

SMAF

Authoring Tool

User's Manual

(ATS-SMAFPhraseL1)

Ver. 1.2.0

2003/09/22

Yamaha Corporation

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<History>

Ver.	Date	Content
1.0.0	2003/03/20	Newly released
1.2.0	2003/09/22	2.2.1 Starting Window Note was added. The description of error message was changed. 3.1.1 Menu Bar Clerical error was corrected. 3.1.1.3 Help Menu Menu item was changed. 3.6.5 Cancel Button This was added newly. 4 Message Error message was changed.

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1. Overview

This document describes how to use SMAF Authoring Tool ATS-SMAFPhraseL1 (ATS-PL1).

1.1. Function of ATS-PL1

ATS-PL1 is an application software to create SMAF/Phrase (Synthetic music Mobile Application Format) compatible with the synthesizer LSI “MA-x” after “MA-2”, which operates on Windows®2000 and Windows®XP.

The main functions are as follows.

- The conversion function from SMF (Standard MIDI File) to SMAF/Phrase.
- SMAF/Phrase voice edit function
- SMAF/Phrase playback function
- Filter function for SMAF/Phrase conversion of SMF (SMAF Filter)

SMF creation in accordance with “Ringing Melody Authoring Guidelines for ATS-SMAFPhraseL1” is necessary for the formal SMF → SMAF/Phrase conversion which does not use SMF Filter.

[Note] When SMF Filter is used, all voices are changed to FM preset voice. Therefore, all setting of FM user voice becomes invalid. And all setting of User Event for acquiring event, which synchronizes with SMAF/Phrase play, also becomes invalid.

1.2. Recommended Operation Environment

This application software needs the following operation environment.

1.2.1. CPU Clock

Pentium®/Celeron™ or compatible processor
400MHz or more

1.2.2. OS

Windows®2000/Windows®XP

1.2.3. Required Hard Disk space

40MB or more

1.2.4. Memory

64MB or more

2. Starting and Ending of the Application

2.1. File Structure

ATS-PL1 consists of the following 2 files.

File name	Function
ATS-PL1.exe	Main body of Application
S2PL1.dll	SMAF → Phrase Converter
phr2phr.dll	Phrase → Phrase Converter
ma2syn.dll	MA-2 emulator
fm_temp.vma	Voice Library file

2.2. Starting

2.2.1. Starting Operation

Double-clicks ATS-PL1.exe or inputs file name directly into “Run...” of Start menu.

(Note)

If ATS-PL1.exe is put on the folder of a deep class, it may be unable to start normally.

Please adjust the file path not to exceed 250 characters by the half-size English number.

Only one ATS-PL1 can be launched on the one PC. If [ATS-MA2 is already running.] is shown at the time of start, ATS-MA2-SMAF or ATS-PL1 is already running. Please end it if needed.

2.2.2. Starting Window

At starting, the following image is displayed.



2.3. Ending

2.3.1. Ending Operation by Title Menu Bar [Close]

It concludes by selecting [Close (Alt+F4)] in the title menu bar.

2.3.2. Ending Operation by [Close] Button

It concludes by pressing [Close] button (⌵) at the right corner of Title bar.

2.3.3. Other Ending Operation

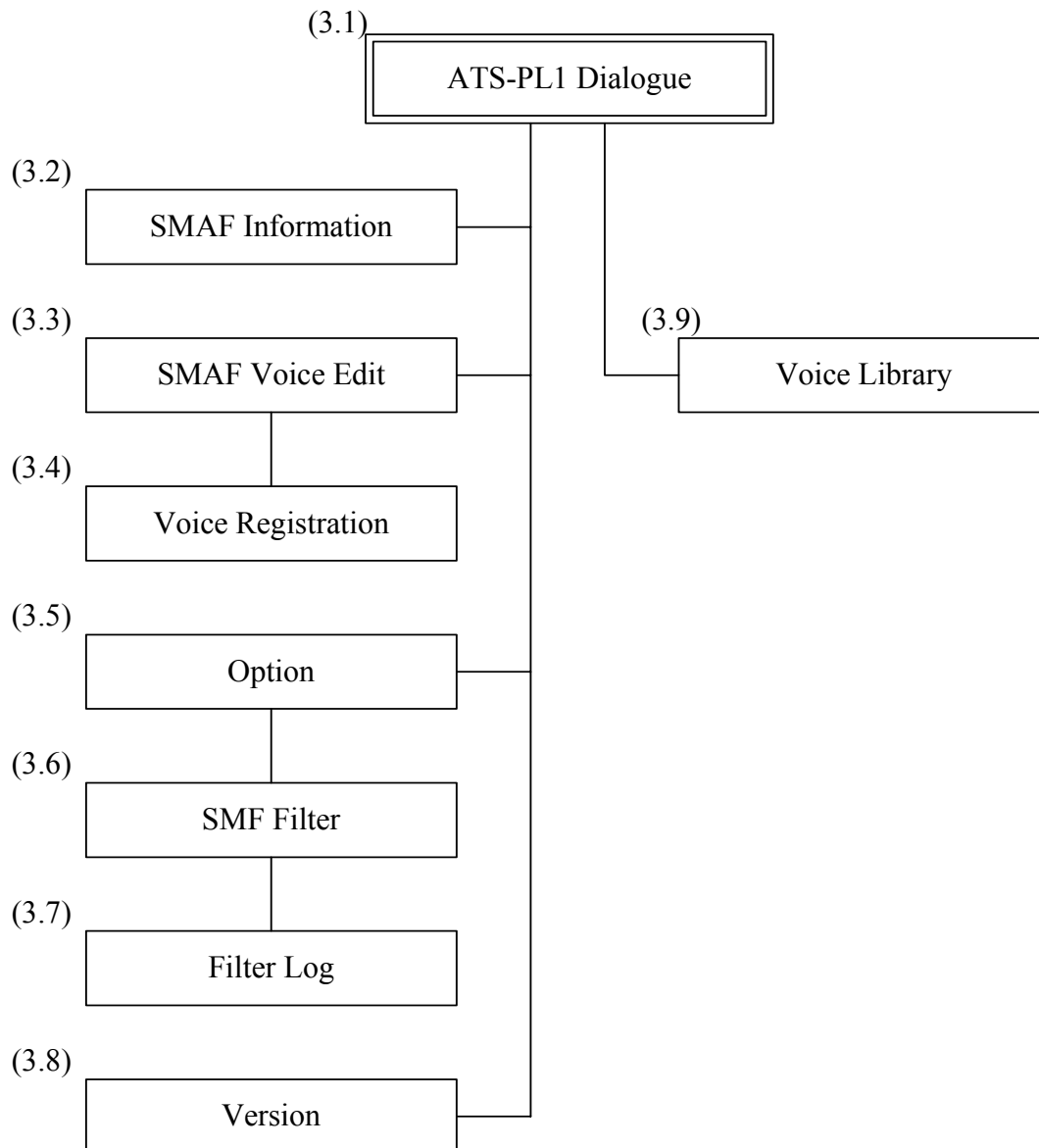
When the main window is active, presses [Alt] + [F4]. (press [F4] with [ALT])

2.3.4. Ending Limitation

When sub dialogues such as Voice Library are opening, the ending processing is impossible.

3. Window

The relation between the function and call of window are summarized to below.



(3.1) ATS-PL1 Dialogue

It is Main dialogue of ATS-PL1 application. You can operate the read and save of SMF and SMAF/Phrase, and play SMAF/Phrase by Player.

(3.2) SMAF Information Dialogue

You can set information peculiar to SMAF/Phrase.

(3.3) SMAF Voice Edit Dialogue

You can edit and listen FM voice information for converted SMAF/Phrase.

(3.4) Voice Registration Dialogue

You can register the FM voice information, which edited for SMAF/Phrase in (3.3) SMAF Voice Edit Dialogue, into voice library of application. And you can reuse it.

(3.5) Option Dialogue

You can set the optional function. Concretely, it is the setting of (3.6) SMF Filter and (3.7) Filter Log.

(3.6) SMF Filter Dialogue

You can set channel which becomes effective by SMF Filter.

(3.7) Filter Log

It displays detailed processing contents of (3.6) SMF Filter such as Event operation and Channel Deletion etc.

(3.8) Version Dialogue

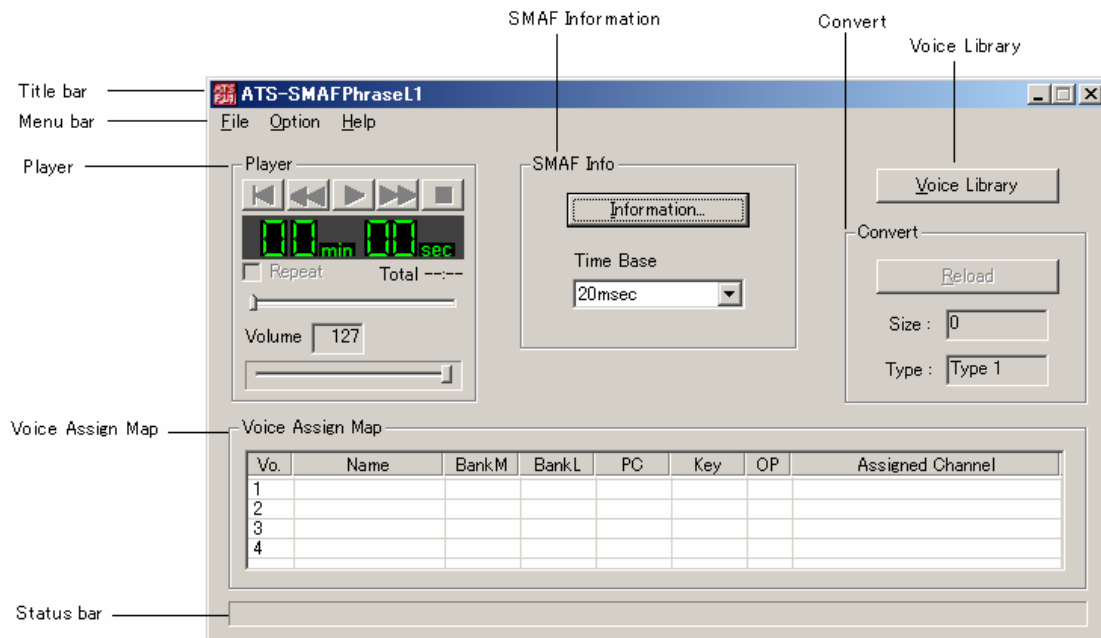
It displays the version information of ATS-PL1 application.

(3.9) Voice Library Dialogue

You can operate and edit voice library, which is used in application. And you can listen the edited voice.

3.1. ATS-PL1 Dialogue

This is Main dialogue. It is displayed as starting of application simultaneously.

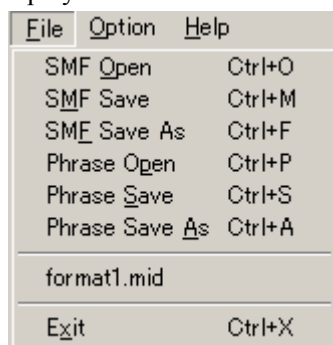


3.1.1. Menu Bar



3.1.1.1. File Menu

The following File menu is displayed when "File" of Menu bar was selected.



① SMF Open

When it is selected, [Open dialogue] is displayed and you can designate SMF. The designated SMF is converted into SMAF/Phrase. And Player can play it when it succeeds in conversion. The file cannot be selected during SMAF/Phrase play by Player.

The same operation is possible by drag and drop SMF to ATS-PL1 dialogue directly.

② SMF Save

SMF is overwritten with the file name saved in ③ SMF Save As immediately before. The SMF file which had SMF Filter processing can be saved. When SMF Filter is not used, it cannot be selected.

③ SMF Save as

When it is selected, [Save As dialogue] is displayed and the file name which will save can be designated. The SMF file which had SMF Filter processing can be saved. When SMF Filter is not used, it cannot be selected. If the input of extension is omitted at the input of File name, “.mid” is added.

④ Phrase Open

When it is selected, [Open dialogue] is displayed and SMAF/Phrase can be designated. However, if the usual SMAF file is designated, the read error occurs. The designated SMAF/Phrase can be played by Player, but cannot be re-edited and saved. And it cannot be selected during SMAF/Phrase play by Player.

The same operation is possible by drag and drop SMAF/Phrase to ATS-PL1 dialogue directly.

⑤ Phrase Save

SMAF/Phrase is overwritten with the file name saved in ⑥ Phrase Save As immediately before. When ⑥ Phrase Save As is not used, it cannot be selected.

⑥ Phrase Save As

When it is selected, [Save As dialogue] is displayed and the file name which will save can be designated. Only when the read SMF is converted into SMAF/Phrase normally, it can be selected. If the input of extension is omitted at the input of File name, “.spf” is added.

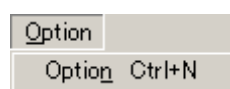
⑦ Exit

It closes the present dialogue and ends this application.

[ALT] + [F4] is same operation.

3.1.1.2. Open Menu

When “Option” in menu bar is selected, the following Option menu is displayed.



① Option

Option setting dialogue (3.5) is displayed.

3.1.1.3. Help Menu

When “Help” in menu bar is selected, the following Help menu is displayed.



① Version

Version information dialogue (3.8) is displayed.

② <http://smaf-yamaha.com/>

SMAF Official Web Site (English) is opened from the browser related with html.

3.1.2. Player

In this block, SMAF/Phrase play function can be operated.



3.1.2.1. Search Button



Returns the playback position of music to the head.

3.1.2.2. Rewind Button



Rewinds the playback location in one-second step.

3.1.2.3. Play Button



Starts the play of music.

It can be operated in the state in which the play by Player is possible.

3.1.2.4. Fast-forward Button



Advances the playback location in one-second step.

3.1.2.5. Stop Button



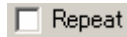
Stops the play of music, and returns the playback position to the head.

3.1.2.6. Time Display



This indicates the playback time. When the playback ends, returns to “0”.

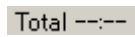
3.1.2.7. Repeat Check Box



Sets the repeat play of music. (Check in the box means the repeat play)

This cannot be operated during play.

3.1.2.8. Playback time



Displays total playback time of music.

3.1.2.9. Playback Position Slider



Displays the playback position. When the playback ends, returns to “0”.

3.1.2.10. Volume Display



Displays the present Volume value (0 ~ 127)

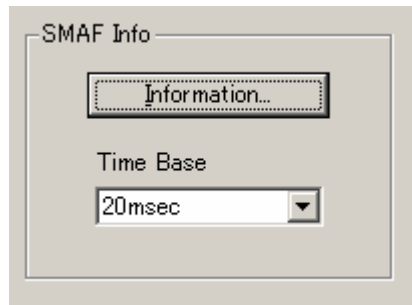
3.1.2.11. Volume Slider



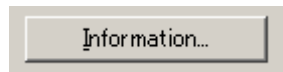
Sets Volume value (0 ~ 127) at the playback.

3.1.3. SMAF Information

In this block, SMAF peculiar information can be set.

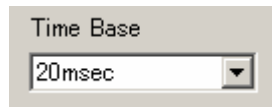


3.1.3.1. Information Button



Displays SMAF Information Dialogue (3.2).

3.1.3.2. Time Base Combo box

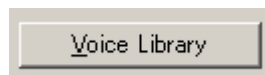


It is Time Base at the SMAF conversion.
SMAF/Phrase is fixed to 20msec.

3.1.4. Voice Library

In this block, voice library of application can be operated.

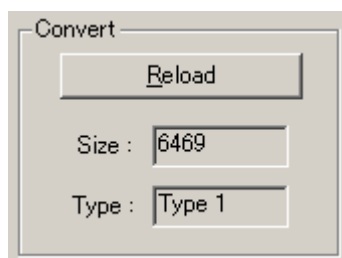
3.1.4.1. Voice Lib Button



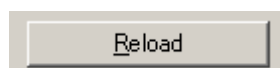
Displays Voice Library Dialogue (3.9).

3.1.5. Convert

In this block, the conversion from SMF to SMAF/Phrase is operated.



3.1.5.1. Reload Button



Reads SMF again and performs SMAF/Phrase conversion.

3.1.5.2. Size Display

Size :

Displays file size of the converted SMAF/Phrase. The unit is byte.

3.1.5.3. Type Display

Type :

Classifies FIFO type of SMAF/Phrase (channel use status) per 4 channel unit, and displays.

Type1 : SMAF/Phrase using FM 2op voice only.

Type2 : SMAF/Phrase using FM 4op voice.

3.1.6. Voice Assign Map List View

Displays information about use voices of SMAF/Phrase which is converted from SMF.

SMAF Voice Edit Dialogue (3.3) is displayed by double-clicking on the displayed row.

And the Voice information can be edited.

Voice Assign Map							
Vo.	Name	BankM	BankL	PC	Key	OP	Assigned Channel
1	SquareLd	122	0	81	-	2	
2	SynBass1	122	0	39	-	2	
3							

Vo.

Voice No

Name

Voice Name

BankM

BankMSB

BankL

BankLSB

PC

Program Change

Key

Key

OP

Operator

Assigned Channel

In the Preset voices (ProgramChange: 1-2) of Drum (BankSelectMSB: 123), Note (0-15) is processed as UserEvent. But Note which is not defined the effective voice (Note: 16-23,85-91) is displayed by red colored font on VoiceAssignMap.

This Note can play by Player since it does not become the conversion error. However, it is desirable deleting from SMF since it is not effective setting. And Note (92-127) is processed as conversion error.

3.1.6.1. Voice No

Displays the registration number of voices.

3.1.6.2. Voice Name

Displays the voice name.

3.1.6.3. BankMSB

Displays the value of Bank Select MSB of voice.

3.1.6.4. BankLSB

Displays the value of Bank Select LSB of voice.

3.1.6.5. Program Change

Displays the value of Program Change of voice (1-128).

3.1.6.6. Key

Displays the value of Key of voice (0-127).

The value in parenthesis becomes the display in the case of beginning Key from 1.


3.1.6.7. Operator

Displays the used Operator number of voices. The display is 2 or 4.

3.1.6.8. Assigned Channel

Displays channel, which is assigned for voice, when the play started.

3.1.7. Status Bar



Open mid file successfully.

Displays the information about read and save of file.

Please refer to Status Display (4.1) for the details of the displayed contents.

3.2. Information Dialogue

Starts by the Information button of Main dialogue (ATS-PL1).

3.2.1. Contents Class Combo box

Sets Contents Class. However, it is 0 (YAMAHA) fixed in ATS-PL1.

3.2.2. Contents Type Combo box

Sets Contents Type. However, it is 240 (SMAF/Phrase) fixed in ATS-PL1.

3.2.3. Contents Code Type Combo box

Selects character code of Text information from the following.

Character code	Language supported
Latin 1(ASCII(7bit) + ISO 8859-1)	English, French, German, Italian, Spanish, Portuguese, etc.
Shift-JIS	Japanese
EUC-KR	Korean
HZ-GB-2312	Chinese (Simplified)
Big5	Chinese (Traditional)
KOI8-R	Russian etc.
TCVN-5773:1993	Vietnamese
UTF8	UTF8

3.2.4. Copy Status Combo box


 A screenshot of a software interface showing a label 'Copy Status' followed by a dropdown menu. The dropdown menu is open, displaying the selected option 'savable and transferable'.

Selects Copy Status from the following.

Combo box display	Setting
savable and transferable	0
savable and untransferable	1
unsavable and untransferable	3

3.2.5. Vendor Edit Box


 A screenshot of a software interface showing a label 'Vendor' followed by a text input field.

Describes Vender name.

3.2.6. Carrier Edit Box


 A screenshot of a software interface showing a label 'Carrier' followed by a text input field.

Describes Carrier name.

3.2.7. Category Edit Box


 A screenshot of a software interface showing a label 'Category' followed by a text input field.

Describes Category name.

3.2.8. Title Edit Box


 A screenshot of a software interface showing a label 'Title' followed by a text input field.

Describes song Title name.

3.2.9. Artist Edit Box


 A screenshot of a software interface showing a label 'Artist' followed by a text input field.

Describes Artist name (Singer/Performer)

3.2.10. Lyricist Edit Box


 A screenshot of a software interface showing a label 'Lyricist' followed by a text input field.

Describes Lyricist.

3.2.11. Composer Edit Box


 A screenshot of a software interface showing a label 'Composer' followed by a text input field.

Describes Composer.

3.2.12. Arranger Edit Box

A rectangular text input field with a light gray border. The label "Arranger" is positioned to the left of the input area.

Describes Arranger

3.2.13. Copyright Edit Box

A rectangular text input field with a light gray border. The label "Copyright(c)" is positioned to the left of the input area.

Describes Copy right©

3.2.14. Managed By Edit Box

A rectangular text input field with a light gray border. The label "Managed By" is positioned to the left of the input area.

Describes copyright Management organization name

3.2.15. Management Info Edit Box

A rectangular text input field with a light gray border. The label "Management Info." is positioned to the left of the input area.

Describe Management information

3.2.16. Date Created Edit Box

A rectangular text input field with a light gray border. The label "Date Created" is positioned to the left of the input area.

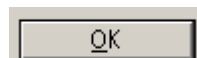
Describes Created date.

3.2.17. Date Modified Edit Box

A rectangular text input field with a light gray border. The label "Date Modified" is positioned to the left of the input area.

Describes Modified date.

3.2.18. OK Button

A rectangular button with a light gray background and a thin border. The text "OK" is centered on the button.

Completes each setting on dialogue and closes the dialogue.

3.2.19. Cancel Button

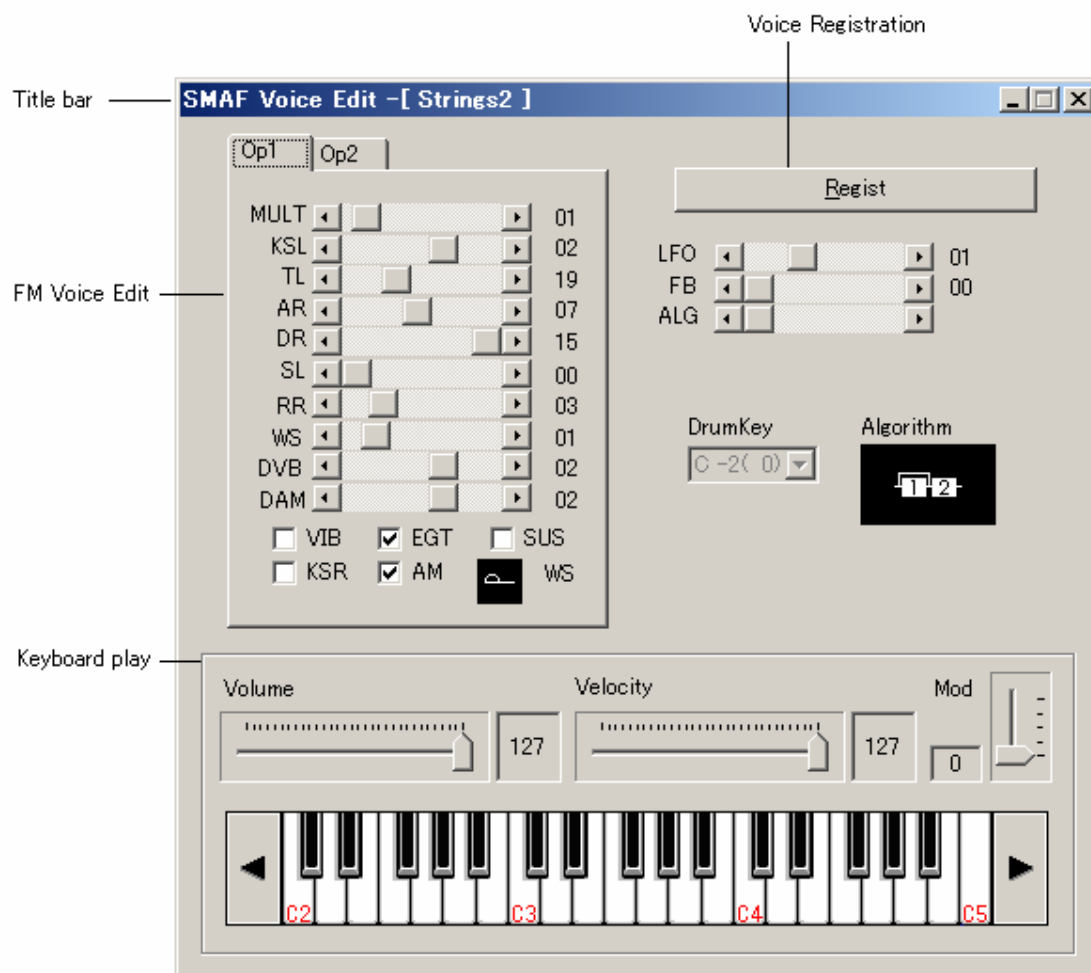
A rectangular button with a light gray background and a thin border. The text "Cancel" is centered on the button.

Cancels each setting on dialogue and closes the dialogue.

3.3. SMAF Voice Edit Dialogue

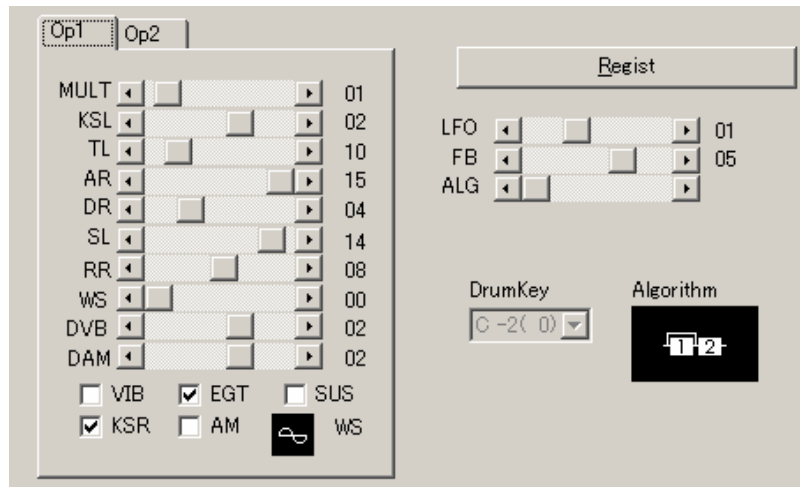
Starts by double-clicking the voice information items of Voice Assign Map in Main dialogue (ATS-PL1).

You can edit and listen FM voice information.



3.3.1. Voice Edit

In this block, FM voice information can be edited.

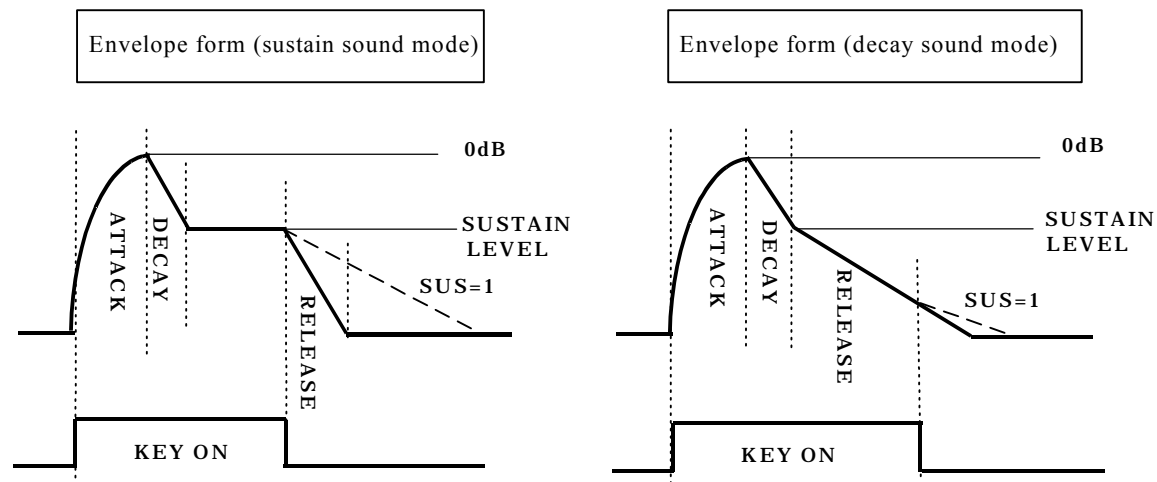


3.3.1.1. Operator Tab

Displays Operators which constitute FM voice. It is changed by tab.

It is possible to operate the parameter with Scroll bar or the left and right button.









- ① MULTI Scroll Bar
Sets the magnification of frequency. It can set within the range from 0 to 15.
- ② KSL Scroll Bar
Sets the scaling of level (the amount of decay per octave). It simulates that the volume decreases as the interval becomes higher such as natural musical instruments. It can set within the range from 0 to 3.
- ③ TL Scroll Bar
Sets the level of envelope. It can set within the range from 0 to 63.
- ④ AR Scroll Bar
Sets the time from the starting of tone generation (-96 dB) to the moment maximum volume (0 dB). It can set within the range from 0 to 15. The bigger value makes faster attack.
- ⑤ DR Scroll Bar
Sets the decay time from the moment maximum volume (0 dB) to Sustain Level (SL). It can set within the range from 0 to 15. The bigger value makes faster decay.
- ⑥ SL Scroll Bar
In the case of decay sound, sets its Level changing from Decay Rate to Release rate. In the case of sustain sound, sets Sustain Level, that is sustaining volume level. It can set within the range from 0 to 15.



- ⑦ RR Scroll Bar
Sets the time from key off to the mute status (-96 dB). It can set within the range from 0 to 15. When both of ⑫ EGT and ⑬ SUS are checked (enable), this setting is ignored.
- ⑧ WS Scroll Bar
Designates waveform of each Operator that is used for FM operation. It can set within the range from 0 to 7. This setting is reflected to the display of ⑯ WS picture.
- ⑨ DVB Scroll Bar
Sets the depth of vibrato modulation. It can set within the range from 0 to 3. The bigger value makes vibrate more greatly.
- ⑩ DAM Scroll Bar
Sets the depth of amplitude modulation. It can set within the range from 0 to 3. The bigger value makes vibrate more greatly.
- ⑪ VIB Check Box
Sets to apply a vibrato to Operator with the checkmark.
- ⑫ EGT Check Box
Sets as the sustain sound with the checkmark, and sets as the decay sound without the checkmark
- ⑬ SUS Check Box
Sets as the Sustain-On with the checkmark. And it is changed to the release rate = 4 when the pronunciation length ends.
- ⑭ KSR Check Box
Sets Key scale of rate as effective with the checkmark.
- ⑮ AM Check Box
Sets to apply the amplitude (AM) modulation to corresponding operator with the checkmark.

⑩ WS Display

Displays waveforms image which corresponds to the setting of ⑧ WS scroll bar.

WS value	waveform	WS value	waveform
0		4	
1		5	
2		6	
3		7	

3.3.1.2. LFO Scroll Bar

Sets frequency for Vibrato and AM modulation. It can set within the range from 0 to 3.

LFO	0	1	2	3
Frequency (Hz)	1.9	4.2	6.1	7.2

3.3.1.3. FB Scroll Bar

Sets Feedback modulation. It can set within the range from 0 to 7.

3.3.1.4. ALG Scroll Bar

Sets the connection method of each operator. It selects from total of 6 kinds.

However, you cannot set the algorithm which operator number is different from it of algorithm displayed at SMAF Voice Edit dialogue start.

In order to change the number of use operators, please use ALG scroll bar in the Voice Library dialog. The algorithm and the number of use operators of user voice can be changed.

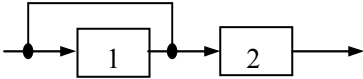

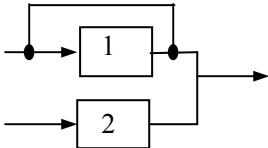

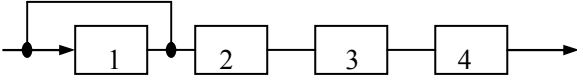

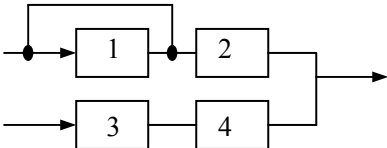

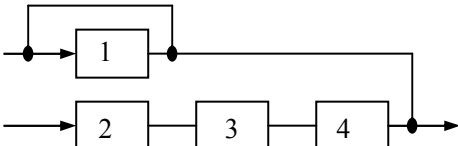

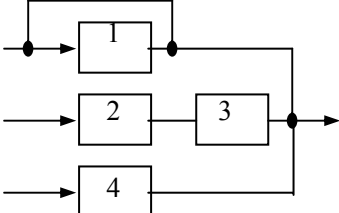
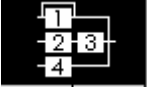
3.3.1.5. Drum Key Combo box

Sets actual keys which is pronounced by voice. It cannot be changed in this dialog.

In order to set up this value, please use a Drum Key combo box in the Voice Library dialog. Real pronunciation key of a user drum voice can be set up in the range of 0 to 127.

3.3.1.6. Algorithm Display

Displays the algorithm pattern which corresponds to the setting of ALG (3.3.1.4).

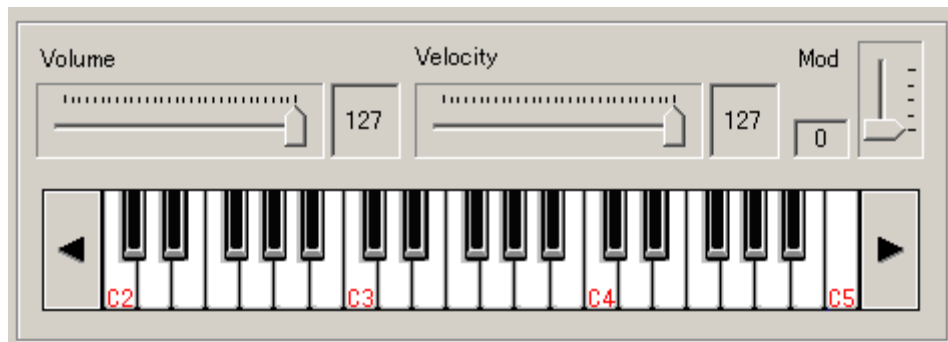
Note: The above number 1 to 4 corresponds to Operator 1 to 4.

3.3.2. Regist Button

Starts Voice Registration dialogue (3.4) and registers editing voice information into Voice Map which is displayed on Voice Library dialogue.

3.3.3. Keyboard Play

In this block, you can listen the voice sound.



3.3.3.1. Key Board

This is the control for listening voices. When clicking on the keyboard area with mouse, single sound of the voice, which the cursor indicates in the voice map currently, is generated.

① Scroll button

Scrolls the keyboard display to right and left per octave unit.

3.3.3.2. Modulation slider

Sets Modulation of Control Change 01 (modulation) that is reflected to pronunciation of Keyboard operation. It can set within the range from 0 to 127.

This is used to change the state of vibrato to voices of which checkmark is put in the VIB check box.

Slider setting	State of application of vibrato
0	Vibrato off
31	Vibrato with depth of DVB
63	Vibrato with depth of DVB+1
95	Vibrato with depth of DVB+2
127	Vibrato with depth of DVB+3

3.3.3.3. Volume slider

Sets Volume of Control Change 07 (channel volume) that is reflected to pronunciation of Keyboard operation. 32 steps can be set in the range from 3 to 127. The default value is 127.

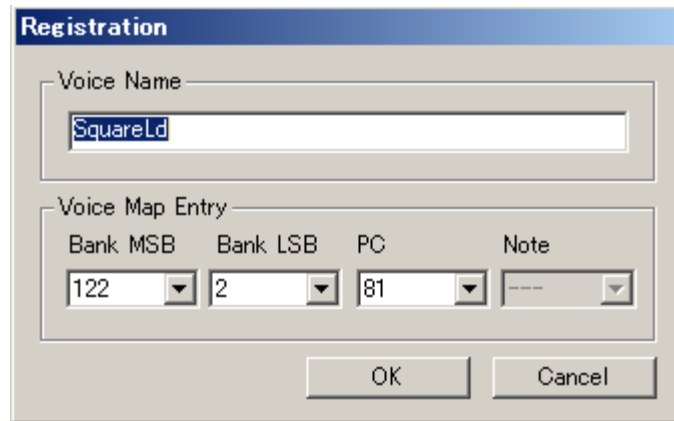
3.3.3.4. Velocity slider

Sets NoteOn velocity that is reflected to pronunciation of Keyboard operation. 32 steps can be set in the range from 3 to 127. The default value is 127.

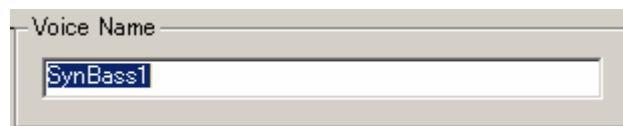
3.4. Registration Dialogue

Starts by the operation of “Regist” button on SMAF Voice Edit dialogue.

The setting of Voice Map Entry at starting is same as the Voice Assign Map designation item at starting SMAF Voice Edit dialogue.



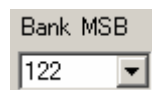
3.4.1. Voice Name Edit Box



Sets the voice name registered into Voice Map of Voice Library Dialogue.

3.4.2. Voice Map Entry

3.4.2.1. Bank MSB Combo box



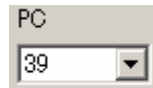
Sets Bank Select MSB registered into Voice Map of Voice Library dialogue.
Please set Normal voice to 122, and set Drum voice to 123.

3.4.2.2. Bank LSB Combo box



Sets Bank Select LSB registered into Voice Map of Voice Library dialogue.
When normal voice, please set within the range from 2 to 9, since 0-1 are used for Preset voices. Drum voice is fixed to 0.

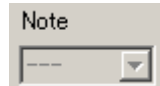
3.4.2.3. PC Combo box



Sets Program Change registered into Voice Map of Voice Library.

Please set Normal voice within the range from 1 to 128. When it is Drum voice, please set within the range from 3 to 10, since 1-2 are used for Preset voice.

3.4.2.4. Note Combo box

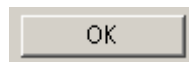


Sets Note registered into Voice Map of Voice Library.

When Normal voice, this setting is not necessary.

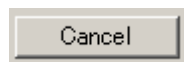
When Drum voice, please set within the range from 16 to 91.

3.4.3. OK Button



Completes each setting on this dialogue and closes this dialogue.

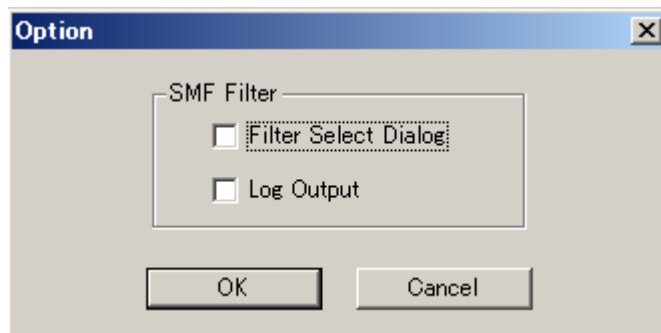
3.4.4. Cancel Button



Cancels each setting on this dialogue and closes this dialogue.

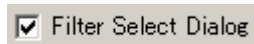
3.5. Option Dialogue

Starts by selecting of Menu bar “Option” on Main dialogue (ATS-PL1).



3.5.1. SMF Filter

3.5.1.1. Filter Select Dialog Check Box



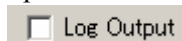
Sets whether the processing is closed as an error or a dialog is displayed to verify SMF Filter processing when there are some problems in the conversion from SMF to SMAF/Phrase.

(When checkmark is put in this checkbox, the dialogue is displayed. The default setting is marked.)

Some conversion errors are uncorrectable also by SMF Filter. In this case, even if there is the checkmark of Filter Select Dialog, SMF Filter processing cannot be selected.

Please refer to “4.2 Error Message” about the corresponding error.

3.5.1.2. Log Output Check Box



Sets whether the result of Filter processing is displayed as a log or not.

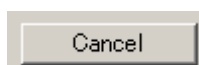
(When checkmark is put in this checkbox, the Filter Log dialogue is displayed.)

3.5.2. OK Button



Completes each setting on dialogue and closes this dialogue.

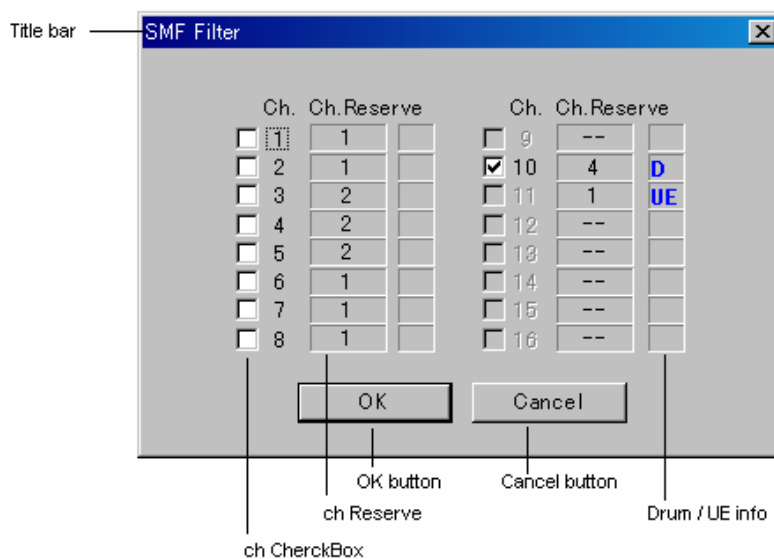
3.5.3. Cancel Button



Cancels each setting on this dialogue and closes this dialogue.

3.6. SMF Filter Dialogue

Displays the analysis result of SMF in SMF Filter processing. It can set channel which is effective after Filter by the operation of ch check box.



3.6.1. Ch Check Box

Designates the channel to convert with SMF Filter. The channel is removed from a target for conversion by clearing the checkmark in the check box.

The checkmark at the dialog display is put to the channel in numerical order within the total Channel Reserve 4 by the simultaneous pronunciation number limitation.

The change of check is possible. But if the total of channel exceeds the maximum pronunciation number, "OK" button becomes disable to forbid setting it.

3.6.2. Ch Reserve Text

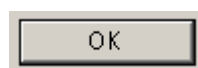
Displays channel reserve number (it corresponds to channel number and the maximum simultaneous pronunciation number), which is secured to each channel at the conversion.

3.6.3. Drum Voice Classification Text

Displays "D" on usual Drum voice channel. And displays "UE" on the channel including the NOTE (0-15) corresponding to UserEvent and the Note (92-127) which cannot assign the voice in UserVoice (PC: 3-10). Nothing is displayed on FM normal voice channel.

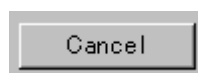
The check to the channel checkbox is limited, since the channel of "UE" display is deleted by SMF Filter processing finally.

3.6.4. OK Button



Completes each setting on dialogue and closes this dialogue.

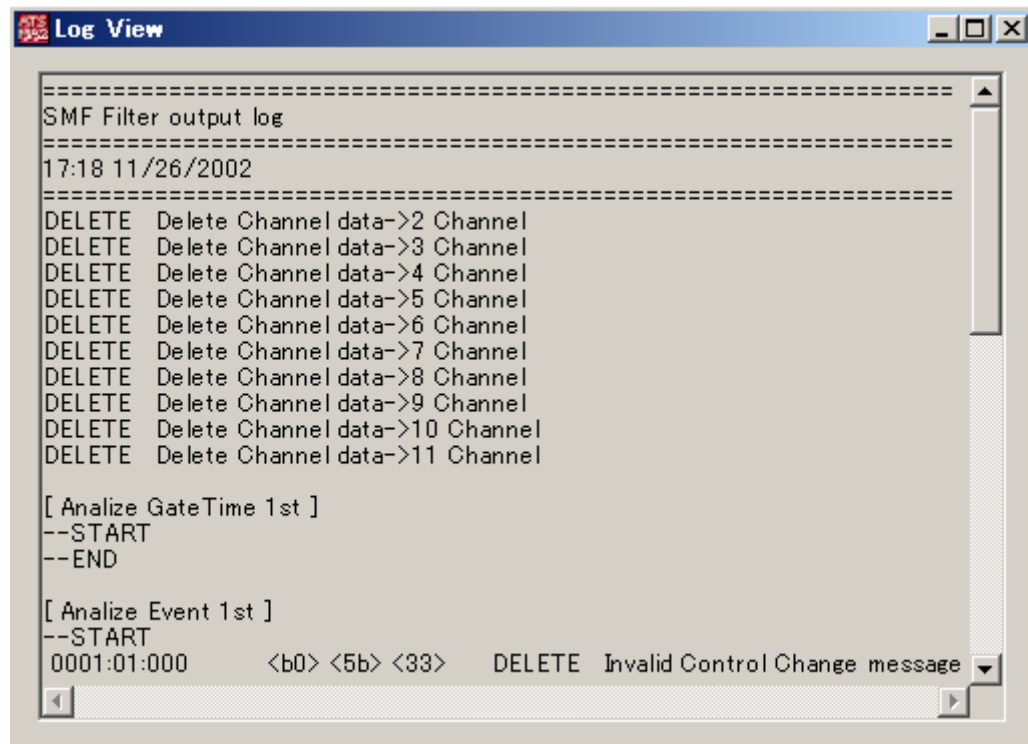
3.6.5. Cancel Button



Stops the processing of SMF Filter and closes this dialogue.

3.7. Filter Log Dialogue

Starts Filter Log dialogue which displays the log of analysis/conversion result at the SMF Filter end, when the checkmark is put in the log output check box of Option dialogue, which is started by the file menu “Option” on Main dialogue (ATS-PL1).



3.8. Version Dialogue

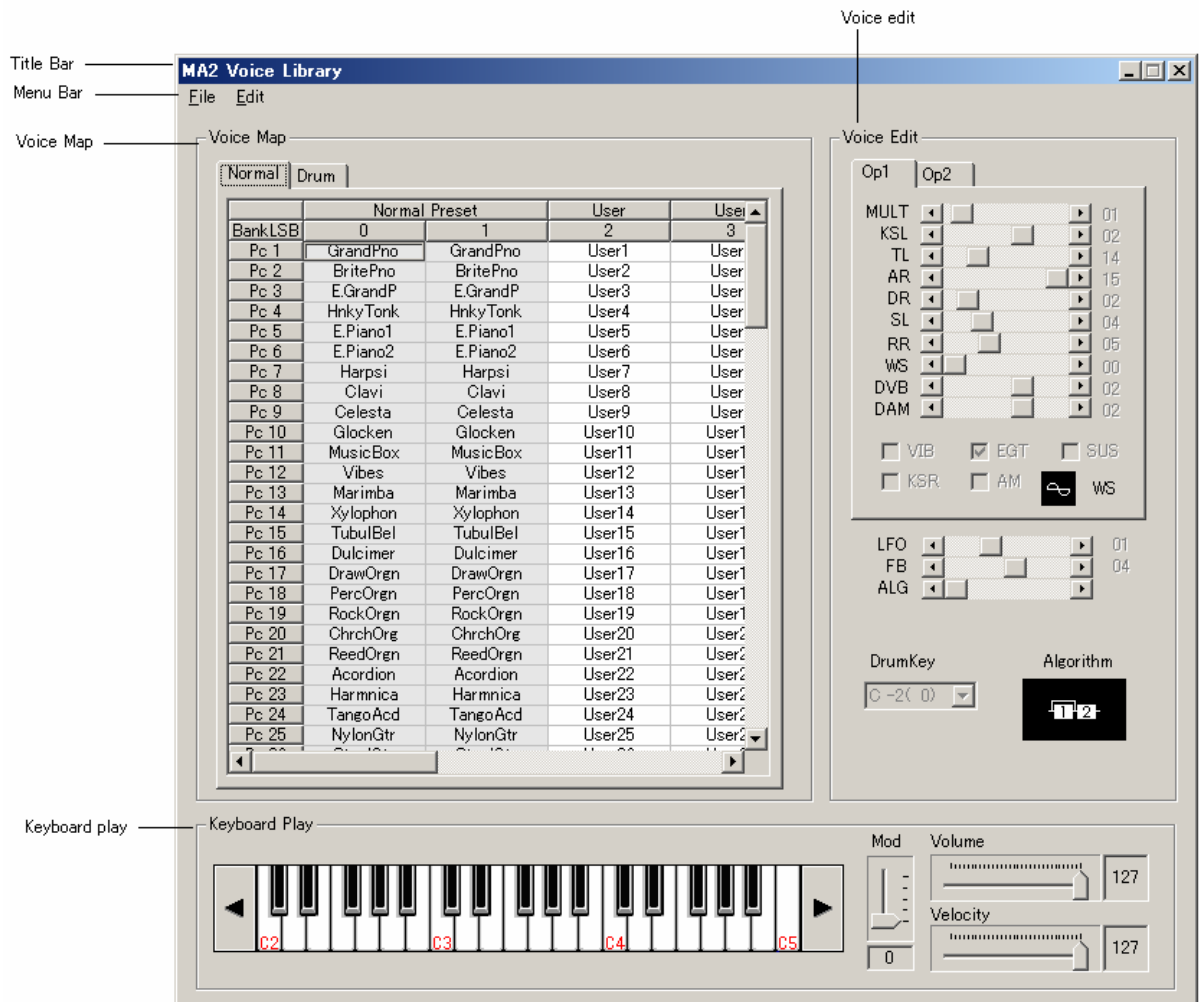
Starts by selecting of File menu “Help-Version” on Main dialogue (ATS-PL1).



3.9. Voice Library Dialogue

Starts by the operation of Voice Library button on Main dialogue (ATS-PL1).

You can edit FM voice information and listen voice sounds.

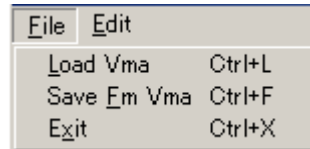


3.9.1. Menu bar



3.9.1.1. File menu

Displays the following menu when File of menu bar is selected.



① Load Vma

The voice information of Voice Library can be changed by selecting voice library file (*.vma) from “Open dialogue”.

The voice information of Voice Library is backup at any time in the fm_temp.vma file of the same folder as ATS-PL1.exe.

② Save Fm Vma

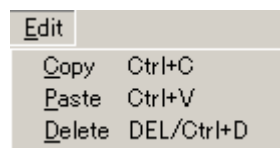
FM voice information of Voice Library can be saved with the appointed file name on “Save As dialogue”. .vma is added when the extension is omitted.

③ Exit

Ends Voice Library dialogue.

3.9.1.2. Edit Menu

Displays the following Edit menu when Edit of menu bar is selected.



① Copy

Holds the information of the highlighted cell of Voice Map primary on Memory.
The continuous plural cells can be designated.

② Paste

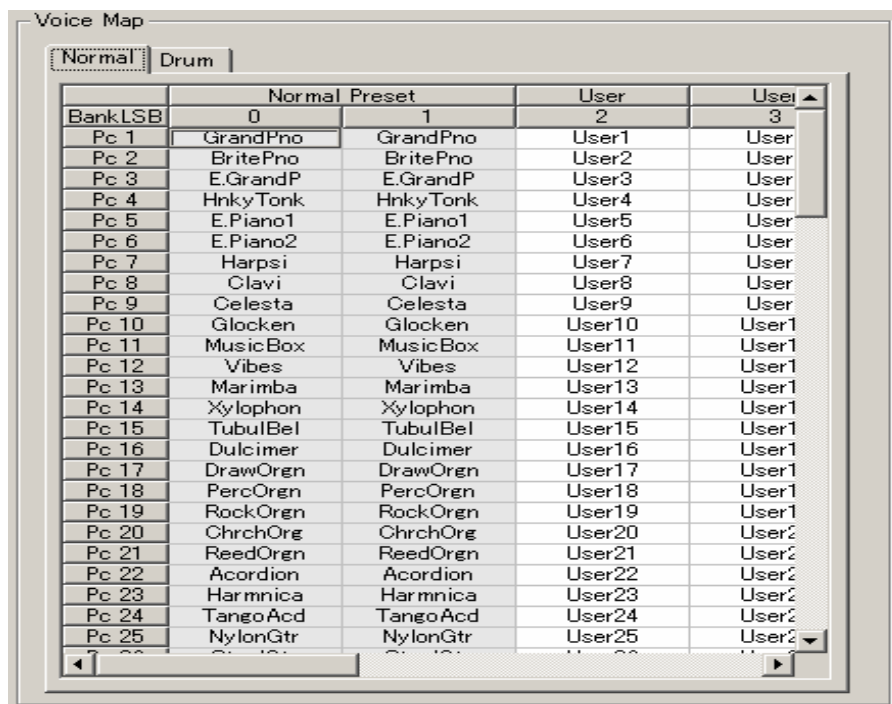
Pastes the information which is primary held at Copy to the highlighted cell.

③ Delete

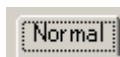
Resets the voce information of the highlighted cell to default voice setting.
It corresponds only to the part of User voice.

3.9.2. Voice Map

In this block, the voice information to edit can be designated.



3.9.2.1. Normal tab

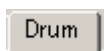


Selects voice map corresponding to BankSelect MSB: 122 of SMF.
Please refer to Appendix (5.2.1) for the details of Preset voice.

① Voice Map List View

Displays in list by Bank Select LSB column (0-1: Preset voice, 2-9: User voice) and ProgramChange row (1-128). Copy/Paste/Delete processing of menu is possible when the cells are highlight-displayed. It corresponds to the Drag & Drop operation by the mouse. And pop-up menu is displayed by the right-click on LSB and voice information per column can be saved and read.

3.9.2.2. Drum tab



Selects voice map corresponding to BankSelect MSB: 123 of SMF.
Please refer to Appendix (5.2.2) for the details of Preset voice.

① Voice MapList View

Displays in a list by ProgramChange column (1-2: Preset voice, 3-10: User voice) and Note row (1-128). Copy/Paste/Delete processing of menu is possible when the cells are highlight-displayed. It corresponds to the Drag & Drop operation by the mouse. And pop-up menu is displayed by the right-click on PC and voice information per row can be saved and read.

3.9.2.3. Voice operation on Voice Map

① Moving cursor display

"Cursor display" is the rectangular object as shown below that is displayed in the voice map. It is located on the top leftmost position on the MA2 Voice Library dialog when it is started.



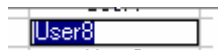
The cursor can be moved by using one of the arrow keys, [↑], [↓], [→] and [←] on the keyboard.

Clicking on a voice name moves the cursor display to its position.

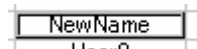
② Changing voice name

First, move the cursor display to the position of a voice of which name is to be changed.

Then, press [RETURN] key or [ENTER] key. The name change edit box appears as shown below, where a cullet blinks.



Type a new name. And press [RETURN] key or [ENTER] key to apply the new name.

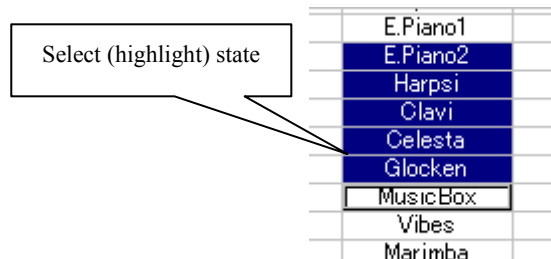


The capacity of the voice name entry is 16 bytes.

The voice name of Preset voice cannot be changed.

③ Selecting voices and canceling the selection

When the list view section becomes a state of voice selection, the overall rectangular area where the voice names are displayed are highlighted as shown below.



There are two method of selection of voices, the one using keyboard and the one using the mouse.

1. Selecting voices by using keyboard

Use [↑], [↓], [←] or [→] key while pressing and holding [SHIFT] key to move the cursor display.

2. Selecting voices by using mouse

When selecting only one voice, click in the rectangular area of the voice name. When selecting two or more voices, press the mouse button and drag the mouse so that all the voices to be selected are highlighted.

The keyboard or mouse can also be used to canceling the selection of the voices.

1. Canceling selection of voices by using keyboard

Press [ESC] key.

2. Canceling selection of voices by using mouse

Click on a voice that is not in selected state (highlighted).

④ Copying and pasting voices

The copy of voice information is possible in voice map on list view. However, the copy between Normal voice and Drum voice is impossible.

The copying and pasting voices can be made by using either of the two methods, keyboard (shortcut) or mouse.

1. Copying and pasting voices by using keyboard (menu shortcut)

At first, voices to copy changes into a selection state and press "C" key, while pressing holding "CTRL" key.

GrandPno	User1
BritePno	User2
E.GrandP	User3
HnkyTonk	User4
E.Piano1	User5
E.Piano2	User6
Harpsi	User7
Clavi	User8
Celesta	User9
Glocken	User10
MusicBox	User11
Vibes	User12
Marimba	User13
Xylophon	User14
TubulBel	User15
Dulcimar	User16
DrawOrgn	User17
DrawOrgn	User18

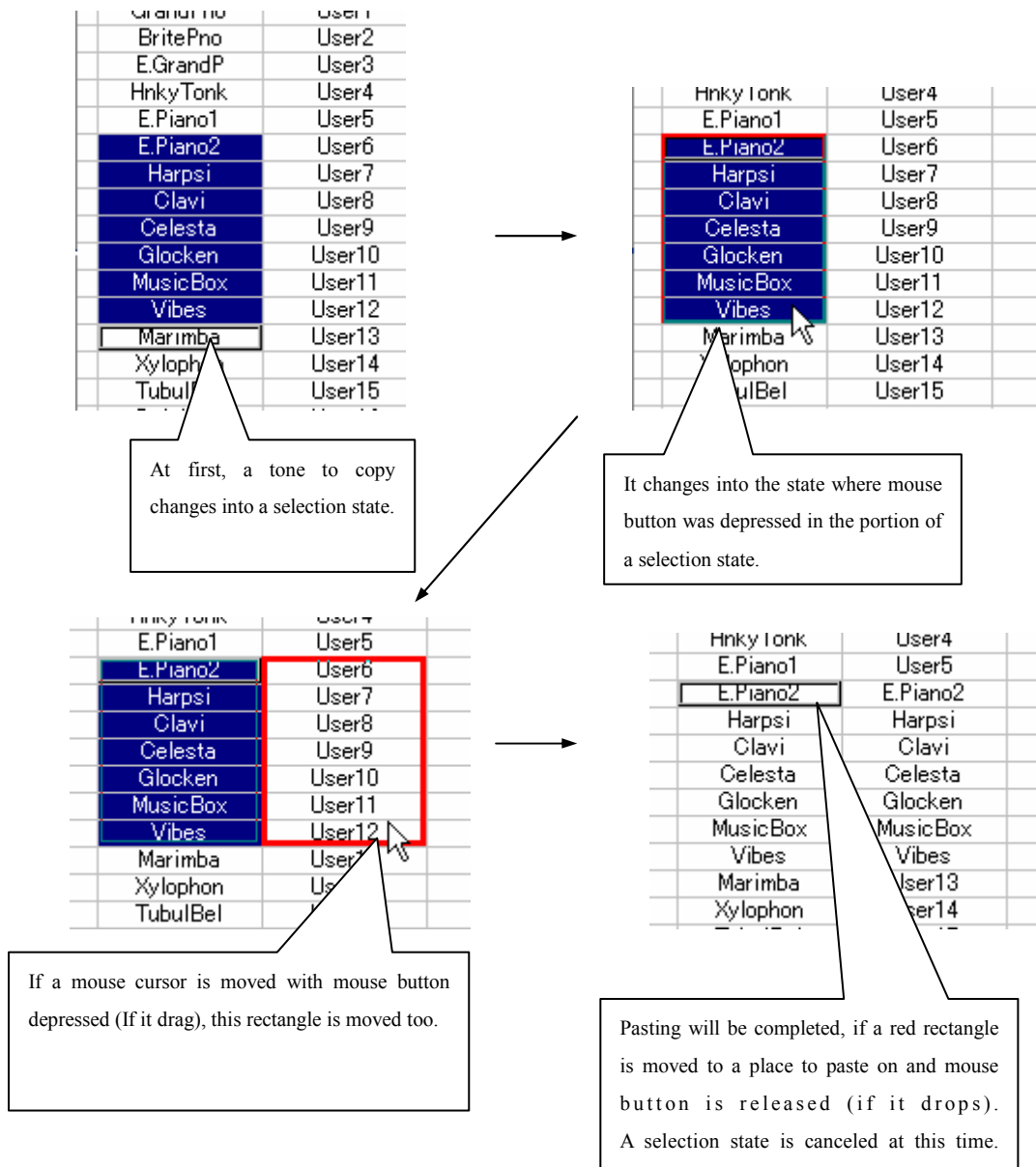
Press "V" key while pressing holding "CTRL" key.

BritePno	User2
E.GrandP	User3
HnkyTonk	User4
E.Piano1	User5
E.Piano2	User6
Harpsi	User7
Clavi	User8
Celesta	User9
Glocken	User10
MusicBox	User11
Vibes	User12
Marimba	User13
Xylophon	User14

Move the cursor display to the top voice which performs paste

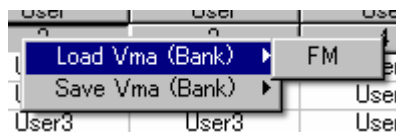
HnkyTonk	User4
E.Piano1	User5
E.Piano2	E.Piano2
Harpsi	Harpsi
Clavi	Clavi
Celesta	Celesta
Glocken	Glocken
MusicBox	MusicBox
Vibes	Vibes
Marimba	User13
Xylophon	User14
TubulBel	User15

2. Copying and pasting voices by using mouse (drag and drop)



3.9.2.4. File operation of Voice Information of List sequence unit

① Read file

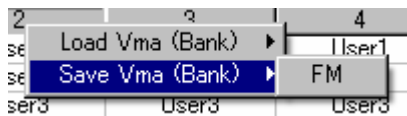


Sub menu can be selected to assort FM from LoadVma menu by right-clicking on “the row number” which shows BankSelectLSB of FM normal voice and shows ProgramChange of Drum voice

By each menu, the voice information file (*.vma) is selected from “Open file” dialogue. And the voice information is read into the same voice list column.

Its file extension is same as the voice information file extension of whole Voice Map, which is operated from file menu. However, only the file, which is saved per column, can be read by the operation of file save of ②.

② Save file



Same as read file, sub menu can be selected to assort FM from SaveVma menu by right-clicking on “the row number”.

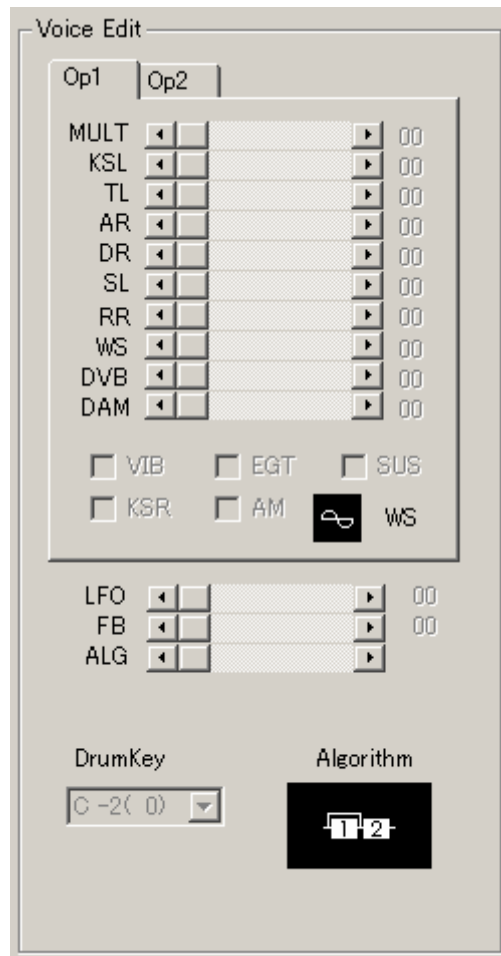
By each menu, the voice information file (*.vma) is designated from “Save As” dialogue and the information of same voice list column can be saved.

The voice information file of whole Voice Map which is operated from file menu and the extension are same, however, it is different from the contents saved per sequence.

Its file extension is same as the voice information file extension of whole Voice Map, which is operated from file menu. However, contents of each file are different.

3.9.3. Voice Edit

In this block, FM voice information can be edited.



3.9.3.1. Operator tab

It is same as “3.3.1.1 Operator Tab”.

3.9.3.2. LFO Scroll bar

It is same as “3.3.1.2 LFO Scroll Bar”.

3.9.3.3. FB Scroll bar

It is same as “3.3.1.3 FB Scroll Bar”.

3.9.3.4. ALG Scroll bar

It is same as “3.3.1.4 ALG Scroll Bar”.

3.9.3.5. Drum Key Combo box

Sets the actual key Drum Key (0-127) which is pronounced by voice.
It is effective only when the cursor display is in the User Drum voice.

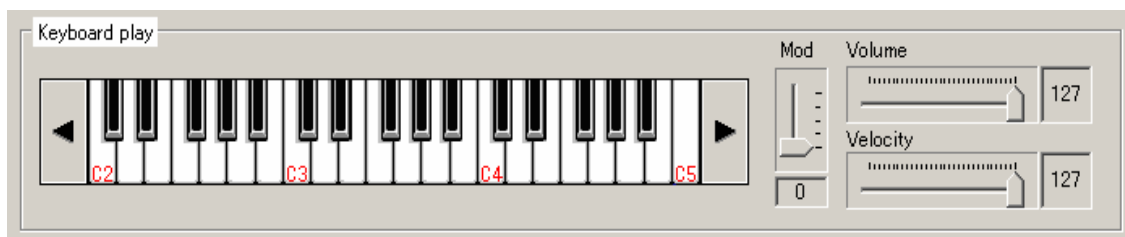
3.9.3.6. Algorithm display

It is same as “3.3.1.6 Algorithm Display”.

3.9.4. Keyboard Play

This is the control for listening voices.

This is a keyboard control for audition of voices. When clicking on the keyboard area, single sound of the voice, which the cursor indicates on Voice Map, is generated.



It is same as “3.3.3 Keyboard Play”.

4. Message

4.1. Status Bar Display

The following message about read/save/conversion of file is displayed.

Open error:

SMF → SMAF/Phrase conversion is failure.

Conversion has finished successfully:

SMF → SMAF/Phrase conversion is success.

Open mmf/spf file successfully:

Read of SMAF/Phrase file is success.

Save spf file successfully:

Save of SMAF/Phrase file is success.

Open mid file successfully:

Read of SMF is success.

Save mid file successfully:

Save of SMF is success.

Open error:

Read of SMF, SMAF/Phrase file is failure.

Save error :

Save of SMAF/Phrase file is failure.

4.2. Error Display

Error messages are classified based on error contents for making the search easier.

4.2.1. Cannot....

Cannot load S2PL1.dll / phr2phr.dll :

S2PL1.DLL and PHR2PHR.DLL are not found.

Cannot assign a 4-operator tone. :

A 4-operator voice cannot be assigned. More than eight 4-operator voices may be assigned.
Check the number of operators for the voices being used.

Cannot assign a 2-operator tone. :

A 2-operator voice cannot be assigned. Make sure that the 4-operator voices and 2-operator voices total 32 operators or less.

Cannot load fm_temp.vma. :

fm_temp.vma file has not been in the same directory as ATS-PL1.exe or has broken.

Delete it or change that name for newly creation of fm_temp.vma.

And then, new fm_temp.vma (Preset voices only) will be created automatically when Voice Library is started.

MidiCh * : Cannot assign a drum channel :

Drum channel cannot be assigned. All channels may be used up. Check the number of voice operators and their combination.

Cannot open SMAF file !! :

SMAF file cannot be opened. This error message appears in the following cases.

- Extension of the file is not “.mmf”.
- ContentsClass is not “0”.
- File format is not SMAF.

Cannot save SMAF Phrase L1 file. :

SMAF/Phrase file cannot be saved.

Cannot create fm_temp.vma file. :

Automatic creation of a fm_temp.vma file is failure. If a fm_temp.vma file does not exist in a predetermined location, ATS-PL1 creates a file newly. Please check whether there is any problem etc. in a setup of a folder.

Cannot open SMF. :

The open of specified SMF is failure. Please check the file.

Cannot save SMF :

The save to the file of SMF data is failure. Please check whether there is any problem etc. in a setup of a folder.

Cannot load adpcm_temp.vma. :

adpcm_temp.vma file cannot be loaded. Please check whether there is any problem etc. in a setup of a file.

Cannot open vma file. :

The open of specified vma file is failure. Please check the file.

Cannot load vma file. :

The specified vma file cannot be loaded. Please check whether there is any problem etc. in a setup of a file.

Cannot save vma file. :

The save to a vma file is failure. Please check whether there is any problem etc. in a setup of a folder.

Cannot load ma2Syn.dll. :

ma2syn.dll cannot be loaded. Please check the contents of installation folder.

4.2.2. MidiCh....

MidiCh * : Bank Select MSB is specified incorrectly. (Bank Select MSB: *) :

Designate 122 (0x7A) or 123 (0x7B) for BankSelectMSB.

MidiCh * : Bank Select LSB is out of range. (Bank Select LSB: *) :

Designate 0 to 9 at the BankSelectMSB=122 (0x7A) and designate 0 at the BankSelectMSB=123 (0x7B) for BankSelectLSB

MidiCh * : Control Change is not supported. (Control Change: *) :

The designated Control Change cannot be used. Please check the control number by the authoring guideline.

MidiCh * : Program Change is out of range on drum channel. (Program Change: *) :

The designated Program Change cannot be used.
Use 0~9 for the drum channel.

MidiCh * : Cannot assign a normal tone. :

There are too many normal voices to assign.
Decrease number of program change at normal channel.

MidiCh * : Cannot assign a drum tone. :

There are too many drum voices to assign. The number of drum voices corresponds to the number of different notes on the drum channel. Check how many different notes are being used.

MidiCh * : Channel Reserve is not specified. :

This MIDI channel has no Channel Reserve message.

MidiCh * : Program Change is not specified. :

This MIDI channel has no Program Change.

MidiCh * : Data Entry is out of range. (Data Entry: *) :

The range of values, which can be designated by DataEntry, is 0~24.

MidiCh * : Cannot assign 4-operator and 2-operator on same channel. :

The number of operators for the voice prior to Program Change is different than the number of operators following Program Change. Unify the voices to either 2-operator or 4-operator.

MidiCh * : Cannot assign a normal channel. :

The number of tones designated by Channel Reserve has exceeded the number of channels that can be assigned. Check the number of operators that can be used overall, and modify the Channel Reserve setting.

MidiCh * : Pitch Bend is not supported on drum channel :

Cannot use PitchBend for Drum Channel.

MidiCh * : After Touch is not supported :

Cannot use AfterTouch (Polyphonic Key Pressure, Channel Pressure).

MidiCh * : Program Change is specified incorrectly on drum channel :

Program change is prohibited on drum channel during a play.

Program change is prohibited during generation of tones.

MidiCh * : Bank Select MSB is specified incorrectly on drum channel. :

Bank select is prohibited on drum channel in the music.

MidiCh * : Bank Select LSB is specified incorrectly on drum channel. :

Bank select is prohibited on drum channel in the music.

MidiCh * : Channel Reserve is specified more than once. :

Two or more Channel Reserves exist on the same MIDI channel.

MidiCh * : Channel Reserve must be equal to the number of assigned drum tones. (*) :

Channel Reserve on drum channel is unfit. Set it to designated value.

Midi Ch * : RPN LSB must be 0. :

There is a problem in the value of RPN LSB.

RPN LSB other than "0" is invalid.

Midi Ch * : RPN MSB must be 0. :

There is a problem in the value of RPN MSB.

RPN MSB other than "0" is invalid.

Midi Ch * : RPN LSB and RPN MSB are not specified. :

RPN LSB (=0) and RPN MSB (=0) are not set up.

Please set up RPN LSB (=0) and RPN MSB (=0) before Data Entry.

Midi Ch * : RPN LSB is not specified. :

RPN LSB (=0) is not set up.

Please set up RPN LSB (=0) before Data Entry.

Midi Ch * : RPN MSB is not specified. :

RPN MSB (=0) is not set up.

Please set up RPN MSB (=0) before Data Entry.

MidiCh * : Program Change is specified incorrectly on normal channel. :

There is a problem in the Program Change setup of normal channel.

Program Change is set up into the note, or Program Change is not set up in front of the note.

4.2.3. aa:bb:cc....

aa:bb:cc : User Events are overlapped. :

The plural UserEvent at the position of Measure aa: Beat bb: Tick cc have overlapped. Move the position of one of them.

aa:bb:cc MidiCh * : Gate Time is 0. (Note Number: *) :

The note of the NoteNumber** at the position of Measure aa: Beat bb: Tick cc has a Gate Time of 0. The gate time must be 1 Time Base value or greater. Please increase the Gate Time.

aa:bb:cc MidiCh * : Gate Time is too long. (Note Number: *) :

The note of GateTime at the position of Measure aa: Beat bb: Tick cc has a Gate Time that is too long. A gate time longer than 16511xTime Base (msec) may have been designated. Please check the GateTime.

aa:bb:cc MidiCh * : Notes are overlapped. (Note Number: *) :

The Measure aa: Beat bb: Tick cc location contains identical notes overlapping. Please erase all but one of them.

aa:bb:cc MidiCh * : Cannot assign Note in the channel. (Note Number: *) :

The note at the position of Measure aa: Beat bb: Tick cc cannot be assigned to an MA2 channel. Many tones may be played simultaneously over the designated number by Channel Reserve. Either delete those notes, or increase the Channel Reserve setting.

aa:bb:cc MidiCh * : Note Number is out of range on normal channel. (Note Number: *) :

NoteNumbers of notes at the positions of Measure aa: Beat bb: Tick cc cannot be used. Use them in the range from 13 to 108.

4.2.4. Others....

The number of used channels exceeded the limit (4). :

Channel use number has exceeded 4. Create a music data so that the total of Channel Reserve is 4 or less.

Not enough Memory. :

Memory can not be allocated. Please increase system memory.

Note On has no corresponding Note Off. :

A NoteOff corresponding to the NoteOn was not found. Normally, this message will not appear. The MIDI file may be damaged.

All sub-windows should be closed before exiting this application :

The end processing is impossible when the sub-dialogue is opening.

Input file is not SMF. :

This file format differs from the format of SMF. Check Chunk ID.

* When this error occurs, SMF Filter cannot be selected.

Player failed to load data. :

Load of data to Player is failure.

Player failed to play data. :

Play by Player is failure.

SMF Filter failed during conversion. :

SMF Filter is failure.

Extension is not .mmf / .spf :

File extension differs from one of SMAF/Phrase. Corresponding extensions are only mmf/spf.

Extension is not .mid / .mmf / .spf. :

File extension does not correspond to ATS-SMAFPhraseL1.

Corresponding extensions are only .mid of SMF and mmf/spf of SMAF/Phrase.

Version of SMAF Phrase L1 must be 1. :

Its format version does not correspond to ATS-SMAFPhraseL1.

Corresponding version is only 1.

Time Base of SMAF Phrase L1 must be 20 msec. :

The time base setup cannot be used for SMAF/Phrase.

The time bases which can be used are only 20msec.

START / STOP is specified incorrectly :

START position is after STOP position. START position should be located before STOP position.

START is specified incorrectly. :

There is a Note-on is in front of START position. START position should be at the same position as the first Note-on or before it.

STOP is specified incorrectly :

There is a Note-off after STOP position. STOP position should be located after last Note-off.

Extension is not .mid. :

The extension of specified SMF differs from .mid. Please check the file.

SMAF is invalid. :

There is a problem in the format of SMAF.

- The data size at the time of SMAF file reading is "0".
- Contents Class of the read SMAF data is not "0".
- Contents Type of the read SMAF data is not "1".

No note message in SMF. :

There is no note message in SMF. Please check the contents.

SMAF file has no Note / Tone :

Voice information and Note information are not outputted to the SMAF file after conversion at all. Please check a setup of SMF before conversion.

Format of SMF must be format0 :

The specified SMF is not Format 0. It does not correspond to any form other than Format 0. Please perform format conversion if needed.

SMF is invalid. :

There is a problem in the format of SMF.

- Chunk size is inaccurate.
- The number of tracks is over 1. (It is not the SMF Format 0.)
- Chunk ID is inaccurate.

Non-sounding voice is assigned :

The voice which is not pronounced is specified.

Please check the voice setup and the voice registered into Voice Library.

vma file is invalid. :

There is a problem in the specified vma file. Please check the contents of a file.

Not enough Memory :

The memory required for processing is not securable. Please check the state of PC and other applications under starting.

5. Appendix

5.1. Voice Map (Voice Assign)

Voice Library treats the following voices.

For FM voices, Bank Select MSB 122 and LSB 0 to 9 are assigned as normal voices, and Bank Select MSB 123 LSB 0 Program Change 1 to 10 and note number 16 to 91 are assigned as drum voices.

Voice assignment of bank select MSB 122 voices

	Preset FM 2OP GM128 voices	Preset FM 4OP GM128 voices	FM user voices	FM user voices	FM user voices
Bank select LSB#	0	1	2	3...8	9
Program change # 1	GrandPno	GrandPno	User1	User1	User1
...
Program change # 128	Gunshot	Gunshot	User128	User128	User128

Program change 1 to 128 of Bank Select MSB 122, LSB 0 and 1 are preset voices.

Their names and voice parameters cannot be changed.

Voice assignment of Bank Select MSB 123, LSB 0

	Preset FM 2OP drum voices	Preset FM 4OP drum voices	User FM drum	User FM drum	User FM drum
Program change #	1	2	3	4...9	10
Note# 0	----	----	----	----	----
...	----	----
Note# 16	Drum	Drum	Drum User16	Drum User16	Drum User16
...
Note# 91	Drum	Drum	Drum User91	Drum User91	Drum User91
...	----	----
Note #127	----	----	----	----	----

Drum voices of Bank Select MSB 123 LSB 0 Program Change 1 and 2 are preset voices.
Their names and voice parameters cannot be changed.

Note number 0-15 are for User Event.

Note number 16-91 are for FM Drum voice.

Note number 92-127 has no voice setting. (Cannot use)

5.2. Preset Voice

5.2.1. Normal Voice

BankSelectMSB: 122

BankSelectLSB: 0 is 2-operator voice

BankSelectLSB: 1 is 4-operator voice

PC# (Program change number) 1 to 128

BankSelectMSB 122 BankSelectLSB0,1	
PC#	Name
1	GrandPno
2	BritePno
3	E.GrandP
4	HnkyTonk
5	E.Piano1
6	E.Piano2
7	Harpsi
8	Clavi
9	Celesta
10	Glocken
11	MusicBox
12	Vibes
13	Marimba
14	Xylophon
15	TubulBel
16	Dulcimer
17	DrawOrgn
18	PercOrgn
19	RockOrgn
20	ChrchOrg
21	ReedOrgn
22	Acordion
23	Harmnica
24	TangoAcd
25	NylonGtr
26	SteelGtr
27	JazzGtr
28	CleanGtr
29	Mute.Gtr
30	Ovrdrive
31	Dist.Gtr
32	GtrHarmo
33	Aco.Bass
34	FngrBass
35	PickBass
36	Fretless
37	SlapBas1
38	SlapBas2
39	SynBass1
40	SynBass2
41	Violin
42	Viola
43	Cello
44	Contrabs
45	Trem.Str
46	Pizz.Str
47	Harp
48	Timpani
49	Strings1
50	Strings2

BankSelectMSB 122 BankSelectLSB0,1	
PC#	Name
51	Syn.Str1
52	Syn.Str2
53	ChoirAah
54	VoiceOoh
55	SynVoice
56	Orch.Hit
57	Trumpet
58	Trombone
59	Tuba
60	Mute.Trp
61	Fr.Horn
62	BrasSect
63	SynBras1
64	SynBras2
65	SprnoSax
66	AltoSax
67	TenorSax
68	Bari.Sax
69	Oboe
70	Eng.Horn
71	Bassoon
72	Clarinet
73	Piccolo
74	Flute
75	Recorder
76	PanFlute
77	Bottle
78	Shakhchi
79	Whistle
80	Ocarina
81	SquareLd
82	Saw.Lead
83	CaliopLd
84	ChiffLd
85	CharanLd
86	VoiceLd
87	FifthLd
88	Bass&Ld
89	NewAgePd
90	WarmPad
91	PolySyPd
92	ChoirPad
93	BowedPad
94	MetalPad
95	HaloPad
96	SweepPad
97	Rain
98	SoundTrk
99	Crystal
100	Atmosphr

BankSelectMSB 122 BankSelectLSB0,1	
PC#	Name
101	Bright
102	Goblins
103	Echoes
104	Sci-Fi
105	Sitar
106	Banjo
107	Shamisen
108	Koto
109	Kalimba
110	Bagpipe
111	Fiddle
112	Shanai
113	TnklBell
114	Agogo
115	SteelDrm
116	WoodBlok
117	TaikoDrm
118	MelodTom
119	Syn.Drum
120	RevCymb1
121	FretNoiz
122	BrthNoiz
123	Seashore
124	Tweet
125	Telephone
126	Helicptr
127	Applause
128	Gunshot

5.2.2. Drum Voice

BankSelectMSB: 123

BankSelectLSB: 0

ProgramChange : 1 is 2-operator voice

ProgramChange : 2 is 4-operator voice

NOTE# is note number (Describes as the value which starts from 0)

BankSelectMSB : 123		BankSelectMSB : 123	
BankSelectLSB : 0		BankSelectLSB : 0	
ProgramChange : 1,2		ProgramChange : 1,2	
NOTE#	Name	NOTE#	Name
24	SeqClick H	55	Splash Cymbal
25	Brush Tap	56	Cowbell
26	Brush Swirl L	57	Crash Cymbal 2
27	Brush Slap	58	Vibraslap
28	Brush Swirl H	59	Ride Cymbal 2
29	Snare Roll	60	Bongo H
30	Castanet	61	Bongo L
31	Snare L	62	Conga H Mute
32	Sticks	63	Conga H Open
33	Bass Drum L	64	Conga L
34	Open Rim Shot	65	Timbale H
35	Bass Drum M	66	Timbale L
36	Bass Drum H	67	Agogo H
37	Closed Rim Shot	68	Agogo L
38	Snare M	69	Cabasa
39	Hand Clap	70	Maracas
40	Snare H	71	Samba Whistle H
41	Floor Tom L	72	Samba Whistle L
42	Hi-Hat Closed	73	Güiro Short
43	Floor Tom H	74	Güiro Long
44	Hi-Hat Pedal	75	Claves
45	Low Tom	76	Wood Block H
46	Hi-Hat Open	77	Wood Block L
47	Mid Tom L	78	Cuica Mute
48	Mid Tom H	79	Cuica Open
49	Crash Cymbal 1	80	Triangle Mute
50	High Tom	81	Triangle Open
51	Ride Cymbal 1	82	Shaker
52	Chinese Cymbal	83	Jingle Bell
53	Ride Cymbal Cup	84	Belltire
54	Tambourine		

5.3. The Rough Procedure of ATS-SMAFPhraseL1

① Preparation of SMF

Please create the optimal SMF for SMAF/Phrase conversion by ATS-PL1 based on “Ringing Melody Authoring Guidelines for ATS- SMAFPhraseL1”. Please use the usual SMF as it is.

② Setting

If the SMF prepared in ① is created in accordance with “Ringing Melody Authoring Guidelines for ATS- SMAFPhraseL1”, it is possible to convert into SMAF/Phrase with no problem.

But if you use a usual SMF, please set it to use SMF Filter in accordance with Option setting (3.5). SMF Filter processes SMF into the possible form to SMAF/Phrase conversion.

③ SMF → SMAF/Phrase Conversion

Please read SMF and convert into SMAF/Phrase by designating SMF from File menu or drag & drop SMF on Main dialogue.

④ SMF Filter

When you set to use SMF Filter in the setting of ②, if an error occurs in SMAF conversion in ③, the dialogue which urges verification of whether to use SMF Filter is displayed.

⑤ Voice Edit

Please start the dialogue for voice edit (3.3) from voice setting of Voice Assign Map in Main dialogue, and edit FM voice.

⑥ SMAF Information Edit

Please set SMAF peculiar information from control of SMAF Information (3.1.3) in Main dialogue.

⑦ SMAF/Phrase playback

Please confirm the SMAF/Phrase play sound.

You can always play and confirm the newest SMAF/Phrase because SMAF/Phrase is re-converted for every edit operation of ⑤ and ⑥. (3.1.2)

⑧ Save SMAF

Save SMAF/Phrase, which ended each edit processing, into the file.