S03 Voice Editor Owner's Manual

Contents

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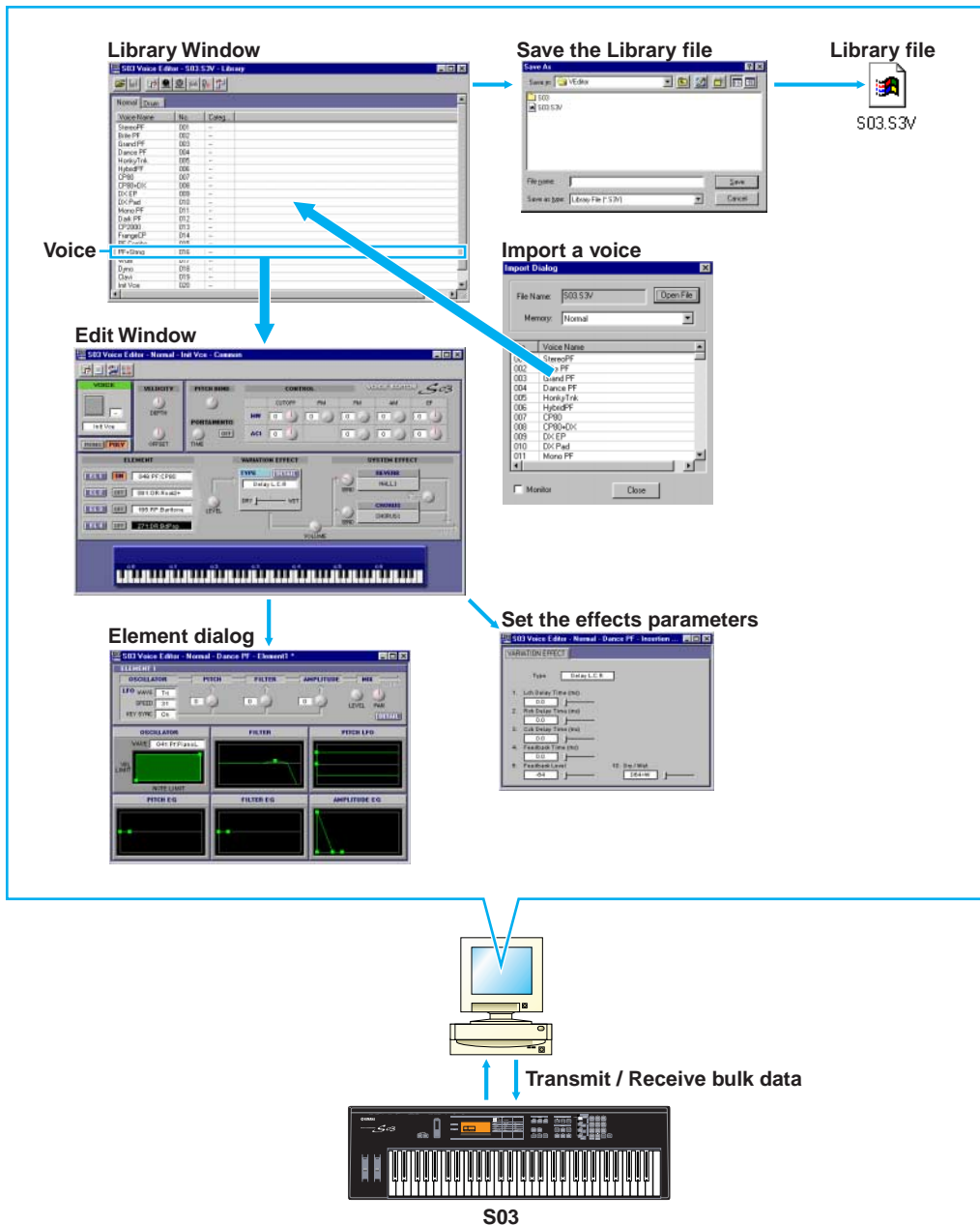
This owner's manual assumes that you are already familiar with basic Windows/Macintosh operation. If you are not, please refer to the owner's manual which came with your Windows/Mac OS software before using Voice Editor.

For information about hardware requirements, the interconnection of devices and the installation of the Voice Editor software, refer to the separate "Installation Guide" as well as the Owner's Manual for the respective MIDI device.

Introduction

With S03 Voice Editor (hereafter referred to as Voice Editor), you can edit your S03 synthesizer's voices and effects via your computer. Its graphical user interface provides for easy editing by presenting each synthesizer parameter on screen as a slider, switch, and so on, which can be manipulated using your computer's mouse or keyboard. Finally, all the changes you have made to your voices can be saved to your computer.

♪ NOTE Voice Editor for Windows is a plug-in for XGworks(lite). To use Voice Editor for Windows, XGworks(lite) must be installed beforehand.

Library Window

Save the Library file

Library file

S03.S3V

Voice

Import a voice

Edit Window

Element dialog

Set the effects parameters

Transmit / Receive bulk data

S03

2

Starting Up

Windows

Start Voice Editor by starting XGworks and choosing "S03 VoiceEditor" from the "Plug-in" menu.

Macintosh

♪ NOTE If you are using Voice Editor on a Macintosh computer, open the "Chooser" from the Apple menu and turn off "Apple Talk."

Open the "S03 Voice Editor" folder in the "YAMAHA Voice Editor" folder and double-click the "S03 Voice Editor" icon.
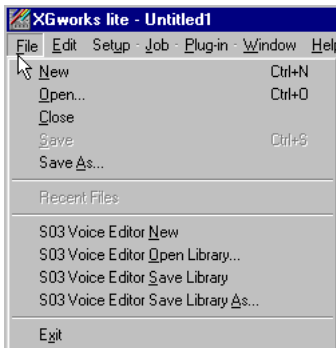
Menu Bar

The Menu Bar holds various editing and setup functions/commands in its menus. Click each of the menu names to open their pull-down menu, and choose the function/command you wish to apply. Those functions/commands which are unavailable are grayed out.

♪ NOTE The most commonly-used menus in the Menu Bar are available as buttons in Voice Editor's toolbar.
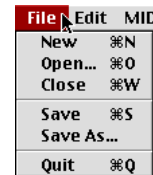
♪ NOTE To use Voice Editor for Windows, refer to the documentation that came with XGworks(lite).

File

Windows

XGworks lite - Untitled1
File Edit Setup Job Plug-in Window Help
New   Ctrl+N
Open...   Ctrl+O
Close
Save   Ctrl+S
Save As...
Recent Files
S03 Voice Editor New
S03 Voice Editor Open Library...
S03 Voice Editor Save Library
S03 Voice Editor Save Library As...
Exit

Macintosh

File Edit MID
New   ⌘N
Open...   ⌘O
Close   ⌘W
Save   ⌘S
Save As...
Quit   ⌘Q

S03 Voice Editor New (New)
Creates and opens a new Library file.

S03 Voice Editor Open Library (Open)
This is the same as the "Open" button in the Toolbar (Page 8).

S03 Voice Editor Save Library (Save)
This is the same as the "Save" button in the Toolbar (Page 9).

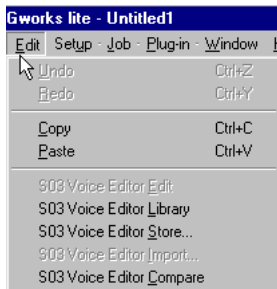## S03 Voice Editor Save Library As (Save As)

Lets you save the Library file under a new or different name.

Close (Macintosh only)

Close the window. This is the same as the "Close" box in the Title Bar.

Edit

Windows

```
Gworks lite - Untitled1
 Edit  Setup · Job · Plug-in · Window  H
     Undo                    Ctrl+Z
     Redo                    Ctrl+Y

     Copy                    Ctrl+C
     Paste                   Ctrl+V

     S03 Voice Editor Edit
     S03 Voice Editor Library
     S03 Voice Editor Store...
     S03 Voice Editor Import...
     S03 Voice Editor Compare
```

Macintosh

```
 Edit  MIDI   Wind
   Copy        ⌘C
   Paste       ⌘V

   Store...
   Edit        ⌘E
   Library     ⌘L
   Import...   ⌘I
   Compare     ⌘Z
```

Copy

Copies the selected voice to the clipboard. If nothing is selected, this item is grayed out.

Paste

Copies the voice from the clipboard to Voice Editor.

S03 Voice Editor Edit (Edit)

This is the same as the "Edit Window" button in the toolbar (Page 12).

S03 Voice Editor Library (Library)

This is the same as the "Library Window" button in the toolbar (Page 14).

S03 Voice Editor Store (Store)

This is the same as the "Store" button in the toolbar (Page 14).
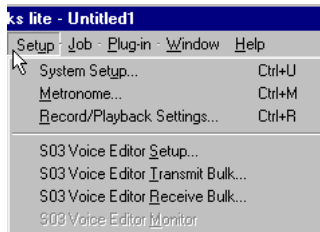
S03 Voice Editor Import (Import)

This is the same as the "Import" button in the toolbar (Page 13).

S03 Voice Editor Compare (Compare)

This is the same as the "Compare" button in the toolbar (Page 15).

Setup (Windows) / MIDI (Macintosh)

Windows

```
ks lite - Untitled1
Setup  Job  Plug-in  Window  Help
  System Setup...              Ctrl+U
  Metronome...                 Ctrl+M
  Record/Playback Settings...  Ctrl+R

  S03 Voice Editor Setup...
  S03 Voice Editor Transmit Bulk...
  S03 Voice Editor Receive Bulk...
  S03 Voice Editor Monitor
```

Macintosh

```
MIDI  Windows  Help
Editor Setup...

OMS Port Setup...
OMS MIDI Setup...
OMS Studio Setup...

Transmit...
Receive...
Monitor
```

S03 Voice Editor Setup (Editor Setup)

This is the same as the "Editor Setup" button in the toolbar (Page 10).

S03 Voice Editor Transmit Bulk (Transmit)

This is the same as the "Transmit" button in the toolbar (Page 11).

S03 Voice Editor Receive Bulk (Receive)

This is the same as the "Receive" button in the toolbar (Page 12).

S03 Voice Editor Monitor (Monitor)

This is the same as the "Monitor" button in the toolbar (Page 12).

OMS Port Setup (Macintosh only)

Opens the OMS Port Setup window for Voice Editor. Refer to the section "OMS Port Setup" (Page 24) for further details.

OMS MIDI Setup (Macintosh only)

Opens the OMS MIDI Setup window. Refer to the documentation that came with OMS for further details.

OMS Studio Setup (Macintosh only)

Opens the OMS Studio Setup window. Refer to the documentation that came with OMS for further details.

The Library Window

When you start Voice Editor, you will first see the Library Window consisting of the "Normal" and "Drums" tabs, each representing the voice type. Each tab lists all the names, numbers and categories of voices in the selected voice type group. When you choose to edit a voice from the Library Window by double-clicking it, the Edit Window for that voice will be opened.

NOTE You can save your settings as a Library file (*.S3V).
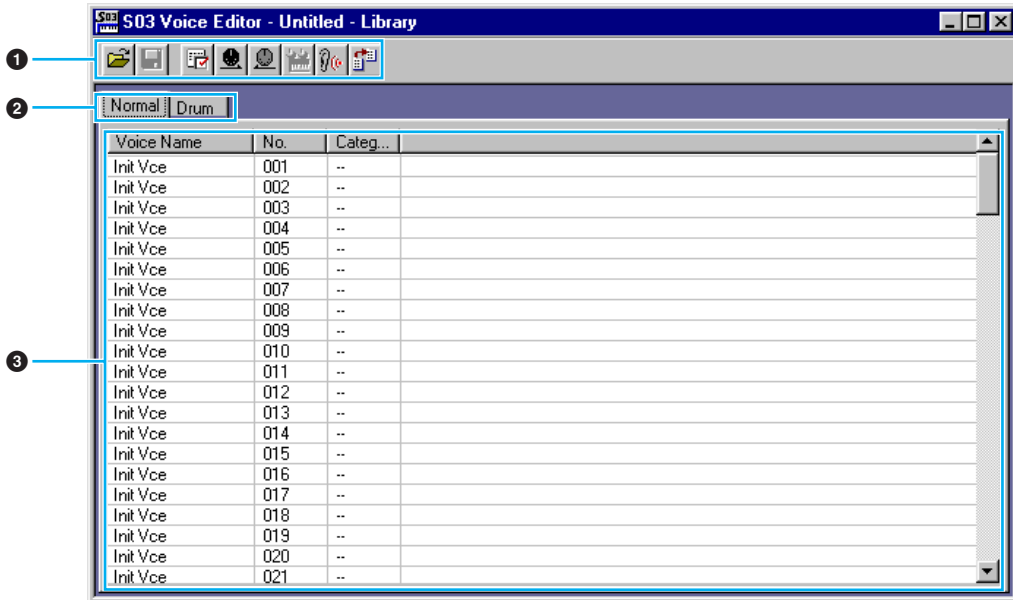
❶ Toolbar
This area holds the buttons controlling Voice Editor (Page 8).

❷ Tabs
Click one of these to view the voice list for that group.
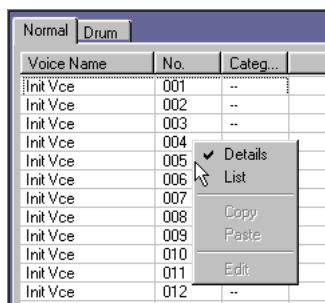
❸ Voice list
This area shows all the voices in the selected group as a scrollable list. The name, number and Category of each voice are shown. You can rearrange the voices by dragging-and-dropping their voice numbers to a new location. You can rename a voice in Windows by selecting the voice name, then clicking on it again to enter a new name. On the Macintosh, you click on the voice name while holding down [Control], choose "Edit Voice Name" from the pull-down menu and enter the new name in the dialog.

NOTE To select a continuous block of voices, click the number of the first voice, hold down the [Shift] key, then click the last number.

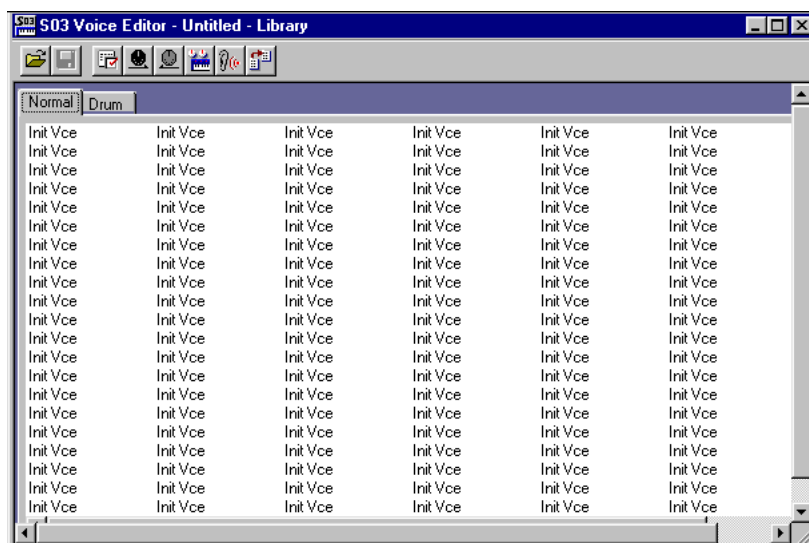**NOTE** Voice names can consist of up to 8 characters.

Viewing Just the Voice Names (Windows)

You can view just the names of all voices in the group without their "Number" and "Category" information. To do this, right-click on any part of the voice list and choose "List." This may be useful when choosing voices quickly, since you will have less scrolling to do.

NOTE To switch back to the full Voice Name/Number/Category list, right-click on any part of the voice list and choose "Details."

The Toolbar

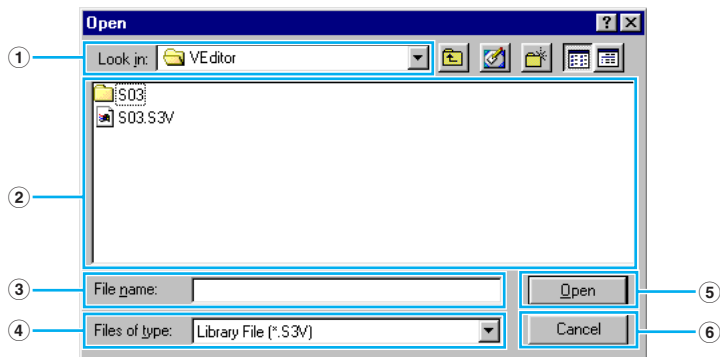**S03 Voice Editor - Untitled - Library**

❶ ❷ ❸ ❹ ❺ ❻ ❼ ❽

❶ "Open" button
Click this to open the "Open File" dialog and select a Library file to open.

"Open File" Dialog

Open

Look in: ☐ VEditor

☐ S03
⊠ S03.S3V

File name:

Files of type: Library File (*.S3V)

Open

Cancel

🎵 **NOTE** If you are using a Macintosh, the typical Macintosh "Open" dialog will appear.

① **"Look in:"** ....Click this and choose the folder containing the Voice Editor files.
② **List box** ....Shows the contents of the current folder.
③ **[Open] button** ....Click this to open the file selected from the List.
④ **[Cancel] button**.........Click this to cancel the operation.
⑤ **"File name:"** ....Shows the name of the files selected from the List.
⑥ **"Files of type:"** ....Click this and choose the file type.

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❷ **"Save" button**
Click this to save the existing Library file with your new settings. If you are working on a new file, this button will open the "Save As" dialog, where you can name and save your settings as a new Library file (*.S3V).

"Save As…" Dialog

🎵 **NOTE** Library file names can consist of up to 8 characters plus a 3-character extension.
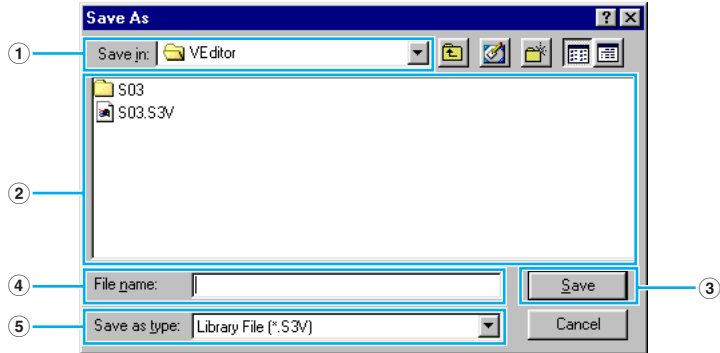
🎵 **NOTE** If you are using a Macintosh, the typical Macintosh "Save As" dialog will appear.

① **"Save in:"**..................Click this and choose the folder in which to save the Library file.
② **List box** ....Shows the contents of the folder you wish to save to.
③ **[Save] button** ....Click this to save the Library file with the name specified in the "File name:".
④ **"File name:"**..............Specify the name of the Library file to be saved here.
⑤ **"Files of type:"** ....Click this and choose the file type.

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❸ **"Editor Setup" button**

Click this to open the "Editor Setup" dialog and specify the MIDI Out port settings.

"Editor Setup" Dialog

This is where you set up the Voice Editor to allow the transmission of voice data to your S03 synthesizer. Click the [OK] button to apply the settings and quit the dialog. Click the [Cancel] button to quit without applying the settings.
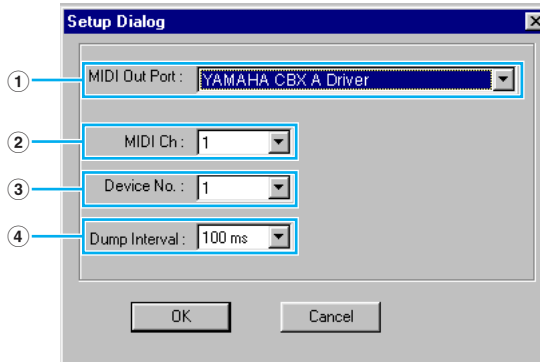
① **"MIDI Out Port:"** ....Click this and choose the MIDI Out port. You can use the Voice Editor to control and edit the device connected to this port. Select the port which has been assigned to your S03 synthesizer within XGworks(lite).

   NOTE If you are using a Macintosh, the MIDI Out Port setting is assigned in the OMS Port Setup. For further details, see section "OMS Settings." (Page 23)

② **"MIDI Ch:"** ....Click this and choose the MIDI Out channel. This is used when monitoring sounds using the on-screen keyboard in the Edit Windows.

③ **"Device No.:"** ....Click this and choose the MIDI device number of your S03 synthesizer.

④ **"Dump Interval:"** ......Click this and choose the interval between successive MIDI dumps.

   NOTE If you set too short an interval, you may encounter errors when transmitting MIDI data.

❹ **"Transmit" button**
Click this to open the "Transmit" dialog to transmit all settings to your S03 synthesizer.

"Transmit" Dialog

Voice data can be transmitted in bulk to your S03 synthesizer. Click the [Start] button to begin transmitting the data. The progress bar shows how much of the data has been transmitted. Finally, click the [Close] button to quit the dialog.
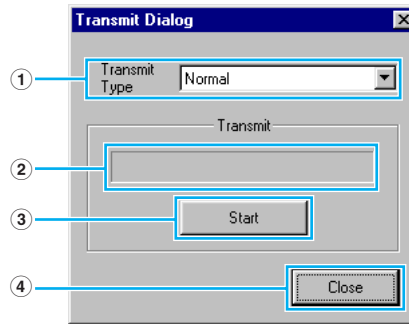
- ① **"Transmit Type"**........Shows the voice data (Normal/Drum/All) to be transmitted.
- ② **Progress bar**.............Shows how much of the data has been transmitted.
- ③ **[Start] button** ....Click this to transmit the data.
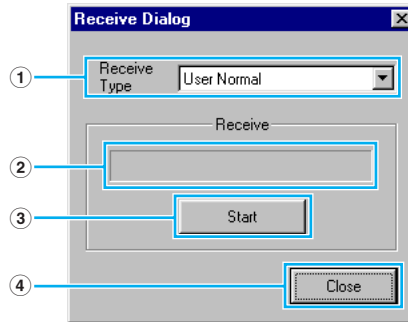- ④ **[Close] button**...........Click this to close this dialog.

   🎵 NOTE The MIDI Device Number has to be set correctly in order to transmit bulk data. For further details, see page 10.

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❺"Receive" button

Click this to open the "Receive" dialog to receive all settings from your S03 synthesizer.

"Receive" Dialog

Voice data can be received in bulk from your S03 synthesizer. Select the bulk voice data you wish to receive, then click the [Start] button. The progress bar shows how much of the data has been received. Finally, click the [Close] button to quit the dialog.

① **"Receive Type"** ....Click this and choose the Voice data (User Normal/User Drum/ Preset Normal/Preset Drum) to receive.

② **Progress bar** ....Shows how much of the data has been received.

③ **[Start] button** ....Click this to receive the data.

④ **[Close] button**...........Click this to close this dialog.

> 🎵 NOTE The MIDI Device Number has to be set correctly in order to receive bulk data. For further details, see page 10.

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❻ "Edit Window" button

Click this to open the Edit Window (Common) for the selected voice in the list. For further details, see page 14.

❼ "Monitor" button

If you click this, bulk voice data will be sent for monitoring on your S03 synthesizer each time you select a voice. Click it again to disable monitoring.
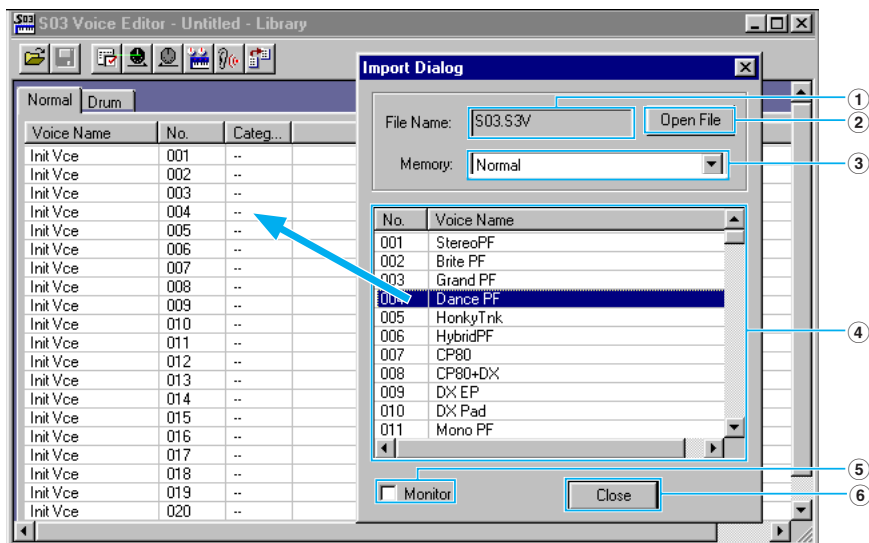
> 🎵 NOTE To monitor the voice, you need to play your S03 synthesizer's keyboard.

❽ "Import" button

Click this to open the "Import" dialog and import voices from an existing Library file. You can drag-and-drop voices to the Library Window.

🎵NOTE More than one of these dialogs can be opened simultaneously.

"Import" Dialog

① **"File name:"**..............Shows the name of the Library file from which you will import voice data.

② **"Open File" button** ...Click this to open the "Open File" dialog and select a Library file to open.

③ **"Memory:"** ....Click this and choose the voice type group from which you will import voice data.

④ **Voice list**....................This area shows all the voices in the selected Memory as a scrollable list, in order of voice number. You can select a voice here and import it directly to the voice list in the Library Window by drag-and-drop. (Multiple voices can also be imported this way.) In Windows, you can alternatively copy the voice by selecting it and pressing [CTRL]+[C] on the computer keyboard, and then switch to the Library Window and press [CTRL]+[V] at the new location to paste (import) it.

🎵NOTE To select a block of voices, click the number of the first voice, hold down the [Shift] key, then click the last voice.

🎵NOTE You cannot import a Drum Voice to a Normal Voice list or a Normal Voice to a Drum Voice list.

⑤ **"Monitor"** ....If you check this box, the bulk data for each voice you select from the list will be transferred to your S03 synthesizer for monitoring. To monitor the voice, use the keyboard of your S03 synthesizer.

🎵NOTE Monitoring will not be possible if the MIDI Out port and other parameters in the Editor Setup are not set correctly. For further details, see page 10.

⑥ **[Close] button**...........Click this to close the Import dialog.

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The Edit Window

There are two types of voices you can edit using Voice Editor: Normal Voices and Drum Voices. In the Library Window, click the tab containing the Normal Voice or Drum Voice that you wish to edit. Then double-click the voice (or select it and click the "Edit Window" button) to open the Edit Window.

The Toolbar

This area holds the buttons controlling the Edit Window.
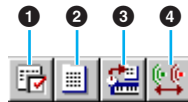
❶ **"Editor Setup" button**
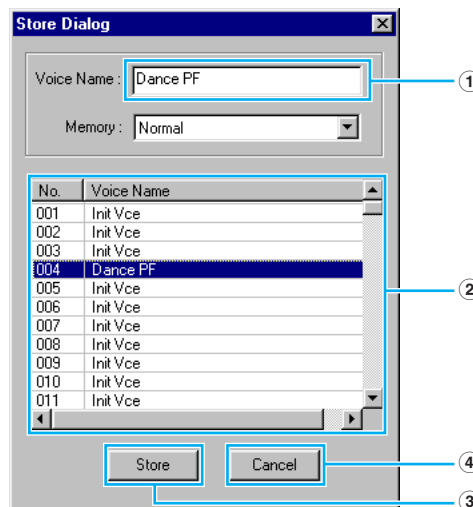See item ❸ in "The Toolbar" of "The Library Window" (Page 10).

❷ **"Library Window" button**
Click this to bring the Library Window back into view.

❸ **"Store" button**
Click this to open the "Store" dialog, where you can name your edited voice and select a location in which to store it.

"Store" Dialog

① **"Voice Name:"** .... Specify a name for your edited voice.
　♪NOTE Voice names can consist of up to 8 characters.

② **Voice list** .... Shows the contents of the voice type group as a list. Click the voice in which your edited voice will be stored.

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③ **[Store] button** ....Click this to store your edited voice in the location specified
above.

⚠ CAUTION After storing to a Library file, the data for the original voice will be overwritten when you save the Library file. It is recommended that you back up important data.

⚠ CAUTION The "Store" dialog is used to temporarily store your Library file. After storing, save your Library file. If you do not save your Library file after storing, your edits will not be saved.

④ **[Cancel] button**.........Click this to quit the dialog without storing.

❹ **"Compare" button**

If you click this, bulk data for the original voice (prior to editing) will be sent to on your S03 synthesizer. Click it again to send the bulk data for your edited voice. This button is useful for making A/B comparisons between the original and edited voices.

Normal Voice Edit Window

When editing a voice, you will see the following screen:
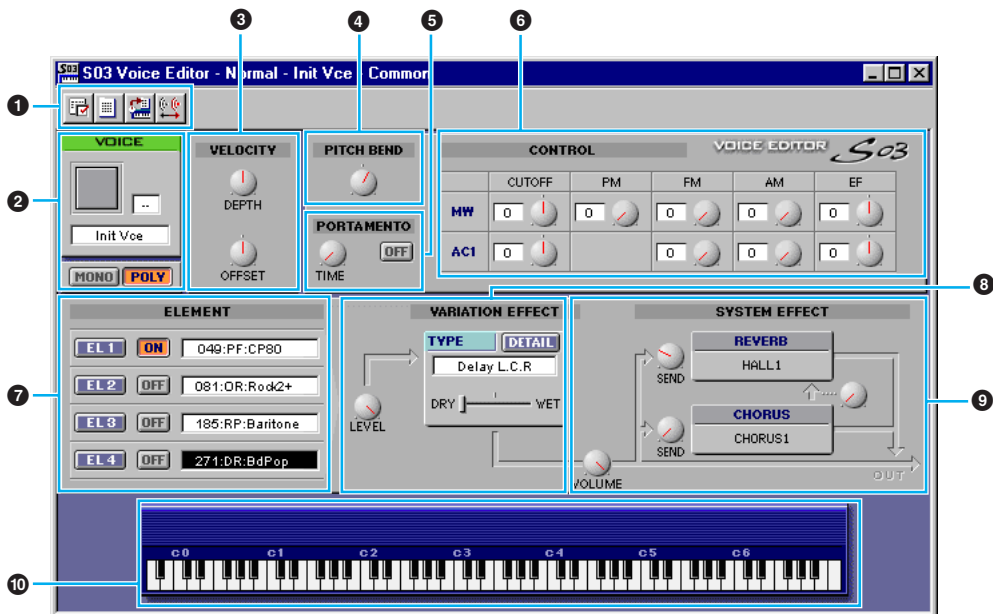
♪ NOTE For details about each parameter, refer to the S03 Owner's Manual.

❶ **Tool Bar**

See page 14.

❷ **VOICE panel**

This shows the name and instrument category of the voice. You can also rename your edited voice and change the instrument category from the "Voice Category" pull-down menu. Monophonic or Polyphonic can be selected by clicking the [MONO] or [POLY] button.

♪ NOTE Voice names can consist of up to 8 characters.

❸ **VELOCITY**

Sets the velocity sensitivity (DEPTH) and offset value (OFFSET).

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❹ PITCH BEND

Sets the range for the pitch bend wheel.

❺ PORTAMENTO unit

Use the switch to enable/disable portamento and the "TIME" knob to specify the portamento time.

❻ CONTROL

The followings can be set for the modulation wheel (MW) and assignable controller 1 (AC1).
CUTOFF: the depth of control over the filter cutoff frequency
PM: the depth of control over the pitch modulation
FM: the depth of control over the filter cutoff modulation
EF: the depth of control over the variation effect

❼ ELEMENT unit

This section is explained in more detail in "Element Unit" (Page 16).

❽ VARIATION EFFECT unit

This section is explained in more detail in "Variation Effect" (Page 20).
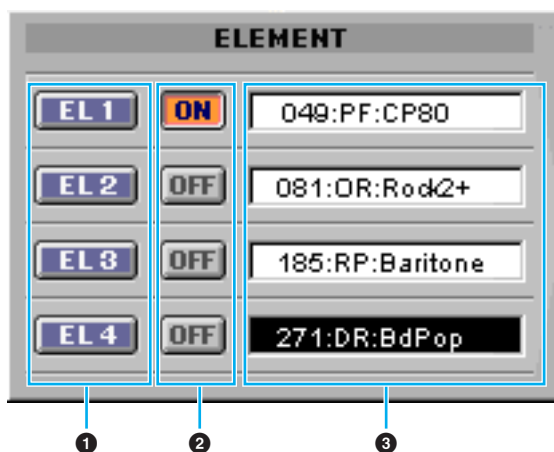
❾ SYSTEM EFFECT unit

This section is explained in more detail in "System Effects" (Page 20).

❿ Keyboard

Click any key on the keyboard to monitor your edited voice in that key.

■ Element Unit

❶ EL (Element) 1 to 4 buttons

Click these to open their "ELEMENT" dialogs.

❷ ON/OFF switch

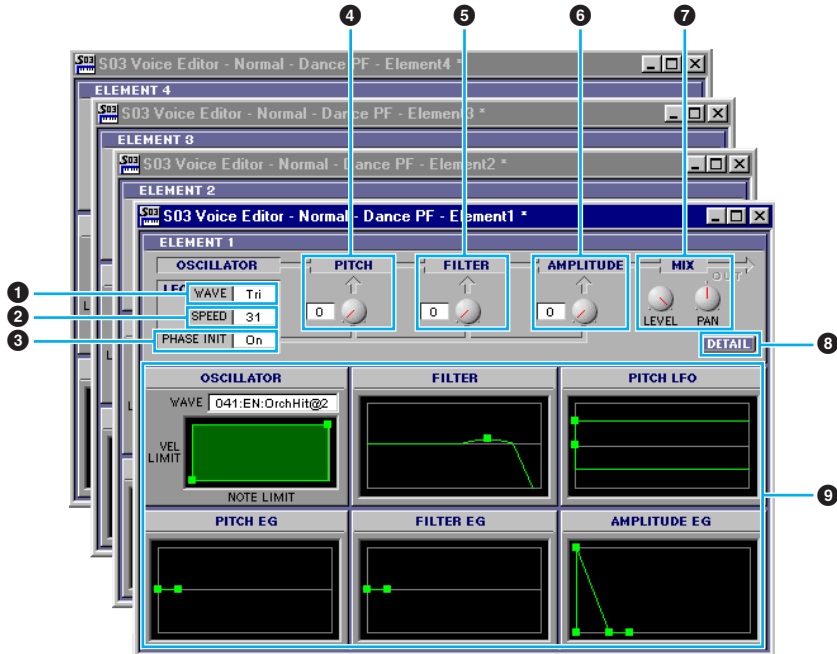Click these to switch each Element on or off.

③ Wave

Click these to open the "Wave List" dialog and select a wave.

🎵 **NOTE** The following parameters can be adjusted with the waves numbered 001 through 029 in the Wave List:
- Note Shift
- Note Limit Low/High
- Velocity Limit Low/High
- Pitch Scale Sensitivity
- Pitch Scale Center Note

● Element Dialog

① LFO WAVE

Click on the "WAVE" text box and select the LFO's waveform.

② SPEED

Click on the "SPEED" text box and specify its speed.

③ PHASE INIT

Click on the "PHASE INIT" text box to switch LFO key sync on or off. (If switched on, the LFO waveform is restarted each time you play a note.)

④ LFO PITCH knob

Use this to set the pitch modulation depth of the LFO. You can also enter a value directly in the text box to the left of the knob.

⑤ LFO FILTER knob

Use this to set the filter modulation depth of the LFO. You can also enter a value directly in the text box to the left of the knob.

❻ LFO AMPLITUDE knob

Use this to set the amplitude modulation depth of the LFO. You can also enter a value directly in the text box to the left of the knob.

❼ MIX knobs

Sets the output level (LEVEL) and pan setting (PAN).

❽ [DETAIL] button

Click this to open the "EL Detail" dialog and enter the parameters for each Element. You have wider and more accurate control over the parameters than with the editor graphs.

❾ Editor graphs

Within these graphs, click and drag the square marks (handles) to visually adjust the parameters for each Element.

> **♪ NOTE** Sometimes, not all the square marks are visible as they may be layered on top of each other at the same position. In which case, click the visible square mark and drag it away to reveal the next square mark.

> **♪ NOTE** The following parameters can be adjusted with the waves numbered 001 through 029 in the Wave List:
> • Note Shift
> • Note Limit Low/High
> • Velocity Limit Low/High
> • Pitch Scale Sensitivity
> • Pitch Scale Center Note

OSCILLATOR Settings

Click on the "WAVE" text box and choose the source waveform. One of the square marks is used to set "VEL LIMIT LOW" and "NOTE LIMIT LOW." Set the lowest note velocity response by dragging this square mark vertically. Set the lowest note in the key range by dragging it horizontally. Similarly, set the highest note velocity ("VEL LIMIT HIGH") and key range note ("NOTE LIMIT HIGH") using the other square mark.

> **♪ NOTE** When dragging the square marks, values are given as (X,Y) co-ordinates, where X is the NOTE LIMIT (given as a MIDI note number) and Y is the VEL LIMIT. To view the note name instead of the note number, select the "OSCILLATOR" tab of the "EL Detail" dialog.

FILTER Settings

Drag the square mark vertically to set the Filter Gain. Drag the square mark horizontally to set the Filter Cutoff frequency.

> **♪ NOTE** Parameter values are shown when dragging the square marks. To set these values directly, select the "FILTER EG" tab of the "EL Detail" dialog.

PITCH LFO Settings

Click and drag the square marks (handles) to set the time-dependent behavior of the PITCH LFO. The left square mark controls the "LFO Delay." The right controls the "LFO Fade."

> **♪ NOTE** To set these values directly, select the "LFO" tab of the "EL Detail" dialog.

PITCH EG Settings

The PITCH EG (Envelope Generator) determines the transition in pitch while the key is being held down. There are five square marks, each controlling a different stage in the envelope. The first square mark (furthest to the left) controls the "Initial Level." The second controls the "Attack Rate/Level." The third controls the "Decay 1 Rate/Level." The fourth controls the "Decay 2 Rate/Sustain Level." The last square mark (furthest to the right) controls the "Release Rate/Level." Drag the square marks vertically to adjust levels, and horizontally to adjust the transition times.

NOTE To set these values directly, select the "PITCH" tab of the "EL Detail" dialog.

FILTER EG Settings

The FILTER EG (Envelope Generator) determines the transition in timbre while the key is being held down. There are five square marks, each controlling a different stage in the envelope. The first square mark (furthest to the left) controls the "Hold Rate/Initial Level." The second controls the "Attack Rate/Level." The third controls the "Decay 1 Rate/Level." The fourth controls the "Decay 2 Rate/Sustain Level." The last square mark (furthest to the right) controls the "Release Rate/Level." Drag the square marks vertically to adjust levels, and horizontally to adjust the transition rates.

NOTE To set these values directly, select the "FILTER EG" tab of the "EL Detail" dialog.

AMPLITUDE EG Settings

The AMPLITUDE EG (Envelope Generator) determines the transition in amplitude over time. There are five the square marks, each controlling a different stage in the envelope. The first square mark (furthest to the left) controls the "Keyon Delay" and "Init Level." The second controls the "EG Attack Rate." The third controls the "EG Decay 1 Rate/Level." The fourth controls the "Decay 2 Rate/Sustain Level." The last square mark (furthest to the right) controls the "EG Release Rate." Drag the square marks vertically to adjust levels, and horizontally to adjust the transition rates.
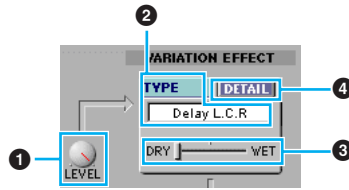
NOTE To set these values directly, select the "AMP EG" tab of the "EL Detail" dialog.

■ Variation Effect Unit

❶ LEVEL
Sets the output level of the all elements sent to the Variation Effect unit.

❷ TYPE
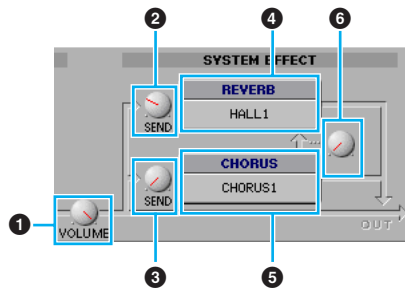Click on the text box and choose the type of Variation Effect.

❸ DRY/WET
Sets the Dry/Wet balance.

❹ DETAIL
Click this to set the exact parameters for the respective Variation Effect via the "VARIATION EFFECT" dialog.

■ System Effect Unit

❶ VOLUME
Sets the output level of the signal from Variation Effect (or the by-passed signal) sent to the System Effect Unit.

❷ SEND (REVERB)
Sets the Reverb Send Level.

❸ SEND (CHORUS)
Sets the Chorus Send Level.

❹ REVERB
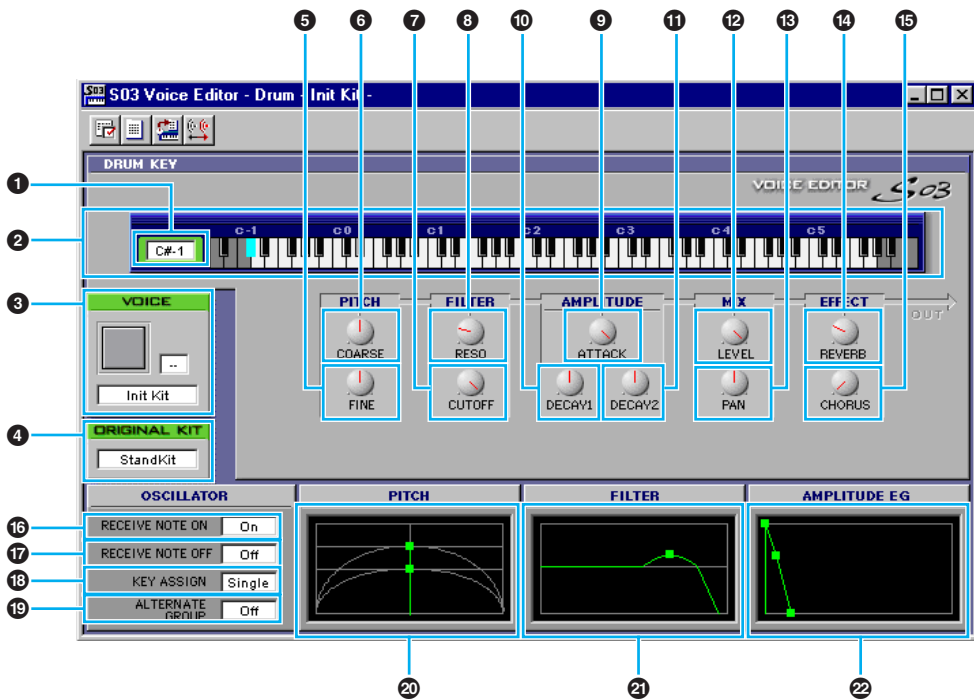Shows the Reverb type used for the voice. This is fixed for each voice.

❺ CHORUS
Shows the Chorus type used for the voice. This is fixed for each voice.

❻ CHORUS → REVERB control
Use this knob to set the level of the signal of sent from the Chorus unit to the Reverb unit.

Drum Voice Edit Window

❶ KEY
Shows the note name to be edited.

❷ Keyboard
Click on the keyboard to specify note assigned to the wave you are editing.

❸ VOICE
This shows the name and instrument category of the drum kit. You can also rename your edited drum kit and change the instrument category from the pull-down menu.

> **NOTE** Kit names can consist of up to 8 characters.

❹ ORIGINAL KIT
This shows the preset kit's wave set that is used for the kit being edited. You can also change the wave set to be used by clicking the kit name in the ORIGINAL KIT box and selecting a new kit.

❺ FINE
Finetunes the pitch.

❻ COARSE
Sets the pitch in coarse increments (semitones).

❼ CUTOFF
Sets the LFO Cutoff Frequency.

❽ RESO
Sets the LFO Resonance level.

❾ ATTACK
Sets the Attack Rate.

❿ DECAY1
Set the Decay1 Rate.

⓫ DECAY2
Set the Decay2 Rate.

⓬ LEVEL
Sets the output level of the wave.

⓭ PAN
Sets the Pan setting.

⓮ REVERB
Sets the Reverb Send Level.

⓯ CHORUS
Sets the Chorus Send Level.

⓰ RECEIVE NOTE ON
Selects whether or not to receive the MIDI Note On message.

⓱ RECEIVE NOTE OFF
Selects whether or not to receive the MIDI Note Off message.

⓲ KEY ASSIGN
Selects Single key assignment or Multi key assignment.

⓳ ALTERNATE GROUP
Selects an alternate group number. This is used to prevent a pair of drum sounds, such as an open and closed hi-hat, from sounding simultaneously.

⓴ PITCH
This graph shows the ❻ and ❼ settings visually. You can also change the settings by dragging the squares in the graph.

㉑ FILTER
This graph shows the ❼ and ❽ settings visually. You can also change the settings by dragging the square in the graph.

㉒ AMPLITUDE EG
This graph shows the ❾, ❿ and ⓫ settings visually. You can also change the settings by dragging the squares in the graph.

OMS Settings (Macintosh)

The Voice Editor software uses OMS (Open Music System) for MIDI input/output. To use the Voice Editor software, OMS must be installed beforehand.

♪ NOTE For information about installing OMS, refer to the separate Installation Guide.

About OMS

Voice Editor uses the OMS (Open Music System) to transfer MIDI data to an external MIDI device. OMS is a system extension that goes in the Mac OS System folder, designed to manage the MIDI data stream (input & output) in a computer, to enable MIDI data transfer between MIDI software and hardware attached to the computer. OMS is a de facto standard of the MIDI environment under the Mac OS, and various music software manufacturers have released OMS-compatible sequencer and other software.

OMS has the following merits:
- As OMS-compatible MIDI applications communicate with various MIDI devices via OMS, it is no longer necessary for you to set up multiple MIDI drivers for those applications. Thus, you can avoid conflicts between different drivers with the same purpose (MIDI control).
- Once a Studio Setup is read in OMS, any OMS-compatible application will be aware of it, even if you need to reconfigure the routing of the MIDI data stream or change the current Studio Setup. OMS-compatible applications will commonly recognize the new configuration.
- You can have different Studio Setups to choose one from, to switch to a different MIDI routing (patches between MIDI devices and software) fast and easily.
- Every time the OMS Setup application is opened, any MIDI device connected to the computer is automatically detected, and its icon appears with a current MIDI status (channel number, port number, patches, etc.). Once devices are configured with OMS Setup, however, you need not care too much about the status.
- OMS can drive various MIDI interfaces, including the standard type (16 channels) and the multi-port type (16 channels per port). If you use a multi-port type, you can control over 16 channels simultaneously via OMS.

♪ NOTE For more information about OMS features, see the READ ME file included with OMS.

Setting up OMS

Setup files for the S03 have already been created for use with Voice Editor; please use the appropriate file for your device.

1. First, interconnect the "TO HOST" terminal of the S03 and the Macintosh serial port, then set the "Host Select" switch of the S03 to "Mac."

2. Double-click the "OMS Setup" icon in the "OMS Application" folder.

3. Choose "Open" from the "File" menu and select "S03-Modem" from within the "OMS setup for YAMAHA" folder.

   ♪ NOTE If you are using a computer with no modem port (such as the Performa series), look in the "S03-Printer" folder instead.

4. Choose "Make Current" from the "File" menu. The setup for your S03 is now saved as the current studio setup.

5. Choose "Quit" from the "File" menu to close OMS Setup.

   ♪ NOTE Voice Editor is not compatible with versions of OMS earlier than 2.0.
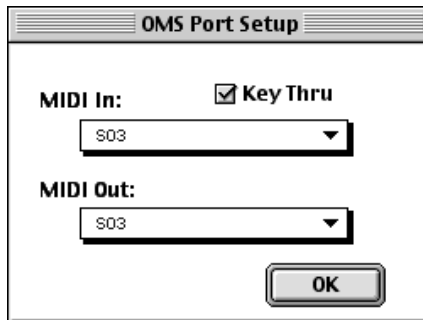
OMS Port Setup

Having set up OMS, you now need to start up Voice Editor and set the OMS ports.

1. First, start up Voice Editor by double-clicking its icon.

> **♪ NOTE** If AppleTalk is enabled, you will get an alert message. Click "OFF." It will take some time for AppleTalk to be disabled.

2. Choose "OMS Port Setup" from Voice Editor's "MIDI" menu, then select the port settings. In the following example, the tone generator is a S03 and its settings are applied to OMS.

> **Key Thru:** Check this if you are monitoring a sound generator module using an external keyboard.
>
> **MIDI In:** Select "S03."
>
> **MIDI Out:** Select "S03."

3. Click [OK] to close OMS Port Setup.

An Example of Voice Editor in Use

There is no single way in which to use the many components in Voice Editor. Although your editing needs may differ, in any case, the following gives a step-by-step example of how to use Voice Editor. The Library Window is the first window to open, so that's where the explanation begins.

♪NOTE In the Library Window, you can open existing Library files containing the Voices you wish to edit, and specific voices can be imported to the Library Window.

1. Click the "Editor Setup" button in the toolbar of the Library Window to open the "Editor Setup" dialog. Then select the appropriate MIDI Out Port and Device No. settings for your S03 synthesizer (See the section "Editor Setup" Dialog).

> **♪NOTE** If you are using a Macintosh, you will also need to make settings in OMS .

2. Open the Library file. In the Voice List of the Library Window, double-click the voice you wish to edit. The Edit Window will open for the voice.

3. Various units are arranged in the Edit Window. First, let's set the parameters for Elements 1 to 4 on the Element Unit which make up the voice. Open the dialogs for Elements 1 to 4, select the waveforms, and adjust the tonal characteristics of the voice using the filter and other settings. You can use the graph editors in each dialog to visually edit the parameters.

> **♪NOTE** You can edit the Element parameters in much finer detail within the "EL Detail" dialogs. The Element dialogs are linked to the "EL Detail" dialogs, so changes in one dialog are immediately reflected in the other. You can simultaneously view the graphs and the "EL Detail" dialogs side-by-side while editing.

> **♪NOTE** By clicking or dragging on the buttons of the keyboard at the bottom of the Edit Window, you can monitor the voice you are editing.

> **♪NOTE** By enabling the "Compare" button in the toolbar in the Edit Window, you can make A/B comparisons between the original voice and the edited voice.

4. Select the Variation Effect Type in the VARIATION EFFECT Unit and set the remaining parameters.

5. Set the parameters in the SYSTEM EFFECT Unit.

6. Set the Velocity and Portamento parameters if necessary.

7. Click the "Store" button in the toolbar of the Edit Window to open the "Store" dialog. This will store the edits for the current voice in the Library file.

> **♪NOTE** The edits for the voice are only stored in the Library file temporarily. Beware that if you proceed further without saving the Library file itself, you will lose all your edits.

8. Switch back to the Library Window and click the "Save" button in the toolbar to save (overwrite) the Library file. The edits for your voice will be saved with the voice itself in the designated voice list location.

> **♪NOTE** The Library file you have saved can be opened in the Library Window at any time. Voices in the Library Window can be transmitted to your S03 synthesizer.

> **♪NOTE** You can create a variety of different Library files, each tailored for live performances, recording, etc. Thus, you can conveniently modify voices to suit different situations and needs.

Troubleshooting

If you encounter problems such as no sound output or abnormal behavior, verify the connections before checking the following. If you are using Voice Editor for Windows, refer to the XGworks(lite) owner's manual too.

<Macintosh>

The printer port is not recognized.
- The printer port will not be recognized if AppleTalk is ON. Note that with some Macintosh models, AppleTalk is automatically enabled when starting up.
- Verify that the "Printer" checkbox has been checked in the OMS MIDI Setup window.

The modem port is not recognized.
- On some Macintosh models such as the Performa series, the modem port cannot be used and only the printer port is available.
- Verify that the "Modem" checkbox has been checked in the OMS MIDI Setup window.

No MIDI In/Out data
Is the MIDI device's HOST SELECT switch set correctly?
- Make the correct setting according to the instructions in the S03 Owner's Manual.
- In the OMS Port Setup, is MIDI In/Out set to "unknown"? If you change the OMS ports or setup, the OMS output ports have to be set accordingly in Voice Editor's OMS Port Setup window. Choose the appropriate receiving device.
- Is OMS using the same port as that connected to the cable? Open the OMS MIDI Setup window and verify that the checkbox for the relevant port has been checked.
- If the port and setup assignments are frequently altered, OMS may be unable to easily recognize the serial port. Reboot the Macintosh, set up OMS correctly, then start up Voice Editor.

Bulk data are not received.
- Open the OMS Port Setup window and check that the MIDI In has been properly assigned (Page 24).
- Open the Editor Setup Dialog and check that the Device No. has been properly assigned (Page 10).

Voice Editor does not start up when Library File (extension .S3V) is double-clicked.
- Change the Type/Creator settings for Library Files as follows, then try double-clicking the file again.

       Type: S3V_
       Creator: YS03

<Windows>

Voice Editor is not available in the Plug-in menu.
- Is the Voice Editor installed in the same folder as XGworks(lite)? If not, reinstall Voice Editor.

Bulk data is not received.
- Is the MIDI In set correctly in the System Setup of XGworks?
- Open the Editor Setup Dialog and check that the Device No. has been properly assigned (Page 10).

MIDI Out port is not available in Editor Setup.
- The MIDI Out port in Editor Setup can be chosen from the MIDI Out ports in the System Setup of XGworks(lite). Check the MIDI Out settings in the System Setup of XGworks(lite).

<Windows / Macintosh>

Sound does not change when using knobs or sliders.
- Are the MIDI Out port and Device Number set correctly in the Editor Setup? (Page 10)

Bulk data is not transmitted.
- Are the MIDI Out port and Device Number set correctly in the Editor Setup? (Page 10)
- Is the Dump Interval in the Editor Setup too short? Make sure the Dump Interval is at least 10 ms.

Sound is doubled when playing keyboard.
- On your S03 synthesizer, switch Local to OFF.

No sound heard when clicking on-screen keyboard in Edit Window.
- Is the MIDI Ch. set correctly in the Editor Setup? (Page 10)

Sound does not change when Monitor button is pressed.
- Are the MIDI Out port and Device No. set correctly in the Editor Setup (OMS Port Setup)? (Pages 10 and 24)