

# **SMAF SOUND DECORATOR**

## **User's Manual**

Ver.1.2.3

2007/11/30

Yamaha Corporation

Copyright to this document is the property of Yamaha Corporation.  
Transfer or copying of this document in part or in whole requires the permission of Yamaha Corporation. The  
contents of this document are subject to change without notice.



Copyright© 2003-2007 Yamaha Corporation.  
All rights reserved.

## Introduction

SMAF Sound Decorator (hereinafter called SSD) is an application software to convert a SMF (Standard MIDI File) to a Synthetic music Mobile Application Format File (hereafter called SMAF).

The five types for MA-3/MA-5 contents and five types for MA2 contents, totaling ten types of Voice-Sets are preset in this application; moreover, by selecting the Voice-Sets which match to the mood of music, it easily converts the music to a SMAF file with good sound quality.

## Recommended Operation Environments

The recommended operation environments of this authoring software are as follows.

Compatible OS	Microsoft® Windows® XP Microsoft® Windows® 2000	Microsoft® Windows® Vista
CPU/Clock	Pentium®, Celeron™, or compatible processor/800MHz or more	Pentium® 4 / 2.4GHz or more
Memory	128MB or more	512MB or more
Necessary HDD Space	40MB or more	

**【Note】** All product names used in this manual are trademarks and registered trademarks of their respective companies.

# Contents

1. Installation .....	5
2. Let's use SSD .....	6
2.1. Outline of SSD .....	6
2.2. Let's create a SMAF file .....	7
2.2.1. Selection of Output Format .....	8
2.2.2. Reading of SMF .....	8
2.2.3. Selection of Basic Voice .....	9
2.2.4. Play .....	9
2.2.5. Volume Control .....	10
2.2.6. LED / VIB Channel Setting .....	10
2.2.7. Copy Status Setting .....	11
2.2.8. Contents Information Setting .....	11
2.2.9. Save as a SMAF File .....	12
3. Reference .....	13
3.1. Supported File Format .....	13
3.1.1. Input Format .....	13
3.1.2. Output Format .....	13
3.2. Menu Bar .....	14
3.2.1. File .....	14
3.2.2. Option .....	14
3.2.3. Help .....	15
3.3. SMAF File Player .....	16
3.4. Copy Status .....	16
3.5. Contents Information .....	17
3.6. SELECT THE VOICE-SET .....	18
3.6.1. Voice-sets for MA-3/MA-5 .....	18
3.6.2. Voice-sets for MA-2 .....	18
3.7. MA-2 Voice Setting Dialog .....	19
3.8. Voice Assign Map .....	20
3.8.1. Individual Voices Selection .....	21
3.8.2. Selection Method of Normal Channel/Drum Channel at SMAF Conversion .....	21
3.9. Mixer .....	22
3.10. Message Box .....	23
3.11. Preference Dialog .....	23
4. Descriptions of Message .....	24
4.1. Input File Information .....	24
4.2. Output File Information .....	24
4.3. Application State .....	24
4.4. Warning Information .....	25
4.5. Error Message .....	26
4.6. Notice Message .....	28
4.7. Shortcut Key .....	28

## Revision History

---

Ver.	Date	Contents
1.0.0	2003/12/05	First release
1.1.0	2004/1/23	Support the SMAF/MA-2. A SMAF file was made into which is not created during playback.
1.1.1	2004/5/20	Some descriptions were newly added into Chapter 2.2 "Selection of Output Format."
1.2.0	2004/8/30	On the whole document, the compositions were re-organized. Chapter 2.2 "Create a SMAF File" was newly added. Chapter 3.7 "MA-2 Voice Setting Dialog" was newly added. Chapter 3.11 "Preference Dialog" was newly added. Some messages were deleted and added in Chapter 4.4 "Warning Message." Some messages were added and deleted in Chapter 4.5 "Error Message." Chapter 4.6 "Notice Message" was newly added.
1.2.1	2004/12/8	Error message was newly added in Chapter 4.5 "Error Message."
1.2.2	2005/5/11	Chapter 3.11 Description about Preference dialog was corrected.
1.2.3	2007/11/30	Compatible with Windows Vista "Microsoft® Windows® Vista" was added to the compatible OS of the recommended operation environments.

# 1. Installation

This chapter describes a series of operations to install the SSD into your computer.

1. Double-click the “*Setup.exe icon*” to start “*Setup Wizard.*”



2. Select the installation directory, and then click “*Next.*”



3. The “*Confirm Installation*” dialog is displayed on the screen. Click “*Next*” button to start the installation.



4. When the installation is completed properly, the “*Installation Complete*” dialog will be displayed on the screen. Then, click “*Close*” button.



5. A shortcut of SSD is created on your desktop and start-menu. Click the shortcut to start the SSD.



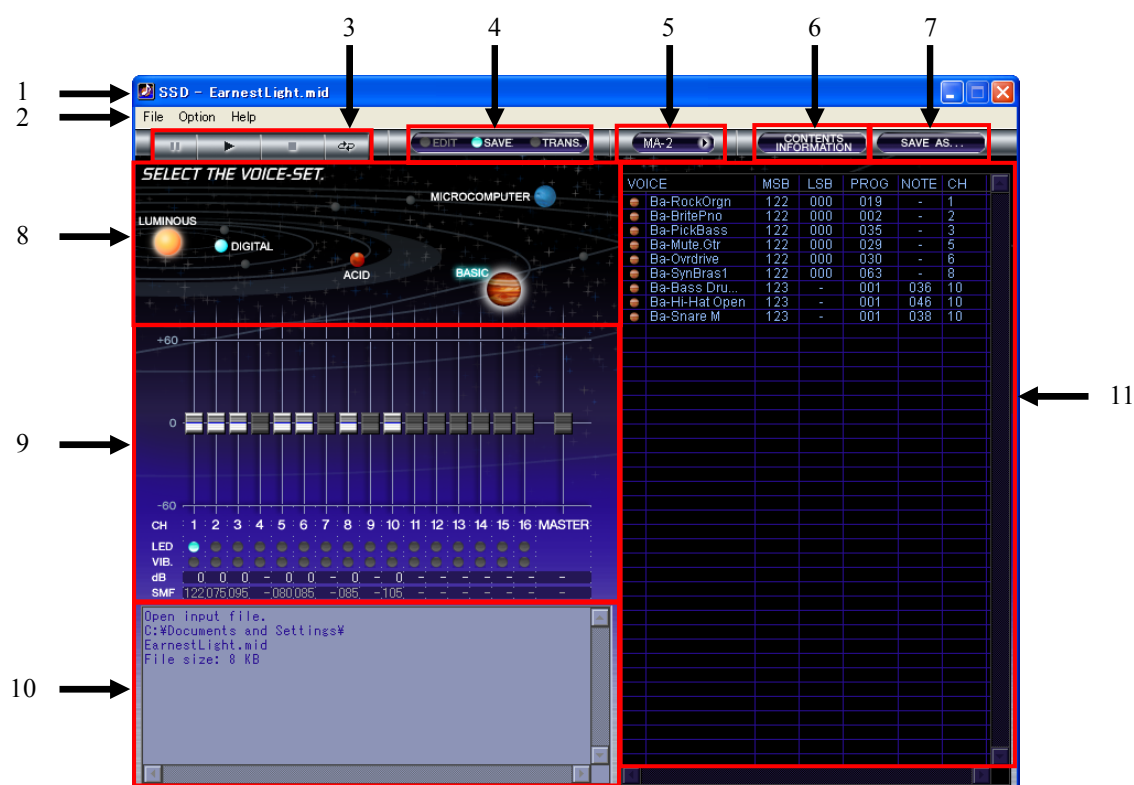
SMAF Sound Decorator

## 2. Let's use SSD

This chapter describes a series of operating procedures from the loading procedure of a SMF to the saving procedure as a SMAF-file.

### 2.1. Outline of SSD

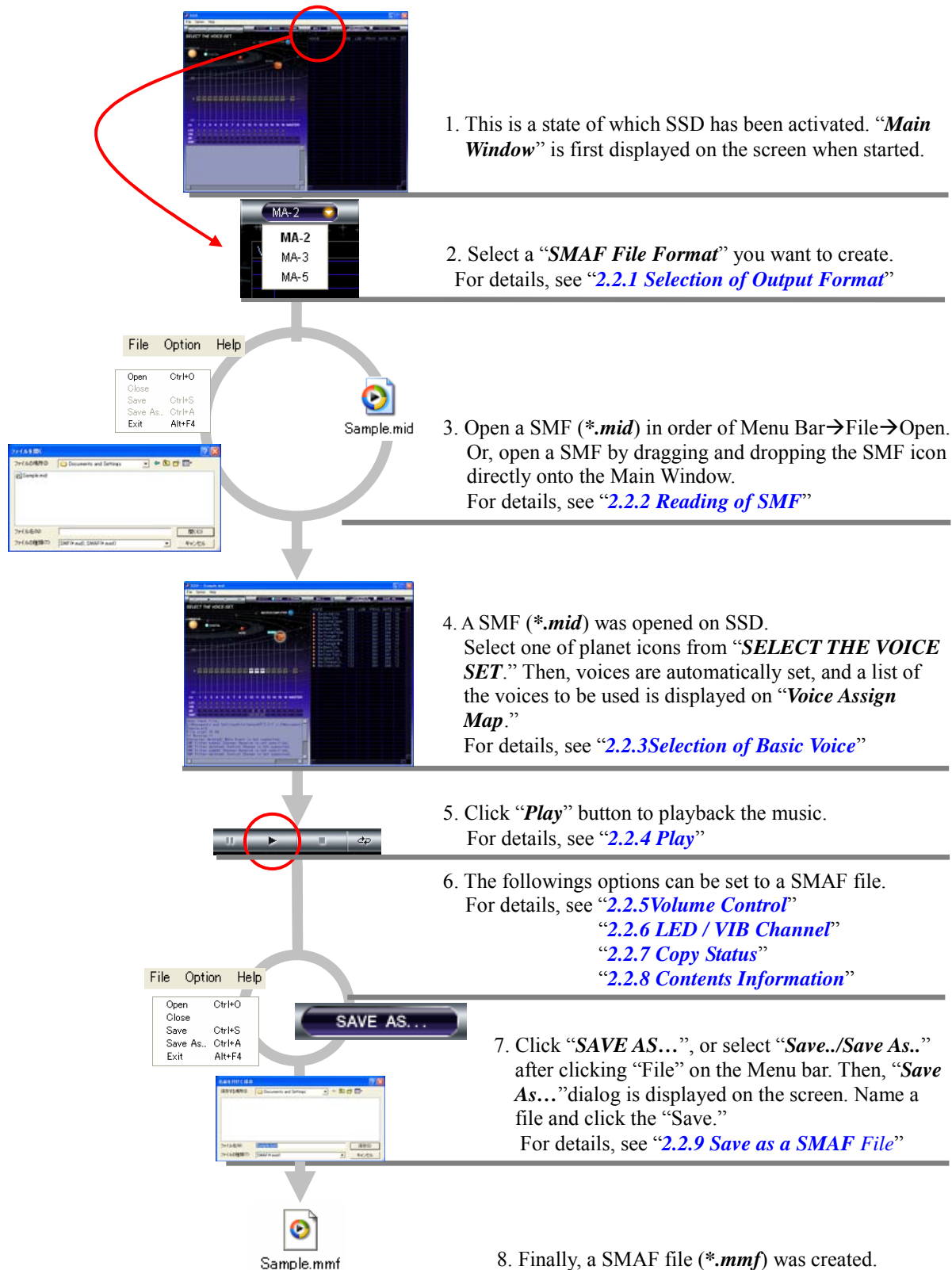
The following is the main window of the SSD. This window is designed so that a series of operation can be performed.



No.	Name	Function
1	Title Bar	Displays the name of a read SMF (*.mid) and SMAF (*.mmf) file.
2	Menu Bar	Opens the "File menu", "Option menu", or "Help menu."
3	SMAF File Player	Controls the playback, stop, repeat, etc.
4	Copy Status	Sets a copy status of the SMAF file.
5	Output Format Selection	Selects an output format of the SMAF file.
6	CONTENTS INFORMATION	Sets the contents information of the SMAF file. By clicking this button, "Contents Information Dialog" is displayed.
7	SAVE AS...	Saves the read file in SMAF file (*.mmf).
8	SELECT THE VOICE-SET.	Selects a "Voice-set" preset in SSD.
9	Mixer	Adjusts the volume balance and sets the LED/VIB Channel.
10	Message Box	Displays condition of the application, information of input/output file, and error information.
11	Voice Assign Map	Displays the list of voices assigned in SMAF file.

## 2.2. Let's create a SMAF file

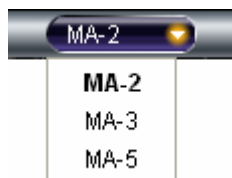
This section describes a series of operation from the load operation of a SMF onto SSD to the saving operation as a SMAF file.



### 2.2.1. Selection of Output Format

Set the output format of a SMAF File to output.

Select a mode according to the format which corresponds to the simultaneous sound generation numbers.



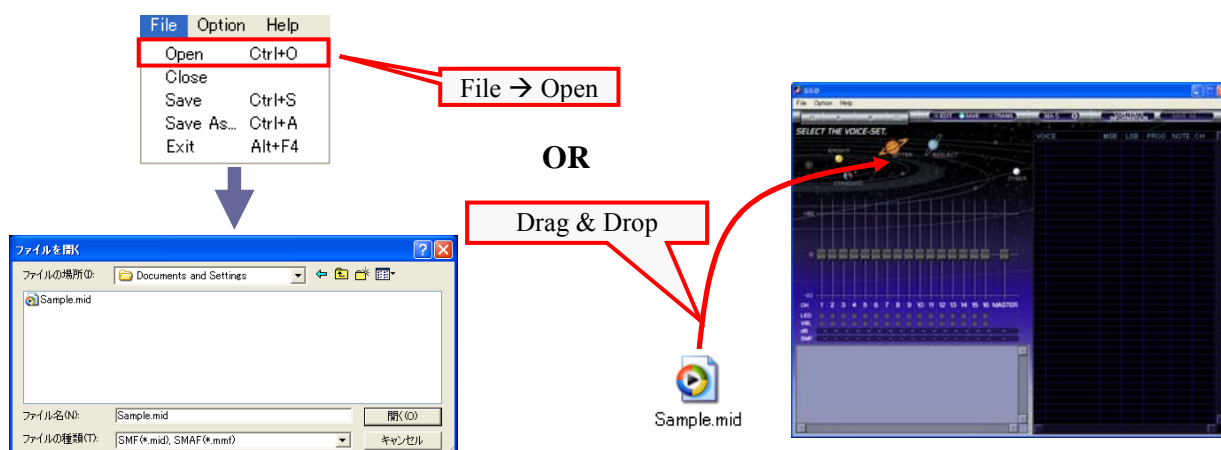
**【Note】** Be sure to select an output format according to the target chip for a mobile phone.

**【Note】** For details about each mode, see “3.1 Supported File Format”.

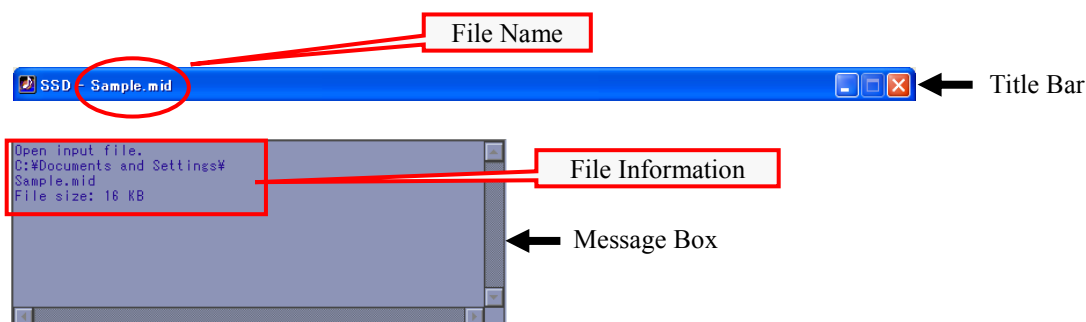
### 2.2.2. Reading of SMF

This section describes procedure to read a SMF onto the SSD.

1. Open a SMF by selecting “**Open**” from “**File**” in Menu, or by dragging and dropping a SMF directly onto “**Main Window**.”



2. If the SMF was successfully read, file information (such as file-path, file size), is displayed on the “**Message Box**”; in addition, its file name is displayed on the title bar.



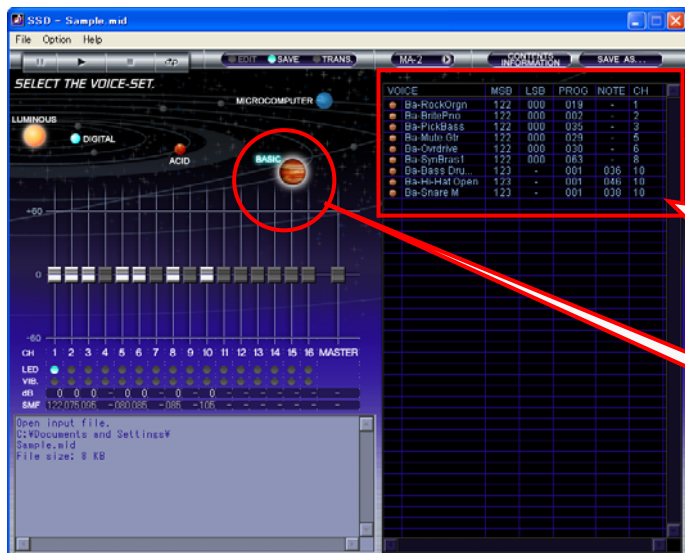


### 2.2.3. Selection of Basic Voice

Select one of the planet icons from the “**SELECT THE VOICE-SET.**”

The icon clicked is highlighted and all the voices are assigned by the selected voice-set.

Voices used in the voice assign map are listed as shown below.



VOICE	MSB	LSB	PROG	NOTE	CH
Ba-RockOrgn	122	000	019	-	1
Ba-BritePno	122	000	002	-	2
Ba-PickBass	122	000	035	-	3
Ba-Mute.Gtr	122	000	029	-	5
Ba-OvrDrive	122	000	030	-	6
Ba-SynBras1	122	000	063	-	8
Ba-Bass Dru...	123	-	001	036	10
Ba-Hi-Hat Open	123	-	001	046	10
Ba-Snare M	123	-	001	038	10

The selected planet icon is displayed on left side of each voice name in Message Box. So, user can check which voice-set has been assigned in music.

Planet Icon

**[Note]** In this section, only the way to select basic voices, basic SMAF file voices, is described. For details about individual voice setting, see “**3.8.1 Individual Voices Selection.**”

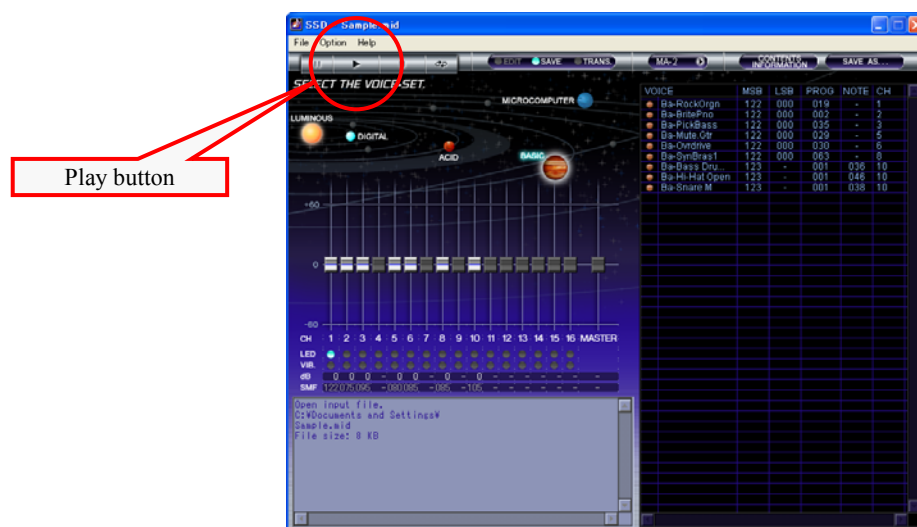
**[Note]** In case of MA-2 mode, “**MA-2 Voice Setting**” dialog will be activated according to the condition of the read SMF. Select a voice you want to use expect, and press “**O.K.**”  
For details, see “**3.7 MA-2 Voice Setting Dialog.**”

### 2.2.4. Play

When the voices were assigned, “**SMAF File Player**” is made available.

Play the music back to check the voices of the resultant SMAF file.

When checking the voice with a different voice-set, be first sure to end the operation and then select a different voice-set.



Play button

**[Note]** During a SMAF file playback, a change of voice-set and a setting of copy status cannot be made.

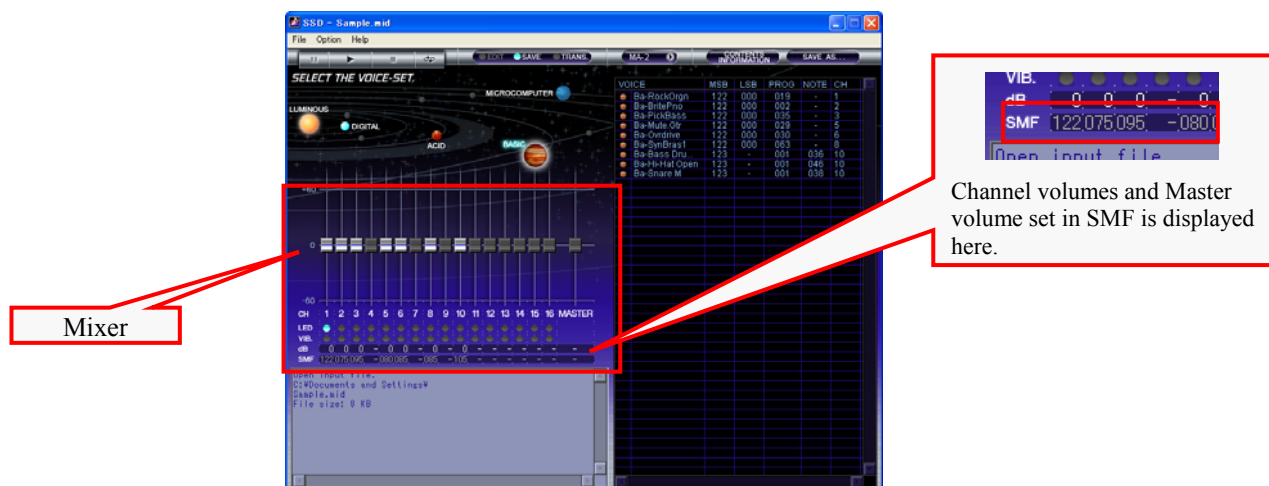
## 2.2.5. Volume Control

Make an adjustment of Master volume and each channel volume.

Make an adjustment of each channel balance according to the playback result.

On SMF column, the master volume and the channel volume set in a SMF are displayed.

In addition, the value of “dB” is displayed as the relative value of it.



**【Note】** Only the sliders of available channels are the target.

## 2.2.6. LED / VIB Channel Setting

Designate “**LED**” channels that blink the LED of a mobile phone to music, and “**VIB**” channels that vibrate a mobile phone to music. Click the “**LED Indicator**” of the channel you want to blink to notes and the “**VIB Indicator**” of channels you want to vibrate to notes.



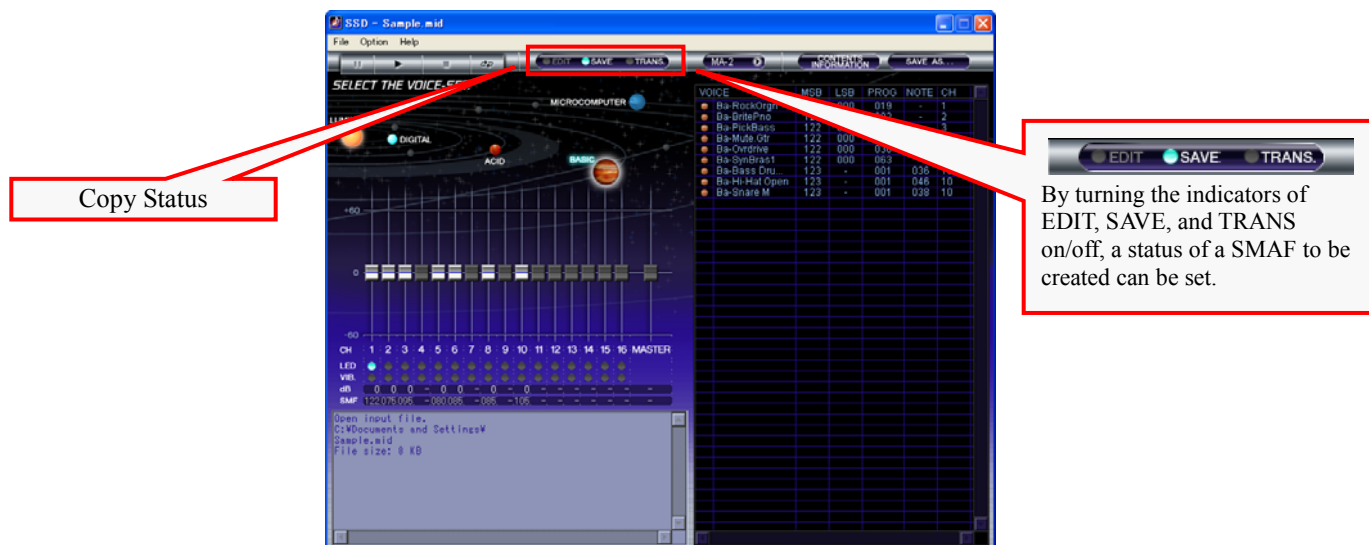
The indicator of a channel which has made the setting of LED/VIB effective is lighting.

**【Note】** When there is no LED channel designation by meta-events in a SMF to read, synchronization information of LED is added to the latest channel that includes note numbers. (For details, see “SMAF Sound Decorator Contents Authoring Guideline.”)

**【Note】** Be sure to verify the operations of LED and VIB by downloading a SMAF file into an actual mobile phone.

## 2.2.7. Copy Status Setting

Set the copy status of a SMAF file.

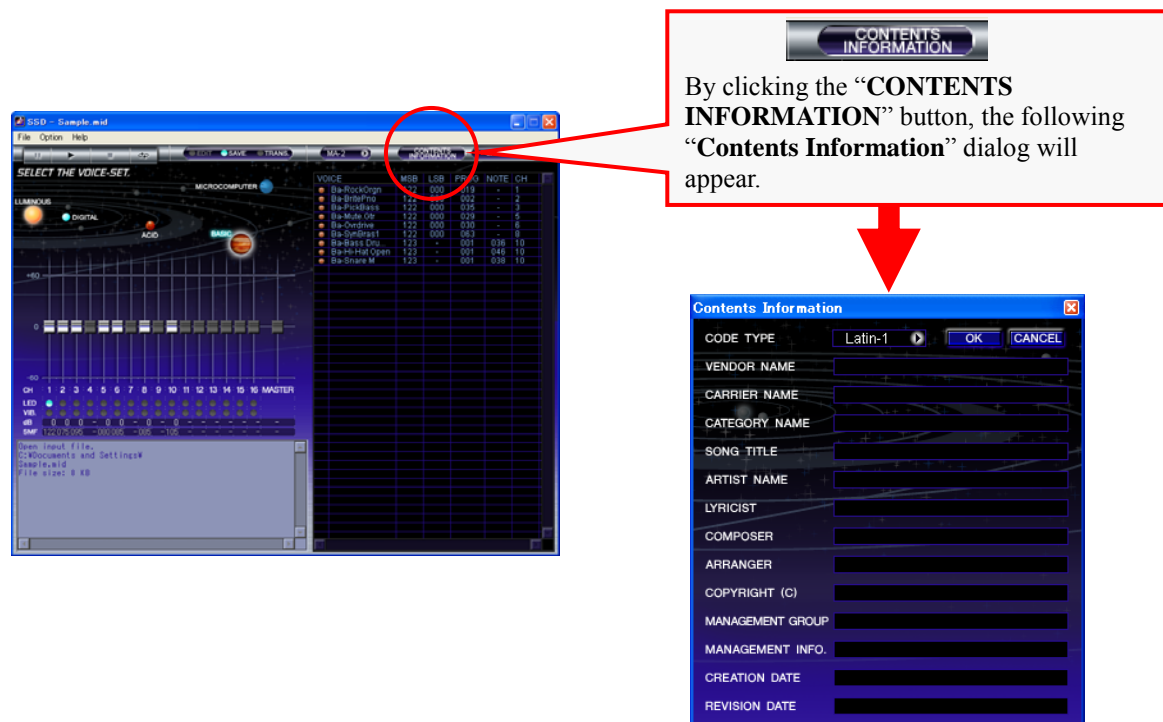


Click indicators of the status you want to set.

Only the status whose indicator lights (**“EDIT”**, **“SAVE”**, and/or **“TRANS”**) becomes valid.

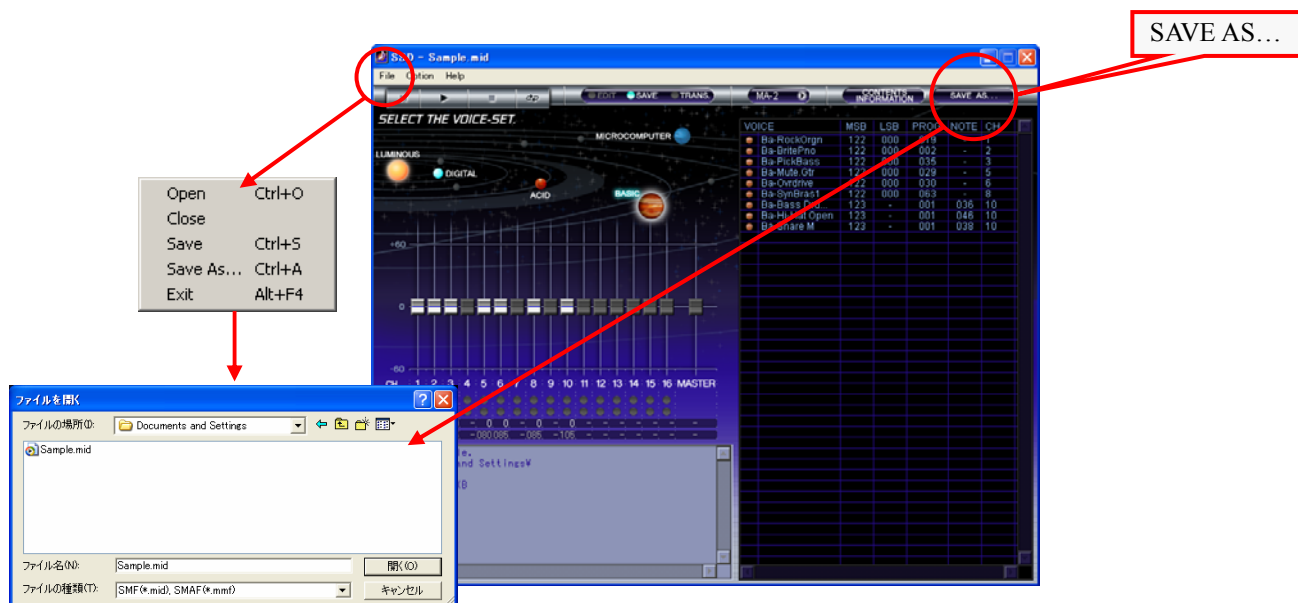
## 2.2.8. Contents Information Setting

By clicking the **“CONTENTS INFORMATION”** button, the **“Contents Information”** dialog is displayed. Contents information, such as **“Song Name”**, **“Artist Name”**, **“Creation Data”**, etc., can be set into a SMAF file.

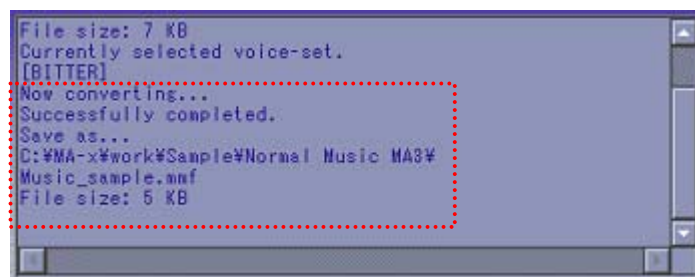


## 2.2.9. Save as a SMAF File

Name a SMAF file and save it by clicking the “**SAVE AS...**” button or by selecting “**SAVE AS...**” from “**File**” menu.



When the SMAF file was successfully saved, the name of the output file and its file size are displayed on a “**Message Box Window**.”



## 3. Reference

### 3.1. Supported File Format

The supported file formats in SSD are as follows.


#### 3.1.1. Input Format

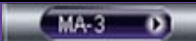
SMF Format 0, SMF Format 1, SMAF/MA-1, SMAF/MA-2, SMAF/MA-3, and SMAF/MA-5

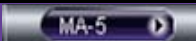
**【Note】** When the “*SMAF/MA-\**” is input, only a playback of the file on SMAF player is supported.

#### 3.1.2. Output Format

An output format is selected with the output format button on the main window.

SMAF/MA-2 			
FM Synthesizer	PCM Synthesizer	Total	Contents Class
2OP:16	—	16	0x00

SMAF/MA-3 			
FM Synthesizer	PCM Synthesizer	Total	Contents Class
4OP:16	8	24	0x00

SMAF/MA-5 			
FM Synthesizer	PCM Synthesizer	Total	Contents Class
4OP:16	16	32	0x00

## 3.2. Menu Bar

The functions of “*Menu Bar*” are described in this section.

### 3.2.1. File



No.	Name	Contents
1	Open (Ctrl+O)	Reads a file into SSD. For details about the supported file formats, see “ <b>3.1.1 Input Format.</b> ”
2	Close	Closes the read file, and then restores the Main Window to the start-up condition.
3	Save.. (Ctrl+S)	Overwrites the SMAF file.
4	Save As.. (Ctrl+A)	Opens the “ <b>Save As...</b> ” Name the file and save it as a SMAF file.
5	Exit (Alt+F4)	Ends the Application.

### 3.2.2. Option




No.	Name	Contents
1	Preference	Displays the “ <b>Preference</b> ” dialog.
2	SMF Filter	SMAF files which are not based on “ <b>SMAF Sound Decorator Contents Authoring Guideline MA-2 edition</b> ” is automatically controlled. • SMF Filter ON → auto-control is enabled. • SMF Filter OFF → auto-control is disabled. Be sure to set the “ <b>SMF Filter ON</b> ” when using MA-2 Voice Setting dialog. This function is displayed only when MA-2 mode is selected.
3	MA-2 Voice Setting	Displays the “ <b>MA-2 Voice Setting</b> ” dialog. This function is enabled only when SMF Filter is set to ON in MA-2 mode.

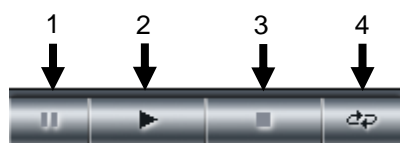
**【Note】** Be sure to set the “**SMF Filter**” before opening a SMF file.

### 3.2.3. Help

1 → About

No.	Name	Contents
1	About	<p>Open the “<i>About</i>” dialog. Version information of the SSD can be confirmed. The website of “<i>SMAF GLOBAL</i>” can be opened from the link shown in the bottom part in the dialog.</p> 

### 3.3. SMAF File Player



No.	Name	Contents
1	Pause	A playback is paused temporary when this button was clicked. In addition, if the button is clicked once again, a playback is restarted from the position where music was stopped.
2	Play	Playbacks the music.
3	Stop	By pressing this button, a playback is stopped and returned to the starting point.
4	Repeat	Sets a playback as a repeat-mode.

### 3.4. Copy Status

Set the copy status. Only when a SMF is read into the SSD, “*Copy Status*” is made availabel.

Under the following setting shown in the figure, only saving into a mobile phone is made available (Neither editing nor transfer settings are enabled.)



No.	Name	Pic	Contents
1	EDIT		Enables/Disables the editing of a SMAF file in a mobile phone.
			Enables the editing of a SMAF file editing in a mobile phone.
			Disables the editing of a SMAF file editing in a mobile phone.
2	SAVE		Enables/Disables the saving of a SMAF file into a mobile phone.
			Enables the saving of a SMAF file into a mobile phone.
			Disables the saving of a SMAF file into a mobile phone.
3	TRANS.		Enables/Disables the transfer of a SMAF file from a mobile phone.
			Enables the transfer of a SMAF file from a mobile phone.
			Disables the transfer of a SMAF file from a mobile phone.

**【Note】** When a SMAF file is read, display/operation of the controls are disabled.

**【Note】** Display/operation of EDIT are disabled when the output format is MA-2.

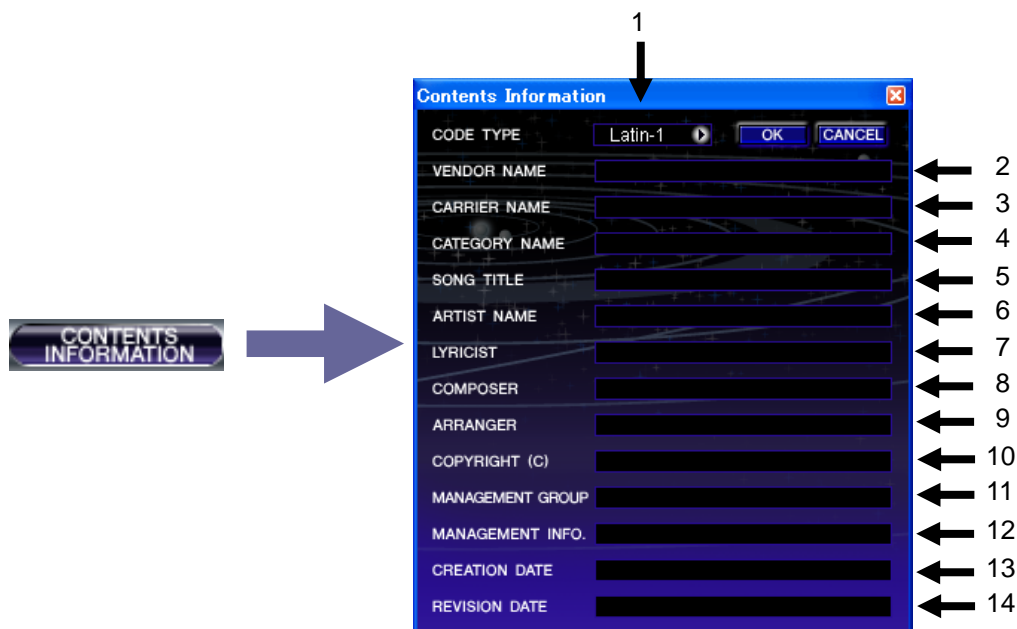
**【Note】** With the output format of MA-2, “TRANS.” can be enabled only when “SAVE” is enabled.



### 3.5. Contents Information

Set the contents information to a SMAF file.

The “*Contents Information Window*” can be opened only when a SMF file is read.



No.	Name	Contents
1	CODE TYPE	Sets the character codes of the contents information to write.
2	VENDOR NAME	Enters a vender name.
3	CARRER NAME	Enters a carrier name.
4	CATEGORY NAME	Enters a category name of songs.
5	SONG TITLE	Enters a song title.
6	ARTIST NAME	Enters an artist name.
7	LYRICIST	Enters a lyricist name.
8	COMPOSER	Enters a composer name.
9	ARRANGER	Enters an arranger name.
10	COPYRIGHT (C)	Enters a copyright.
11	MANAGEMENT GROUP	Enters a name of manage groups.
12	MANAGEMENT INFO.	Enters management information.
13	CREATION DATE	Enters a creation date.
14	REVISION DATE	Enters a revision date.

**【Note】** If the read SMF has information of song name, lyricist, composer, arranger, artist, and/or copyright, the information is displayed on “*Contents information*” dialog. For details, see “*SMAF Sound Decorator Contents Authoring Guideline.*”

### 3.6. SELECT THE VOICE-SET

Select a “**VOICE-SET**” which is set onto a SMAF file.






By selecting one of planet icons on the window, all the voices are changed into the selected voice-set.

**【Note】** Note that all the voices are changed even if voices are individually switched in Voice-Assign-Map.

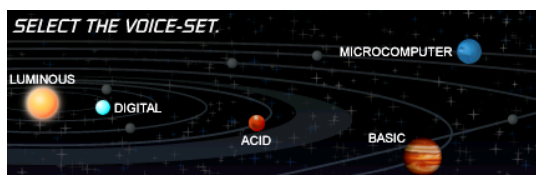
**【Note】** When a SMAF file is read into the SSD, display/operation of controls is disabled.






#### 3.6.1. Voice-sets for MA-3/MA-5



ICON	Name	Contents
	STANDATRD	Typical GM voice (FM-4OP/PCM) This is a standard voice sets.
	BRIGHT	Slightly bright and fine good voice (FM-4OP/PCM).
	BITTER	Well-trained voice (FM-4OP/PCM)
	REFLECT	Voice-sets features Echo sound, such as reverb (FM-4OP/PCM).
	CYBER	Voice-sets of a cyber atmosphere (FM-4OP/PCM).

#### 3.6.2. Voice-sets for MA-2



ICON	Name	Contents
	BASIC	Typical GM voice (FM-2OP). This is a standard voice sets.
	LUMINOUS	Slightly bright and fine good voice (FM-2OP).
	ACID	Well-trained voice (FM-2OP).
	MICROCOMPUTER	Voice-sets features Echo sound, such as reverb (FM-2OP).
	DIGITAL	Voice-sets of a cyber atmosphere (FM-2OP).

### 3.7. MA-2 Voice Setting Dialog

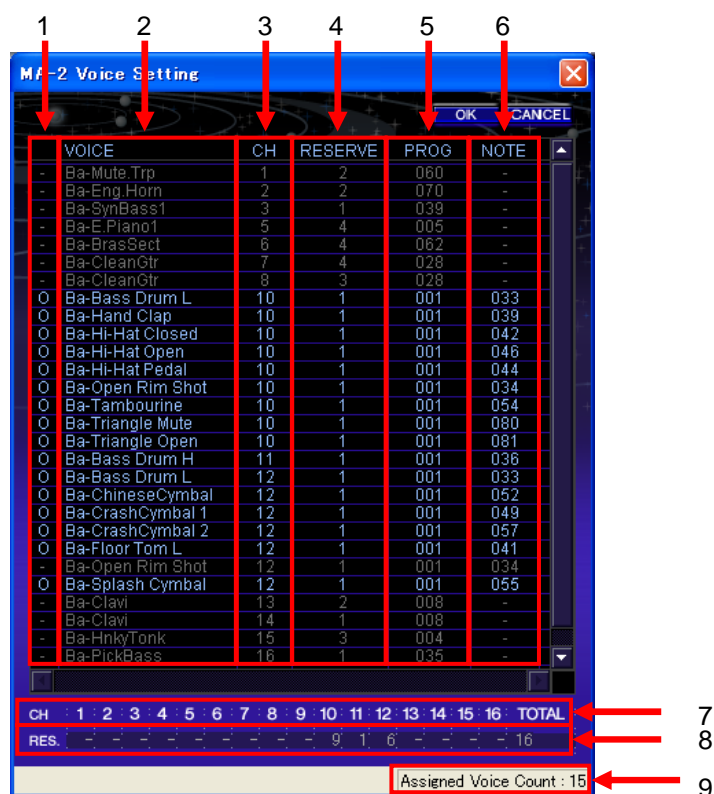
This is a dialog to select the valid voices when converting to SMAF/MA-2.  
Select the voices to use so that SMAF/MA-2 becomes the music data you want.

Conditions of which MA-2 Voice Setting dialog operates automatically:

Only when the following conditions are met, “**MA-2 Voice Setting dialog**” is automatically activated.

- MA-2 mode is selected.
- SMF Filter is ON.
- If the read SMF uses 17-voice or more, or the total of Channel Reserve number is 17 or more.

**【Note】** Only when a voice-set is newly selected, “**MA-2 Voice Setting**” is automatically activated.



No.	Name	Contents
1	○/— (ON/OFF)	Double-clicking a voice enable (○) / disable (—) it.
2	Voice	Displays a voice name.
3	CH	Displays a Channel number.
4	RESERVE	Displays a Channel Reserve number. Displays a Channel Reserve number held on each channel at conversion. (corresponding to Channel number of MA-2 and the maximum simultaneous pronunciation)
5	PROG	Displays a Program Change number.
6	NOTE	With Drum voice, a Note numbers are displayed.
7	CH	Displays a Channel number 1 to 16.
8	RES.	Displays a Channel number of reserved voice and a total number.
9	Assigned Voice Count	Displays the total of selected voices.

**【Note】** When SMF Filter is ON in MA-2 mode, this dialog can be operated from MA-2 Voice Setting in the option menu.

### 3.8. Voice Assign Map

A list of voices, and bank information which are currently assigned in music can be checked on this window.

	1	2	3	4	5	6
	↓	↓	↓	↓	↓	↓
VOICE	MSB	LSB	PROG	NOTE	CH	
● Ac-RockOrgn	122	000	019	-	1	
● Lu-BritePno	122	000	002	-	2	
● Ac-PickBass	122	000	035	-	3	
● Mi-Mute_Gtr	122	000	029	-	5	
● Mi-Ovrdrive	122	000	030	-	6	
● Lu-SynBras1	122	000	063	-	8	
● Lu-Bass Dru...	123	-	001	036	10	
● Di-Hi-Hat Open	123	-	001	046	10	
● Di-Snare M	123	-	001	038	10	

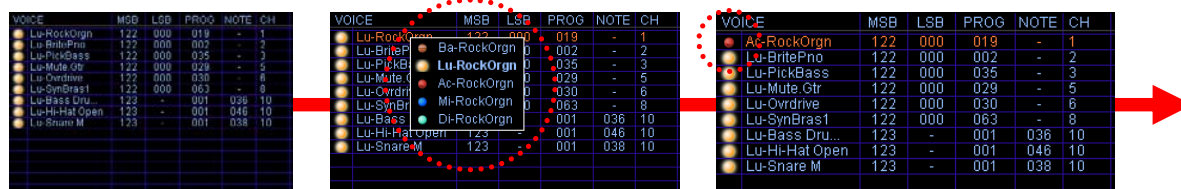
**【Note】** When SMAF files are read, display/operation of controls is disabled.

No.	Name	Contents	
1	VOICE	A list of voice names currently selected is displayed. Which voices out of voices-set are used can be identified by its planet icon.	
2	MSB	Displays the Bank Select MSB. MSB is automatically converted at SMAF conversion. When the output format is MA-3/MA-5	
		Normal Channel	Drum Channel
		124	125
		When the output format is MA-2	
		Normal Channel	Drum Channel
		122	123
3	LSB	Displays a Bank Select LSB. LSB is automatically converted at SMAF conversion.	
		Normal Channel	Drum Channel
		000	-
4	PROG	Displays a Program Change number.	
		Normal Channel	Drum Channel
		001~128	001
5	NOTE	Displays a Note number.	
		Normal Channel	Drum Channel
		-	024~084
6	CH	Displays a SMF Channel.	

### 3.8.1. Individual Voices Selection

In order to change an individual voice displayed on VOICE, left-click the mouse on each voice name to display voices which have the same BankMSB / BankLSB (Program Change: Drum Voice) from the voice list.

Then, an individual voice of the voice-set can be selected by selecting a planet icon from the pop-up menu.



1. This is a state of which voice-set is automatically assigned.
2. Selectable voices are displayed on the pop-up menu by left-clicking the mouse on assigned voice name. Voice can be changed by clicking a voice you want.
3. By changing a voice, the planet icon shown in left-side of the voice name is changed into the relevant planet icon you selected. So, you can confirm which voices are currently used in music visually.

**【Note】** For details about a list of voice-set, see the “SMAF Sound Decorator Contents Authoring Guideline.”

### 3.8.2. Selection Method of Normal Channel/Drum Channel at SMAF Conversion

■ When the output format is MA-3/MA-5:

MSB	LSB											
	0	1	2	3	4	5	6	7	8	9	10	11~127
0~121, 126, 127, Unspecified	Except 10ch, replace to MSB: 124, LSB: 0 In 10ch, replace to MSB: 125, LSB: 0, Program Change: 0											
122,124 (Normal)	Replace to LSB: 0											
123,125 (Drum)	Replace to LSB: 0, Program Change: 0											

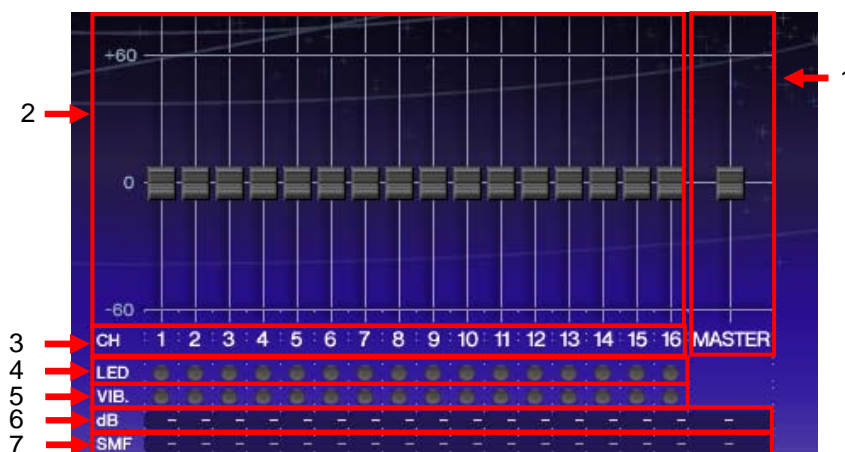
■ When the output format is MA-2:

MSB	LSB											
	0	1	2	3	4	5	6	7	8	9	10	11~127
0~121, 126, 127, Unspecified	Except 10ch, replace to MSB: 122, LSB: 0 In 10ch, replace to MSB: 123, LSB: 0, Program Change: 0											
122,124 (Normal)	Replace to LSB: 0											
123,125 (Drum)	Replace to LSB: 0, Program Change: 0											

**【Note】** For details, see the “SMAF Sound Decorator Contents Authoring Guideline.”

### 3.9. Mixer

Set the volume adjustment and LED/VIB channels.



No.	Name	Contents
1	Master Volume Slider	Shows the master volume of SMF in default. The slider works with mouse drag, and vertical movement of a trackball and keyboard. It can be controlled in a range of +60dB to -60dB.
2	Channel Volume Slider	Shows the channel volume of SMF in default. Volume balance of each channel can be controlled with this slider. The slider works with mouse drag, and vertical movement of a trackball and keyboard. It can be controlled in a range of +60dB to -60dB.
3	CH	Indicates the channel number for controls, such as Volume Slider, LED Indicator, etc.
4	LED	Sets the LED synchronous setting to notes. In MA-3/MA-5 mode, LED can be switched (ON/OFF) for each channel. In MA-2 mode, only one channel can be set as ON.
		<div>LED </div> LED Note Synchronous Blinking ON <div>LED </div> LED Note Synchronous Blinking OFF
5	VIB.	Sets the VIB. synchronous setting to notes. In MA-3/MA-5 mode, it can be switched (ON/OFF) for each channel. In MA-2 mode, only one channel can be set as ON.
		<div>VIB. </div> VIB. Note Synchronous Vibration ON <div>VIB. </div> VIB. Note Synchronous Vibration OFF
6	dB	Shows the dB values which are set by the volume control slider. The volume, a relative value to 0SMF, is set. A value in the range of +60dB to -60dB can be directly input. <b>【Note】</b> In case of MA-2 mode, change of Master volume is disabled.
7	SMF	Shows the volume values set in SMF. It is synchronized with dB value and is updated. It is displayed in an absolute value.

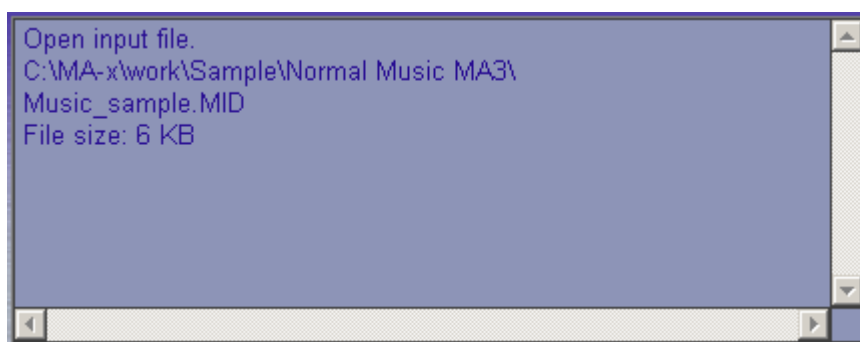
**【Note】** When SMAF is read into the SSD, both display and operation of controls are disabled.

**【Note】** If a LED channel is not specified by meta-event in a SMF to read, synchronization information of LED is added to the latest channel which includes Note numbers. (For details, see the “SMAF Sound Decorator Contents Authoring Guideline.”)

### 3.10.Message Box

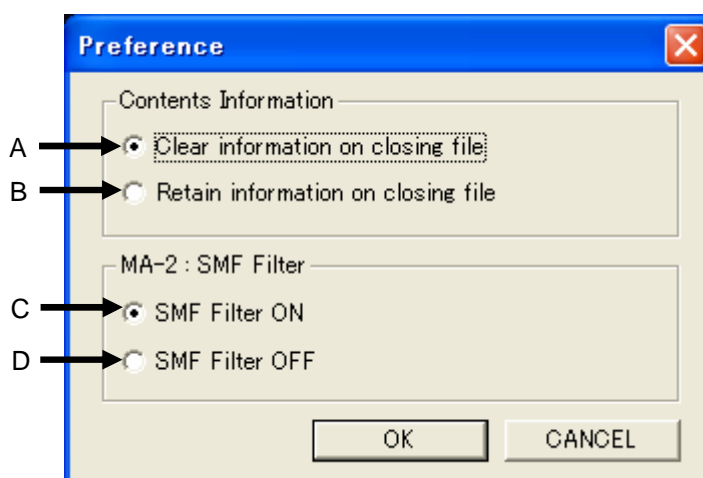
The states of application, input/output file information, error information, etc. are displayed on this window. Both error information and warning information are displayed up to 10 each. The 11<sup>th</sup> and the subsequent information are not displayed respectively.

The following picture shows a list of contents. The file name, numbers, etc. are one of the examples. Please read adequately according to your message.



### 3.11.Preference Dialog

Activate the “*Preference*” dialog from the “*Option*” menu.



No.	Name	Contents	
1	Contents Information	A	When a file is closed, the contents information which is input into “Contents Information” is cleared and changed into an initial state. The setting of “CODE TYPE” won’t be changed.
		B	Contents information which is input into “Contents Information” is held. When application is closed, it is changed into an initial state. The setting of “CODE TYPE” won’t be changed.
2	MA-2:SMF Filter	C	Enables the “SMF Filter” (Settable only when MA-2 mode is selected)
		D	Disables the “SMF Filter” (Settable only when MA-2 mode is selected)

## 4. Descriptions of Message

The following messages are displayed on the Message Box or Dialog Box.

A place in which each message is displayed is indicated using the following marks.

○ → Display

- → Non-display

### 4.1. Input File Information

Display	Contents	Message Box	Dialog Box
Open input file. <Directory....> Music Sample.MID File size:6KB	When a SMF is designated by “Open” from “File Menu” or dragging and dropping of file.	○	-
Open input file. <Directory> Music Sample.mmf File size:5KB File format: SMAF/MA-3	When a SMAF is designated by “Open” from “File Menu” or dragging and dropping of file.	○	-

### 4.2. Output File Information

Display	Contents	Message Box	Dialog Box
Now converting... Successfully completed. Saved As... <Directory....> Music Sample.mmf File size:5KB	Operates the SMA to SMAF conversion during pressing the “Save As...” button.	○	-
Now Playing... Total time:00:16	When SMAF file is played back.	○	-

### 4.3. Application State

Display	Contents	Message Box	Dialog Box
Automatically converted SMF format1 to SMF format 0.	When a conversion “SMF Format 1 to SMF Format 0” is executed.	○	-
Currently selected sound set: [BITTER]	When a selected voice-set is displayed during a conversion.	○	-
Now converting... Successfully completed.	When a conversion of SMAF is correctly completed.	○	-



## 4.4. Warning Information

No.	Display	Contents	Message Box	Dialog Box
1	Save the changed data?	If the SMAF file is not saved yet and application is closed. By pressing "YES", "Save As..." dialog is displayed.	-	○
2	Overlapping notes were tied Automatically.	When a tie-process was operated to the overlap of same channel and same note.	○	-
3	More than one note message found on the same duration in a mono mode channel. Only the last note message will be accepted.	When multi-note message exits in mono mode designated channel by same timing. Only the latest note message was output.	○	-
4	SMF Filter modified: Gate Time is too short.	Gate time which is shorter than Time Base was extended as far as Time Base.	○	-
5	SMF Filter modified: Gate Time is too long.	Gate time which is longer than "16511" was cut down to 16511.	○	-
6	SMF Filter added: Note On has no corresponding Note Off.	NoteOff to NoteOn does not exist. NoteOff was added into the latest position of data.	○	-
7	SMF Filter deleted: Note number is out of range on drum channel.	Notes which are output range (0-23, 85-127) were deleted.	○	-
8	SMF Filter deleted: Notes are overlapped on drum channel.	Notes of which overlapped in same key on Drum Channel and note of which exceeds the Channel Reserve value were deleted.	○	-
9	SMF Filter deleted: Note number is out of range on normal channel.	Notes which are out of range (0-12, 109-127) were deleted in Normal Channel.	○	-
10	SMF Filter deleted: Notes are overlapped on normal channel.	Notes which overlapped in same key on Normal Channel were deleted.	○	-
11	SMF Filter deleted: Note Off has no corresponding Note On.	There is not NoteOn to NoteOff. NoteOff was deleted.	○	-
12	SMF Filter deleted: After Touch (Key Pressure) is not supported.	After Touch (Polyphonic Key Pressure) was deleted.	○	-
13	SMF Filter modified: Pitch Bend Sensitivity is out of range.	Since the value of "Pitch Bend Sensitivity" exceeds "24", it was corrected to "24."	○	-
14	SMF Filter deleted: Data Entry MSB is not specified for Pitch Bend Sensitivity.	"Data Entry MSB" which has no relation with the setting of "Pitch Bend Sensitivity" was deleted.	○	-
15	SMF Filter deleted: Data Entry LSB is not specified for Pitch Bend Sensitivity.	"Data Entry LSB" which has no relation with the setting of "Pitch Bend Sensitivity" was deleted.	○	-
16	SMF Filter deleted: NRPN LSB is not supported.	NRPN LSB was deleted.	○	-
17	SMF Filter deleted: NRPN MSB is not supported.	NRPN MSB was deleted.	○	-
18	SMF Filter deleted: RPN LSB must be 0.	"RPN LSB" which has no relation with the setting of "Pitch Bend Sensitivity" was deleted.	○	-
19	SMF Filter deleted: RPN MSB must be 0.	"RPN MSB" which has no relation with the setting of "Pitch Bend Sensitivity" was deleted.	○	-
20	SMF Filter deleted: Channel Reserve is specified more than once.	"Channel Reserve" was plurally designated to one channel. "Channel Reserve" which comes second henceforth was deleted.	○	-
21	SMF Filter deleted: Control Change is not supported.	Invalid control change was deleted.	○	-
22	SMF Filter deleted: Same Program Change is repeated on normal channel.	Same "Program Change" was plurally designated to one channel. The plurally designated "Program Change" was deleted.	○	-
23	SMF Filter deleted: After Touch (Channel Pressure) is not supported.	After Touch (Channel Pressure) was deleted.	○	-
24	SMF Filter deleted: Pitch Bend is not supported on drum channel.	"Pitch Bend" was deleted in Drum Channel.	○	-
25	SMF Filter deleted: System Exclusive Message is not supported.	"System Exclusive Message" was deleted.	○	-
26	SMF Filter added: Channel Reserve is not specified.	"Channel Reserve" was added into the channel which has no Channel Reserve designation.	○	-
27	SMF Filter modified: Channel Reserve is not equal to the number of assigned tones.	The number of voice which are used in channel and the number of Channel Reserve are different. The number of Channel Reserve was corrected.	○	-
28	SMF Filter deleted: START is specified more than once.	Cue-point "START" was designated more than once. "START" which comes second henceforth was deleted.	○	-

No.	Display	Contents	Message Box	Dialog Box
29	SMF Filter deleted: STOP is specified more than once.	Cue-point "STOP" was designated more than once. "STOP" which comes second henceforth was deleted.	○	-
30	Converter deleted: Meta Event is not supported.	Meta-events other than shown below were deleted. - 0x01 (Text) - 0x02 (Copyright) - 0x07 (Cue Point) - 0x2F (End of Track) - 0x51 (Tempo) - 0x58 (Beat)	○	-
31	SMF Filter deleted: Program Change has no corresponding note message.	There is no Note to "Program Change." "Program Change" was deleted.	○	-
32	SMF Filter modified: Assigned Normal note count exceeded the Channel Reserve.	The number of simultaneous pronunciation channel and the value of "Channel Reserve" are different. The value of "Channel Reserve" was corrected.	○	-
33	SMF Filter modified: Program Change is specified in between Note On and Note Off on normal channel.	"Program Change" was designated during a pronunciation of Note in Normal Channel. In the position where NoteOn is designated in Program Change, voice which is under pronunciation was set to NoteOff.	○	-
34	Close currently opened SMF?	This message is displayed when SMF is closed.	-	○

## 4.5. Error Message

No.	Display	Contents	Error Code	Message Box	Dialog Box
1	Only one file can be opened at a time.	Multi-files can not be input at once. Only one file is opened.	-	-	○
2	Extension is not ".mid"/".mmf"	The extension of input file is not "*.mid" or "*.mmf."	-	-	○
3	Can not find DLL.	Necessary SSD cannot be found in the same directory as SSD.exe. Please re-install.	-	○	○
4	DLL is invalid.	Illegal DLL. Functions of DLL can not be found; in addition, the argument which is passed to the function is illegal. It could be the old version DLL. Please re-install.	-	○	○
5	Can not open SsdDefMA3_16.vm3 file.	Voice file "SsdDefMA3_16.vm3" can not be opened.	-	○	-
6	SsdDefMA3_16.vm3 file is invalid.	Illegal voice file "SsdDefMA3_16.vm3."	-	○	-
7	Can not open SsdDefMA2.vma file.	Voice file (SsdDefMA2.vma) can not be opened.	-	○	-
8	SsdDefMA2.vma file is invalid.	Illegal voice file (SsdDefMA2.vma)	-	○	-
9	Input file is not SMF.	Input file is not SMF (*.mid) The header-chunk-ID and truck-ID are incorrect	-	○	-
10	SMF is invalid.	Illegal SMF. File size, header chunk size, and truck chunk size are incorrect.	-	○	-
11	Format of SMF is not supported.	Un-supported SMF format. Be sure to input a file in SMF Format 0 or SMF Format 1.	-	○	-
12	No note message in SMF.	There is no note message in SMF.	-	○	-
13	Tempo of SMF is not supported.	Un-supported SMF tempo. SMF with time management of time code format is not supported.	-	○	-
14	Input file is not SMAF file.	A file which was input is not SMAF file.	-	○	-
15	SMAF file is invalid.	Illegal SMAF file.	-	○	-
16	Contents Class of SMAF file is not supported.	Un-supported SMAF Contents Class.	-	○	-
17	Contents Type of SMAF file is not supported.	Un-supported SMAF Contents Type.	-	○	-
18	Mono mode is used and the maximum number of simultaneous notes is exceeded.	Exceeds the maximum simultaneous pronunciation number was exceeded. For details, see the "Contents Authoring Guideline."	-	○	-
19	Max Event Density must be under 1000byte/s.	The maximum event density exceeds the limitation (1000Byte/s). For details, see the	-	○	-

No.	Display	Contents	Error Code	Message Box	Dialog Box
		“Contents Authoring Guideline.”			
20	Average Event Density must be under 500 byte/s.	The average event density exceeds the limitation (500Byte/s). For details, see the “Contents Authoring Guideline.”	-	○	-
21	Can not assign voices. The Number of voices must be under 128.	The number of used voice exceeds the limitation (128-tone).	-	○	-
22	RAM size overflow.	The used RAM size exceeds the limitation. For details, see the “Contents Authoring Guideline.”	-	○	-
23	Inadequate SMAF file playtime.	The time length of SMAF file playback is out of range (20msec or shorter or 2000000msec or more)	-	○	-
24	Can not convert SMF to SMAF. Convert Error='Error Code'	Buffer overflow was happened. It may not be converted since the file size is too big.	0xF1001112 0xF1001216 0xF1001412 0x31000101 0x31000105 0x31000201 0x31000205 0x51000101 0x51000105 0x51000201 0x51000205	○	-
		Internal error. SMAF conversion was failed. Please re-start the application.	0xF1F00003 0x31000103 0x31000203 0x51000103 0x51000203	○	-
		Internal error. File generation was failed. Please re-start the application.	0x31000100 0x31000200 0x51000100 0x51000200	○	-
		Can not convert a file to SMAF. Un-supported file format.	0x31000102 0x31000202 0x51000102 0x51000202	○	-
		Can not convert a file to SMAF. Un-defined event.	0x31000104 0x31000204 0x51000104 0x51000204	○	-
25	Can not play file. Player Error='Error Code'	SMAF file can not be played back. Please re-start the application.	0xF1001501 0xF1001503 0xF1001505	○	-
26	Not enough Memory.	Invalid control change was designated.	-	○	-
27	MidiCh n: Control Change is not supported.	The number of registered voice exceeded 16. Decrease the number of the Program Change in the normal channel.	-	○	-
28	MidiCh n: Can not assign a normal tone.	The number of registered voice exceeded 16. Decrease the number of Note in the drum channel.	-	○	-
29	MidiCh n: Can not assign a drum tone.	Channel Reserve is not designated.	-	○	-
30	MidiCh n: Channel Reserve is not specified.	Program Change is not designated.	-	○	-
31	MidiCh n: Program Change is not specified.	The range of the Pitch Bend Sensitivity possible to designate in the Data Entry is from 0 to 24.	-	○	-
32	MidiCh n: Data Entry is out of range.	Invalid control change was designated.	-	○	-
33	MidiCh n: Pitch Bend is not supported on drum channel.	Pitch Bend cannot be used in the drum channel.	-	○	-
34	MidiCh n: After Touch is not supported.	After Touch (polyphonic key pressure and channel pressure) cannot be used.	-	○	-
35	MidiCh n: Program Change is specified incorrectly on drum channel.	Program Change in the piece and multiple Program Changes cannot be designated in the drum channel	-	○	-
36	MidiCh n: Bank Select MSB is specified incorrectly on drum channel.	Bank Select MSB cannot be designated after the first Note On in the drum channel.	-	○	-
37	MidiCh n: Bank Select LSB is specified incorrectly on drum	Bank Select LSB cannot be designated after the first Note On in the drum channel.	-	○	-

No.	Display	Contents	Error Code	Message Box	Dialog Box
	channel.				
38	MidiCh n: Channel Reserve is specified more than once.	Multiple Channel Reserves cannot be designated to one channel.	-	○	-
39	MidiCh n: Channel Reserve is not equal to the number of assigned drum tones.	Voice registration number of drum channel differs from the Channel Reserve value.	-	○	-
40	MidiCh n: RPN LSB is not specified.	After designating RPN LSB = 0, designate the Data Entry MSB.	-	○	-
41	MidiCh n: RPN MSB is not specified.	After designating RPN MSB = 0, designate the Data Entry MSB.	-	○	-
42	MidiCh n: RPN LSB must be 0.	Only 0x00 (Pitch Bend Sensitivity) can be set by the RPN LSB.	-	○	-
43	MidiCh n: RPN MSB must be 0.	Only 0x00 (Pitch Bend Sensitivity) can be set by the RPN MSB.	-	○	-
44	MidiCh n: Program Change is specified incorrectly on normal channel.	Program Change after the first Note On and that during Note pronunciation cannot be designated in the normal channel.	-	○	-
45	MidiCh n: Gate Time is 0.	Gate time of the Note is 0.	-	○	-
46	MidiCh n: Gate Time is too long.	Gate time of the Note exceeded 66.044 seconds.	-	○	-
47	MidiCh n: Notes are overlapped.	Notes with the same key in the same channel are overlapped.	-	○	-
48	MidiCh n: Assigned note count exceeded the Channel Reserve.	Note cannot be allocated to the channel. Delete the Note or set the Channel Reserve value again.	-	○	-
49	MidiCh n: Note number is out of range on normal channel.	Use a Note number from 13 to 108 in the normal channel.	-	○	-
50	MidiCh n: Note number is out of range on drum channel.	Designate the Cue point "START" before the Cue point "STOP".	-	○	-
51	START / STOP is specified incorrectly.	Notes with the same key in the same channel are overlapped.	-	○	-
52	Note On has no corresponding Note Off.	Note Off corresponding to Note On cannot be found.	-	○	-
53	File Pass File Access Error.	Can not access into the designated file.	-	-	○
54	Can not assign tones. Channel Reserve must be under 17.	Channel Reserve must use 16 or less tone.	-	○	-

## 4.6. Notice Message

No.	Display	Contents	Message Box	Dialog Box
1	Contents Information updated with SMF META Events.	Contents information was over-written by the meta-event of input SMF.	○	-

## 4.7. Shortcut Key

Key	Operation
[Ctrl+O]	Opens a "Open File" dialog
[Ctrl+S]	Saves a SMAF file
[Ctrl+A]	Opens a "SAVE AS..." dialog
[Alt+F4]	Ends an application