

SMAF Authoring Tool ATS-SMAFPhraseL1 (ATS-PL1) First Step Guide

Please understand firstly, it is assumed that this application software would be used by users who have basic knowledge of MIDI and synthesizer.

And the actual sound by mobile phone may differ slightly from the sound by your PC.

~First Step~

Explains the usage of this application software briefly.

●1. Extract and install files

Extract the downloaded file (.zip) by extracting tool. Then, double-click the self-extracting file“ATS-PL1_zip” and complete the installation in accordance with the instructions of menu.



ATS-PL1_zip

●2. Start application

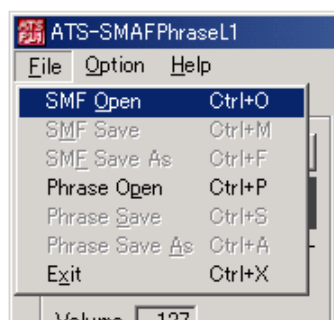
Double-click the icon of ATS-PL1 to start.



ATS-PL1

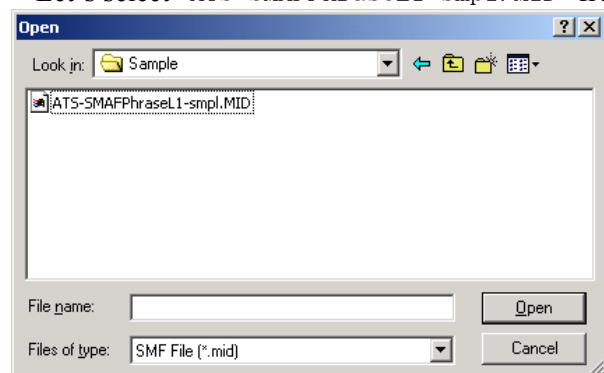
●3. Read SMF

Select “SMF Open” from “File” menu of ATS-PL1.

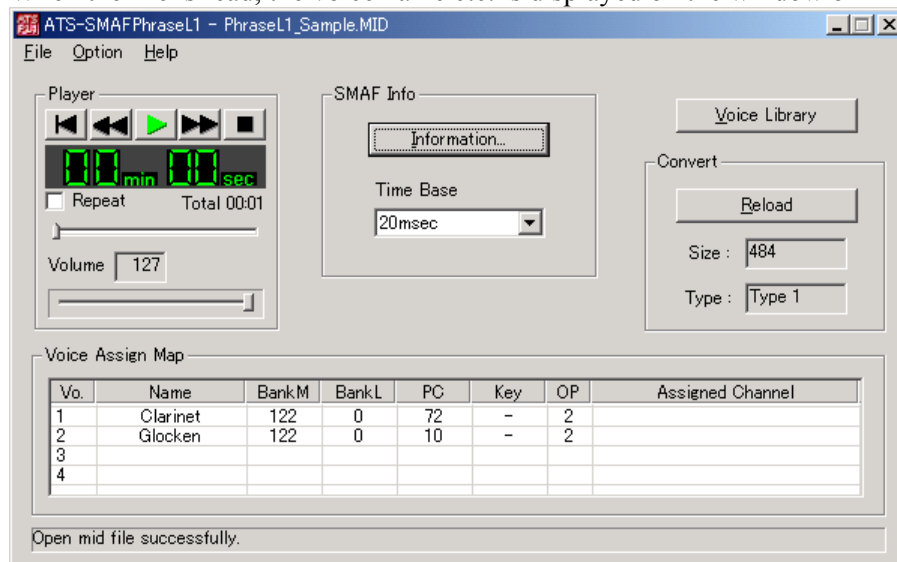


Select SMF file from File Open dialogue.

Let's select “ATS-SMAFPhraseL1-smpl1.MID” from sample folder here.



When the file is read, the voice name etc. is displayed on the window of ATS-PL1.



●4. Play music

Click ▲ (green colored play button), then the player starts the music play.

At the first play of the music after SMF opened, the data is analyzed and converted before play starting.

(In the case of simple data, the play will start in a few seconds. In the case of complex data, it will need a few minutes.)

When you click ■, the player stops the music play.

And other operation such as fast-forward and rewind is same as CD player.

When you click “Repeat” and attach check mark, the music play is repeated.



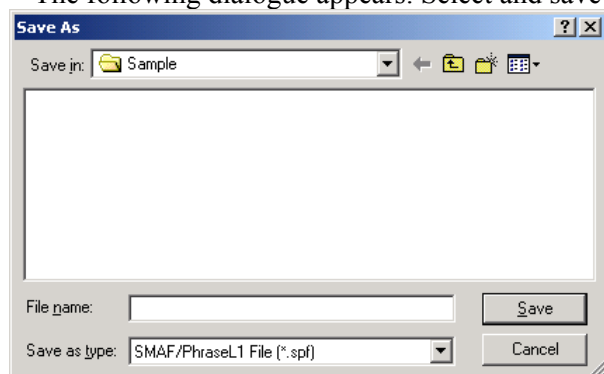
Can you hear the sound from your PC?

●5. Save music data

When you can confirm the music sound, save it with SMAF/PhraseL1 file format.

Select “Save” from “File” menu of ATS-PL1.

The following dialogue appears. Select and save it in place.



That's all for the simplest explanation of ATS-PL1 usage.



Point of the music data creation

There are more limitations compared with general MIDI file, because it is necessary to make the data as small as possible for mobile phone.

Please pay attention to the following items when you create SMF (Standard MIDI File) for converting by ATS-PL1

- 1) 2 kinds of SMF, FORMAT-0 and FORMAT-1 are commonly used, but please create SMF by FORMAT-0.
- 2) Please use the extension “.mid” or “.MID” for SMF.
- 3) If you use Pitch Bend and Controller, please pay attention so that the data may not become oversize.

When you create SMF by almost 1/24 to 1/16 of a beat as the standard for the resolution of play data, ATS-PL1 can convert it in the shorter time and can also play as your image.

* When ATS-PL1 converts SMF to SMAF/PhraseL1, time base is set as 20mSec. (20/1000 sec.). If the gate time of note is shorter than this resolution, it may be unable to be converted to it.

- 4) You can use all MIDI channels (16 channels) of original SMF, but the number of parts is four. The simultaneous pronunciation number is 4 tones.

The general voices are almost as common as GM, but it is necessary to treat the Drum part carefully. In SMAF/PhraseL1, there is no Drum kit. For example, in the case of 3 drums play (Bass Drum, Snare Drum and Hi-hat), these sounds are generated by using 3 parts.

ATS-PL1 analyzes Drum part of original SMF automatically at reading it, if SMF is read, and assigns internal channels of SMAF/PhraseL1 for the number of tone generated preferentially. It differs from the normal implantation. Therefore, you need a little ingenuity.

■ Ingenuity of Drum part

For example, when 4 musical instruments sounds are used as drum part in the original SMF, all parts of SMAF/PhraseL1 are occupied by only drum voices at the convert. Therefore, it is necessary to contrive drum pattern to reduce the kind of musical instrument. It is knack of creating the music data for SMAF/PhraseL1. In Drum voice channel, Program Change cannot be used during music play.

■ Ingenuity of parts other than Drum

In the channels other than Drum, the Program Change can be used during music play.

When the number of parts is not enough, you can correspond to the various music representation by making the music data play with Program Change during music play, in order to change the voice of plural parts, which notes are not pronounced simultaneously, in one channel.

- 5) The Program Changes other than Drum are compatible with GM and XG, but that Bank Select are unique. FM normal voice: MSB,LSB(CC #0, 32) = 122,0~9, and Drum voice: 123, 0
- 6) The kind of MIDI event, which can be used, is limited. For example, Hold and Expression cannot be used, but PitchBend, Modulation and Volume can be used. Please refer to “Ringing Melody Authoring Guidelines (for ATS-SMAFPhraseL1)” for the details.