

[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 **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]
  || MIDI           ||
  || Note On        \ /
  ||                [play the user adjusted sound :: Tone A|B|C]
  ||                ||
  \ /               \ /
-- -- --           [Fx Option On :: Tone A|B|C]
  ||               [Execute the timed Fx Functions]
  ||               ||
  ||               ||
  || Fx            ||
  ||               ||
  ||               || End of Fx execution:
  ||               || 1) When a "End Fx" Function appear
  ||               || 2) When a MIDI "Note Off" event appear
  \ /             \ / 3) After Fx Pos. 31 (31 => last Fx
Position)
-- -- --           -- -- --
  ||               ||
  ||               ||
  . . .           . . .
  ||               ||

```

```

    || 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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