

Owners Manual

midistudio

>>>Picture : Studio-Keyboard Design.jpg



Preface

Congratulations on purchasing the **MIDI STUDIO** master MIDI controller keyboard. It is one of the finest products of its kind, made after extensive research into what customers require from a MIDI Controller.

When using your **MIDI STUDIO** in conjunction with a computer and appropriate music software, you will be able to discover the wonderful world of Computer Music, with a set of complete musical instruments from your sound card or workstation.

This manual is written to help you become familiar with the features of the **MIDI STUDIO**. Please read the manual carefully to discover all the features of your **MIDI STUDIO**. After reading the manual, you will have a clear understanding of how to transmit different MIDI messages to other instruments and equipment. For ease of use of MIDI implementation, we strongly recommend you to have the manual at hand when you are using the keyboard, especially if you are new to the world of MIDI.

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>>>Picture : Studio-Keyboard Design + descript.jpg

Backpanel Connections

>>>Picture : Backpanel.jpg

- Something you should know before using the MIDI Functions -

MIDI is the acronym for *Musical Instrument Digital Interface*, which makes all digital musical instruments equipped with this standardised interface capable of exchanging their MIDI data or . talk to each other. !

To explain how MIDI works on your instrument in more detail, the following illustrations will outline the MIDI functions of the **MIDI STUDIO**, which allow you to connect the keyboard to other MIDI instruments. The versatile MIDI capability of the **MIDI STUDIO** will offer you tremendous power in a MIDI environment.

Switch ON

There are two ways to power the unit:

1. Use 15-pin cable to sound card in computer.
2. Use external adapter: Plug output jack of proper AC adapter into the DC socket in the rear panel. Then slide power switch to ON.

Display will show “001” as program number and the unit transmit initial program number to the equipment connected to MIDISTUDIO immediately.

When you play on the keyboard, notes and its velocity message will be transmitted. Note number corresponding to the most left key is 36.

Note:

- The default display is program number. After any operation in the unit, the display will return to program number.
- Data transmitted is the number on the display minus 1. For example, program number .001. on the display is transmitted as .000. , etc
- After legal operation, the data change will be transmitted immediately.

BASIC OPERATIONS

PROGRAM SETTING

Press **PROGRAM** button, the current program number will appear on the display. Use +, - button to increase or decrease the program number you desire. You can also press numerical buttons **0 . 9** to enter the number directly ranging of 1 to 128. You must enter all 3 figures, for example, 001, 012, 126 etc. If you don't complete data entry by 3 seconds, the display will recover to previous figure.

Note:

- Transmitted program change is the number on the display minus 1. For example, program number .001. on the display is transmitted as .000. , etc.

CHANNEL SELECTING

Press **CHANNEL** button, the current channel number will appear on the display. Use +, - button to increase or decrease the channel number you desire. You can also press numerical buttons **0 . 9** to enter the number directly ranging of 1 to 16. You must enter all 2 figures, for example, 01, 12 etc. If you don't complete data entry by 3 seconds, the display will recover to previous figure. If the figure exceeds 16, it'll turn to 01 automatically.

Note:

- Transmitted channel is the figure on the display minus 1. For example, channel .01. on the display is transmitted as channel 0, etc.
- About 3 seconds later after you complete the operation, the display will return to indicate program number.

TRANSPOSE

Press **TRANS** button, the current note shift in semitone will appear on the display. Use +, - button to increase or decrease the note shift you desire ranging of .12 to 12.

About 3 seconds later after you complete the operation, the display will return to indicate program number.

The note will be transmitted as the physical key you are playing with shift of transpose value.

OCTAVE

Press **OCTAVE** button, the current octave shift will appear on the display. Use +, - button to increase or decrease the octave shift you desire ranging of -2 to 2, i.e., two octave down or up.

About 3 seconds later after you complete the operation, the display will return to indicate program number.

MEMORY

Press **MEMORY** button and hold down, display show .S-. to prompt you to input memory code. When you press one of the **1** . **8** buttons, your settings are saved into this button.

The following settings can be saved: Program change, Channel, Transpose, Octave, Velocity Curve, Volume, Reverb level, Pedal definitions, Wheel definition, MSB, LSB, MIDI mode.

To recall your settings, simply click the **MEMORY** button. The display will show .O-. . Then press one of the **1** . **8** buttons, settings stored in this button will be recalled and transmitted immediately.

About 3 seconds later after you complete the operation, the display will return to indicate program number.

PITCH BEND WHEEL

Roll upward **PITCH BEND** wheel to increase the pitch or roll downward the wheel to lower the pitch smoothly by transmitting pitch bend message ranging of 0 to 127. Normally, the wheel stays on its centre position, i.e. no bending.

MODULATION WHEEL

Roll upward **MODULATION** wheel to add modulation effect ranging of 0 to 16383. The resolution of transmitted data is 128 bit. When the wheel stays on its lowest position, no modulation message is transmitted.

ADVANCED OPERATIONS

Besides the basic functional operations above, you may have more features using **FUNCTION** button.

When this function is engaged, all letters on the display will be followed by a dot for identification.

VELOCITY CURVE

Press **FUNCTION** button, the display will show .F-. to prompt you to input a function code. Then press button **1 (V.CURVE)**, current velocity code will appear on the display. Now, you can select a velocity code your desire ranging from 0 to 9 with single numerical button. You can also use + or . button to change it.

About 3 seconds later after you complete the operation, the display will return to indicate program number.

VOLUME

Press **FUNCTION** button, the display will show .F-. to prompt you to input a function code. Then press button **2 (VOL)**, current volume will appear on the display. Now, you can set volume your desire ranging from 1 to 128. You can also use + or . button to change it. Transmitted volume is the figure on the display minus 1. For example, volume .099. on the display is transmitted as 98, etc.

About 3 seconds later after you complete the operation, the display will return to indicate program number.

REVERB LEVEL

Press **FUNCTION** button, the display will show .F-. to prompt you to input a function code. Then press button **3 (REVERB)**, current reverb level will appear on the display. Now, you can set reverb level

your desire ranging from 1 to 128. You can also use + or . button to change it.

Transmitted reverb level is the figure on the display minus 1. For example, volume .099. on the display is transmitted as 98, etc. About 3 seconds later after you complete the operation, the display will return to indicate program number.

CHORUS LEVEL

Press **FUNCTION** button, the display will show .F-. to prompt you to input a function code. Then press button **4 (CHORUS)**, current chorus level will appear on the display. Now, you can set chorus level your desire ranging from 1 to 128. You can also use + or . button to change it.

Transmitted chorus level is the figure on the display minus 1. For example, volume .099. on the display is transmitted as 98, etc. About 3 seconds later after you complete the operation, the display will return to indicate program number.

PEDAL DEFINITION

Press **FUNCTION** button, the display will show .F-. to prompt you to input a function code. Then press button **5 (PEDAL)**, current pedal definition code will appear on the display. Now, you can define the pedal in the unit using number button **1 - 4**. You can also use + or . button to change it.

- 1: Sustain Pedal . Pedal down for sustain On, pedal up for sustain Off.
- 2: Pedal . Down for pedal On, up for pedal Off.
- 3: Channel Setting Pedal . Once press down the pedal, the channel number will be increase by one.
- 4: Memory Pedal . Once press down the pedal, the memory code will be increase by one and relevant settings will be recalled.

About 3 seconds later after you complete the operation, the display will return to indicate program number.

WHEEL DEFINITION

Press **FUNCTION** button, the display will show .F-. to prompt you to input a function code. Then press button **6 (WHEEL)**, current wheel definition code will appear on the display. Now, you can define the feature of the Modulation wheel in the unit using numerical button or + / . button to change it ranging from 1 to 128. Now, when you roll the Modulation Wheel, the parameter change with MIDI control you defined will be transmitted directly.

Transmitted control code is the figure on the display minus 1. For example, **volume** .008. on the display is transmitted as 007, etc. About 3 seconds later after you complete the wheel definition operation, the display will return to indicate program number.

MSB

Press **FUNCTION** button, the display will show .F-. to prompt you to input a function code. Then press button **7 (MSB)**, current MSB value will appear on the display. Now, you can change MSB using numerical button or + / . button to change it ranging from 1 to 128. Transmitted MSB is the figure on the display minus 1. For example, .099. on the display is transmitted as 98, etc.

About 3 seconds later after you complete the operation, the display will return to indicate program number.

LSB

Press **FUNCTION** button, the display will show .F-. to prompt you to input a function code. Then press button **8 (LSB)**, current LSB value will appear on the display. Now, you can change LSB using numerical button or + / . button to change it ranging from 1 to 128. Transmitted LSB is the figure on the display minus 1. For example, .099. on the display is transmitted as 98, etc.

About 3 seconds later after you complete the operation, the display will return to indicate program number.

MIDI MODE

Press **FUNCTION** button, the display will show .F-. to prompt you to input a function code. Then press button **9 (M.MODE)**, current MIDI mode code will appear on the display. Now, you can change MIDI mode by numerical button **1 . 4** or **+ / .** button to change it.

1: Ommi On, Poly: Message transmitted for it is 7D7F.

2: Ommi On, Mono: Message transmitted for it is 7D7E.

3: Ommi Off, Poly: Message transmitted for it is 7C7F.

4: Ommi Off, Mono: Message transmitted for it is 7C7E.

About 3 seconds later after you complete the operation, the display will return to indicate program number.

RESET ALL CONTROLLER

Press **FUNCTION** button, the display will show .F-. to prompt you to input a function code. Then press button **0 (C.RST)**, .ALL. will appear on the display and message of reset all controllers will be sent out immediately.

About 3 seconds later after you complete the operation, the display will return to indicate program number.

Specifications:

Model: **MIDI STUDIO**

Keyboard	49 touch sensitive keys
Wheels	Pitch Bend Wheel Modulation Wheel
Program- and Function Buttons	Program Channel Transpose Octave Memory Function + / - nummerical buttons x10 Velocity Curve Volume Reverb Chorus Pedal Wheel MSB LSB M.RST C.RST
Connectors	MIDI OUT (DIN), Sustain Pedal Gameport /SUB-D(MIDI and power by PC sound card) power adaptor
Switch backpanel	ON / OFF
Display	3 - digit LED
Dimensions	82,3 x 19,5 x 7 cm
Weight	3,4 Kg
Power sources	- with external adaptor DC 9 Volt - selfpowered by PC sound card

- Design and specifications subject to change without notice.
- No liability for printing mistakes

MIDI Implementation: