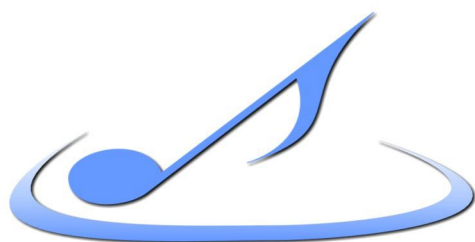


# **Advanced MIDlcreator Kit Manual**



## Warning

This is a Class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

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# 1. System Overview

This section gives a brief overview of the musical equipment used and how it is connected.

## MIDIcreator

The key to the system is the box with the coloured front panel called MIDIcreator. This takes the inputs from the switches and sensors, and converts them to the information needed to drive the sound generating boxes (via MIDI). The slot on the left hand side accepts *smart cards* called Theme Cards, which tell the MIDIcreator to send signals to the sound boxes and set the equipment up ready for use. Each card is labelled with the theme name.



## Boss SP-303 Sampler

Allows the use of recorded sounds, music loops etc. for the main themes. Also provides the facility for you to record your own sounds to be used with MIDIcreator, and functions as a simple vocal effects unit.



## Edirol MA-10 Speakers

High quality music speakers, with independent volume controls for the sound module and sampler. You can also plug headphones in for private practice!



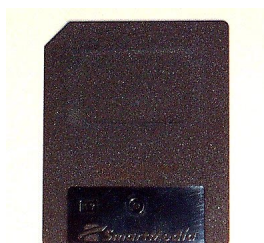
## Sennheiser e835 Microphone

Used to record sounds from the environment for use as themes, or with the sampler as an effects unit.



## Smart Media Cards

Stores the samples for the different sample based themes. These should be inserted when the sampler is switched off, with the gold contacts facing down.



## 2. About MIDIcreator

MIDIcreator takes electrical signals from switches and sensors and converts them to MIDI data. Very simply, MIDI allows electronic musical instruments to talk to each other.

### 2.1 Switches & sensors

MIDIcreator takes two different types of sensors – switched & proportional. A switch is just like a light switch; it has two states, on and off. Proportional sensors are like dimmer controls for lights with lots of positions between on and off.

### 2.2 What can it do?

There are two rows of eight sockets on the front panel of MIDIcreator. The top row can only produce switched output responses, whilst the bottom can produce both switched and proportional outputs i.e. you can't play a series of notes with a sensor plugged into the top row.

Switched sockets can play:	Proportional sockets can play:
<ul style="list-style-type: none"><li>▪ Single notes</li><li>▪ Chords – on one or several instruments</li><li>▪ Drums</li><li>▪ Trigger samples</li></ul>	<ul style="list-style-type: none"><li>▪ Single notes</li><li>▪ Chords – on one or several instruments</li><li>▪ Drums</li><li>▪ Trigger samples</li><li>▪ Scales – different types in different keys</li><li>▪ Series of notes – notes played in any order</li><li>▪ Multiple chords – up to four chords</li><li>▪ Effects controls – change volume, reverb (echo) and other effects</li></ul>

## 3. Theme Cards

A collection of sounds that have been configured onto a card are called a 'Theme'. There are two main types of theme available, although you can combine both methods at the same time.

### 3.1 MIDI Theme

MIDI themes use pre-recorded musical instrument and special effect sounds stored on the internal sound module. 128 different sounds are available from pianos and strings to brass and percussion.

Configuration cards define which sounds are played by each sensor and control settings such as volume, pitch and reverb. By using the software provided with MIDIcreator, you can configure your own cards to make themes.

### 3.2 Sample Theme

A sample theme uses a Smart Media memory card to store samples, which are accessed through the SP-303 sampler. You can record your own sound samples using the microphone to make themes or use one of the IMS pre-recorded themes provided.

Two templates are included in the Theme pack section of the folder, for you to photocopy and use to record the details of your themes.

### 3.3 Triggering methods for playing back sound

Method	Description
One Hit	A one hit sample triggered by a sensor or switch will play for the duration of the sample and then end. If the sample is triggered again before it has time to finish, it will start immediately again from the beginning.
Gated	This refers to a one hit sample that will only play whilst the sensor or switch is being operated. For example, the sound will be heard whilst you are standing on a floorpad, or within the triggering point of a beam and will stop when you step off the floorpad or out of the beam.
Loop	A Loop is a sample that once triggered by a sensor or switch, will continue playing and repeating until triggered again to stop.
Gated Loop	Combining both the loop and gated methods of triggering, the gated loop will continue playing and repeating only whilst the sensor or switch is in operation.



## 4. Using the SP-303 sampler

The sampler is split into four banks of eight sounds. Sounds recorded into Banks A & B are held inside the sampler, with the total recording time across both banks limited to 30 seconds. To record longer sounds, insert a Smart Media card into the slot in the front of the unit. This allows much more sound to be recorded into Banks C & D (see table below). Two blank 32MB cards are included with the kit.

Smart Media	Sampling Time
8MB	4 min
16MB	8 min
32MB	16 min
64MB	33 min

**N.B.** Only use 3.3V Smart Media between 8MB & 64MB in size.

Before use, a new Smart Media card must be formatted in the following way:

1. Hold down the [Cancel] button then press [Remain].
2. Press one of the flashing [C] or [D] pads.
3. Press the flashing [DEL] pad to begin formatting. The pads will stop flashing when formatting is complete.

**Note:** Do not turn off the power or remove the card whilst formatting as this could damage the card. If you wish to cancel the process, press [Cancel].

Smart Media cards are supplied with write protect stickers. Affix one of these onto the gold contact of any cards that you would like to protect. You will be unable to record onto, delete or overwrite a card that is protected.

## 4.1 Recording your own sounds into the sampler

The microphone allows you to record your own sounds into the sampler. The description below is for using Banks A & B, but is identical for Banks C & D.

1. Ensure that all samples in the internal memory have been deleted (*see below*).
2. Connect the microphone to the socket on the front of the sampler marked MIC.
3. Turn the control next to it (marked MIC Level) all the way to the right.
4. Press the [REC] button on the sampler.
5. Press BANK [A] or [B] button. The button should light up.
6. Press the pad to record the sample to. The pad should light up and [REC] start flashing.
7. Press [REC] to start.
8. Make the sound!
9. Press [REC] again to stop.
10. Press the pad and listen to the sound.

## 4.2 Deleting a sound from a pad

1. Press the [DEL] key.
2. Select the pad you wish to delete the sound from.
3. Press the [DEL] key again.

## 4.3 Deleting all the sounds

1. Hold down [CANCEL] and press [DEL].
2. Select the bank to delete samples from (either A or B).
3. Press [DEL]. Deleting is finished when the dots on the display stop blinking.

## 4.4 Triggering sampled sounds with MIDIcreator

1. Insert the Theme Card called 'SP-303 Banks A&B' into MIDIcreator.
2. Now the switched sockets, numbered 1 to 8 (top row), trigger sounds recorded into Bank A.
3. The proportional sockets, numbered 1 to 8 (bottom row), can now trigger sounds recorded into Bank B.

For a more detailed explanation of the sampler's various operations, please see the manual for the Boss SP-303 Sampler.

**Note:** When designing your own themes for the set-up:

- MIDI Channel 16 is used exclusively for triggering the sampler. Please avoid using this MIDI Channel in music-based themes.
- To ensure that only the sampler plays on Channel 16, the Internal Sound Module must be MUTED. You can do this by setting the Channel Volume to 0 (on Channel 16) on the MIDIcreator Configuration card.

## 4.5 Adding effects to sampled sounds

Once you have recorded your own sounds/samples, you can experiment with altering them using the built in effects bank contained within the SP-303 sampler. The Effects bank consists of 26 different effects, which can be used one at a time.

Five of the effects have their own buttons- Filter + Overdrive, Pitch Shifter, Delay, Vinyl Simulator and Isolator. You can press these effects directly to activate them. When pressed, the button will light to indicate that the effect is on.

The MFX (multi-effects) button contains the other 21 effects which can be accessed by holding down the MFX button whilst turning the CTRL 3/MFX knob to select an effect number, shown on the display panel.

1. Ensure that none of the effect buttons are lit. Press any that are to turn them off.
2. Select the sample you wish to add the effect to by pressing its pad. This will play the sample and the pad will remain lit.
3. Press your chosen effect button.
4. Adjust the 3 CTRL knobs to change the sound of the effect.

The 3 control knobs have different uses for each effect. The display above them gives you an abbreviation of its use, which will change every time a different effect is chosen. The effects list overleaf will guide you through the different sounds that can be created by using the effects and their CTRL knobs.

## 5. Using the sampler as an effects unit

In the right hand corner of the SP-303, is a button called the 'Ext Source'. By using an external input, such as a microphone, it is possible to experiment with the different effects without having to record anything. It is important to note here that the effects cannot be recorded with your samples.

1. Connect the microphone to the socket on the front of the sampler marked MIC.
2. Turn the control level next to it (marked MIC Level) all the way to the right.
3. Press the Ext Source button. This will remain lit when it is on.
4. Press the effects buttons one at a time whilst making sounds into the microphone.

## 5.1 Table of effects

EFFECT	CTRL 1	CTRL 2	CTRL 3
<b>FILTER &amp; DRIVE</b>	(CoF)	(rES)	(drV)
Distorts the sound and boosts the bass.	Adjusts the sound quality/ tone of the effect.	Adjusts the amount of boost on the bass.	Adjusts the amount of distortion to be added.
<b>PITCH</b>	(Pit)	(Fdb)	(dAL)
Changes the pitch of the sound.	Adjusts the sound to go either higher or lower in pitch.	Adjusts the level of feedback given by the effect.	Controls the amount of effect being added to the sound.
<b>DELAY</b>	(t32-t1)	(Fdb)	(LEV)
Repeats the sound	Controls the speed of the delay. Turn to the left for a quick delay and to the right for a slow delay.	Adjusts how many times the sound is repeated.	Controls the volume of the effect.
<b>VINYLSIM</b>	(CMP)	(noS)	(Flu)
Adds the sound qualities of a vinyl record.	Adjusts the amount of the effect to be added to the sound.	Adjusts the volume of the effect.	Adjusts the various irregularities, which are characteristic of the vinyl sound.
<b>ISOLATOR</b>	(LOW)	(Mid)	(Hi)
Controls the low, middle and high ranges of the sound.	Adjusts the low range of the sound.	Adjusts the middle range of the sound.	Adjusts the high range of the sound.
<b>1. REVERB</b>	(tiM)	(ton)	(LEV)
Adds reverberation (extra sound reflections) to the sound.	Adjusts the amount of reverb (or reflections) to be added to the sound.	Changes the sound quality / tone of the sound.	Adjusts the volume of the effect.
<b>2. TAPE ECHO</b>	(rAt)	(int)	(LEV)
Adds a vintage tape echo effect to the sound.	Controls the speed of the echo. Turn to the left for a fast echo and to the right for a slow echo.	Adjusts how many times the sound is echoed.	Adjusts the volume of the effect.

<b>3. CHORUS</b>	(dPt)	(rAt)	(LEV)
Adds depth and spaciousness to the sound.	Adjusts the depth of the chorus effect.	Adjusts the speed of vibrato, which is characteristic of this effect.	Adjusts the volume of the effect.
<b>4. FLANGER</b>	(dPt)	(rAt)	(rES)
Adds an aeroplane-like sound effect.	Adjusts the depth of the effects sound.	Adjusts the speed of the effects sound.	Offers different versions of the effects characteristics.
<b>5. PHASER</b>	(dPt)	(rAt)	(rES)
Adds vibrato and a circling effect to the sound.	Adjusts the depth of the effects sound.	Adjusts the speed of vibrato	Offers different versions of the effects characteristics.
<b>6. TREMOLO / PAN</b>	(dPt)	(rAt)	(trM/PAn)
Makes repeated changes to the volume or pan (left & right)	Adjusts the amount that the effect changes the volume or pan.	Controls the speed at which the changes are made to the volume or pan.	Turn to the left to change the volume and to the right to change the pan.
<b>7. DISTORTION</b>	(drV)	(ton)	(LEV)
Heavily distorts the sound.	Adjusts the depth of distortion.	Adjusts the tone of the effect.	Adjusts the volume.
<b>8. OVERDRIVE</b>	(drV)	(ton)	(LEV)
Lightly distorts the sound.	Adjusts the depth of distortion.	Adjusts the tone of the effect.	Adjusts the volume.
<b>9. FUZZ</b>	(drV)	(ton)	(LEV)
Distorts the sound and adds harmonics.	Adjusts the depth of distortion.	Adjusts the tone of the effect.	Adjusts the volume.
<b>10. WAH</b>	(SnS)	(Frq)	(rES)
Adds a wah-wah effect.	Adjusts the amount of wah effect	Adjusts the pitch of the wah sound.	Adjusts the volume of the wah sound at its loudest point.
<b>11. OCTAVE</b>	(oC2)	(oC1)	(dir)
Adds sound in lower octaves (ranges).	Adds sound two octaves lower than the original sound.	Adds sound one octave lower than the original sound.	Adjusts the volume of the original sound.
<b>12. COMP</b>	(SuS)	(Att)	(LEV)
Makes the sound the same volume throughout.	Adjusts the amount of the effect that is to be added.	Adjusts the attack of the original sound.	Adjusts the volume.

<b>13. EQUALIZER</b>	(Lo)	(Mid)	(Hi)
Adjusts the volumes of the low, middle and high ranges of the sound.	Adjusts the volume of the low range.	Adjusts the volume of the middle range.	Adjusts the volume of the high range.
<b>14. LO-FI</b>	(rAt)	(bit)	(FLt)
Gives the sound a grainy and low quality effect.	Adjusts the amount of the effect to be added to the sound.	Adjusts the amount of graininess given to the sound.	Adjusts the Various characteristics of the sound.
<b>15. NOISE GEN</b>	(CoL)	(qLt)	(LEV)
Adds noise to the sound.	Controls the pitch of the hissing noise.	Controls the regularity of the scratch noise.	Adjusts the volume of the effect.
<b>16. RADIO TUNING</b>	(ton)	(noS)	(Frq)
Adds sound like that of a radio.	Adjusts the amount of 'radio noise' to be added to the sound.	Adjusts the volume of the noise effect.	Adjusts the volume of the original sound.
<b>17. SLICER</b>	(PO1-16)	(rAt)	(Fdb)
Adds a flanger effect and repeatedly cuts the sound.	Adjusts the regularity of the cut.	Adjusts the speed at which the cut occurs.	Adjusts the amount of flanger effect that is to be added to the sound.
<b>18. RING MOD</b>	(Frq)	(EFF)	(dir)
Adds a metallic sound.	Adjusts the pitch of the metallic sound.	Adjusts the volume of the effect.	Adjusts the volume of the original sound.
<b>19. CHROMATIC PS</b>	(-C-CC)	(-C-CC)	(bAL)
Adds two extra pitches to the sound that can each be adjusted.	Controls pitch 1 up and down.	Controls pitch 2 up and down.	Adjusts the balance between the sound and the effect. Turn to the left for mainly the original sound. Turn to the right for mainly the effect.
<b>20. VOICE TRANS.</b>	(For)	(EFF)	(dir)
Produces a variety of different vocal characteristics.	Adjusts the pitch of the vocal characteristics.	Adjusts the volume of the effect.	Adjusts the volume.
<b>21. C. CANCELLER</b>	(bAL)	(Lo)	(Hi)
Cuts out the middle range of the sound.	Adjusts the various points in the sound that	Boosts the low characteristics of the sound.	Boosts the high characteristics of the sound.



	are to be cut out.		
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## 6. Advanced use of MIDIcreator

### 6.1 Installing the MIDIcreator Configuration Builder software

To begin programming your own configuration cards for MIDIcreator, you will need to install the software provided. Directions are as follows:

1. Insert the MIDIcreator CD into a PC.
2. The CD should autorun on insertion. Alternatively, click the 'Start' button and select 'Run'.
  - a. When the 'Run' window appears, type 'd:\setup' into the space provided, and press return.
3. The MIDIcreator configuration builder set-up program will start. Follow the on-screen instructions to complete the installation.

Once the Configuration Builder has been installed, you can begin to configure your own themes using MIDI.

### 6.2 Composing themes for MIDIcreator

#### 6.2.1 Drums

1. Select a socket from the front panel image of MIDIcreator by clicking on it.
2. Click on Drum Configuration in the drop down window marked 'Configuration:'
3. Select the drum sound by either clicking on a note from the keyboard image or from the drop down window underneath.
4. Select the volume by dragging the slider that controls the note velocity.
5. When you have completed your selection, click on the 'Apply' button to save the changes you have made.

### **6.2.2 Chords**

1. Select a socket from the front panel image of MIDIcreator by clicking on it.
2. Click on 'Chord Builder' in the configuration window.
3. The chord of C major will be highlighted automatically, which you can deselect by clicking on the individual notes.
4. You can either click on a pre-defined chord using the drop down windows, or click on the notes of the chord that you would like to apply. You can use a maximum of eight notes from any of the 16 MIDI channels, which are selectable by clicking on a number, 1-16 in the row marked 'Channel'. Red notes indicate that they are on the current channel and blue notes show that they have been selected from another channel.
5. Click 'Apply' when you have selected the desired chord for that socket.

### **6.2.3 Scales**

1. Select a socket on the front panel image of MIDIcreator by clicking on it.
2. Click on 'Scale Selection' in the configuration window.
3. Click on a pre-defined scale from the drop down windows provided.
4. Select the position in which you would like the scale to play by holding the left mouse button on the lowest note of your desired scale and dragging the cursor along to the highest note. Notes that appear red are those belonging to the pre-defined scale. When configuring scales, you can only use one MIDI channel per socket.
5. Click 'Apply' when you have selected the desired scale for that socket.

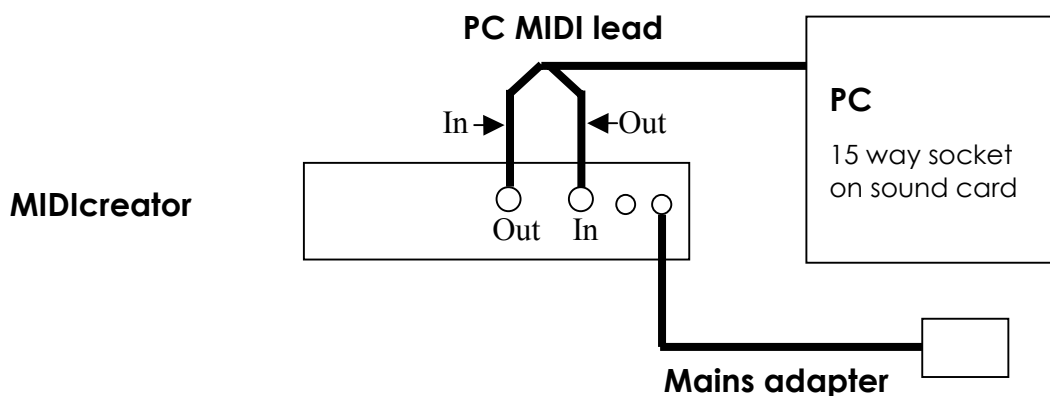
### 6.2.4 Sequences

1. Select a socket on the front panel image of MIDIcreator by clicking on it.
2. Click on 'User defined scale' in the configuration window.
3. Sequences will be highlighted on the keyboard and also listed in order in the window. To remove the pre-settings, click on the notes within the window and press 'Delete'.
4. To begin and add to a sequence, click on the individual notes in the desired order.
5. When configuring your own sequences, you can only use one MIDI channel per socket.
6. Click 'Apply' when you have selected the desired sequence for that socket.

### 6.3 Saving a theme onto a card

In order to programme a configuration card with a new theme, you will need access to a PC in which there is a sound card with MIDI output or a separate USB MIDI interface. The MIDIcreator comes with a cable to connect it to a 15-way socket on a standard sound card.

Connect the PC MIDI lead to MIDIcreator and a PC, as in the diagram.



1. Run the MIDIcreator Configuration Builder software.
2. Check the 'Setup/Input' and 'Setup/Output' menu options. They should specify the appropriate MIDI devices connected to MIDIcreator.
3. Load up the theme configuration that you want to write to the card.
4. Insert a formatted or blank memory card into the slot on the front panel of MIDIcreator.
5. Select the 'Programming/Write configuration to card' menu option. Click 'Yes' to confirm writing to the memory card.
6. The red LED on MIDIcreator will flash to show that it is communicating.
7. Click 'OK' when the configuration has been successfully written to the MIDIcreator memory card.

## Appendix 1 - MIDIcreator+ Instrument Maps

No.	Instrument Name	No.	Instrument Name
<b>Piano</b>		<b>Bass</b>	
<b>1</b>	Acoustic Grand Piano	<b>33</b>	Acoustic Bass
<b>2</b>	Bright Acoustic Piano	<b>34</b>	Electric Bass (finger)
<b>3</b>	Electric Grand Piano	<b>35</b>	Electric Bass (pick)
<b>4</b>	Honky Tonk Piano	<b>36</b>	Fretless Bass
<b>5</b>	Electric Piano 1	<b>37</b>	Slap Bass 1
<b>6</b>	Electric Piano 2	<b>38</b>	Slap Bass 2
<b>7</b>	Harpsichord	<b>39</b>	Synth Bass 1
<b>8</b>	Clavi	<b>40</b>	Synth Bass 2
<b>Chromatic Percussion</b>		<b>Solo Strings</b>	
<b>9</b>	Celesta	<b>41</b>	Violin
<b>10</b>	Glockenspiel	<b>42</b>	Viola
<b>11</b>	Music Box	<b>43</b>	Cello
<b>12</b>	Vibraphone	<b>44</b>	Contrabass
<b>13</b>	Marimba	<b>45</b>	Tremolo Strings
<b>14</b>	Xylophone	<b>46</b>	Pizzicato Strings
<b>15</b>	Tubular Bells	<b>47</b>	Orchestral Harp
<b>16</b>	Dulcimer	<b>48</b>	Timpani
<b>Organ</b>		<b>Ensemble</b>	
<b>17</b>	Drawbar Organ	<b>49</b>	String Ensemble 1
<b>18</b>	Percussive Organ	<b>50</b>	String Ensemble 2
<b>19</b>	Rock Organ	<b>51</b>	Synth Strings 1
<b>20</b>	Church Organ	<b>52</b>	Synth Strings 2
<b>21</b>	Reed Organ	<b>53</b>	Choir Aahs
<b>22</b>	Accordion	<b>54</b>	Voice Oohs
<b>23</b>	Harmonica	<b>55</b>	Synth Voice
<b>24</b>	Tango Accordion	<b>56</b>	Orchestra Hit
<b>Guitar</b>		<b>Brass</b>	
<b>25</b>	Acoustic Guitar (nylon)	<b>57</b>	Trumpet
<b>26</b>	Acoustic Guitar (steel)	<b>58</b>	Trombone
<b>27</b>	Electric Guitar (jazz)	<b>59</b>	Tuba
<b>28</b>	Electric Guitar (clean)	<b>60</b>	Muted Trumpet
<b>29</b>	Electric Guitar (muted)	<b>61</b>	French Horn
<b>30</b>	Overdriven Guitar	<b>62</b>	Brass Section
<b>31</b>	Distortion Guitar	<b>63</b>	Synth Brass 1
<b>32</b>	Guitar Harmonics	<b>64</b>	Synth Brass 2

### General MIDI Melodic Instrument Map

(MIDI channels 1-9, 11-16)

No.	Instrument Name	No.	Instrument Name
	<b>Reed</b>		<b>Synth Effects</b>
<b>65</b>	Soprano Saxophone	<b>97</b>	FX 1 (rain)
<b>66</b>	Alto Saxophone	<b>98</b>	FX 2 (soundtrack)
<b>67</b>	Tenor Saxophone	<b>99</b>	FX 3 (crystal)
<b>68</b>	Baritone Saxophone	<b>100</b>	FX 4 (atmosphere)
<b>69</b>	Oboe	<b>101</b>	FX 5 (brightness)
<b>70</b>	English Horn	<b>102</b>	FX 6 (goblins)
<b>71</b>	Bassoon	<b>103</b>	FX 7 (echoes)
<b>72</b>	Clarinet	<b>104</b>	FX 8 (sci-fi)
	<b>Pipe</b>		<b>Ethnic</b>
<b>73</b>	Piccolo	<b>105</b>	Sitar
<b>74</b>	Flute	<b>106</b>	Banjo
<b>75</b>	Recorder	<b>107</b>	Shamisen
<b>76</b>	Pan Flute	<b>108</b>	Koto
<b>77</b>	Blown Bottle	<b>109</b>	Kalimba
<b>78</b>	Shakuhachi	<b>110</b>	Bag Pipe
<b>79</b>	Whistle	<b>111</b>	Fiddle
<b>80</b>	Ocarina	<b>112</b>	Shanai
	<b>Synth Lead</b>		<b>Percussive</b>
<b>81</b>	Lead 1 (square)	<b>113</b>	Tinkle Bell
<b>82</b>	Lead 2 (sawtooth)	<b>114</b>	Agogo
<b>83</b>	Lead 3 (calliope)	<b>115</b>	Steel Drums
<b>84</b>	Lead 4 (chief)	<b>116</b>	Woodblock
<b>85</b>	Lead 5 (charang)	<b>117</b>	Taiko Drum
<b>86</b>	Lead 6 (voice)	<b>118</b>	Melodic Tom
<b>87</b>	Lead 7 (fifths)	<b>119</b>	Synth Drum
<b>88</b>	Lead 8 (bass + lead)	<b>120</b>	Reverse Cymbal
	<b>Synth Pad</b>		<b>Sound Effects</b>
<b>89</b>	Pad 1 (new age)	<b>121</b>	Guitar Fret Noise
<b>90</b>	Pad 2 (warm)	<b>122</b>	Breath Noise
<b>91</b>	Pad 3 (polysynth)	<b>123</b>	Seashore
<b>92</b>	Pad 4 (choir)	<b>124</b>	Bird Tweet
<b>93</b>	Pad 5 (bowed)	<b>125</b>	Telephone Ring
<b>94</b>	Pad 6 (metallic)	<b>126</b>	Helicopter
<b>95</b>	Pad 7 (halo)	<b>127</b>	Applause
<b>96</b>	Pad 8 (sweep)	<b>128</b>	Gunshot

### General MIDI Melodic Instrument Map

(MIDI channels 1-9, 11-16)

<b>Note No.</b>	<b>Drum Sound</b>	<b>Note No.</b>	<b>Drum Sound</b>
<b>35</b>	Acoustic Bass Drum	<b>59</b>	Ride Cymbal 2
<b>36</b>	Bass Drum 1	<b>60</b>	Hi Bongo
<b>37</b>	Side Stick	<b>61</b>	Low Bongo
<b>38</b>	Acoustic Snare	<b>62</b>	Mute Hi Conga
<b>39</b>	Hand Clap	<b>63</b>	Open Hi Conga
<b>40</b>	Electric Snare	<b>64</b>	Low Conga
<b>41</b>	Low Floor Tom	<b>65</b>	High Timbale
<b>42</b>	Closed Hi-Hat 1	<b>66</b>	Low Timbale
<b>43</b>	High Floor Tom	<b>67</b>	High Agogo
<b>44</b>	Pedal Hi-Hat 1	<b>68</b>	Low Agogo
<b>45</b>	Low Tom	<b>69</b>	Cabassa
<b>46</b>	Open Hi-Hat 1	<b>70</b>	Maracas
<b>47</b>	Low Mid Tom	<b>71</b>	Short Whistle
<b>48</b>	Hi-Mid Tom	<b>72</b>	Long Whistle
<b>49</b>	Crash Cymbal 1	<b>73</b>	Short Guiro
<b>50</b>	High Tom	<b>74</b>	Long Guiro
<b>51</b>	Ride Cymbal 1	<b>75</b>	Claves
<b>52</b>	Chinese Cymbal	<b>76</b>	Hi Wood Block
<b>53</b>	Ride Bell	<b>77</b>	Low Wood Block
<b>54</b>	Tambourine	<b>78</b>	Mute Cuica
<b>55</b>	Splash Cymbal	<b>79</b>	Open Cuica
<b>56</b>	Cowbell	<b>80</b>	Mute Triangle
<b>57</b>	Crash Cymbal 2	<b>81</b>	Open Triangle
<b>58</b>	Vibraslap		

### **General MIDI Drum Map**

(MIDI Channel 10)



## Appendix 2 - Help Section

### 2.1 Glossary

#### **Configuration**

This refers to the set up of the theme cards used in MIDIcreator. They are programmed or 'configured' using computer software with information about which MIDI channels are to be used for the theme. These MIDI channels are used to specify the instrument, note and volume.

#### **MIDI**

This is an abbreviation for 'Musical Instrument Digital Interface'. MIDI can be described as a language that allows electronic musical devices such as keyboards and other sound modules to communicate with each other.

#### **Sample**

This term refers to sounds that are recorded using the sampler. A single sample is contained on a numbered pad on the sampler or has been recorded onto a smart media card. The sound can be triggered by a MIDI device. Themes are made up of a number of samples.

#### **Sensor**

Also known as a 'proportional sensor', these can be likened to a light dimmer switch as there are lots of different levels or degrees between on and off. Like the switch, the sensor translates a gesture into a MIDI message. It can allow a sequence of notes to be played during movement and also vary other parameters such as volume or reverb.

#### **Switch**

Switches are like light switches with only two positions, on or off. A single gesture such as stepping on a floorpad or hitting a block will trigger a

sample or single note, sound or chord.

## 2.2 Frequently Asked Questions

### 1. What are switch adapters for?

Switch adapters are used for converting switches that are not traditionally used with MIDIcreator into suitable inputs, e.g. standard assistive technology switches. They are supplied with either a ¼" or 3.5mm jack input.

### 2. What happens if I plug one of my own assistive technology switches into MIDIcreator without using a switch adapter?

Switches, other than those supplied by IMS, will only work with MIDIcreator when using a switch adapter. If you plug a switch into an input without one, the display light for that row of inputs will go out, indicating a fault. Some sounds may be heard but operation will be random.

### 3. Can I record sounds into MIDIcreator from a microphone?

With the use of a sampler it is possible to record sounds for use with MIDIcreator. By plugging a microphone into the sampler you can record your own sounds and immediately trigger them using sensors.

### 4. How can I record the musical output from a group to make a composition?

The most effective way of doing this, so as to capture the acoustics and atmosphere of a room as well as instrumentation and vocals, is by using a minidisc or CD recorder and an omnidirectional microphone.

## **5. How can I help someone relate their sound to their switch?**

LEDs are available in different colours, which can be plugged into a switch socket (on the top row) and then triggered by another sensor. The light can then be mounted in front of the player to indicate when their sound is being played. To set up a socket to light an LED, see the section on digital outputs in the MIDIcreator manual (on the CD).

## **6. How do I program cards from a laptop computer?**

The configuration software used to programme cards is the same on a laptop as it is on a PC. However, you will require a USB MIDI interface in order to connect to MIDIcreator, rather than plugging straight into a sound card port as you would with a desktop PC.

## **7. I am using a proportional sensor as a switch. How can I change the point at which the sound is triggered?**

The programming software contains an 'Advanced Properties' window where you can adjust the points at which a sound is triggered. This only applies if the sensor is plugged into the bottom row.

## **8. What does 'Filter' do on a digital output?**

A filter on a digital output will prevent the trigger note being used from creating a sound i.e. only the light will be activated.

## **9. I'm using an SP-303 connected to a sound module and MIDIcreator.**

### **How can I stop the sound module making sounds when I trigger a sample?**

If you are setting up a configuration card, set the 'Channel Volume' to '0' on the 'Programme Map' on channel 16.

Alternatively, there are two volume controls on the Edirol MA-10 speakers. The left one, when turned all the way down will eliminate any sounds being produced from the sound module.

## **10. Why are there two power sockets at the back of MIDIcreator?**

The additional power socket is for use with sensors such as the MIDIGesture, which requires its own power source. Instead of one lead plugging into a MIDIcreator input, the MIDIGesture has two, one of which can be plugged into one of the power sockets on the back of MIDIcreator.

## **11. How can I extend sensor cables?**

There are cable extensions available to allow you more freedom of movement with a sensor. Most standard 3.5mm stereo jack extension leads will work, but it is best to check before buying in quantity.

## **12. What does positive and negative triggering mean?**

Positive triggering is when a sample or MIDI sound is triggered by activating a switch or sensor. Negative triggering is when the sensor is set to play the sound on releasing the switch or moving away from the sensor.

## **13. When I hit my MIDIblock, the sound doesn't stop. How can I set it to trigger differently so that it does?**

In the 'Advanced Properties' window you will find a 'Trigger Threshold' box used for adjusting the trigger points of a sensor. Simply change this from 'Falling' to 'Rising'.

#### **14. What is 'Time Out'?**

When a sound is activated, it will continue sounding until the user removes their hand from the sensor or switch. Musically this may not be desirable, so the 'Time Out' function allows you to specify the maximum length of a note in seconds. The length of a note or sound can be altered in the 'Advanced Properties' window from 0.5 to 5.0 seconds.

## Appendix 3 - Other information

### Equipment Serial Numbers

Equipment	Serial Number
MIDIcreator	
Boss Dr Sample SP-303	
Edirol MA-10 Speakers	

### Switch and Sensor Serial Numbers

Switch / Sensor	Serial Number

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