Rio Help

Rio Control Panel

Mouse Player

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Quick Start

The **Rio Control Panel** allows you to adjust settings on **Rio**. Through the Control Panel, you can store samples into Rio's memory from disk, replace any of the 128 **General MIDI** instruments with one of the uploaded samples, view Rio's memory resources, and save/load your instrument setups (called **Rio Sample Sets**).

Follow these Quick Start procedures to set up your own samples

Related Topics:

Loading Samples
Editing Samples
Saving Configurations

Loading Samples

- Record or obtain all **.WAV** files you intend to use as replacements for the MIDI programs in Rio and place them in a specific directory on your hard disk (such as C:\WAVES).
- Define two (2) loop points for each .WAV file using **Wave SE**. This step is not necessary, but recommended, and is explained in the Wave SE manual.
- Click on the **Sample Store** button in the Rio Control Panel for each .WAV file to be loaded into Rio's memory. Assign each to an initial General MIDI instrument and click OK.

Editing Samples

Click on the **Edit** button.

For each **Sample Name**:

- Adjust the **volume**.
- Adjust the **root key** selection.
- Specify the General MIDI instrument to replace.
- Click on the **Assign** button.

Use the **Mouse Player**, a sequencer, or a keyboard, to listen to the replacement sounds of the instruments.

Saving Configurations

Click on the **Save** button in the **Control Panel's** main screen to save the current setup into a .**MSS** file for future use.

Rio Control Panel

Rio Control Panel

contains buttons that can perform the same functions as the items in the pull-down menus.

Sample Store button

is equivalent to selecting Store under the **Sample Menu**.

Edit button

is equivalent to selecting Edit under the **Sample Menu**.

Save button

is equivalent to selecting Save under the **File Menu**.

Load button

is equivalent to selecting Load under the **File Menu**.

Output Level

adjusts and displays overall output.

Output level indicators, located immediately to the right of the output level slider, show the current volume of the synthesizer.

Adjust the slider with the mouse or **PgDn**, **PgUp**, **Down Arrow**, and **Up Arrow** keys while the slider has input focus.

The **"clip"** indicator illuminates when the output level passes a maximum reference level.

FX

is equivalent to selecting **FX...** (Effects) under the **Synth Menu**.

Resources button

is equivalent to selecting Resources under the **Synth Menu**.

Clear button

is equivalent to selecting Clear from the **Synth Menu**.

File Menu

- Load
- Save
- Save As

Load

retrieves a Rio **Sample Set** file with the .MSS extension from disk.

In the **Open** dialog box, select the Rio Sample Set file to load. The application loads the file and the associated .WAV files from disk. If the .WAV files are not in the expected locations, are corrupted, or Rio becomes low on memory, the application alerts you to the problem and prompts to continue or abort the loading operation.

Save

stores the current Rio configuration (.WAV, patch, and program information) to the open Rio **Sample Set** file.

Save As

saves the current Rio configuration to a Rio **Sample Set** file you specify. If the .MSS file specified exists, the application displays an overwrite confirmation dialog box.

Sample Menu

Store
Edit

Store

uploads a .WAV file (or sample) into Rio and assigns it to a General MIDI instrument.

To store:

- Press the **Sample Store** button.
- Select the .WAV file to be uploaded to Rio from the open dialog box. Click on OK to continue and Cancel to abort the operation.
- Select the General MIDI instrument to be replaced from the Sample Store dialog box.
- If you are assigning a sample to a General MIDI instrument that has been replaced, an overwrite confirmation dialog will prompt you to overwrite the assignment. Clicking OK uploads the sample, overwriting the assignment, while pressing Cancel returns you to the Sample Store dialog box.

NOTE: If you click OK the overwritten sample is assigned in **<No Assignment>**. This means the sample is still in Rio memory but no longer replaces a General MIDI instrument.

- A status meter will appear notifying you of the progress made during sample loading.

Edit

assigns a General MIDI instrument, volume, and root key selection to each .WAV file, or deletes a General MIDI assignment.

To reassign a .WAV file to a different General MIDI instrument or to **<No Assignment>**:

- Select the sample to be reassigned and the new General MIDI instrument assignment in the Edit dialog box.
- Adjust the volume and the root key by using the slider controls.
- Click the Assign button once the parameters are set to the right values.
- To delete samples and restore the original General MIDI configuration, select the sample and click the delete button.

Synth Menu

- Configure
- Resources
- Clear
- Audition Configure...
- FX...

Configure

adjusts the **voice bandwidth** (16 to 24 voices) and **master tune** (up or down 63 semitones relative to A-440Hz) global synthesizer parameters. It also allows you to connect an external keyboard to Rio's External In port and hear the synthesizer respond to your keyboard.

NOTE: The **Audition Enabled** checkbox allows MIDI data entering Rio through the external MIDI port (via the three-way MIDI connector) to trigger Rio. When **Audition Enabled** is not checked, Rio will not automatically use data from the external MIDI input to trigger the synthesizer.

Resources

displays the available sample memory, patch spaces, and sample spaces on Rio.

Clear

turns off the **"clip"** indicator above the level meters. The clip indicator illuminates when the output level passes a maximum reference level.

Audition Configure...

allows you to select an alternate MIDI input device for audition. The drop down list box provides a selection of MIDI input devices.

FX...

The FX feature offers sixteen preset reverb effects and a customized setting.

- Click on the FX button on the Synthesizer Control Panel or select FX from the Synth menu.
- In the dialog box, select the preset reverb effect you desire and click OK.

To create a customized effect, adjust the five parameters of the reverb algorithm:

- Click on the **FX** button and the reverb dialog box will appear.
- Click on **Advanced** in the dialog box, and controls for the five parameters will appear.
- Adjust the five settings.
- Click OK to activate the effect.
- Save the effect if you wish to keep it. The last reverb effect you create will be activated when you return to this feature.

Mix controls the amount of the reverberated signal which is heard at the output in proportion to the direct signal.

Room Size controls the perceived room size of the effect. Increasing this value will increase the delay times, making the audio sound like it is being produced in a larger room.

Absorption controls the type of walls in the room. A high absorption will reduce the reflections and a low absorption will increase the reflectivity.

Decay is the time it takes for the reflections of one sound to die out. A high decay will produce many reflections which will die out slowly, while a low decay will fade away rapidly.

Pre-Delay controls the amount of time from when a sound is produced at the output until the result of the effect is heard.

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Index

launches **Help** for the Rio Control Panel.

Product Support

Turtle Beach Technical Support can be reached at (717) 764-5265, Monday through Friday, 9:00 a.m. to 6:00 p.m. The fax number is (717) 767-6033.

Via Hayes-compatible modem, contact the **BeachComber** bulletin board at (717) 767-5934 - 2400 baud, eight (8) data bits, NO parity bit, one (1) stop bit; OR (717) 767-0250 - 38400 baud, eight (8) data bits, NO parity bit, one (1) stop bit.

For customer support via **CompuServe**:

CompuServe: 71333,2432

Forums: MIDIVEN Section 2 and MULTIVEN section 16 or

GO TURTLE (multimedia vendors' forum)

GO TBMIDI (MIDI vendors' forum)

GO TBUTIL (multimedia tools forum)

For customer support via **America Online** contact:

Screen Name: TURTLE BCH

Keyword: TURTLE

For customer support via **Internet** contact:

support@tbeach.com

Using Help

displays information on how to use the **Windows Help System**.

About Rio Control Panel

displays information about the application and version.

Mouse Player

allows you to listen to sounds generated by Rio if you do not have an externally-connected MIDI keyboard.

Related Topics:

- Playing on the keyboard
- Playing the drums
- Changing the sound for a given drum pad
- Channel
- Program
- Bend
- Chord
- Velocity
- Octave

Playing on the keyboard

Position the hand cursor over the key and click the left mouse button.

Playing the drums

Move the mouse to one of the eight drum pads and click the left mouse button. An alternate method of playing the drum pads is to use **'x'** through **'.'** on your computer keyboard. The 'x' key is mapped to the first drum pad (upper left) in the first row; the 'c' key is mapped to the second drum pad in the first. The rest of the keys correspond in order.

Changing the sound for a given drum pad

- Click the right mouse button over the pad you want to change.
- In the Drum Note dialog box, click on any drum sound to preview the pad's sound.
- Click on OK to assign the selected sound to the drum pad.

Channel

selects the output MIDI channel (1-16).

Program

opens a dialog box providing a list of possible programs or instruments to play.

Bend

chooses keyboard behavior when the left mouse button is pressed and moved horizontally across the keyboard.

Chord

chooses a chord quality for any note on the keyboard. Choices include none, major, minor, seventh, minor seventh, fifth interval, and octave interval.

Velocity

changes the loudness of the note. **Auto** allows the velocity to vary depending on where you click on a piano key, for example, clicking toward the front edge of the key produces more volume. Any other setting for velocity (1-128) will set the velocity to that fixed value.

Octave

opens a dialog box that allows you to change middle C on the keyboard to the octave above or below its normal position.

SETUPSND

is a DOS program to initialize Rio from DOS. Use this command before running a DOS application such as a sequencer or MPU-401 compatible game.

To view the following command-line parameters type **SETUPSND /?** from the Rio directory.

/a#

Views the I/O port address.

DEFAULT is 330H.

/i#

Views the IRQ number.

DEFAULT is 2/9.

/n#

Specifies the maximum number of voices for the WaveFront synthesizer.

DEFAULT is 24.

-6

Operates the MIDI bus interface in 6850 UART mode.

DEFAULT is MPU-401.

-x

Receives MIDI input from the external jack.

DEFAULT is through the 26-pin ribbon cable connector.