

PLF-L1

(SMAF/Phrase Library FM for PhraseL1)

Version 1.1.0

2003/3/17

Yamaha Corporation

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< Revision history >

Ver.	Date	Contents
1.0.0	2002/12/5	Newly released.
1.1.0	2003/3/17	Name was changed. PLF-MA2 --> PLF-L1 The data extension was changed. .mmf --> .spf

PLF-L1 (SMAF Phrase SE Library (FM) for PhraseL1)

V 1.1.0

Category/Folder	May Suitable For:	Number of libraries
Click	Clicking button, Moving a cursor, Inputting letters	10
Start	Confirming the selection of Yes, for example, which start the Game.	5
Cancel	Cancel, Warning	5
Good	Winning of the Game, "Correct" answer	3
Bad	Losing of the Game, GAME OVER, "Wrong" answer.	3
Change	Change in scene	5
Window	Opening or Closing of Window menu. Opening and Closing are pair.	5 pairs (*1)
Hit	Punching, Attacking	5
Gun	Gun sounds, Hard Punching or attacking	3
Explosion	Explosion sounds Harder than above "Hit" and "Gun".	3
Laser	Laser gun for SF Game or similar	5
Jump	Jumping sounds	6
Metal	Metal contacting, Mechanical sounds	5
Signal	Signal sounds such as data communication	5
Footstep	Footsteps sounds for Game character is walking, Left and Right sounds are pair.	4 pairs (*2)
Loop	Count down by 1 second, Roulette sounds. Use those with repeating	7

*1 *Op* and *Cl* can be used as a pair. e.g.) WindOp1D.spf and WindCl1D.spf, etc.

*2 Sound becomes more effective by using *L and *R as a pair. e.g.) FootSt1L.spf and FootSt1R.spf, etc.