



User manual

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1. What is MidiWorks

MidiWorks YA program is designed for editing midi and karaoke file (*.mid, *.kar) of SMF0/SMF1 formats, for Yamaha electronic instruments with XG system.

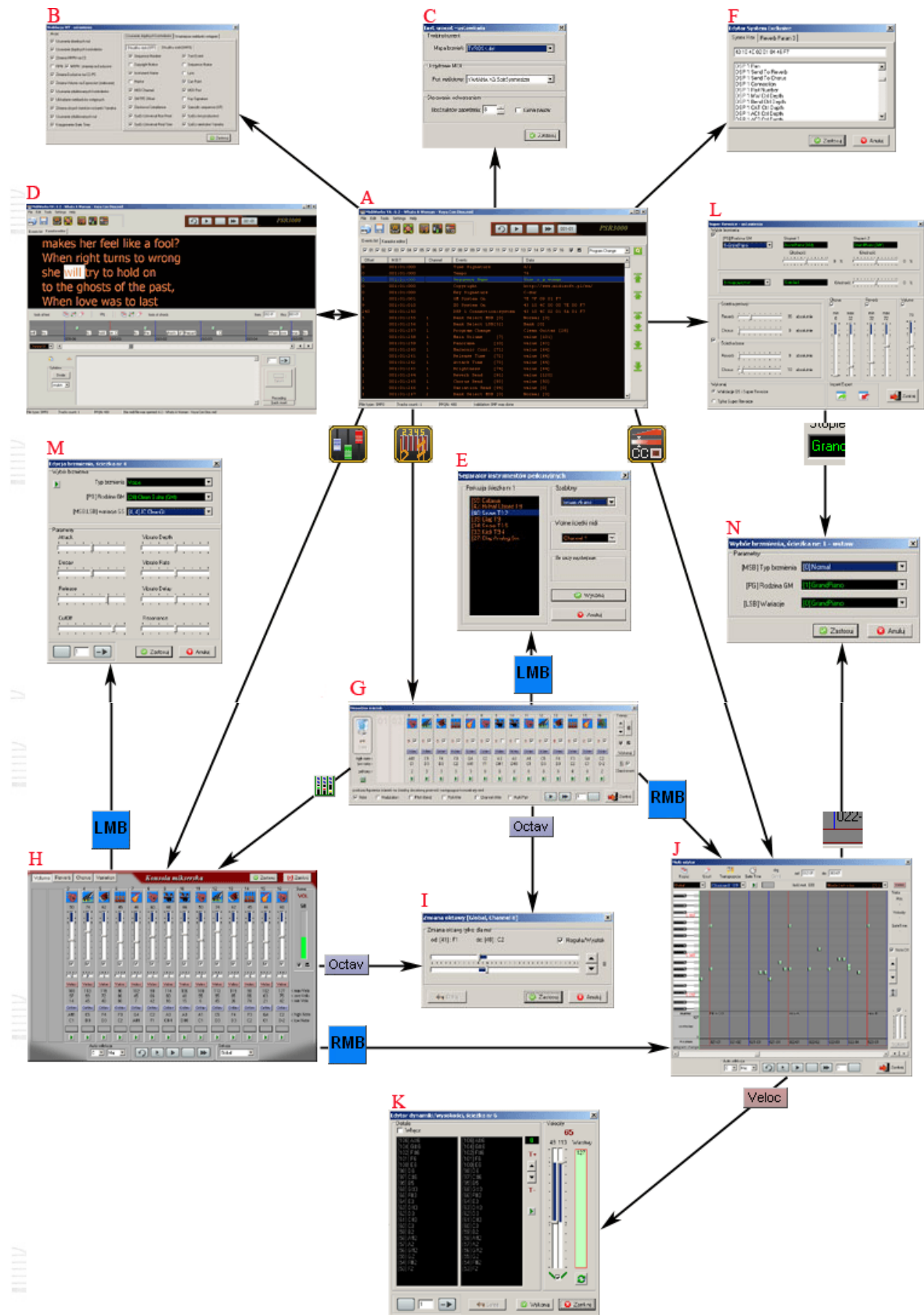
MidiWorks is equipped with all necessary tools for editing MIDI files, from simple as transpose, Gate Time, Velocity and pitch notes, adding and deleting text, move, remove channels, editing of single controllers and System Exclusive messages.

It is perfectly adapted software for supporting the work with your instrument. We are inviting to use MidiWorks!



Pic.1. MidiWorks

2. Meet MidiWorks



Pic.1. Map of the MidiWorks (what where they find). LMB - left mouse button, RMB - right mouse button

A - "Main window"

Here You can:

- open and save the midi or karaoke file (SMF0, SMF1)
- play opened file
- tempo modify
- make validation SMF/SFF
- make Super Revoice
- remove duplicate notes
- make correction Gate Time
- edit midi event (Note On, Note Off, Program Change, Control Change, Pitch Wheel, After Touch, Poly After Touch, System Exclusive, Chord name, Time Signature, itd.)
- delete midi event
- add midi event (Note On, Note Off, Program Change, Control Change, Pitch Wheel, After Touch, Poly After Touch, System Exclusive, Chord name, Time Signature, itd.)
- make configuration of the software
- show next tools according to the above diagram

B - "Validation SMF/SFF setup"

Here You can:

- make configuration of validation for midi and karaoke file

C - "Player and instrument setup"

Here You can:

- make configuration of play (loop bars, pause mode) and select a voice map of instrument

D - "Karaoke editor"

Here You can:

- remove diacritic chars (ą, ě, ć, ż ect.)
- lyric formatting (lowercase or uppercase)
- make conversion Text event to Lyric event
- save lyric to text file
- modify lyric event (syllables)
- make correct time of display lyric
- add lyric to midi file
- remove lyric from midi file
- copy range lyric event
- remove range lyric event
- add chord name
- modify chord name
- copy range chord name
- remove range/single chord name
- shift range/single chord name

E - "Drums and notes splitter"

Here You can:

- separate selected drums to the separate channel (exp: bass drum, snare drum)
- separate selected notes to the separate channel

F - "System Exclusive editor"

Here You can:

- edit system exclusive messages
- choose another sysex message from the available list

G - "Channels manager"

Here You can:

- remove channel
- copy channel
- move channel
- swap channels
- merge channels
- make transposition of channel or whole song
- show next tools according to the above diagram

H - "Mixing console"

Here You can:

- modify volume of channel and also for whole song
- modify reverb of channel and also for whole song
- modify chorus of channel and also for whole song
- modify variation (CC94) of channel and also for whole song
- modify balance of channel
- choose voice on the channel
- choose reverb type
- choose chorus type
- choose variation type
- choose and connect DSP effect to the channel
- show next tools according to the above diagram

I - "Window of changes octave"

Here You can:

- change octave for all notes or for range notes on the channel

J - "Multieditor (Piano Roll)"

Here You can:

- extend the song (copy range song)
- shorten the song (cut range song)
- copy selected notes, midi events for the selected channels in selected range
- delete selected notes, midi events for the selected channels in selected range
- make transpose for selected notes, channels in selected range
- modify GateTime for selected notes, channels in selected range
- add, edit and delete note
- add, edit and delete controller (Program Change, Control Change, Pitch Whell)
- auto compilation chord name
- add chord name
- modify chord name
- remove single chord name
- add control markers (SPJ-01, SPJ-02, SPJ-03, SPJ-04)

- show next tools according to the above diagram

K - "Velocity/Pitch editor"

Here You can:

- modify velocity of the selected note/drum on the channel for whole song
- modify pitch of the selected note/drum on the channel for whole song (exp: bassdrum B0 -> bassdrum C1)

L - "Super Revoice setup"

Here You can:

- complete the configuration features Super Revoice
- configure automatic volume adjustment
- configure the automatic saturation of the reverb
- configure the automatic saturation of the chprus

M - "Window of voice selection and voice edit"

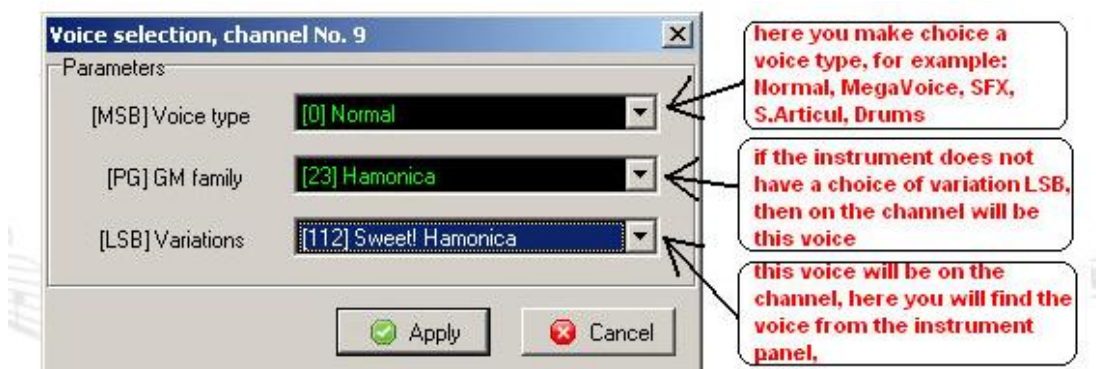
Here You can:

- choose of voice bank (MSB, LSB, PC)
- edit the voice parameters (Attack, Decay, Release, Resonanse and CutOff)
- modify velocity of the selected note/drum on the channel for whole song
- modify pitch of the selected note/drum on the channel for whole song (exp: bassdrum B0 -> bassdrum C1)
- tune of drums on the tenth of channel (attack, decay, resonanse, cutoff, pitch)

N - "Window of voice selection"

Here You can:

- choose of voice bank (MSB, LSB, PC)

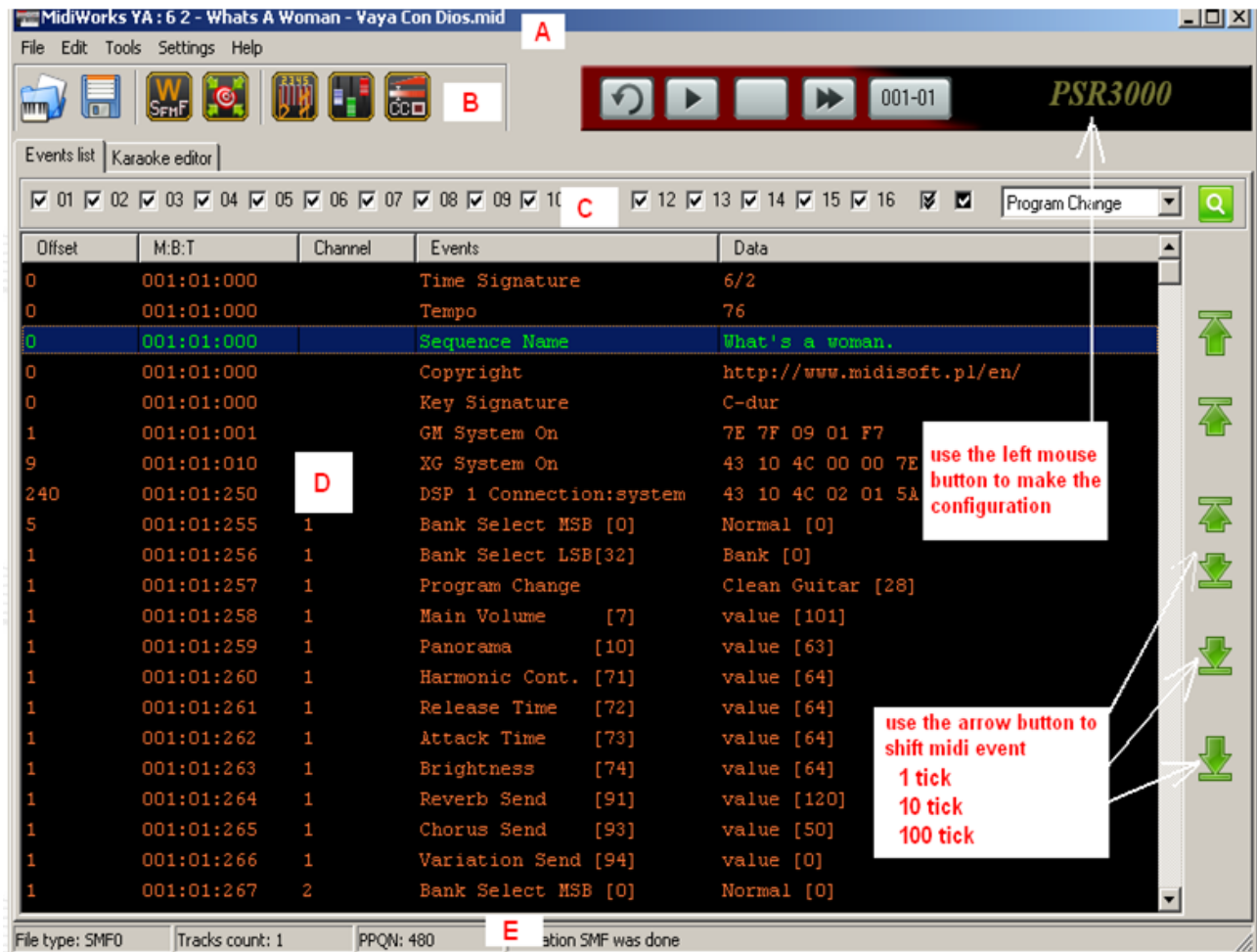


Pic.2. Window of voice selection.

3. Main window - Events list

The main window is a standard application window which consists of:

- menu bar - A
- toolbar - B
- filtration midi channels - C
- midi event window - D
- status bar - E



Pic. 1. Main window - page Events list

A. The menu bar (Pic.1. A) contains the following elements:

File:

- Open (Ctrl+O)- opens midi, karaoke file. You can also open files by drag and drop on the events window (Pic.1. D).
- Open style (F11) - opens style file in formats SFF1/SFF2
- Save (Strl+S) - saves file (in the demo feature is not available).
- Save text - saves Lyric to text file.
- Exit - closes application.

Edit:

- Channels manager (F5),

- Event list / Karaoke editor (F6),
- Mixing console (F7),
- Multieditor (F8),
- Modify song tempo,

Tools:

- Validation SMF/SFF (F2),
- Remove diacritics chars (F3),
- Lyric formatting (Ctrl+F3),
- Super Revoice execute (F4),
- Text to Lyric converter,
- GateTime correct,
- Remove duplicate notes,

Settings:

- Validation, - configuration of Validation SMF/SFF.
- Instrument, - configuration of player (loop bar, midi output port) and instrument (voice map exp: Tyros 4).
- Super Revoice, - parameterization of the super revoice operation
- Background color, selection background color for the main window.
- Font color, selection font color for the main window.

Help:

- About - information about the program and license.
- Manual - owner's manual call,
- Deutsch - deutsch interface,
- English - english interface,
- Nederlands - dutch interface,
- Polski - polish interface.

B. Toolbar (Pic.1. B) provides direct access to some tools and features, and so from the left:

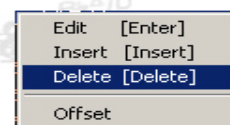
- Opens midi, karaoke file,
- Saves file (in the demo feature is not available),
- Validation SMF/SFF,
- Super Revoice execute,
- Channels manager,
- Mixing console,
- Multieditor,
- Jump back
- Play
- Stop
- FFWD
- Measure
- Label (click to change settings)

C. Filtration bar midi tracks (Pic.1. C) contains eighteen switches, one for each midi channel, "select all" and "invert selection". Select appropriate checkbox in order to show the chosen channel. Filtration is very helpful and efficient with "Browser" for searching events.

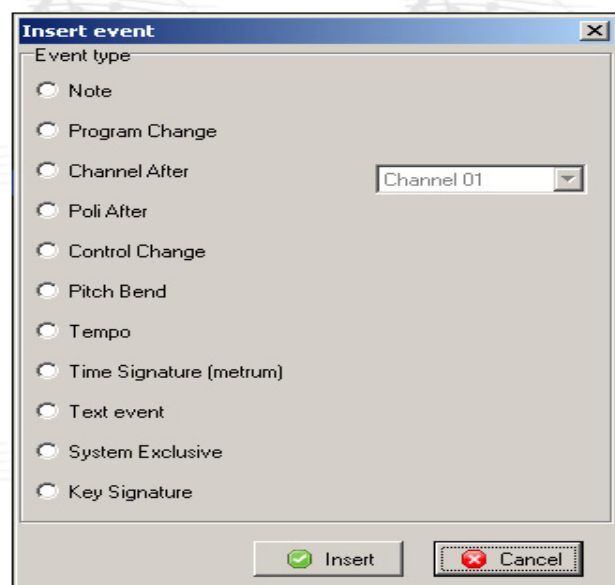
D. Midi event window (Pic.1. D) shows all midi events, along with the values??, location on the channel and channel number. Here you can add, delete, and edit each event.

- **Add midi event** - if you want to add an event, use the left mouse button to select a place, then click the right mouse button (or directly INSERT from the keyboard) and select [Insert] from menu (Pic.2.) next select event (Pic.3.). Event will inserted before selecting event, and final location You can be made using the arrow from the toolbar.
- **Delete midi event** - if you want to delete an event, use the left mouse button to select event, then click the right mouse button (or directly DELETE from the keyboard) and select [Delete] from menu (Pic.2.).
- **Edit midi event** - if you want to edit an event, use the left mouse button to select event, then click the right mouse button (or directly ENTER from the keyboard) and select [Edit] from menu (Pic.2.).
- **Offset** - tool for advanced users. If you want to edit offset, use the left mouse button to select a place, then click the right mouse button and select [Offset] from menu (Pic.2.). Be careful, because after modified offset of one event affects all that follow him.
- **Sending events to instrument [SPACE]** - using the left mouse button or the keys [UP / DOWN] to select the event, you want send to instrument and press short [SPACE] button. Sends all events except meta event.

E. Status bar (Pic.1. E) - at the bottom of main window, there is a status bar (Pic.1.). The status bar displays the results of all operations performed (done, not done, success and failure). You can view the full report, just click the left mouse button in the status bar.



Pic.2. Popup menu.

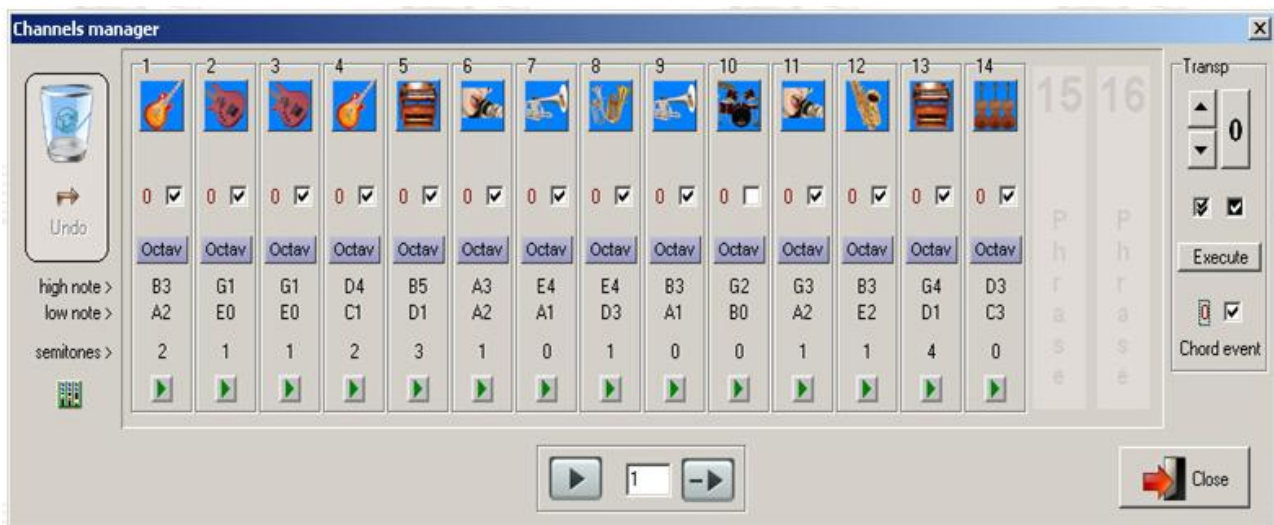


Pic.3. Selection of the new controller window.

4. Channels manager

Edit section:

Channels manager, when you click a window pops up:

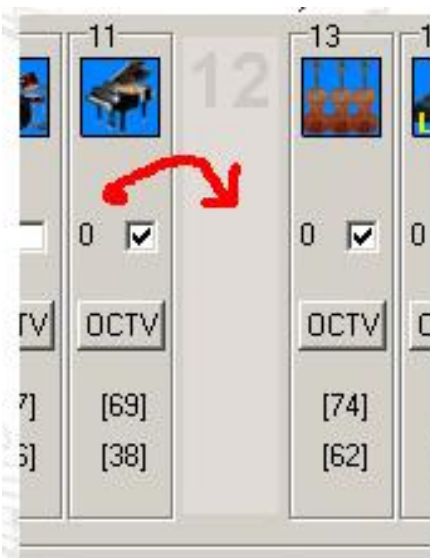


Pic.1. Channels manager window.

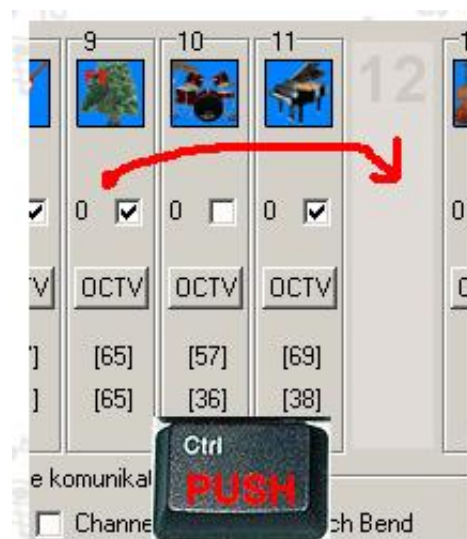
Transposition - transposition is performed by default for chromatic channels, but You can also make independent choices, the channels to transpose. Transposition confirm button [Execute] before closing the window.

Move channel - drag and drop the selected channel to the free place (on Pic.2. channel no. 12 is free). To the target channel are moved sysex part of Roland.

Copy channel - press and hold ctrl button [Ctrl] on the PC keyboard, then the same as when you move channel, drag and drop the selected channel to the free place. To the target channel are copied sysex part of Roland.



Pic.2. Move.



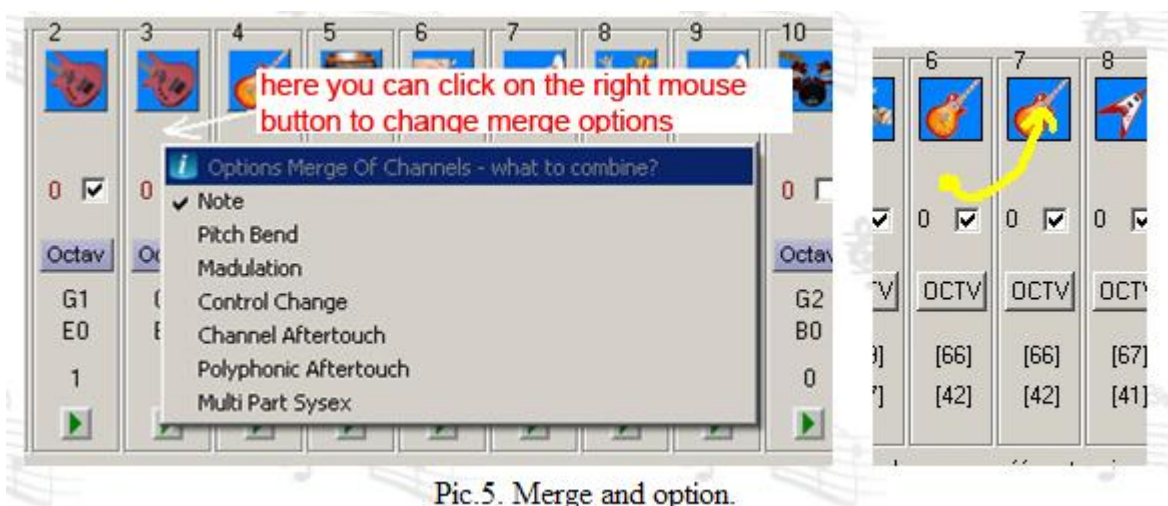
Pic.3. Copy.

Remove channel - drag and drop the selected channel in the bin. Removed also sysex part of Roland.

Merge channels - drag and drop the selected channel (source) in the icon of instrument in other channel (target). To the target channel are moved only selected midi events on the panel "options merge channels", other midi events are removed from source channel.



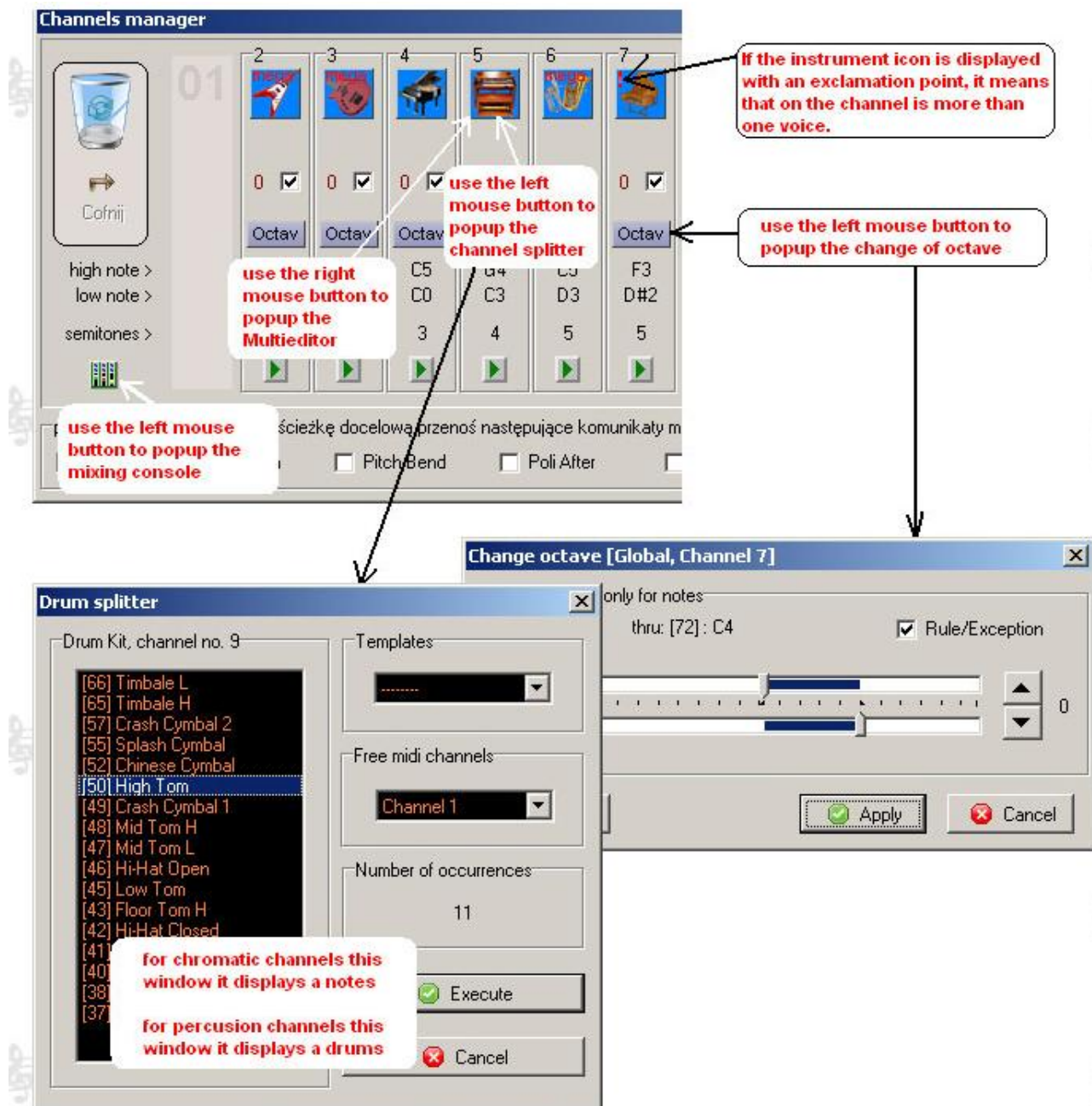
Pic.4. Remove.



Pic.5. Merge and option.

Additional capabilities - splitter channel, change of octave

- **About change of octave** - after configuring the settings you can change octave for one note or for notes group. Choice You make by sliders and selecting and deselecting the Rule/Exception. This way you can determine the lowest note for the bass channel (exp. all the notes below E0 [28] make transpose an octave up).
- **About splitter channel** - XG standard enables the use of two (or more) midi channels for drum kit in a song. This allows the use of two different drum kits in song. Drum splitter allows the transfer of individual percussion instrument or groups instruments to separate midi channel. Templates available (snare drums, cymbals, bass drums, toms, main drum) or your choice of instruments. For chromatic channels, available is MegaVoice effects template.

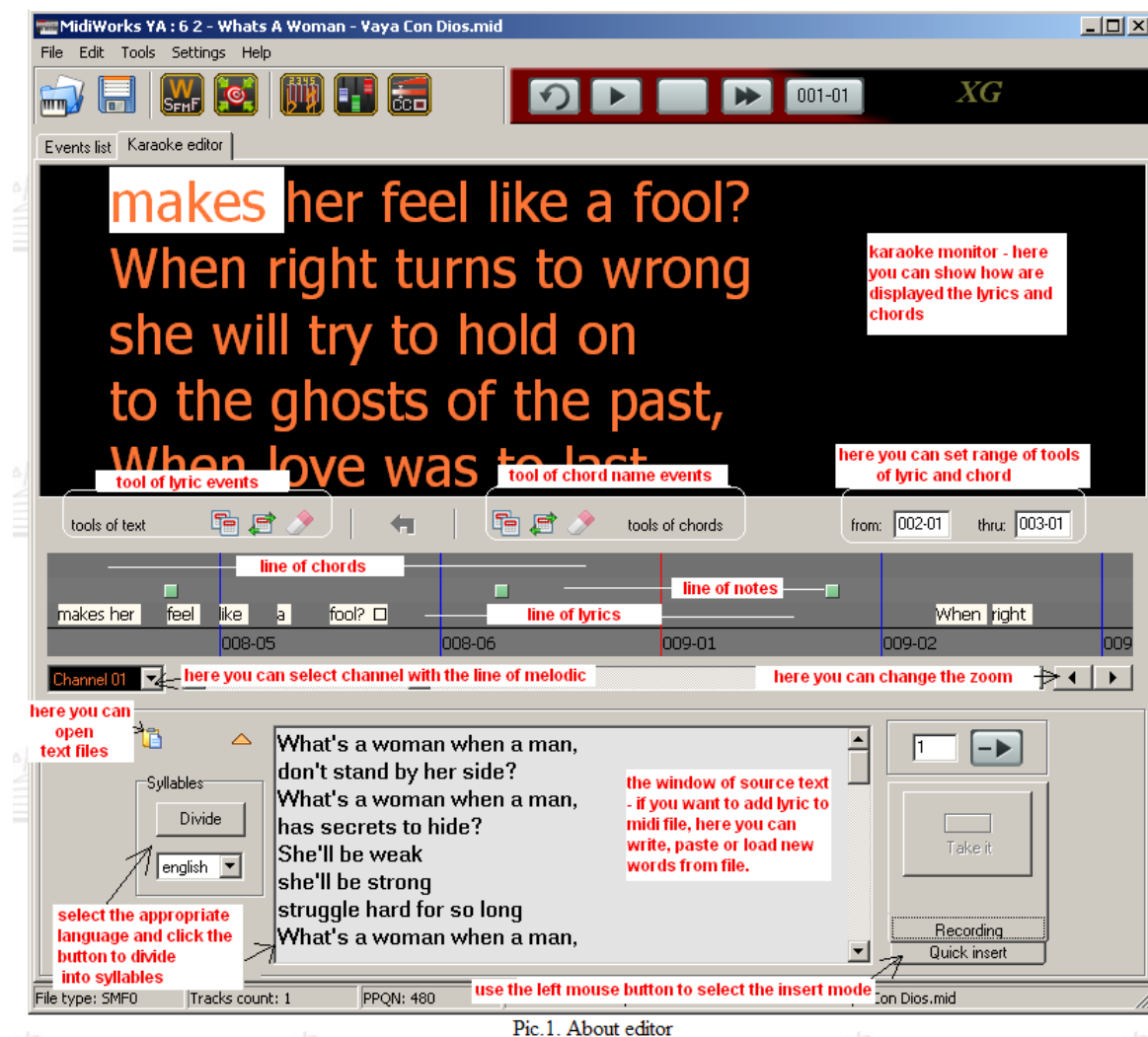


Pic.6. Additional capabilities (splitter channel, change of octave).

5. Main window - Karaoke editor

Karaoke editor

This is an advanced tool allocated for edit **Lyric** events, responsible for showing the text of the song. With the use of this tool with ease You will add, change, copy, move, remove and will synchronize the text with the melodic line.



Pic.1. About editor

The range tool of lyric:

- copy text the range: from: 002-01 thru: 003-01
 Data enter
Takt docelowy
001-01
OK Cancel
to the target bar:
- shift text the range: from: 002-01 thru: 003-01
 Data enter
Shift
- 480 +
OK Cancel
of the amount of clock units forward or backward.

You can use the template of units for the notes. Most often it is used for coarse synchronization of text with music.

-  **remove text the range:** from: 002-01 thru: 003-01

-  **insert text** What's a wo-man when a man, the range: from: 002-01 thru: 003-01

Use this function if you need to add to a song only a word or a few words (verse). Syllables are distributed evenly between the bars provided.

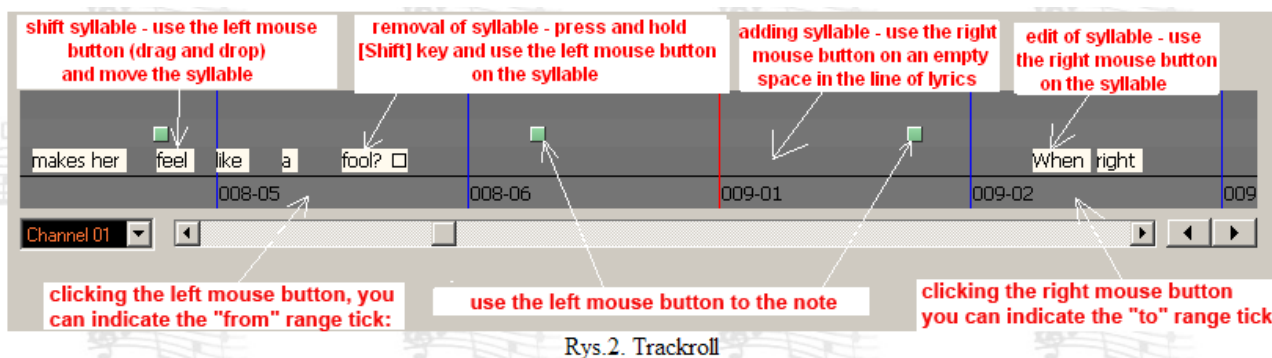
The range tool of chord (chord name): the use of these functions does not require discussion, because their operation is the same as the tool of lyric.

-  **copy chord,**
-  **shift chord,**
-  **remove chord,**

Note! You can manually add the chords event in the Karaoke editor. If you want do it automatically, please use functions Autochord in the Multieditor.

Features of the trackroll

The picture below shows the operations of syllables in the line of lyrics. You can perform the same operations for the chord events, for this purpose use the line of chords.



Preparing the text

The Karaoke editor is equipped with an automatic dividing into syllables for texts in Polish and English, which greatly speeds up the text preparation.

If you would like by manually to divide the text to syllables, please use to dividing the sign "-" and for linking prepositions, use "_" (example: excellent -> ex-cel-lent, the x -> the_x).

Note! I recommend preparing the text in small portions, eg: a few verses.

Entering text

Karaoke editor provides two methods for entering text:

- **quick insert** - based on the uniform laying syllables. If you use this method, syllables will not be displayed according the melody, but you can very quickly add text to the midi file.
- **recording** - method is to click through to the rhythm of the melody line. If you use this method, syllables will be displayed according the melody. Method has a built-in the quantization function to the sixteenth note.

Quick insert - use this option if you want really quickly add text to your midi file. If you want insert text to midi file, please follow the instructions below:

- place the text in the window of source and prepare to entering. Start playing,
- in the moment of singing the first syllable, please press button [From bar]. Caption the button will be changed to [To bar],
- in the moment of singing the last syllable, please press button [To bar]. Player automatically will be stopped,
- to the question "Do you insert text?" please answer Yes, the text will be inserted.

If it is not an end of the song, please insert the next phrase of the text and repeat the operation. You can start playing the song from anywhere, for example: where you left off. Notice that each time you can see the effect of the work in a karaoke monitor.

Note! If the song has a melodic line, you can view in the Trackroll and synchronize syllables to the notes of melodic line.

Recording - to use this method, please follow the instructions below:

- place the text in the window of source and prepare to entering. Start playing,
- click the batton [Take it] in the rhythm of the melodic line (can you sing) and watch the lighting of syllables in the window of source text,
- when you reach the end of the prepared text, playback will stop, and the text will be entered into a midi file.

In this way, the added text very rarely requires correction.

Note! Recording you need lead to the last syllable, if you finish earlier, the text will be not added.

Tools of menu

- Remove diacritic chars (F3)
- Removes the diacritic (tails) exp: à -> a, ć - > c, ect.
- Lyric formatting (Ctrl+F3) - concatenates the Cardrige Return sign with the syllable, converts all characters to uppercase or converts all characters to lowercase.
- Text to Lyric converter - converts the text event to the lyric event.

6. Mixing console

Edit section

Mixing console, when you click a window pops up:

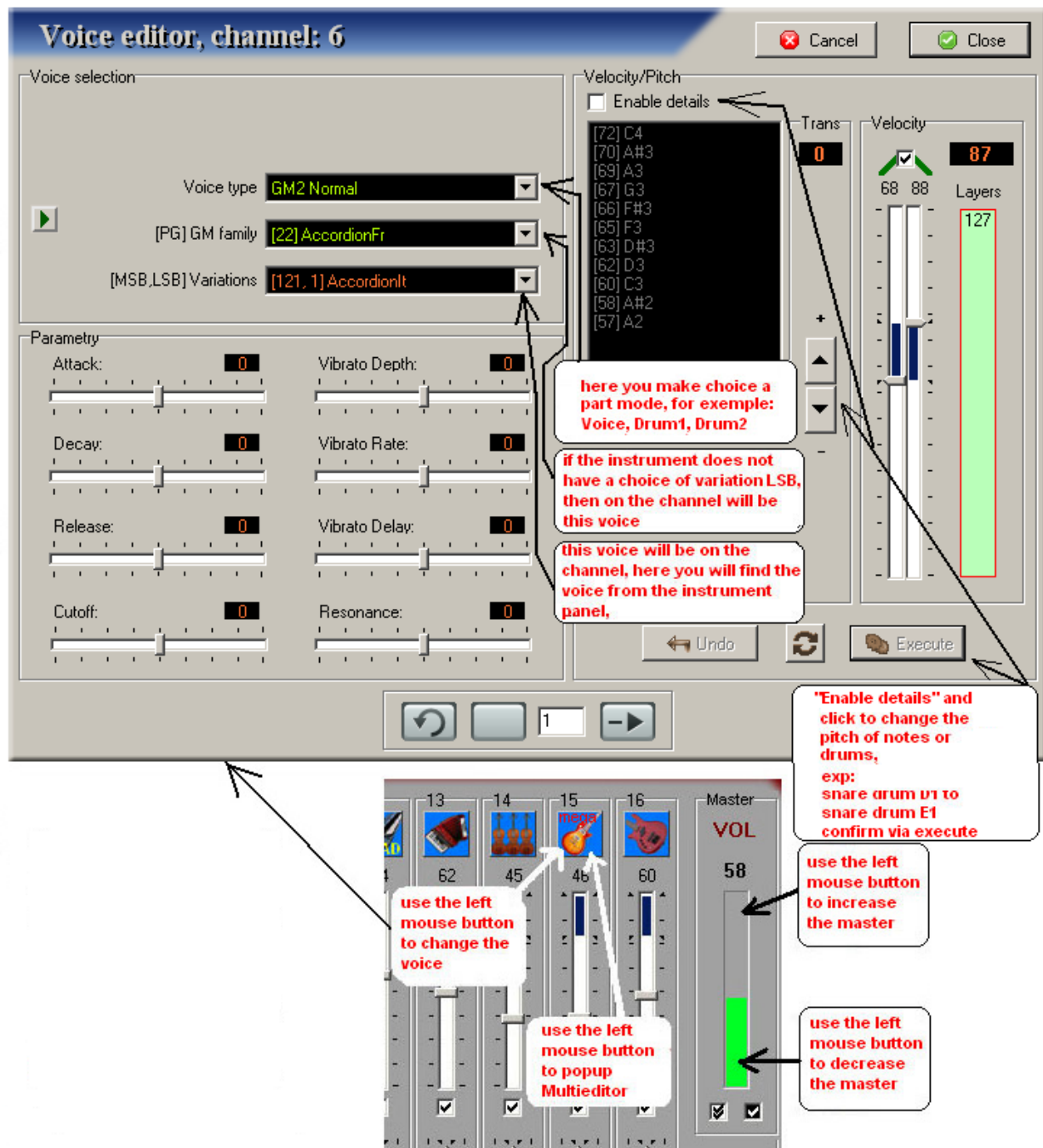


Pic.1. Mixing console.

!Note: Mixing console displays and edits the first voice on the channel. If on the channel is more than one voice (Program Change message) to edit use the Multieditor.

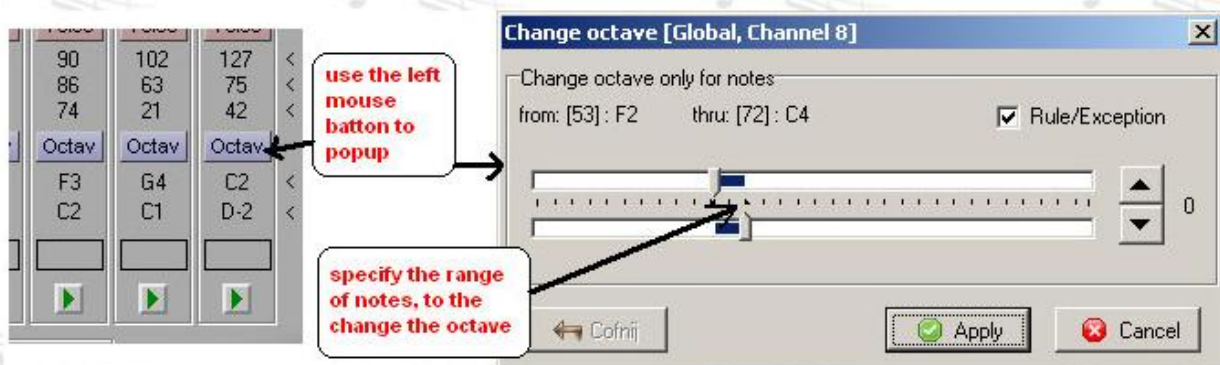
You can make change the most important parameters midi channels, **Volume**, **Reverb**, **Chorus**, **Delay**, **Balance**. All changes can be monitored in real time, using the embedded player module. **Master** field allows you to modify the selected parameter on any channel for which the box is checked under the slider.





Pic.2. Master modify (Volume, Reverb, Chorus, Delay), change voice, Velocity and pitch notes.

Layers - indicator presenting the layers of voice. Thanks to the indicator of layers You can control not only velocity of notes, but also you can control the articulation of sound.



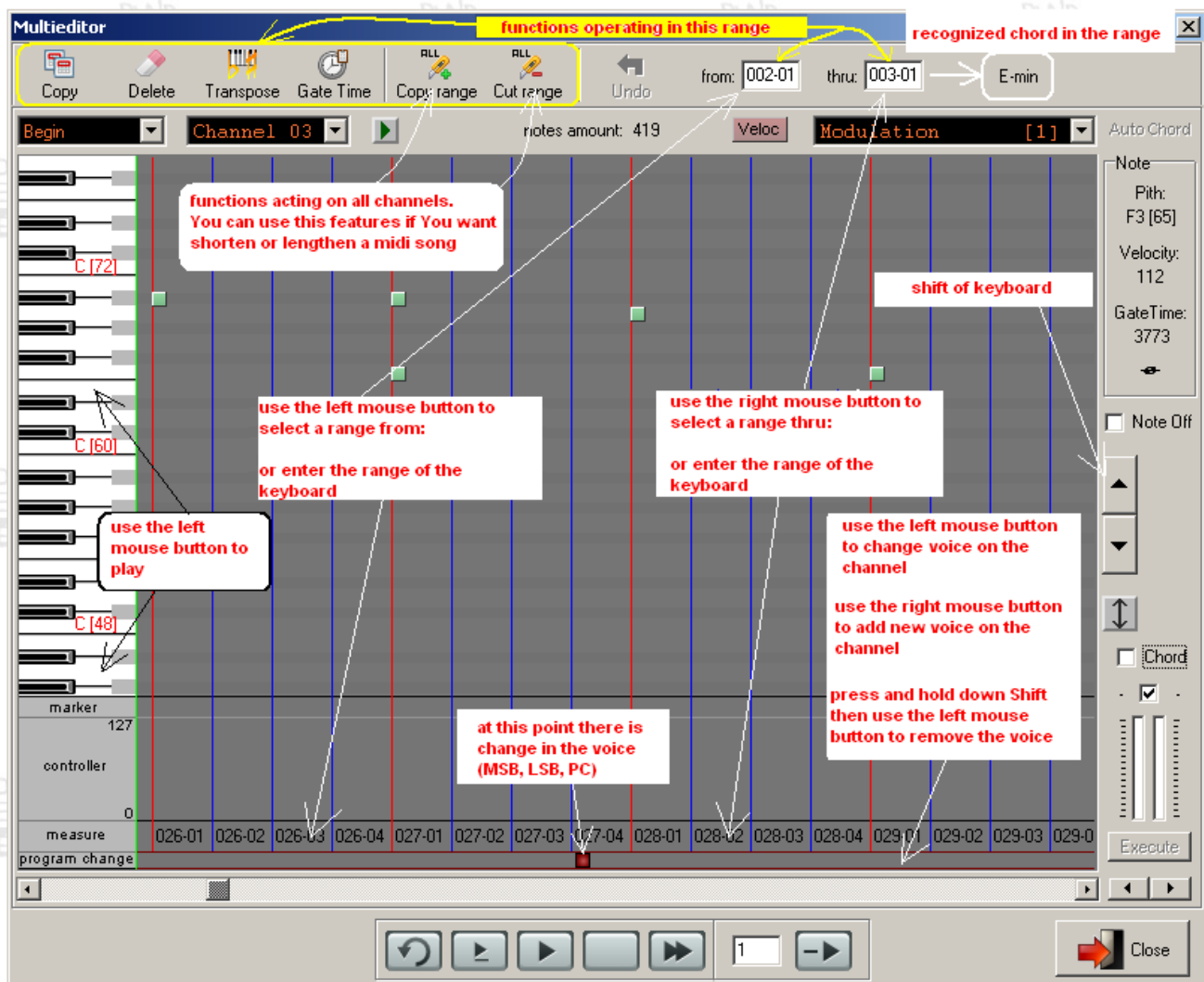
Pic.3. Change of octave.

7. Multieditor

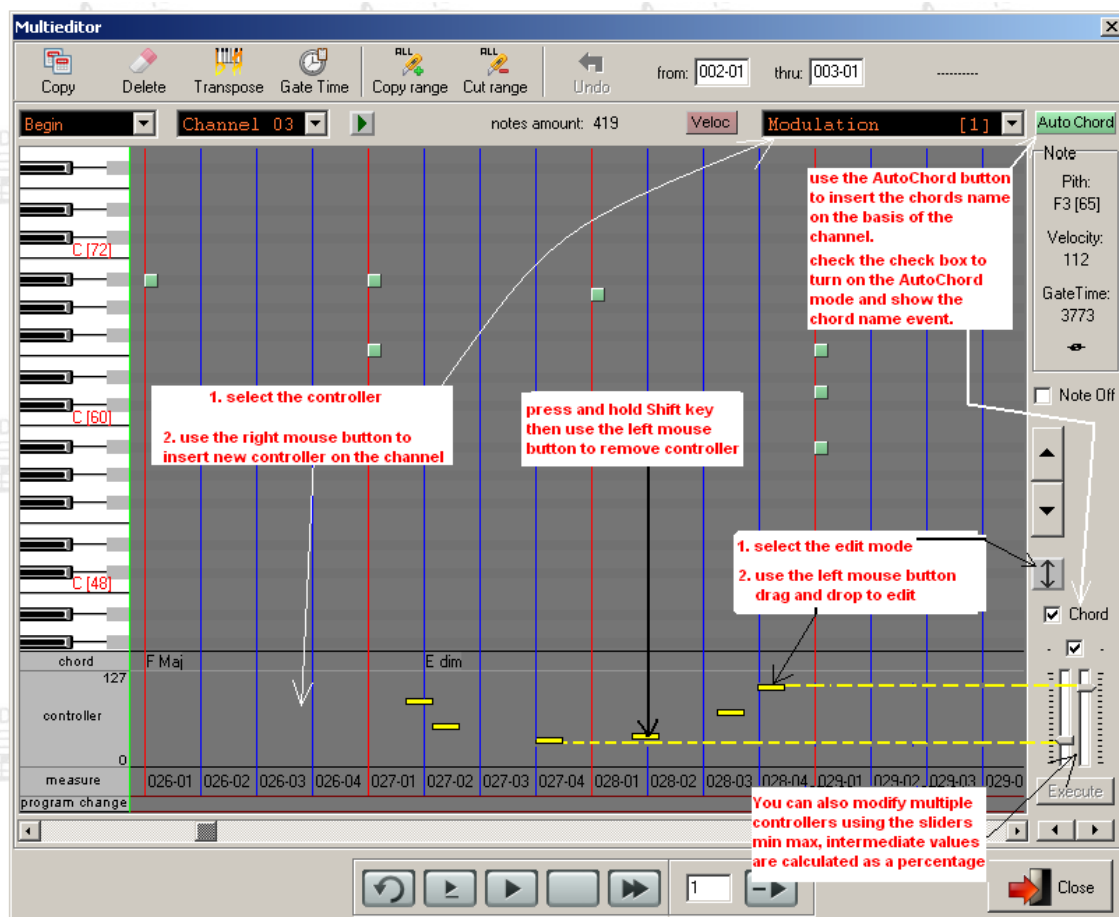
Edit section

Multieditor this is powerful tool equipped with a in piano roll, recognizes over 300 chords, is equipped with the tools that affect the range or a single midi events.

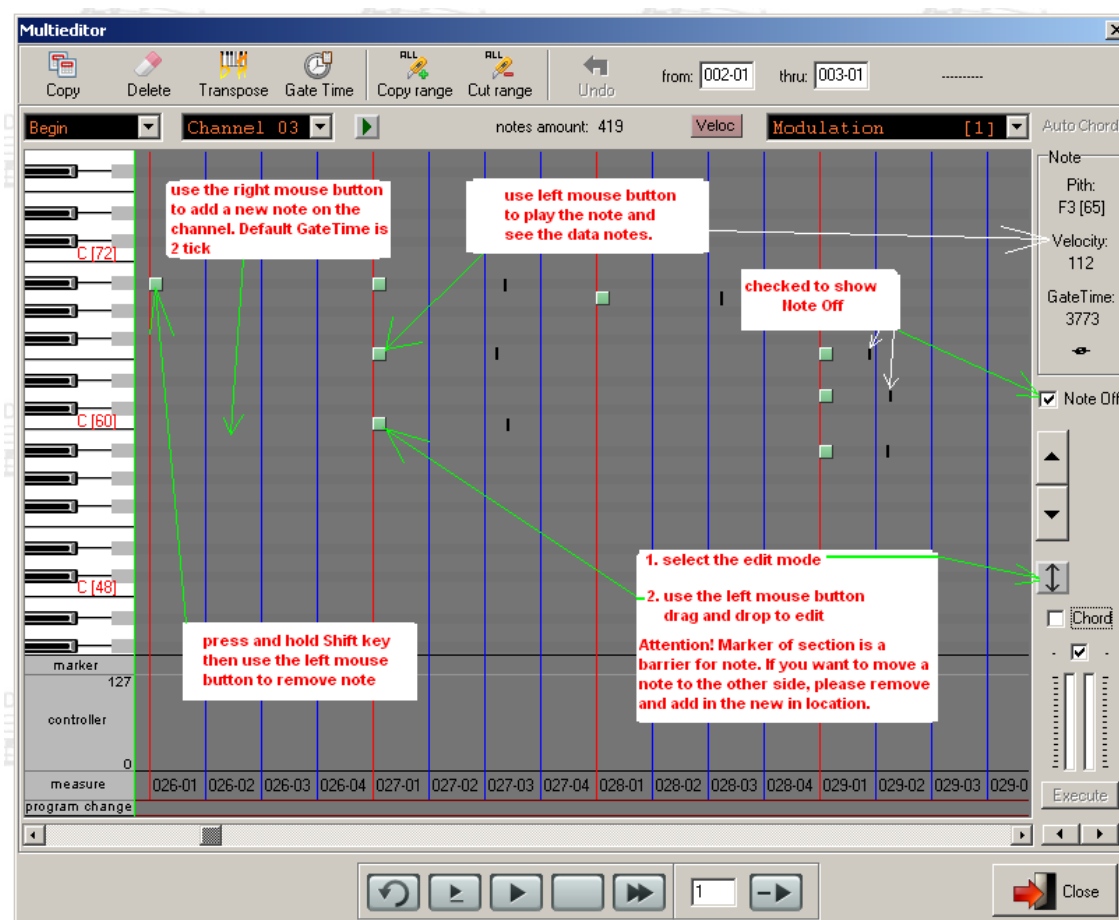
See the following pictures.



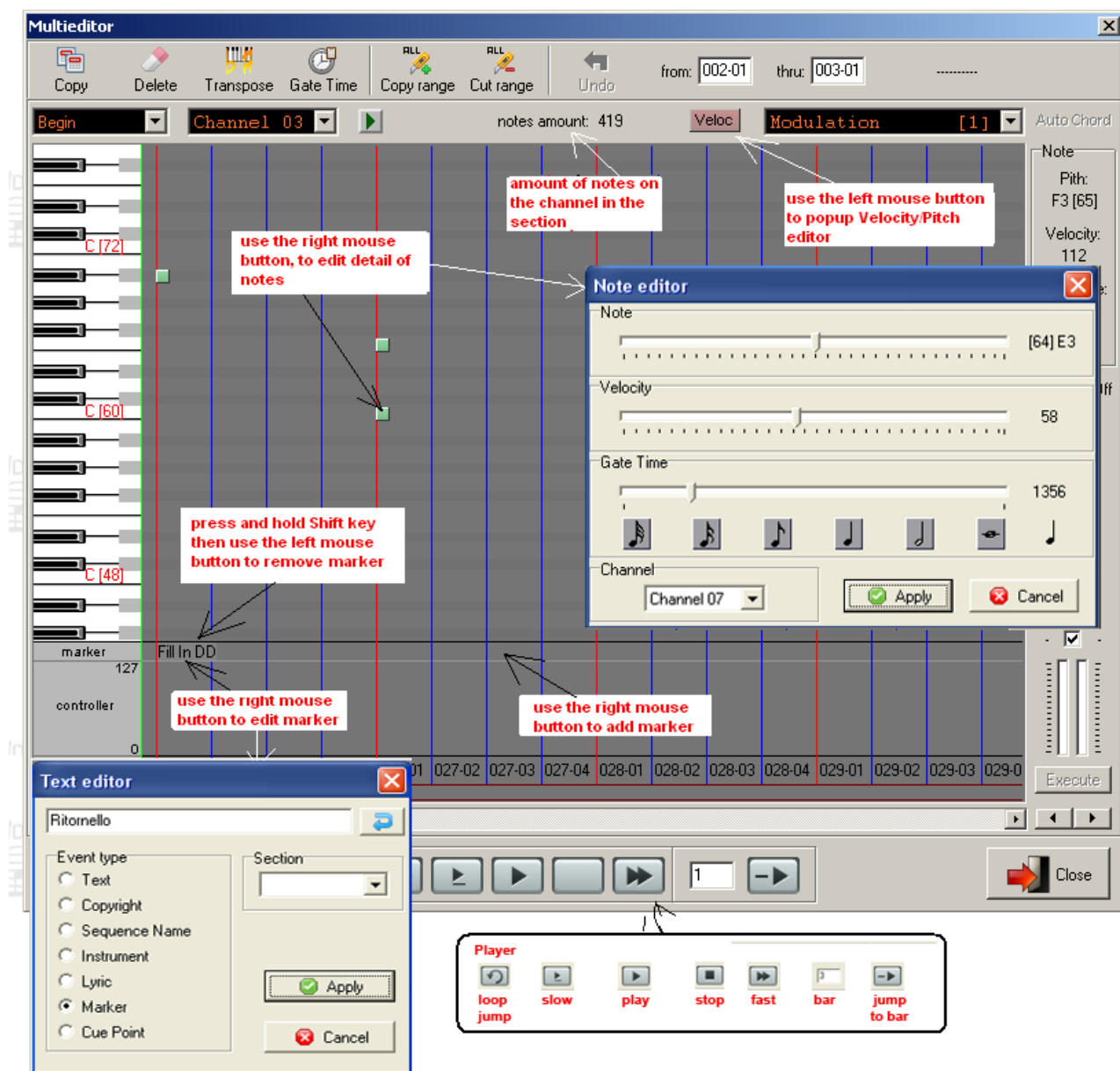
Pic.1. Tools of range, add, change and delete "full" Program Change (with MSB and LSB).



Pic.2. Modify, add and delete controllers.



Pic.3. Modify, add and delete notes.



Pic.4. Edit the details of notes, modify, add and delete markers.

Note! The markers line in Multieditor also serves as chords line: to enable the chords display, check the box [Chord] on the right side of the panel under the selection box of the edit mode: the line name on the left will change to [chord] and you will see chords in the song. Unchecking the box [Chord] the name of the line will change to [Markers] and you will see the track markers.

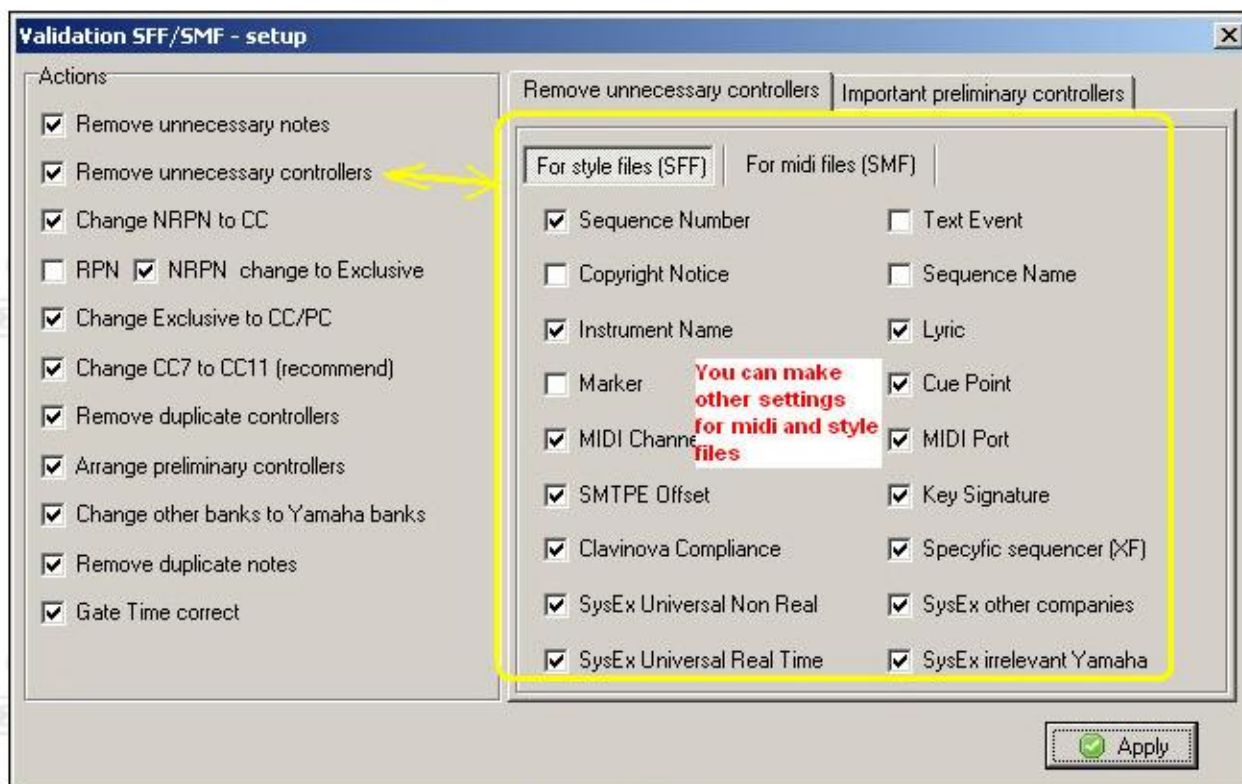
8. Validation SFF/SMF

Tools section

Validation SFF/SMF - configurable tool, consists of multiple functions that You can enable or disable to more or less arrange the style or midi file. We recommend that you start and finish work with a file using this tool. Validation SFF/SMF recognizes the file type and depending on whether it is a midi or style uses different functions

Settings section

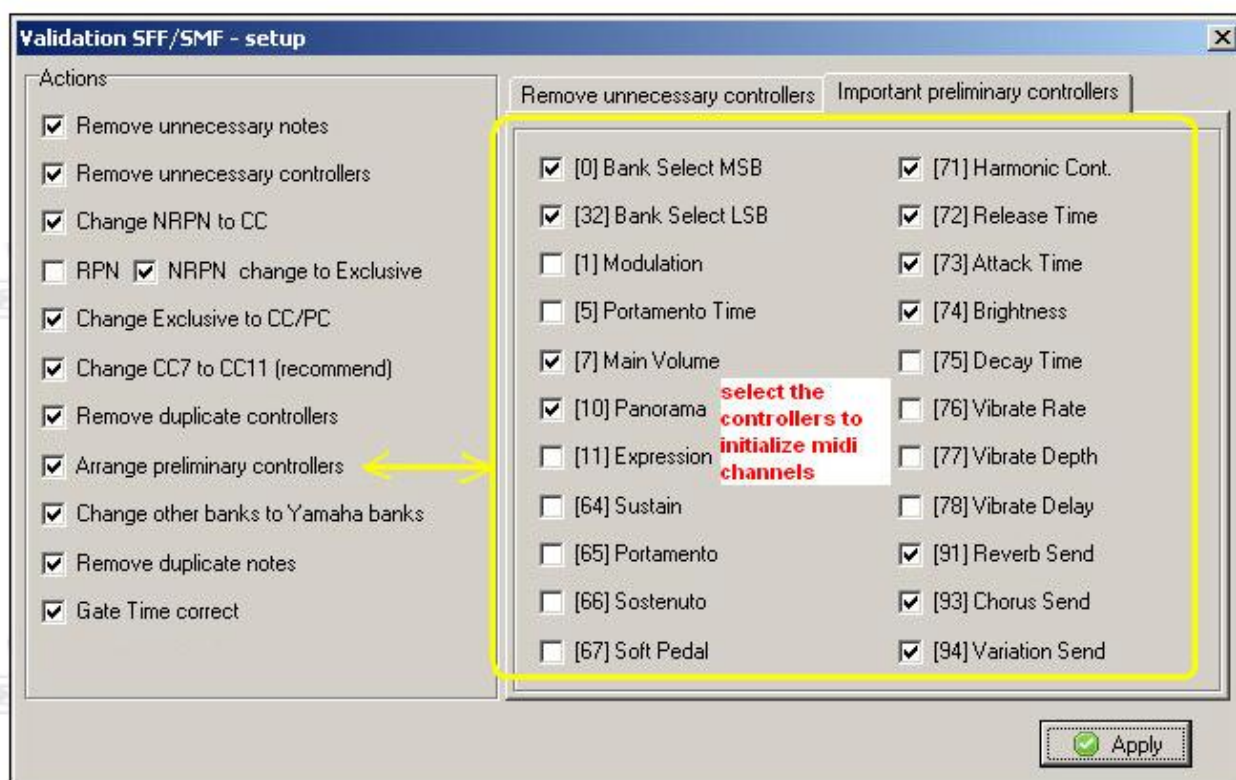
Validation, when you click a window pops up. You can done configuration exactly according to your needs (Pic.1.).



Pic.1. Config 1.

- **Remove unnecessary notes** - removes inaudible notes. Note is removed when the velocity value is less than 1/8 maximum velocity of note on the channel.
- **Remove unnecessary controllers** - removes controllers from midi channel which don't have notes. Removes sysex other manufacturers, damaged sysex and other midi events chosen by user. For this function You can make detailed configuration.
- **Change NRPN to CC** - provided it is possible is changing NRPN packages to appropriate controllers CC71, CC72, CC73, CC74, CC76, CC77, CC78.
- **RPN, NRPN change to Exclusive** - provided it is possible is changing RPN and/or NRPN packages to appropriate sysex MultiPart.
- **Change Exclusive to CC/PC** - provided it is possible is changing sysex MultiPart to appropriate Control Change and Program Change.
- **Change CC7 to CC11** - (only midi file) these events are responsible for the volume of the channel, if they are by turns and they are many then mastering is difficult. The function is replacing (except for first) all CC7 (Volume) to CC11(Expression), values are calculated that song isn't losing on volume and expression.

- **Remove duplicate controllers** - removes controllers, occurring one after the other on the channel, that have the same value and not give anything new - are unnecessary.
- **Arrange preliminary controllers** - configurable function, arms each channel midi with the necessary controllers
- **Change other banks to Yamaha banks** - when controllers selection of voice banks CC0 (MSB) and CC32 (LSB) indicate unknown banks for Yamaha instruments, the program will modify, to point Yamaha voice banks.
- **Remove duplicate notes** - function used to remove duplicate notes on the same channel. The function was designed so that from among two or more identical notes, removed are those that have smaller GateTime and/or Velocity values. As a result, removed are notes less audible. Function accessible also from the menu bar in tools section.
- **Gate Time correct** - you will not find this tool in other midi editor. This function modifies:
 - maximum GateTime of notes so that was NoteOff before will NoteOn again,
 - minimum GateTime of the notes so that GT=1 tick clock, not GT=0 tick clock,
 - removes redundant NoteOff event appearing in damaged files.
 Perform this operation often reduces the need for polyphony.
 Function accessible also from the menu bar in tools section.

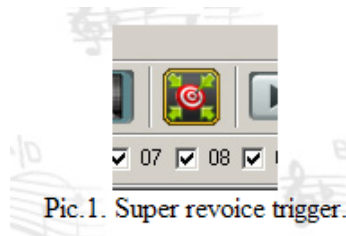


Pic.2. Config 2.

9. Super revoice

Tools section

Super revoice is a tool, which certainly will fascinate more than one MidiWorks end user. With one click you will change the automatically ordinary midi file in the GM standard (General Midi) in the dedicated file for your instrument.



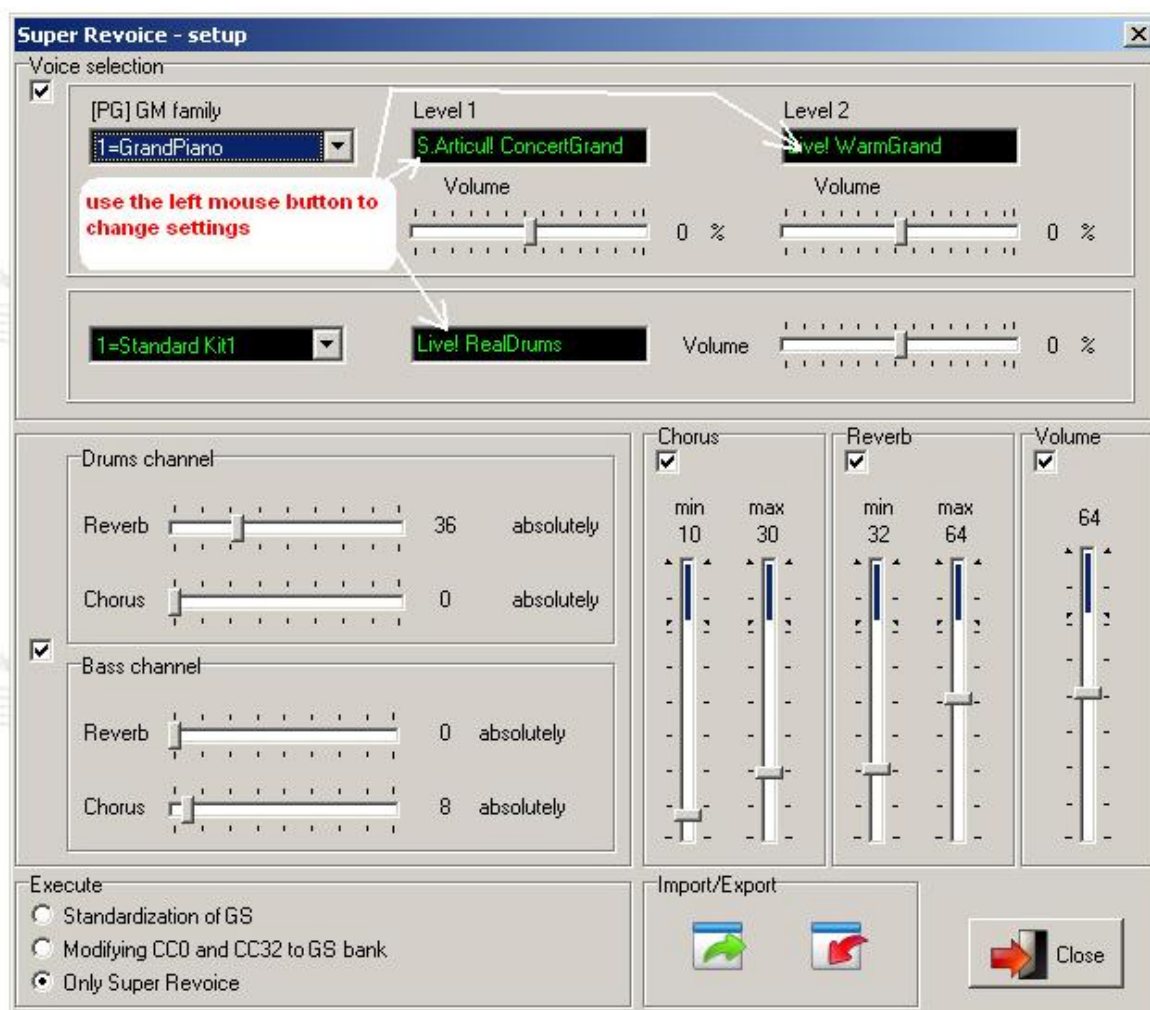
Pic.1. Super revoice trigger.

Two-level revoicing of melodic channels provides the automatic, unique swap GM voice to panel voice.

Automatic correction works also on volume, reverb and chorus. Additionally change volume, can automatically be corrected in percentage terms depending on needs, for everyone of voice/channel.

Super revoice recognizes bass and drums channel and applying separate settings for reverb and chorus.

Super revoice is full configurable, as well as provides export and import of settings. For the end the most important feature - incredibly straight manual.



Pic.2. Super revoice window configuration.

Configuration - Super Revoice to work correctly requires proper configuration, any unspecified settings are not applied during the operation Super Revoice.

For every voice from family of General Midi (CC0 = 0, CC32 = 0) can be indicated voice, which will replace voice of GM. - you configure the Level 1.

Level 2 is an alternative voice, if there is more of the same sounds in the song, for example: 3 channel = 22 (accordion) and 6 channel = 22 (accordion). Level 2 does not need to be configured. Configuration settings for the drum track is similar.

Example effect for settings from Pic.2. After apply Super Revoice on midi file in which there are two paths from the sound of Grand Piano will be as follows - on the channel where is notes with greater velocity will be inserted S.Articul! ConcertGrand voice, on the second channel Live! WarmGrand.

If on the drum's channel voice is Standard Kit1 will be replaced by voice of Live! RealDrums. Drum's reverb will be set to 36, value chorus to 0.

On bass's channel, reverb will be set to 0, value chorus to 8.

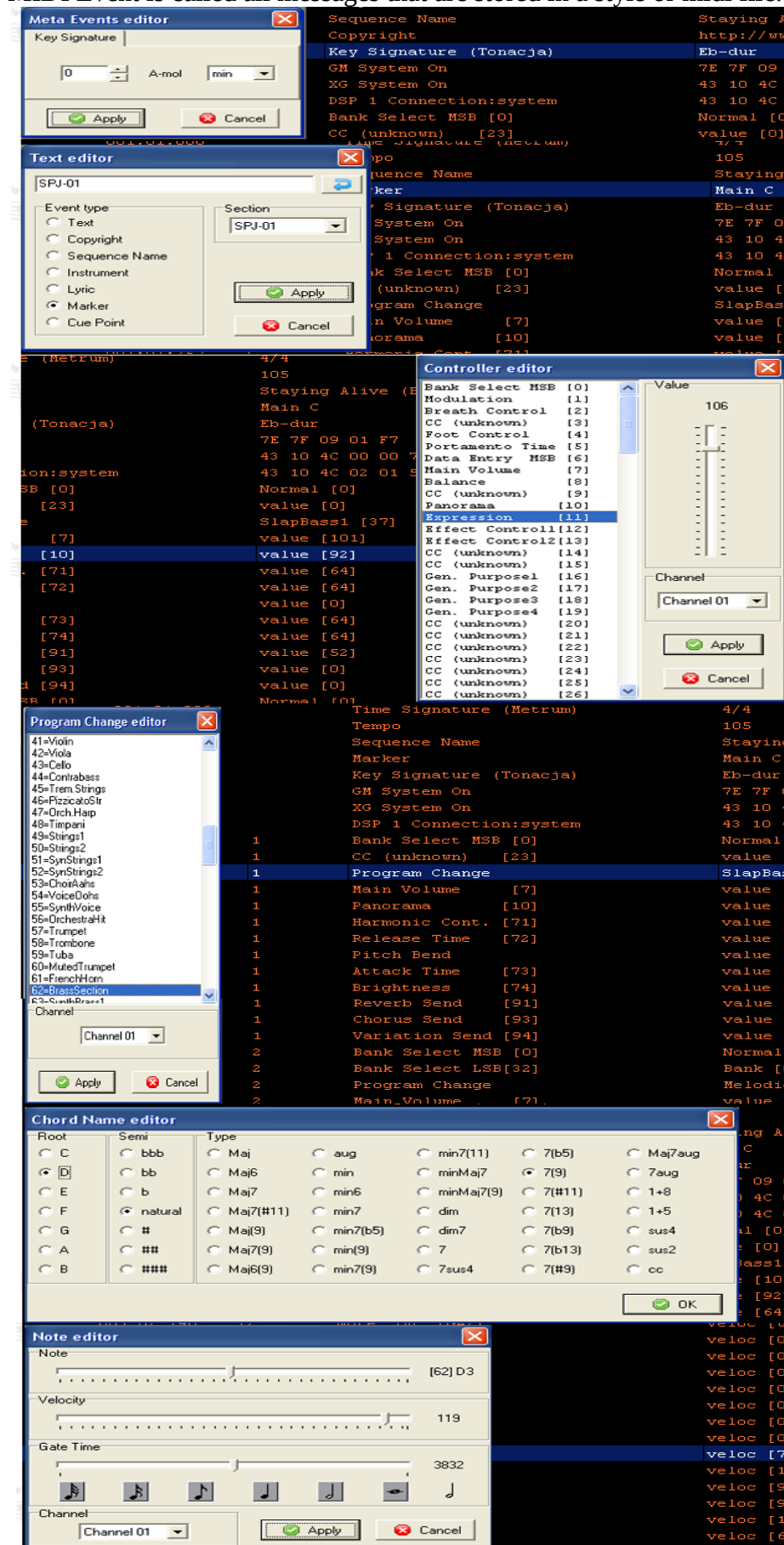
Chorus on all channels (except drums and bass channels) will be minimum value 10 and maximum value 30.

Reverb on all channels (except drums and bass channels) will be minimum value 32 and maximum value 64.

Master volume will be 64 value.

10. Edit controllers and notes

MIDI Event is called all messages that are stored in a style or midi file.



Pic. 1. MIDI Event editing window.

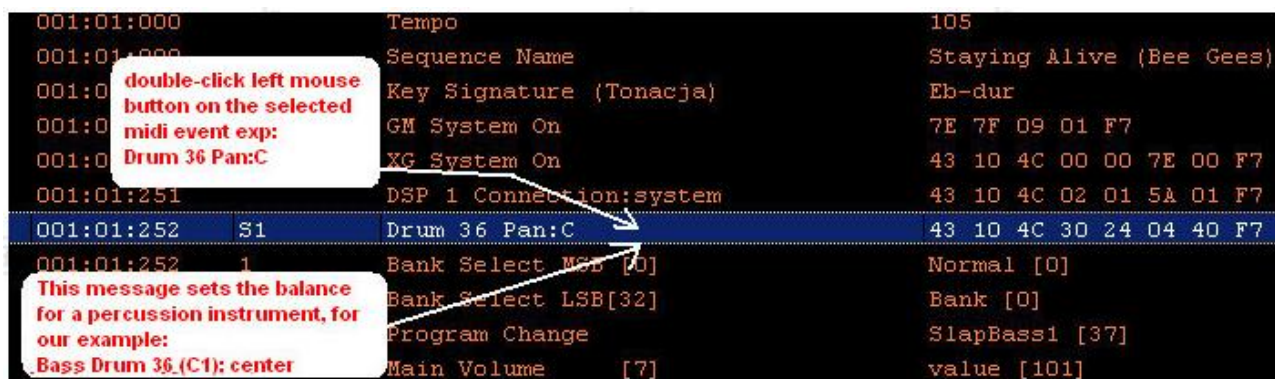
It would seem that this is black magic to the uninitiated but it is not so much, and so the most important are:

- Note On - turn on note
- Note Off - turn off note
- Program Change - voice choice
- Control Change - set of controllers that are responsible for many parameters such as:
CC11 - expression, CC7 - volume, CC91 - reverb, CC93 - chorus, CC10 - balance
- Pitch bend (wheel) - deflection of the pitch knob
- After touch - after key press modulation for channel
- Poly after touch - after key press modulation for note
- Marker - used to select place in midi file
- Chord Name - contains data about the displayed chords
- System Exclusive - a very powerful controller that allows transmission of any data

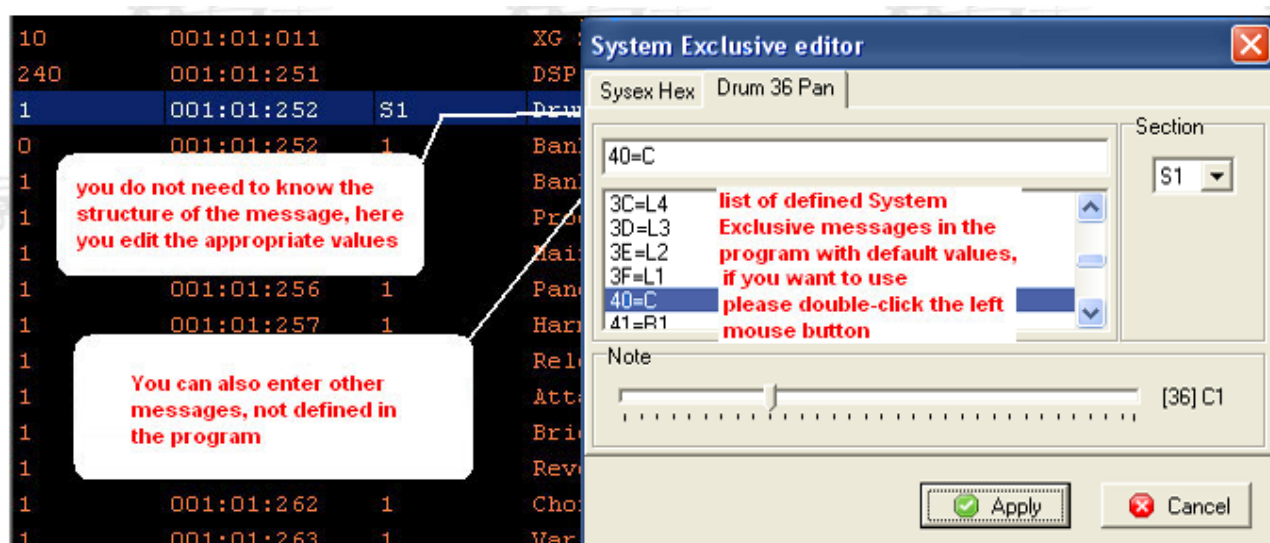
In MidiWorks You can edit all these messages in the main window. double click on the selected MIDI event, or select the event and press ENTER on Your PC keyboard.

11. System Exclusive edit

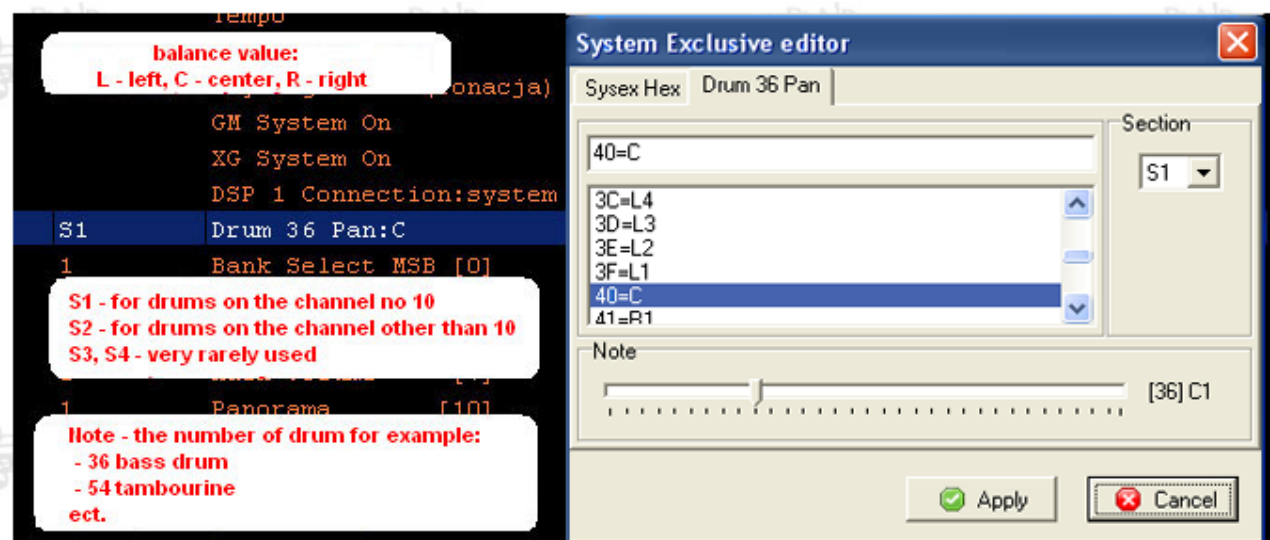
If you want to edit System Exclusive message proceed as in the visible screens:



Pic.1. Step one.



Pic.2. Step two, variant first.

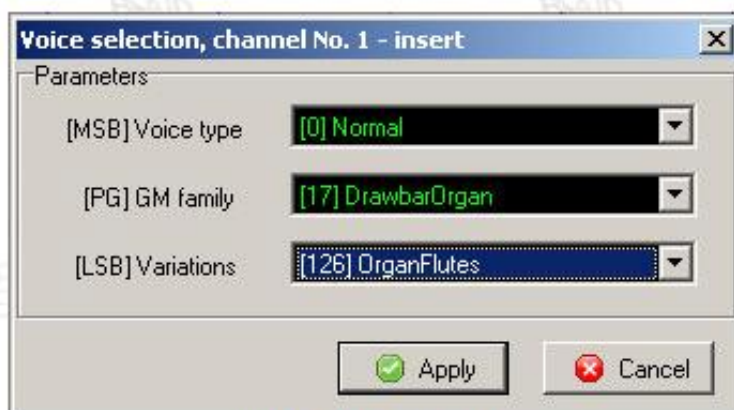


Pic.3. Step two, variant second.

12. Footage - Organ Flutes

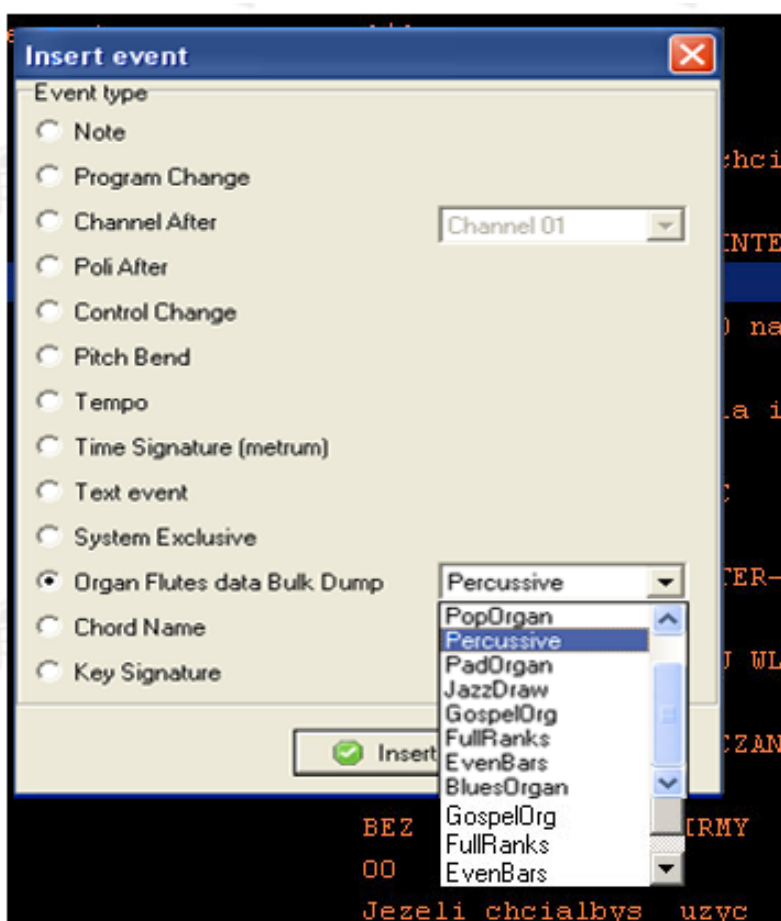
The MidiWorks software allows you to insert on the midi channel the Organ Flutes voice. To do this, follow the steps:

- **Step one - use Mixing Console or Multieditor and select the Organ Flutes voice.**
Make settings in the order [MSB] Voice type, next [PG] GM family and next [LSB] Variations.



Pic.1. Select the voice.

- **Step two - in Main window use the Insert Event tool and insert message Organ Flutes data Bulk Dump.**



Pic.2. Choice preset Organ Flutes voice.

- **Step three - edit the message Organ Flutes data Bulk Dump, and select the appropriate midi channel (the same as in the first step).**

If You want, You can edit the OrganFlutes voice by using sliders (16' 8' 5,1/3' 4' 2,2/3' ect.). In order to confirm changes use the button [Apply]. To hear the effect of setting, please send the OrganFlutes data Bulk dump to instrument.



Pic.3. Footage Organ Flutes.

13. History

v 1.3.1

- in the "Window of voice selection and voice edit" added new features: velocity editor, pitch editor and tune of drums



- Channels manager - improved transposition
- Mixing console - fix error controller of Dry/Wet in DSP effects

v 1.0.3.2

- improved detection markers of SPJ in midi files

v 1.0.3

- fix autochord in the songs with changeable time signature
- add - move and copy channels has effect on the CASM parameters

v 1.0.2

- The first official version