YAMAHA

MIDI Song to Style

Owner's Manual

Contents

Confidential

This Owner's Manual assumes that you are already familiar with basic Windows/Mac operations. If you are not, please refer to the owner's manual which came with your Windows/Mac software before using this application.

Introduction

Overview of MIDI Song to Style

The MIDI Song to Style app automatically converts MIDI Songs (SMF: Standard Midi File; extension: .mid) into Style files (.sty), allowing you to play the desired songs as Styles on the instrument.

Computer

MIDI Song to Style

MIDI Song (.mid) → **Style (.sty)** → **Instrument**

Transfer by connecting USB cable or via USB flash drive
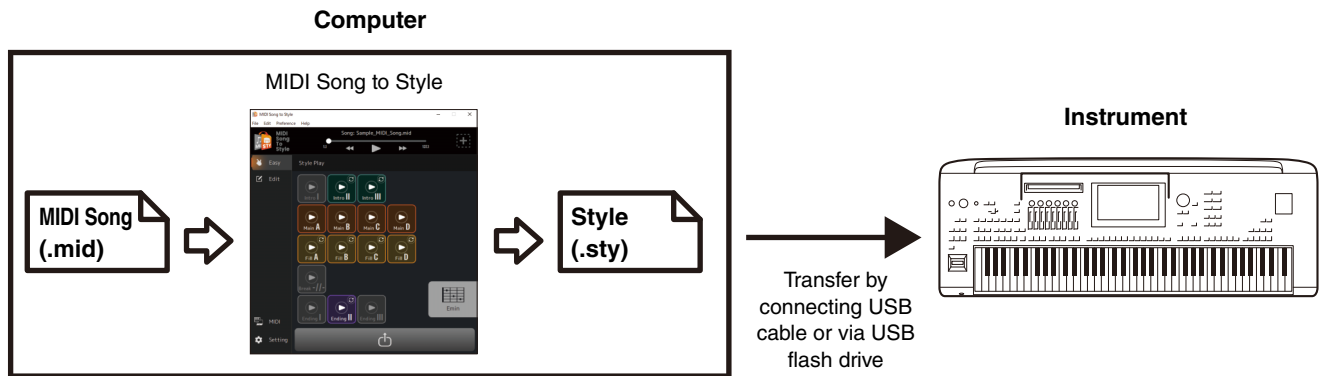
You can also listen to and edit converted data by:
- Playing loaded MIDI Songs and changing Voice assignments for each channel.
- Listening to and editing converted Styles.

Precautions When Using the Application

- This application (hereinafter referred to as the "app") anonymously collects function usage data for the purpose of improving service quality and promoting related products and services. The actual data you are editing will not be collected. If you do not wish to send the usage status, you can disable this from Settings (page 13).
- The main purpose of this app is to convert MIDI Songs into Style files and it is not designed to be used as a music player. Please note that the following app's preview functions only serve as support for editing, and full compatibility of audio playback, etc. is not guaranteed.
  - Playback of MIDI Songs
  - Playback of converted Styles
- This app can be used only with models which are compatible with SFF GE format (such as Genos2).

Setting Up

Connections and Setting Up

This app can be used in two ways: either by connecting it to the instrument, or simply by using it standalone on a computer.

■ Using the app by connecting the computer to the instrument

This method is recommended since it allows you to listen to the changes as they would actually be heard.

Connection example
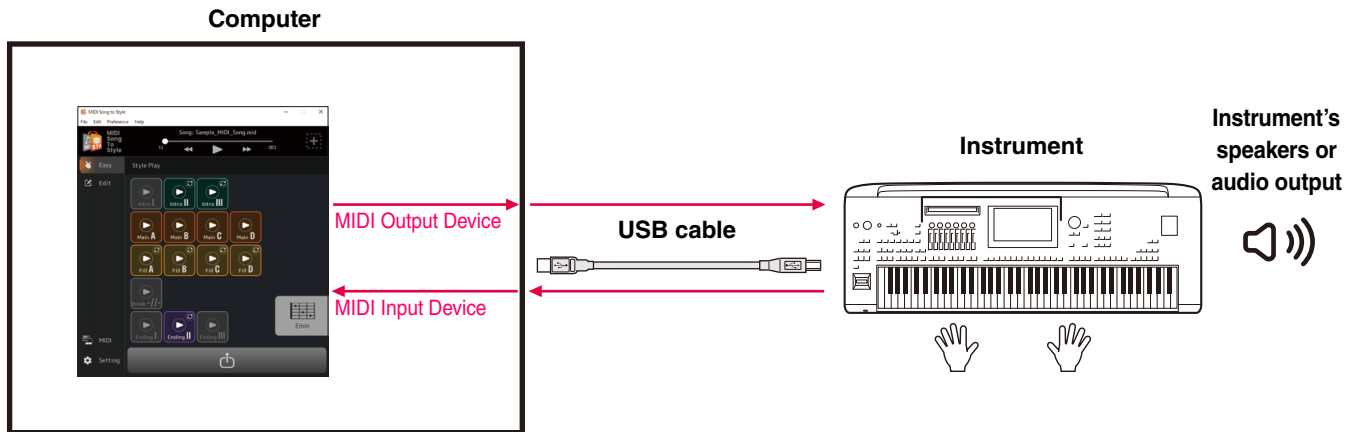
For instructions on how to connect the computer to the instrument, refer to the corresponding owner's manual.

What you can do when connecting to the instrument:

- Play back MIDI files with the sounds of the instrument.
- Listen to converted Styles with the sounds of the instrument.
- Save (transfer) the converted Style files directly to the instrument.
- Specify chords on the instrument's keyboard while listening to the converted Styles.

> **NOTE**
> When you specify chords from the instrument while listening on this app, make sure that the [ACMP] button on the instrument is off. (If you use the instrument with the loaded converted Style files, turn on [ACMP] as usual.)

Required settings:

Open [Preference] -> [MIDI Device] from the menu at the top of the app, and then set the port as follows.

- **MIDI Input Device:** Instrument's MIDI Out
- **MIDI Output Device:** Instrument's MIDI In

> **NOTE**
> Both Input and Output must be set to the instrument for proper file transfer.

■ Using the app as standalone with just a computer

You can simply use this app by itself, without having to connect the instrument to the computer. Although the Voices and Styles will not be reproduced as accurately, this method allows you to work just with the computer.

Connection example
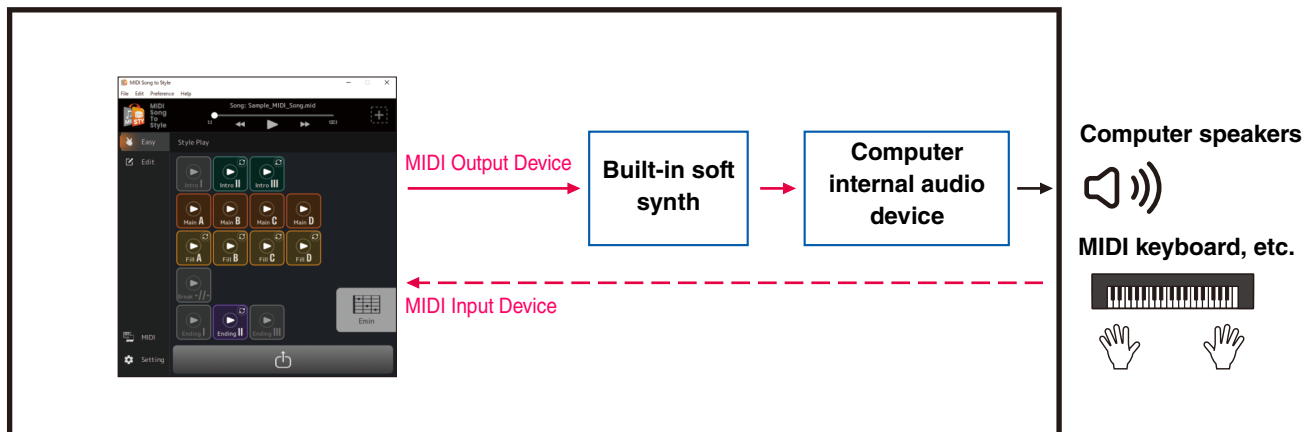
What you can do just with a computer:

- Play back MIDI Songs using the sounds of the soft synth within the application (*1).
- Listen to converted Styles with the sounds of the soft synth within the application (*1).
- Save the converted Style file on the computer or transfer it to the instrument via a USB flash drive.
- Specify chords on the chord palette (page 14) in the app while listening to the converted Styles.

*1) The sounds will not be reproduced with full accuracy.

Required settings:

Open [Preference] -> [MIDI Device] from the menu at the top of the app, and then set the port as follows.
- **MIDI Input Device:** None (set this if you have a MIDI keyboard, etc.)
- **MIDI Output Device:** MIDI Song to Style Synth, as well as an audio device for actually producing sound

■ Importing the Voice list

When changing Voices of each channel of a MIDI song that has been loaded to this app (page 26), you can select Voices from the Voice list within the app. The Voice list for Genos2 firmware version 1.00 is the initial list of this app.

By importing the Voice list, you can match the Voice list in this app with that of the linked instrument.

For compatible products, information on the Voice list file for MIDI Song to Style can be found on the product page on the Yamaha website (https://www.yamaha.com/).

1. **Select [Edit] -> [Import Voice List] from the menu at the top of the app.**

A file selection window will open.

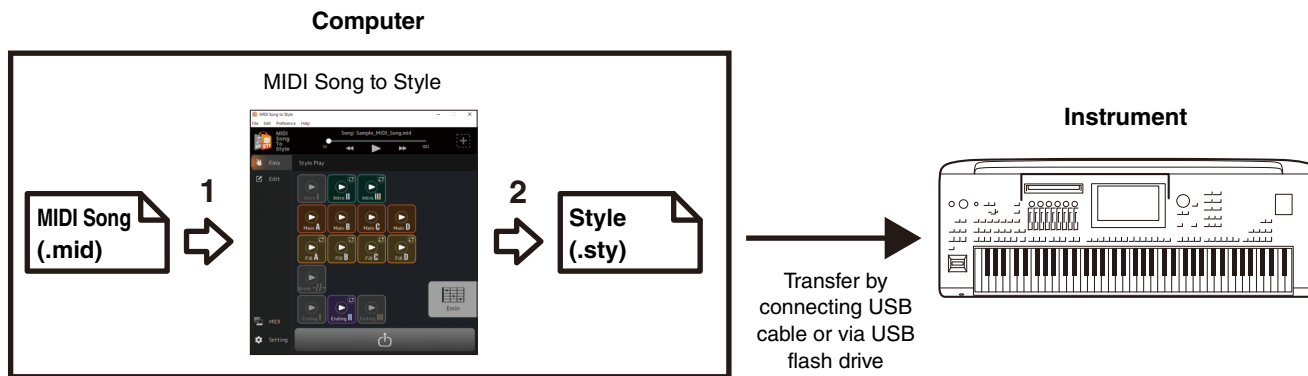## *2.* **Select the Voice list (.txt) for your instrument.**

The Voice list in the app will be updated to the loaded list.

If no error message appears, loading has been completed.

Quick Guide/Overview

How to Use MIDI Song to Style

■ The simplest way to use: Convert and transfer

1. Drag and drop the SMF file to MIDI Song to Style.

MIDI Song file
Standard MIDI File format (.mid)
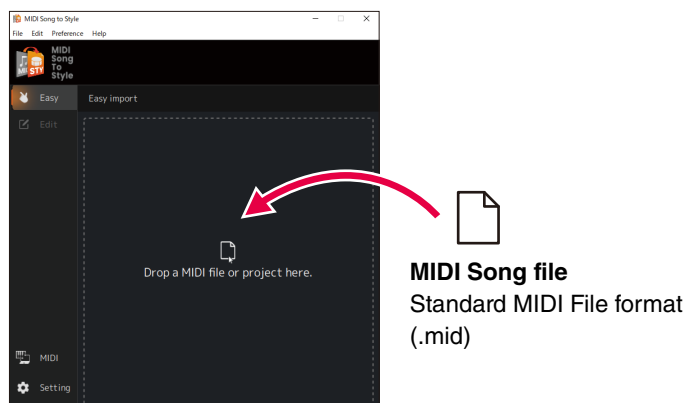
The MIDI Song you've transferred is automatically analyzed and converted into a Style, allowing you to play and edit the converted Style within the app (page 17).

NOTE
You can also assign Sections and Parts using Meta Events (Markers and Track Names) that you have embedded in the MIDI Song beforehand, instead of using the results of automatic analysis.

See the Other Settings display (page 13) for the settings necessary to enable this function, and the table (page 32) for the format of Meta Events which should be embedded in the MIDI Song.

2. Transfer the results of analysis as a Style file to the instrument. (Click icon ⏻)

There are two ways to transfer:

A) **Save the Style file directly to the instrument via USB cable connection (Save to Instrument).**
(You can transfer the file when the computer is connected to the instrument via a USB cable. Refer to page 3 for necessary settings.)

B) **Save as a Style file to a USB flash drive, and then transfer the file to the instrument (Save to Computer).**

3. Play the instrument with the transferred Style.

■ Reanalyze by changing the analysis conditions

If the results of the automatic Style conversion are not what you desired, you can change the conditions of the analysis and reconvert the loaded MIDI Song.

- Make sure to exclude the main melody channel and other channels you do not want to include in the Style (page 20).

■ Edit the automatically converted Style

You can manually edit the automatically converted Style in the following ways.

- Change the range extracted from a MIDI Song as a Section (page 21)
- Reorder Sections (page 22)
- Select a new range and assign it to a Section (page 23)
- Change the MIDI channel assignments of each Style Part for each Section (page 25)
- Change the Voice for each channel of a MIDI Song (page 26)
- Change/reset the volume for each Part of a Style (page 27)
- Change the Style beat or time signature (page 28)

Saving or Loading the Currently Edited Data (Project)

You can save or load the loaded MIDI Songs, including the analyzed information and edited contents, as a project file in a dedicated file format (.sts).

The following contents are saved in the project file:
• Contents of the loaded MIDI Song (SMF file)
• The automatic analysis results of a MIDI Song
• The Style editing status, including Section and Part assignments

■ Saving a project

Open [File] -> [Save Project] in the menu at the top of the app and specify the location for saving.

■ Loading a project

Open [File] -> [Open Project] in the menu at the top of the app and select the desired project file. Alternately, you can simply drag and drop the project file into the app.

Functions (Display Description)

Display Transitions

Below is a rough outline of the display transitions that appear after starting the app.

At startup

File loading

Home (Easy)

Chord Palette (separate window)

Saving of Styles

MIDI settings

Home (Edit)

Mode switching

Other settings

Detailed Editing (separate window)

Editing of Section parameters
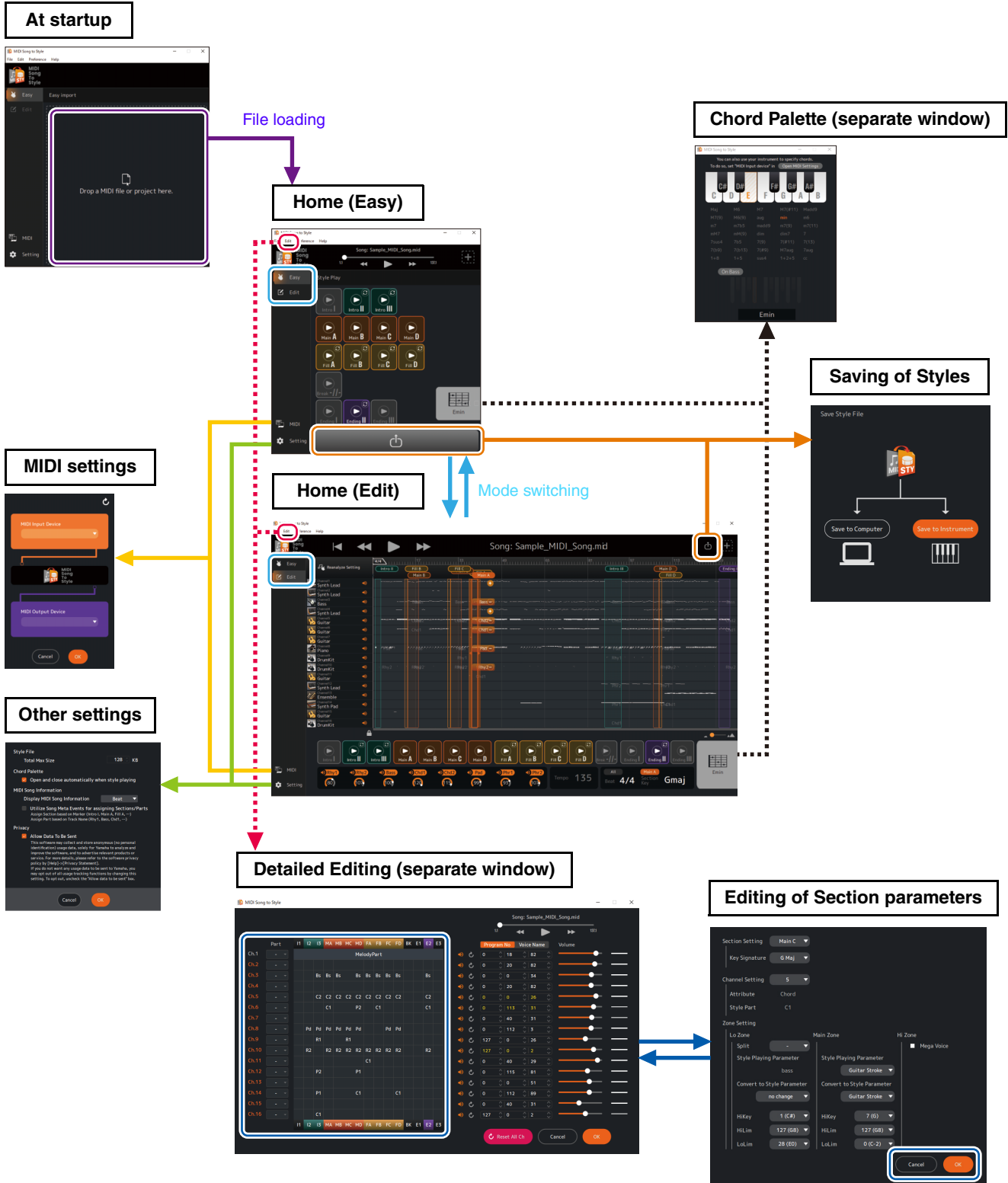
Display Functions

This section explains what can be done from each of the displays shown in the previous outline.

■ Home display (Easy)
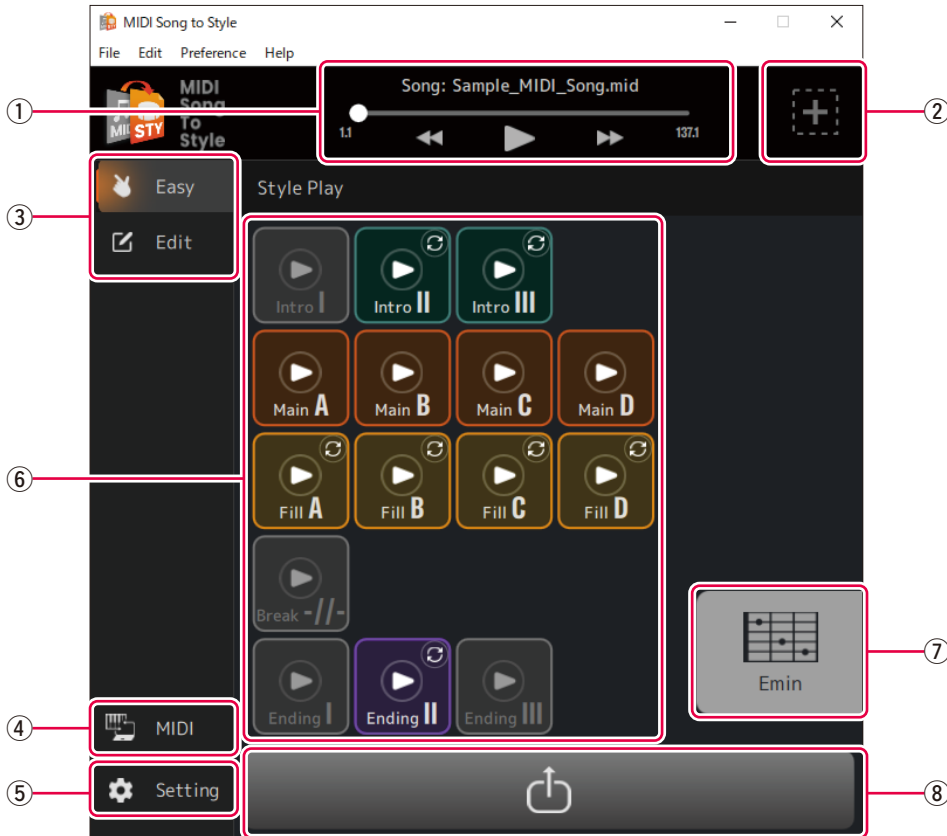
① **Controls MIDI Song playback**

② **Opens the display for loading a new file**

③ **Switches the Home display mode (Easy ⇔ Edit)**

④ **Opens the MIDI Settings window (page 12)**

⑤ **Opens the Other Settings window (page 13)**

⑥ **For playing Sections of the converted Style (page 17)**

⑦ **Displays the specified chord during Style playback and opens the Chord Palette window (page 14)**

⑧ **Opens the Style Save display (page 19)**

■ Home display (Edit)

Functions ① to ⑧ are the same as those on the Home display (Easy).

⑨ **Reanalyzes after changing the automatic analysis setting (page 20).**

⑩ **Checks and operates each channel for MIDI Song playback.**
- Displays the rough type of Voice (display only).
- Determines the on/off (mute) setting for each channel.

⑪ **Displays the overview of MIDI Song data and lets you edit the Style Sections.**
- Displays the data overview of each channel for a MIDI Song (display only).
- Edits the Style Section (page 21).
- Changes the MIDI channel assignment for each Style Part (page 25).

⑫ **Changes the magnification for MIDI Song data overview display (⑪).**

⑬ **Displays and lets you change various Style settings (pages 18, 27).**
- Tempo (display only)
- Time signature (Beat)
- On/off and volume of each Style Part
- Section key

■ MIDI Settings display
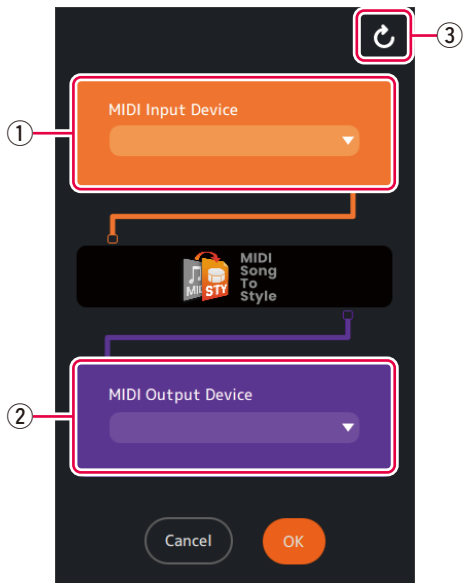
① **Determines the MIDI Input Device.**

② **Determines the MIDI Output Device.**

If you select "MIDI Song to Style Synth," you will also need to set the audio output destination.

③ **Updates the list of MIDI devices.**

■ Other Settings display

① **Determines the maximum size of converted Style files.**

② **Determines whether the Chord Palette window (page 14) is automatically called up when playing back a Style.**

③ **Determines how the information embedded in the MIDI Song is handled.**

There are two items.

- **Select one from the following information to be displayed at the top of the Home display (Edit).**
  - **None**: Nothing is displayed.
  - **Marker**: Displays the Meta Event (Marker) text.
  - **Beat**: Displays the beat (time signature).
  - **Tempo**: Displays the tempo.
  - **Chord (XF)**: Displays the chord.

- **Enable/disable the function to use Meta Events in the MIDI Song to assign Sections and Parts.**
  When using this function, Sections and Parts are assigned using only the embedded Meta Events, without using the results of automatic analysis. This means that if you embed information in the MIDI Song beforehand, you can assign them as specified.
  Markers are used to assign Sections, and Track Names are used to assign Style Parts.
  For the strings that can be used to specify Sections/Parts, see the table on page 32.

④ **Determines whether to allow collection of anonymous data regarding the usage status of this app.**

■ Chord Palette window

This window allows you to specify the chord used when the Style is played back.

① **Specifies the root of the chord.**

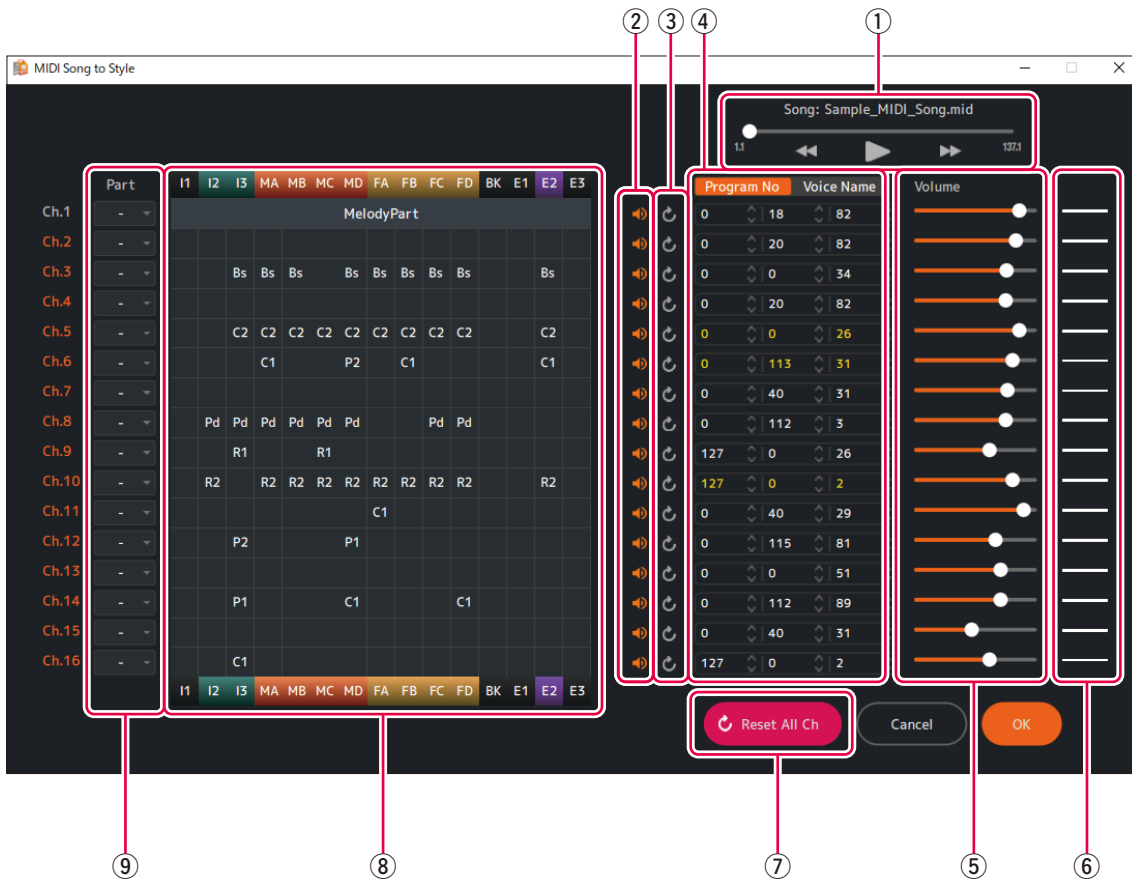② **Specifies the type of chord.**

The abbreviation "cc" means "chord cancel" (no chord specified).

③ **Enables/disables the On Bass chord and allows you to specify the bass note.**

④ **Displays the specified chord.**

■ Detailed Editing window

This window allows you to edit the MIDI Song channel settings and change detailed settings for each Part in the Style Section.

① **Controls MIDI Song playback.**

② **Determines the on/off (mute) setting for each MIDI channel.**

③ **Resets MIDI channel settings.**

Resets to the status before editing.

④ **Determines the Voice for each MIDI channel.**

You can specify this by program change numbers or Voice names.
The imported Voice list (page 5) is used for the Voice name setting.
The colors given to the Voice numbers or Voice names indicate the following conditions.

0 40 31	White	Unedited and the Voice will not change during the sequence.
0 113 31	Yellow	Unedited and the Voice will change during the sequence.
0 113 32	Orange	The Voice was set manually.

⑤ **Determines the volume for each MIDI channel.**

⑥ **Displays the volume status of each MIDI channel.**

The three types of volume conditions are indicated as follows.

	White	Unedited and the volume will not change during the sequence.
	Yellow	Unedited and the volume will change during the sequence.
	Orange	The volume was set manually.

⑦ **Resets all MIDI channel settings.**

⑧ **Displays the assignment status of each channel for the Section and calls up detailed settings of Style Parts.**

Displays the Part assignments for each channel in each Section of the Style.
The following display abbreviations are used.

Section name

I1 to 3	Intro I to III
MA to MD	Main A to D
FA to FD	Fill In A to D
BK	Break
E1 to E3	Ending I to III

Style Part name

R1, R2	Rhy1, Rhy2
Bs	Bass
C1, C2	Chd1, Chd2
Pd	Pad
P1, P2	Phr1, Phr2

Clicking on each Style Part name allows you to edit detailed parameters for the Parts within each Section.
For more information on detailed parameters, refer to .

> **NOTE**
> Since detailed parameters are automatically set according to the analysis results, editing is not normally required.

⑨ **Changes Part Assignments.**

You can change the Part assignments for each MIDI channel all at once. When you specify a Part for the desired channel, that channel is assigned to the specified Part for all Sections.

> **NOTE**
> If you want to assign different channels for the Part of each Section, change the assignments individually on the Home display (Edit) ().
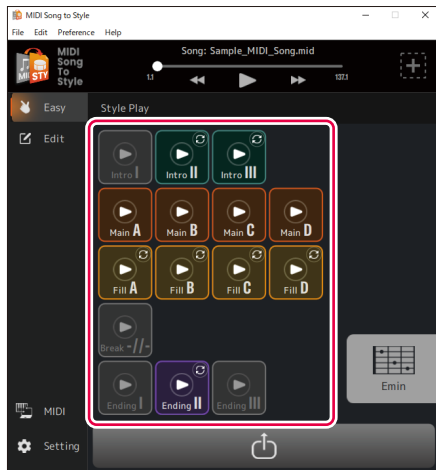
How to Use the App

Playing back (listening to) the converted Style

You can try out how the converted Style plays while specifying the chord.

■ Playback of Styles

1. Click the icon for the Section you want to play.

The Section icon will be displayed as playing (highlighted) and the Section will be played in a loop.

In this example, Main B is being played.
Also, by default, the Chord Palette window (page 14) is automatically called up.

2. Control Style playback, such as changing Sections and specifying chords.
- If you click on another Section's icon, that Section will be played.
- You can check the change in sound while specifying the chord from the Chord Palette window or the instrument that has been set as the MIDI Input Device.

3. Click the icon of the currently playing Section to stop Style playback.

Determines the on/off setting for Section loop playback.

With the default settings of this app, each Section is played in a loop allowing you to check the contents of the Style. This behavior differs from that of normal Style-equipped instruments. If you want to change the behavior of normally non-looped Sections (Intro I to III, Fill In A to D, Break, and Ending I to III) so that they do not play in a loop, click the 🔁 mark on the top right of the icon. The display will change to 🔁 (loop off) and those Sections will be played only once, and then resume playing the Style—just as is common in Style-equipped digital keyboards.

■ Turning each Style Part on/off during playback

On the Home display (Edit), you can turn each Part on/off (mute).
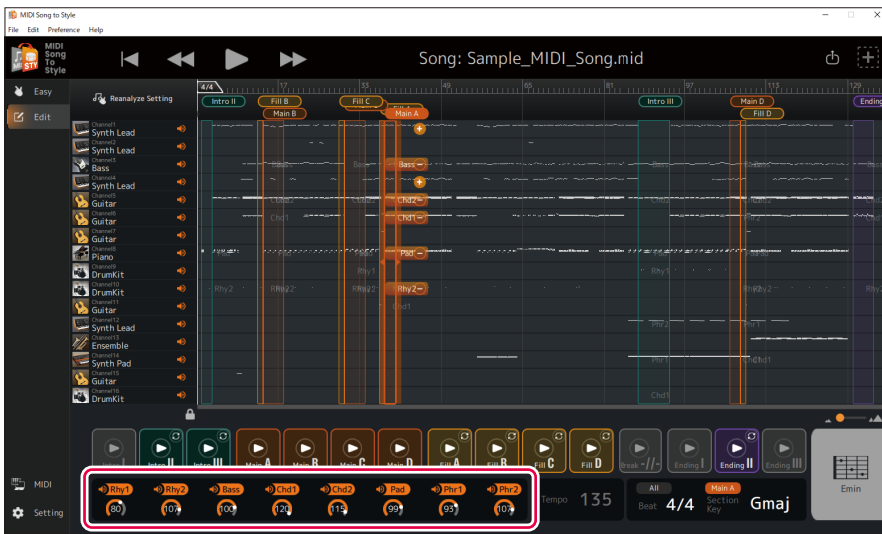
Click on each Style Part name to turn on/off.

Parts that are turned off will be grayed out.

In this example, Chd1 and Chd2 are turned off.
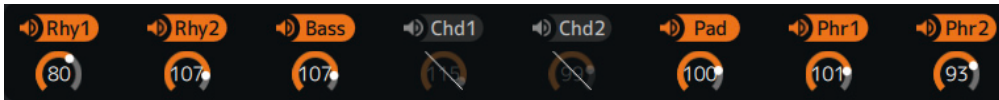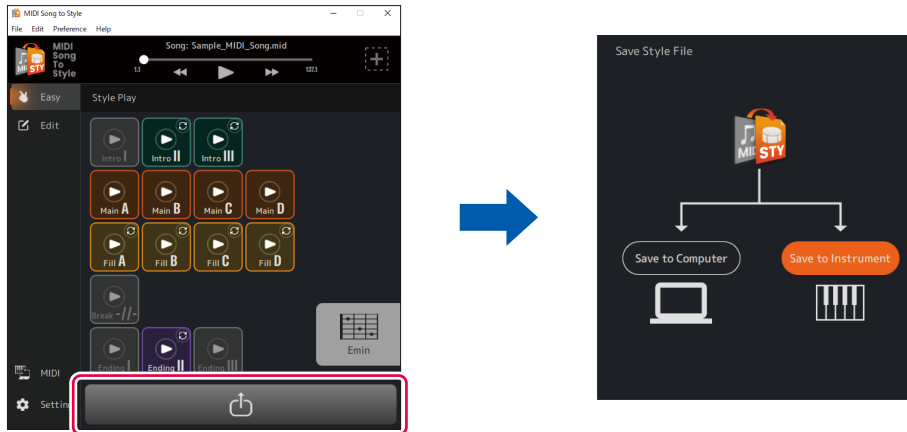
Saving and Transferring Converted Styles

The conversion results can be saved to the computer or transferred to the connected instrument as a Style file (.sty).

1. Click the icon [⏻].

NOTE
If you want to cancel the save operation, click the icon [⏻] again.

2. Select how to save the file.

- **[Save to Instrument]:** This transfers and saves Style files directly to the instrument.
  The file will be saved in the root folder of the User drive.
- **[Save to Computer]:** This saves Style files to the computer.

  NOTE
  [Save to Instrument] can only be used when the computer is connected with the instrument by a USB cable. For instructions, refer to page 3.

3. Follow the on-screen instructions to save or transfer.

A) For [Save to Instrument] (transferring directly to the instrument)
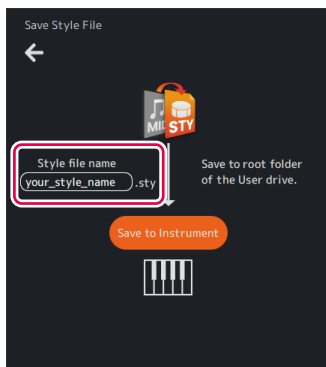
Enter a name and click [Save to Instrument] to start the transfer.

B) For [Save to Computer] (saving to computer)

After the file save dialog appears, enter a name and save it to the desired location.
When transferring data to the instrument, use a USB flash drive.

Changing Presets of Automatic Analysis

The analysis conditions for MIDI Songs are automatically set, but this may lead to undesirable results depending on the particular MIDI data. The setting of whether to include each channel in the analysis can be changed so that you can reanalyze the data and get the desired results.

■ Manually specify channels you want to exclude from the analysis and reanalyze
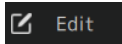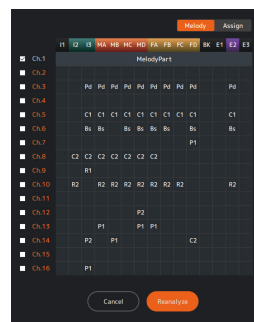
1. Set the Home display to Edit mode.

2. Click [Reanalyze Setting].

The analysis settings display will be called up.

3. Change channel exclusion settings as desired.
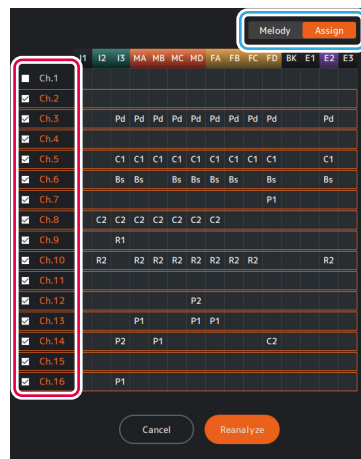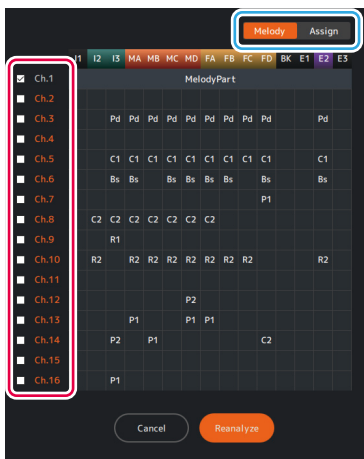
Edit the checkmarks on the [Melody] and [Assign] tabs as necessary.
- **[Melody] tab:** The checked channels will be treated as the "main melody."
  The main melody channels are used to estimate the Section range.
  When you check the [Melody] tab, the [Assign] tab is automatically unchecked.
  For the initial value, the automatic identification results of the main melody are reflected.
  Check channels you want to specify as the main melody (for example, the channel that contains the notes you want to play).
- **[Assign] tab:** Checked channels are Parts that can be assigned to Style Parts.
  If you do not want the performance sound of a specific channel to be included in the converted Style, uncheck that channel.

4. Click [Reanalyze] to perform the reanalysis.

The conversion results will be updated.

Editing the Converted Style

In the Edit mode (page 11) of the Home display, you can modify an automatically converted Style as necessary to achieve the desired conversion result.

NOTE
The editing operations introduced in this chapter can be undone or redone using [Edit] -> [Undo]/[Redo] in the menu at the top of the app.

■ Changing the range of Sections

1. Click the Section name at the top of the display and select the Section whose range you want to change.
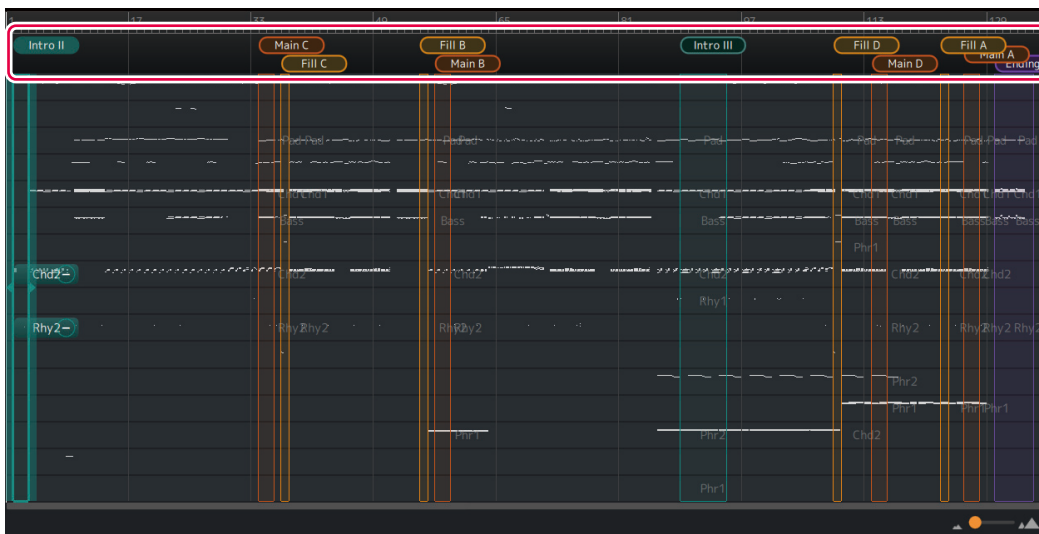
The selected Section will be highlighted. In this example, Intro II has been selected.

2. Drag the right or left edge of the Section range to adjust the range as desired.
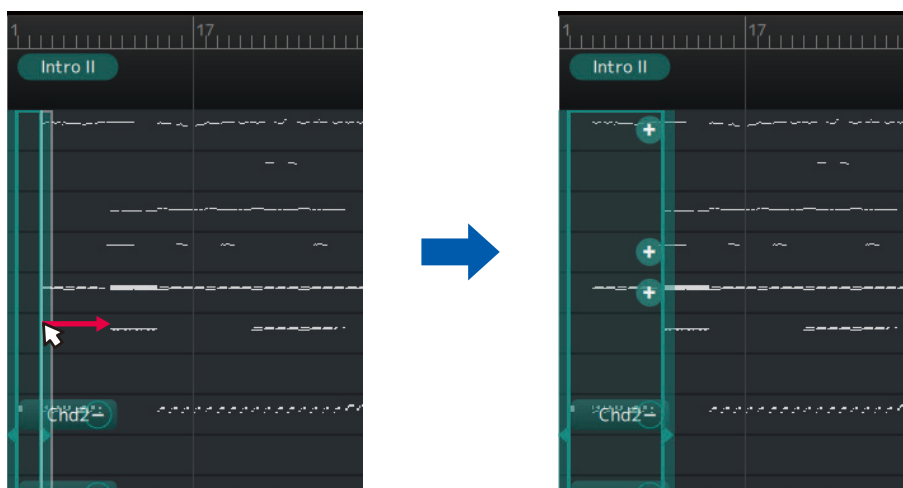
The Section range has been changed.

■ Reordering Sections

If the automatic Section assignment results are not in the desired order, you can reorder the Sections.

1. **Click the Section name at the top of the display to select the Section you want to replace.**
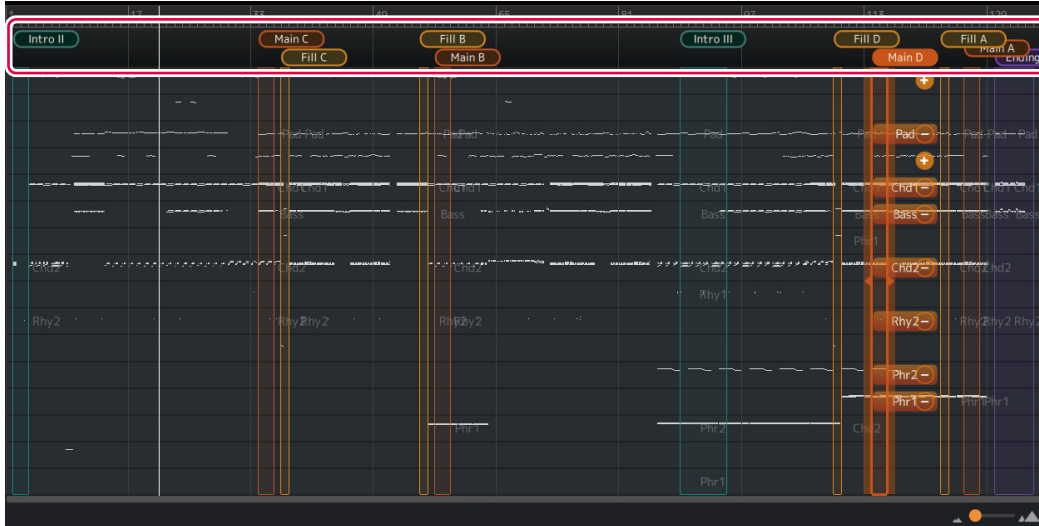
The selected Section will be highlighted. In this example, Main D is selected.

2. **Click the selected Section name again.**
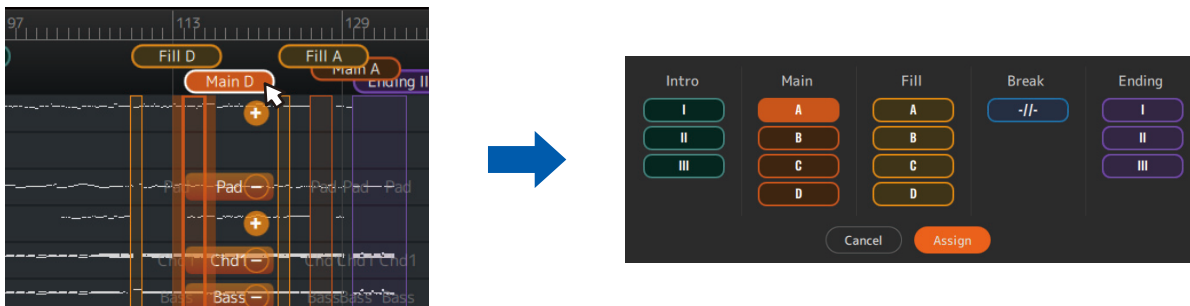
The Section assignment popup is called up.

3. **Select the Section name for the replace destination and click [Assign] to confirm.**

The Section assignment has been changed. In this example, Main A and Main D have been replaced.

> **NOTE**
> You can maintain naturalness by replacing the Main Section and Fill In Section as a set.
>
> You can maintain a natural feel by replacing the Main Section and Fill In Section as a set. For example, when you replace Main B with Main C, you should also replace Fill B with Fill C to ensure consistency among the patterns.

■ Assigning a new Section (manually)

You can specify a desired range to be used for assigning a new Section.

1. On the display, select the range to which you want to assign.
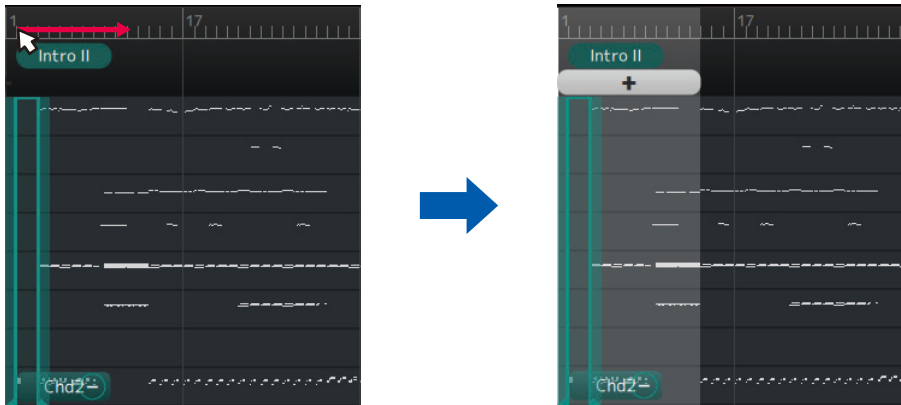
The selected range will be displayed.

2. Click [+].
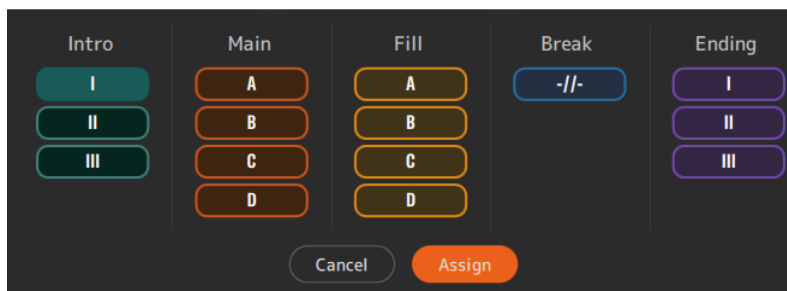
The Section assignment popup is called up.

3. Select the Section name to which you want to assign the selected range and click [Assign] to confirm.

- When you select a Section with no existing assignments, a new Section will be added.
- When you select a Section with existing assignments, the existing Section will be deleted and replaced with the new range.

In this example, the selected range is newly added as Intro I.

■ Deleting Sections

You can delete unnecessary Sections.

1. Right-click on the Section name you want to delete.
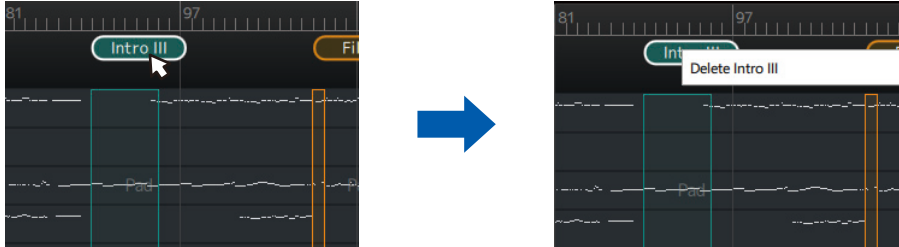
A delete menu is called up.

2. Click [Delete <Section name>].

The Section will be deleted.

■ Changing the combination of Parts and MIDI channels within a Section

The assignment for which individual MIDI channels are converted to specific Style Parts can be changed independently for each Section.

1. Click the Section name at the top of the display to select the Section you want to edit.
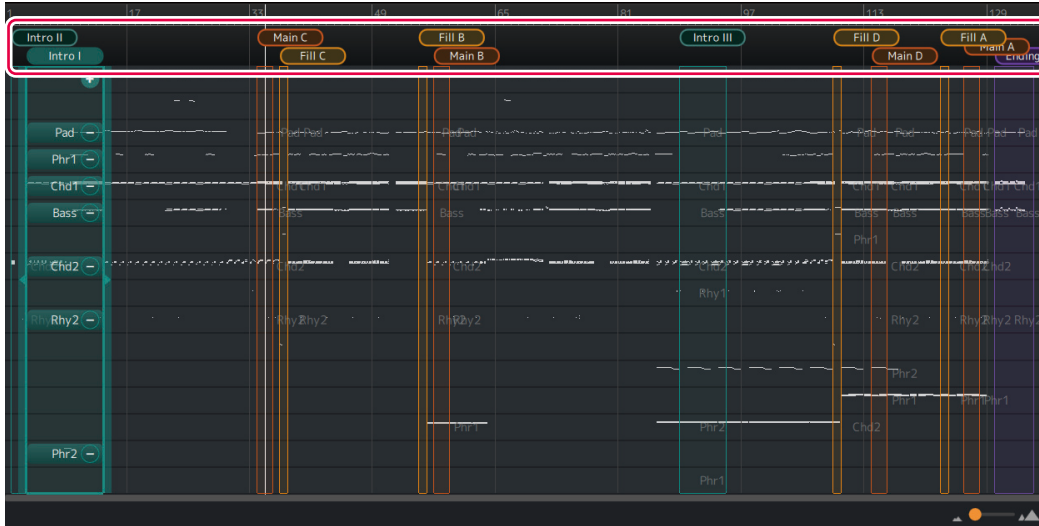
The channel assignment status for each Part in the selected Section will be displayed.

2. Drag and drop the Part whose assignment you want to change.
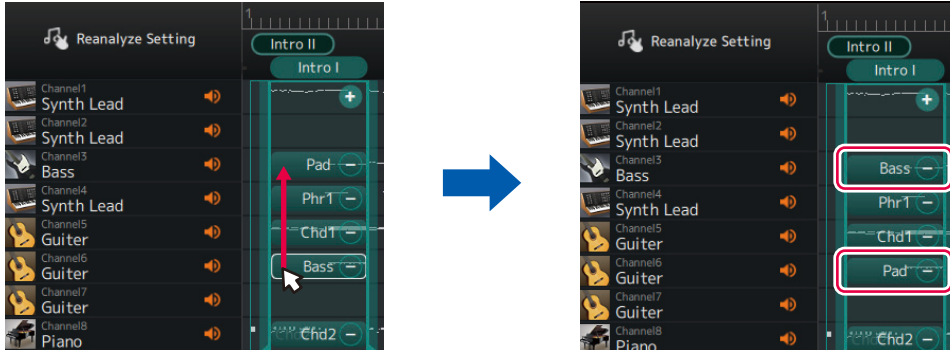
The drag source Part and drag destination Part have been replaced.

Removing or adding Parts within a Section

You can remove a Part assignment by clicking the [-] icon next to the Part name.
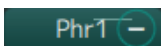
A [+] icon is displayed for unassigned channels that have performance data within the range of the Section.

Clicking on that [+] icon lets you select and assign a Section Part.
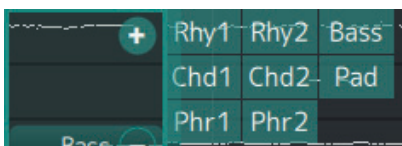
NOTE

If you want to set the Part assignments to channels for all Sections at once, you can do so in the Detailed Editing window (page 15).

■ Changing the Voice for each channel of a Song (Detailed Editing)

You can change from the generic Voices specified in a MIDI Song to the higher quality Voices unique to the instrument.

1. **Select [Edit] -> [Open DetailEdit Window] from the menu at the top of the app.**

The Detailed Editing window is called up.

2. **Change the Voice settings for each channel.**
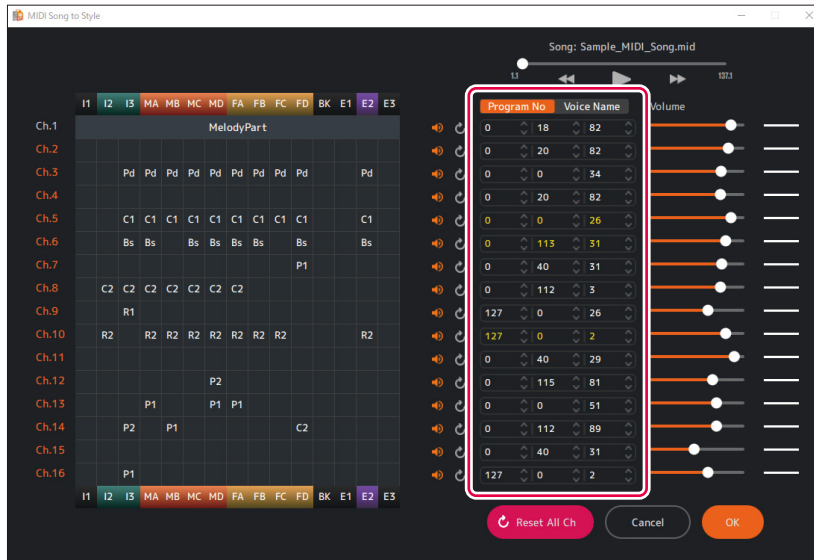
You can set this by using program change numbers or Voice names.
The imported Voice list (page 5) is used for the Voice name setting.

■ Changing/resetting the volume for each Part of a Style

You can change the volume of each Style Part throughout all Sections.
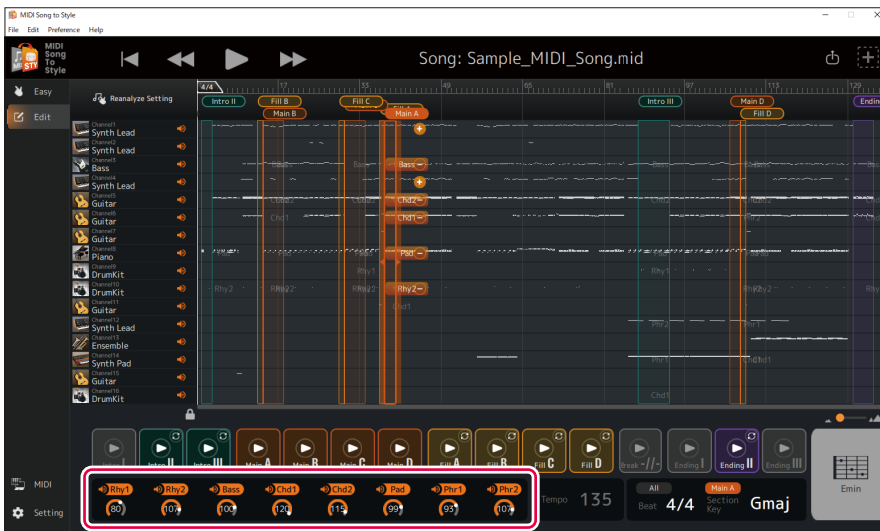
The volume of each Part can be adjusted by operating the knobs below the Style Part names. Alternately, values can be edited directly.

If you want to reset the changed volume to its initial state (the state when the MIDI Song was loaded), do one of the following:

• From the menu at the top of the app, open [Edit] -> [Reset Style Parameter] -> [Volume] and select the Part you want to reset.
• Hold down the CTRL key (Windows) or Command key (Mac) and click the knob corresponding to the Part you want to reset.

If you want to restore the previous change, select [Edit] -> [Undo].

■ Changing the Style beat (Time Signature)

You can change the settings for the Style's beat (Time Signature) after conversion.
Click the "Beat" area at the bottom of the display and set the value.

Editing of the beat settings can be switched between common (All mode) and each Section (Section mode).
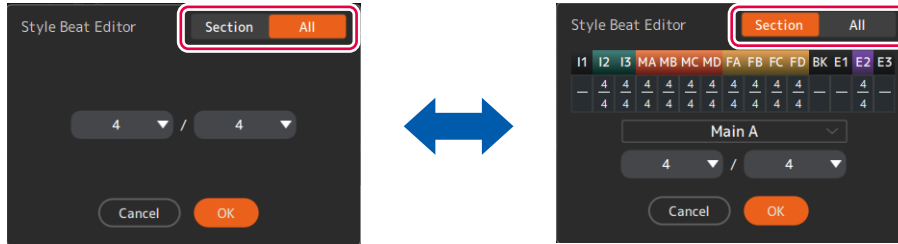
■ Changing the Style Section key

Section key (Section Key Signature) is a parameter that indicates which key the data in each Section is based on.
When you specify chords with the same root note as this key during Style playback, Intro and Ending Sections will be played back at the same pitch as the MIDI Song before conversion. Select the Section name you want to change at the top of the display, and then click the "Section Key" area at the bottom of the display to set the value.
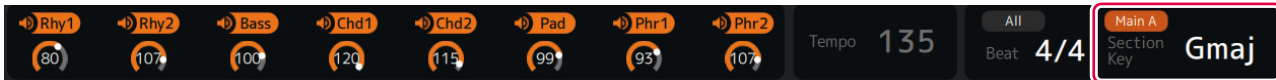
Appendix

Terminology

■ MIDI Songs (SMF)

- Electronic music score data. Loading such data into a compatible device allows music playback.
- Includes 16 "Channels" that allow you to specify different Voices (instrument sounds), volume, and performance content.
- SMF (Standard MIDI File) (.mid) is the name of the standard format for MIDI files.

■ Style related terms

Section:

A collective group of musical data (or pattern) that is used to build a song.

According to the progress of the performance or song, Sections are switched automatically or manually.

The Sections include Intro I-III, Main A-D, Fill In A-D, Break, and Ending I-III.

Playback example:

Operation	INTRO [I]	START/ STOP		MAIN [B]		ENDING [II]	

Style playback			Intro I (once)	Main A (loop)	Fill In B (once)	Main B (loop)	Ending II (once)	Stop
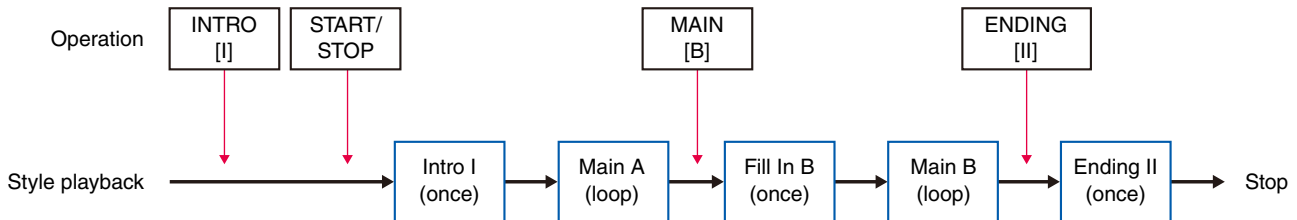
NOTE

Automatic conversion in MIDI Song to Style always leaves some Sections (Intro I, Break, Ending I, Ending III) unassigned, making it necessary (and desirable) to assign these manually.

Part:

A component within a Section. Voices, etc. can be set for each Part individually. Parts are equivalent to channels in a MIDI Song.

The Parts include Rhythm 1-2, Bass, Chord 1-2, Pad, and Phrase 1-2.

Main A	Main B
Rhythm 1	Rhythm 1
Rhythm 2	Rhythm 2
Bass	Bass
Chord 1	Chord 1
Chord 2	Chord 2
Pad	Pad
Phrase 1	Phrase 1
Phrase 2	Phrase 2

. . .
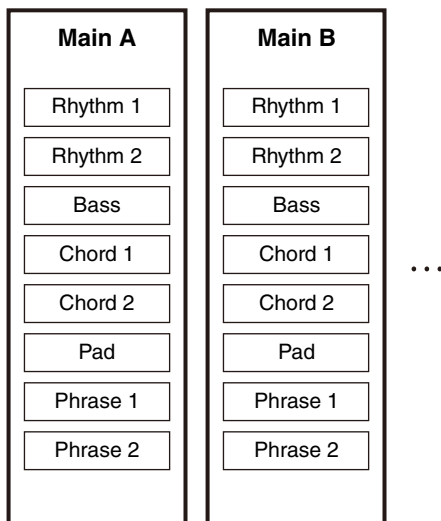
Style file:

Style file format (SFF) is a format related to Yamaha's auto accompaniment function (Style).

There are two formats: SFF and SFF GE.

SFF GE (Guitar Edition) is an extended format of SFF that further enhances the expressiveness of guitar Voices.

MIDI Song to Style exports Style files in SFF GE format.

Menu List

Menu		Description
File	Open SMF	Loads MIDI Song files (.mid,.midi).
	Save Style File	Saves the converted Style file to the computer.
	Open Project	Loads the project file (.sts) and reproduces the editing state at the time of saving.
	Save Project	Saves the project being edited to a project file in a proprietary format (.sts).
	Recent Files	Selects recently opened files.
	Exit (Quit)*	Exits the app.
Edit	Undo	Returns the editing state to the previous step.
	Redo	After using Undo, advances the editing state one step forward.
	Open DetailEdit Window	Opens the Detailed Editing window.
	Import Voice List	Imports the Voice list. **NOTE** The Voice list is used when specifying Voices in the Detailed Editing window.
	Reset Style Parameter Volume	Resets the volume for each Part of the Style.
Help	Manual	Displays the Owner's Manual (this book).
	Privacy Statement	Displays the Privacy Policy.
	About*	Displays the app version and copyright.

* For the Mac version, this Menu can be found in the menu of the "MIDI Song to Style" app.

Keyboard Shortcuts

Operation	Shortcut
Loading a MIDI Song file (.mid)	Ctrl + Shift + O
Saving a Style file (.sty)	Ctrl + Shift + S
Loading a project file (.sts)	Ctrl + O
Saving a project file (.sts)	Ctrl + S
Undo	Ctrl + Z
Redo	Ctrl + Shift + Z
Open the Detailed Editing display	Ctrl + Shift + D
Play/stop a MIDI Song	Space key
MIDI Song Playback Position: Go forward one bar	. (period)
MIDI Song Playback Position: Go back one bar	, (comma)
Play/Stop a Style (currently selected Section)	Shift + Space key
Click [OK]	Enter
Click [Cancel]	Esc
Close the active separate window	Ctrl + W
Home (Edit) display: Zoom in the overview of MIDI Song data	H
Home (Edit) display: Zoom out the overview of MIDI Song data	G

NOTE
- Keyboard shortcuts may not be available immediately after entering numbers on the keyboard. If this happens, click once anywhere on the display to activate the shortcuts.
- For Mac, replace Ctrl with Command.
- Keyboard shortcuts only work when the corresponding window is active.

Meta Events Texts when Specifying Sections and Parts (Markers, Track Names)

This is a table of the valid strings that are correctly recognized by the app when specifying Sections and Parts using Meta Events within a MIDI song. For an overview of the functions, see the Other Settings display (page 13).

For specifying Sections: Meta Event 06 (Marker)
The area from a valid Marker to the next valid Marker will be assigned as the specified Section.

Section	Text in Meta Event
Intro I	Intro i, Intro 1, Intro A
Intro II	Intro ii, Intro 2, Intro B
Intro III	Intro iii, Intro 3, Intro C
Main A	Main A
Main B	Main B
Main C	Main C
Main D	Main D
FIll In A	Fill A
Fill In B	Fill B
Fill In C	Fill C
Fill In D	Fill D
Break	Break
Ending I	Ending i, Ending 1, Ending A
Ending II	Ending ii, Ending 2, Ending B
Ending III	Ending iii, Ending 3, Ending C
End of Section	End of Section, End, EOS

For specifying Parts: Meta Event 03 (Sequence/Track Name) or 04 (Instrument Name)
If the Track Name/Instrument Name for a channel matches one of the names in the table below, the channel is assigned to the corresponding Part.

Part	Text in Meta Event
Rhythm 1	Rhythm1, Rhy1, AddDrum
Rhythm 2	Rhythm2, Rhy2, MainDrum
Bass	Bass
Chord 1	Chord1, Chd1
Chord 2	Chord2, Chd2
Pad	Pad
Phrase 1	Phrase1, Phr1
Phrase 2	Phrase2, Phr2

NOTE
Only alphanumeric characters (ASCII character set) can be used in the text of Meta Events.

If double-byte characters are used, the text will be garbled and will not be recognized correctly.

Detailed Editing Window: Editing Section Parameters

The editing window of Section parameters is called up when you click a Part within a Section in the Detailed Editing window ().

■ Descriptions of each item on the display

Item name			Description
Section Setting	→		Switches the Section to edit. Only for this item, the Section name display differs from the normal display. Replace Section names with the following when you see: • **Intro A-C:** Intro I-III • **Fill In AA-DD:** Fill In A-D • **Fill In BA:** Break • **Ending A-C:** Ending I-III
	Key Signature		Determines the Section Key Signature.
Channel Setting	→		Switches the MIDI channel to be edited within the selected Section.
	Attribute		Displays channel attributes (automatic analysis results).
	Style Part		Displays the Part assignment of the selected channel within a Section.
Zone Setting	→		Divides the area and sets the operation for the above channels (style Parts assigned to channels) within a Section range.
	Lo Zone	Split	Determines where to separate the Lo Zone and Main Zone. Enter the lowest key value (-, 1 to 127) of the Main Zone. If the value is "-", the settings in the Lo Zone will be disabled.
		Style Playing Parameter	Displays the Style Playing Parameter for the Lo Zone (automatic setting and editing are not allowed).
		Convert to Style Parameter	Determines the note conversion rules for the Lo Zone when converting to a Style. There are four options: Root only, Active for Main, Semi-active Bass, and -.
		HiKey (High Key)	Determines the standard value (0 to 11: C to B) for switching whether to transpose up or down during Style playback for the Lo Zone. When a note higher than this value is specified as the chord root during playback, the transpose will be downward.
		LoLim (Low Limit)	Determines the minimum transpose value (0 to 127) during Style playback for the Lo Zone. If the transpose calculation result becomes a number smaller than this value during playback, actions such as octave folding or stopping of sound will be performed according to Style Playing Parameter.
		HiLim (High Limit)	Determines the maximum transpose value (0 to 127) during Style playback for the Lo Zone. If the transpose calculation result becomes a number greater than this value during playback, actions such as octave folding or stopping of sound will be performed according to Style Playing Parameter.

Item name			Description
Zone Setting	**Main Zone**	Style Playing Parameter	Determines the Style Playing Parameter for the Main Zone.
		Convert to Style Parameter	Determines the note conversion rules for the Main Zone when converting to a Style.
		HiKey (High Key)	Determines the standard value (0 to 11: C to B) for switching whether to transpose up or down during Style playback for the Main Zone. When a note higher than this value is specified as the chord root during playback, the transpose will be downward.
		LoLim (Low Limit)	Determines the minimum transpose value (0 to 127) during Style playback for the Main Zone. If the transpose calculation result becomes a number smaller than this value during playback, actions such as octave folding or stopping of sound will be performed according to Style Playing Parameter.
		HiLim (High Limit)	Determines the maximum transpose value (0 to 127) during Style playback for the Main Zone. If the transpose calculation result becomes a number greater than this value during playback, actions such as octave folding or stopping of sound will be performed according to Style Playing Parameter.
	Hi Zone	Mega Voice	Determines whether to perform MegaVoice processing on notes in the Hi Zone (C6 or higher). If checked notes above C6 or higher will not be converted and will continue to be played correctly when using MegaVoice.

■ About Style Playing Parameters

These are note conversion rules that allow each Part of a Section to correspond to a chord specification during Style playback. Choosing presets that match the characteristics of each Part will ensure the quality and accuracy of your performance.

Preset name	Description
Bass	For Bass Part of Main/Fill Section.
Bass (Intro)	For Bass Part of Intro/Ending Section.
Chord	For a Part which mainly consists of multi-note chords of Main/Fill Section.
Phrase chordal	For a Part which mainly consist of single-note, dispersed chords (arpeggios, etc.) of Main/Fill Section.
Phrase melodic	For a Part which mainly consists of single-note melodic phrases of Main/Fill Section.
Guitar Stroke	For a Part which uses a guitar Voice and mainly consists of multi-note chords (chord strokes, etc.) of Main/Fill Section.
Guitar Arpeggio	For a Part which uses a guitar Voice and mainly consists of single-note, dispersed chords (arpeggios, etc.) of Main/Fill Section.
Chromatic	For a Part which mainly consists of chromatic scale phrases of Main/Fill Section.
Maj-min (Intro)	For a Part other than Bass and Phr1-2, of Intro/Ending Section.
Drum with cymbal	For a Part using drum kit with Crash Cymbal.
Drum no cymbal	For a Part using drum kit without Crash Cymbal.
SFX	For a Part using SFX kit.
-	No assignment (if there is no Part assignment).

NOTE
Parts set to Bass (Intro) or Maj-min (Intro) are strongly influenced by that's Part's Section key.

■ About Convert to Style Parameters

These are the rules for converting notes in channels to notes in Style Parts.

Preset name	Description
no change	The notes will not be changed.
Root only	Only the chord root is reproduced.
Root & 5th	Only the chord root and the perfect 5th will be reproduced.
Semi-active Bass	The original performance will be reproduced with some possible limitations. The overall stability and appropriateness for specifying chords during Style playback may be inferior to "Root Only."
Stable for Main	Stable playback of multi-note chords is possible for specified chords during Style playback. However, the original performance may not be accurately reproduced.
Active for Main	If the chord analysis results during analysis are appropriate, the original performance will be accurately reproduced. If there are errors in the chord analysis results, the converted Style may be musically inappropriate.
Guitar Stroke	Settings exclusive to "Guitar Stroke."
Guitar Arpeggio	Settings exclusive to "Guitar Arpeggio."

■ Restrictions on Convert to Style Parameter options

The Convert to Style Parameter options change depending on the Style Playing Parameter settings as shown in the table below.

		Style Playing Parameter							
		Bass	Bass (Intro)	Chord	Phrase chordal	Phrase melodic	Guitar Stroke	Guitar Arpeggio	Chromatic, Maj-min (Intro), Drums with cymbals, Drums without cymbals, SFX
Convert to Style Parameter	no change		○						○
	Root only	○			○	○			
	Root & 5th				○	○			
	Semi-active Bass	○							
	Stable for Main			○	○	○			
	Active for Main	○		○	○	○			
	Active root only				○	○			
	Active root & 5th				○	○			
	Guitar Stroke						○		
	Guitar Arpeggio							○	

Troubleshooting

If the app fails to operate normally, check the following points to determine whether the problem can be corrected by the simple measures suggested.

Problems	Possible Causes	Solutions
Files cannot be saved (transferred) to the instrument although the app is connected to the instrument.	No instruments are set for either or both MIDI Input/Output Device.	Make sure the connected instrument is properly set to both MIDI Input/Output Device in the Setting.
Chords cannot be specified from the instrument during Style preview although the app is connected to the instrument.	The [ACMP] on the instrument side is turned on. When the [ACMP] is on, chord information is sent only to the instrument and not to the computer.	Turn off the [ACMP] on the instrument.
The app display goes dark.	The window is maximized. If you use the app with the window maximized, the display of other windows may be distorted due to OS processing.	• Press the [ESC] key to cancel maximizing the window. • Use the app without maximizing the window.