

About Massiva

Massiva is a freeware MIDI/Audio sequencer for Windows 95/98 with SB AWE32/64 and SBLive! support.
Note: Preset loading, preset selecting by name and FX/EQ selection and saving only works with AWE32/64

Getting started MIDI setup - playback - recording - editing

Getting started with Audio Audio playback - editing

Keys Overview of all the shortcuts in Massiva

Hints

Song edit



Massiva has 32 tracks. A track may contain MIDI or audio data. The building blocks of a track is parts. Parts may be moved, copied, deleted, resized, transposed, auto-composed, muted, quantized.

Part edit



The Part editor is for making fine adjustments to notes and events. Move, copy, resize, adjust velocity or control change, insert and delete control change and program change.

Audio edit

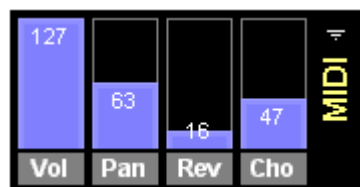
The Audio editor is for creating music with samples. Load samples, step record or input events with mouse. Move, copy, quantize, groove etc. An audio part may be exported to a wav

Transporter



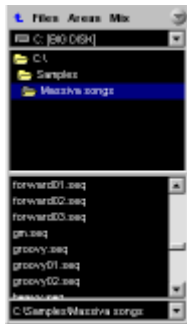
Play, record, stop, fast forward or fast rewind. It shows the locator positions and the song position. Double click song position to toggle between time and position.

MIDI faders



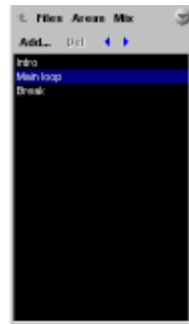
The MIDI faders sends control change messages using the MIDI channel and MIDI output device of the selected track. Fader movements are recorded into the parts of the selected track. The type of control change messages to send are selected by clicking on the labels: Vol, Pan, Rev and Cho.

Browser



Files

Right-click in directory listbox to Add current directory to favorites and/or set directory as default start-up directory. Double-click on filename to open a song



Area

Click Add to add locator positions. To replace an existing area, input or select an existing area name. Click del to delete an area



Mixer

Drag the faders to adjust volume

Comments and suggestions

Jørgen Aase
jaase@c2i.net
<http://home.c2i.net/jaase/massiva.htm>

Copyright © 1998/99 Jørgen Aase

Song edit

Menu Toolbars

Tracks

	Name	Ch	M	Output	Prog	Transp
	Track 1	1		SB AWE32 MIDI Synt	1/1	0
	Track 2	2		SB AWE32 MIDI Synt	1/0	0

Led - MIDI output led, showing current "note on" output activity on each track

Name - track name

Ch - MIDI channel. If thru is active all MIDI output is send to the output device using this channel

M - toggles mute on/off

Output - MIDI output device. If thru is active all midi output is send thru on this device. Output device may be a Soundcard, Softsynth or a midi port (external)

Prog - Bank and program settings for each track

Vol - Adjust MIDI volume on track

Pan - Adjust MIDI pan on track

Reverb - Adjust reverb

Chorus - Adjust Chorus

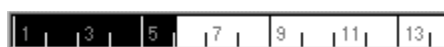
Transp - Transpose midi input

Mode - select between MIDI and Audio playback

Left click or use [Up]/[Down] buttons to select tracks. Drag and drop a track to move it. Left click with [Shift] down to select all parts in a track

Note: The Volume, Pan, Reverb and Chorus faders may be dragged all to the left to center pan, set max volume etc. However, not all MIDI devices understands these messages

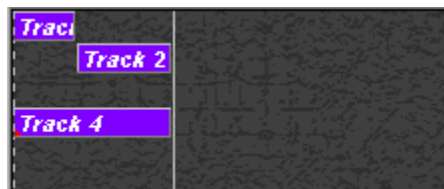
Meter



Left click to set left locator. Right click to set right locator. Click with [Shift] down to set the song position. The marked area between the left and the right locator indicates which part of the song that is looped on playback or recording if loop is activated.

The locators are also used when inserting new parts, cutting an area of the song, inserting an area into the song or splitting selected parts. The locator may be stored for easy callback in the Locators windows

Parts



A red mark in the lower left corner of the parts indicates that the part is empty. Double-click a part to open the Part editor

Scrolling

Left click mouse and drag with [Alt] down on an empty area to scroll in any direction

Selecting parts

Left click mouse to select a single part. Left click with [Shift] down to select multiple parts. Use [left] and [right] keys in combination with [shift] to select parts in the selected track

Moving/copying parts

Drag selected part(s) to move them to different location. Drag with [Ctrl] down to copy the parts to a new location.

Resizing a part

Drag with [Alt] down to resize part. Or use [left] and [right] with [alt] down to resize the selected part. *Note: Events in part are deleted if the new size is smaller*

Splitting a part

[alt] + Double-click on a part

Zoom



Click on one of the zoom buttons to zoom in, out or set default part size

Part edit

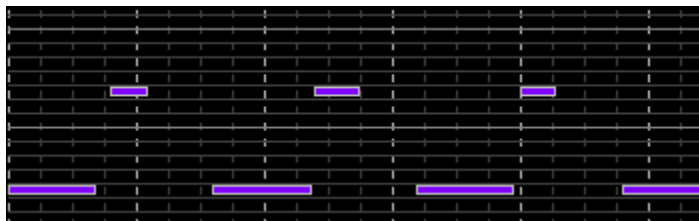
Menu Toolbars

Meter



Left click to set left locator. Right click to set right locator. Click with [Shift] down to set the song position. Selection shows the area between left and right locator. This area indicates which part of the song is looped on playback/record if loop is active

Events



Left click to select single notes. Left click with [Shift] down to select multiple notes. Drag selected notes to move to different location. Drag with [Ctrl] down to copy to a new location. Drag with [Alt] down to resize note

Left click mouse with [Alt] down on an empty area and drag mouse to scroll in any direction

Keyboard



The blue rectangle shows position of mouse relative to note position of MIDI keyboard. Gray rectangle shows MIDI input note. Click on any note on the keyboard to trigger MIDI

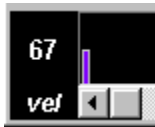
Velocity - Controllers - Pitch bend - AWE NRPN's



This window displays velocity, pitch bend or any control change messages. Left click to change velocity or controller. Left click with [Shift] down and drag mouse to line draw velocity or controllers

Step mode

Use [left] and [right] arrows to move cursor. Insert and delete events with [Ins] and [Del]. Use [Up] and [Down] in combination with [Shift] to adjust the value of the selected event(s)



This window shows that note **vel** is currently viewed. Click on the vel text to view another controller, or pitch bend.

List

Time	Status	Data-1	Data-2	
0001:01:000	Note on	C4	64	
0001:01:059	Note off	C4		
0002:01:000	Note on	C3	64	
0002:01:179	Note off	C3		
0003:01:000	Note on	C3	64	
0003:01:179	Note off	C3		
0004:01:000	Program	127		
0004:01:000	Note on	C3	64	

Shows all events in part in a list. You may select, edit, insert or delete events in the list. Double-clicking an event in the list will show that event in the controllers window.



This is a list of available controllers to view in the Controller/Velocity window. A yellow line means that the part contains event if this kind. Ex. the list shows that the part contains at least one bank select message

Options



File

Autosave every 5 min

Open last saved song on start-up - Last saved song is automatically opened

Beep

Active on/off

Internal beep on/off

Midi beep on/off. Set output device, midi channel and midi note

Precount - Number of beats to count before recording

Midi

Select midi input device.

Select default output device. This device is used when a new song is created

Set all tracks outputs to selected device - Use this to change all track outputs to a specified device

Layout

Set background bitmap - Select bitmap from file to use as background in song edit

Set part and event color

Select flat or 3d buttons on toolbars

Editres

Editres (Edit resolution) is used for setting the amount of time-correctening, lengthening, resizing, snapping and moving/copying operations

Song Edit

Used by Quantize, Length and Overlap

Part Edit

Used by Quantize, Length and Overlap

Used when moving the cursor in "Step mode"

Used when inserting notes in "Insert mode"

Audio Edit

Used by Quantize and Length

Used when inserting notes in "Insert mode"

Event list

Compose

Notes



Pattern

Select or input pattern to be repeated in the part. Use 1 as note and 0 as rest. If editres is 16 and pattern is 1100 then two 16th will be inserted and two 16th rests will be inserted at the beginning of the part. This pattern will be repeated thru the whole part.

Length

Sets the length of the notes to be inserted

Resolution

Sets interval of notes to be inserted. If resolution is 16 and pattern is 1110 then three 16th will be inserted and then one rest with duration of one 16th will be inserted before pattern is repeated

Velocity

Select the velocity of the events to be inserted in the part

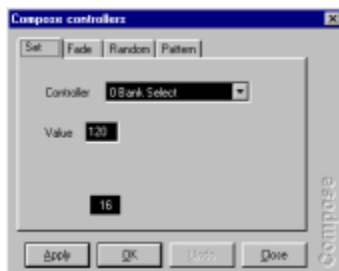
Overwrite

If overwrite is active then all existing notes will be deleted and overwrritten by the selected note(s) and pattern

Notes

Shows which note(s) will inserted into the part. Input notes with MIDI keyboard or PC-keyboard

Controllers



Set

Insert selected controller value at start of part. *Note: All existing controller values will be overwritten*

Fade

Insert controller values fading from from value to to value. Ex. insert Main volum fading from 0 to 127. Interval of inserted controller events are set by editres. By selecting modulate existing events will be

modulated. Use this option to modulate patterns of control change messages. By selection [overwrite](#), existing control messages change of same kind as selected control change message will be overwritten.

Random

Insert random controller values using editres as interval in the range of [min](#) and [max](#). By selection [overwrite](#), existing control change messages of same kind as selected control change message will be overwritten.

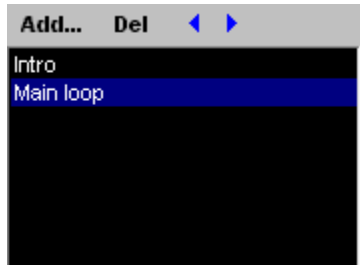
Pattern

Draw a pattern and insert controller values with editres as interval. May be used to turn volum on/off in sync with tempo. By selection [overwrite](#), existing control change messages of same kind as selected control change message will be overwritten.

AWE None registered parameter number

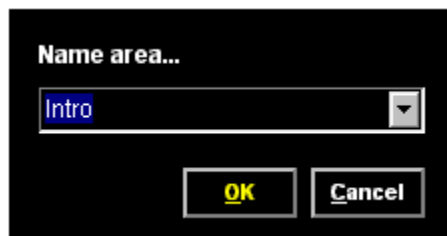
...

Areas



Add

Add a new area or replace an existing area using current locator positions. To add a new area input a new name. To replace an existing area select the area from the area list



Del

Delete an area

Prior

Move to prior area

Next

Move to next area

The first twelve areas may be recalled by SHIFT + F1-F12. Prior and next area may be recalled by < and > keys

Keys

Keys to control Massiva when it's minimized

[Ctrl + Alt + Return] Play
[Ctrl + Alt + 0 or Space] Stop
[Ctrl + Alt + 1] Left locator
[Ctrl + Alt + 2] Right locator
[Ctrl + Alt + Home] Start of song

Global

[Return] Play
[Return + shift] Play selected parts in loop
[Pgup] Forward
[Pddown] Reverse
[0 or space] Stop
[*] Record

Song edit

[Up] Select prior track
[Down] Select next track
[Right] Select next part
[Right + shift] Select next part also
[Left] Select prior part
[Left + shift] Select prior part also
[Home] Start of song
[End] End of song

Part edit

[Right] Select next note
[Right + shift] Select next note also
[Left] Select prior note
[Left + shift] Select prior note also
[Ctrl + right] Move selected or all events forward using editres
[Ctrl + left] Move selected or all events backwards using editres
[Ctrl + up] Move selected or all events up on note
[Ctrl + down] Move selected or all events down on note
[Ctrl + shift + up] Move selected or all events up on octave
[Ctrl + shift + down] Move selected or all events down on octave
[Alt + right] Stretch note by editres
[Alt + left] Shrink note by editres
[Alt + up] Inc velocity to all or selected notes
[Alt + down] Dec velocity to all or selected notes
[F2] Default mode for selecting, moving and copying notes
[F3] Insert mode. Insert notes with mouse. Use [shift] and drag to insert notes repeatedly. Use [Alt] and drag to insert and drag size of note
[Home] Start of part
[End] End of part

Part edit - Step mode

[Left] Move cursor left by length of EditRes

[Left + shift] Move cursor left by length of EditRes x 4
 [Right] Move cursor right by length of EditRes
 [Right + shift] Move cursor right by length of EditRes x 4
 [Up] Move cursor up one note
 [Up + Shift] Move cursor up one oct
 [Down] Move cursor down one note
 [Down + Shift] Move cursor down one oct
 [Ins] Insert note at cursor
 [Ins + shift] Audition note at cursor
 [Del] Delete note(s) inside cursor

Part edit - Music keyboard

C	C#	D	D#	E	F	F#	G	G#	A	A#	B
Z	S	X	D	C	V	G	B	H	N	J	M
C	C#	D	D#	E	F	F#	G	G#	A	A#	B
Q	2	W	3	E	R	5	T	6	Y	7	U
C	C#	D	D#	E							
I	9	O	0	P							

[,] -1 octave
 [.] +1 octave

Transpose



Change

Input amount to change the pitch of notes in selected parts. You can Apply while song is playing without leaving this window.

Set

Input note by MIDI keyboard. All notes in selected parts will be transposed to this note. Ex: Use this to change a snare drum part to another MIDI key (C2 to C1 etc)

Velocity



Set

All notes get same velocity

Fade

Velocity is faded thru start of part to end of part

Change

Velocity is changed by a speified amount

Random

All notes are given a random velocity in a specified range

Song edit

Menu

File

New - Create a new song
Open - open an existing song
Save - Save current song
Save as... - Save current song with a new name
Options - Show options
AWE... - Show AWE window
Exit

Edit

Undo - Undo last action
Select all parts - Selects all parts in arrangement
Edit part - Show part editor
Event list - Show event editor

Part

Insert - Inserts a new part using left and right locator as size
Delete - Delete selected parts
Compose - Compose events or controllers
Delete - Delete aftertouch, control change, notes, pitch bend, program change or double notes
Legato - Resize notes to eliminate space between them
Length - Sets all events to a same length using editres
Quantize - Time corrects notes in selected parts using editres
Transpose - Transpose notes up or down or all notes to a specified value
Velocity - Alter velocity of events in selected parts

Sequence

Insert area - Inserts area between left and right locator
Cut area - Cuts the area between left and right locator
Split selected parts - Splits selected parts at left and right locator
Group - Groups selected parts. Clicking on one of the parts in a group will select all parts in the group.
Copying a group will create a new group of the copied parts
Ungroup - Turn grouping of on selected parts
Loop selected parts - Moves left locator to leftmost selected part and right locator to rightmost selected part and activate loop mode

Toolbar



Loop - Toggles loop between left and right locator on/off
Beep - Toggles metronom beep on/off. Beep properties are set in Options window
Thru - Toggles midi thru on/off. Midi input is send thru output device. Midi thru channel is set on each track
Auto Q - Toggles Auto quantize on/off. Recorded events are quantized using editres
bpm - Set playback/record Tempo of song
Editres - Edit resolution
Locators - Left and right locator settings. Jump easily between different locations of your song (intro,

verse etc)

Store - Store current locator positions. Song position jumps to left locator

Tracks



Name - track name

Ch - midi channel. If thru is active all midi output is send thru using this channel

M - toggles mute on/off on each track

Output - midi output device. If thru is active all midi output is send thru using this device. Device may be internal or external

Prog - Bank and program settings for each track

Transp - Transpose midi input

Meter



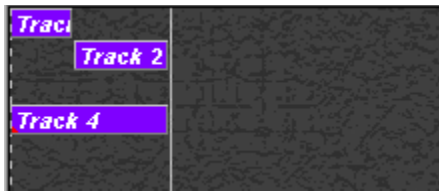
Left click to set left locator. Right click to set right locator. Click with [Shift] down to set song position. Selection shows the area between left and right locator. This area indicates which part of the song is looped on playback/record if loop is active

Parts



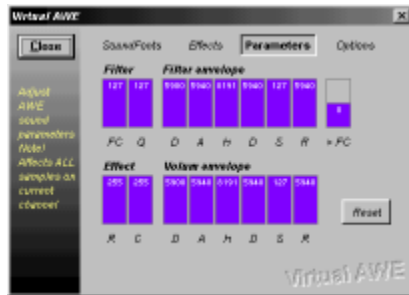
Left click to select single part. Left click with [Shift] down to select multiple parts. Drag selected part to move to different location. Drag with [Ctrl] down to copy to a new location. Drag with [Alt] down to resize part

Zoom



Click on zoom buttons to zoom in, out or set default part size

AWE



Sond Fonts

Load bank. Select program and push Load
Clear bank. Select program and push clear

Effects

Reverb, Chorus, Bass, Treble. Effects will be saved with song.

Getting started

MIDI setup

Connect MIDI out from your master keyboard to the PC. Connect MIDI out from your PC to all MIDI instruments and modules which will be played back. Turn "local off" on your master keyboard if it is to be played back. Activate the **Thru** button. MIDI is now sent from your MIDI keyboard thru Massiva and out to your MIDI equipment.

Giving each track a specific MIDI channel redirects MIDI input to this output. If track one has MIDI channel 1 and track two has MIDI channel 2, then selecting track one will redirect MIDI input to MIDI channel 1 and selecting track two will redirect MIDI input to MIDI channel 2.

PC's usually have both internal and external MIDI output (drivers) devices. Selecting an internal output device will send MIDI messages to a soundcard or a virtual (software) synth. Selecting an external device will send MIDI messages out thru the PC's MIDI port.

Each track has a selection for output so that track one can play back on your Soundcard, and track 2 can play back on an external MIDI instrument etc.

Recording a part

Set left and right locators to include the area to record into. Recording a 2 measure long part at the beginning of the song means setting the left locator to 1 (by clicking the mouse in the meter with left mouse button) and the right locator to 3 (by clicking the right mouse button).

Pressing record ([*] or rec-button in the transporter window) will start the recording of MIDI messages (events), starting at the left locator. If precount is active in the options window a precount is generated before the recording starts. No MIDI messages will be recorded until precount is done.

Recording is done in loop if the loop button is down. This way multiple layers of events may be recorded in one go. Otherwise Massiva will record until you click stop ([0 or space] or stop-button in the transporter window)

It is always possible to record on top of previously recorded events. Select area to record into, start recording and events will be added to the previously recorded part(s).

Playback

To play the song hit [Return] on your PC-keyboard or push the Play-button in the transporter window. If loop is active the song will jump from the right locator and back to the left locator when the right locator is reached. *Note: All editing may be done while playing.*

Stop playback or record

Hit [Space] or numpad zero to stop playback or recording.

Editing parts

Recorded parts may be transposed up, down or to a specific note. Velocity can be fixed to a value, may be faded from one value to another, set randomly thru the part or changed by a specific amount. Events may be time corrected into different intervals with quantize, and the length of the notes may be adjusted. All part operations are accessible from the Part menu

Using the composers

You can fill up a part with a bass drum in the Compose notes window by hitting the bass drum on your midi keyboard, selecting a pattern (ex each beat = "1000" when editres = 16) to be repeated and then push the OK button. Is is also possible to enter the notes dierectly ex: "C3 D#3 G3" in the notes field.

Control change may be inserted, faded, randomized or repeated in a part in the Compose controllers window. Here you can insert *pan* or *main volum* changes in sync with music. Simply select editres (edit resolution), control change number and click the OK button.

Arranging your song

Parts may be moved and copied with drag and drop operations. Dragging and dropping with [ctrl] down will make a copy of the selected parts at the new location. A part may be resized by dragging it with the [Alt] key down. Parts may be grouped for making arranging easier. Clicking on one of the parts in the group will select all parts in the group. This way you can move or copy a group of parts with one or two mouse click.

Saving your song

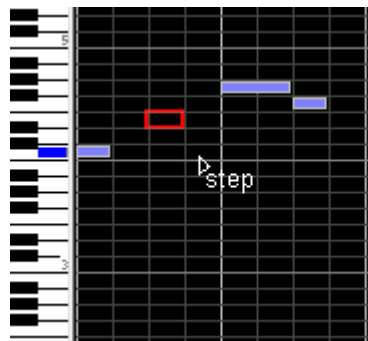
Your song may be saved as a Massiva song (.seq) or a Standard MIDI file (.mid) format 1 which can be imported/read by other sequencer applications. Massiva reads Standard MIDI files format 0 and 1. SMF format 0 is automatically split onup to MIDI channels.

Hints

Recording music without a MIDI keyboard

Step mode

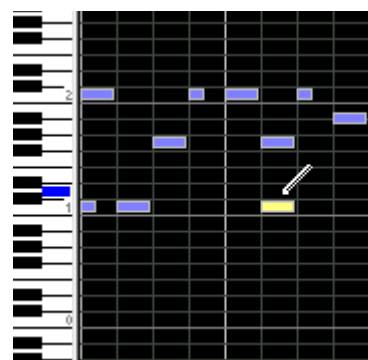
You can record music with your PC keyboard in Part edit using [Step mode](#). Select step mode from menu, press [F4] or click on step mode button. When step mode is active a red cursor will be visible. The cursor controls the note position and time. Pressing [Ins] will insert a note, and pressing [Del] will delete notes inside the cursor. The width (length of inserted notes) is controlled by Editres. You can move the cursor with the [Left], [Right], [Up] and [Down] keys. Holding [Shift] down while pressing [Up] or [Down] will move the cursor one octave. To audition the MIDI note at the current position hit [Ins] with [Shift] down.



It is also possible to input notes with your MIDI keyboard. Notes are then inserted at the position of the cursor.

Insert mode

You can insert notes with the mouse in Part edit in [Insert mode](#). When insert mode is active the mouse cursor looks like a pencil. To insert a note click in anywhere inside the grid. A note will be inserted with the length of Editres. To insert notes with different lengths, hold [Alt] down while clicking and dragging. You may insert repeated notes by holding [Shift] down while clicking and dragging. The length of the notes are controlled by Editres. You can insert notes at any position by disabling [Snap](#). When snap is active, all notes are time corrected to the nearest interval of Editres.



Auto-compose

You may insert patterns of a notes and chords in the [Compose notes](#) window. Select Compose notes from part menu. Select or input pattern (1 is note and 0 is rest), input notes with PC keyboard or MIDI keyboard and click OK/Apply.

Navigate

You may define song locations (left and right locator positions) and store them with user defined names. While song is playing you may select one of the defined locations and the song position will jump to the left locator position of the location. The left and right locators are restored to previously defined positions. Restart current location by clicking on the "Locators" label. Select prior and next location by clicking on the "<" and ">" buttons, or select a location from the location list. Ex: you may define a break location and an intro location. Then move from break to intro and back by clicking on "<", ">" buttons while song is playing.

Edit all or only some of the notes/events in a part

In Part edit all operations depends on whether notes/events are selected or not. This means that if some notes/events are selected then only these notes/events will be adjusted by quantize, legato, length or any other operation. If no notes/events are selected then they all will be adjusted. In this way it is possible to quantize only some of the notes using 32 triples and the others by 16th.

Select, insert, delete, move, copy, append and resize parts in song edit

Select a single part by clicking on it. Select multiple parts by holding [shift] down, click mouse and drag over parts to be selected.

Insert a new part by selecting insert from part menu, press [ins] key or double click inside left and right locator.

Delete parts by selecting delete from part menu or press [Del] key. The delete command only deletes selected parts.

Move parts by click and drag selected parts

Copy parts by click and drag selected parts while holding the [ctrl] key down

Append selected part by selecting append from part menu. Append will add a copy of all the selected parts with the first copy positioned after the last selected part

Resize a part by holding the [alt] key down and then click on part and drag to set new length

Create your own MIDI files

Songs in Massiva may be saved as standard MIDI files. Select "save as", go to "save as type" and select MIDI file and click OK button.

Make notes in a part pan gradually from left to right

To make notes in a part pan gradually from left to right you first select the part, then select "compose controllers" from the part menu. Select the Fade tab. Set Controller to pan. Set From to 0 and To to 127. Click on OK. Note: if Editres is 16 then a pan message is inserted every 16th, if Editres is 4 then a new pan message will be inserted on each beat in the part.

To see what you have just inserted, double click on part to show part editor. Right click in control window and select controller. Select pan from the controller list (it should be highlighted since the part contains pan). Now you can see the pan visually relative to the notes in the part. You may edit the pan values by clicking in the control window or clicking and dragging with the [Shift] key down.

Note: not all midi instruments "understand" pan messages.

Inserting a simple bass drum pattern into a part

Select part to insert bass drum into. Select "compose notes" from part menu. Select pattern "1000". Go to notes and type "C1" (or wherever your bass drum is) or simply hit the bass drum on your MIDI keyboard. Click the OK button. To see the inserted notes double click on part

Inserting a simple chord pattern into a part

Select part to insert chord into. Select "compose notes" from part menu. Select pattern "1011". Go to notes and type "C1 D#1 G1" (or whatever) or simply hit the chord on your MIDI keyboard. Click the OK button. To see the inserted notes double click on part

Scrolling

You can scroll in on song edit or part edit in any direction by clicking left mouse button in an empty area while holding [Alt] down and drag mouse

Play selected part(s) in loop without setting locators and song position

To playback selected parts in loop without setting left and right locator push [Shift] + [Return]. Massiva will automatically set left locator (to start of leftmost selected part), right locator (to end of rightmost selected part) and activate loop. Pushing [Shift] + [Return] always starts from the leftmost selected part.

When you are in part edit the part you edit is of course selected, pushing [Shift] + [Return] will then play this part from left and in loop no matter where song position and left/right locator location were previously

Select a part and push [Shift] + [Return] instead of setting left + right + song position and the press [Return]

Changing MIDI output device on all tracks at once

Select options from file menu. Select the MIDI page. Select MIDI output device in Use this output on all tracks-list and push apply.

Real time editing

All editing i Massiva may be done in real time. So you don't have to stop the song to adjust velocity etc.

Select parts to edit. Start playback of selected parts with [Shift] + [Return]. Select Velocity from part menu.

Apply velocity changes while song is playing.

Grooves

Time (+/-)

Set time offset in %. If editres is 16 and a value is set to 50 (%) then this note will be moved to the right by length of a 16th note divided by 2

Velocity

Set velocity on each quantized note

Song edit - menu

Song edit

File

New	Create a new song
Open	Open an existing song
Save	Save current song
Save as	Save current song with a new name
Options	Open the <u>options</u> window
MIDI reset	Reset all MIDI devices
Sync (MTC)	Open the sync window
Virtual AWE	Open the <u>AWE</u> window. (Only enabled if AWE is installed)
Exit	Exit Massiva

Edit

Undo	Undo last action
Select all parts	Selects all parts in song
Invert selection	Inverts the current selection
Copy	Copy selected events
Paste	Paste events at song positions
Edit part	Open the <u>Part editor</u> edit

Track

Ch	Midi channel. Channel off does not redirect midi output to any specific channel. Usefull for MIDI files of format 1 where there may be 16 midi channels in one track
Output	MIDI output device. For selecting Soundcard, softsynth or external MIDI modules
Bank / program	Select bank and program
Rename	Rename track
Transpose input	Transpose MIDI input from external device
Mode	Select MIDI or Audio
Mute	Mute track. All parts in track will be muted
Solo	Plays only un-muted parts of current track

Note: Track menu is also accessible by right-clicking in the tracks window

Part

Insert	Inserts a new part using left and right locator as size and loaction
Delete	Delete selected parts
X-Ray	Show notes inside the part instead of the name
Compose	Auto-compose notes, controllers or AWE NRPN
Delete	Delete aftertouch, AWE NRPN, control change, notes, pitch bend, program change or double notes
Echo	Open Echo window
Grooves	Open <u>Grooves</u> window
Legato	Eliminate gap between notes
Length	Set all notes to same length using editres
Overlap	Stretch notes so they overlap by length of editres
Quantize	Time corrects notes using editres

Transpose	Transpose notes up or down or all notes to a specified value
Velocity	Alter velocity of notes
Appen	Copy the selected parts into the location starting after the end of the last selected part
Mute	Mute the selected parts
Glue	Glue selected parts together
Rename	Rename the selected parts

Note: Most edit operations may be applied to one or more parts at the same time. However, some operations like compose may be applied to one part only. This menu is also accessible by right-clicking in the parts window

Sequence

Insert area	Inserts an empty area between left and right locator
Cut area	Cuts the area between left and right locator
Split selected parts	Splits selected parts at left and right locator. [Alt] + double.click on a part will also split the part at mouse position
Group	Groups selected parts. Clicking on one of the parts in a group will select all parts in the group. Copying a group will create a new group of the copied parts
Ungroup	Turn grouping off on selected parts
Loop selected parts	Moves left locator to the left-most selected part and right locator to the right-most selected part and activate loop mode
Remix selected parts	Mix multiple tracks into one new track. Only selected parts will be mixed
Unmix parts by MIDI channel	Create multiple tracks from one track containing more than one MIDI channel

Audio

Enable	Audio on/off. Audio playback requires DirectX
Setup	Open <u>Audio setup</u> window
Export song to wav...	Export the song to wav. Only Audio tracks will be exported. Muted tracks and muted parts will not be exported

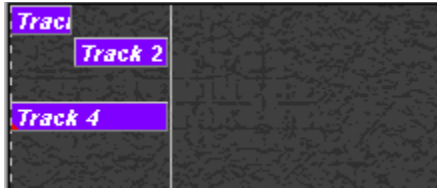
Show

Browser	Show the browser window
Toolbar	Toggle toolbar on/off
Track info	Toogle track info on/off
Tracks	Show/hide tracks
Mixer	Show mixer
MIDI faders	Show MIDI faders
AWE faders	Show AWE faders
Transporter	Show/Hide transporter
Customize	Open the Customize window

Song edit - toolbars

Song edit

Toolbar



Loop - Toggles loop between left and right locator on/off

Beep - Toggles metronom beep on/off. Beep properties are set in Options window

Thru - Toggles midi thru on/off. MIDI input is send thru output device. MIDI thru channel and device is set on each track

Auto Q - Toggles Auto quantize on/off. Recorded events are quantized by the value of editres

bmp - Playback/record tempo. Right click to select predefined tempo settings from menu. Double click to set top-most defined tempo setting

Editres - Edit resoulution. Used by quantize, length, overlap and grooves

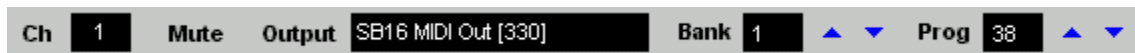
Locators - User defined Left and right locator settings. Jump easely between different locations of your song (intro, verse etc). Click on "Locators" to restart current location

Store - Store current locator positions with a name

< - Go to prior location

> - Go to next location

Track info



Ch - Shows MIDI output channel for the selected track. Click on MIDI channel to change

Mute - Shows Mute on/off for the selected track. Click to toggle mute on/off for the selected track

Output - Shows MIDI output device for the selected track. Click to select MIDI output device for the selected track

Bank - Shows Bank number for the selected track. Double-click to show Bank/Program window

Prog - Shows Program number for the selected track. Double-click to show Bank/Program window

Audio setup

Audio device

Device used for audio playback

Detail

Rate 22050 - 44100

Stereo/Mono

Resolution 8-bit/16-bit

External sample editor

Application for editing samples. This application is used only in Audio edit

Bank / Program

User bank

New - Create an empty User bank

Save - Saves a modified User bank

Remove - Removes a User bank from disk

Rename - Rename a User bank on disk

Edit - Toggles edit mode on/off

Ins - Insert a line

Del - Delete the selected line

Append - Insert a line at the bottom of the list

Part edit - menu

Part edit

File

New - Create a new song
Open - Open an existing song
Save - Save current song
Save as - Save current song with a new name
Browse - Show the browser window
Options - Show options
Exit - Exit Massiva

Edit

Undo - Undo last action
Undo all editing - Undo all actions since editor was shown
Select all events - Selects all events in part
Copy - Copy selected notes
Paste - Paste notes starting at song position. Song position must be inside part
Edit song - Close part editor and go back to song edit

Part

Compose - Compose events or controllers
Delete - Delete aftertouch, control change, notes, pitch bend, program change or double notes
Echo - Open Echo window
Grooves - Open Grooves window
Legato - Resize selected or all notes to eliminate space between them
Length - Sets selected or all events to a same length using editres
Overlap - Stretch notes so they overlap by length of editres
Quantize - Time corrects selected or all notes in part using editres
Transpose - Transpose selected or all notes up or down or all notes to a specified value
Velocity - Alter velocity of selected or all events

Event

Insert - Insert new event (program change or control change)
Delete - Delete selected notes
Keep - Keep selected notes. All other notes will be deleted.
Delete same as selected - All notes with an identical note value as any of the selected notes will be deleted. If C1 and G2 notes were selected then only C1 and G2 notes are deleted
Keep same as selected - Only notes with an identical note value as any of the selected notes will be kept. All other notes will be deleted

List

View - View events in list as text or numbers
Edit events - Edit midi channel, time and data of selected or all events

Part edit - toolbars

Part edit

Toolbar



Loop - Toggles loop on/off. With loop on the song loops between left and right locator

Edit modes - Default, Insert or Step record. Insert mode: Left click to insert note at mouse position. Left click with [Shift] down to insert notes repeatedly while dragging mouse, using editres as period. Left click with [Alt] down to insert and drag size of event. Step mode: Play midi keyboard to insert notes at song position. Use [Left] and [Right] to move song position. Use [Ins] and [Del] to insert and delete notes. After inserting a note, use [Alt] + [Left] or [Right] to resize note or [Alt] + [UP] or [Down] to adjust velocity of note.

Snap - Used when inserting new notes with mouse, moving or copying of events. Editres is used as interval

bpm - Set playback/record tempo. Right click to select predefined tempo settings from a menu. Double-click to select "top" defined tempo setting

Editres - Edit resolution

Keyb - Toggles music keyboard on/off. To record music activate step mode

Editbar



Vel - Set velocity of selected notes. If no notes are selected then velocity of all notes are set. NOTE: this field is changed according to what is shown in the controller window

Move - Move events left or right (using editres as interval) or transpose events up or down easily

Length - Set length of selected or all events

Note - Set note value of selected or all events

Audio edit

Menu

Toolbars

Meter



Left click to set left locator. Right click to set right locator. Click with [Shift] down to set song position. Selection shows the area between left and right locator. This area indicates which part of the song is looped on playback/record if loop is active.

Samples

Samples	M	FR	Vol	Pan
<i>BD</i>		x	127	63
<i>HCSNR3.WAV</i>			127	63
<i>fadeout.wav</i>			42	63
<i>fadeout.wav</i>			120	63
<i>Open hat</i>		x	46	110
<i>Closed hat</i>		x	46	51

Samples - Name of samples. Click header to change name or select rename from the samples menu

M - Mute on/off. Click header or [m] to toggle mute on/off

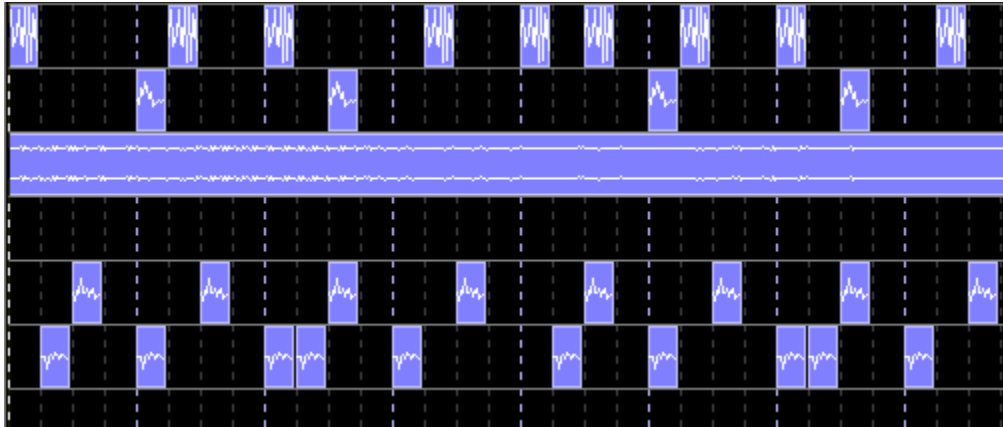
FR - Full release on/off

Vol - Volume. Drag fader all to left to set max volume

Pan - Pan. Drag fader all to left to center pan

Left click or use [Up]/[Down] to select samples. Use [F5] to audition selected sample or [1]..[9] to audition the first 9 samples in the track

Events

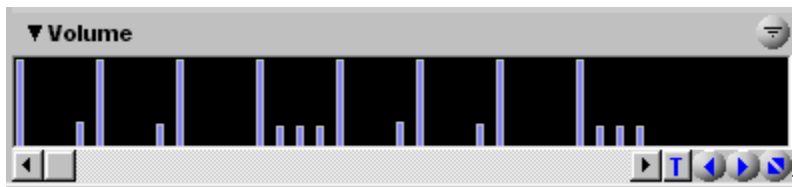


Scrolling

Left click mouse with [Alt] down on an empty area and drag mouse to scroll in any direction

Left click to select single event. Left click with [Shift] down to select multiple events. Drag selected events to move to different location. Drag with [Ctrl] down to copy to a new location. Drag with [Alt] down to resize event

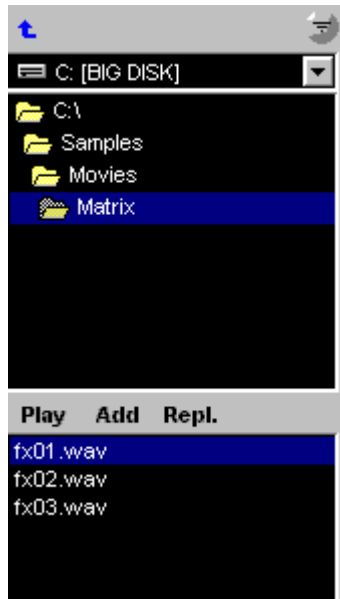
Control



The control window is for editing individual volume and pan on each Audio event. Push the "drop down" button to toggle between volume and pan mode

Left click to change volume/pan. Left click with [Shift] down and drag mouse to line draw volume/pan

Browser



Play

Left-click to play selected file. Right click to play next file. Right click with [Shift] down to play prior file. Release button to stop playback. Audio must be enabled.

Add

Add selected file to track

Replace

Replace current sample with selected file

Drag'n drop

Files may be dragged from the file window into the samples window.

Audio edit - menu

Audio edit

File

New - Create a new song
Open - Open an exsisting song
Save - Save current song
Save as - Save current song with a new name
Browse - Show the browser window
Options - Show options
Exit - Exit Massiva

Edit

Undo - Undo last action
Select all events - Selects all events in part
Edit song - Close part editor and go back to song edit

Part

Compose - Compose events or controllers
Grooves - Open Grooves window
Legato - Resize selected or all notes to eliminate space between them
Length - Sets selected or all events to a same length using editres
Quantize - Time corrects selected or all notes in part using editres

Samples

Edit (external) - Open selected sample for editing in an external wave editor
Last edit - Add or replace selected sample with the last edited sample. Remeber to save the edited sample in the wave editor
Add - Open sample from disk and add to track
Replace - Open sample from disk and replace selected sample
Delete - Delete selected sample from track
Delete all - Delete all samples from track
Save as - Save selected sample to disk
Rename - Rename sample
Draw contents - Draw waveform data inside event

Event

Insert - Insert event at cursor position. Only in Step mode
Delete - delete selected events
Stretch to end - Stretch selected events to end of part

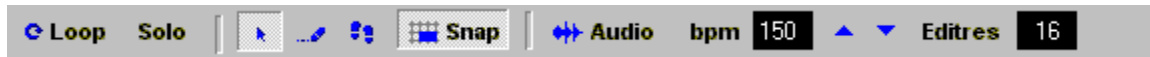
Show

Browser - Show Browser
Editbar - Toggle Editbar on/off
Toolbar - Toggle toolbar on/off
Samples - Show/Hide samples window
Transpoter - Show/Hide Transporter window
Customize... - Open Customize window

Audio edit toolbars

Audio edit

Toolbar



Loop - Toggles loop on/off. With loop on the song loops between left and right locator

Solo - Toggles track solo on/off

Edit modes - Default, Insert or Step record. Insert mode: Left click to insert an event at mouse position. Left click with [Shift] down to insert events repeatedly while dragging mouse, using editres as period. Left click with [Alt] down to insert and drag size of event. Step mode: Use [Left] and [Right] to move song position. Use [Ins] and [Del] to insert and delete notes.

Snap - Used when inserting new events with mouse, moving or copying of events.

bpm - Set playback/record tempo. Right click to select predefined tempo settings from a menu. Double-click to select "top" defined tempo setting

Editres - Edit resolution

Toolbar



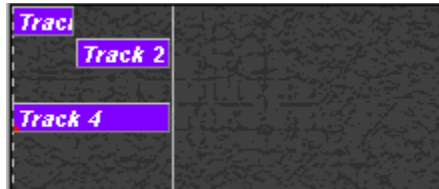
Audition - Play selected sample. Note: Audiomust be enabled

Move - Move selected all or events forwards or backwards in time

Loop - Shorten or lengthen event

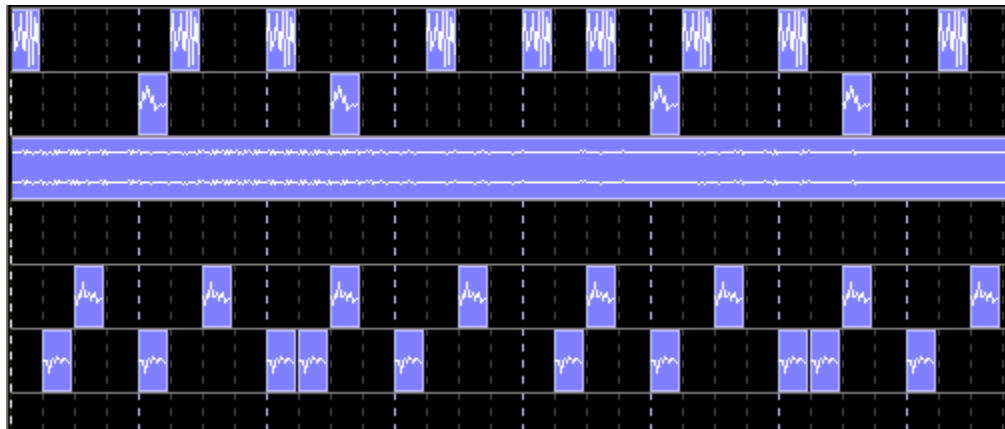
Audio edit

Meter



Left click to set left locator. Right click to set right locator. Click with [Shift] down to set song position. Selection shows the area between left and right locator. This area indicates which part of the song is looped on playback/record if loop is active

Events



Scrolling

Left click mouse with [Alt] down on an empty area and drag mouse to scroll in any direction

Left click to select single event. Left click with [Shift] down to select multiple events. Drag selected events to move to different location. Drag with [Ctrl] down to copy to a new location. Drag with [Alt] down to resize event

Getting started with Audio

Samples in Massiva belongs to tracks, not parts, meaning that adding/deleting samples in Audio edit affects all parts in the track. Samples in a song are saved as one separat file with the same file name as the song but with the file extention ".dxg".

Audio will not work without **DirectX** installed

Setting a track to Audio mode

Select the track to use for Audio, then select Mode|Audio from the Track menu

Enable/disable audio

Click the Audio button or press F6

Adding samples

Select "Add..." from the Samples menu or click and drag a sample from the file browser and drop it below the last sample in the track

Replacing samples

Select a sample to replace, then select "Replace" from the Samples menu or click and drag a sample from the file browser and drop it on top of the sample to be replaced

Delete a sample

Select a sample, then select Delete from the Samples menu. The sample and all notes used by this sample will be deleted in all the parts of the track

Delete all samples

Select Delete all from the Samples menu. All samples and notes in the track will be deleted

Auditioning samples

Select a sample and click the Audition button or press F5. The first 9 samples in a track may be auditioned by the keys 1-9

Renaming samples

Select a sample, then select "Rename" from the Samples menu

Export song to wav

Select "Export song to wav" from the Audio menu in Song edit. Muted tracks, muted parts and MIDI parts will not be exported.

Export part to wav

Select "Export part to wav" from the Audio menu in Audio edit

Auto-compose audio events

Select a sample, then select Compose (CTRL + 1) from the Part menu. Select a patern to repeat, set the length of each note and the resolution of the pattern. The pattern will then be repeated thru the part. To insert a simple BD pattern select "1000", set length to 16, resolution to 16th and click OK.

Editing samples with an external Wave editor

Select a sample, then select "Edit (external)" from the Samples menu. An external wave editor are specified in Audio setup. Massiva saves a copy of the selected sample in the Massiva.exe directory with the name "edit.wav". This sample is then opened in the external wave editor. After editing the sample, just save it (with the same name and location). Now it is possible to add the edited sample or replace current sample with the edited sample by selecting "Last edit" + "Add" or "Replace". Since Massiva dos not support audio plug-ins yet, this is a workaround if you have a wave editor which has plug-in support.

Open a sample in the editor, add some effects, save it and reopen it in Massiva.

Select events

Mouse: To select an event, click it. To toggle selection on/off, click an event with SHIFT pressed or click and drag the mouse over the notes with SHIFT pressed. Unselect all events by clicking in an empty area of the Audio edit window or select an other sample

Keyboard: Pressing the RIGHT key will select the first event. Pressing the RIGHT key again will select the next event instead. Pressing the LEFT key will select the prior event instead. To select the first 3 notes in a part, hold SHIFT down while pressing the RIGHT key 3 times. Press Ctrl + A to select all events in a part

Move events

First select the notes to move

Mouse: click and drag the events to a new location. If "Snap" is active the events will be time corrected to the nearest quantize value set by editres.

Keyboard: press CTRL + LEFT or RIGHT to move the events to the left or right by the amount of editres. Press CTRL + UP or DOWN to move the events up or down by 1

Copy events

Select the events to copy, then click and drag the events to a new location while holding CTRL down. If "Snap" is active, the events will be time corrected to the nearest quantize value set by editres.

Resize events

Mouse: Hold ALT down, then click and drag an event to shorten or lengthen it

Keyboard: Select the events to resize, then press ALT + LEFT or RIGHT to shorten or lengthen by the amount of editres

Stretch events to the end of the part

Select the events to stretch, then select "Stretch to end" (CTRL + END) from the Event menu

Delete events

Select the events to delete and select "Delete" from the Events menu or press Del.

Editing modes

Default: use this mode for selecting, moving, copying and resizing events with the mouse

Insert: use this mode for inserting events with the mouse. To insert an event click the mouse in the grid. The length of the inserted events are set by editres. To insert events with different lengths, click and drag with ALT pressed. To insert repeated notes click and drag with SHIFT pressed.

Step: use this mode for inserting events with the PC keyboard. The cursor indicates the insert position and sample. Use the arrow keys to move the cursor around. To insert an event press INS. To delete events under the cursor press DEL.

Set Volume

Click and drag the mouse in the Volume column. Dragging the faders all to the left will show 127 and set the volume to the initial value of 127 (max). In addition to this each event has its own volume and the value is relativ to the sample's main volume. Volume on each event is drawn and edited in the the Control window, in Volume mode.

Set Pan

Click and drag the mouse in the Pan column. Dragging the faders all to the left will show 63 and set pan to the initial value of 63 (center). Changing the sample's pan will override pan on each individual event on current sample. Pan on each event is drawn and edited in the the Control window, in Pan mode.

Copy samples

Select "Copy" from the Samples menu. A list of all samples in the song will be showed. Select or multi select the sample to copy into track

Import samples

Select "Import" from the Samples menu. Open a sample bank (*.dxg), then select or multi select the samples to import into the track. Note: all samples in a song is saved as a sample bank with the same name as the song but with the .dxg extension. So to import samples from a song called "melody.seq" select the "melody.dwg" bank.

Mute a sample

Click in the Mute column of the Samples window

Set full release on a sample

Click in the FR column of the Samples window. The sample will play to the end unaffected by the length of the events

