

XG Editor for Mac V2.0 Supplementary Information

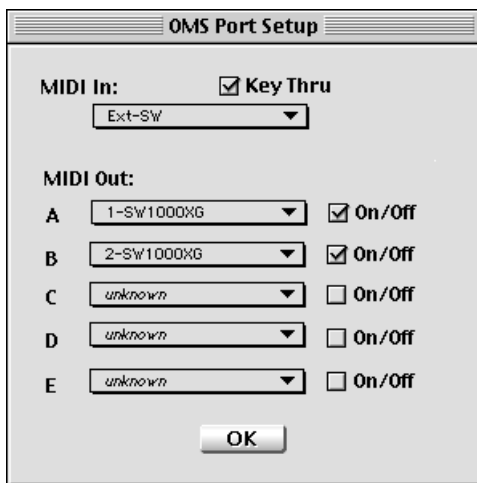
This package includes XG Editor for SW1000XG, which is an SW1000XG-specific editor. This leaflet contains extra information about XG Editor for Mac that is not included in the on-line manual.

Limitations of XG Editor for SW1000XG

- If your Macintosh is not equipped with an SW1000XG card, XG Editor for SW1000XG cannot be used.
- In “XG Editor Setup,” you cannot specify a tone generator other than the SW1000XG.
- The SW1000XG cannot transmit bulk data so XG Editor's Bulk Receive feature cannot be used.

OMS Port Setup

1. Set up OMS after installing it. Use the “SW1000XG Setup” file in the folder containing XG Editor for SW1000XG.
2. Start up XG Editor for SW1000XG and set up the OMS ports. Choose “OMS Port Setup” from the “MIDI” menu of XG Editor for SW1000XG.
3. If you have changed the OMS setup, “unknown” will be assigned to MIDI In and MIDI Out. Use their pull-down menus to change the assignments to the following.



MIDI In:

Choose Ext-SW.

If you have an external MIDI keyboard connected, check the “Key Thru” checkbox.

MIDI Out:

Ports A to D can each control 16 Parts. The SW1000XG has 32 Parts so only ports A and B are used. Port E is used for transferring data to other applications but is usually unused.

- MIDI Out A: Choose “1-SW1000XG” and check “On/Off.”
- MIDI Out B: Choose “2-SW1000XG” and check “On/Off.”
- MIDI Out C, D: Do not check “On/Off.”

For further details, refer to the XG Editor for Mac on-line manual.

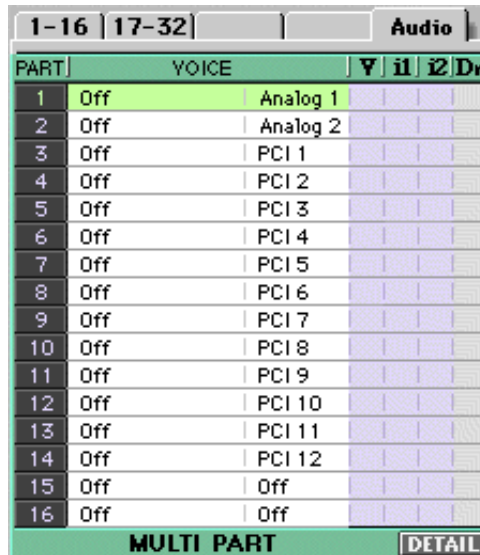
NOTE XG parameters are transmitted through MIDI Out A and E. MIDI Out B, C and D are used for monitoring output, and cannot be used for XG parameters.

The internal port of your sequencer program will only be shown as MIDI Out E. For further details, refer to the documentation that came with your sequencer program.

4. Close the “OMS Port Setup” screen to complete the settings.

Part Unit

The A/D tabs on the Part Unit have been changed to Audio.



1-16		17-32		Audio	
PART	VOICE	▼	i1	i2	Dr
1	Off	Analog 1			
2	Off	Analog 2			
3	Off	PCI 1			
4	Off	PCI 2			
5	Off	PCI 3			
6	Off	PCI 4			
7	Off	PCI 5			
8	Off	PCI 6			
9	Off	PCI 7			
10	Off	PCI 8			
11	Off	PCI 9			
12	Off	PCI 10			
13	Off	PCI 11			
14	Off	PCI 12			
15	Off	Off			
16	Off	Off			

MULTI PART DETAIL

When you click the Audio tab, an audio part list is displayed. The Voice column will display “Analog” when an audio signal from the external audio input (A/D input) terminal of the SW1000XG sound card is input to the SW1000XG Mixer (→ P. 4) and will display “PCI” when an audio signal from an XGworks WAVE track is input to the SW1000XG mixer (→ P. 4). Variation effects and insertion effects 1/2 can be assigned to each type of audio signal.

When the Detail button is clicked, the dialog for the selected Audio part (the part with the light green Voice column) will open and you will be able to make detailed settings for that part. For information about the settings, see the MIDI Parameter Change table (Audio Part) and MIDI Parameter Change table (Audio Part Configuration) of the MIDI data format in the SW1000XG Data List (in the PDF file “Data_E.PDF,” which is in the Document folder of the CD-ROM that came with your sound card).

When you double-click on the left side of the VOICE column for any part, the Voice List dialog will open. For information about the settings, see the “A/D Input Preset List” in the SW1000XG Data List (in the PDF file “Data_E.PDF,” which is in the Document folder of the CD-ROM that came with your sound card). For details about using the Voice list dialog, see page 9 of the XG Editor for Mac on-line manual.

When you double-click on the right side of the VOICE column for any part, the Audio Input Category dialog will open, and you can set the categories for that audio part.

Audio Input Category Dialog

Part	Category	Serial No.	Part	Category	Serial No.
Part1	Analog	1	Part9	PCI	7
Part2	Analog	2	Part10	PCI	8
Part3	PCI	1	Part11	PCI	9
Part4	PCI	2	Part12	PCI	10
Part5	PCI	3	Part13	PCI	11
Part6	PCI	4	Part14	PCI	12
Part7	PCI	5	Part15	Off	1
Part8	PCI	6	Part16	Off	1

Buttons: Cancel, Default, OK

Category

For each of the parts 1 to 16 displayed in the Part Unit, select the category of the audio signal to be sent to the sound card. By clicking the up and down scroll buttons, you can select from categories such as Off, Analog, or PCI.

When using the SW1000XG sound card, select Analog or PCI. Analog is used when an audio signal from the external audio input (A/D input) terminal of the SW1000XG sound card is input to the SW1000XG Mixer (→ P. 4). PCI is used when an audio signal from an XGworks WAVE track is input to the SW1000XG Mixer (→ P. 4).

Serial Number

Select the part number for the category of audio signal that was selected in the Category box. Click the up and down scroll buttons, and select a number from 1 to 128. Make the settings as follows when using the SW1000XG sound card:

When “Analog” is selected for the category, select 1 or 2. This is because a maximum of two external audio input parts can be received by the SW1000XG sound card.

When “PCI” is selected for the category, select it in the range of 1 to 12. This is because XGworks for SW1000XG wave track data can be sent to the SW1000XG sound card’s maximum of 12 audio parts.

After setting up each item, click [OK]. The dialog will close and the settings will take effect. If you want to cancel the operation, click on [Cancel]. The dialog will close, and the settings will return to their original state. If you click [Default], the Category and Serial Number for the parts will return to the default settings.

NOTE Use the default settings whenever possible. When the default settings are selected, Part 1 will be 1 of Analog, Part 2 will be 2 of Analog, Part 3 will be 1 of PCI, Part 4 will be 2 of PCI, continuing until Part 14 is part 12 of PCI. (Part 15 and 16 will be OFF.)

NOTE For any category, settings besides “Analog” and “PCI” can be selected. However, since these selections were added for the sake of keeping capability with future devices that have many types of audio parts, there is no ordinary need to select them.

For details about the Part Unit, see page 8 of the XG Editor for Mac online Manual.

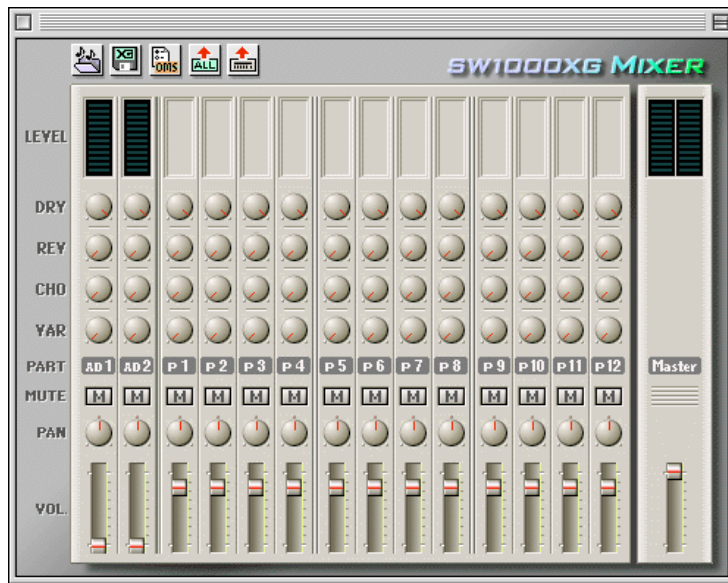
SW1000XG Mixer

A specialized mixer for audio parts has been added. Volume adjustment and control of pan and effects for each audio part can be easily done.

By moving sliders and knobs, volume and effects can be set for audio signal parts input into the SW1000XG sound card from the external audio input (A/D input) terminal (displaying AD1 and AD2 in the PART column) and audio signal parts input into the SW1000XG sound card from XGworks wave tracks (displaying P1 to P12 in the PART column). Because these operations pass through the MIDI output port that is setup in the “OMS Port Setup” dialog (→ P. 1), and are sent to the sound card as MIDI messages, you can monitor (hear) the changes in the volume or tone of your audio parts in realtime.

You can enter SW1000XG mixer settings anywhere you want in the song as system exclusive events. You can also save the settings separate from the song in a XG Editor parameter file .

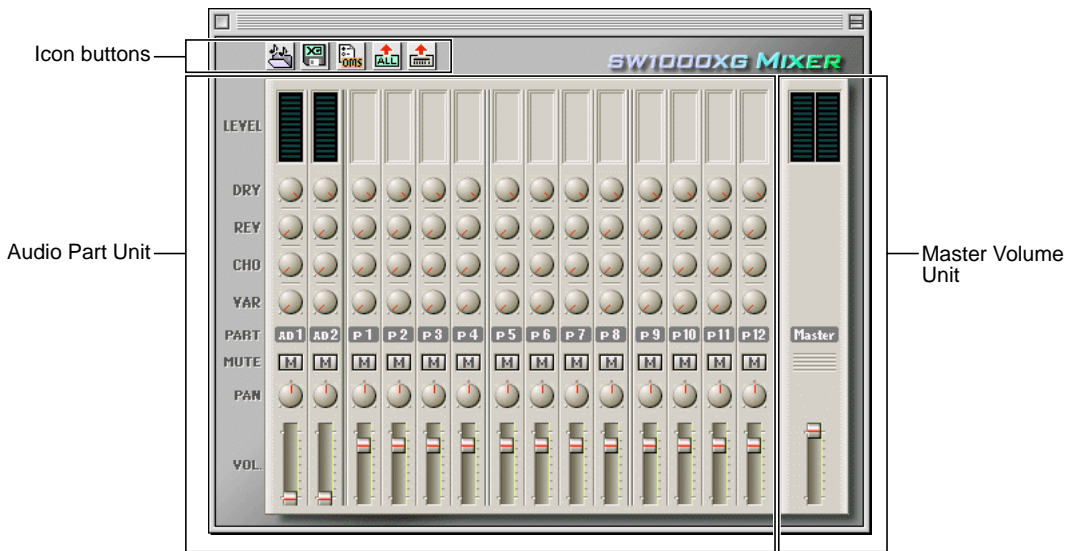
NOTE For information about sending data to a separate sequencer program, see “OMS Port Setup” on page 1 or refer to page 47 of the on-line manual of “XG Editor for Mac.”



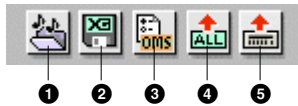
Opening the SW1000XG Mixer

Choose “SW1000XG Mixer” from the “Window” menu.

Name and Function of Every Part



Icon buttons



1 Open button

Use this to open XG Editor's parameter file. It is the same as choosing "Open" from the "File" menu.

2 Save button

Use this to save all parameter and mixer settings to a file. It is the same as choosing "Save As..." from the "File" menu.

3 OMS Port Setup button

Use this to open the "OMS Port Setup" dialog box. It is the same as choosing "OMS Port Setup" from the "MIDI" menu.

4 Transmit XG Parameter button

Use this to transmit XG parameter settings that have changed from their default values. You can also transmit parameters other than for SW1000XG Mixer. It is the same as choosing "Transmit XG Parameter" from the "MIDI" menu.

5 Send Mixer Parameter button

Use this to send the settings for the parameters controlled by SW1000XG Mixer. You can also transmit data that have not been changed from their default values.

NOTE Refer to pages 32 to 36 of the XG Editor for Mac on-line manual for more details about XG Editor's menus.

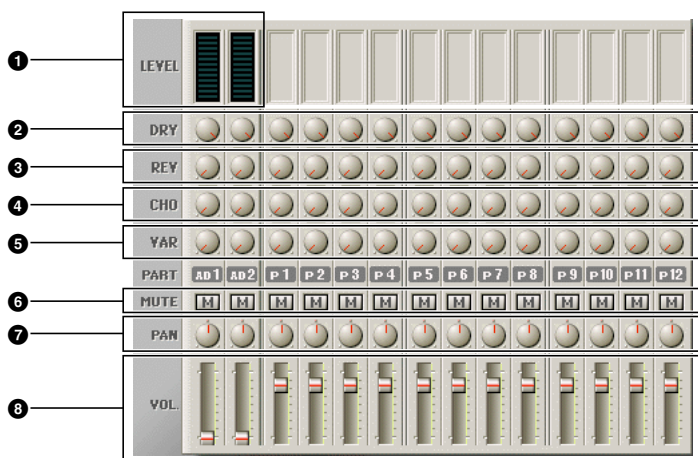
Audio Part Unit

The knobs and sliders for the various audio part settings, like volume, pan, and effects are arranged vertically for each part. Each control can be easily adjusted by clicking or dragging with the mouse.

If any knob or slider is operated (clicked or dragged) while pressing the <Shift> key on the computer keyboard, the knobs and sliders belonging to every part that is input into the SW1000XG sound card from the external audio input (A/D input) terminal (parts that have AD1 or AD2 displayed in the PART column) or to every part that is input into the SW1000XG sound card from an XGworks wave track (parts that have P1 to P12 displayed in the PART column) will move together with it. For example, if the pan knob for the P1 part is rotated to the left while holding the <Shift> key, the pan knobs for all parts P2 to P12 will simultaneously rotate the same amount to the left.

If any knob or slider is clicked while pressing the <control> key on the keyboard, each setting will return to the default setting.

NOTE The following pairs of parts in the PART column form stereo pairs: AD1 and AD2, P1 and P2, P3 and P4, P5 and P6, P7 and P8, P9 and P10, and P11 and P12.



1 Level meters (LEVEL)

These show the audio input levels for Parts AD1 and AD2. Only the levels for the external audio inputs of the SW1000XG are displayed.

NOTE These meters display the actual external input levels. Therefore, they do not reflect changes in the sliders and knobs.

2 Dry knob (DRY)

This is used to set the send level of the dry signal for each part. As the knob is rotated to the right by dragging it, the send level will increase. When the knob is all the way to the left, no sound will be played.

3 Reverb knob (REV)

This is used to set the depth of reverb for each part. As the knob is rotated to the right by dragging it, the reverb effect will deepen. When the knob is all the way to the left, the reverb effect is zero.

NOTE Depending on the character of the audio signal, the manner in which the reverb effect is applied may vary.

4 Chorus knob (CHO)

This is used to set the depth of chorus for each part. As the knob is rotated to the right by dragging it, the chorus effect will deepen. When the knob is all the way to the left, the chorus effect is zero.

NOTE Depending on the character of the audio signal, the manner in which the chorus effect is applied may vary.

5 Variation knob (VAR)

This is used to set the depth of Variation effects for each part. As the knob is rotated to the right by dragging it, the Variation effects will deepen. When the knob is all the way to the left, the Variation effects will be zero.

NOTE Variation effect is a function used in the XG tone generator. It has a great many effect programs besides reverb and chorus, such as delay, rotary speaker, auto pan, amp simulator, and auto wah-wah.

NOTE Depending on the Character of the audio signal, the manner in which the Variation effect is applied may vary.

6 Mute button (MUTE)

By clicking on any of these buttons and turning it ON (it will be green), you can mute playback for that part. If you click the button again, the part will return to normal playback. You can also mute multiple parts.

7 Pan knob (PAN)

This is used to set the stereo orientation for each part. As the knob is rotated to the right by dragging it, the orientation of the playback sound on that part will move to the right. Moving the knob to the left will cause the orientation of the playback sound on that part to move to the left.

8 Volume fader (VOL.)

By dragging any slider up and down, you can set the volume for the corresponding part.

Master Volume Unit



1 Level meters

This displays the overall level of the mix consisting of the SW1000XG external audio inputs (AD1, AD2), the sequencer program's audio tracks and the SW1000XG's own sound generator.

NOTE These meters reflect changes in the sliders and knobs.

2 Master fader

By dragging the slider up and down, you can change the overall volume setting.

NOTE When recording a mix of all the audio signals on your audio sequencer program, you can use the Master Fader to control the recording level.