

Let's Use AL Voices


In this document, a series of operations to use voices in SMF which was created using sequencer, as AL voices is described. By using AL voices, voice in music can be approximated as which user expects. AL is a function which gives an effect like analog-synthesizer (Filter, LFO, etc...) into voices freely as user expected.

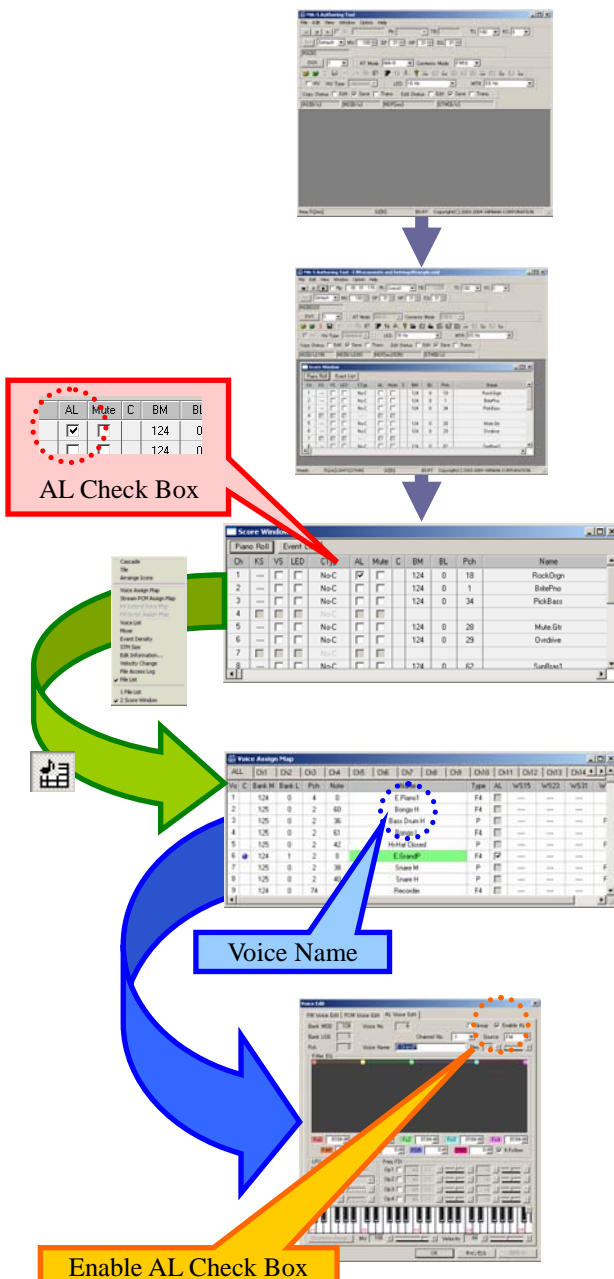
Note: Selection of AL function becomes available only when MA-5 mode is selected in Authoring Tool.

Note: AL channel becomes Mono-voices. If NOTE in poly is used and AL function is designated, unexpected voice may be generated. So, please be careful.

Assign an AL Voice

In this section, a flow of operations which give an AL effect to voice using Authoring Tool is explained.

1. Activate the Authoring Tool, and then read a SMF (*.mid).
2. By reading a SMF into Authoring Tool, Score Window is automatically opened. Place a check into a box of channel where user expects to give an AL effect.
 - Normal voice → except "BankM/124, BankL0" designation
 - Drum voice → except "BankM/125, BankL/0, Pch#0, #1" designation
3. Display the Voice Assign Map in order of Application Window→Menu Bar→Window→Voice Assign Map or Application Window→Tool Bar→.
4. The voices of channel which was designated as AL is are displayed in yellow-green. In addition, a check is placed in the AL check box.



NOTE: a voice used in multi-channels can not be given an AL effect. So, be sure to select a voice used only in one channel.

5. Double-click the mouse on a voice name which is designated as AL.
6. AL Voice Edit Window is displayed.

NOTE: As a default, a check is placed in Enable AL Check Box which locates on upper right on AL Voice edit Window. If a check is not placed in the box, be sure to place a check into the box, and make it active.

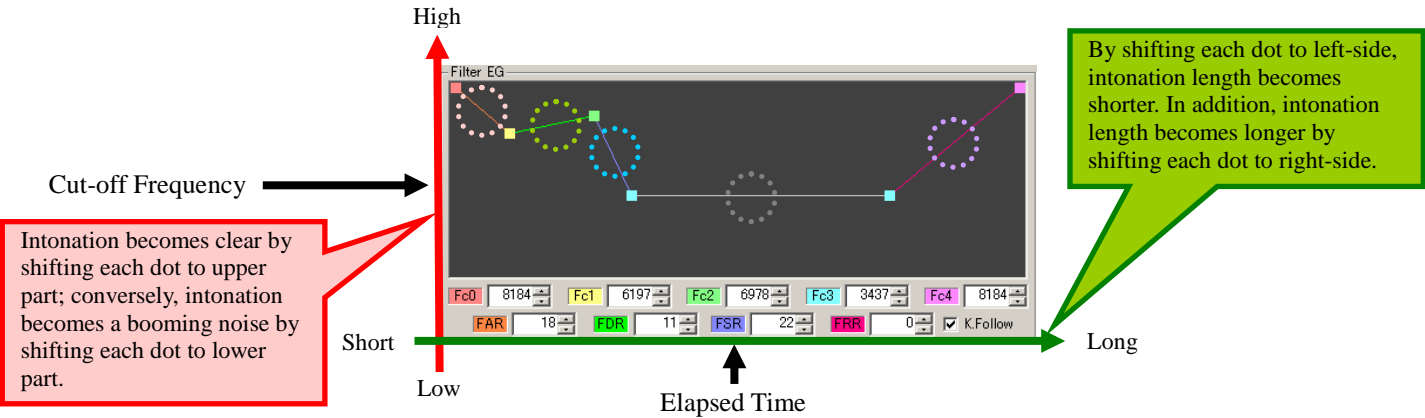
7. According to the above procedures, AL Voice edit Window becomes available; in addition, voices in selected channel become editable as AL voice.

Let's take a full advantage of AL Voice

In this section, the various points to take advantages of AL voice and their functions are described briefly.

Descriptions of Filter Setting 1

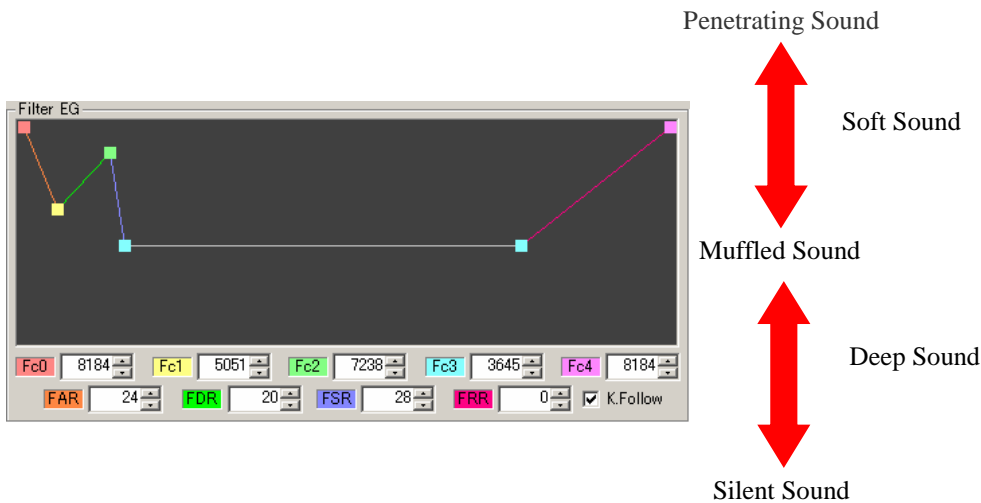
The Filter Setting Flag is a convenience function, which can approximate the voice as close as user expects.



Symbol	Description
	Designate a cutoff frequency of KeyOn start-up.
	Designate a cutoff frequency of Attack end.
	Designate a cutoff frequency of Decay end.
	Designate a cutoff frequency of KeyOff start-up.
	Designate a cutoff frequency at release.

Descriptions of Filter Setting 2

If a Filter flag is divided simply, it is classifiable as follows.



Usage Point of AL Voice edits Window

In this section, points to change a voice by using AL Voice edit Window are described.

How to give an AL effect to voice easily?

1. Larger inflection can be obtained according to the bigger waveform amplitude. In addition, by moving each dot to left-side, the effect shows up early.

2. Raise the "Resonance value", and generate the aggressive type sound.
Range of "Resonance": 0 to 31.
By raising the value of "Res." to the max, inflection of voice becomes intelligible.

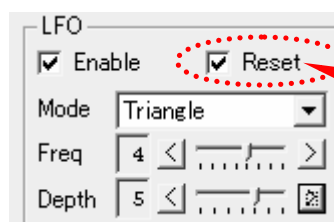
3. By using LFO function, sound can obtain the effect like wave (ups and downs fluctuation). In addition, temporal changes and/or effects can be given easily by changing the LFO values.
Range of Freq&Depth: 0 to 7

In order to enable the LFO function, place a check on the "Enable" box. By raising the Freq slider and Depth slider to their max, a dramatic effect can be obtained.

LFO
☒ Enable ☒ Reset
 Mode: Triangle
 Freq: 6
 Depth: 5

Enable Check Box
 Freq.&Depth Slider

LFO-Reset



- If a check is placed in "Reset" box, sound adopts the way of surging that it is the same at every pronunciation.
- If a check is not placed in "Reset" box, a swell is started from the optional position per pronunciation. Even same voice, a different effect can be obtained.

New Sound (NOISE)

In addition to the voice (FM, PCM) which are based on an original voice, NOISE sound can be used. All-new sound can be used in music.

The screenshot shows the 'Source' dropdown menu with 'Noise' selected. A yellow callout box points to this selection with the text 'Select "NOISE" in Source'. A blue callout box points to the 'Res.' (Resonance) parameter, stating 'Effective if "Resonance" is enlarged.' A red callout box points to the 'Filter EG' graph, stating 'According to the passage of a FilterEG setup, NOISE sound is varied by passage of time.' The 'Filter EG' graph shows a curve with five control points (Fc0 to Fc4) and parameters for FAR, FDR, FSR, and FRR.

※ Voice editing of NOISE sound is performed in PCM Voice Edit.

The screenshot shows the 'PCM Voice Edit' window. A red dotted circle highlights the 'RR' (Release Rate) parameter. A grey callout box points to this parameter with the text 'By changing RR (ReleaseRate), etc. a cutoff at AL release becomes more effective; in addition, the mood of sounds may be changed severely.' The interface also shows other parameters like Bank, Pch, LFO, PAN, AR, DR, SR, SL, TL, DAM, and a keyboard layout at the bottom.

Use auxiliary sample voice library

A sample voice library “VLA-MA5” which recorded various voice data is provided for free.

VLA-MA5	This is a voice library which uses AL parameters. In addition, it can be use sounds which include FM voice and PCM voice.
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By using voice library, various types of sound can be realized easily.
For details about voice library usage, see other document “Change Voices.”