cs1x-editor

COLLABORATORS			
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Chapter 1

cs1x-editor

1.1 cs1x-editor.guide

```
                        CS1x- Documentation
                     ~~~~~~~~~~~~~~~~~~~~~~~~~~
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1.2 Table Of Contents

1.3 Introduction

This synthesizer of Yamaha is extremly hot !!!
After I had bought that thing and had heard all the demosongs, I was totally inspired.
This synthesizer for now is unbeatable in value against price.
After I've worked through the included Blue-Book and the tutorium, I realized that are still more possibilities than I'd exspected.

The paticular thing of this synthesizer is the Performance-Mode.
This mode enables you to layer up to four voices to one midichannel while using the rest of midichannels with the XG-Mode.

This means, that you can create a sound by layering up to four voices, control it with one midichannel and you still have 12 midichannels left for use with other samples.
What other synthesizer can do that ??

This program is for those of you, who like that Performance-Mode and like to create Performances on your own.

1.4 Installation

The installation is verry easy:

A.You have to create a directory on your harddisk and to put an assign on that directory
with "CS1xed:" or to format a disk and name it "CS1xed".
B.Than you have to copy CS1x-Editor and the directories "System", "Dok" and " SysexDump"
to "CS1x-ed:"
C.Thats all

1.5 The program CS1x-EDITOR

The creation of a performancebank with CS1x-Editor bases on following idea.
You have a Referencebank and a Userbank, by those you built your own Performance-bank.
At programstart the Userbank is filled with 128 Initperformances. You can pick one
Initperformance and edit its parameters or you can copy one Performance after the other
from the buffer of the Referencebank to the Userbank and work with them.
You can allways fill the buffer of the Referencebank with Performancebanks you load
from disk or receive from CS1x by midi.
By this way you can collect Performances for your own "Best off" - banks or create totally
new Performances.

CS1x-Performance-Editor-Window
Performance-Common-Window
Arpeggiator-Window
Wheels-Footcontrol-Portamento
Effects
Knob6-Layer-Assigns
Layer-Edit-Window
Envelope-Editor
Performance-Test
CS1x-System

1.6 CS1x-Performance-Editor-Window

```
 The Menu
The Gui
```

1.7 The Menu

```
Project
Edit
Transfer
Help
```

1.8 Project

```
Load Bank
Save Bank
Save as ...
Load SMF0
Print Bank
Info
Quit
```

1.9 Load Bank

```
This menuitem enables you to load a Performancebank into the buffer of the  ↩
   Referencebank.
It opens a filerequester, by that you can pick your favoured Bank.
!! Attention: You can only load files you saved with CS1x-Editor as  ↩
   Performancebank
              before !!
```

1.10 Save Bank

```
This menuitem is for saving the performancebank existing in the buffer of the  ↩
   Userbank.
If during the use of CS1x-Editor no Userbank has been saved before, automatically ↩
    a
filerequester opens which enables you to fix path and filename.
Else if a Userbank has been saved before, automatically its path and filename is  ↩
   used
and a securityrequester aks you to overwrite that file.
```

1.11 Save as ...

This menuitem is equal to Save Bank and enables you to archive a Userbank.
It opens a filerequester, which enables you to fix path and filename. If a
file still exists a securityrequester opens and aks you to overwrite that file.

1.12 Load SMF0

By that menuitem you can load performancebanks stored as standart-midifile-format
(short SMF0) into the buffer of the Referencebank.
It opens a filerequester too.

1.13 Print Bank

Prints the names of the performances in the buffer of the Userbank with ↩
programnumber.

1.14 Info

Infos about this program

1.15 Quit

Quits this program. A securityrequester appears!

1.16 Edit

edit performance
test performance
copy left -> right
reset performance

1.17 edit performance

The performance chosen in the listview-gadget of the Userbank will be copied into
a temporary buffer and the Performance-Common-Window will be opened

1.18 test performance

The performance chosen in the listview-gadget of the Userbank will be copied into a temporary buffer and will be sent via midi into the currentbuffer of CS1x. The Performance-Test-Window opens and you are able to test the performances by mouse and keyboard of the computer.

1.19 copy left -> right

A: current performance - The performance chosen in the listviewgadget of the Referencebank will be copied to the place chosen in the listviewgadget of the Userbank.

B: whole Referencebank- The whole Referencebank will be copied into the buffer of the Userbank.

1.20 reset performance

The current performance of the Userbank will be reset to defaultvalues (↩ Initperformance)

1.21 Transfer

send bank
request bank
send performance
request curr. performance

1.22 send bank

A: ->CS1x - The performancebank of the Userbank will be transmitted via midi to ↩ CS1x

B: ->Disk - The performancebank of the Userbank will be saved as Bank-Sysex- ↩ Dumpfile
to disk. A filerequester opens.

1.23 request bank

This menuitem enables you to request for the performancebank stored in the ↩ Userbuffer
of CS1x. The received performancebank will be stored into the buffer of the Referencebank.

```
This procedure takes a lot of time, because each of the 128 performances has to  ↩
   be
requested before it could be received.
```

1.24 send performance

```
A: ->CS1x Current - The performance chosen in the listviewgadget of the Userbank
                    will be copied into the Currentbuffer of CS1x.

B: ->Disk - The performance chosen in the listviewgadget of the Userbank will
            be saved to disk as Current-Sysex-Dump. A filerequester appears.
```

1.25 request curr. performance

```
This menuitem enables you to request for the performance stored in the  ↩
   Currentbuffer
of CS1x. The received performance will be stored into a temporary buffer of CS1x-
Editor and then copied to the chosen place of the Userbank.
!! Attention: You first have to pick the performance which could be overwritten  ↩
   in
              the listviewgadget of the Userbank before you request for the  ↩
                 current
              performance.
              The other way you will lose the performance you picked in the  ↩
                 listview-
              gadget and you will be glad if you have stored this performancebank ↩
                 ,
              you have in work, before.
```

1.26 Help

```
about CS1x-Editor
```

1.27 about CS1x-Editor

```
  This helpfile.
```

1.28 The Gui

```
I tried to get the structure of the gui (graphic userinterface) as clearly  ↩
   arranged
as possible.
But sometimes, because of the high count of parameters, it was not possible to  ↩
   prevent
the impression of an overloaded gui.
```

Most of the time you have to manage with textgadgets and sliders. The sliders are used to
change the values of the parameters and the textgadgets display you their current value.
Some gadgets enable you to put in a number. In this case you don’t need to move a slider
for changing a parameter.
Just click with your mouse into a gadget and look, if a curser appears inside the gadget.
After an input in such a gadget the sliderlevel of the slider belonging to that gadget
will be corrected.
There will be no error-message if your input is false. If the value of your input is
higher than the maximum value of the paramter you are editing automatically the
maximum value will be taken and displayed.
The same thing will be done if the value is smaller than the minimum value, except
the minimum value will be taken and displayed.

Referencebank
Userbank
_edit
testperf
copy ->
init
system

1.29 Referencebank

The Referencebank is used to be filled with performancebanks, which you can use for
reference. You can fill the Referencebank with performancebanks you receive via midi
or load from disk. The performances will be displayed sorted by the programnumber
in the listviewgadget of the Referencebank. You are able to copy either the whole
Referencebank or a just a single performance of the Referencebank into the buffer
of the Userbank.

1.30 Userbank

The Userbank is a bank of performances the user could collect or edit on his own.
Only those performances stored in the buffer of the Userbank could be edited and
changed.
At start of the program the Userbank will automatically be filled with 128
Initperformances. These Initperformances are the starting-point for the work with
CS1x-Editor and could be edited or be replaced with performances of the
Referencebank.

1.31 _edit

A click into the edit-button opens the Performance-Common-Window. This window is the
bridge to other windows, which deal with the inner structure of a performance.
The activated Performance in the listviewgadget of the Userbank will be copied into
a temporary buffer, which stores the changes of the performance. The activated
performance will be untouched as long as you don't click into the OKAY- button
of the Performance-Common-Window.
If you click into the edit-button with no performances activated in the listview-
gadget of the Userbank, a requester will appear which will remember you to pick
a performance first.

1.32 testperf

The activated performance in the listviewgadget of the Userbank will be transmitted
via midi into the Currentbuffer of the CS1x. After that the Performance-Test-
window will be opened.

1.33 copy ->

The activated performance in the listviewgadget of the Referencebank will be copied
to place chosen in the listviewgadget of the Userbank.
If no performance is selected, a message-requester will appear.

1.34 init

The activated performance in the listviewgadget of the Userbank will be reset to default
values of a Initperformance.

1.35 system

The CS1x-System-window which enables you edit the parameters of CS1x's system.
Look for chapter "Utility Mode" in the CS1x's Owner's Manual for more Information .

1.36 Performance-Common-Window

```
The Peformance-Common-Window enables you to edit the parameters of the 6 knobs of
CS1x. The window will show you the current performancenumber, name and category ↩
   of
the performance and it's mainvolume could be edited.
You should pay attention on knob 3 and 6, which could be configured with ↩
   Controller-
Assigns.
For more information see chapter "Performance-Mode" in the Owner's Manual.
Following buttons bring you to other edittools.

Layer-Assign
ed.Layers
ed.Effekte
ed.Arpeggiator
ed.Wheels
Test
OKAY
```

1.37 Layer-Assign

```
This button opens the Knob6-Layer-Assigns-window which enables you to edit the
assignparameters of the four layers.
```

1.38 ed.Layers

```
Opens the Layer-Edit-Window for editing the parameters of a layer
```

1.39 ed.Effekte

```
Opens the Effects-window for editing the effects of the performance.
```

1.40 ed.Arpeggiator

```
Opens the Arpeggiator-Window for editing the parameters of the arpeggiator.
```

1.41 ed.Wheels

```
Opens the Wheels-Footcontrol-Portamento-window.
```

1.42 Test

```
The performance stored in the temporary buffer will be transmitted into the
Currentbuffer of the CS1x and the Performance-Test-window will be opened
for testing the performance.
```

1.43 OKAY

```
The current settings of the performance stored in the temporary buffer will be ↩
    copied
to the activated Performance in the Userbank.
The Performance-Common-Window and all other windows opened via it will be closed.
```

1.44 Arpeggiator-Window

```
This window enables you to edit the settings of the arpeggiator. Information
about the algorithms, tempo, subdevid, hold and split is given in the Owner's
Manual.
```

1.45 Wheels-Footcontrol-Portamento

```
This window enables you to edit the settings for modulation- and pitchwheel,
footcontrol, portamento and portamentotime.
```

1.46 Effects

```
Here you are able to edit the paramters of the reverb-, chorus- and variation- ↩
    effect.
The variation- effect has got parameters depending on its type. Inactivated  ↩
    gadgets
are not a bug in the program, but show you that there is no parameter for this  ↩
    type
of effect to edit.
For more information see chapter "Digital Effects" in the appendix of the Owner's
Manual.

The settings of "Vari on Layer Revsend" and "Vari on Layer ChoSend" are not  ↩
    important
for the performances you want to archive, but are still here, because these  ↩
    parameters
are used in the currentperformance which will be sent to CS1x at performancetests ↩
    .
```

1.47 Knob6-Layer-Assigns

```
This window enables you to edit the assign-settings of knob6 referenced to the  ↩
    layers
of a performance.
```

1.48 Layer-Edit-Window

```
This window enables you to edit the settings of a layer of a performance. Here ↩
   you
can edit the voices, portion of effects etc. for each layer.
Clicking the cyclegadget named layer switches you through all layers.
The buttons copy and paste help you to copy the settings of one layer to another
one. The EGS-button opens the Envelope-Editor-window.

copy
paste
EGS
```

1.49 copy

```
All settings of the layer in use will be copied into a buffer.
Attention: This function exits in the Envelope-Editor too, but with the
           difference that only those parameters will be copied, which
           could be edited in the Envelope-Editor.
```

1.50 paste

```
The settings stored in the buffer will be copied to the layer in use.
That means that all settings will be overwritten with the settings stored
in the buffer.
If the buffer is empty a message-requester will tell you.
```

1.51 EGS

```
Opens the Envelope-Editor
```

1.52 Envelope-Editor

```
Here you can edit the envelopes for amplitude- (AEG), pitch- (PEG) and ↩
   filtercourse (FEG)
related to time and also settings of the LFO for each layer.
Equal to the Layer-Edit-Window you can switch to another layer by clicking the
cyclegadget named layer.
The function of the menuitems copy and paste are equal to the function of the ↩
   buttons
copy and paste of the Layer-Edit-Window, but only manage the paramters you can
edit in the Envelope-Editor.
"copy" copies the parameters of the layer in use into a buffer and "paste" ↩
   overwrites
the layer in use with the settings stored in the buffer.

Attention: copy and paste of the Layer-Edit-Window manage the whole settings of
```

```
 a layer.
"copy" and "paste" of the Envelope-Editor only manage those settings
 you can edit in the Envelope-Editor.
If the buffer is empty a message-requester will appear.
```

1.53 Performance-Test

```
This window enables you to test the performance in the Currentbuffer of CS1x by ↩
    keyboard
of your computer. The idea behind this ability is to use the keyboard of your ↩
    Amiga as a
masterkeyboard for the reason the CS1x is placed too far away.
Creativity should be convenient!

You can control three cyclegadgets and four sliders:
The cyclegadget named "Playrange" is for setting the octave-range, to be played
by the keyboard of your Amiga.
The cyclegadgets below enable you to set the midicontroller for each of the large
sliders which simulate the pitch- and modulationwheel of your CS1x- keyboard. You
can also set controllers used by the six knobs of CS1x.

The small sliders are used to fix attackrate and mainvolume.

The button called "Midi-Reset" enables you to turn off hanging notes and to reset ↩
     the
controller-values of your CS1x.

The "Quit Test"-button quits this test.

If you can't hear any sound using the performancetest you should check following ↩
    cases:

- is midiconnection all right ?
- is receivechannel of CS1x equal to the setting of receivechannel in the System-
  window?
- Have you heard a demosong before, which turned off the mainvolume by sysexdatas ↩
    ?
- Have you read all the manuals?
```

1.54 CS1x-System

```
This window enables you to edit the settings of your CS1x- system, to send or ↩
    receive and
to store them.

Menuitems
```

1.55 Menuitems

```
Disk: -Load: You are able to load a systemsetting by a filerequester.

      -Save: The setting will be stored as defaults (CS1x.sys)

      -Save as...: You are able to store a setting under a name given by you.
                   You can fix path and filename by a filerequester

      -Quit: will close this window

Midi: -Send->CS1x: The systemsettings will be transmitted to CS1x.

      -Empfangen<-CS1x: The systemsettings will be received from CS1x.

      -Sende alle Änderungen: This switch works global within CS1x-editor.
                              All changes you make to a userperformances will
                              be transmitted to CS1x, if this switch is active.

Help: -Help: Brings up this helpfile.
```

1.56 Functionkeys

```
To make switching through the edittools (windows) more convenient, I've included
functionkeys as following:

"F1": opens the CS1x-System -Window
"F2": opens the Performance-Common-Window
"F3": opens the Knob6-Layer-Assigns -Window
"F4": opens the Effects -Window
"F5": opens the Arpeggiator-Window
"F6": opens the Wheels-Footcontrol-Portamento -Window
"F7": opens the Layer-Edit-Window
"F8": opens the Envelope-Editor -Window
"F9": opens the Performance-Test -Window

"Help": opens this helpfile
```

1.57 Thanks

```
I want to thank following persons:

- my whife and my two sons (3.5 years and 6 months old) for their patience.

- Wouter van Oortmerssen for his great E-compiler.

- Fabio Rotondo for his Nodemaster- and StringNode- Modules to the E- Compiler

- Bill Barton and Pregnant Badger Music for the great Midi-Library, I used within
  this programm. The Copyright for Midi-Library is by Bill Barton and Pregnant
  Badger Music.

- Stephan Sürken for Text2Guide
```

- Commodore for the best Computer at all.

- Yamaha for the CS1x

- Peter Krischker, who inspired me with his great performances for the CS1x to get deeper in detail about CS1x and to write this programm.

- Martin Endress (ISM), whose midisequencer must be called proffesional because of its functionality (multiporttransmitting), but was less valued by leading magacines or just casual mentioned. Talking about multimedia; multimedia is subject number one, but what is multimedia without music and programms for creating it.

1.58 The Author

Udo Alexander Gantner
Rich.- Wagner- Str.29
76669 Bad Schönborn
Germany

Tel.: 07253/32856
Email: none

1.59 Copyright & disclaimer, fullversion

The price for the fullversion is 40.- DM

Have much pleasure !!!

1.60 Plans for future

- Correcting of bugs, if there are
  Please write me if you find one.

- nicer Gui (maybe MUI), depends on demand.

- Localisation of CS1x-Editor.

- Editors for Quasimidi Technox, MT32, DX/TX7, Fb01 in plan.

- transporting of CS1x- Editors for PC (in work).

- Course about midihandling in E.