

MasterMidi

COLLABORATORS

	<i>TITLE :</i> MasterMidi		
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Contents

1	MasterMidi	1
1.1	Master Midi	1
1.2	Author	1
1.3	Copyrights	2
1.4	Supported Instruments	2
1.5	Introduction	3
1.6	The Midi Mixer	3
1.7	The level indicators	4
1.8	The level sliders	4
1.9	The Solo buttons	4
1.10	The Mute buttons	4
1.11	The Mute-Solo Preferences	5
1.12	filters-menu	5
1.13	The Patch Bay	5
1.14	The Program editor	5
1.15	The Effects Editor	6
1.16	The Voice List	6
1.17	The Midi Setup	7
1.18	Midi Play Support	7
1.19	The Voice Modules	7
1.20	The past	9
1.21	The future	9

Chapter 1

MasterMidi

1.1 Master Midi

Master Midi - v2.0a

Author

Copyrights

Introduction

Supported Instruments

The Midi Mixer

The Patch Bay

The Program Editor

The Effects Editor

The Voice Modules

The Midi Setup

Midi Play Support

The Past

The Future

1.2 Author

Pascal Serrarens
Raadhuisstraat 40
1474 HH Oosthuizen
The Netherlands

email: passerra@fwi.uva.nl

1.3 Copyrights

Copyright (c) 1994 by Pascal Serrarens.
All rights reserved.

Writing this program I have used:

- DICE v2.06 (netdcc)

Copyright (c) 1990 by Matthew Dillon.

All rights reserved.

(Freeware version :(-> no budget production)

- Midilib v2.0

Copyright (c) 1987, 1988 by Pregnant Badger Music.

All rights reserved.

- Newlook

Copyright (c) 1992, 1993 by Tobias Ferber.

All rights reserved.

- Midiplay v2.0

Copyright (c) 1993, 1994 by Janne Syväniemi

Required:

- Kickstart 1.3 (1.2 not tested yet)

- midi.library v2.0

can be found on Fish Disk 227

- Midiplay (optionally)

This program is SHAREWARE. You may look at it, play around a while. However, if you decide to use this program, register it by sending US \$10 to my @{ " Address " link AUTHOR } (please include your email address).

Registering will give you:

- Free updates (by email, otherwise it will cost me more than US \$10...)

- Free voice modules

- Full support

- Information about new voice-modules and new features.

- Utilities, beginning with the Voice Module Editor

1.4 Supported Instruments

In version 2.0a are supported:

- General Midi

- Korg 05R/W

- Korg 03R/W

- Yamaha PSS-680

And with a little effort you can write a module for every other instrument ! (See

Voice Modules

)

I want to add much more with you help !
 If you have written a module for a dedicated instrument, please send it to me (and send US \$10 for registration with it, if you haven't done that already). I add the module to the existing and hope to make a few others happy.

I'm also interested in other midi information of instruments, like effect settings, voice editing and so on. Master Midi will be extended in the future with special modules for those features, like the Korg Effect Editor is now.

1.5 Introduction

October 1993 I bought my wonderful Korg 05R/W synthesizer module. ↔

Sound

was great, but it was hard to edit. After a couple of weeks I couldn't stand it any longer and started programming an editor for it. The result of this: an editor, a midimixer and a patchbay. It is all very basic, but I'm still working on it. (See

Future

)

I hope you find it useful. If not please register it and tell me so!
 (For example if you want this program supporting your synthesizer, keyboard or module)

1.6 The Midi Mixer

The mixer consists of a 16-channel mixer with several functions.

In the

Meter

area's you can see the output level of the notes

played. With the

Edit

buttons you can edit the sounds for each channel.

The

Mixer-silders

set the output level of every channel.

The

Mute

and

Solo

buttons can respectively mute channels and mute all channels except one.

Filters

Effects

Patch Bay

Voice List

1.7 The level indicators

The level indicators show the level of the notes going out of the mixer. This can be notes played of the master-keyboard or played with

Midi Play

When you're having an Amiga with a 68000 (Amiga 500, 500+, 600 or 2000) ←

go can gain speed by turning the level indicators off.

1.8 The level sliders

With the level sliders you can set the volume on a specific channel. ←

This doesn't work if your instrument doesn't support control change number 7 as volume change.

The level going out of the mixer can be seen on the Level Indicators

.

1.9 The Solo buttons

The Solo button enables you to mute all channels except one. E.g. ← if you

press the Channel 5 Solo button, all channels will be muted except channel 5. This is convenient if you want to edit just one channel.

The functionality depends on what is specified in the @{" Options/Mute-Solo " ← link MUTESOLO-MENU}

See also

Mute

1.10 The Mute buttons

The mute button enables you to mute a channel.

The functionality depends on what is specified in the @{" Options/Mute-Solo " ← link MUTESOLO-MENU}

Menu.

See also

Solo

1.11 The Mute-Solo Prefences

- Volume Zero
Uses Control Change 7. If your instrument doesn't support this, the channel won't be muted. (unless you use Filter All/Notes)
- Filter Notes
All note on/off information will be filtered out, so you won't hear any music. Program and Control Changes and all other information will still be send to the instrument.
- Filter All
Nothing will be send to the instrument.
- Show Levels
When this item is selected, the meter on a channel will be turned off when that channel is muted.

1.12 filters-menu

At this moment there a two midi filters:

- Program Change: Will filter all program changes
- Bank Select: Will filter all bank select control changes
(0x00 AND 0x20)

NOTE: When you're using Midi Play's normal reset banks select and program change are send when a reset is done. Midi Play send these messages directly to the midi port. Worse: when you have muted all channels (what you probabaly did), it still send this information. To avoid this, set the reset to international. It's not as good as normal, but works.

1.13 The Patch Bay

In the Patch Bay window you can change all Patch Bay settings. To create a route from channel A to channel B you must first select channel A in the In row. Hereafter you can select Channel B in the Out row.

Removing a route from A to B works the same. Thus, select A in the In row and then B in the Out row.

1.14 The Program editor

With the program editor you can assign sounds to every channel. ↔
First

you have to select your desired instrument from the
Supported Instruments

After that you can select the voice you want.

Some instruments, like my Korg 05R/W, have several banks with sounds. If you select such an instrument, you must first select in which bank you want to look.

Besides changing the voice you can also change some parameters of the instruments, like panpot, effect levels and sustain. Every instrument has its own parameter window. The number of parameters can vary from a few (the PSS-680 has three) to ten or more (the Korg 05R/W).

When you have two or more instruments connected to the Midi-out of your Amiga, you have to deselect the instruments manually. For example: you want to have the Korg 05R/W Piano on Channel 1 and you have a Korg 05R/W :-) and a PSS-680 connected to the Midi-out. Besides selecting the korg 05R/W Piano you must also change the setup on the Yamaha so that it won't play notes on Channel 1. Because when you select Piano on the Korg, Synth Brass will be selected (and played) on the Yamaha. On the Yamaha you can deselect a channel with the Receive Channel Filter button and on the Korgs you can set the voices manually to Timbre OFF.

NOTE:

The A bank of the Korg 05R/W and 03R/W contain the default programs in this program. So if you've changed your programs on your Korg you won't see it in the Program Select window. However when you select the program which was replaced by you own program, the program you've created will be selected. You can change this by editing the @ { " Voice-Module " link VOICE- ←
MODULE }
of the instrument.

1.15 The Effects Editor

The Effect editor enables you to edit all effect settings of the Korg 05R/W and 03R/W. You can change the placement, effect level, output level, dynamic modulation and all effect-specific settings. When you press on one of the Edit-buttons, you can change all settings of the effect, select a effect and change the dynamic modulation source and intensity.

IMPORTANT:

When the effect parameters are changed and send to the Korg, the Dry : Effect Balance is automatically set to Dry. This is not my choice, but that of Korg. I can't change it by midi-messages, so you have to set the Dry : Effect Balance manually :- (

1.16 The Voice List

When you open the Voice List window you can see all current voices ←

Unfortunately you can only see the voicenames of the channels which have been assigned by an instrument, otherwise you won't see the names.

You can assign an instrument to a channel by pressing a
Program Edit
button in the mixer window.

1.17 The Midi Setup

The idea behind this program is the following midi-setup:

```
Master Keyboard ----->- Master Midi ----->- Korg 05R/W
```

In this way you can control the Korg module with the program and play the sounds on the keyboard. An other setup is the following:

```
Master Keyboard --->- Sequencer --->- Master Midi --->- Korg 05R/W
```

The Sequencer is abled to play notes on all midi channels, so now you can use the midi mixer properly.

You can also use Master Midi in combination with
Midi Play

.

1.18 Midi Play Support

You can use Master Midi in combination with Midi Play to get more control ↔

on the played midi-files. Herefore you must first start midiplay and after that start Master Midi. It will be a little bit tricky when you use Midi Play v1.1, so I suggest you to use Midi Play v2.0 or higher.

When you want to use things like mute, solo and for much better sound quality you have to mute all channels in Midi Play. Ohterwise all notes will be played twice: Midi Play (with no further controls) and Master Midi both will send all notes to de instrument. You can change it permanently by adding/changing this line in the Midi Play tool-types:

```
MUTE=1|2|3|4|5|6|7|8|9|10|11|12|13|14|15|16
```

When you start things up like descibed above the notes played and the volumes set are visible on you midi-mixer. You can change the programs etc. now realtime, thus while playing your favorite track, you can also set your favorite voices. When you have set intruments on every channel, so can see in the

```
Voice-List  
window which voices are used.
```

1.19 The Voice Modules

The Voice Modules are written in a very strict format:
(All texts between /* ... */ are comments, don't use them in the files !)

```
MMM100          /* Master Midi Module v1.00 */  
<Manufacturer Name>  
<Intrument Name>  
#BANKS <number of banks>  
<Bank Name>:: <Bank Select MSB> <Bank Select LSB> /* First Bank */
```

```

#VOICES <number of voices in that bank>
<voice name> /* First Voice Name */
<voice name>
...
<voice name> /* Last Voice Name */
<Bank Name>:: <Bank Select MSB> <Bank Select LSB> /* Next Bank */
...
...
...
<voice name> /* Last voice of last bank */
#CONTROLLERS <number of controllers>
<Controller Name>:: <Control Change Number> <Min Show Value>
  <Max Show Value> <Min Real Value> <Max Real Value> <Start Show Value>
  /* The Show values are the ones show in the window, the real
  values are the values send by MIDI to the instrument.
  When the show values are resp. 0 and 1, the button in the
  controller window will be a 'toggle' button, in all other
  cases it will be a 'slider' button */
<Controller Name>:: ...
...
<Controller Name>:: ... /* Last Controller */

```

When an instruments doesn't have banks (like the Yamaha PSS-680), the number of banks will be set to 1 and there will be no name, so:

```

#BANKS 1
#VOICES <number of voices>
<voice name>
<voice name>
...
<voice name>
...

```

Normally the voices will be numbered from 0 and up. The n-th voice has program change number n. You can optionally add the program change value of a voice behind the voice-name:

```
<voice name>:: <program change number>
```

In this way you can sort all voice names alphabetically. When not all the program change number are used for voices, you can also use this option. (see for example the Drum kits of the Korg 05R/W)

You can take the supplied voice-modules (GMidi, PSS-680, 05R/W and 03R/W) as examples and as a base for further extension. For example, when you're having separate voice-cards for your 03R/W, you can add a bank for every card:

```

VoiceCard 1-Bank C:: 00 02
#VOICES 100
<voice name>
<voice name>
...
<voice name>
VoiceCard 1-Bank D:: 00 03
#VOICES 100
<voice name>

```

```
<voice name>
...
<voice name>
```

NOTE: If you register Master Midi, you will get the Voice Module Editor. With this utility you can create a voice module for your instrument without knowing and understanding all the stuff above!

1.20 The past

25-3-1994 - Version 1.0

The first version Master Midi.

Supports:

- Editor for Korg 05R/W multi-mode;
- Midi mixer;
- Patch Bay;

30-3-1994 - Version 1.1

A few bug fixes:

- The bank gadgets in the Program Edit window now work properly;
- The effect edit window is placed to the left, so on screen with less than 640 pixels (no overscan) won't bring any problems.
- The Mute and Solo gadgets will set the level of the Korg to 0, so they now work also on the Korg. The buttons do work correctly now.

14-4-1994 - Version 1.2

Added support for:

- Korg 03R/W
- General Midi
- Yamaha PSS-680

Plus very basic cooperation with Midi Play.

18-5-1994 - Version 2.0

- Voice-modules
- Voice-list window
- Program Change Filter
- Bank Select Filter
- Faster Patch Bay implemented
- Extended functionality of the Mute and Solo buttons
- Extended support for Midi Play

05-6-1994 - Version 2.0a

- The Patch Bay now works correctly

1.21 The future

I have planned lots of extensions for Master Midi:

- A Voice Module Editor (almost ready, Workbench 2.0+)
 - Full Workbench 2.0 support (soon)
 - A load/save in Standard Midi File format (soon)
 - An AREXX Port
-

-
- A way to control the program completely with your keyboard, fully customized (for example change your panning with the pitch bender)
 - Editors for the Program- and Combination-mode of the Korg 05R/W

 - Editors for lots of other keyboards, synthesizers etc.
To get this done I need your help. If you have written your own voice-module, please contact me. In this way I can use it to support many more instruments.
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