Tempo events are placed at 001:1:0015
- All Copyright events are placed at 001:1:0020

## List View - DataList

### MBT

Measure:Beat:Tick in a row.

### Ch-Voice

All Instrument voices are shown.

### Command

All commands are shown. To find equal commands use the View-Filters.

### Data

Shows detailed information's about commands.

ListView : 01 A Whiter Shade Of Pale.mid Number of Events = 5022

Edit NormalScreen FullScreen OptimizeXG Arrange Events

MBT	Ch - Voice	Command	Data
001:1:0000		Time Signature	4/4
001:1:0015		Tempo	72
001:1:0020		Copyright	A Whiter Shade Of Pale
001:1:0020		Copyright	Yamaha CSP-170 - SysEx by wsha-keys.com
001:1:0021		Sysx	F0 7E 7F 09 01 F7 GmMIDI - On
001:1:0024		Sysx	F0 43 10 4C 00 00 7E 00 F7 XG System On
001:1:0031		Guide Track Flag	Track 1 = Ch 1 / Track 2 = Ch 2
001:1:0100		Sysx	F0 43 10 4C 00 00 04 46 F7 Master Volume = 70
001:1:0102		Sysx	F0 43 10 4C 02 01 00 01 04 F7 Reverb Type Concert Hall
001:1:0104		Sysx	F0 43 73 01 1F 00 03 01 F7 Guide Mode= 3
001:1:0106		Sysx	F0 43 73 01 21 00 00 00 F7 Guide Mode= 0
001:1:0108		Sysx	F0 43 73 01 50 12 00 00 7F F7 Score Setup Controls= 00 7F Left ...
001:1:0110		Sysx	F0 43 73 01 50 12 00 01 7F F7 Score Setup Controls= 01 7F Right ...
001:1:0112		Sysx	F0 43 73 01 50 12 00 02 00 F7 Score Setup Controls= 02 00 Lyr...
001:1:0114		Sysx	F0 43 73 01 50 12 00 03 7F F7 Score Setup Controls= 03 7F Chot...
001:1:0116		Sysx	F0 43 73 01 50 12 00 04 7F F7 Score Setup Controls= 04 7F N. N...
001:1:0118		Sysx	F0 43 73 01 50 12 00 05 03 F7 Score Setup Controls= 05 03 Size...
001:1:0120		Sysx	F0 43 73 01 50 12 00 06 7F F7 Score Setup Controls= 06 7F Left ...
001:1:0122		Sysx	F0 43 73 01 50 12 00 07 7F F7 Score Setup Controls= 07 7F Right...
001:1:0124		Sysx	F0 43 73 01 50 12 00 08 7F F7 Score Setup Controls= 08 7F Qua...
001:1:0126		Sysx	F0 43 73 01 50 12 00 09 02 F7 Score Setup Controls= 09 02 Qua...
001:1:0128		Sysx	F0 43 73 01 50 12 00 0A 02 F7 Score Setup Controls= 0A 02 Not...
001:1:0130		Sysx	F0 43 73 01 50 12 00 0B 00 F7 Score Setup Controls= 0B 00 Col...
001:1:0132		Sysx	F0 7E 7F 09 03 F7
001:2:0100	01 -	Bank Select Msb	0
001:2:0102	01 -	Bank Select Lsb	113
001:2:0104	01 - BalladPanFlute	Program Change	75
001:2:0106	01 - BalladPanFlute	Main Volume	127
001:2:0108	01 - BalladPanFlute	Panpot	64 Pan = C ( 0=Left   64=Center   127=Right )
001:2:0110	01 - BalladPanFlute	Expression	127
001:2:0120	01 - BalladPanFlute	Reverb Send Level	124
001:2:0122	01 - BalladPanFlute	Chorus Send Level	56
001:2:0128	01 - BalladPanFlute	Modulation	0
001:2:0200	02 -	Bank Select Msb	0
001:2:0202	02 -	Bank Select Lsb	118
001:2:0204	02 - ScannerJazz	Program Change	18
001:2:0206	02 - ScannerJazz	Main Volume	110

## List View - DataList - Right Click

### Delete Selected Events

You can delete one or more events. Mark one event and Right-Click for deleting.

To delete multiple events, select the events while holding down the Shift- or Strg-Key while selecting multiple events. Then select the delete menu item or make a Right-Click.

### Select All

Select all events.

## Copy selected Event Listings to Clipboard

Copy events to clipboard.

### Edit a Selected Event

For editing a single event, right click one event. The Popup-Windows on the right side will show you how to change. It depends on the type of Event. See [Edit in ListView](#).

## Change Channel of Selected Event

To change the channel. See [Edit in ListView](#).

## Change Time of Selected Event

To change the time. See [Edit in ListView](#).

## To process multiple event

Use the Process Events menu item or choose a selection from the [Edit-Menu in ListView](#).

## List View - Tab Register – View

This form works like a filter system. By selecting or deselecting the boxes for event types and for channels the Listview-Datalist will change after clicking the Update-button.

The buttons “All, None and Invert” are extremely helpful.

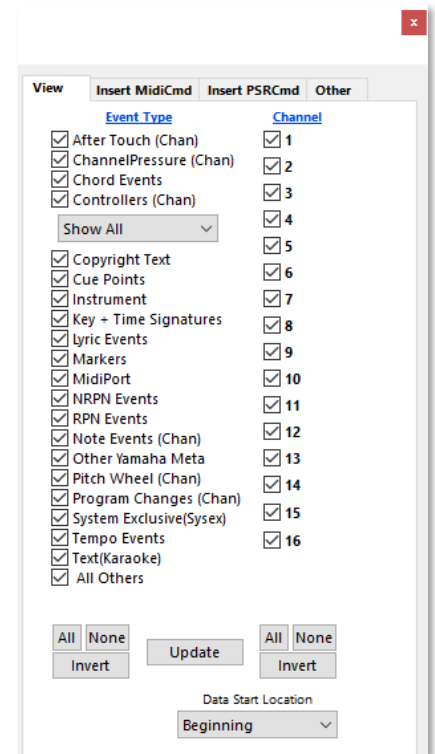
The „Invert“ button make it easier to select items (e.g. to select only one of them, uncheck it and click Invert).

Events Types associated with a MIDI channel respond to both selection boxes. These are identified by a (Chan) following the TypeName.

To select just one type of controller, select Controllers, and the Controller type in the adjacent box. (E.g., to see a list of all volumes, select the control event type, select controller #7, then click Invert and update.)

To View event data that is too large to fit in a column, resize the column by dragging the bar between the column headings, or expand the window width.

Otherwise, use the Edit/Copy Selected Event Listings to Clipboard or Edit/ Copy.



## Select the following events

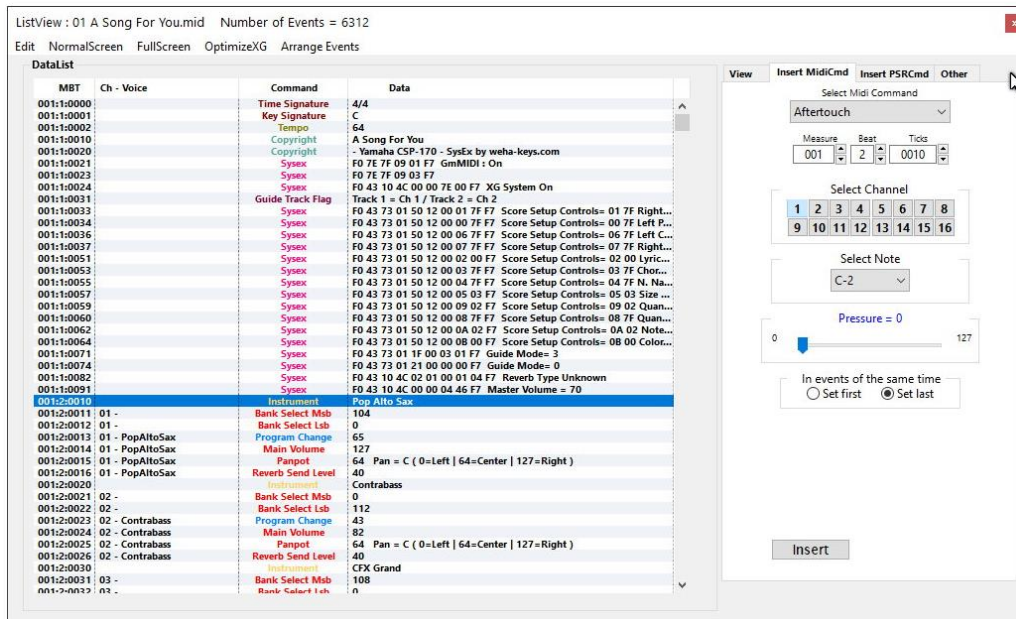
(For more information's see in chapter [Insert MIDI commands](#))

- [Aftertouch](#)
- [Channel Pressure](#)
- [Chord Name](#)
- [Controllers](#) (All)
  - Show All
  - Bank Select MSB
  - Modulation
  - Portamento Time
  - Main Volume
  - Panpot
  - Expression
  - Bank Select LSB
  - Sustain
  - Portamento
  - Sustaino
  - Soft Pedal
  - Harmonic Content
  - Release Time
  - Attack Time
  - Brightness
  - Decay Time
  - Vibrato Rate
  - Vibrato depth
  - Vibrato delay
  - Portamento Control
  - Reverb Send Label
- Chorus Send Label
- Variation Send Label
- Omni Off
- Omni On
- [User Controller](#)
- [Copyright Text](#)
- [Cue Points](#)
- [Instrument](#)
- [Key Signatures](#)
- [Lyric Events](#)
- [Marker](#)
- [Marker preset](#)
- [Master Volume](#)
- [MidiPort](#)
- [Note](#)
- [NRPN Events](#)
- [Pitch Wheel](#)
- [Program Changes](#)
- [RPN Events](#)
- [System Exclusive](#) (SysEx)
- [Song Trackname](#)
- [Tempo Events](#)
- [Text](#)
- [Time Signature](#)
- [Yamaha Metaevents](#)



## ListView - Tab Register – Insert (Edit) MIDICmd

To insert any type of MIDI event, use the Insert MIDI Command menu item. For changing any value, the same form will be used.



### Aftertouch

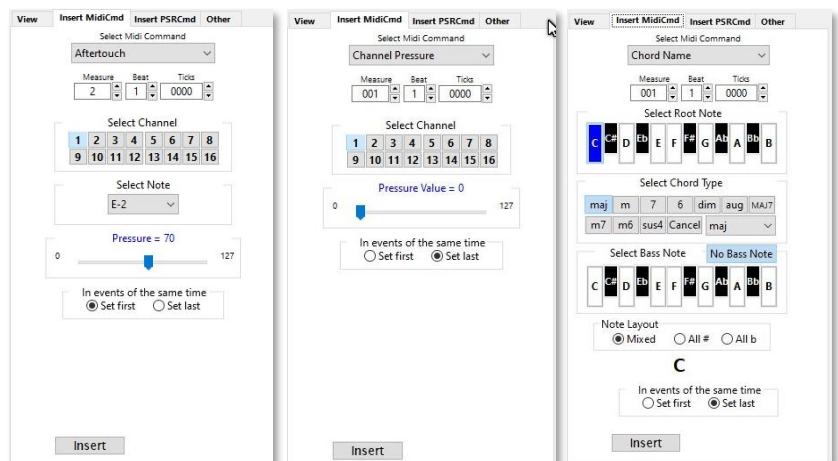
Aftertouch sent data when pressure is applied to a keyboard after the key has been struck, and while it is being held down or sustained. It defines only **one note** and should be at least at the same time or a little bit later, not earlier.

### Channel Pressure

Channel Pressure is a type of MIDI information, that describes how much pressure you apply to **all keys of the channel**, while they are being held down.

### Chord Name

The name of a chord.



### Controllers (All)

#### Bank Select MSB-CC00

To change a Voicebank in MIDI you need three Controller Codes (CC). The Bank Select-MSB (Most Significant Byte), the Bank Select LSB (Least Significant Byte) and the ProgramChange. Values can be 0 to 127.

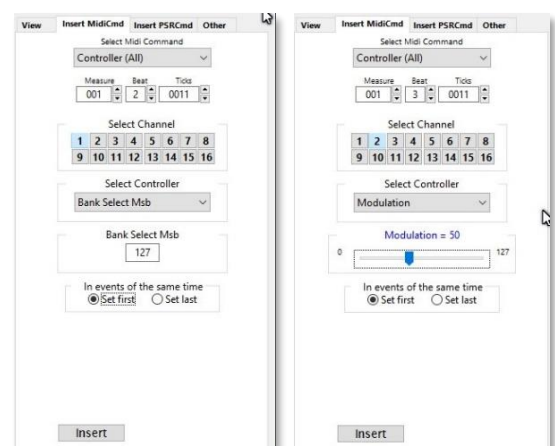
#### Modulation-CC01

Like the Modulation wheel of a keyboard, you can use for modulation one note. (0 to 127)

#### Portamento Time-CC05

The rate at which portamento slides the pitch between 2 notes. (0 to 127)

If a Multitimbral device, then each Part usually has its own Portamento Time.



## Main Volume-CC07

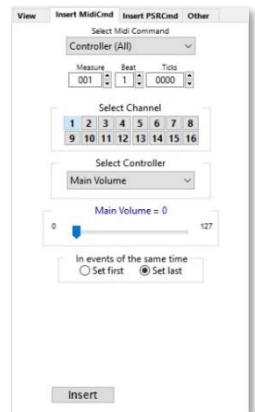
Modifies the volume set by Channel Volume.  
(0 to 127)

## Pan Pot-CC10

Pan Pot is „Panoramic Potentiometer“ to pan your MIDI orchestra, 0 should be far left and 127 is far right, 63 is centred.

## Expression-CC11

Modifies the volume set by Channel Volume in Relation to the Main Volume.  
(0 to 127, so „127“ is the maximum of the Main Volume)

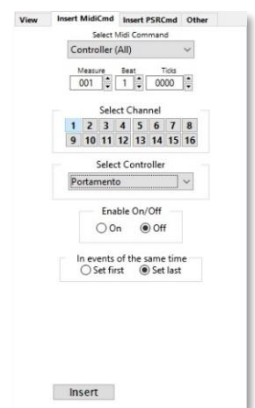


## Bank Select LSB-CC32

To change a Voicebank in MIDI you need three Controller Codes (CC). The Bank Select-MSB (Most Significant Byte), the Bank Select LSB (Least Significant Byte) and ProgramChange. (0 to 127)

## Sustain-CC64

The sustain pedal removes the dampers from the strings, allowing notes to ring out for longer, even when the keys are not held down anymore. Sustain refers to the steady state of a tone at its maximum intensity, decay is the rate at which it fades to silence.



## Portamento-CC65

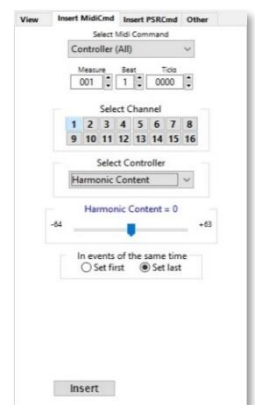
Portamento is a pitch sliding from one to another note.

## Sostenuto-CC66

holds notes that are already being played. Any notes that begin after the pedal is down not affected. Sostenuto is used to indicate a slowing down of a tone.

## Soft Pedal-CC67

Most strings in an acoustic piano are grouped in threes, with each group tuned to the same note. When played normally, the hammer strikes all three at the same time giving a full, bright sound. On a grand piano, the soft pedal shifts the entire mechanism to the right, so the hammer only hits two of the three strings. (On and Off)



## Harmonic Content-CC71

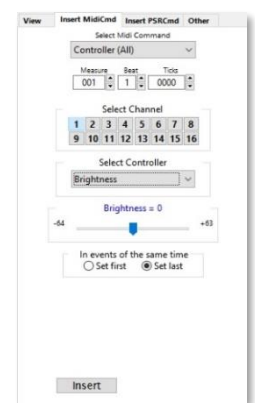
The harmonic content of a signal is what gives a sound its timbre. This is what makes strings sound different from a flute.

## Release Time-CC72

Controls the amp's envelope release time, for a control how long it takes a sound to fade out.

## Attack Time-CC73

Attack transients consist of changes occurring before the tone reaches its SteadyState intensity.



## Brightness-CC74

Controls the (VCF) filters cut off frequency, for an overall "brightness" control.

## Decay Time-CC75

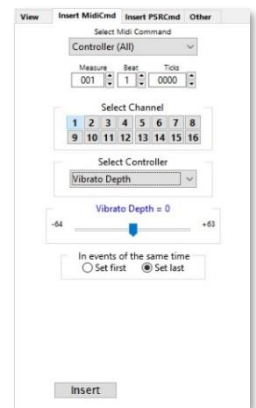
Decay is the time the tone needs to go back from steady-stat intensity to the sustain level.

## Vibrato Rate-CC76

Vibrato defined as a periodic variation in the pitch (frequency) of a musical note.

## Vibrato Depth-CC77

Vibrato depth is characterized by the amount of pitch variation.



## Vibrato Delay-CC78

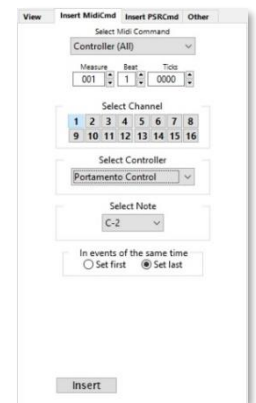
Defines the time of ending the Vibrato effect.

## Portamento Control-CC84

Portamento is a pitch sliding from one note to another.

## Reverb Send Label-CC91

Reverb is composed of a series of tightly spaced echoes. The number of echoes and the way that they decay is important in shaping the sound.



## Chorus Send Label-CC93

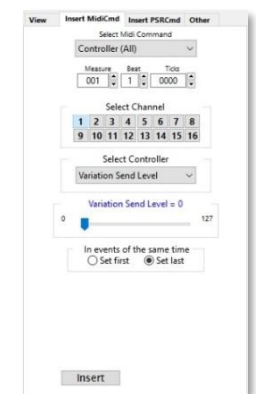
Chorus adds a swirling property to a sound that it is applied to, thickening the sound. Chorus is commonly used with instruments like the electric piano and guitar and with synthesizers.

## Variation Send Label-CC94

Intensity for Variation settings.

## Omni On-CC125/Off-CC124

Enabling and disabling omni mode. Sending a CC message of type 125 is defined to turn on omni mode. Message 124 turns it off; note that all synths on the cable that are in omni mode will be turned off regardless of what channel they are on, since they are ignoring the message's channel number.



## User Controller-CC110

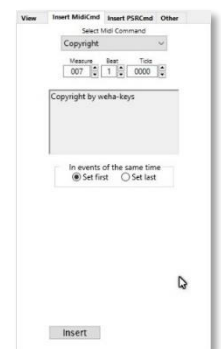
All Controllers can be changed by using the controller number. See [Controller-List](#).

## Copyright Text

Copyright as a free Text-Information.

## Cue Points

The MIDI cue point meta message denotes a cue in a MIDI file, usually to signify the beginning of an action.



## Instrument

Instrument as a free Text-Information.

## Key Signature

The MIDI key signature meta message specifies the key signature and scale of a MIDI file.

## Lyric

Text field for Song text as a meta message.

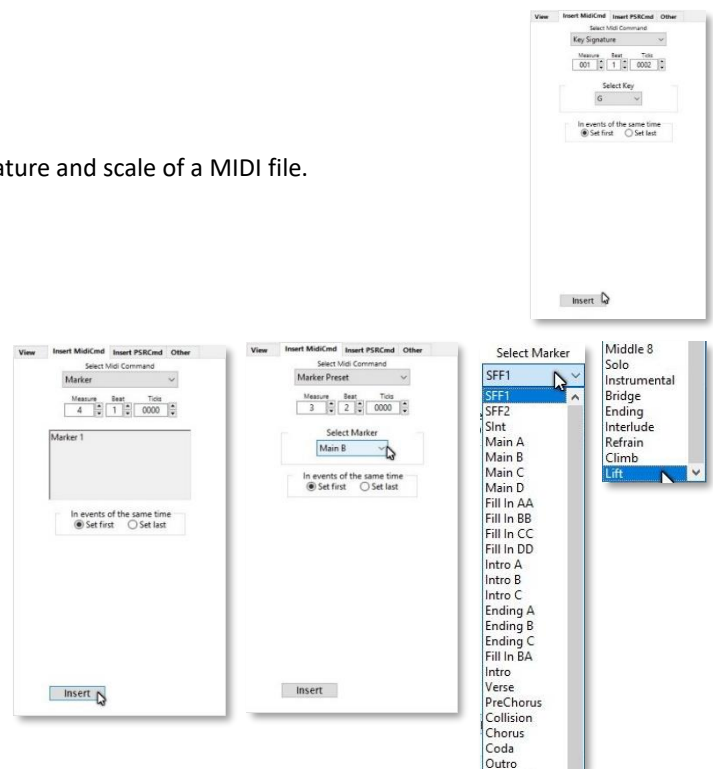
## Marker

The marker can mark anything, such as the beginning of a new verse as a meta message.

## Marker Preset

Marks a status change for Styles.

See list on the right side for values.



# Master Volume

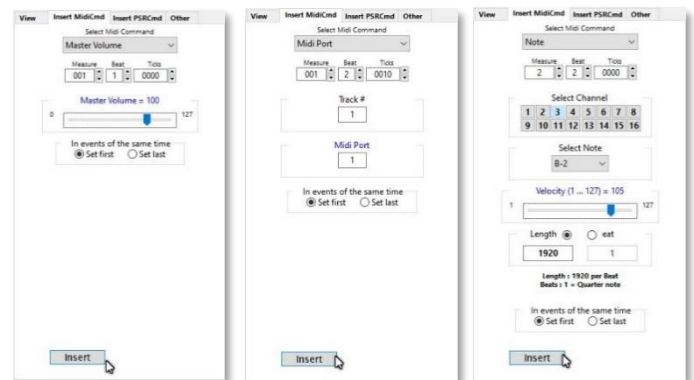
Modifies the volume all channels and defines the maximum for each Channel-Volume. (0 to 127)

## MidiPort

Defines a Track to a MIDI-Port.

## Note

Defines a note for a channel with note number, velocity and length.



## NRPN

NRPN stands for "Non-Registered Parameter Number" as opposed to RPN for "Registered Parameter Number." RPN are those numbers identified by the MIDI Standard that will evoke the same response from every MIDI device designed to use them. NRPN numbers, on the other hand, can be used for any purpose a manufacturer wants in their devices.

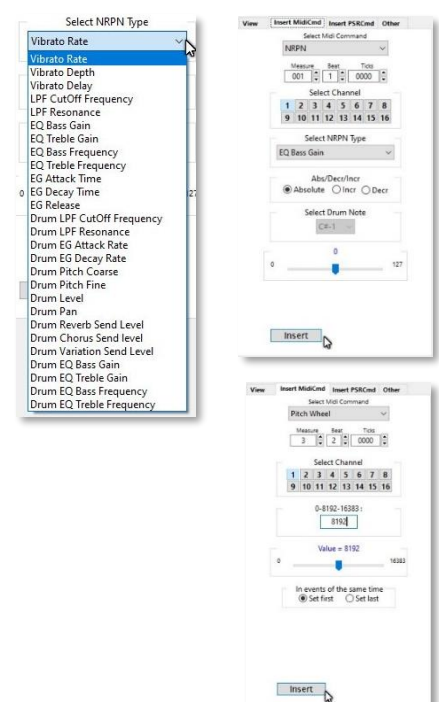
## Pitch Wheel

In electronic music, a pitch wheel, pitch bend or bender is a control on a synthesizer to vary the pitch in a continuously variable manner (portamento).

## Program Changes

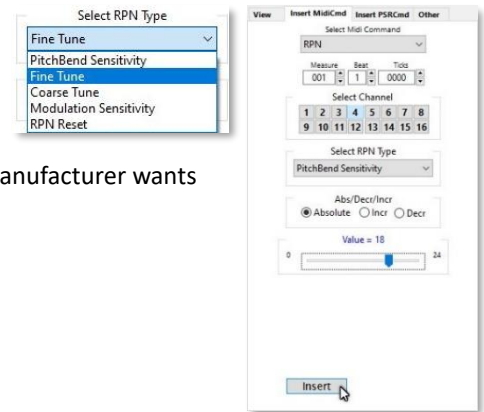
To change a Voicebank in MIDI you need three Controller Codes (CC).

- The Bank Select-MSB (Most Significant Byte),
- the Bank Select LSB (Least Significant Byte) and the
- ProgramChange. Values can be 0 to 127.



## RPN

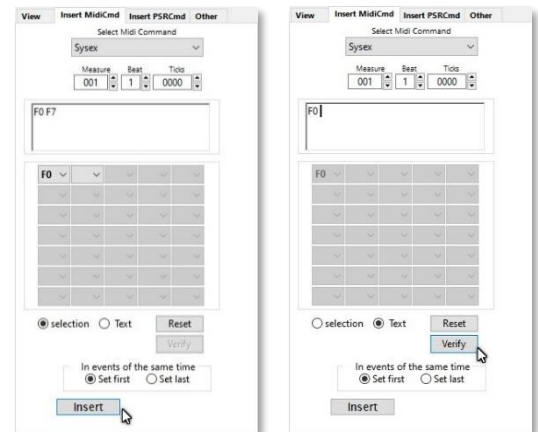
NRPN stands for "Non-Registered Parameter Number" as opposed to RPN for "Registered Parameter Number." RPN are those numbers identified by the MIDI Standard that will evoke the same response from every MIDI device designed to use them. NRPN numbers, on the other hand, can be used for any purpose a manufacturer wants in their devices



## SysEx

System Exclusive. A part of the MIDI standard that allows synth manufacturers to define their own specific message formats.

Unlike every other message format in the MIDI standard, SysEx messages can be variable in length; they are marked by both a start byte (F0 hex) and an end byte (F7 hex). The byte after the start byte is required to be a number that identifies the manufacturer. A later revision of the standard added bytes after the manufacturer ID that specify a model code and a unit number for the target synth. SysEx messages do not support MIDI channel numbers, so the model and unit number are necessary to target a specific synth in a MIDI chain that contains multiple synths from the same manufacturer.



Note that it is also possible to enter SysEx by copying a F0 .. F7 command from a text file or other listing and paste it to the Insert SysEx dialog screen.

## SysEx-Selection

Here the values of SysEx-Definition can be set between the F0 and the F7.

## SysEx-Text

Here it is possible to write the SysEx-Coding as a text.

## Verify

Check if the coding is correct.

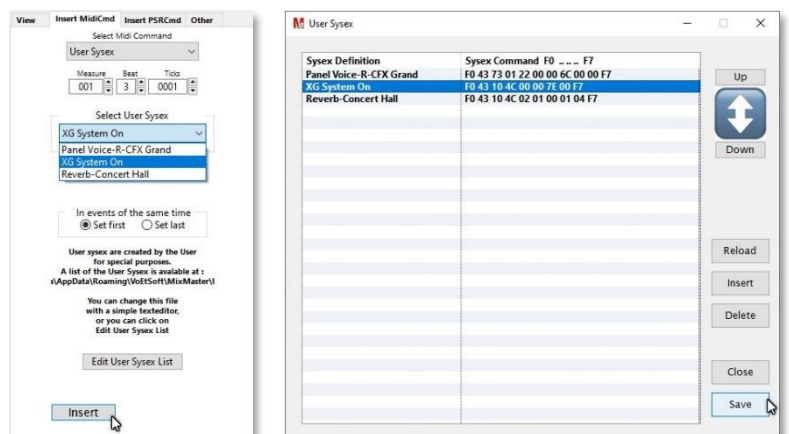
## User SysEx

A List of stored SysEx-Codes which can be filled in the File. To enter the user SysEx even itself into the midi file, use the Insert SysEx into file controls at the bottom of the User SysEx window. User SysEx are saved in a file where they can be changed using any editor.

Filename: „C: Users\ your username\AppData\Roaming\VoEtSoft\MixMaster\UserSysEx.dat“.

## Edit User SysEx

Define your own SysEx-Codes here.





## Song Track Name

To input a name for tracks.

## Tempo

To define the tempo starting by position MBT.

## Text

To input any Information.

## Time Signature

A midi file contains a series of commands with the general format of time + command + value, where the time is specified as the delay from the last event. These commands do not know anything about beats per measure, etc. So, when you change a time signature in an existing midi, the notes all remain timed as they were before. If they were timed such that a bass drum occurred every measure (e.g., 4 beats for 4/4), and you change to  $\frac{3}{4}$  time signature, then everything will sound the same, but the MBT times will display differently.

## Yamaha Meta

Special Yamaha-Meta-Files.

## ListView - Tab Register - Insert PSR Cmd

To Insert predefined PSR control & DSP commands or Drum Kit note editing use Insert PSR Control Command menu item.

### Acmp Style

Accompaniment Definition.

### Acmp Section

Select section for ACMP:

Intro 1, 2, 3

Main A, B, C, D

Fill In AA, BB, CC, DD

Break Fill

Ending 1, 2, 3

### Acmp Tempo

Tempo definition

### Acmp Chord

Set Chord

### Acmp Play

Switch On/Off Accompaniment.

### Right-Left Voices On-Off

Switch On/Off the Voice for

- Right 1
- Right 2
- Right 3
- Left

### Right/Left Voice Hold

Depends on the setting for right or left voices.

### Multipad Volumen

Define volume for pad.

### Load Multipad

Define pad-number.

### DSP On-Off

Set on or Off for DSP.

### Var(DSP 1) On-Off

Set on or Off for DSP1.

### HD Audio Play

Play – Stop – Pause.

## XG On

Set the MIDI configuration for *Yamaha XG*.

## GM MIDI On-Off

Set the MIDI configuration for GM.

## Vocal Harmony On-Off

Set Harmony on or Off.

The first window shows 'XG On' selected in the 'Select PSR Command' dropdown. The second window shows 'GmMidi On-Off' selected. The third window shows 'Vocal Harmony On-Off' selected. Each window has 'Measure', 'Beat', and 'Ticks' input fields, and an 'Enable On/Off' section with 'On' and 'Off' radio buttons. There is also an 'In events of the same time' section with 'Set first' and 'Set last' radio buttons. An 'Insert' button is at the bottom of each window.

## Song Position Pointer

A Position in the song for input Style-Elements.

## Score Start Bar

Where the Song is wanted to start.

## Guide Track Flag

Setting the Channel for guided Keyboards to Right and left Panel.

The first window shows 'Song Position Pointer' selected. The second window shows 'Score Start Bar' selected. The third window shows 'GuideTrack Flag' selected. Each window has 'Measure', 'Beat', and 'Ticks' input fields. The third window also has 'Right Channel' and 'Left Channel' dropdowns. There is an 'In events of the same time' section with 'Set first' and 'Set last' radio buttons. An 'Insert' button is at the bottom of each window.

## Quick Start

Playing starts at market MBT-Place.

## Drum Kit Setup ->

Setup for drumkit. See list.

The first window shows 'Quickstart' selected. The second window shows 'Drum Kit Setup ->' selected. The third window shows 'Drum Kit Setup ->' selected with a dropdown menu open showing various parameters like 'Pitch Coarse', 'Pitch Fine', 'Level', etc. Each window has 'Measure', 'Beat', and 'Ticks' input fields. The second and third windows have an 'Assign Drum Channel' section with 'Channel 9' and 'Channel 10' radio buttons. There is an 'In events of the same time' section with 'Set first' and 'Set last' radio buttons. An 'Insert' button is at the bottom of each window.

## Multi Part ->

Setup for Multi Part. See list.

The first window shows 'Multi Part ->' selected. The second window shows 'Element Reserve' selected. The third window shows 'MW LFO Control' selected. The fourth window shows 'AC2 Controller Number' selected. Each window has 'Measure', 'Beat', and 'Ticks' input fields. The second window has an 'Element Reserve' dropdown. The third window has an 'MW LFO Control' dropdown. The fourth window has an 'AC2 Controller Number' dropdown. There is an 'In events of the same time' section with 'Set first' and 'Set last' radio buttons. An 'Insert' button is at the bottom of each window.

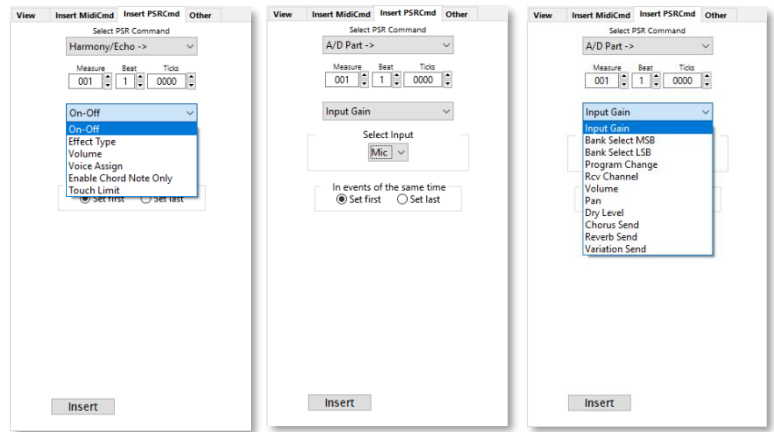


## Harmony Echo ->

Setup for Harmony Echo. See list.

## A/D Part ->

Setup for A/D Part. See list.



## Controller-List

0	Bank Select (MSB)	77	Sound Control 8
1	Modulation Wheel	78	Sound Control 9
2	Breath controller	79	Sound Control 10
3	Undefined	80	Decay or General Purpose Button 1 (on/off)
4	Foot Pedal (MSB)	81	Hi Pass Filter Frequency or General Purpose Button 2 (on/off) Roland Tone level 2
5	Portamento Time (MSB)	82	General Purpose Button 3 (on/off) Roland Tone level 3
6	Data Entry (MSB)	83	General Purpose Button 4 (on/off) Roland Tone level 4
7	Volume (MSB)	84	Portamento Amount
8	Balance (MSB)	85-90	Undefined
9	Undefined	91	Reverb Level
10	Pan position (MSB)	92	Tremolo Level
11	Expression (MSB)	93	Chorus Level
12	Effect Control 1 (MSB)	94	Detune Level
13	Effect Control 2 (MSB)	95	Phaser Level
14	Undefined	96	Data Button increment
15	Undefined	97	Data Button decrement
16-19	General Purpose	98	Non-registered Parameter (LSB)
20-31	Undefined	99	Non-registered Parameter (MSB)
32-63	Controller 0-31	100	Registered Parameter (LSB)
64	Hold Pedal (on/off)	101	Registered Parameter (MSB)
65	Portamento (on/off)	102-119	Undefined
66	Sostenuto Pedal (on/off)	120	All Sound Off
67	Soft Pedal (on/off)	121	All Controllers Off
68	Legato Pedal (on/off)	122	Local Keyboard (on/off)
69	Hold 2 Pedal (on/off)	123	All Notes Off
70	Sound Variation	124	Omni Mode Off
71	Resonance (Timbre)	125	Omni Mode On
72	Sound Release Time	126	Mono Operation
73	Sound Attack Time	127	Poly Mode
74	Frequency Cut-off (Brightness)		
75	Sound Control 6		
76	Sound Control 7		

## ListView - Tab Register – Others – Process Events

### Process Events -> Select a Process!

#### Move Channel

It is easy to move one channel to another.

Be sure that the target channel is empty. The target channel would be overwritten. The based Channel would be cancelled.

#### Move from

#### Move to

### Change Channel for Selected Events

Is moving the selected events to another Channel.

#### Change Controller

Changes all events for the selected Controller type to another Controller.

Be careful by using that changing.

#### Convert Kar Lyrics to MIDI Lyrics

That command works if you click on it. Use „undo“ if that was wrong.

#### Convert Markers to Lyrics

That command works if you click on it. Use „undo“ if that was wrong.

### Copy a Channel to Another Channel

You can copy all channel events to another. All events will be added into the target channel.

#### Copy Selected Events to New Time/Channel

Mark any events and copy that to another time or/and another channel.

#### Fade Volume In/Out

Fade In or Out volume till end of measure.

Fade Volume In/Out- modifies the volume of all channels starting at the designated MBT. Ensure that space is available: Fade in takes three measures, fade out takes six measures.

## Fade Volume In/Out Custom

Fade In or Out volume till end of selected MBT.

## Fade Expression In/Out

Fade In or Out expression till end of measure.

## Fade Expression In/Out Custom

Fade In or Out expression till end of selected MBT.

## Import Clip/File Channel

- Select any file to be imported beginning in the defined destination MSB.
- Define to delete non channel events or not.
- Define destination channel or not.

Also, complete files can be imported.

For example, SysEx-settings for CSP-170 and Smart Pianist.

## Import Style Section

- Select any style file to be imported beginning in the defined destination MSB.
- Define to delete non channel events or not.
- Define destination channel or not.

## Insert Count In

Insert Count In- adds measures of count in drum events to the beginning of the file.

## Insert Empty Measures

Insert empty measures from/to MBT. Process Events/ Insert Empty Measures- Add space between a starting and ending MBT by shifting existing events.

## Insert Controller Sweep

Continuous Up/down ramps of Pans, expression, modulation, volume, brightness, etc, are often encountered in modern music (e.g., dance).

Insert Controller Sweep allows selecting creating these anywhere within a file with the slope and values entered by the user.

## Move MBT of Selected Events by Delta Time

All marked events will be changed the selected time earlier or later in the same steps.

## Move All SysEx to Measure 1

Attention! Working starts direct after click.

All SysExes which are in the first measure will be sorted and renumbered.

## Move Selected Events to begin at an MBT

Select events and Click, define the MBT starting and click again.

## Remove a Channel's Events

Select the Channel and click for deleting all events in that channel.

## Remove Events in Measures

Select the Start- and End time and click for removing the events in that range.

## Remove All Aftertouch Events

Attention! Working starts direct after click. Removes all Aftertouch Events.

## Remove Keyboard Voice Events

Attention! Working starts direct after click.  
Removes all Keyboard Voice Events.

## Slow Tempo (Ritardando)

Attention! Working starts direct after click.

Slow Tempo (Ritardando)- inserts tempo events at the end of the file to emulate the instrument's live Ritardando function.

## Scale Tempo for Selected Time

Define the Starting and the Ending Tempo.  
Ritardando Typically scales tempo by 30% over 5-7 measures.

## ListView - Tab Register – Others – Note Editing

### Select Note Events

Define a note and a channel and Press Ok. All notes of the channel are selected.  
For example: Can be used to transfer notes in a different channel or delete them.

### Insert Multiple Notes

This event opens a form where you can fill in notes in different measures and channel, with location, velocity and length step by step.  
After pressing „Ok“ the form stays open till you close it.

### Change Velocity of Selected Notes

Here you can edit the value for velocity per +-amount, per value or per percent.

### Change Length of Selected Notes

Here you can edit the value for length of a note per beats, per value or per percent.

Command Input  
*frmListView.OtherProcessRemove...*

Channel: 1

Ok Close

Command Input  
*Paste Starting At*

Measure: 001 Beat: 1 Ticks: 0000

Ok Close

Command Input  
*frmListView.RemoveMeasures*

Starting Time  
Measure: 001 Beat: 1 Ticks: 0000

Ending Time  
Measure: 001 Beat: 1 Ticks: 0000

Ok Close

Command Input  
*Scale Tempo*

Starting Tempo: [ ]

Ending Tempo: [ ]

Ritardando  
Typically scales tempo by 30% over 5-7 measures

Ok Close

Command Input  
*Insert Multiple Notes*

Measure: 017 Beat: 3 Ticks: 0948

# of Measures: 1

Location: Beat

Note: 87

Channel: 10

Velocity (0-127): 80

☒ Length: (1920 per Beat) 480

☐ Beats: (1=quarter note) 0.25

In events of the same time  
☐ Set first ☒ Set last

Ok Close

Command Input  
*Select All Specified Notes*

Note(or NA): E3

Channel(or NA): 1

Note: You cannot select NA for both criteria.

Ok Close

ChangeNoteVelocity

Amount: 100

☐ Value (+-amount)

☒ Value (0-127; 0=delete)

☐ Percent (100=no change; 0=Delete)

Ok Cancel

ChangeLength

Amount: 100

☐ Beats (1=quarter note)

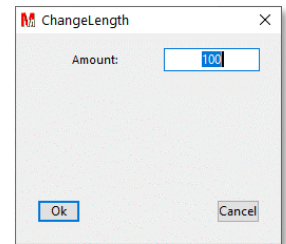
☒ Value (1920=quarter note)

☐ Percent (100=no change; 0=Delete)

Ok Cancel

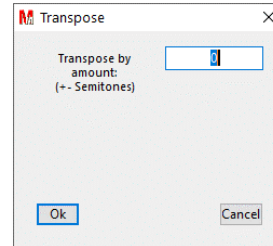
## Change Notes with Zero Length

Here you can edit notes with zero length to any value.



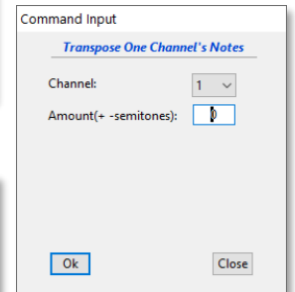
## Transpose Selected Notes

Here you can transpose selected notes by +/- semitones.



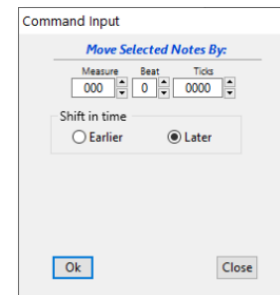
## Transpose Notes of one Channel

Here you can transpose selected notes of one channel by +/- semitones.



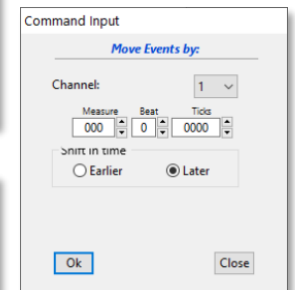
## Move Selected Notes

Here you can move selected notes by MSB-values.



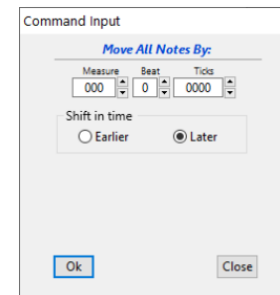
## Move one Channels Notes

Here you can move all channel notes by MSB-values.



## Move All Notes

Here you can move all MIDI-Notes by MSB-values.



## Delete Selected Notes

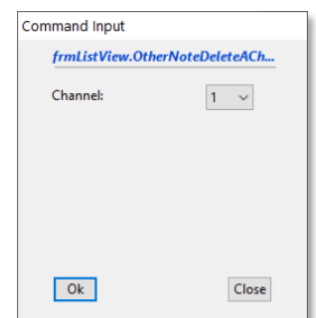
Here you can delete selected notes.

## Delete Selected Short Notes

Here you can delete selected short notes.

## Delete A Channels Notes

Here you can delete all notes out of a channel.



## Note Clean Up

Deletes all notes with zero duration and combines notes with the same MIDI-channel and note-value that overlap.

## Delete All Overlapping Notes

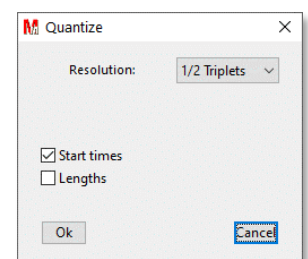
Here you can delete all overlapping notes.

## Combine Overlapping Notes

Here you can combine all overlapping notes.

## Quantize All Notes and Quantize Selected Notes

Here you can quantize all or selected notes.

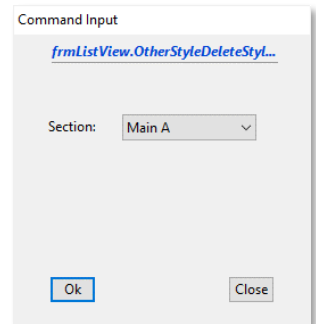


## ListView - Tab Register – Others – Style Editing

Is only visible if a Style-File is opened.

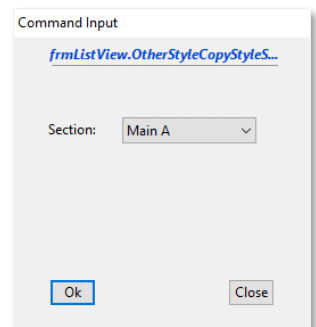
### Delete Style Section/MIDI Marker

Here you can delete the choosen Section.



### Copy Style Section/MIDI Marker

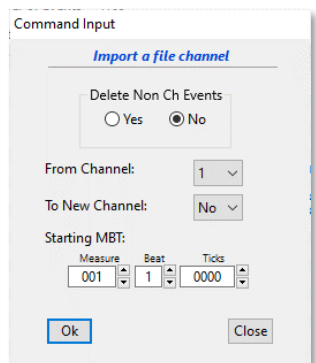
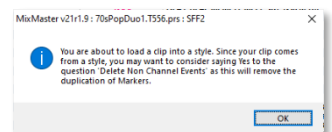
Here you can copy the choosen Section.



### Import and Replace a Channel

Here you can import datas from another file.

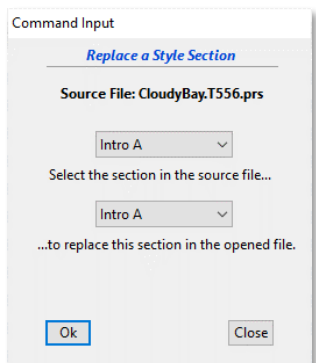
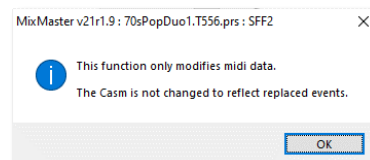
- Select the file to be imported
- Select setting for delete Non-Channel-Events
- Select Channel to be imported
- Select target channel
- Set Starting MBT



### Import and Replace a Style Section

Here you can import datas from another file.

- Select the File to be imported
- Select Style-Section to be the source file
- Select section to be replaced



## MM Undo button

To restore last made data edits, depress the MM Undo button.

## Note View

This view provides a listing of the note events and a corresponding „piano roll“ display. It is most convenient for note editing

NoteView -11 Ave Maria Trad.mid Number of Events = 1576

Copy/Paste/Delete/Select Insert Process/Edit ShrinkScreen NormalScreen FullScreen

1 beat= 1/4 Note 0.5 beat= 1/8th Note 0.25 beat= 1/16th Note

**NoteView Data List**

M:B:T	Channel-Instrument	Note	Vel	Beats
002:1:0000	2-WW-ClassicalOboe	D2 (#50)	64	4.0000
002:1:0000	3-WW-Clarinet	F3 (#65)	64	4.0000
002:1:0000	5-BR-FlugelHorn	D3 (#62)	64	4.0000
002:1:0000	6-GU-NylonGuitar	D2 (#50)	64	2.0000
002:1:0000	7-BA-FretlessBass	D1 (#38)	64	2.0000
002:1:0640	6-GU-NylonGuitar	A2 (#57)	64	0.3333
002:1:1280	6-GU-NylonGuitar	D3 (#62)	64	0.3333
002:2:0000	6-GU-NylonGuitar	F3 (#65)	64	0.3333
002:2:0640	6-GU-NylonGuitar	D3 (#62)	64	0.3333
002:2:1280	6-GU-NylonGuitar	A2 (#57)	64	0.3333
002:3:0000	6-GU-NylonGuitar	D2 (#50)	64	2.0000
002:3:0000	7-BA-FretlessBass	D1 (#38)	64	2.0000
002:3:0640	6-GU-NylonGuitar	A2 (#57)	64	0.3333
002:3:1280	6-GU-NylonGuitar	D3 (#62)	64	0.3333
002:4:0000	6-GU-NylonGuitar	F3 (#65)	64	0.3333
002:4:0640	6-GU-NylonGuitar	D3 (#62)	64	0.3333
002:4:1280	6-GU-NylonGuitar	A2 (#57)	64	0.3333
003:1:0000	2-WW-ClassicalOboe	D2 (#50)	64	4.0000
003:1:0000	3-WW-Clarinet	G3 (#67)	64	3.3333
003:1:0000	5-BR-FlugelHorn	Bb2 (#58)	64	4.0000
003:1:0000	6-GU-NylonGuitar	G1 (#43)	64	2.0000
003:1:0000	7-BA-FretlessBass	G0 (#31)	64	2.0000
003:1:0640	6-GU-NylonGuitar	Bb2 (#58)	64	0.3333
003:1:1280	6-GU-NylonGuitar	D3 (#62)	64	0.3333
003:2:0000	6-GU-NylonGuitar	G3 (#67)	64	0.3333
003:2:0640	6-GU-NylonGuitar	D3 (#62)	64	0.3333
003:2:1280	6-GU-NylonGuitar	Bb2 (#58)	64	0.3333
003:3:0000	6-GU-NylonGuitar	G1 (#43)	64	2.0000
003:3:0000	7-BA-FretlessBass	G0 (#31)	64	2.0000
003:3:0640	6-GU-NylonGuitar	Bb2 (#58)	64	0.3333
003:3:1280	6-GU-NylonGuitar	D3 (#62)	64	0.3333
003:4:0000	6-GU-NylonGuitar	G3 (#67)	64	0.3333
003:4:0640	3-WW-Clarinet	G3 (#67)	64	0.3333
003:4:0640	6-GU-NylonGuitar	D3 (#62)	64	0.3333
003:4:1280	3-WW-Clarinet	F3 (#65)	64	0.3333
003:4:1280	6-GU-NylonGuitar	Bb2 (#58)	64	0.3333
004:1:0000	2-WW-ClassicalOboe	C2 (#48)	64	4.0000
004:1:0000	3-WW-Clarinet	E3 (#64)	64	4.0000
004:1:0000	5-BR-FlugelHorn	C3 (#60)	64	4.0000

☒ Play Note on left click

**Piano Roll**

Channel: 1-16 (All, None, Invert, Update)

Scroll Start: 1 Go < > + -

Start Location: Beginning

☒ Border

and includes many note processing functions. Each instrument is displayed in its own colour for ease in identification in the chart and data list.

- Colour may be removed using the *MixMaster* Options.
- The list may also be sorted by clicking on the column headers.
- When style files are viewed, the channel data also includes the part (bass, pad, etc) to which the channel is assigned.
- Note that these channels are usually played in response to different chord types (maj, min, aug, etc) and may be in different keys. Check the style's CASM section in MIDIPlayer or Style Dump to determine.
- For densely packed notes - uncheck the border checkbox. If there is enough screen space, drag the right side of the screen to make the piano roll area longer.
- To select what channels are displayed - check the desired Channel boxes, then Update. For a style, check the style part.
- To move around in the file - use the range and zoom control sliders.
- To begin with a style section or marker - select it in the Start Marker box.

## Edit Notes

All editing is done in the data list by right-mouse-click or using the text-menu items. There are several ways of editing data.



## Single Events

Right Click a list entry and select a Copy, Paste, Change or Delete editing function. This may be the fastest for simple editing

- Events Copy - Operates on one or more selected events.
- Events Paste - Select the location desired and Ok. To insert starting at an existing location, select an event then Paste.
- Change single note – MSB, Length, Note value, Channel and Velocity
- Delete Selected Events or right click on event(s) and choose Delete Selected Events.
- Play selected note

Command Input

**Edit Note Event**

Measure: 003 Beat: 2 Ticks: 1908

☐ Length (1920 per Beat) 780

☒ Beats (1=quarter note) 0.4062

Note: #45

Channel: 2

Velocity (0-127): 80

Ok Close

## Multiple Events

- Events Copy - Operates on one or more selected events.
- Inserting Notes, Click Track, Count In – Use the Insert menu item.
- Processing Functions - Use the Process/Edit menu item to copy, move, change, transpose, delete, perform note clean up and quantization, and more.

## Textmenu

### Copy / Paste / Delete / Select

#### Events Delete

Delete selected note(s)

#### Events Copy

Copies selected note(s). Operates on one or more selected events

#### Events Cut

Cut Out selected note(s)

Copy/Paste/Delete/Select Insert Process/Edit ShrinkScreen NormalScreen FullScreen

EventsDelete

Events Copy Ctrl+C

Events Cut Ctrl+X

Events Paste Ctrl+V

Events Paste and Repeat

Select Specific Notes

Note	Vel	Beats
C3 (#60)	54	0.9688
C1 (#36)	69	0.0083
Eb2 (#51)	48	0.0083
C0 (#24)	76	3.9896
C2 (#48)	63	1.9875
G2 (#55)	64	0.9688

002:1:0000 11/Bass - MV-Vintage Pick

002:1:0000 12/Chr1 - NOT ON MyCSP-170

002:1:0000 12/Chr1 - NOT ON MyCSP-170

#### Events Paste

Select the location desired and choose Copy or Cut.  
To insert starting at an existing location use paste.

Command Input

**Title**

Measure: 6 Beat: 1 Ticks: 0010

Ok Close

#### Events Paste and Repeat

Fill in copied notes as often as you want.

Command Input

**Paste and Repeat**

Number of times: 1

Measures between: 1.00

Starting MBT:

Measure: 005 Beat: 1 Ticks: 0010

Ok Close

#### Select specific notes

You can select specific notes to work with.

Command Input

**Select All Specified Notes**

Note(or NA):

Channel(or NA): NA

Min Velocity (0=Ignore): 0

Max Velocity (0=Ignore): 0

Min Beat (0=Ignore): 0

Max Beat (0=Ignore): 0

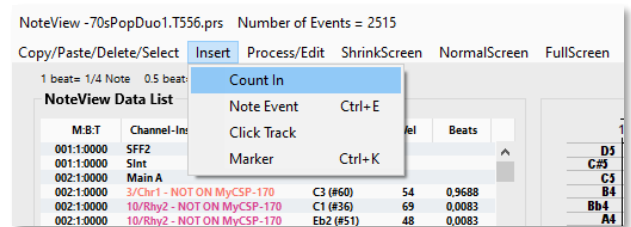
Ok Close



## Insert

### Count In

Inserts drum notes on the beginning of the midi.



### Note event

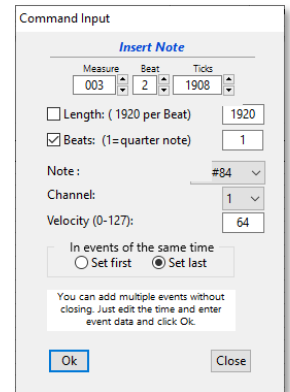
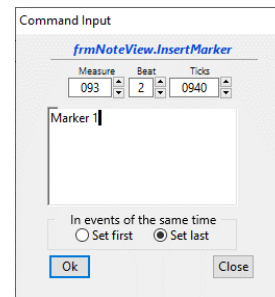
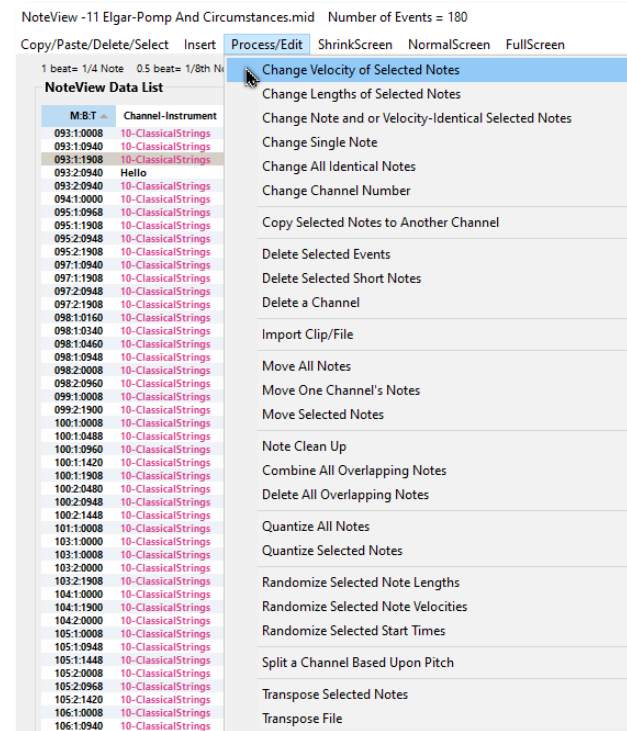
### Click track

Inserts a click in each measure.

### Marker

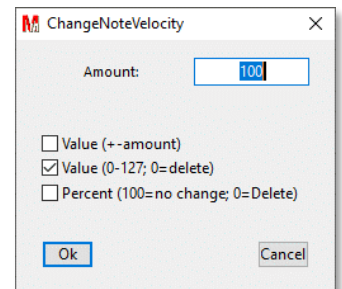
Inserts a marker at selected MBT.

## Process/Edit



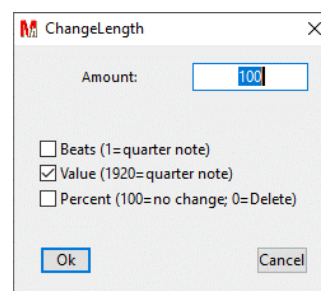
### Change Velocity of Selected Notes

Change velocity of selected notes.



### Change Length of Selected Notes

Change length of selected notes in Beats, Ticks or by percentage.



## Change Note and or Velocity-Identical Selected Notes

To change a note in a specific channel to another value and also their velocity.

## Change Single Note

To change a note in a specific channel to another value and velocity.

Command Input

**Edit Note Event**

Measure: 095 Beat: 2 Ticks: 1908

☐ Length (1920 per Beat) 392

☒ Beats (1=quarter note) 0.2041

Note: #50

Channel: 10

Velocity (0-127): 125

Ok Close

Command Input

**Change All Identical Notes**

Note To Change: [dropdown]

WithThis Channel: 10

Change Note To: D2 #50

Change Velocity %: 100  
(200=2X, 50=1/2X, 100=no change, 0=delete)

Select a Note before to preload Note/Ch.

Ok Close

## Change All Identical Notes

Select a note in a specific channel and change all of that note in the selected channel to another value and velocity.

Command Input

**Change All Identical Notes**

Note To Change: [dropdown]

WithThis Channel: 10

Change Note To: D2 #50

Change Velocity %: 100  
(200=2X, 50=1/2X, 100=no change, 0=delete)

Select a Note before to preload Note/Ch.

Ok Close

## Change Channel Number

Select a channel by number and change it to another channel.

**Channel Change**

Channel to change: 0

Ok Cancel

**Channel to change to**

New channel number: 3

Ok Cancel

## Copy Selected Notes to Another Channel

Select several notes and copy it in another channel.

Command Input

**Copy Events To New Channel**

Measure: 001 Beat: 1 Ticks: 0000

New Channel: 10

Ok Close

## Delete Selected Event

Exent removes the selected notes with no message.

## Delete Selected Short Notes

Removes notes shorter than the specified duration in Pop-Up-Form.

**Delete short notes**

Notes shorter than: 100  
(1920 = a quarter note)

Ok Cancel

## Delete a Channel

Removes all events for a single channel.

Command Input

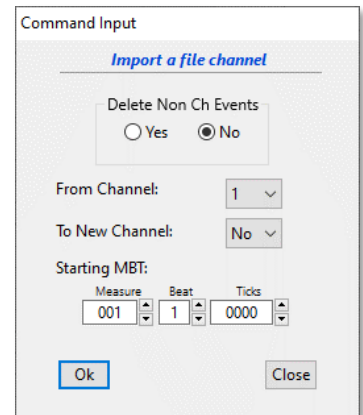
**frmListView.OtherNoteDeleteACh...**

Channel: 1

Ok Close

## Import Clip/File

Select a file in Windowsfiles and import the events inside to the opened MIDI.  
 Define Delete Non Channel Events to Yes or No.  
 Select the Channel want to import.  
 Select the target channel.  
 Define the Starting MBT.



Command Input

**Import a file channel**

Delete Non Ch Events  
☐ Yes ☒ No

From Channel: 1

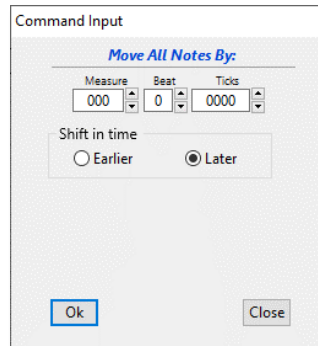
To New Channel: No

Starting MBT:  
 Measure: 001 Beat: 1 Ticks: 0000

Ok Close

## Move All Notes

Moves all notes to selected MBT-Position.



Command Input

**Move All Notes By:**

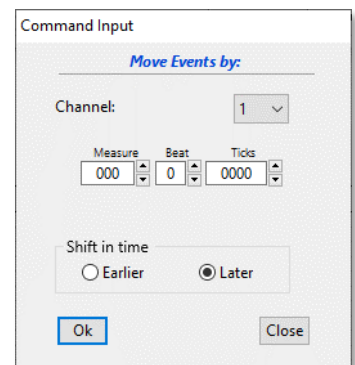
Measure: 000 Beat: 0 Ticks: 0000

Shift in time  
☐ Earlier ☒ Later

Ok Close

## ove All Notes

Moves all notes in a chjannel to selected MBT-Position.



Command Input

**Move Events by:**

Channel: 1

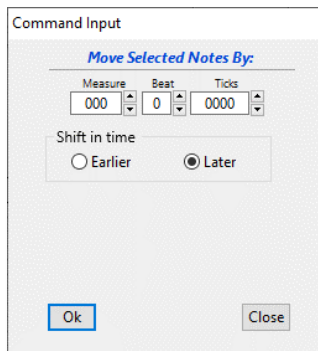
Measure: 000 Beat: 0 Ticks: 0000

Shift in time  
☐ Earlier ☒ Later

Ok Close

## Move Selected Notes

Moves selected notes to defined new MBT-Position.



Command Input

**Move Selected Notes By:**

Measure: 000 Beat: 0 Ticks: 0000

Shift in time  
☐ Earlier ☒ Later

Ok Close

## Note Clean Up

Deletes all notes with zero duration and combines notes with the same MIDI-channel and note-value that overlap.

## Combine Overlapping Notes

Combines notes with the same MIDI-channel and note-value that overlap in time. Results in one longer note.

## Delete Overlapping Notes

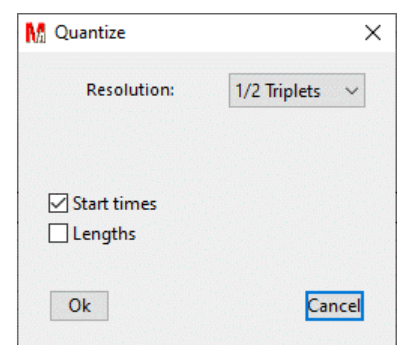
Deletes notes with the same MIDI-channel and note-value that overlap another note. Results in keeping the first note.

## Quantize All Notes

Adjusts the start time and/or duration of all notes to the resolution selected. Useful for correcting files with inadequate time synchronization.

## Quantize Selected Notes

Adjusts the start time and/or duration of selected notes to the resolution selected. Useful for correcting files with inadequate time synchronization.



Quantize

Resolution: 1/2 Triplets

☒ Start times  
☐ Lengths

Ok Cancel

## Randomize Selected Note Length

## Randomize Selected Note Velocities

## Randomize Selected Note Start Times

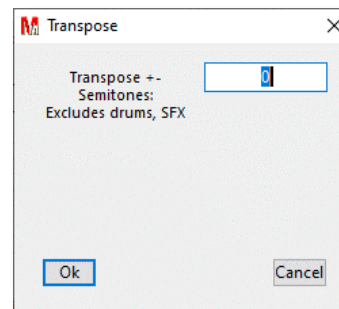
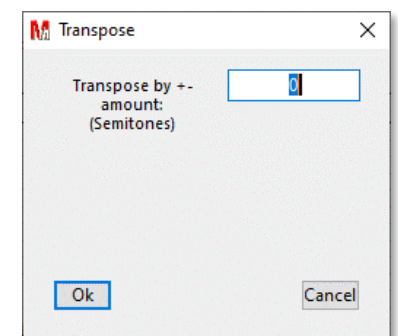
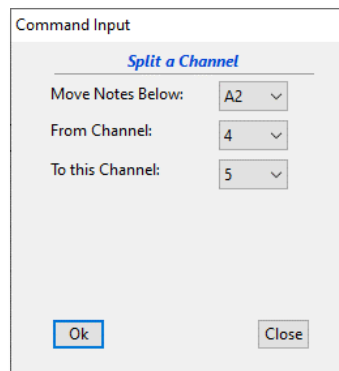
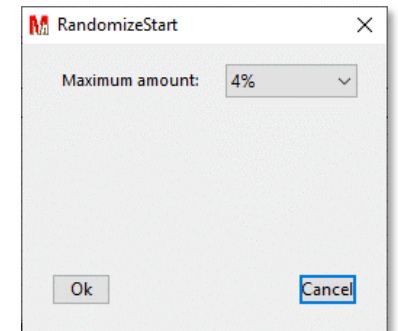
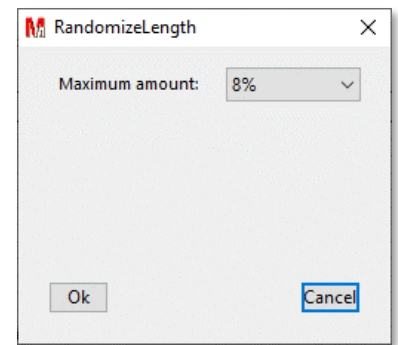
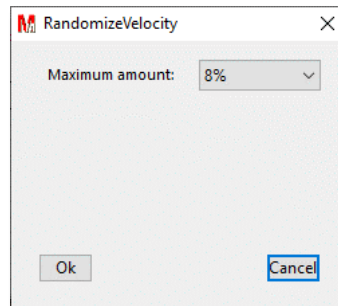
## Split a Channel Based Upon Pitch

## Transpose Selected Notes

Changes any selected events.

## Transpose File

Changes any selected events, excludes channels assigned to drum or sound effects.



## Playing a Selected Note

The selected note can be played by either left clicking the event, or right clicking the event and choosing Play Note. The voice, volume and duration reproduced are those specified at that selected location in the file.

To disable the left click function, unclick the "Play Note" box at the bottom of the screen.

## Shrink Screen

The size of the width gets a smaller size as the MainWindows.

## Normal Screen

The size of the width gets a larger size, nearly the size of the MainWindows.

## Full Screen

The size of the width gets a big size, nearly the size of the Full Windows.

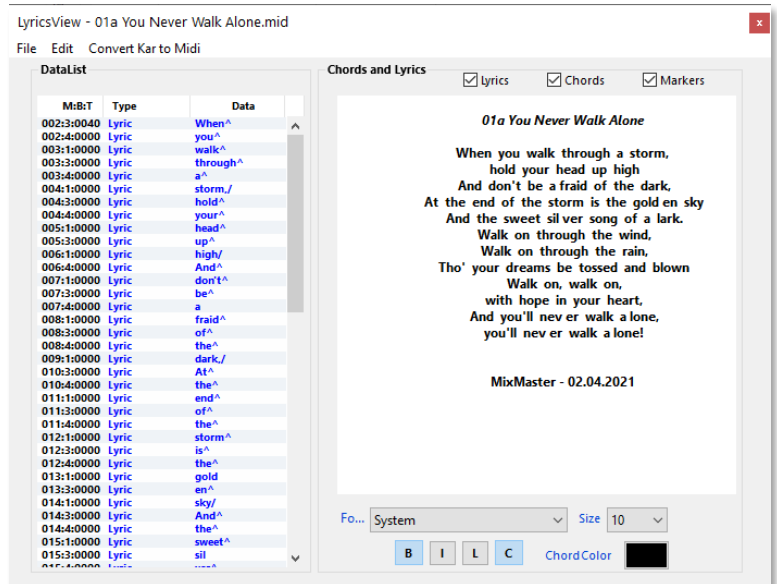
## Lyrics View

This view provides a listing of **chord**, **marker** and **lyric events** and a formatted text display. Use the checkboxes above the text display to limit the information.

Edit facilities include: Copy/Paste, Delete, Modify, Insert Chord, Insert Lyric, and convert from Kar format.

[Markers](#), often used for performance notes, etc., may be added in [ListView](#) using the Insert MIDICmd/ Insert Marker or Insert Marker/Preset menu items.

Controls are provided for justifying the data, altering the font and changing the colour of the chord.



## Textmenu – File

### Page Setup

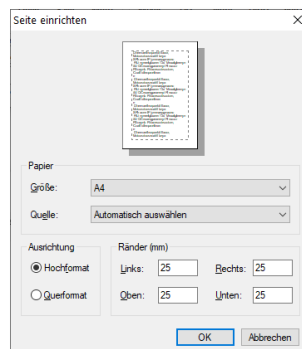
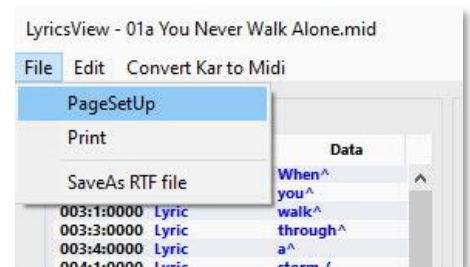
To define the Pagesetup for printing. You can set Papersize, Borders and printing papersource.

### Printing

Print the chords, lyrics and markers.

### SaveAs RTF-file

Save the chords, lyrics and markers.



## Textmenu – Edit

### Delete Event

Cancel the marked lyricline.

### Modify Event

Change the lyricline.

### Copy Events

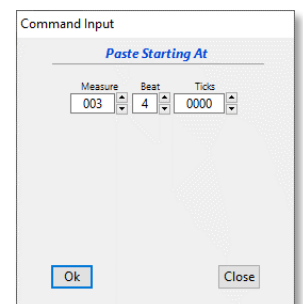
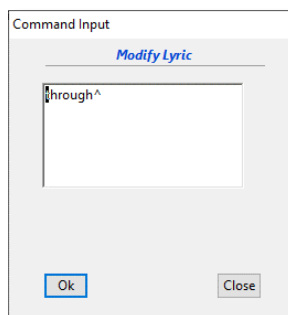
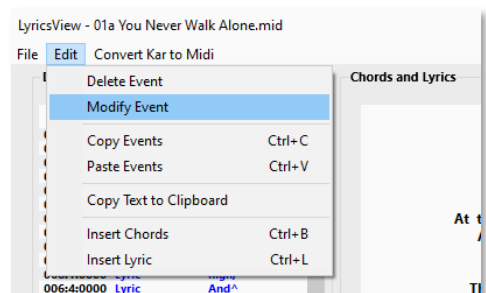
Copy the lyricline.

### Paste Events

Paste the copied lyricline.

### Copy Text to Clipboard

The formatted text display can be copied to or from (right click the lyric editing window) the clipboard, saved as a text or rtf file, or be printed.



## Insert Chords

Define the chord in the popupform and paste it into the MBT. You can add multiple events without closing. Just edit the time and chord and click Ok.

## Insert Lyric

Define the lyric in the popupform and paste it into the MBT.

Right Click to enter text from the clipboard.

You can add multiple events without closing. Just edit the time and enter event data and click Ok.

Command Input

**Insert Chord**

Measure: 003 Beat: 4 Ticks: 0000

Chord: C / Bass: Maj

In events of the same time  
☐ Set first ☒ Set last

You can add multiple events without closing. Just edit the time and chord and click Ok.

Ok Close

Command Input

**frmLyricsView.InsertTextEvent**

Measure: 003 Beat: 4 Ticks: 0000

In events of the same time  
☐ Set first ☒ Set last

Right Click to enter text from the clipboard.  
 You can add multiple events without closing. Just edit the time and enter event data and click Ok.

Ok Close

## Textmenu – Convert Kar to Midi

All Textlines are converted into Lyrics without any comment.

## Voices View

The VoiceView is available when any view is active. It displays all the voices changes in the open file and identifies any that are missing in the selected MIDI.

This is the most convenient screen for changing voices.

Use the Find buttons to search for any voice by any text included in the voice name. Voices View is also opened by clicking the voice name in Mixer View and in this case only displays the voices for that channel.

This allows viewing and editing all the voices used in the opened file.

Voices that are not in the used instrument are displayed in blue and are preceded by „!!“. If there is a voice listed, it indicates that the voice is available other instruments. Use the button at the bottom of the screen to display the model numbers.

A voice with no name e.g. !! [063001002], could belong to another manufacturer, be a GM2 voice (120,121) which might be in the instrument, or a Tyros expansion voices (063).

To change a voice, select the line in the data list and choose a replacement from the new voice box below.

To search for a voice, enter a search term (e.g., flute, distortion, Mega, etc), in the Search For box, then Find First. Use Find Next to see subsequent entries.

To record a selection, depress Selected Item, All (occurrences) for this Voice, or All (occurrences) for this Channel.

To insert the selection as a new item, click Insert. To sort the voice list, click the column header. To invert, click a second time.

VoicesView - 01 You Never Walk Alone.mid

MBT	Section Ch/Part	Voice Name [MSB LSB PC]
001:2:0040	1	PI-CFXGrand [108000000]
001:2:0240	2	PI-CFXGrand [108000000]
001:2:0240	3	PI-CFXGrand [108000000]
001:2:0240	7	ST-Strings [000117049]
001:2:0640	5	ST-Strings [000117049]
001:2:1240	8	PI-CFXGrand [108000000]
001:2:1440	9	PE-BrushKit [127000040]
001:2:1640	10	StandardKit1 [127000000]
001:3:0040	11	PI-CFXGrand [108000000]
001:3:0440	12	BR-Horns [104000060]
001:3:0840	13	PI-CFXGrand [108000000]
001:3:1240	14	BR-HyperBrass [000118062]
001:3:1560	15	PE-Timpani [000112047]
001:4:0120	16	PI-CFXGrand [108000000]

Items with !! are missing on the selected instrument!

**New Voice**

PI-CFXGrand [108000000] New Voice

Find First Search For Find Next

Update

Selected Item All for this Voice All for this Ch

Insert Delete



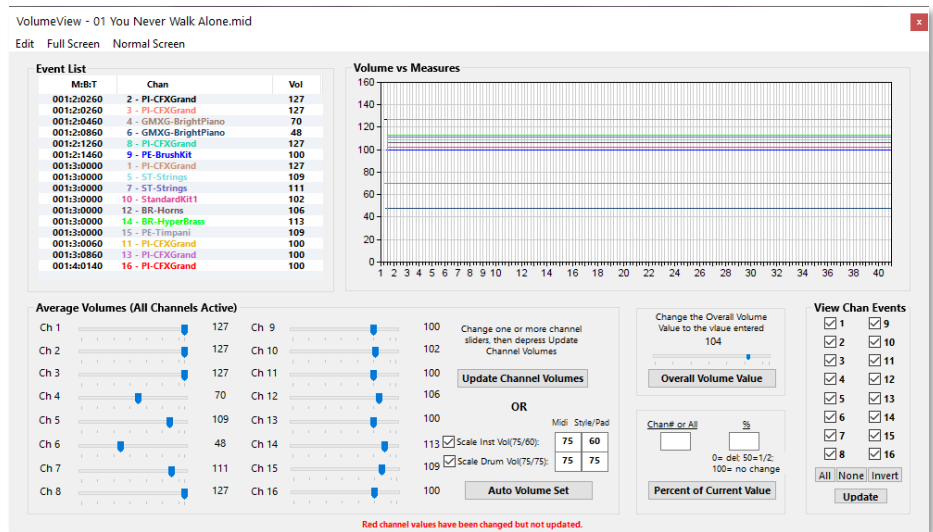
## Volume View

Displays a selectable set of channel volumes and the average volume associated with each channel and the file. This view allows detailed editing of the volume setting in the opened file.

### Event List

The Event List shows all the MIDI events, the Eventtime, the Channel and the volume values.

It can be sorted by time, channel or volume values by clicking on the appropriate column heading.



### Volume vs Measures

All channels changes at measuretime are shown here.

### Average Volumes

The lower porting of the view displays the average volume associated with each channel and the complete file. Slider controls provide a convenient means of adjusting any of volume settings.

### View Chan Events

The View Chan Events checkboxes allow selection of the channels displayed.

### Textmenu

To edit (Copy, Paste, Delete, Insert, Modify), select an item on the list and depress the Edit menu item.

### Change Overall Value

To scale the average volume for all channels, click the Change Overall Volume button. This usually is the best option for MIDI and style files when the most likely problem is that they are too loud or too soft. To adjust each channel to a percentage of its current value, use the Percent of Current Value facility.

### Update Channel Volumes

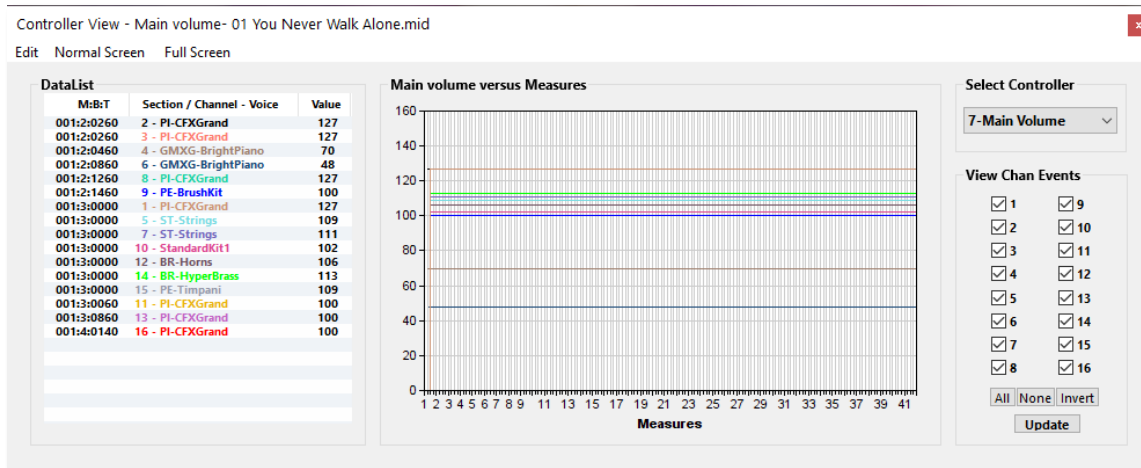
Use the individual channel sliders and the Change Channel Volumes to adjust the volume of individual channels. The MIDI and style volume set values are somewhat arbitrary and depend upon the instrument used, the file type (MIDI song or style), the type of music and user preference. 'Typical settings' for the general compatibility with *Yamaha Tyros* styles and MIDI's made on the PSR are. MIDI song average: 75, MIDI rhythm channel: 75, Style average: 60, Style rhythm Channel: 75.

The display for style files includes an identification of the PSR part (e.g., Bass) generated by that MIDI channel. Usually, several MIDI channels played on the same PSR part channel depending upon the type of chord (major, minor, dim, etc.), and should be adjusted to the same level.

- By Overall Average Volume.
- By Percent of Current Value.
- By individual Channel.
- By Average of Voice Type (inst – drum).



## Controls View



Displays and provides editing facilities for a one or more channels of any of 20 controllers pan, expression, etc.

It is like the controller sections in Mixer View but is larger and is assignable to controllers such as sustain, soft pedal, and portamento that are not available on the channel mixer panels in Mixer View.

Controller View displays and provides editing facilities for a one or more channels of a selected controller (pan, portamento, volume, modulation, pedal .. 20 in all) in a graphical representation.

The event and graphical display are determined by the Select Control and the View Channel Events checkboxes.

Editing tools for inserting, modifying, deleting, copying and pasting all events in the display are available using the Edit menu and right clicking the desired item(s).

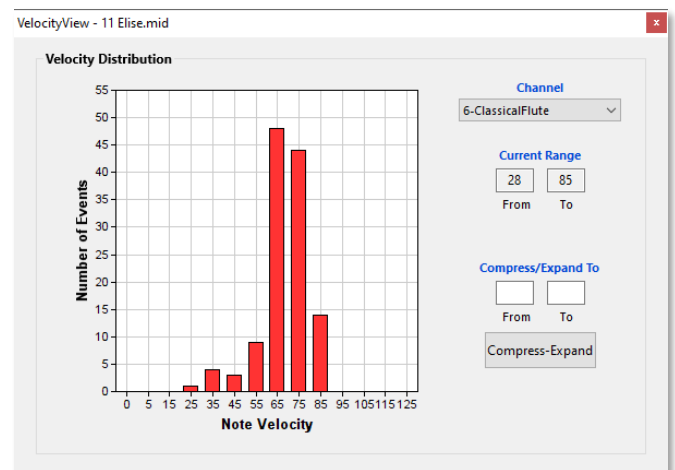
**Note:** Auditioning for an individual instrument channel while a file is playing is provided by moving the sliders on Mixer View. Recording of slider changes may be accomplished using the Photo/Snapshot controls.

## Velocity View

Displays a histogram (the number of velocity events in successive ten-point velocity ranges) for a selected channel and allows expanding or compressing the range as desired.

Velocity is a note setting that indicates of how hard the note was initialled, plucked or struck. In a performance, velocity is used to vary the sound volume and sometimes timber or frequency.

Usually there is a distribution of velocities for a given instrument channel. This range is displayed and can be expanded or compressed in Velocity View by selecting the channel, a new min-max range, and depressing the Compress/Expand button.



## Channel View

Displays and edits controller settings in a tabular format like the Track View in other MIDI editing programs.

ChannelView - 11 Elise.mid

A "D" following a value is the Yamaha instrument default used if the file does not specify a setting.

Channel	Voice	Volume	Pan	Brightness	Harmonic	Rel Time	AttkTime	PortTime	Reverb	Chorus	DSP1
1	Boesendorfer	127	64	64	64	64	64	0D	60	0	0
2	Boesendorfer	127	64	64	64	64	64	0D	60	0	0
3	Boesendorfer	54	64	64	64	64	64	0D	5	0	0
4	ClassicalOboe	110	64	64	64	64	64	0D	60	0	0
5	Strings	110	64	64	64	64	64	0D	127	22	0
6	ClassicalFlute	113	64	64	64	64	64	0D	127	0	0
7	Strings	110	64	64	64	64	64	0D	64	0	0
8	Boesendorfer	127	64	64	64	64	64	0D	90	0	0
9	BrushKit	127	64	64	64	64	64	0D	60	0	0
10	StandardKit1	127	64	64	64	64	64	0D	60	0	0
11	Pizzicato	106	96	64	64	64	64	0D	60	0	0
12	GM&XG-FrenchHorn	109	32	64	64	64	64	0D	127	22	0
13	Boesendorfer	127	64	64	64	64	64	0D	60	0	0
14	Boesendorfer	127	64	64	64	64	64	0D	60	20	0
15	Boesendorfer	127	64	64	64	64	64	0D	60	0	0
16	Boesendorfer	127	64	64	64	64	64	0D	60	0	0

Pan: 0=L63 64=Center 127=R63 ; Brightness-Harmonic-Release-Attack: 0=-63 64=0 127= 63 ; Portamento: 0-63=Off 64-127=On ; Others: 0-127= value

Channel View displays and supports editing of controller-based events in a format like many sequencer and MIDI editing programs. It has the advantages of displaying all data simultaneously and includes attack time and other settings that are not appropriate for the sliders used on Mixer View and Controller View.

Settings are automatically updated if Channel View is opened before a file is played.

To view and edit the MIDI data, click on a voice or value setting. This will display the appropriate Voice or Event View for that channel. Note: a value followed by an uppercase "D" indicates a PSR/Tyros default setting and a specific MIDI command is not actually in the data file.

To Copy, Move or Delete a channel, click the number in the Channel column.

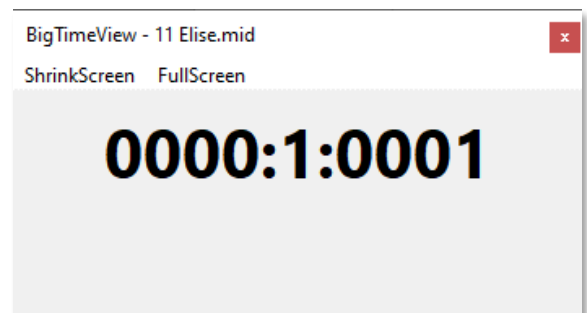
To mute channels using event data, reduce their volumes to "0". To change the pitch to duplicate a Key+ setting, use the ListView/Note Editing/Transpose Notes of One Channel menu item.

## Big Time View

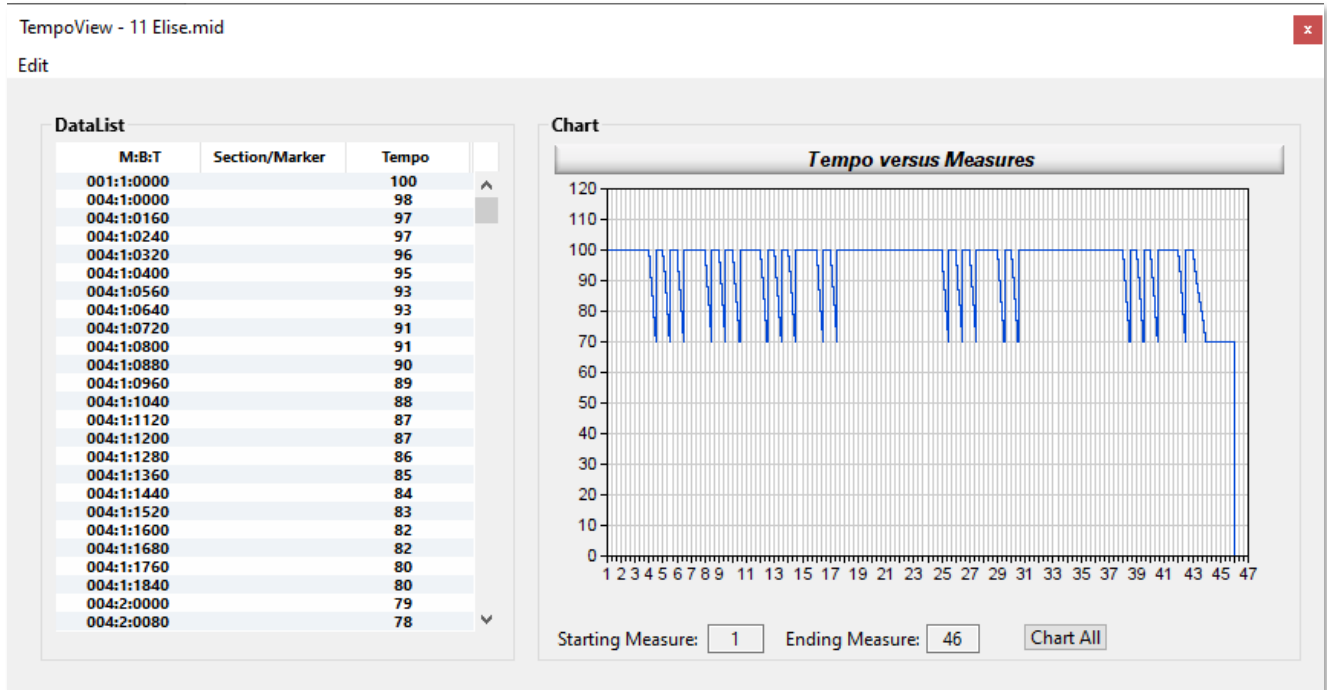
displays the Now time and the current beat in a separate screen that can be expanded to the size of the monitor. It is useful for keeping time in band/choir applications.

This view displays the Now time and the current beat in a separate screen that can be expanded to the size of used monitor. It is useful for keeping time in band/choir applications. Time-Signatures of up to 12 beats per measure are supported. To access, select the Views/Big Time menu item on the *MixMaster* menu bar.

Note: the beat display is generated by the playing file. If there is no event on a beat, the beat will not be displayed. Use NoteView/Insert Click Track to display all beats and NoteView/Insert Count in to assist in establishing group tempo.



## Tempo View



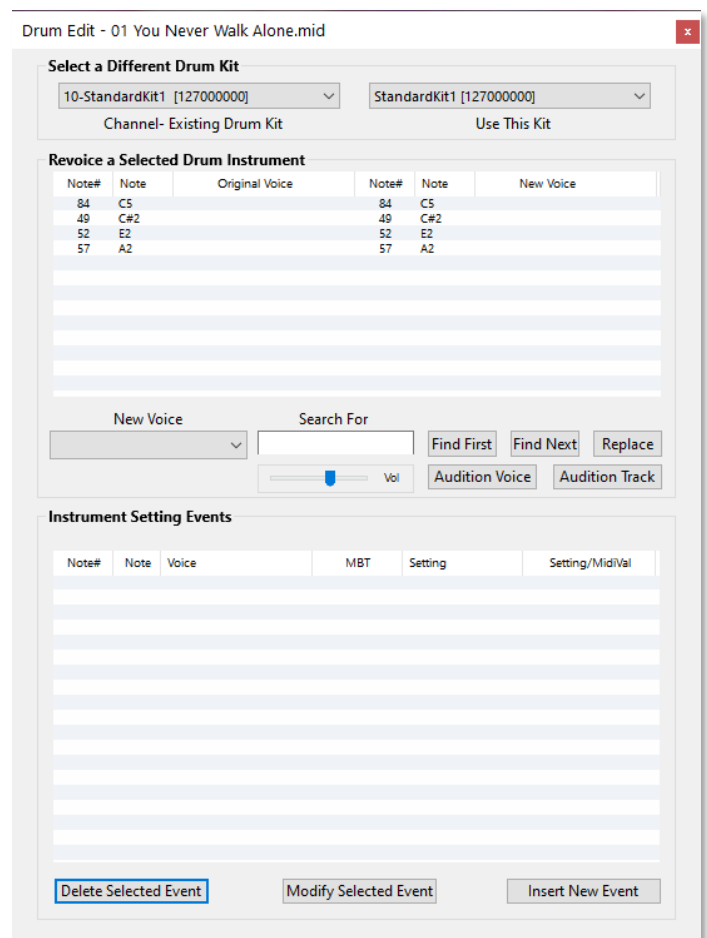
Provides a graphical representation of a file's tempo over the measures of a song, viewing fade in and ritardando and other tempo variations.

## Drumkit View

Drum Kit Voices View available from the All-Views menu item, displays a list of the drum instruments versus their note # and pitch. This is provided as a reference when editing drum note events in NoteView or drum kit setup events (pitch, volume, pan, reverb/chorus/dsp, cutoff, attack and decay) used for altering a drum kit's voices from within a MIDI or style.

This view, available from the AllViews menu item, displays the note#, note name and drum instrument for all the voices in a selected drum kit.

This information is useful when editing drum note events in NoteView or drum kit setup events (pitch, volume, pan, reverb/chorus/dsp, cutoff, attack and decay) used for altering a drum kit's voices from within a MIDI or style.



## Drum Edit View

Drum Edit View is a powerful way to display the drum voices that are in a kit and used by the file. Controls on the view enable changing the kit and/or reassigning the drum voices to other instruments.

This view greatly simplifies editing the drum kits and drum voices used in a file.

Start by selecting the drum channel to be edited. The initial display will show the current voice assignments using this kit. To change a voice, select the original voice then use the New Voice control and Update button to make a new assignment. The voice # 127 will preserve the note events in the file but prevent them from sounding when the file is played.

To change the kit used, selected it with the UseThisKit/Voice control. Voices with MSB= 126,127,120, 062 or voices with "Kit" in the voice name are displayed.

The voices will be updated to reflect the new kit and can be changed using the New Voice and Update controls. See Appendix G on how view kits that do not have note- key definitions or how to incorporate non PSR voices.

To control the characteristics (volume, pan, etc) of individual drum notes, delete/modify existing events or insert events using the Instrument Setting Events data list.

## DSP View

Displays all the effects available for the selected instrument and relevant for the filetype (MIDI, style, pad, voice) that is loaded. The edit button permits to Edit/Insert or Delete several parameters for the effects.

DSP view can be opened by the DSP View icon or by the menu AllViews – DSP View. In DSP View all the effects are listed. Reverb, Chorus and variation are always shown.

Only one (the selected) DSP will be displayed in the DSP box.

Only the DSP numbers that are available for the selected instrument or for the loaded file type (MIDI, style, pad or voice) are displayed. Changing instrument or loading another file type will change the available DSP numbers (instrument and file type is visible in the upper left corner for info).

Clicking on one of the edit buttons will open the Effect Edit window for the corresponding effect.

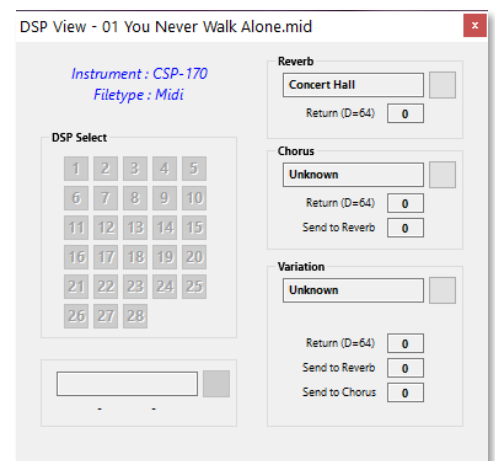
In this window it is possible to Edit, Insert or delete several effect parameters. The title bar of this window shows the effect that was chosen from the DSP View.

Numbering of the DSP's is different since the release of the Genos. The Genos can address 20 insertion effects. For MIDI files and voice files all the insertion effects can be used and will be named DSP1 ... DSP20. For style files only the first 8 insertion effects are used, and they will be named DSP21 ... DSP28. Variation effect for the Genos is no more called DSP1 as it was for the Tyros.

Tyros 5 has 6 insertion effects corresponding to DSP2 ... DSP7 (DSP1 = variation effect) when used in MIDI-Files and voice files. For style files Tyros 5 uses only the first two insertion effects and they correspond to DSP8 and DSP9.

## Effect Edit View

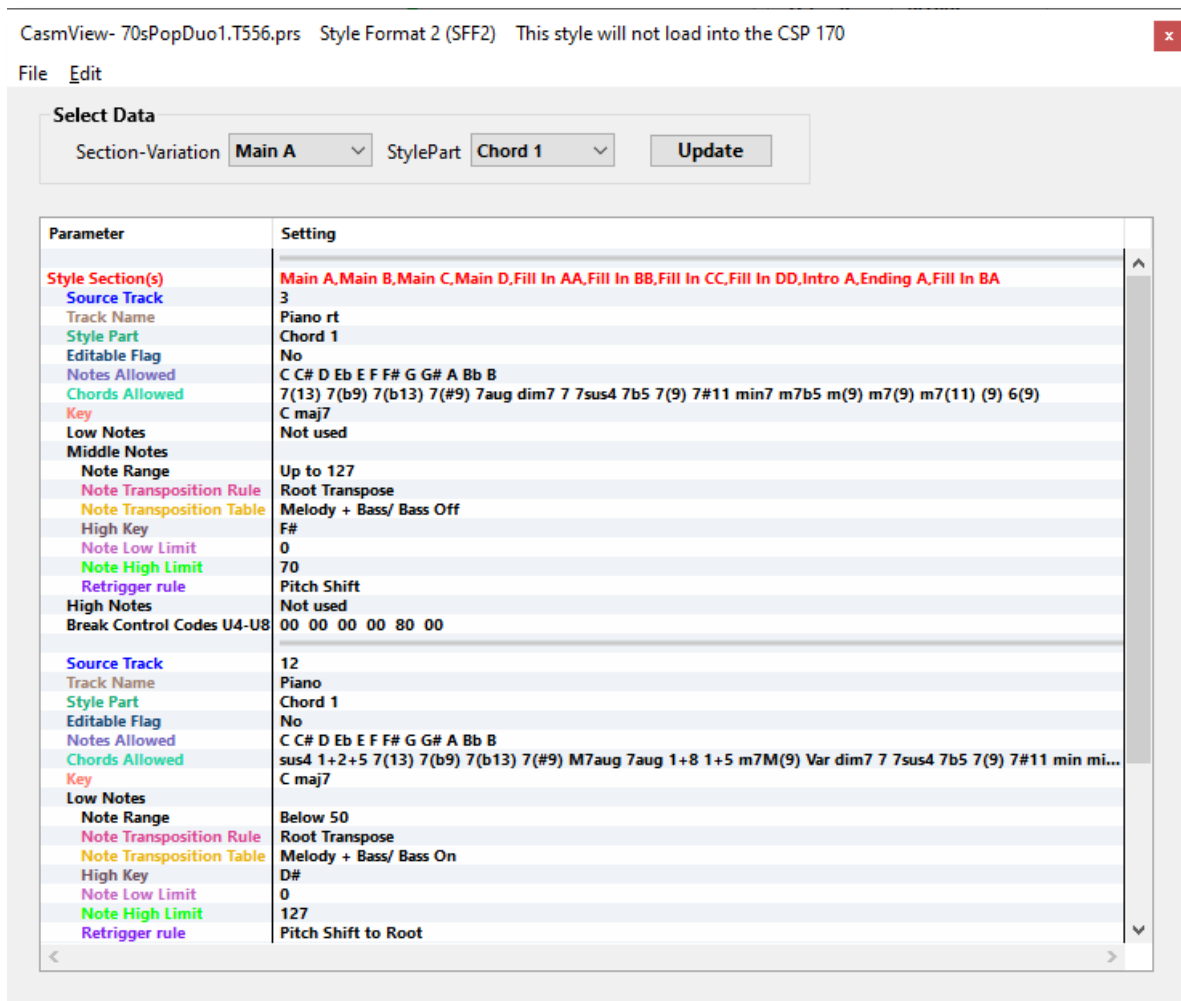
is the window that opens when an edit button in the DSP View is clicked. Depending on which button is selected the corresponding parameters are shown and can be Edited, Deleted or Inserted.



## CASM View

displays the type of CASM format (and a warning if it is not compatible with the instrument), and allows selection of the listing based upon Section (Main A. etc) and/or Part (Bass, etc.)

This view is available when a style file is opened.



Text in the window title area displays the format of the style file, and a warning if the file loaded is not compatible with the instrument selected.

Controls at the top of the screen allow selecting the Section (e.g., Intro C or All sections) and the part of the sections (e.g., Bass or All). Depress Update after making a choice to see the requested data.

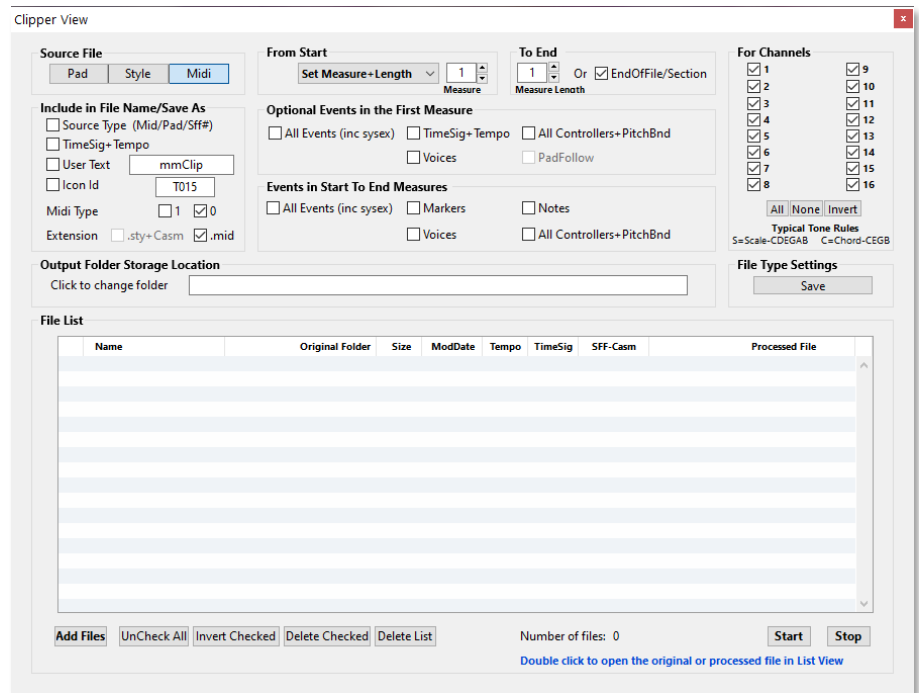
Data in the Chords Allowed setting area are often larger than the space available. To see the full list, double click the Chords Allowed line.

For a description of the settings, see instrument's instruction manual or the Style Files Description available here: <http://www.wierzba.homepage.t-online.de/stylefiles.htm>.

## Clipper View

While it is easy to make clips by copying and pasting events into a template, it is even easier with Clipper. This view allows selecting one or many files, the channels and events want to be stored, and auto processing them to clip files with a single click.

This view is available at any time. A file does not have to be opened.

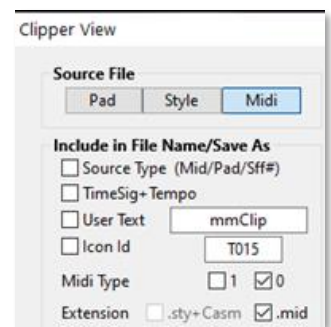


## First select the source file type

(Pad/Style/MIDI) with the control top left.

Pads that have a text event starting with CM is called Chord Follow . Values other than >0 use the CEGB pattern and can be used in styles to respond to chord changes. A value =0 indicates it is intended to be played without transposition. Pads that have a text event starting with RP is called Repeat and follows with settings for each of the four pads.

MIDIs or song files contain up to 16 channels, each one dedicated to an instrument. Ch 10 always =drums.



## Add Files to be processed to the File List

by depressing Add Files or dragging and dropping them to the file list area. Only files of the source type selected above will be accepted. The file list may be edited at any time by using the function buttons on the bottom left.

Not sure what a file contains? Double click the file listing to automatically view its contents in List View.

## Select the From Start, To End and For Channels

Pad files are short single voice phrases, and a channel is usually recorded to a clip file in its entirety, i.e., a start time of 001 and End of File are used.

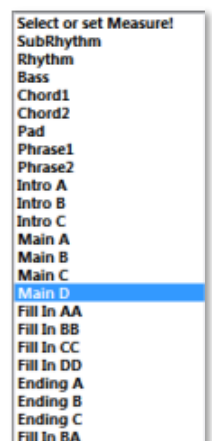


For styles use „Measure From“ and „Measure Length/ End of File“ to record specific sections.

Other choices available from the selector box include specific style Parts (e.g., rhythm, bass) using the single Cmaj7 channel by default.

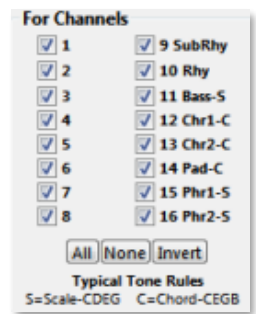
Selecting individual style channels makes it easy to create libraries of style rhythm(10), bass(11), chord (12&13), pad(14) and phrase (15 &16) clips. Choosing styles of only one type (e.g., Latin, ballroom, rock, etc) allows libraries to be built for specific genres as well.

Typically, for styles, channels 11-16 are in the key of Cmaj 7. Chs 9 & 10 (Rhythm) may have any note, whereas Chs12 &13(Chords) &14 (Pad) are allowed the Chord notes (CEGB), and Ch11 (Bass) &15-16 (Phrase) use Scale notes (CDEGAB.)



Channels 1-8, often in Cm7, are used to replace or augment the channels 11-16 when specific chords are played and require different CASM settings. Details of these assignments are shown in CASM View if the style is open in MM.

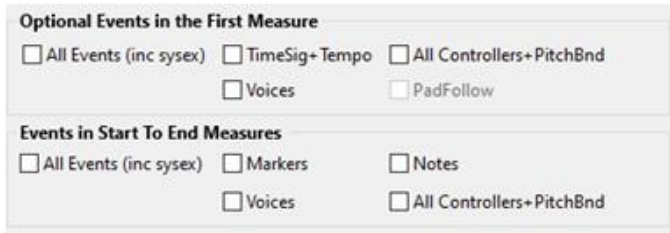
Selecting a Style Section records just individual sections such as Intro A, Main D etc. The default setting is all channels. This selection is an easy way to build a library of intros, fills, endings or main parts. Selecting one channel allows building clips of repeatable rhythm, bass, etc. parts.



## Select the Events to be stored

from the first measure and a later defined range

## In Optional Events in the First Measure



select the event to be copied from the first measure, regardless of the From Start – To End settings. Pads and styles usually have the voice and controller settings only in this measure and you may want to store these as text for reference's sake or as MIDI events if you want the clip to define its own settings. Note that Pad Follow is used to save the Repeat and Chord Match settings and is only available when MIDI is selected. Pads, unlike styles and MIDIs, always have note events in measure 1.

## In Events in Start to End Measures

select the MIDI events to include e.g., all events, or just notes, markers, voices and selected controllers. Note that events selected in both the "Measure 1 and From-To sections are only recorded once so the choices may overlap without duplication.

**For a clip to play as a style in the instrument either:**

- If you select a Part (Rhy, Bass etc) from the Style Part-Section selector: check the All in Start to End Measures
- If you select a Section (Main A, Ending C etc) from the Style Part-Section selector:
  - check the In First Measure Events: All and
  - in Start to End Measures: All or Markers + Notes + Voices + Controllers.
- Check the .sty + CASM Extension setting

## In the File Name SaveAs area

select optional information to be added to the saved file name to make it easier to identify clips later. See Appendix I or MIDI Player's Icon View for the icon ID. User Text can be any length but be careful not to exceed 42 characters for the entire saved name or the file will not be recognized in a PSR/Tyros.

Then check mdi type/extension. Most MIDI clips can either be MIDI 0 or 1, pads are MIDI 1 and style parts use the .sty + CASM setting.

## Select a Folder to store your processed file

by clicking the location text box. Do not store your files in the C:/Program Files/Michael P. Bedesem/MixMaster folder as it is overwritten whenever new versions are installed.

## Save all the above choices

for each file type (pad, style, MIDI) by depressing the Save Settings button. These settings will be recalled whenever the file type is selected.

## Depress Start to initiate processing

Progress is displayed just below the file list. Only one file is saved for every target file name. This means you can change settings and repeat the run without having to delete earlier version. To keep specific runs, change the User Text (e.g., All, Bass, Ch 10, etc).

## View the processed or original file

in List View and any other MixMaster window by double clicking its line in the file list. Opened in List View, it can be auditioned (e.g., click the Note symbol to Play From-To for a single channel), edited, pasted to a target file etc.

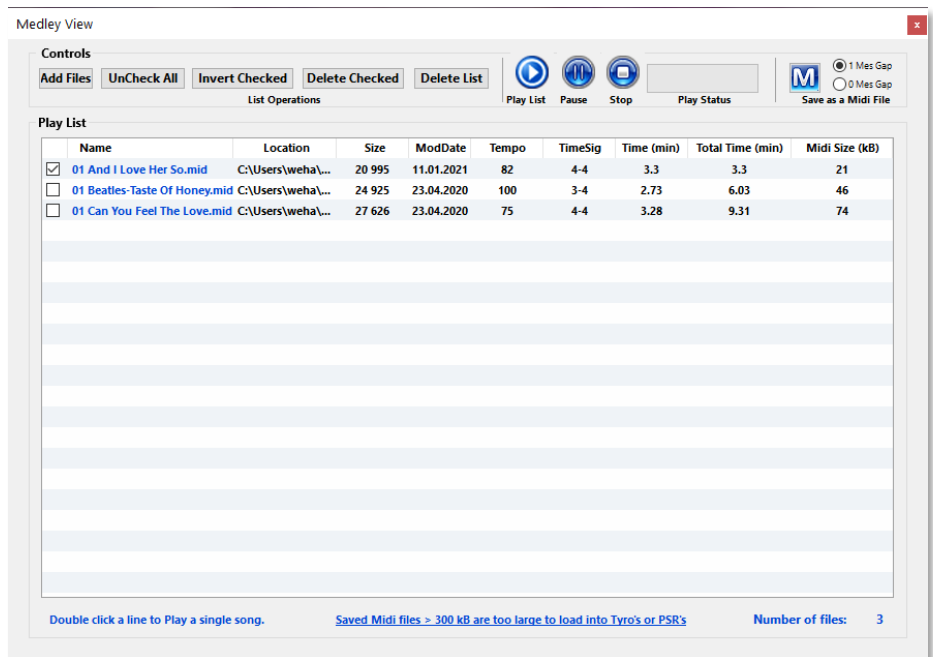


## Medley View

Is used to control and play a collection of songs through your instrument with Play, Pause and Stop controls. Information on tempo, time sig, and song and performance duration is available on the screen. It also can combine songs/clips into one MIDI with not delay between files.

Medley View may be used to play a series of selected MIDI songs in order on a connected instrument.

Alternatively, it will create a combined MIDI from songs or clips that can be played on other software or on the instrument with the option of no delay between the files.



Added files display the tempo, Time-Signatures, time per song and total time at the end of each song play to aid in choosing files of appropriate style and length.

Play/Pause/ Stop provide control when playing over a connected instrument.

A MIDI size length is reported to report total file sizes that might exceed the capacities of PSR or other song players.

## Monitor View

displays the MIDI data live as it is received by your computer. It is used to view and record the commands generated by keyboard playing, registration button presses, or other control activities. Files can be saved directly or opened in other MM views.

This view displays and saves the MIDI data received from the selected MIDI Device. The data can be saved, copied to the clipboard or opened as a *MixMaster* file. The default PSR/Tyros Function/MIDI/All Parts setting will capture all keyboard operations, Style, Left and Right keystrokes.

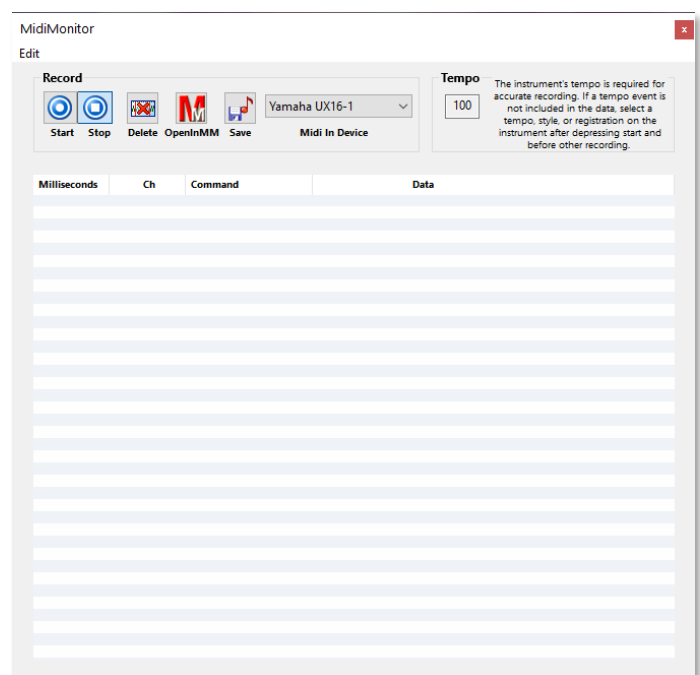
See the How To for recording a song playing on the instrument.

### Monitor View is useful for:

- Displaying/ archiving the response to keyboard setup actions.
- Incorporating the response to registration or another button depresses into another MIDI file.
- Capturing a play session much like Quick Record.
- Recording live play done while the instrument is playing a backing or other MIDI.

**To begin monitoring**, stop any other Mix Master Play operation and depress the Start button on Monitor View.

Then generate MIDI data by starting a style, MIDI, pad or voice demo, depressing a registration or other PSR button, or playing the keyboard.



**Note:** If you simply play the keyboard, important data such as tempo and voice specifications will not automatically be included. Selecting a registration, OTS or loading a recorded MIDI at the beginning of recording are easy ways of including this information.

**To cease monitoring** - depress Stop. Depress To clear a recording – depress Delete at any time.

Depress Open in MM to open the data in *MixMaster* where it can be edited, played, pasted into other files or saved. Use the Save button to archive the listing in MIDI file format without loading it into the other *MixMaster* Views.

## Misc Controller Record

This control, available from *MixMaster* “All Views”-menu item, allows recording controllers that are not available on Mixer View channel control panels. To operate, select the controller type and channel.

Note that the value slider changes depending upon what is appropriate for that controller. E.g., Sustain and Soft pedal, which are basically On-Off controls, split into two control areas, whereas Release, Attack, Brightness, etc are positioned in the middle of the range.

To record, depress the record control button at the bottom, enable Play Control/ Recording Sliders and Play the file.

To view and edit the recorded data, depress the black triangle next to the channel selector.

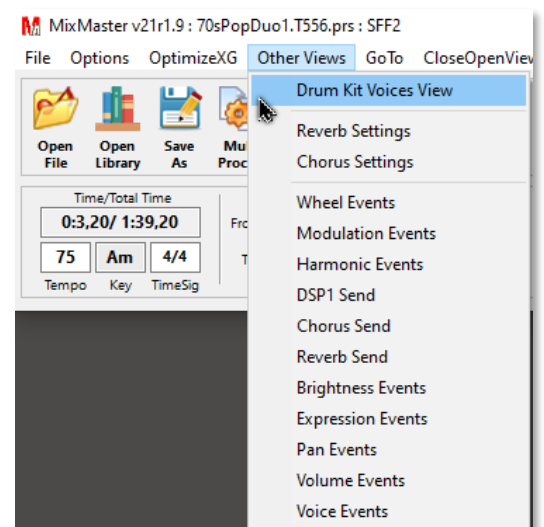
## Other Views in Text menu

Many other musical effects in MIDI are achieved by altering controller (Modulation, Wheel, Harmonic, Expression, Brightness) and signal processing (Reverb, Chorus, DSP. available from the ▲ symbols on Mixer View and Controller View panels, the *MixMaster*/ All Views menu item, and clicking a data value in the Channel View.

### Drum Kit Voice View

This view, available from the OtherViews menu item, displays the note#, note name and drum instrument for all the voices in a selected drum kit.

This information is useful when editing drum note events in NoteView or drum kit setup events (pitch, volume, pan, reverb/chorus/dsp, cutoff, attack and decay) used for altering a drum kit’s voices from within a midi or style.



### Reverb and Chorus Settings

### Wheel Events

### Modulation Events

### Harmonic Events

### DSP1 Send

### Chorus Send

### Reverb Send

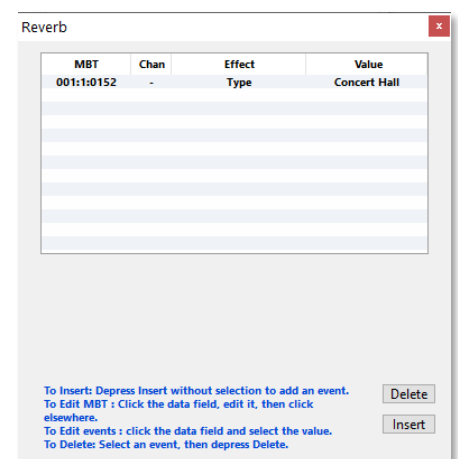
### Brightness Events

### Expression Events

### Pan Events

### Volumen Events

### Voice Events



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# Acknowledgements

## Acknowledgements by Michael P. Bedesem

Acknowledgements MixMaster is one of several programs in the StyleManager Series that is intended to give users the ability to work around common annoyances, overcome operating discrepancies between instruments, or facilitate the management of PSR files.

The development of this program was triggered by repeated requests made in PSR groups and forums.

The author gratefully acknowledges utilization of HP Midifile, a Dynamic Link Library (dll) that provides functions to read, write, edit and play type 1 & 0 midi files. This powerful XP-friendly library has been freely made available for non commercial use by its developer Heiko Plate at <https://www.heikoplate.de/hp-midifile.html>.

I also wish to thank another generous programmer, Michael Kruger, <http://www.dromeusik.de/>, for sharing his knowledge of undocumented sysex commands. No program this complex could ever be developed without the help and support of users willing to test it while it is full of bugs, and to contribute their ideas.

I am particularly grateful for the patience, persistence and recommendations provided by Piet Tabbernee. He has been the leading beta tester throughout the program's on-going evolution. His tireless assistance and excellent advice has been critical in the design and development of MixMaster.

Neal Saunders and Fred Smith are among many others that have painstakingly reviewed both the program and the manual, detailing problems and recommending workable solutions.

Many changes have been suggested by Etienne [volbragte@telenet.be] and Joe Hlifka who dedicated considerable effort to the process. MixMaster is the better for it.

A special thank you to Michael Kruger and Ted Howe for the Multipad control commands and the pad number list included in V4.7.4. If anyone has additional pads numbers or commands, they would be most welcome. Version 476 includes files identifying the drum instruments in the popular kits. If anyone makes other versions, they would be very welcomed. Detailed instructions are in Appendix G.



Special thanks to Joe Hlifka and Piet Tabbernee for their ideas and assistance in developing versions 481 and 487. Joe was especially helpful in coming up with some new standards for the file volumes (sty, mid, pad) and their drum/instrument balance.

I would also like to acknowledge the suggestions and the testing assistance provided by Levi [hagabaim777@gmail.com] in connection with Versions 4.7.6 to 4.9.1. Thank you Levi.

Making this program instrument- ready is a lot of work. Special thanks to Jørgen Sørensen, Bill Grosse, and Jeff Hollande for their assistance in incorporating the Tyros 5 into Mixmaster 492.

The inclusion of non Yamaha kits was at the request Kari V, whose interest and patience in testing have made it possible. Version 497 is the result of six months work that included a change in the programming language and new methods for processing files in List and Pan views.

Many thanks to Joe Hlifka and Piet Tabbernee who have tirelessly tested numerous beta versions to identify the operational anomalies.

Years ago, I downloaded Keith's sample drum patterns from an unknown location on the Net. Organized by genre and with a accompanying description, these are very useful in editing making midis, pads or styles.

Jeff Hollande and Joe Hlifka have also graciously allowed me to include some of their phrase and bass patterns as well. Thank you all.

Piet Tabbernee was the first to encounter problems with Window's SmartScreen preventing installation of MixMaster and successfully researched the solution provided in the Troubleshooting section of this manual.

Special thanks go to Joe Hlifka for his assistance in helping design and test Clipper View as well as writing 'Appendix M. Using Clips to make styles'.

Versions 505-512 implement many suggestions made by its beta testers.

Etienne [volbragte@telenet.be] especially has been tireless in identifying areas for improvement and verifying them with exhaustive testing.

Starting with Version 516, Etienne Volbragt has joined me as in supporting and enhancing MixMaster.

Version 517, the first to include Genos and all its expanded features, is almost solely the result of his efforts.

Many of the facilities (e.g. internal style numbers, etc.) in the PSR, Tyros and Genos are not documented by the factory manuals. The authors of MixMaster would like to acknowledge the information sharing between ourselves and the non commercial Yamaha programmers including Murray Best, Jørgen Sørensen, and Peter Wierzba.

Michael P. Bedesem Version 5.1.7 2-26-2018

## Acknowledgements by Etienne Volbragt

Since late 2017 I have taking over most of the programming, but keep in mind that the program is originally written by Michael P. Bedesem.

I will try to maintain the program, repairing bugs, include new instruments, new functions ... etc.

Thanks to all users of MixMaster.

Thanks to report any found bugs or issues.

Thanks to all testers.

Special thanks go to Harald Weninger for testing MixMaster and writing this manual.

Etienne Volbragt