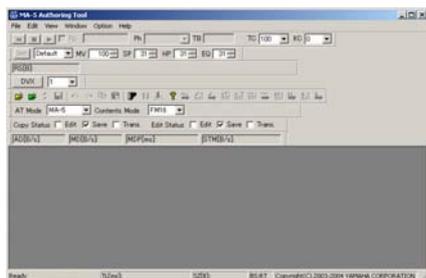


Voice Change (Make Full Use of Voice List and Voice Library)

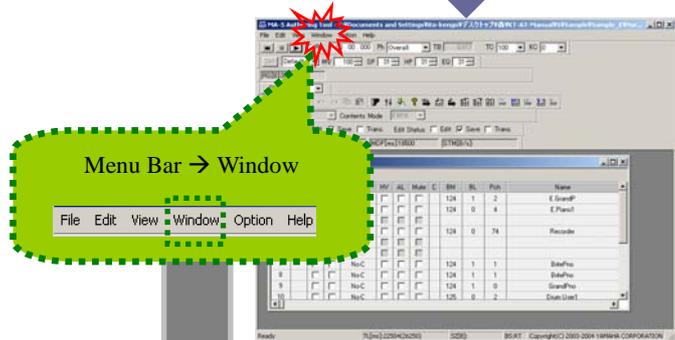
This document describes a series of basic operations in order to edit the set voices in SMF(*.mid) which was created using sequencer with MA-5 Authoring Tool. Since both Voice List and Voice Library come with MA-5 Authoring Tool, voices set in SMF can be easily changed by copying the voice from Voice List and by pasting it onto Voice Assign Map. Voice Library is the library contains various voices and it can be loaded into Voice List. This enables to change voices on each part freely. Additionally, original voice files (*.vm3, *.vm5) can be created by yourself, and they can be saved.

Open Voice List Window & Voice Assign Map

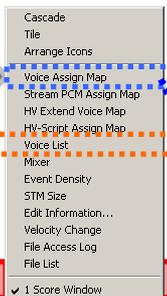
In this section, a series of operations to open Voice List Window and Voice Assign Map which are necessary to change voices on Score Window is described briefly.



- i. Activate MA-5 Authoring Tool.
- ii. Load SMF (*.mid) which has been created on MA-5 Authoring tool.
 - ※ If a voice file (*.vm3, *.vm5) was read to VoiceList before the above operation, voices in VoiceList (BankSelect and Pch) are automatically assigned according to read SMF.



- iii. Select Menu Bar → Window
- iv. As Select Menu is displayed, select Voice List / Voice Assign Map from the list. Whichever can be first to open.
- v. Voice List Window / Voice Assign Map are displayed on Application Window.

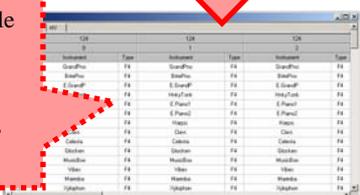


Finally, the base to perform a voice change was completed.

Voice List

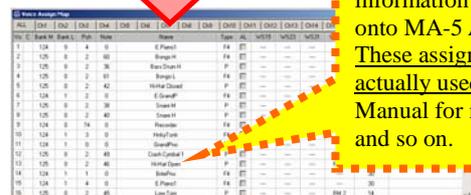
Voice Assign Map

List of voices loaded on the tool is displayed. By default, in which voice file is not loaded, there is the same voice alignment on each bank. For more details, refer to the User's Manual.



Voice List Window

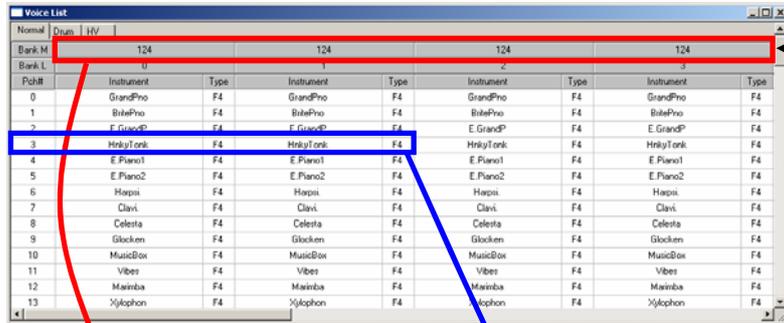
Voice Assign Map shows voice information of SMF or SMAF loaded onto MA-5 Authoring Tool currently. These assigned voices will be used as actually used voices. Refer to the User's Manual for more details about function and so on.



Voice Assign Map Window

Relationship between Voice List & Voice Assign Map and its details

Voice List Window



A



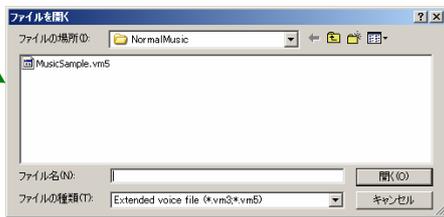
C

B

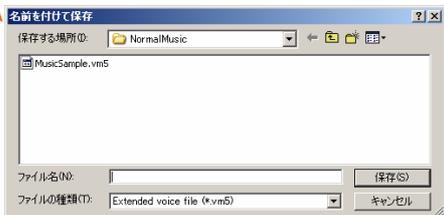
Voice Assign Map Window



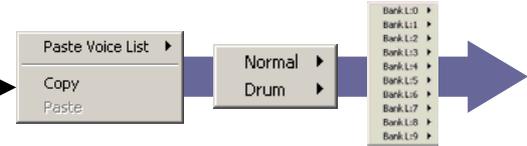
F



D



E



- A. To show the pop up menu of "C," click the right mouse button on the part marked as red square.
- B. Bank M/L and Pch# displayed on Voice List Window correspond to the setting on SMF and on Voice Assign Map Window. When changing voices on Voice List Window, this change reflects on Voice Assign Map with Import from Voice List. And also, when voices are changed on Voice Assign Map, this change can be reflected to Voice Assign Map by "Export To Voice List" function.
- C. Popup Menu
 - Send Bank Voice Message... All registered voices are sent.
 - Import from Voice File... Dialog "D" is displayed, and any voice files (*.vm3, *.vm5) can be loaded on specified section of Voice List Window per Bank.
 - Export to Bank Voice File... Dialog "E" is displayed, and any voice files can be saved per Bank (*.vm3, *.vm5).
- D. Existing self-made voice files and voice files on Voice Library (*.vm3, *.vm5) can be loaded. Aside from this, there is another function to load voice files on all lists.
- E. Self-made voice and/or edited voice can be saved as a voice file (*.vm3, *.vm5). Aside from this, there is another function to save voice files on all lists.
- F. Popup Menu indicated as "F" is displayed by clicking the right mouse button on voice name of Voice Assign Map Window. Using this Popup Menu "F" enable to show Voice List simply, and easily select voices in order to change them.

Changing Voices

In this section, a series of operations to change voices in SMF (*.mid) or SMAF (*.mmf) by using two Window shown in the previous section is described. However, please note, changeable voices described here are voices defined as User Voice when creating SMF (*.mid).

Changing Voices (Voice List → Copy → Voice Assign Map → Paste)



Note: This section is described based on "MusicSample.mid" included in MA-5 Authoring Tool package.

- i. Open Score Window, and then confirm the voice which is currently used.
- ii. Open Voice List Window and select expecting voice to copy from the list. And then, click right mouse button on the voice name.
- iii. Popup Menu "Copy/Paste" is displayed.
- iv. Select "Copy."
- v. Voice Assign Map Window is displayed.
- vi. Right-click the mouse on the voice name which you expect to change.
- vii. Popup Menu "Paste Voice List/Copy/Past" is displayed.
- viii. Select "Paste."
- ix. Voice name is changed and voice is also changed.
- x. Score Window is displayed once again. Then, confirm the tone of changed voice by playback.

Bank M/L# and Pch# on Voice List Window correspond to ones on Voice Assign Map.

Copy Ctrl+C
Paste Ctrl+V

Copy the voice.

Want to use this voice.

GrandPro
Source of VoiceList Copy

E. GrandP
Source of VoiceAssignMap

Want to replace this voice to use.

GrandPro
After changing the voice of VoiceAssignMap

The voice has been replaced.

Paste Voice List
Copy
Paste

Paste the voice.



The voice on Score Window has been replaced. Let's confirm it by playback.

A series of operations to change voices is completed.

Editing voices

In previous section, operation to change existing voice to another is described. Additionally, new voice is created by editing voice itself.

Edit voices (Voice List, VoiceAssignMAP → Double click the voice name → Editing dialog (Edit)

Voice List

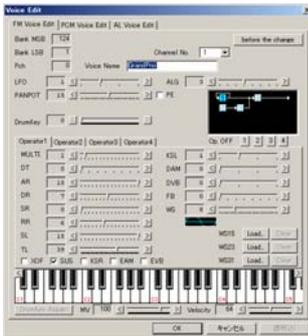
Bank M	124		124		124	
Bank L	0		1		2	
0	GrandPro	F4	GrandPro	F4	GrandPro	F4
1	BatePro	F4	BatePro	F4	BatePro	F4
2	E GrandP	F4	E GrandP	F4	E GrandP	F4
3	HrkyTork	F4	HrkyTork	F4	HrkyTork	F4
4	E Piano1	F4	E Piano1	F4	E Piano1	F4
5	E Piano2	F4	E Piano2	F4	E Piano2	F4
6	Harp	F4	Harp	F4	Harp	F4
7	Clav	F4	Clav	F4	Clav	F4
8	Celesta	F4	Celesta	F4	Celesta	F4
9	Glocken	F4	Glocken	F4	Glocken	F4
10	MusicBox	F4	MusicBox	F4	MusicBox	F4
11	Vibes	F4	Vibes	F4	Vibes	F4
12	Marimba	F4	Marimba	F4	Marimba	F4
13	Vylophon	F4	Vylophon	F4	Vylophon	F4

Voice Assign Map

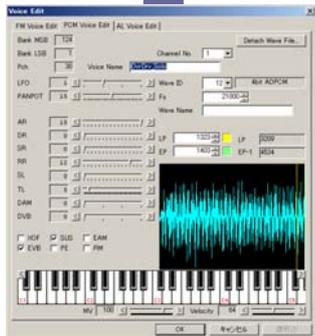
Vo	Ch1	Ch2	Ch3	Ch4	Ch5	Ch6	Ch7	Ch8	Ch9	Ch10	Ch11	Ch12	Ch13	Ch14	Ch15	Ch16
1	124	0	4	0												
2	125	0	2	60												
3	125	0	2	36												
4	125	0	2	51												
5	125	0	2	42												
6	124	1	2	0												
7	125	0	2	38												
8	125	0	2	40												
9	124	0	74	0												
10	124	1	3	0												
11	124	1	0	0												
12	125	0	2	43												
13	125	0	2	46												
14	124	1	1	0												
15	124	1	4	0												

Double click the voice to edit.

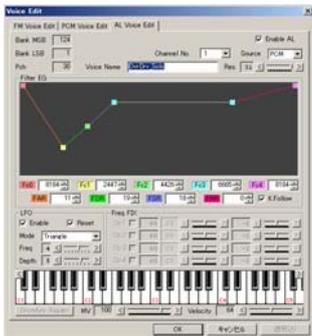
Edit windows for each format are opened.



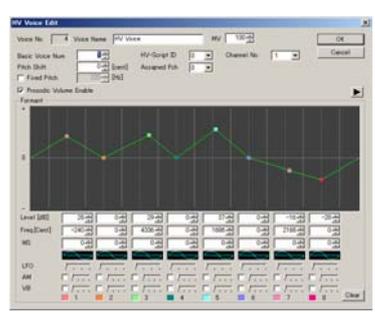
FM



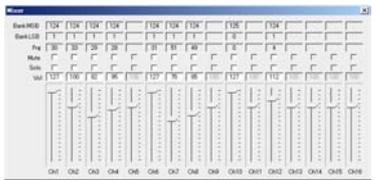
PCM



AL



HV



MIXER

Various voice edit windows are displayed, and voices can be edited freely. When edit is completed, press “OK” to make voice to reflect changes of editing.

Using copy and paste enable the voice to reflect Voice Assign Map, and the song can be assigned.

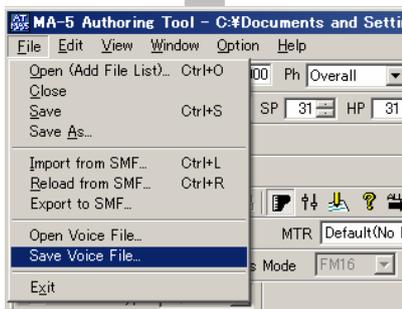
Additionally, when editing on Voice Assign Map, Voice list can be reflected the voice by “Export To Voice List.”

Saving of Voice Files (*.vm3, *.vm5)

Voices have been replaced or have been edited to songs can be saved in a file. In this case, files can be saved as an original voice file for the song or as your own original voice file (*.vm3, *.vm5). This original voice can be also used for other songs.

- Save all Voice List. (File→Save Voice File)
 - Save Voice List per BANK. (Voice List→ Export to Bank Voice File described above)
- (Loading voice files is performed as well as Open Voice File or Import from Bank Voice File.)

Only voices registered on Voice List Window can be saved as Voice files. In case of replacing or editing voices on Voice Assign Map, when these changes is not reflected on Voice List Window, activate them by using the command “Edit → Export To Voice List.”



When all voices on Voice List Window are expected to save, use “File → Save Voice File.”

When expecting to save voices on each Bank in Voice List Window, right click on Bank M to select Export To Bank Voice File.

Voice List					
Normal		Drum	HV		
Bank M	124		124		124
Bank L	0		1		
Pch#	Instrument	Type	Instrument	Type	Instrument
0	GrandPno	F4	GrandPno	F4	GrandPno
1	BritePno	F4	BritePno	F4	BritePno

For MA-5 mode, on “file type” of file saving dialog, select *.vm3(Voice file for MA-3), *.vm5(Voice file for MA-5) and the file can be saved as expecting file type.

Sample Voice Library

Sample Voice Library including various voice data is provided as free of charge.

VLF-MA3	This is the extended voice library for FM voices, and this enable to extend to use different taste voices from default voice.
VLP-MA3/VLP-MA5	This is the library for PCM voices, this enable to realize real sound which is different from FM voices easily.
VLA-MA5	This is the voice library using AL parameter, and sound which is added filter effect on FM voices and PCM voices can be available.
VLW-MA3	This is the Ethnic Library and this enable to extend voices of ethnic instruments.
VLD-MA3	This is the Decorate Library. This library enables to complete songs in various flavors.

By using these voice libraries, various sounds can be realized easily.