

# **CS1xEditor**

AlcoRhythm of Problem

**COLLABORATORS**

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# Chapter 1

## CS1xEditor

### 1.1 CS1x Editor by AlcoRhythm of The Problem

CS1x Editor by AlcoRhythm of The Problem

Welcome to the CS1x Editor Manual.  
CS1x Editor 1.1 by AlcoRhythm of The Problem.

Thanks already (again) for using this CS1x Editor! This is the first update of the program since it's original release. I have added some new functionality and fixed some bugs in the process. If you're new to the Editor, I recommend (and urge) you to read the parts of this manual that are highlighted below. You can use the rest of this manual as reference material when you get stuck using the program! If you're not new, start by reading the "What's New In V1.1" and the "CS1x Editor Prefs" sections.

What's New In V1.1?

Why A CS1x Editor?

CS1x Editor Feature List

Starting The CS1x Editor

CS1x Editor Prefs

Performance Bank Manager

CS1x System Editor

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CS1x Performance Editor

The Menus

Loading Files

Saving Files

Receiving Dumps

Sending Dumps

Requesting Dumps

Startup Troubleshooting

Tips And Tricks

Notes On Real Time Update

Future Plans

Register

## 1.2 Who did it?

Who did it?

I am AlcoRhythm of The Problem (an Amiga based music group) from The Netherlands (party country number one!). You may know me from earlier days when I was still active in the MODs scene for Amiga. Nowadays I still do mods on occasion, but I have moved on to the CS1x and Bars & Pipes Professional (wow! what a cool program that is!).

I've created various songs, which are available on the CS1x Archives on the net. Also I released a sample editor with full MIDI support for Sample Dump Standard called ProDUMP and a small database program for quickly finding CS1x Material voices called 'CS1xFind'. More information about those and other releases can be found on my homepage.

Once I got the hang of programming for MIDI I decided to do the impossible

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and create a CS1x Editor. With help from Infinity (another member of The Problem), I input thousands of lines of data such as the CS1x Material Voice list, XG Voice list and the CS1x Effect Parameter list. Then I put them all together in the CS1x Editor that now has your name on it!

Guilty as charged for creating a full featured CS1x Editor (again) is:

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## 1.3 CS1x Editor - Tips And Tricks

### CS1x Editor - Tips And Tricks

#### TIP 1:

If you've changed controller numbers using the CS1x System editor, your CS1x will do very strange things! To fix this, quit the CS1x Editor and restart it. This will reset the controllers in the CS1x Editor. Then go into the CS1x System editor, and press the bottom cyclegadget repeatedly until you've seen all the fields (from 'MW' up to 'Foot Switch'). The CS1x has now received all the default settings again and should act normally.

#### TIP 2:

If you happen to own a Multi Sync monitor, try using the Euro 72 Productivity screenmode. It suits the Editor perfectly. Any other high resolution screen sized 640 x 400 will also do nicely. The editor will work fine with screens sized 640 x 200 and bigger. Bigger screens look better though.

#### TIP 3:

When editing the FEG (Filter Envelope), increase the resonance level a bit to make changes more audible.

#### TIP 4:

If you feel more comfortable editing some parameters from the CS1x's control panel (e.g. switching the Arpeggiator or Scene modes on and off), feel free to do so. After you have made the change(s), use 'Request Perf' to bring your changes over to the Editor.

#### TIP 5:

It is not recommended to use screenmode promotion utilities to promote the CS1x Editor screen. You can change the screenmode using the 'Screenmode' menu option inside the editor. If you want to change the screenmode without starting the CS1x Editor (e.g. before the first time you start), you can use the

```
CS1xEditPrefs
program to (pre)set the screenmode.
```

#### TIP 6:

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When you start the CS1x Editor it will attempt to load a bank file called 'default.bank' from the directory from which the editor is started. You are free to replace this bank with another bank. To do this, simply copy a new file over it, or save a bank over it from the Editor. You can even delete it, if you don't want to wait for it to load every time. If the file is not present, the editor will startup (faster) with a completely empty bank.

**TIP 7:**

You can see the CS1x-update happen in real time. If you are editing a parameter in the CS1x Editor, bring the parameter up on the CS1x display using it's control panel. Then edit the parameter from the Editor and you will see the update happen in real time. Ultimate proof!

## 1.4 CS1x Editor - Notes On Real Time Update

### Notes On Real Time Update

Every change you make in the editor will be sent to the CS1x immediately. This happens in the form of a (stream of) Sys/Ex message(s). The Editor ONLY uses Sys/Ex data.

If you type a number in an integer gadget for example, the value you typed is sent to the CS1x immediately after you are finished typing. If you use a slider, a whole stream of Sys/Ex data is sent to the CS1x while you are dragging. This offers you a realtime control over every single parameter in the CS1x. You don't even have that kind of control in the CS1x itself! For instance, you can change every parameter of the Variation Effect, while you (or the Arpeggiator) play notes. You can hear the effect of each parameter change in real time.

To see this take place with your own eyes, simply bring up a parameter on the display of the CS1x using it's control panel and then use the CS1x Editor to change that parameter. You will see that the value in the display of the CS1x changes while you are using the Editor.

This real time update goes for all parameters that the Editor can influence. This includes master and system parameters like Master Volume and Master Tune.

Once you get used to real-time update, you will never want to live without it again!

## 1.5 Why a CS1x Editor?

Why a CS1x Editor?

As far as I know, there's only one other CS1x Editor for the Amiga. And that one didn't really work on my Amiga. No offence intended, but I didn't like the other editor too much, because all sliders were too small, the windows didn't seem to listen to their close gadget, you had to press an 'Update CS1x' button to send changes to the CS1x and... well, you get the

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point. Also, the other CS1x Editor is a Demo version, with the nasty restriction of no saving. I believe you had to pay something like 40 DM or more to get the full version, which I think stinks.

That's why. I know this sounds very unfriendly toward the other editor, but I have to stress that this is only my own opinion. I'm probably the only one who sees these problems!

I want an editor where everything is realtime. You drag a slider, and the CS1x is updated immediately. I want it to be this way for every single parameter in the CS1x. I want to receive Bulk Dumps as quickly as technically possible, and I want graphical editors where possible.

That's why I wrote this CS1x Editor. It's an editor where everything is updated realtime over MIDI, where envelopes can be edited by dragging points in a graphical display and where Bulk Dumps can be received as quick as the CS1x can squeeze them out.

My fingers are black and blue from typing all the data lists for the CS1x Voices and Effects Parameters, but now that it's finished, I think it was worth the effort!

-- LATE NOTE --

On the PC there are an abundance of editors around. I haven't seen (let alone tested) ANY of them though. I did see that they now feature "Adding Scrolling Text To Your MIDI Songs". I wonder where they got that idea! The first program I ever wrote for CS1x did exactly that, you can see it in action my earlier songs! ;-)

## 1.6 CS1x Editor - Features

CS1x Editor - Features

Here's some of the most important features of this Editor:

Features:

- ALL PARAMETERS ARE UPDATED REALTIME OVER MIDI!  
Dragging a slider, pressing a button or typing a value will cause immediate updates to occur in the CS1x for ALL parameters.
  - Easy GUI with all parameters grouped together in logical groups.
  - Graphical editors for cut-off filter, AEG, FEG and PEG.
  - Big buttons and sliders for more precision.
  - Easy selection of voices from a categorised voicelist.  
Each category can be made visible or invisible at any time.  
There are search and sorting options available as well.
  - Layers can be muted for better pre-view listening.
  - Keyboard shortcuts for common operations.
  - You can select voices from the XG Bank, Material Voice Bank, XG SFX Bank AND the Demo Bank 'Drum Machine' for use in performances!
  - Fast send and receive of Bulk Dumps and Performance Dumps.
  - List select for many items.
  - Load and save sys/ex files of Performance or Bulk Dumps.
  - Uses the MIDI library.
  - Performance Bank Manager for creating new banks from existing banks.
  - Easily accessible About requester...
-

- Work with any device number, configurable from the editor.
- Work on any screenmode sized 640x200 or bigger.
- Edit all parameters of the Variation Effect.
- Also works without MIDI.
- CS1x-style receive for bulkdump and performance dumps:  
just send it over and CS1x Editor will receive and record.
- CS1x style edit buffer. Changes will not immediately destroy old data.
- MIDI Thru option.
- Easy to use.
- Much, much, much more!

#### Requirements:

- An Amiga with WB2.0 or better.
- A MIDI interface connected to your Amiga.
- A CS1x synth connected to your MIDI interface.
- The MIDI.library (included).

## 1.7 CS1x Editor - What's New?

### CS1x Editor - What's New In V1.1?

I've added some new stuff to the editor, improved on some existing parts and fixed some bugs. I also did some partial rewrites to get cleaner code. Here's a list of the most important changes.

#### 1. Added the Performance Bank Manager!

You can use this to easily create new banks out of existing ones. Performances can be copied around at will from one of three selected sources to the destination bank!

(see

#### Performance Bank Manager)

#### 2. Added keyboard shortcuts!

Big improvement! You can now always use the arrowkeys to scroll through lists (use shift to go faster). There's additional keyboard shortcuts for the Filter, AEG, PEG and FEG editors as well as for the Performance Bank Manager. The HELP key will show keyboard shortcuts for each editor (if there are any).

#### 3. Real-Time update from selection lists!

The various popup lists now have realtime MIDI-update too! Selecting an item in any of these popup lists will immediately provoke a reaction in the CS1x! The absence of this function was rather annoying in the previous version I thought.

#### 4. Replaced the Suspend function!

In the previous version, the Suspend function would lock up the entire program to free MIDI resources. The new function allows you to free the MIDI routes without locking the entire program. You can use the CS1x Editor without MIDI (ofcourse there will be no realtime updates during this). When you restore the MIDI connection, the CS1x is automatically updated. Also, the previous version refused to start up when no MIDI was available at startup time. This is no longer the case. CS1x Editor can now start without MIDI.

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#### 5. Added information in the screentitle

In the title bar of the screen, you can now always see the name of the current performance. If you are in one of the Performance Layer Editors you can also see the names of the voices in all layers. The name of the voice in the current layer is surrounded with '[' and ']'. Here are some examples:

```
CS1x Editor v1.1 Performance 0 --:Empty
```

This is the screenbar in non-layer editors. The name and number of the current performance are shown.

```
Performance 0 --:Empty Pf:GrandPno [Cp:Vibes] Off Off
```

Screenbar in layer editors. Next to the name of the current performance, you can also find the names of the voices in the four layers. Layer 2 is active at this moment, and it uses Cp:Vibes.

#### 6. Fixed one >crash< bug!

Version 1.0 would crash ..sometimes.. if you tried to use Load Performance from the menu while you were in one of the Performance Layer Editors. I believe I've fixed this problem. Sadly, CS1x Editor still crashes when you try to Receive the current performance from the CS1x while you are in a Layers editor. So don't try that! I can't find this bug, but I will hunt it down someday... I am already all excited about what I'm going to do to it when I find it. :) As far as I can see, this is the only bug in the program. Let me know if you discover more!

#### 7. Fixed the Mute function!

There were some rather unpleasant inconsistencies in the way the Mute flags worked in version 1.0. The Mute flags now always work, even when you're in the Voice List. It also seemed that when you saved a performance with muted layers, the performance would be saved with a permanent mute for these layers. This is also fixed.

#### 8. Added list select for Arpeggiator Subdivision!

If you thought the list of options in the cycle gadget for selecting the Arpeggiator Subdivision was too long, you now have the option of selecting the desired value from a popup list.

(see

Performance Arpeggiator Editor)

#### 9. Changed the Performance Scenes Editor

In the previous version you could only switch the CS1x Scenes on and off from the CS1x System editor. Now you can control the Scene modes and controller from the Performance Scenes Editor too.

(see

Performance Scenes Editor)

#### 10. Made Changes to Performance Layer Effect Editor

An extra button was added to the Performance Layer Effects Editor that allows you to quickly go to the Performance Effects Editor and back. Also, I finally figured out why layers Reverb and Chorus aren't always independently controllable in the CS1x. The behaviour of the Editor now matches that of the CS1x!

(see

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Performance Layer Effects Editor)

#### 11. New CS1x Prefs Editor

It is now possible to edit the preferences file using an external program called CS1xEditPrefs. This allows you to set the default screenmode and MIDI options. You can also change the way the Edit Performance is initialised.

(see

CS1x Editor Prefs Editor)

#### 12. Save as ASCII Text

The Editor can now save formatted ASCII Text files of performance or bulk dumps. The generated file is 80 columns wide, and contains the HEX formatted sys/ex codes. Maybe you can find a use for it!

Lot's of other small changes and improvements were made, but these have no great impact on the functionality of the program. You will probably not notice them anyway!

## 1.8 CS1x Editor - Starting The Editor

CS1x Editor - Starting The Editor

Before starting the Editor, make sure your CS1x is turned ON and connected to your Amiga in the correct way. Make sure that the MIDI.library is installed.

If this is the first time you ever start the CS1x Editor, you might want to use the

CS1xEditPrefs

program first to pre-set the screenmode and some

other settings.

Now doubleclick the CS1x Editor icon and wait for it to load up. After the screen opens, the Editor will attempt to load the file 'default.bank'. While it is loading, you will see a progress indication. If the file is not available, it is simply not loaded (the file is not required).

After loading is finished, the CS1x should be in Performance Mode. Depending on the settings in the CS1xEditPrefs program, a performance called --:Empty will be sent to the CS1x. If this is the case, you will see a short 'Receiving' message in the CS1x display. After that, the display should read '--:Empty ' and the 'E' (edit) sign should be visible. If you play the CS1x, you don't hear any sound. This is correct.

If the settings in CS1xEditPrefs are different, the CS1x Editor will send a dump request to the CS1x, and you will see a 'Receiving' message on the CS1x Editor screen. After that, the edit performance in the CS1x Editor should have the same name as the current performance of the CS1x. If you play the CS1x, you hear the current performance. This is correct.

At this point the Editor is ready for use, except when something went wrong.

Here's

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what to do in case of an error

.

Also take a look at the  
CS1xEditPrefs  
program.

Throughout the program, you will always find a list of buttons on the left, and a specific editor on the right side of the screen. The buttons on the left bring up editors on the right. Everything works pretty much like a browser. Some editors have keyboard shortcuts. You can learn about them by pressing the Help key.

## 1.9 CS1x Editor - Startup trouble

Startup trouble

Here are some suggestions for what to do when the editor doesn't startup normally.

First:

- Check MIDI connections.
- Select 'Re-Init MIDI...' from the menu (or press RightAmiga + I).

If the CS1x display gives you the message 'Device No Error', press the 'PERFORMANCE' button on the CS1x to clear the error. Now you need to change the Device Number setting. Here are two ways of doing that:

- Press 'UTILITY' to put the CS1x in Utility mode.
- Select 'DEVICE NO' and note the device number in the CS1x display.
- In the CS1x Editor on your Amiga press the 'CS1x System' button.
- Fill in the correct value for 'Device Number:' so that it matches the value in the CS1x display.
- Press the 'PERFORMANCE' button on the CS1x again to leave the Utility mode.

Or, if you want to do it all from the editor:

- Press the 'CS1x System' button in the Editor.
- Grab the 'Device Number' slider with the mouse and drag it slowly all the way from the left to the right, so that all values are touched at least once. (While you drag the slider, the CS1x will automatically be found on one of the device numbers. You can see this happen if you put CS1x in Utility mode and select 'DEVICE NO').
- Now drag the slider to the desired Device Number you want to use (or type it into the integer-gadget next to the slider).

And, after you've finished going through one of the above lists:

- In the Editor, press the 'Back' button at the bottom left of the screen.
- Press 'Send Performance' in the Editor.
- Check the CS1x display. It should now say '--:Empty ' and 'E001'

If you can't get the CS1x Editor to work, please  
let me know

!

## 1.10 CS1x Editor - Performance Editor

Performance Editor

On the main screen you can find the  
Performance List Editor  
.

Select a performance from the list and press 'Edit' or 'Edit Performance'  
to bring up the performance editor.

On the left you will now find access to the following editors:

Performance  
Performance General Editor

Effects  
Performance Effects Editor

Scenes  
Performance Scenes Editor

Knobs  
Performance Knobs Editor

Arpeggiator  
Performance Arpeggiator Editor

MW, PB, FC, Porta  
Performance MW/PB/FC/Porta Editor

Layers  
Performance Layers Editor

## 1.11 CS1x Editor - Performance Layers Editor

Performance Layers Editor

From the Performance Editor you come to the Layers Editor. This is where  
you can edit the four layers that make up a performance.

On the left of the screen, at the top, you see four buttons (Layer 1, Layer  
2, Layer 3 and Layer 4) to switch layers with. Just press any of the  
buttons to switch to the corresponding layer.

Press 'Copy' to copy the currently active layer into the layer copy buffer.  
Press 'Paste' to paste the current layer copy buffer to the current layer.

Also, you can find access to the following editors:

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General  
Performance Layer General Editor

Velocity  
Performance Layer Velocity Editor

Effects  
Performance Layer Effects Editor

LFO  
Performance Layer LFO Editor

Filter  
Performance Layer Filter Editor

Amplitude Env  
Performance Layer AEG Editor

Pitch Envelope  
Performance Layer PEG Editor

Filter Env  
Performance Layer FEG Editor

## 1.12 CS1x Editor - The Menus

### CS1x Editor - The Menus

#### Project Menu

##### New

###### Performance

Clears the current performance. Note that the change will only have a permanent effect when you press 'Store' afterwards.

###### Bank

Clears all performances in the editor.

#### Load

###### Performance

Load a single performance as current performance. More info [here](#)

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###### Bank

Load a complete performance bank. More info [here](#)

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## Save

### Performance

Save current performance to a Bulk Dump 1 Perf file. More info  
here

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### Bank

Save all performances in the editor as Bulk Dump All file. More info  
here

.

## Save ASCII

### Performance

Save current performance as ASCII Text containing HEX format sys/ex codes.

### Bank

Save all performances as ASCII Text containing HEX format sys/ex codes.

## Send

### Performance

Sends current performance to the CS1x. More info  
here

.

### Bank

Sends all performances in the editor to the CS1x. More info  
here

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## Request Performance

Sends out a request to the CS1x to send the current performance to the  
Editor. More info  
here

.

## About

Display program info and current device number.

## Quit

Euh... Quit.

## Options Menu

### Screenmode

Bring up a screenmode requester for you to select a new screenmode from.  
The CS1x Editor will remember the last selected screenmode: it will use  
the same screenmode next time you start the program.

### Re-Init MIDI

This will re-do the initialisation of the CS1x as has been done at startup.

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You can change this procedure with the CS1xEditPrefs program.

#### Disable MIDI

Use this to turn on and off the MIDI support. If MIDI is disabled, CS1x editor will free up all MIDI resources, so other programs can use them. You need this function if you want to use programs like Bars & Pipes or Music X (or other programs that don't use MIDI.library) in parallel with CS1x Editor. If MIDI is disabled, the CS1x Editor can still be used, but no updates are sent to the CS1x. When you re-enable MIDI, the CS1x Editor will bring the CS1x up to date again with all the changes you may have made.

#### MIDI Thru

If activated, all MIDI data except sys/ex is sent back out. If you enable this, you should set your CS1x to LOCAL OFF (and vice versa).

#### Mute Layer 1

If activated, layer 1 will not produce sound.

#### Mute Layer 2

If activated, layer 2 will not produce sound.

#### Mute Layer 3

If activated, layer 3 will not produce sound.

#### Mute Layer 4

If activated, layer 4 will not produce sound.

Use the Mute options for testing layers separately, or in combination with selected others. Pretty handy.

## 1.13 CS1x Editor - Performance List Editor

### CS1x Editor - Performance List Editor

In the Performance List Editor you can select the performance you wish to edit. The checkboxes on the far right of the screen allow you to turn on and off individual categories. This way you can reduce the length of the list for better overview.

#### NOTE:

The category checkboxes have no effect on performances which don't have a category (--)! These performances will always be in the list. The same goes for the currently selected performance.

To select a voice, simply click on it with the mouse. When you look over at you CS1x's display, you will see the 'Receiving!' indication. Each time you select a performance, it is sent to the CS1x's current performance buffer, so you can immediately test and hear the selected performance. You can also use the arrow keys to select a performance.

Use the Copy and Paste buttons to copy performances around the list. You can also Swap performances or Move them Up and Down the list.

If you press 'Edit' you can begin to edit the selected performance. All

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changes you make are recorded in an internal Edit Buffer, so no changes are made to the selected performance directly. When you go back (using the 'Back' button at the bottom left of the screen) to the Performance List Editor you will see the '(E)' indication after the current performance name, just like the 'E' you see on the CS1x's display when you change something there. This means that the performance was edited but not yet stored. When you are happy with the edited performance, simply press 'Store' to fix the changes and make them permanent. To cancel the changes simply select another performance to edit, or the same performance over again. Sounds complicated? Just try it out... It will come naturally!

## 1.14 CS1x Editor - Performance Editor

CS1x Editor - Performance Editor

In this small editor screen you can edit the Performance category, name and common volume. When you type a new name, it will also change in the display of your CS1x. Change the category using the cycle gadget, or press the List button to select a category from a list.

## 1.15 CS1x Editor - Performance Effects Editor

CS1x Editor - Performance Effects Editor

In this editor you can choose the effects you wish to use for your performance.

Reverb Type:

Select a Reverb effect type to use.

Chorus Type:

Select a Chorus effect type to use.

Vari Type:

Select a Variation Effect type to use.

For the Vari Effect Type you can also edit the parameters for the effect. Use the sliders to change the values. For each Variation Effect there are different parameters to edit. All changes you make are sent to the CS1x immediately, so you can hear everything change in realtime.

## 1.16 CS1x Editor - Performance Scenes Editor

CS1x Editor - Performance Scenes Editor

Here you can edit the two scene modes of the CS1x. Using the sliders you can set the knob values for all six knobs in both scenes. All changes are sent to the CS1x immediately so you can test everything in realtime.

You can use the two cyclegadgets at the top to change the scene modes.

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Left cyclegadget:

- Scenes Off = No scene modes
- Scene 1 On = Enable scene 1 (top LED = on)
- Scene 2 On = Enable scene 2 (bottom LED = on)
- Scene Controller On = Control the scenes with the Scene Controller (both LEDs are on)

Right cyclegadget:

- ModWheel Control = Use ModWheel as Scene Controller.
- Foot Control = Use Foot Controller as Scene Controller.

NOTE: These two values can also be controlled from the CS1x System Editor

## 1.17 CS1x Editor - Performance Knobs Editor

CS1x Editor - Performance Knobs Editor

Use this editor to set the parameters for knob 6 (ASSIGN 2) and knob 3 (ASSIGN 1/DATA).

Knob 3:

Select a parameter using the Cyclegadget or press 'List' to bring up a selection list.

Knob 6:

Use the cyclegadgets to browse through the available options, or press 'List' to select a parameter from a list. With the 'Layer x' gadgets you can select for which layer the parameter should be used. With the 'Sensitivity' sliders you can change the amount of effect the parameter will have.

All changes are sent to the CS1x immediately, so you can test everything in realtime!

## 1.18 CS1x Editor - Performance Arpeggiator Editor

CS1x Editor - Performance Arpeggiator Editor

Here you can set the various options for the arpeggiator.

Arpeggiator:

Use this cycle gadget to put the arpeggiator in one of three modes:

- Off (no arpeggiator)
- On (arpeggiator plays while keys are down)
- Hold (arpeggiator plays continuously after first key-down)

Type:

Select an arpeggiator type using the 'Type' cycle gadget, or press 'List'

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to bring up a selection list.

**Subdivision:**

Select the subdivision of a note to use for the arpeggiator, or press 'List' to bring up a selection list.

**Tempo:**

Set the tempo in BPM for the Arpeggiator.

**MIDI Tempo:**

Activate the 'MIDI Tempo' to enable synchronisation of the Arpeggiator to an external MIDI clock. The 'Tempo' setting is then ignored.

**Split:**

Turn the arpeggiator split on and off. If on, only the lower two octaves of the keyboard will trigger the Arpeggiator.

## 1.19 CS1x Editor - MW, PB, FC and Porta

CS1x Editor - MW, PB, FC and Porta

**MW = Mod Wheel**

Edit the amount of effect you want the Mod Wheel to have on any of the following parameters:

- Filter Control - open/close the cutoff filter with MW
- LFO Pitch Modulation Depth - control the vibrato effect for pitch
- LFO Filter Modulation Depth - control the vibrato effect for filter

**PB = Pitch Bend**

Edit the range of the pitch bend wheel in number of semitones.

**FC = Foot Controller**

Edit the amount of effect you want the Foot Controller to have on any of the following parameters:

- Filter Control - open/close the cutoff filter with FC
- LFO Filter Modulation Depth - control the vibrato effect for filter

**Porta = Portamento**

Control the Portamento Time and Portamento Switch.

## 1.20 CS1x Editor - Performance Layer General Editor

CS1x Editor - Performance Layer General Editor

Here you can edit the general parameters for each of the four performance layers. You can switch between the layers at any time using the 'Layer' buttons on the left.

**Voice:**

Select a voice to use for this layer using the  
Voice List

.

---

You can see "Category: Name MSB/LSB/Program [(Mute)]" here.

Volume:

Set the volume level for this layer.

Panning Mode:

- Normal Panning : Use the panning level set with the 'Panning:' slider.
- Random Panning : Put each note at a random position in the stereo space.

Panning:

Control the panning level:

- 0 = Center
- 63 = Left
- +63 = Right

Play Mode:

- Polyphonic : support multiple sounds to play at once.
- Monophonic : only one sound can play at any time.

Note Shift:

Transpose the layer with a number of semitones.

Note Limit:

- Low : Note number beneath which this layer is to produce no sound.
- High : Note number above which this layer is to produce no sound.

Detune:

Detune the layer from the other layers.

## 1.21 CS1x Editor - Performance Layer Velocity Editor

CS1x Editor - Performance Layer Velocity Editor

Here you can edit several parameters regarding the keyboard velocity settings.

Sensitivity:

- Level : How sensitive this layer is to velocity.
- Offset : Value to add to the velocity.

Limit

- Low : Velocity beneath which this layer is to produce no sound.
- High : Velocity above which this layer is to produce no sound.

## 1.22 CS1x Editor - Performance Layer Effects Editor

CS1x Editor - Performance Layer Effects Editor

Here you can edit effects at layer level.

Reverb Send

Controls the amount of Reverb effect for this layer.

---

#### Chorus Send

Controls the amount of Chorus effect for this layer.

#### Enable Variation Effect

If checked, the Variation Effect is enabled for this layer.

#### Effects Editor

Press this button to quickly go to the Effects Editor.

#### Vari On -> Reverb Send

Here you can see the amount of Reverb effect that is used for layers that have the Variation Effect enabled.

#### Vari On -> Chorus Send

Here you can see the amount of Chorus effect that is used for layers that have the Variation Effect enabled.

#### Note on 'Vari On -> xxxxx Send' Parameters

When the CS1x uses the Variation Effect, the result of that effect must go to Chorus and Reverb. The Variation Effect works for all layers that have the effect enabled, and will result in a single signal that goes to the Chorus and Reverb effects. This means that the different layers are no longer separated (the Variation effect has effectively mixed them together). Therefore you can no longer control the Reverb and Chorus levels of these layers independently.

An example illustrates:

Let's say you enable Variation Effect for layer 1 and 2. If you now change the Reverb level for layer 1, the Reverb level at layer 2 will automatically change to the same value. This common value is displayed in the 'Vari On -> Reverb Send' display. On the other hand, if you change the Reverb for layer 3, no other layers will change with it, because the Variation Effect was not enabled for layer three. Layers 3 and 4 are still independently controllable.

## 1.23 CS1x Editor - Performance Layer LFO Editor

### CS1x Editor - Performance Layer LFO Editor

This is where you can change the LFO (Low Frequency Oscillator) settings of the current layer.

#### Key Sync:

How to respond to key presses.

- = Normal.
- FreeRun = Free running oscillator, no response to keypresses.
- Retrigger = Restart oscillator after each keypress.

#### Wave:

What type of waveform to use for the oscillation.

- = Normal Sine wave.
  - Saw = Sawtooth wave.
  - Tri = Trianglular wave.
-

Sample & Hold = Random-like wave.

Speed:

How fast the oscillator should run.

AMod Depth:

Amplitude Modulation Depth. How much you want the amplitude to change.

PMod Depth:

Pitch Modulation Depth. How much you want the pitch to change (vibrato).

FMod Depth:

Filter Modulation Depth. How much you want the filter to change.

## 1.24 CS1x Editor - Performance Layer Filter Editor

CS1x Editor - Performance Layer Filter Editor

Here you can edit the cutoff filter and resonance level for the current layer.

Use the sliders to change the cutoff and resonance levels. You will see that the graphical representation also changes. You can also grab hold of the graphic and drag it around with the mouse! Or use the arrowkeys on the keyboard to control the filter. Ofcourse everything is sent to the CS1x as it happens, so you can hear the effect instantly. This is fun to play with... remember to keep breathing!

NOTE:

The parameters 'Cutoff' and 'Resonance' of the Filter Editor can be influenced by the CUTOFF and RESONANCE knobs on the CS1x. If you enter the Filter Editor, you are advised to put these knobs in the neutral position (centered). In the Filter editor you are always editing the neutral position of the knobs. The CS1x adds the values of the knobs to the values you set with the Filter Editor!

## 1.25 CS1x Editor - Performance Layer Amplitude Envelope Generator

CS1x Editor - Performance Layer Amplitude Envelope Generator

Here you can edit the AEG parameters of the current layer.

Use the sliders to change the various parameters. Watch the graphic change to see what you are doing. You can also drag the editpoints in the graphic and watch the sliders change. Or use the arrowkeys on the keyboard to move the current editpoint (use TAB to select another point). Just whatever suits you...

NOTE:

The parameters 'Attack Time' and 'Release Time' of the AEG Editor can be influenced by the ATTACK and RELEASE knobs on the CS1x. If you enter the AEG Editor, you are advised to put these knobs in the neutral position

---

(centered). In the AEG editor you are always editing the neutral position of the knobs. The CS1x adds the values of the knobs to the values you set with the AEG Editor!

## 1.26 CS1x Editor - Performance Layer Pitch Envelope Generator

CS1x Editor - Performance Layer Pitch Envelope Generator

Here you can edit the PEG parameters of the current layer.

Use the sliders to change the various parameters. Watch the graphic change to see what you are doing. You can also drag the editpoints in the graphic and watch the sliders change. Or use the arrowkeys on the keyboard to move the current editpoint (use TAB to select another editpoint). You know... whatever...

## 1.27 CS1x Editor - Performance Layer Filter Envelope Generator

CS1x Editor - Performance Layer Filter Envelope Generator

Here you can edit the FEG parameters of the current layer.

Use the sliders to change the various parameters. Watch the graphic change to see what you are doing. You can also drag the editpoints in the graphic and watch the sliders change. Or use the arrowkeys on the keyboard to move the current editpoint (use TAB to select another editpoint). Or try all this at the same time and call me if you can do it! ;)

TIP: In some occasions it's better to turn up the resonance level a bit when editing the FEG. This way you can hear more clearly what you are doing.

## 1.28 The CS1x Editor Preferences Program

The CS1x Editor Preferences Program

The Preferences editor is a separate program named 'CS1xEditorPrefs'. To start it, simply doubleclick it's icon from the workbench. Use this program to configure some defaults used by the CS1x Editor.

The following options are available from the preferences window:

Change Screen

Press this button to bring up a screenmode requester. By using this method of presetting the screenmode, you will not need to promote the CS1xEditor screen. You can also set the screenmode from within the CS1x Editor.

Startup Defaults

Under this header you find a cycle gadget with which you can change the way the CS1x Editor will initialise the edit performance. Note that you can

---



not change this option from within the CS1x Editor. Also note that the setting you choose here is used for startup as well as the Re-Init MIDI option from the Options menu. You have the following options:

#### Send --:Empty Performance

Use this if you want CS1x Editor to send an --:Empty performance to the CS1x after startup. This is what the previous version of CS1x Editor did.

#### Receive Current Performance

Use this if you want CS1x Editor to send out a Dump Request for the current performance after startup. This means that the editor will receive the current edit performance from the CS1x.

#### Disable MIDI?

If you check this checkbox, CS1x Editor will disable MIDI at startup. Note that you can not change this setting from within CS1x Editor. You can re-enable MIDI from within the CS1x Editor, but that setting will not be saved.

#### Connect MIDI THRU?

If you check this checkbox, CS1x Editor will automatically create a MIDI Thru connection at program startup. Note that you can not change this setting from within CS1x Editor. You can turn MIDI THRU on and off from within the CS1x Editor, but that setting will not be saved.

#### Device No

Choose the device number to use. The CS1x Editor will assume that the CS1x is present at this device number, the next time it is started. You can also set this value from within the CS1x Editor.

#### Defaults

Press this to reset the preferences to default.

#### Use

This will exit the program, saving the changes to the preferences file.

#### Cancel

This will exit the program, without saving the changes.

#### About The Configuration File

The configuration file is located in the S: directory, and has the name 'CS1xEdit.config'. The CS1x Editor will attempt to read this file at startup. When it fails, the Editor will use defaults. When you quit CS1x Editor, it will write the configuration file back to disk. This way, the CS1x Editor can remember the Device Number and screenmode settings last used, and use them again next time it is started. CS1x Editor will not save all settings though: e.g. the MIDI THRU option is not saved. This is because you will probably only use these options incidentally. This is why there is a separate Prefs program: these defaults CAN be changed with the CS1x Prefs Editor.

If there is no configuration file, one will be created by either the Prefs program or the CS1x Editor. Whichever you use first.

These are the defaults used when no prefs file is found:

---

```
Screenmode      : $8000 (High Res)
Screensize     : 640x256 (8 colours)
Startup Action: Send --:Empty Performance
MIDITHRU      : Off
Disable MIDI   : Off
Device No.    : All (17)
```

NOTE: The configuration file is compatible with the configuration file of the previous version. The only difference with the previous version is that the old one didn't contain information about the startup action (send or request). The exact format of the file is private.

## 1.29 CS1x Editor - Performance Bank Manager

The Performance Bank Manager

The Performance Bank Manager can be used to compose new banks using the performances of existing banks. You can load up to two reference banks and use them together with the current edit bank to create a new bank. On the screen you see two lists. The list on the left contains the source bank (the bank from which to copy performances), the list on the right displays the destination bank (the new bank to copy to).

The cycle gadget above the sourcelist can be used to select a source bank. By default you see the 'old bank', which is the bank that you were editing before entering the Performance Bank Manager. You can also set it to 'Ref. Bank 1' or 'Ref. Bank 2'. By default these two reference banks are empty. You can fill them by loading files into them. Do this by using the buttons on the far left of the screen.

If you select a performance in the sourcelist, you can copy it to the destination list by pressing the 'Copy (To Destination)' button. You can copy no more than 128 performances into the destination, ofcourse!

If you select a performance from the destination list, you can move it up and down the list, or remove it from the list with the associated buttons beneath the destination list.

A selected performance (from either list) will be sent to the CS1x immediately, so you can test the performance directly. When you're happy with the destination list, press 'Use New Bank' to use the destination bank as the current bank, or press 'Back' to cancel the changes. To clarify all this, here's the full list of gadgets and their function:

Load Ref. Bank 1

Loads a bulk dump file in reference bank 1. The sourcelist is automatically set to Ref. Bank 1 after loading.

Load Ref. Bank 2

Load a bulk dump file in reference bank 2. The sourcelist is automatically set to Ref. Bank 2 after loading

Empty Ref. Bank 1

Clear all performances from reference bank 1.

---

Empty Ref. Bank 2

Clear all performances from reference bank 2.

Copy All

Copies all performances from the sourcelist to the destination list. Note that all performances that were already in the destination will be lost.

Use New Bank

This will close the Performance Bank Manager and take you back to the Performance List Editor. The bank in the destination list is used as the new performance bank. If there are less than 128 performances in the destination list, the rest of the bank will be filled with empty performances. Note that all performances that were in the 'old bank' will be lost.

Back

This will also close the Performance Bank Manager and take you back to the Performance List Editor. The destination list is not used as the new bank, and the old bank will remain intact. You are back where you left before you entered the Performance Bank Manager.

Source: (cycle gadget)

Select which source bank you want to use. You have the following options:

- Old Bank = The bank that was currently loaded in the editor.
- Ref. Bank 1 = The bank that was loaded as reference bank 1.
- Ref. Bank 2 = The bank that was loaded as reference bank 2.

Find: (string gadget)

Enter a string to find in the names of the performances in the source list. Only performances that contain this string in their name will be listed in the source list. If you enter no string, all performances in the selected source bank are listed in the source list.

Copy (To Destination)

Copy the currently selected source performance to the destination list. If no source is selected, nothing happens. The new item is inserted before the item that was last selected in the destination list. If no destination item was selected before, the new performance is added at the end of the list.

Move Up

Moves the currently selected destination performance one up in the destination list. If no destination is selected, nothing happens.

Move Down

Moves the currently selected destination performance one down in the destination list. If no destination is selected, nothing happens.

Remove

Deletes the currently selected destination performance from the destination list. If no destination is selected, nothing happens.

Clear List

Deletes all performances from the destination list.

TIP:

---

Press the HELP key while you are in the Performance Bank Manager to get information about keyboard shortcuts!

## 1.30 CS1x Editor - CS1x System Editor

### CS1x Editor - CS1x System Editor

Use this editor to change CS1x Master Parameters and CS1x System Parameters. Note that some of these parameters are pretty low level, so be careful!

#### CS1x Mater Parameters

##### Master Volume:

The CS1x Master Volume level. The effect is the same as using the 'VOLUME' knob on the CS1x. Note that changing the Master Volume affects all of your CS1x... if you forget to turn up the volume again, your CS1x may go silent on you semi-permanently!

##### Master Tune:

For editing the Master Tuning of the CS1x. This is the same value as 'MASTER TUNE' in Utility mode of your CS1x.

#### CS1x System Parameters

##### Device Number:

Use this to set the Device Number used by the CS1x and the CS1x Editor. Always make sure that the CS1x and the CS1x Editor both use the same device number! In the Editor a value of '17' corresponds to 'All' in the CS1x. To check the device number settings, put the CS1x in Utility mode and select 'DEVICE NO'. Then drag the slider around a bit and see if the value on the display of the CS1x matches the value on screen. Once the device numbers match, you will see that the CS1x display keeps track of the slider when you move it! The default value is 'All'. If you have trouble setting the Device Number, see

Startup Trouble  
for more details.

##### Velocity Curve:

Choose the type of velocity curve you wish to use.

##### Fix Velocity:

If zero, this value has no effect. Otherwise it will set the 'Fixed Velocity' value. This means that keyboard velocity has no effect, and all notes will sound at the same level of velocity.

##### Transpose:

Set the keyboard transpose level.

##### Transmit Channel:

Set the transmit channel for the performance mode.

##### Perf. Rcv. Channel:

Set the receive channel for the performance mode.

---

Scene Controller:

Select which controller you wish to use to control the scene modes.

Scene Mode:

Here you can put the scene mode in 'Off', 'Scenel', 'Scene2' or 'Scene Control'. In 'Scene Control' mode you can use the selected Scene Controller to do transitions between the two scenes.

Finally, at the bottom of the editor, you can find a way to set the controller numbers used for the ModWheel, Foot Controller, Foot Volume, Knobs 1 to 6 and Foot Switch. If you don't know what to do with these, then just DON'T touch them: They can mess things up badly! This is the same as editing 'ASSIGN CTRL NO' in UTILITY mode of the CS1x.

## 1.31 CS1x Editor - Voice List

CS1x Editor - Voice List

The Voice List is much like the Performance List Editor. You have some more options available though, because the Voice List is a BIG thing! Select the voice you want to use from the Voice List by clicking on it. You can de-select a voice by clicking on it again. If you press the 'Accept' or 'Okay' button, the currently selected voice is accepted as new voice for the layer, if you press 'Back', the selected voice is not used. Press 'Accept' with no voice selected to turn the layer off. If you select a voice, you can instantly hear it in the current layer! Use the 'Mute' flags in the menu if you want to hear it more clearly! You can also see the name of the selected voice in the display of the CS1x(!).

Category Flags:

With the checkboxes on the right you can turn on and off certain categories of voices in the voice list. This will reduce the length of the list which is pretty handy when you are looking for a specific kind of sound.

List: (cyclegadget)

With the cycle gadget 'List:' you can choose what banks you want to list. You can set it to 'All Voices', 'Material', 'XG', 'SFX' or even 'Dance Machine' (the undocumented Demo Bank of the CS1x). The list may be VERY long if you set this gadget to 'All Voices', but you can reduce it using the available filtering options. Note the voices in the Dance Machine Demo Bank have no registered name in the CS1x, and that you can not access this bank in any way from the CS1x control panel(s). Also note that these voices will not be in the list when the list is set to 'All Voices'!

Find:

In this stringgadget you can enter a string to find in the performance names. If you type nothing (empty string), all voices are listed. If you enter a string, then only those voices that contain that string in their name will be listed. So if you enter 'oo' then only voices like 'VoiceOoh', 'Bassoon', 'Woodblock' etc. will be in the list. In the resulting list you can still filter the categories using the checkboxes.

Sort By Number

The voicelist is presented in order of appearance, sorted by bank and

program numbers.

Sort By Name

The voicelist is presented in alphabetical order of voicenames.

Sort By Category

The voicelist is presented in order of category. All categories are grouped together. The order within each category is meaningless.

Okay

Press this to accept the currently selected voice. You can also use the 'Accept' button to do this. Use the 'Back' button to cancel the Voice List.

## 1.32 CS1x Editor - Load File

CS1x Editor - Load File

Load Performance:

Loads a 'single performance' dump file. You can create these files with any sys/ex receiving program, or with the CS1x Editor itself. Simply use the CS1x's Bulk Dump 1 Perf function to do it.

The file is loaded into the editor as the 'Current Performance'. That means that it replaces all changes you have made to the current performance. The newly loaded file will not be stored in the current bank, until you press the 'Store' button.

The CS1x Editor behaves the same as the CS1x when it receives a single performance dump: if you don't store the new performance, it will be lost when you change program.

Load Bank:

Loads a complete CS1x Bulk dump file. This will replace all the performances in the current bank. The current performance buffer will not change, so if you were editing a performance, it is not lost when loading a new bank. You will ofcourse loose all other performances.

Again, this is the same behaviour as the CS1x when it receives a complete bulk dump.

## 1.33 CS1x Editor - Save File

CS1x Editor - Save File

Save Performance:

Saves the currently selected performance to a 'single performance' dump file. Note that all non-stored changes are also saved to the file. The resulting file contains exactly the same information as a 'Bulk Dump 1 Perf' from the CS1x.

Save Bank:

Saves all performances in the current bank to a Bulk Dump All Perf file. The file will contain (almost) the same info as what the CS1x would send if you perform a Bulk Dump All Perf. If the current performance was not

stored before you saved the bank, the changes made to that performance are not recorded in the file! See the resemblance with the CS1x...

## 1.34 CS1x Editor - Receiving Dumps

### CS1x Editor - Receiving Dumps

CS1x Editor behaves just like a CS1x when receiving a Bulk Dump.

#### Receive Single Performance:

You can send single performance dumps to the CS1x Editor at any time. Just go to your CS1x and choose the performance you want to dump. Then go to Utility mode, select Bulk Dump 1 Perf and press Enter. The CS1x Editor will recognise the incoming data and will put up a 'Receiving!' message just like the CS1x does when it receives a dump. The incoming performance is recorded as the 'Current Performance'. All changes you made to the current performance will be lost, as they are replaced by the new performance. The newly received performance will not be stored into the bank yet, you first have to press 'Store' to do that.

#### Receive Bulk Dump:

This works the same way: just start a Bulk Dump All from your CS1x's control panel and the CS1x Editor will recognise the incoming data. The incoming performances are recorded in the performance bank of the Editor. This means that all existing performances will be overwritten. Be sure to save your bank if you made changes to it that you want to keep.

## 1.35 CS1x Editor - Sending Dumps

### CS1x Editor - Sending Dumps

When you select a performance from the Performance List in the Editor, the selected performance is sent to the CS1x as a Bulk Dump 1 Perf. You can see the 'Receiving!' indication in the CS1x display.

#### Sending Single Performance Dump:

You can also manually (re)send the current performance by pressing the 'Send Performance' button. CS1x Editor will send the current performance with all the changes you may have made. You can regard this function as an 'Update CS1x' function. Normally you will not need to use it.

#### Sending Bulk Dump All:

Press 'Send Bank' to send all 128 performances from the Editor to the CS1x. Note that changes made to the current performance are not sent if they are not stored first!

## 1.36 CS1x Editor - Requesting Dumps

## CS1x Editor - Requesting Dumps

When you select 'Request Performance', the CS1x is expected to send the current performance to the Editor. You will see the 'Receiving' window pop up while seven blocks of data are received.

The dump is received just as it would when you send a Bulk Dump 1 Perf manually. The dump is recorded in the current performance buffer, which means that you have to store it before changing to another performance.

### REMARK

Why is there no 'Request Bank' function? I can almost hear you ask. The reason is that requesting an entire bank from the CS1x is really slow. Instead, you have to start a 'Bulk Dump All' manually from the CS1x. It's almost twice as fast.

## 1.37 Future Plans

### Future Plans

I have some things planned for a possible future version of the CS1x Editor. How much of it will ever get done depends on the response I get on the current version and on how much I need the program myself. For now I still need my own Editor, because there is no good alternative around! I use my CS1x Editor all the time now for my own songs. Next to creating performances, the CS1x Editor is very suitable as a lookup system while working on a song. It's quite easy to find voices with it. Together with the response I get from you out there, these are my motivations to do get to work with the following plans:

- Support for reading and writing MIDI files.
- Part Editors and Drum Setup Editor for the 12 MultiParts.
- An XG Editor and Drum Setup Editor for Multi Mode (16 parts).
- Database function with which you can look up the sys/ex and controller codes for every single parameter in the CS1x.
- A built-in configurable arpeggiator to play with (?)
- More configuration possibilities (?)
- MIDI input support for some editing functions (?)
  
- !!! YOUR SUGGESTIONS AND IDEAS GO HERE !!!
- Some sort of communication with the Bars & Pipes sequencer, or even a total integration, is a great idea suggested to me. I will think about this long and hard :-)

The biggest project I am facing now is implementing the XG Editor. I have to create two versions of it, one for the Multi Parts in Performance Mode, and one for Multi Mode. The second one is the biggy: a complete XG Editor. This will allow people with any XG Synth to use the CS1x Editor too! Please don't hold your breath until this is finished: you will not survive! Don't forget to tell me what you think about the program so far, and what you think about my future plans for it. And if you've got some ideas of your own: I want to hear them!

---



## 1.38 Register? Eeeeuuhh....

Register...?

I have decided to distribute this editor for free. That does mean that I want loads of feedback from anyone who uses this program to give me an idea of how many people are actually using it! So if you have any suggestions, ideas, remarks, complaints, bug-reports or meaningless incoherent sentences to tell me about, please don't wait any longer and do it! Ofcourse I will not reject any kind of gifts either, so if you think this program is worth something, don't hold it back on me ;-)

Send your reactions, bug reports, valuables and loved ones to:

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The Netherlands  
+31 (0)543 475746

E-Mail:  
alcorhythm@hotmail.com

Sad to report the untimely demise of my website. I will try to get it up again at a different location...

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