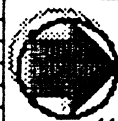# The MIDIMATE™ Series

Session Sounds™
For the Yamaha DX series

And the ATARI Personal Computer

User's Manual

Hybrid Arts Inc.™

11920 W. Olympic Blvd., Los Angeles, Ca. 90064

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Introduction

Session Sounds is a collection of unique and special voices (patches) created for your DX keyboard by some of L.A's well known studio musicians and synthesizer programers. The voices come on a floppy disk, 31 voices per disk, with a 440Hz tuning tone in position 32.

Note: Yamaha uses the term "voice" to describe a "patch" or "sound". We will also use the term "Voice" throughout this manual.

This is a read only system, meaning that you can only load the voices into the DX. In order to store your own voices to disk you can use our DX-Patch program which allows storage of 512 voices per disk.

These voices were developed on a DX7 keyboard but will also work on a DX9, with the exception that only the first 20 voices will be loaded into the DX9 and the actual voices will be slightly different than the same voices reproduced by a DX7 due to the fact that the DX9 uses only 4 operators as opposed to the DX7 which has 6 operators.
To find out more about our other products call or write to the following address:

Hybrid Arts Inc.
11920 W. Olympic Blvd.
Los Angeles, CA 90064
(213) 826-3777

Unpacking

In the box you will find one Session Sounds disk, this manual and a warranty and registration card. Fill out the card and return to Hybrid Arts at the above address. This will start your 90 day warranty and will also place your name on our mailing list that will keep you informed on our latest developments, updates and new products.

Setting Up

To be able to use the Session Sounds you will need an Atari Personal Computer (Such as 400, 800, 800XL, 1200 or 130XE) with at least 48k of memory, a Hybrid Arts MIDIMATE Interface Box and a DX keyboard.

Connect one MIDI cable between the MIDI OUT jack on the MIDIMATE and the MIDI IN on your DX keyboard and the other MIDI cable between MIDI IN on the MIDIMATE and the MIDI OUT jack on the DX. Connect the Serial I/O cable of the MIDIMATE to the free I/O port on the back of the disk drive.
Note: The disk drive must be connected to the Atari computer via the I/O cable supplied with the disk drive.

Turn the disk drive on and wait for the busy light to go out. Insert the Session Sounds disk, hold the Option key down on the Atari computer and turn the computer on. The program will quickly load into the computer and the 32 voices will be displayed on the screen.

Initializing the DX keyboard

Turn the DX on and wait for the "YAMAHA DX SYNTHESIZER" message to disappear. Now press the FUNCTION key on the DX and select key #8 (MIDI mode and channel selector). For more information on how to operate the DX see the DX instruction manual. Select MIDI channel #1 (with the + or - keys or with the DATA ENTRY slider), then press button #8 again and the message in the DX window will change to "SYS INFO UNAVAIL". Press the YES key to change it to "SYS INFO AVAIL".

Now press the "MEMORY PROTECT - INTERNAL" key and the message in the window will change to "MEMORY PROTECT - INTERNAL ON". This means that you cannot "write" to internal memory (or erase the internal voices). In order to load sounds from disk into internal memory you have to disable this function. Press the NO key on the DX and the message in the window will change to "MEMORY PROTECT-INTERNAL OFF".

Using Session Sounds

To load the 32 voices displayed on the computer monitor enter "LG". The disk voices will replace the voices in the DX internal memory. Note that voice #32 is a tuning tone (440).

To load one voice only into the DX you have to first select it on the computer screen. Use the "CV" (change voice) command and enter a number between 01 and 16. The cursor will move to the specified location. You can also use the "+V" or "-V" commands to move the cursor to the desired location. Now type "LV" and the selected voice will be loaded into the DX Edit Buffer. Note that the cursor moves to the next voice on the screen. To store this voice in any of the DX 32 locations select the **Internal Memory** key on the DX, Hold the **Store** key down and select the location on the DX (1-32) where you want the voice stored.

Session Sounds has a Test Tones option that can be enabled or disabled by the user. When you first power up the tones are off. By typing "TN" the TN function on the screen will be enabled (highlighted). Every time you load a voice into the DX, the tones will be heard.

You can change the MIDI channel that the computer transmits on by using the "CM" command (change MIDI) and a number between 01 and 16, or by using the "+M" or "-M" commands that increment or decrement the MIDI channel respectively. Changing the MIDI channel is useful when using the Yamaha TX8-16 tone rack. You will be able to load voices into any one of the modules through the MIDI interface.

"T1" through "T7" select the test tone pattern and "O1" through "O7" select the octave of the test tones.

Certain Session Sounds voices require setting some of the DX parameters. These are labeled as follows:

An "*" to the right of the voice name means that the Mod Wheel affects the sound. Turn the Mod Wheel up.

A "/" in the middle of a voice name indicates that the keyboard is split. The name to the left of the "/" is the low voice; the name to the right of the "/" is the high voice.

A "+" to the right of a name indicates that the voice is naturally chorused.

A "P" to the right of a voice name indicates that "After Touch Pitch" should be used. Press the Function button on the DX and then press the After Touch Range button (#29). Set it to 20 and then press button #30 on the DX to enable the pitch. Make sure that "After Touch Amplitude" and "EG Bias" are turned off.
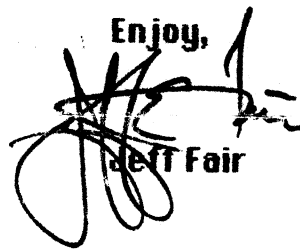
Notes on Session Sounds   2.1

1. L.H. PIANO - LEFT HAND OF GRAND PIANO
2. J. PIANO 2A - Bright, lightly strung piano for light touch players
3. J. PIANO 2D - Bright, short harp piano for light touch players.
4. J. PIANO 1D - Piano for heavy handed players.
5. J. PIANO 1E - Piano for heavy handed players, brighter and slightly longer than 1D.
6. J. PIANO 7+ - Heavily chorus piano, great for ballads and songwriting.
7. E. PIANO 2* - This version of the rhodes has a bit more overdriven sound than most DX- 7 rhodes clones, giving it added realism. Moving the mod wheel slightly adjusts the upper overtones on the attack of the sound.
8. erlywirly2 - Similar to the old pink wurlitzers.
9. SimSnr 1* - Simmons snare sound, mod wheel adds distortion and noise. Hold key(s) down for duration of note.
10. SimSnr 2* - Similar to #9 with more drum at high mod wheel settings.
11. SimTom 2 - Simmons tom sound, strike keys and quickly release.
12. SimTom 7 - Simmons tom sound, strike keys and quickly release.
13. SimTom 8 - Simmons sound with a long pitch envelope. Hold key(s) down for duration of note. Great on Beats 2 and 4 in dance music.
14. Tamborine - Gently strike key(s) for long tamb. hit; hold key(s) down for muted tamb. or sock cymbal effect.
15. Conga1 - Play like a conga, complete with pitch wheel and handslap.
16. Jersdrem 2* - Like rubbing your finger around the lip of a crystal glass, mod wheel adds little bells.
17. T. bone 1* - Have mod at least 1/2 up; add mod wheel for added bell distortion.
18. Bt. trmpt 2
19. & toto too -
20. New Brass - This sound developed for MIDI combined with analog synths.
21. J Strg 13*P - Mod wheel adds top end to strings; set aftertouch range =20, pitch = on, amp = off, eg = off.
22. J. Cellos - two velocity sensitive cellos: set mod wheel to at least 1/2 up, mod wheel adds constant bow grit.
23. ClauSyn 4 * - Mod wheel adds percussion clav sound.
24. Nessy - Underwater harps.
25. Bamboosong * - Mod wheel adds chiff and breath to bamboo flutes.

26. ObSyn 6 -
27. ObSyn 9 -
28. A. SynBass 9 - Try this bass on your next pop or jazz tune.
29. Woody 2 - Similar to mini moog bass with a very short envelope.
30. J. SpBass 6* - Put mod wheel up/pull down for harmonics.
31. r2d2 - Middle of keyboard he talks, lower keys, he screams; top keys, he walks away.
32. Tuning tone - Quick access tuning tone.

Welcome to Session Sounds Master Group. On this disk you'll find 31 unique DX-7 patches that are among my most requested sounds in the studio. With a little experimentation you'll quickly find which sounds fit your music and playing style.

Enjoy,

Jeff Fair