[PLANNED - 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.

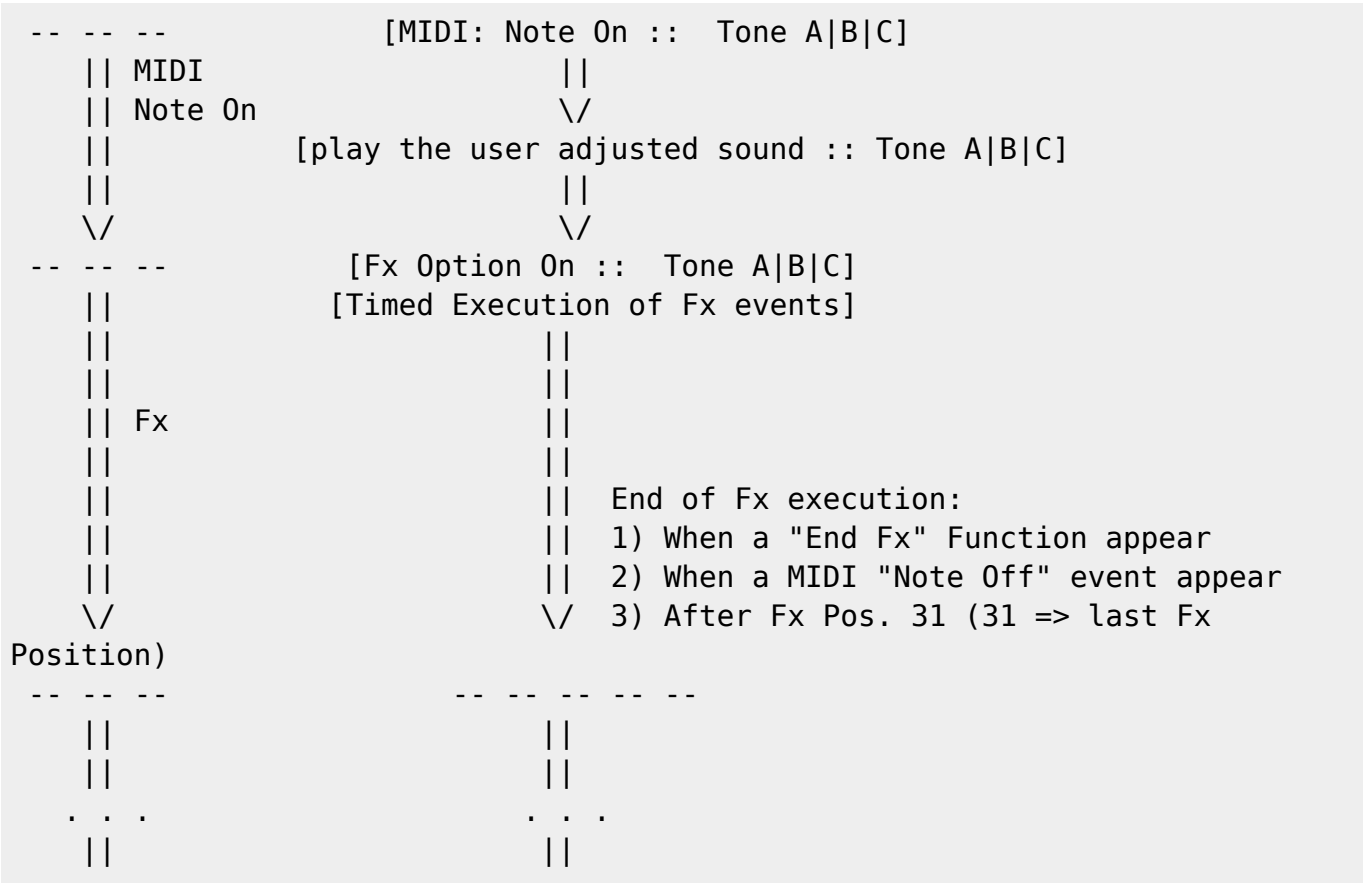
Concept:

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 BACK to Fx POS. X) ||
    ||                         ||
    ||                         ||
    \/                         \/   Fx Loop (end via MIDI Note Off)
-- -- -- --               -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
```

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Fx Functions list

```
      ;; 0  0x00 => End Fx   (Fx Off)
;; 1  0x01 => On  Tone A
;; 2  0x02 => Off Tone A
;; 3  0x03 => On  Tone B
;; 4  0x04 => Off Tone B
;; 5  0x05 => On  Tone C
;; 6  0x06 => Off Tone C
;; 7  0x07 => +Tune A    [Data: 0-255]
;; 8  0x08 => -Tune A    [Data: 0-255]
;; 9  0x09 => +Tune B    [Data: 0-255]
;; 10 0x0A => -Tune B    [Data: 0-255]
;; 11 0x0B => +Tune C    [Data: 0-255]
;; 12 0x0C => -Tune C    [Data: 0-255]
;; 13 0x0D => Vol.A  [Data: 0-15]
;; 14 0x0E => Vol.B  [Data: 0-15]
;; 15 0x0F => Vol.C  [Data: 0-15]
;; 16 0x10 => On  Noise A
;; 17 0x11 => Off Noise A
;; 18 0x12 => On  Noise B
;; 19 0x13 => Off Noise B
;; 20 0x14 => On  Noise C
;; 21 0x15 => Off Noise C
;; 22 0x16 => Noise Frq. [Data: 0-31]
;; 23 0x17 => ENV ON  A
;; 24 0x18 => ENV OFF A
;; 25 0x19 => ENV ON  B
;; 26 0x1A => ENV OFF B
;; 27 0x1B => ENV ON  C
;; 28 0x1C => ENV OFF C
;; 29 0x1D => ENV Shape  [Data: 0-15]
;; 30 0x1E => ENV Fine   [Data: 0-255]
;; 31 0x1F => ENV Coar   [Data: 0-255]
;; 32 0x20 => WRITE NOTE ON #1 ==> Tone A
;; 33 0x21 => WRITE NOTE ON #2 ==> Tone A
;; 34 0x22 => WRITE NOTE ON #3 ==> Tone A
;; 35 0x23 => WRITE NOTE ON #1 ==> Tone B
;; 36 0x24 => WRITE NOTE ON #2 ==> Tone B
;; 37 0x25 => WRITE NOTE ON #3 ==> Tone B
;; 38 0x26 => WRITE NOTE ON #1 ==> Tone C
```

```
;; 39 0x27 => WRITE NOTE ON #2 ==> Tone C
;; 40 0x28 => WRITE NOTE ON #3 ==> Tone C
;; 41 0x29 => GOTO Fx POS [Data: 1-41]
```

(*)

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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