[NOT IMPLEMENTED IN THE CURRENT MIDIBOX AY APPLICATION (!)]

MIDIBox Fx Option

The MIDIBox **Fx Option** (special sound effects option) is needed for more complex sound creation. With the MIDIBox AY **Fx Option** it is possible to do timed sound modifications.

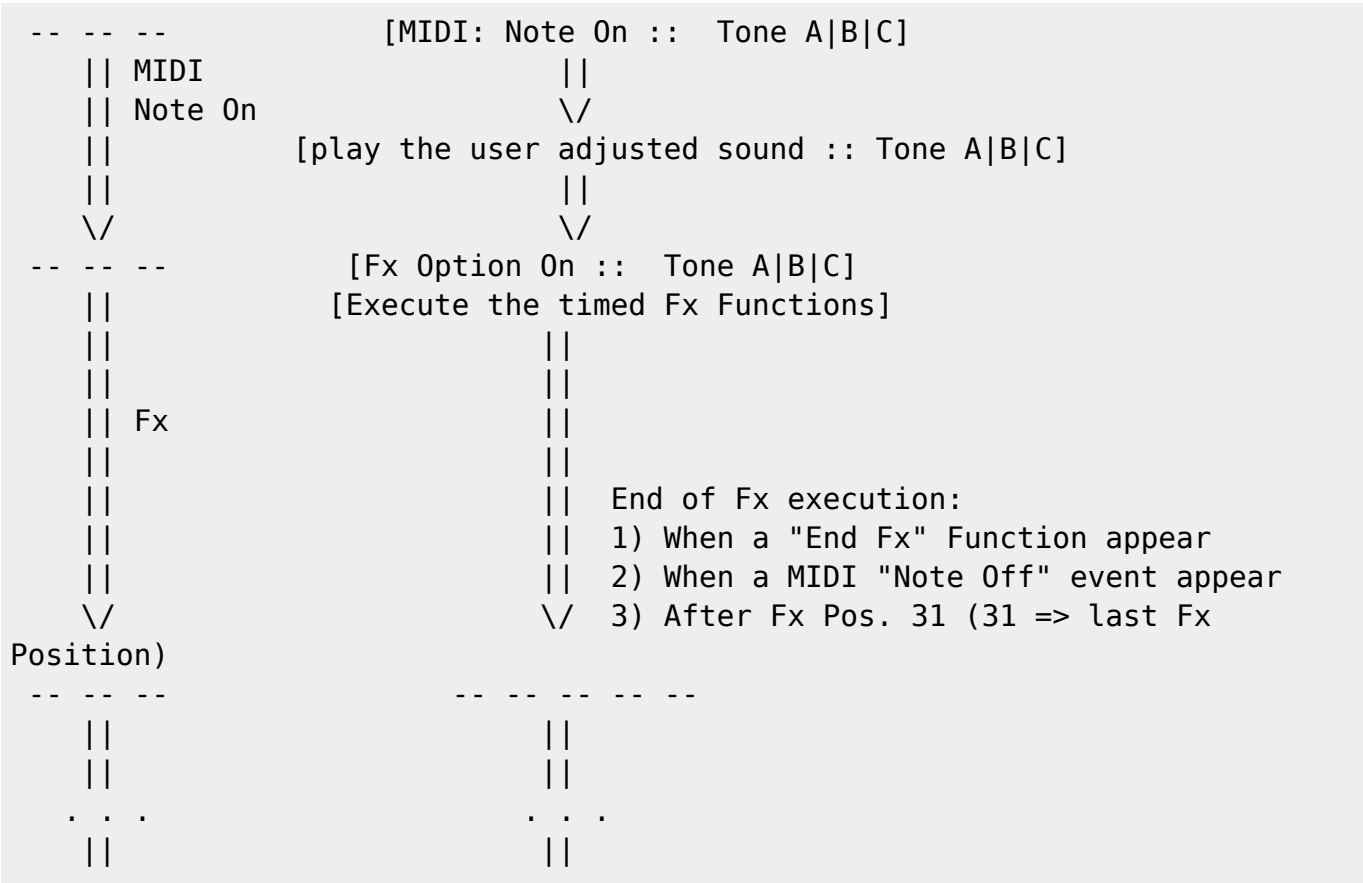
Concept:

You can enable the **Fx Option** via the **MIXER MENU** [Press Key F3] [switch Fx Option on/off via key A,B,C] (Remember, every Tone has it's own MIDI Channel!). Now that the Fx Option is activated - just **adjust Fx Functions** at the **Fx Menu** [Press F8] ...

Fx Menu:

- [Fx Function] ⇒ See **Fx Functions list** below
- [Fx Pos] ⇒ Fx Position (the Fx chart allow 32 (POS 0-31) entries)
- [Fx Time] ⇒ Adjust the **Fx execution timer**: Wait 0-100 timer cycles **befor** the current Fx execution.
- [Fx Data] ⇒ Optional **Fx Function Data** (See Fx Functions list below)

Fx execution workflow:



```
    || Fx Loop                 ||
    || (GO Fx POS)             ||
    ||                         ||
    ||                         ||
    \/                         \/   Fx Loop ends trough a MIDI Note Off event
-- -- -- --                -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
```

—-

Fx Functions list

```
00 => End Fx          [End of Fx Tab (Fx Off)]
01 => On  Tone A
02 => Off Tone A
03 => On  Tone B
04 => Off Tone B
05 => On  Tone C
06 => Off Tone C
07 => +Tune A             [Data: 0-255]
08 => -Tune A             [Data: 0-255]
09 => +Tune B             [Data: 0-255]
10 => -Tune B             [Data: 0-255]
11 => +Tune C             [Data: 0-255]
12 => -Tune C             [Data: 0-255]
13 => Vol.A           [Data: 0-15 ]
14 => Vol.B           [Data: 0-15 ]
15 => Vol.C           [Data: 0-15 ]
16 => On  Noise A
17 => Off Noise A
18 => On  Noise B
19 => Off Noise B
20 => On  Noise C
21 => Off Noise C
22 => Noise Frq.      [Data: 0-31 ]
23 => ENV ON                    (global Envelope Mode On)
24 => ENV OFF                   (global Envelope Mode Off)
25 => ENV Sh.             [Data: 0-15 ]
26 => ENV Fine        [Data: 0-255]
27 => ENV Coar        [Data: 0-255]
28 => WRITE NOTE ON #1 ==> Tone A (*)
29 => WRITE NOTE ON #2 ==> Tone A
30 => WRITE NOTE ON #3 ==> Tone A
31 => WRITE NOTE ON #1 ==> Tone B
32 => WRITE NOTE ON #2 ==> Tone B
33 => WRITE NOTE ON #3 ==> Tone B
34 => WRITE NOTE ON #1 ==> Tone C
35 => WRITE NOTE ON #2 ==> Tone C
36 => WRITE NOTE ON #3 ==> Tone C
37 => GO Fx POS               [Data: 0-31 => POS 0 to 31] With this Function
```

```
You can create **Fx Function Loops** :-)
```

(*)

Every time when a **Note On** event occur the **MIDI Note** will be written to ⇒ MIDI Note On #1. MIDI Note On #1 will be written to MIDI Note On #2, MIDI Note On #2 will be written to MIDI Note On #3 This will enable "**Chord Arpeggios**" [via Fx Option]

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