[PLANNED for V0.07 - NOT IMPLEMENTED IN THE CURRENT (V0.06) 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.

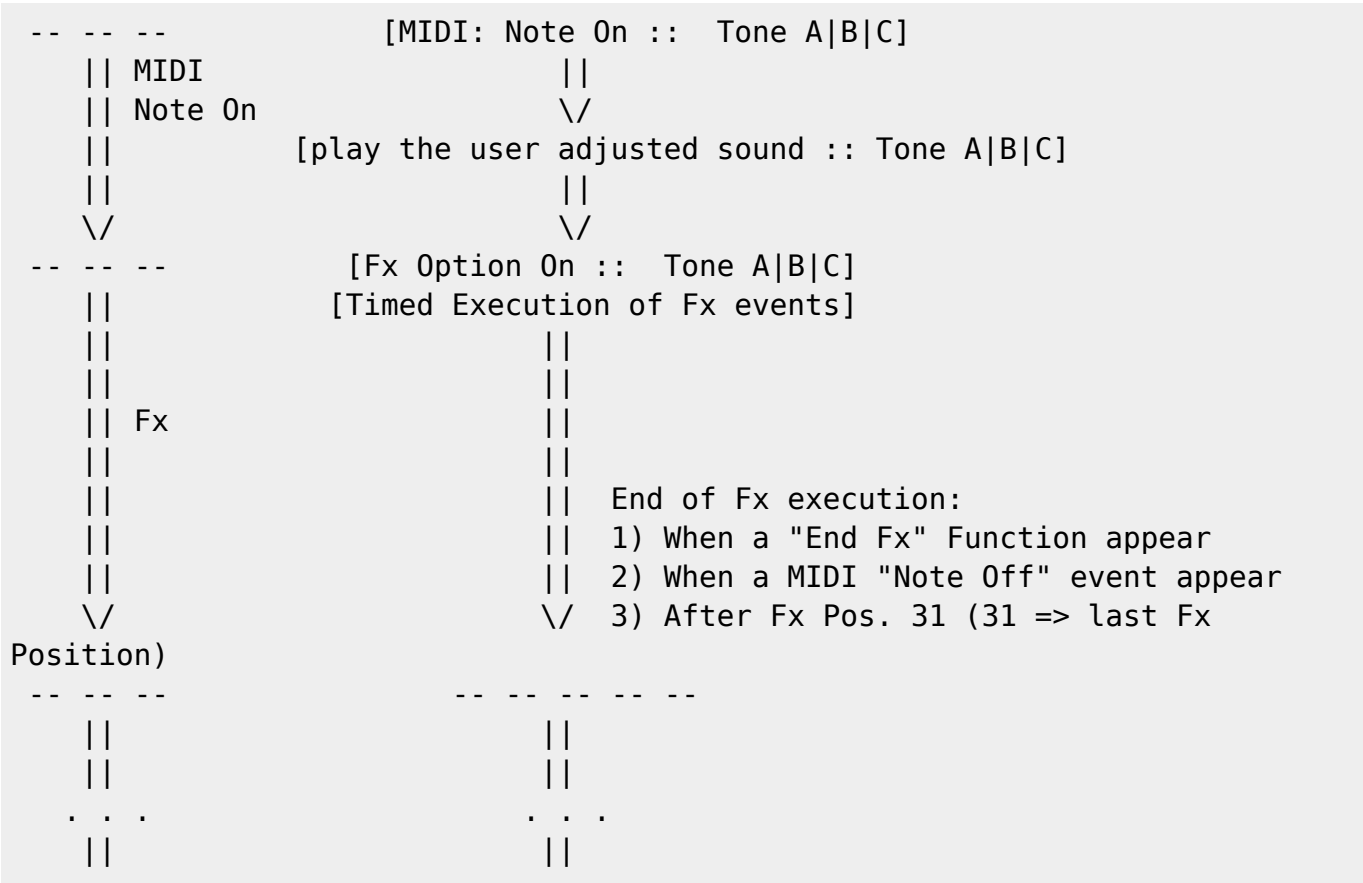
Concept:

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] (This function overrides the ENVELOPE Mode during the Fx period)
- 14 0x0E ⇒ Vol.B [Data: 0-15] (This function overrides the ENVELOPE Mode during the Fx period)
- 15 0x0F ⇒ Vol.C [Data: 0-15] (This function overrides the ENVELOPE Mode during the Fx period)
- 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 TIME Fine [Data: 0-255]
- 31 0x1F ⇒ ENV TIME Coarse [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: 0-31]

(*)

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]

(Date: 21.06.2009)

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Last update: **2009/06/21 18:43**