

[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 **before** the current Fx execution.
- [Fx Data] ⇒ Optional **Fx Function Data** (See Fx Functions list below)

Fx execution workflow:

```

[MIDI: Note On :: Tone A|B|C]
    ||
    \ /
[play the user adjusted sound :: Tone A|B|C]
    ||
    \ /
||      [Fx Option On :: Tone A|B|C]
||      [Execute the **timed Fx Functions** (Fx Pos. 0 to 31)]
||
||      ||
||      ||
||      \ /
||  **Fx**
||      [End of Fx Execution:]
||      1) When a "End Fx" Function appear
||      2) When a MIDI "Note Off" event appear
||      3) or after Fx Pos. 31 (last Fx Tab Pos)
\ /      4) never (Fx Function Loops)

```

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]



(Date: 18.09.2009)

From:

<http://wiki.midibox.org/> - **MIDIbox**

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Last update: **2009/05/18 13:45**

