

Can I . . .

Play files on the PC or a connected PSR? Select device using the SetUp/Midi control.

Play parts of a file? Select the desired From: To: time ranges or, if a Style, a style section (e.g. Main C) with the From=Marker control. Then depress the From-To Play Control. Check Loop to repeat.

Convert from Midi Format 1 to Midi Format 0? All files are automatically converted to format 0 when the file is loaded.

Quickly play just a single channel? Click the Note symbol for the channel at the bottom of the MixerView.

Save Format 0 as Format 1? The Save As button automatically saves files as format 0 except pad files, which are saved as Format 1. Files with the extension .mid can be saved in format 1 using the File/Save .mid as Type 1 menu item.

View just selected channels? Use the Channel checkboxes in the view windows.

View just selected event types? Use the Event Type checkboxes in the ListView.

Fade part of a file in or out? ListView Fade Volume (or Expression) In/Out/Custom menu items. Volume functions use the volume setting at the beginning or ending value while the Expression function use the current expression level (i.e. the volume value modified by the expression value).

Change volume of voices? VolumeView displays the relationship between voices over time and edits individual volume events, the average volume of channel, or the overall volume of the file. Automatic Volumes for midis, pads and styles can be set in this view or the MultiProcess Window (for single or multiple files). ListView allows inserting, modifying or deleting of volume events.

Change voices to those that exist on my instrument? Missing voices are indicated by a red background to the Voices View Button. Select Voices View and depress Auto Revoice All.

Copy part of a file into the same or a new file? ListView/Edit menu item supports Copy and Paste. To paste to a another existing or new file, use File/ Open and the MM Session to open the file or a blank template file from the C:\Program Files\Michael P. Bedesem\MixMaster folder.

Randomize or Quantize notes? NoteView/Process/ Randomize lengths or velocities and Quantize all or selected. Also, Edit menu items.

Convert from GM or other manufacturers formats? MultiProcess Window offers automatic revoice and optimizeXG. MixMaster and List View menus offer individual optimize functions; Voice View offers manual and auto revoicing.

Clean up note events? ListView/Note Editing and NoteView/ Process Edit offers several clean up operations.

Convert Karaoke files? Lyric View/ Convert Kar to Midi menu item.

Copy or move a channel to another channel? In ListView/ Process Events/ Copy or Change or Move menu items.

Copy midi events or lyrics to the clipboard? Use ListView/Edit menu items.

Capture keystrokes or midi as it plays on my instrument? In Monitor View, select midi device and Record/Start.

Read, copy/paste, edit, insert or delete midi or Yamaha sysex events? Use ListView.

Transpose? Use ListView/Process Events/ Transpose file or channel menu items, ListView/NoteEditing/ Transpose selected or channel. NoteView/ProcessEdit /Transpose file or selected Notes.

View/Edit Reverb, Chorus and DSP assignments? Use MixerView/ Effects Panel.

Drag and drop a file to the screen icon or the open program? Yes.

Sort events? Click the header of the desired column once for forward or twice for inverse.

Insert/Display/Edit/Print/Save Yamaha Chord or Lyric events? Use Lyric View Menu items.

Edit drum instruments used in style or midi drum tracks? Drum Edit View to change the kit, the assigned drum instruments, the pitch, volume, pan, reverb, chorus, Dsp1, Lo Pass and EG settings for the individual drums (tom, kick, etc.).

Insert a click track or count in? Use NoteView/ Insert menu items.

Remove? See ListView/Process Event menu for removing events, a channel, after touch events, etc.

Make a file smaller? ListView/Process Events/ Thin Controller; ListView/Note Editing/ or Note View/ProcessEdit for CleanUp, Delete and Combine functions.

Change midi resolution? Files exist with time resolutions as low as 48 ticks per quarter note. More is definitely better and MixMaster converts all files to the modern Yamaha default of 1920 ticks per quarter note when a file is opened.

Display and edit Track Names, Text and Copyright events? ListView displays the events in English. Right click to edit; use the Insert MidiCmd menu item to insert.

Change note durations or velocity? NoteView/ProcessEdit has extensive options. Velocity View calculates/displays the histogram of the current velocity range and allows compression or expansion to match your needs.

Split Notes based upon pitch? NoteView/Split a Channel Based Upon Pitch.

Mute channels during Play and record operations? Mixer View channel panels support Mute (silence me), and Solo (just me and any other soloed channels). Essential when auditioning pads and styles.

Adjust volume or pitch while a file is playing? Use the Volume and Key sliders in Play Controls.

Observe and adjust tempo changes? Double click Tempo View or the Info/Tempo value display. Alternatively edit the Insert/edit Tempo events in ListView.

Record settings while a file is stopped? Set the Now M:B:T to where you want the event(s), use the Mixer sliders to change any of the settings and depress Mixer Record/Photo. This adds settings at the selected time; alternatively use List View to edit or insert new ones prior to the desired time.

Record Settings while a file is playing? Depress the Mixer Record/ Slicers button and select sources as prompted.

Insert empty measures? ListView/Process Events/ Insert Empty Measures.

Convert/Process many files at one time? Use the File/MultiProcess/Process Multiple Files to optionally revoice, optimize, remove aftertouch, scale volumes and velocities, etc.

Slow Tempo at the end of file (Ritardando)? Use ListView/Process Events.

Insert special sysex events often used to control external devices? Insert MidiCmd/User Sysex.

Edit entire style /marker sections? ListView/Style-Marker Editing/ Copy or Delete.

View style /marker sections? Use ListView and Note View/ Data Start selection box.

View style parts? E.g. Bass, Rhythm, etc. Use ListView and Note View/Style Part selection box.

Edit other controller than those on MixerView? Use Controller View for sustain, soft pedal, and portamento etc.

View a playing song's time and beat? Open Big Time view.

Examine Casm settings? Casm View displays the settings of SFF1 & SFF2 style files.

Get a quick overview of all the common controller settings? Channel View displays/edits the settings at the set Now time.

Setup my Instrument? ListView/Insert PSR Control Cmd supports keyboard Voices On-Off, MultuiPad load & Vol, Harmony/ Echo settings, Drum Note Edits, Effect Settings, Vocal Harmony On-Off, etc. Settings in measure 1 take effect when file is loaded.

Find instruments that use a voice? Select a voice in Voice View and use Locate Instruments or use MixMaster AllViews/Voice Locator menu item.

View/Edit Pan sweeps? Use Pan View.

Control drum machines and non Yamaha instruments? Use ListView/InsertMidiCmd/InsertUserSysex. See the How To manual item "Insert and recognize sysex events that are not identified in ListView".

Create Clip Files that can be used in making/editing pads, styles and midi songs? Use Clipper View to automatically create and save clips from one or many files. Alternatively, copy and paste to a template file.

Determine which channel in a style is will play a part (e.g. Bass) and in what key? Just hold the mouse over a Mixer View's Voice box or Note symbol.

Replace entire Style Sections or midi channels automatically? Select the function from ListView/StyleMarkerEditing menu items.

Send open files to other programs for editing, auditioning or display? Use the GoTo menu item to open the loaded file to another midi editor, sequencer or style program. To return to MixMaster, Save As the file using the loaded name and exit the program.

Correct MBT event timing altered by saving a file in Sonar. Use the ListView/Process Events functions" Move MBT by a Delta Time, Move Selected Events To Begin at a MBT, and Move all Sysex to Measure 1.