

# **OctaMED**

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# Contents

<b>1</b>	<b>OctaMED</b>	<b>1</b>
1.1	Using MIDI with OctaMED / Writing A MIDI Song . . . . .	1
1.2	Writing a MIDI song / How To Set Up OctaMED For MIDI Use . . . . .	2
1.3	Writing a MIDI song / How To Set Up OctaMED MIDI Instruments . . . . .	3
1.4	Writing a MIDI song / How To Enter Notes With Your MIDI Keyboard . . . . .	5
1.5	Writing a MIDI song / How To Set Up And Use An Input Map . . . . .	6
1.6	Writing a MIDI song / How To Use MIDI Player Commands . . . . .	8
1.7	Using MIDI with OctaMED / MIDI Features . . . . .	9
1.8	MIDI Features / How To Save A Song As A Standard MIDI File . . . . .	9
1.9	MIDI Features / How To Receive/Store/Send A MIDI Message (inc. SysEx) . . . . .	10
1.10	MIDI Features / How To Use MIDI Slave Mode . . . . .	12
1.11	MIDI Features / How To Send Reset Messages . . . . .	13
1.12	MIDI Features / How To Set The Local Control . . . . .	13
1.13	Using MIDI with OctaMED / MIDI Settings . . . . .	14
1.14	MIDI Settings / How To Control Synchronization . . . . .	14
1.15	MIDI Settings / How To Control Active Sensing . . . . .	15
1.16	MIDI Settings / How To Control Note Stopping . . . . .	15
1.17	MIDI Settings / How To `Echo` (repeat) Input Notes . . . . .	15

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# Chapter 1

## OctaMED

### 1.1 Using MIDI with OctaMED / Writing A MIDI Song

HOW TO...

Set up OctaMED for MIDI use

Set up OctaMED MIDI instruments

Enter notes with your MIDI keyboard

Set up and use an input map

Use MIDI player commands

OVERVIEW

As well as play music through your Amiga or a 16-bit soundboard, OctaMED can play a MIDI synthesizer or other MIDI device. With a multitude of MIDI devices available, this really broadens your horizons!

Before you can use MIDI, attach a 'MIDI interface' to the serial port at the back of your Amiga. Such interfaces can be bought relatively cheaply from many computer suppliers. Having done this, connect your MIDI device or devices to OctaMED using MIDI leads. Finally, switch on MIDI menu -> MIDI Active.

Writing a MIDI song is very similar to writing a normal song. You enter notes, which are played by particular instruments, in the Tracker editor or notation editor. The instruments used, however, must be set up for MIDI. This involves setting their 'MIDI channel' number, and often their 'preset' number.

Such instruments are called 'MIDI instruments', not to be confused with real-life MIDI instruments such as synthesizers and drum machines. Once set up, you can enter a MIDI instrument's notes using your MIDI keyboard rather than your Amiga's keyboard. You can even use your MIDI keyboard to enter normal instruments such as samples!

As a bonus, your MIDI keyboard can be used to fully control OctaMED. You can switch edit mode on and off, move around a block,

play a song or block, in fact just about anything, without leaving your MIDI keyboard. To do this, set up an 'input map', where each key on your keyboard can be set to do a particular thing.

Normal songs use player commands to add effects to the music and tell OctaMED to do things. So it is with MIDI songs. Control of the pitchbender, modulation, aftertouch, panning and much more is available through special MIDI player commands.

## 1.2 Writing a MIDI song / How To Set Up OctaMED For MIDI Use

### HOW TO SET UP OCTAMED FOR MIDI USE

#### INTRODUCTION

To use MIDI with OctaMED, you must separately buy a 'MIDI interface'. This small box connects to the serial port at the back of your computer, and contains at least two sockets, marked MIDI In and MIDI Out.

These MIDI sockets are used to connect your Amiga to your MIDI synthesizer or other device. The MIDI device will also have two sockets at the back marked MIDI In and Out. Using two MIDI leads, connect MIDI In on your interface to MIDI Out on your device, and MIDI Out on your interface to MIDI In on your device.

When you've done this, tell OctaMED you'll be using MIDI through the MIDI menu's MIDI Active item.

MIDI interfaces and devices often have another socket: MIDI Thru. MIDI Thru repeats any information received by MIDI In; use it to connect more than one MIDI device to OctaMED. Thrus are always connected to Ins. For example, to set up two devices to receive information from OctaMED, connect device 1's Thru to device 2's In.

#### STEPS

- 1) Buy a MIDI interface.
- 2) Using MIDI leads, connect your interface to your MIDI device.
  - > Interface's MIDI In --> device's MIDI Out
  - > Interface's MIDI Out --> device's MIDI In
- 3) Inform OctaMED that you intend to use its MIDI facilities.
  - > Switch on MIDI menu -> MIDI Active                      How?

#### NOTES

- \* The number 1 cause of initial MIDI distress is wrongly-connected leads. MIDI In to MIDI Out, always! :-)
- \* The MIDI leads used *must* be proper MIDI leads. Normal DIN leads are similar but certainly not identical.
- \* When MIDI Active is switched on, an M appears in the Information window, on the bottom-right beside the timer.

## 1.3 Writing a MIDI song / How To Set Up OctaMED MIDI Instruments

### HOW TO SET UP OCTAMED MIDI INSTRUMENTS

#### INTRODUCTION

Most of your success with MIDI hinges on the correct setup of instruments to be used with MIDI. Instead of loading an instrument from disk, you set two main instrument properties - the 'MIDI channel' number, and the 'preset' number - in the Instrument Properties window.

It's important to distinguish OctaMED's 'MIDI instruments' - any OctaMED instrument with a MIDI channel and preset - and real-life 'MIDI instruments' like MIDI synthesizers and drum machines. Here, real-life instruments will be called 'MIDI devices', to save confusion.

There are 16 'MIDI channels' used to carry information, such as which notes to play when, to and from MIDI devices. Think of them as many different routes between two cities. You can normally assign any MIDI channel to any OctaMED instrument, but main roads quickly become congested, so it's best to distribute the traffic by (as far as possible) assigning a different channel per instrument.

Usually, your MIDI device will have several different 'preset' sounds. There might be a piano sound, a guitar sound, strings, and so on. Each preset sound will have a number; a piano is usually number 1. So in OctaMED, if you want to play the piano, set an instrument's preset to 1 (and, of course, set its MIDI channel). Any notes entered with that instrument will be played on the piano.

More

You can also leave the preset at 0. In that case, your MIDI device's default preset for that MIDI channel is used. For example, many devices have a percussion preset which often uses MIDI channel 10. So set the MIDI channel to 10 and the preset to 0.

Another important setting is the MIDI instrument's volume. If it is left at 0, you'll never hear the instrument! Slide it up to 64, unless it turns out to be too loud.

OctaMED MIDI instruments are essentially empty. They just consist of a few settings, particularly the MIDI channel and preset. It's a good idea to name them as well, for easy reference.

#### STEPS

1) Set up OctaMED for MIDI use.

How?

2) EITHER Select an empty instrument. Empty instruments have size ←  
How?

-----, displayed in the Main Control window (top-right).

OR Remove an instrument from memory, making it empty. How?

3) Open the Instrument Properties window.

> Instr menu -> Set Properties OR

> Main Control window -> Props button

---

- 4) Set the instrument's MIDI channel number.  
> Adjust the MIDICH slider (bottom-left)
- 5) Set the instrument's preset. Remember, you can leave it at 0.  
> Adjust the Preset slider (bottom-left)
- 6) Set the instrument's usual volume.  
> Adjust the Vol slider, preferably sliding it right up to 64
- 7) Name the instrument. How?

#### NOTES

- \* Please, please don't forget the volume slider! Your speakers \*are\* working, you've just forgotten to set Vol to 64! :-)
- \* Although you can leave the preset at 0, by setting a preset you may use more than one preset on the same MIDI channel. For example, one instrument may have channel 2 and preset 5, another may have channel 2 and preset 9. OctaMED sends a 'program change message' whenever a note is played, keeping instruments in order.
- \* As you may notice when you adjust the MIDICH slider, the current instrument's MIDI channel number is shown in the size box in the Main Control window (top-right).
- \* There's another MIDI instrument setting: Suppress NoteOff. OctaMED stops a MIDI note by sending a 'note off message' to the device, but sometimes this is unnecessary. For example, percussion sounds usually never need to be stopped; they stop by themselves.

To prevent note off messages being sent for the current instrument, switch on Suppress NoteOff. Remember, the less traffic on the MIDI channel roads, the better.

- \* The Preset slider can usually go up to 128. If Extended Preset is switched on, its maximum is increased to 2800! Such high preset numbers can only be used with MIDI devices which support the exact method of sending the preset value to the device, namely:
    - + Presets 1 to 100 are sent in the normal manner.
    - + To send presets above 100, OctaMED first sends the 'hundreds' part, then the 0 to 99 part. For example, the preset 1156 is sent as 11 then 56.
  - \* Optionally, OctaMED can send 'program change messages' as you drag the Preset slider. This usually has the affect of actually selecting a preset on your keyboard (the new preset might appear on your keyboard's display). Switch on MIDI menu -> Immediate Preset Change.
  - \* Most modern MIDI synths are 'multi-timbral'. This means that, as well as being able to play many notes at once, they can play many presets at once. If your device is not multi-timbral, you'll soon know it when you try to create songs with many instruments played at once!
-

- \* When Input Active is switched on, an I appears in the Information window, on the bottom-right beside the timer.

## 1.4 Writing a MIDI song / How To Enter Notes With Your MIDI Keyboard

### HOW TO ENTER NOTES WITH YOUR MIDI KEYBOARD

#### INTRODUCTION

Although MIDI notes can be entered as usual with your Amiga keyboard, it's much more sensible to use your MIDI keyboard, and it's very easy to set up.

Of course, entering notes isn't just playing notes with the keyboard, it's switching on edit mode, positioning the cursor as appropriate, and so on. You can do such things from your MIDI keyboard by setting up an 'input map'. Alternatively, use real-time

How?  
 recording (entering notes while the block is playing). How ←  
 ?

The same rule applies to MIDI songs as to normal songs: One track, one note. So each note of a three-note chord note must be on a different track. A way to get around this is to switch on Chord mode (Main Control window).

This how-to assumes that you want to enter MIDI notes with your MIDI keyboard. You can also enter normal Amiga notes (e.g. samples) with your keyboard. To do so, miss out steps 2 and 7.

#### STEPS

- 1) Set up OctaMED for MIDI use.  
 How?  
 2) Set up OctaMED MIDI instruments, and select one such instrument  
 How?  
 to play.
- 3) If desired, set up an input map.  
 How?  
 4) Tell OctaMED to accept notes coming through the MIDI interface' ←  
 s  
 MIDI In socket.  
 > Switch on MIDI menu -> Input Active How?
- 5) Ensure that edit mode is switched on.  
 > Switch on Main Control window -> Edit check box Where?
- 6) If desired, switch chord mode on. This is recommended, but it may get in the way.  
 > Switch on Main Control window -> Chord check box Where?
- 7) Play a note using your MIDI keyboard. It should be entered at the current cursor position in the Tracker editor.

#### NOTES

- \* Yes, it's fiddly! It's often best to use real-time recording; just start the block playing, and play away. Remember to set up



a 'click track', a regular beat all the way down one track (perhaps the right-most track). A percussion instrument is good for this.

Also try setting up an input map. You only need to do it once  
 More  
 and it can really help things.

- \* During real-time recording, you may hold down a note and release it at a particular point, stopping the note. This note-stopping can be inserted by OctaMED, as an 0FFF (stop note) player command. Switch on MIDI menu -> Read Key-Up's.
- \* MIDI instruments can be played on all possible 64 tracks. Increase the number of tracks in the current block through the Block Properties window. More
- \* If your MIDI keyboard is 'touch-sensitive' - notes are louder if you hit the keys harder - OctaMED can insert the volume of entered notes, as 0C (set volume) player commands. Switch on MIDI menu -> Read Volume.
- \* Sometimes, your keyboard may be playing all sorts of notes, and you only want OctaMED to enter the ones played on a particular MIDI channel. This channel is called the 'input channel'. To set it, select MIDI menu -> Input Channel, and adjust the slider appropriately. (When 0, notes on all channels are entered.)
- \* Normal Amiga instruments (e.g. samples) can be played alongside MIDI notes, on tracks 0 to 3.

ALSO SEE

How To Enter A Note

## 1.5 Writing a MIDI song / How To Set Up And Use An Input Map

HOW TO SET UP AND USE AN INPUT MAP

INTRODUCTION

As you probably know, a MIDI keyboard can be used to enter notes in OctaMED. While entering notes, however, you'll need to control OctaMED in other ways too: position the cursor, switch edit mode on, possibly start the block playing, and so on.

Of course, controlling OctaMED usually involves using the mouse or Amiga keyboard. It can be annoying and unproductive to constantly switch between your MIDI keyboard and the mouse. For this reason, you can set up an 'input map' for your MIDI keyboard.

An input map tells OctaMED what each key on your MIDI keyboard should do. Usually, each key enters a different note. However, you can set particular keys to control OctaMED in some way. For example, the very top note on your keyboard (which you may never use) can be set to start the block playing. The very bottom key can stop playing.

Because such controls are supplied as OctaMED ARexx commands, the extent to which you can control OctaMED from the keyboard is huge. In fact, your keyboard can also be set up to run ARexx scripts, send an ARexx command to another program, or start a program running.

In the Input Map Editor, the definition of all 127 MIDI notes is shown in a list. The actual notes available, of course, depends on the range of your keyboard. A typical definition is D-2xxxxxxx; this means that note D-2 will be entered with this key on the current instrument, leaving the player command untouched. This 'full note' can be edited in the same way as in the Programmable Keys window. [More](#)

\*

Alternatively, give the key an 'action' rather than a note to enter. Actions are usually OctaMED ARexx commands, but all the usual Action area functions are available. The Action area is not covered in detail here. [More](#)

#### STEPS

- 1) Open the Input Map Editor window.  
> Display menu -> Input Map Editor
- 2) By default, the list is blank. A new map must be 'created'.  
> Click Create New Map
- 3) Using the scroll bar, select a note to edit. This is fine if you know which note corresponds to which key on your keyboard, but usually you don't. See the TIPS section for one way to get around this.
- 4) EITHER Edit the 'full note' definition. [How?](#)  
  
OR Set an action for the note. See NOTES for some commonly-used ARexx commands. [More](#)
- 5) Once set, tell OctaMED to use the new input map when you play your MIDI keyboard.  
> Switch on Map Active
- 6) If desired, save the input map to disk. Save it under any name; no input map is automatically loaded when OctaMED starts up.  
> Click Save Map THEN  
> Select a name in the requester [How?](#)

#### NOTES

\* Here are the ARexx commands for some often-needed actions. To enter one, set the Action cycle gadget to OctaMED Command, then type the command into the Command text box.

```
Play song    pl_playsong
Play block   pl_playblock
Continue song pl_contsong
Continue block pl_contblock
Stop playing pl_stop
Move cursor up    ed_advanceline up spc
Move cursor down ed_advanceline down spc
Move cursor left  ed_movecursor left
```

```

Move cursor right ed_movecursor right
First line      ed_advanceline fkey 6
Last line      ed_advanceline fkey 10
Particular line number  ed_goto line <insert line no. here>
Move to previous track  ed_gototrack prevnote
Move to next track  ed_gototrack nextnote
Particular track no.  ed_goto track <insert track number>
Edit mode on/off  op_set edit toggle
Space mode on/off op_set space toggle
Chord mode on/off op_set chord toggle
Previous instrument in_select prev
Next instrument   in_select next
Previous block    ed_gotoblock prev
Next block       ed_gotoblock next

```

- \* To change the selected note in the list back to its original function (i.e. entering a particular note), click Reset Selected.
- \* To remove the map from memory if you no longer have any use for it, click Delete Map.

#### TIPS

- \* Yes, selecting a note is fiddly. If you know which key on your keyboard you want to select, you can find out its note by entering it in the Tracker editor. To do this:
  - + Click inside the Tracker editor window (it should be visible)
  - + Switch on MIDI menu -> MIDI Active and Input Active
  - + Switch on Edit mode (Main Control window)
  - + Press the key on your MIDI keyboard
  - + Select the note which appears in the Tracker editor in the list

## 1.6 Writing a MIDI song / How To Use MIDI Player Commands

### HOW TO USE MIDI PLAYER COMMANDS

#### INTRODUCTION

It's likely that you can do more with your MIDI keyboard than just play notes. Some other facilities are briefly listed here, all of which can be controlled with player commands designed especially for MIDI. More

- \* **Pitchbender:** As the name suggests, 'bends' (slides) a note up or down. Usually controlled by a 'pitchbender wheel' on your keyboard.
  - \* **Modulation:** Affects the sound of all notes, usually by adding vibrato. Sometimes controlled by moving the pitchbender wheel in a different direction.
  - \* **Aftertouch:** Squeezing a key down harder than when it was initially pressed. Affects the note's sound.
  - \* **Panning:** The stereo location of a note. It can be played on the left speaker, right speaker, on both at the same volume ('mono') or on both at different volumes.
-

Also, any MIDI controller can be changed using commands 31 to 3F,  
More  
and any MIDI message can be sent within your song.  
More

For a full description of MIDI player commands, see part 2 of appendix A of the printed manual. For a reminder of available commands, select 'MIDI commands' from the Brief Guide's Player Commands section.

## 1.7 Using MIDI with OctaMED / MIDI Features

HOW TO...

Save a song as a Standard MIDI File

Receive and store a MIDI message

Send a MIDI message

Use MIDI Slave mode

Set MIDI controllers

Send reset messages

Set the local control

OVERVIEW

When you've written your MIDI song, you can save it as an OctaMED song or as a Standard MIDI File (SMF). SMFs are recognised by the vast majority of MIDI sequencer programs.

OctaMED and your MIDI devices communicate with each other by sending 'MIDI messages' down the MIDI leads. Often these messages are as simple as 'please play this note', but more complicated ones include 'patch data' to effectively add a new sound to your device. Such messages are often called 'system exclusive', or 'SysEx'. OctaMED can send, receive and store any MIDI message.

Using the new MIDI Slave mode, you can essentially turn your Amiga into one of your MIDI devices! Completely ignoring the song-playing abilities of OctaMED, you can use it to play samples, controlled by another MIDI sequencer. Another use for the mode is to use the combined talents of two Amigas to play true 8-channel songs!

Through the MIDI Controllers window, any MIDI controller can be set using player commands. Neither MIDI Slave mode nor MIDI controllers are described in detail in these help pages. Full descriptions are in section 13 of the printed manual.

## 1.8 MIDI Features / How To Save A Song As A Standard MIDI File

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## HOW TO SAVE A SONG AS A STANDARD MIDI FILE

### INTRODUCTION

After writing a MIDI song, you can save it in one of several formats. Most formats can only be loaded by OctaMED, but one particular format is universal among MIDI sequencers: the Standard MIDI File ('SMF').

So if you wish to load (or 'export') your song into another MIDI sequencer, save it as an SMF. Only Type 0 SMFs can currently be saved, but the vast majority of MIDI programs recognise this type.

### STEPS

- 1) Open the Save Options window.
  - > Project menu -> Save
- 2) Select Standard MIDI File Type 0 as the file format.
  - > Click SMF Type 0 (roughly in the middle of the window)
- 3) Select any other necessary options and save the song. More

### ALSO SEE

How To Save A Song  
How To Load A Standard MIDI File

## 1.9 MIDI Features / How To Receive/Store/Send A MIDI Message (inc. SysEx)

### HOW TO RECEIVE AND STORE A MIDI MESSAGE

#### INTRODUCTION

OctaMED and your MIDI devices communicate with each other by sending 'MIDI messages' down the MIDI leads. Often these messages are as simple as 'play this note' or 'stop this note'. More complicated messages can be 'turn the pitchbender up 16 steps' or 'reset the entire system'.

Even more complex messages can be the actual 'waveform' of a particular instrument. Some MIDI synths can create or use new instrument waveforms, and you can send such messages to OctaMED to be stored on disk. They're often called 'system exclusive' or 'SysEx' messages.

The MIDI Message Editor can receive, change, store and send any MIDI message (not just SysEx messages). Several messages can be in memory at once.

#### STEPS

- 1) Open the MIDI Message Editor window.
  - > Display menu -> MIDI Message Editor
- 2) Create space for a new message. If there are no messages at the moment, click either button.
  - > Click New Msg [adds a new message after the last one] OR
  - > Click New Here [inserts a new message before the current one]
- 3) The new message space is 8 bytes long, which for SysEx messages

is very paltry. Change it to, say, 50000 bytes to begin with. The maximum is just under a megabyte (1048560 bytes).  
> Type a new size into the Msg Size box OR  
> (Rarely) Use the arrow buttons beside Msg Size

- 4) Name the message. The received message will be displayed as pairs of hexadecimal digits, which don't give the message much of an identity!  
> Type a name into the Name box
- 5) Prepare your MIDI device to send the required message.
- 6) Start receiving the message. While receiving, the box at the bottom-left shows 'Recording...', which means 'Capturing...', which means 'Receiving...'. :-)  
> Click Capture Msg
- 7) If necessary, stop receiving the message. The message automatically stops when the space for the message has been taken up, or - if Auto-Terminate Capture is on - if an 'End SysEx' byte is received (F7 in hex).  
> Click Capture Msg again
- 8) If desired, save the current message to disk. Messages are also saved with songs.  
> Click Save Msg THEN  
> Select a filename in the requester (choose any name - no particular message is loaded when OctaMED starts up)

#### NOTES

\* If Auto-Terminate Capture is on, SysEx messages are treated specially. Not only does receiving stop automatically when an End SysEx byte is received, any unused bytes at the end of the message (if you overestimated the message's size) are removed.

For other types of message, you'll have to remove the unused end bytes by decreasing the message size (type a new value into Msg Size). There's no easy way to find the value to type in, other than trying to use the hexadecimal row numbers on the left...

- \* Once received, the pairs of hex digits can be edited. Of course, you must know what you're doing! Switch on Main Control window -> Edit, then using the cursor keys to move the cursor around, type in new digits. Use Del to remove a byte, and Shift-Del to insert a new one at the cursor.
  - \* As mentioned, many messages can be in memory. The current message's number is shown in the Msg box; select a new message by typing in its number or using the arrow buttons beside Msg. The display box beside Msg shows the number of messages in memory.
  - \* To remove the current message, click Del Msg. To clear the current message, setting all bytes to 0, click Clear Msg.
  - \* If there are no messages in memory, you can miss out step 2 above and just type in the number of bytes of space for the new message in step 3.
-

## HOW TO SEND A MIDI MESSAGE

## INTRODUCTION

This how-to assumes that you know how to receive and store a MIDI message.

Once received, a message can be loaded from disk and sent to your MIDI device. Alternatively, a message can be created from scratch and sent.

One way to send a MIDI message is through the MIDI Message Editor. Another way is to use player command type 10, together with the number of the MIDI message where 0 is the first message. For example, if command 1002 appeared in a song, message 3 would be sent at that point.

## STEPS

- 1) Open the MIDI Message Editor window.
  - > Display menu -> MIDI Message Editor
- 2) EITHER Load a message for sending.
  - > Click Load Msg THEN
  - > Select a message in the file requester

OR Create a message from scratch. This involves creating space for a new message, then editing each byte individually as a pair of hexadecimal digits. You must know what you're doing!

More

- 3) EITHER Send the message through the editor. When the message has been sent, OctaMED says so on the screen's title bar.
  - > Click Send Msg

OR Send the message at a particular point in a song.

- > Enter player command type 10, with the MIDI message number minus 1 as the level. For example, command 1008 sends message number 7. How?

## 1.10 MIDI Features / How To Use MIDI Slave Mode

## HOW TO USE MIDI SLAVE MODE

## INTRODUCTION

Using the MIDI menu's Slave Mode Active item, you can turn your Amiga into a MIDI device! In this way, you can completely ignore OctaMED's song-playing capabilities and use your Amiga as simply another MIDI device in your collection, controlled by another MIDI sequencer.

Alternatively, hook two Amigas together and use their combined musical talents to produce \*real\* 8-channel sound!

MIDI Slave mode is not covered in detail here. For full details, see section 13.2 of the printed manual.

## HOW TO SET MIDI CONTROLLERS

### INTRODUCTION

A 'MIDI controller' is a type of MIDI message, used to control an aspect of your MIDI device. Pitchbenders, modulation, aftertouch, foot pedals and so on are all set using MIDI controllers.

OctaMED supports some MIDI controllers through particular player commands. Some controllers, however, are not directly supported. Instead, you can set up a player command for them. Command types 31 to 3F are reserved for this purpose.

MIDI controller setting is not covered in detail here. For full details, see section 13.2 of the printed manual.

## 1.11 MIDI Features / How To Send Reset Messages

### HOW TO SEND RESET MESSAGES

#### INTRODUCTION

OctaMED can send two types of reset messages, if things go wrong or it's found to be necessary. The first type resets the pitchbender and modulation wheel to their usual setting. It also resets all presets used by OctaMED, by sending a 'program change' message when a note is next played on each preset.

The second type is more drastic: It resets everything by sending a 'MIDI reset' message (FF in hex). Some MIDI devices may not recognise this message.

#### STEPS

- 1) EITHER Reset the pitchbender, modulation wheel and all presets.  
> MIDI menu -> Reset Pitch/Presets

OR Reset everything.

- > MIDI menu -> Send MIDI Reset

## 1.12 MIDI Features / How To Set The Local Control

### HOW TO SET THE LOCAL CONTROL

#### INTRODUCTION

Some MIDI devices have a facility called 'local control'. Local control can be switched on or off.

When on, the device is free to play its own presets, usually using its keyboard. When off, the device can only send MIDI messages through its MIDI Out or Thru sockets. Trying to play the device using its keyboard will fail.

Local control is usually on. One reason for switching it off is to your device's Soft Thru facility. See other information on MIDI for more details.

---



## STEPS

1) EITHER Switch local control off.  
> MIDI menu -> Send Local Control -> Off

OR Switch local control back on.  
> MIDI menu -> Send Local Control -> On

## 1.13 Using MIDI with OctaMED / MIDI Settings

## HOW TO...

Control synchronization

Control active sensing

Control note stopping

'Echo' (repeat) input notes

## OVERVIEW

Various settings are available for using MIDI with OctaMED.

'Synchronization' involves OctaMED sending information which allows MIDI devices to keep in time with OctaMED. 'Active sensing' messages ensure that OctaMED is properly conversing with your MIDI devices.

Notes can be stopped in two different ways. Finally, any notes OctaMED receives, through the MIDI In socket on your interface, can be sent back to the device through MIDI Out.

## 1.14 MIDI Settings / How To Control Synchronization

## HOW TO CONTROL SYNCHRONIZATION

## INTRODUCTION

'Synchronization' involves OctaMED sending information which allows MIDI devices to keep in time with OctaMED.

No such information is normally sent, but by switching on Send Sync, OctaMED sends sync information whenever you click Song Play or STOP in the Main Control window.

When Ext Sync is on, OctaMED can be synchronized 'externally' by a MIDI device. The MIDI device sends the sync information rather than OctaMED.

## STEPS

1) To use Ext Sync, switch on MIDI menu -> Input Active.

2) EITHER Switch Send Sync on or off.  
> MIDI menu -> Send Sync

OR Switch Ext Sync on or off.

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> MIDI menu -> Ext Sync

## 1.15 MIDI Settings / How To Control Active Sensing

HOW TO CONTROL ACTIVE SENSING

INTRODUCTION

'Active sensing' messages can be periodically sent by OctaMED. These messages equate to 'Are you there?', in that they check that MIDI devices are correctly receiving messages from OctaMED.

If you're having problems with MIDI, try switching on active sensing messages. They can tell OctaMED whether all required MIDI leads are properly connected.

STEPS

- 1) Switch active sensing on or off.  
> MIDI menu -> Send Active Sensing

## 1.16 MIDI Settings / How To Control Note Stopping

HOW TO CONTROL NOTE STOPPING

INTRODUCTION

There are two ways in which OctaMED can stop all notes playing on your MIDI device, when you stop the song by clicking STOP (Main Control window).

One method is to send a MIDI 'all notes off' message for each MIDI channel. Another method is sending standard 'note off' messages for each OctaMED track.

The first method is recommended if your device supports it, because it stops all notes on your device, not just those played by OctaMED.

STEPS

- 1) EITHER Choose to send 'all notes off' messages.  
> MIDI menu -> Note Killing -> \$Bx 7B 00

OR Choose to send 'note off' messages.  
> MIDI menu -> Note Killing -> Note Off Msgs

## 1.17 MIDI Settings / How To 'Echo' (repeat) Input Notes

HOW TO 'ECHO' (REPEAT) INPUT NOTES

INTRODUCTION

Are you the owner of a separate sound module and keyboard? As you enter notes using your keyboard, can you hear them played through your sound module? No? Try switching on Send Out Input.

When on, OctaMED repeats ('echoes') all information coming through

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MIDI In back through MIDI Out. In other words, note messages sent by your keyboard to OctaMED are sent back.

#### STEPS

- 1) Switch input note echoing on or off.
  - > MIDI menu -> Send Out Input

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