

[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:

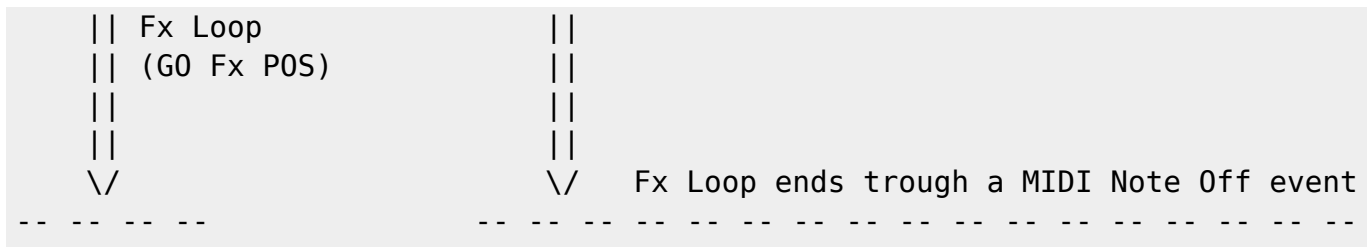
- [Fx Function] ⇒ See **Fx Functions list** below
- [Fx Pos] ⇒ Fx Position (the Fx chart allow 32 (POS 0-31) entries)
- [Fx Time] ⇒ Adjust the **Fx execution timer**: Wait 0-100 timer cycles **befor** the current Fx execution.
- [Fx Data] ⇒ Optional **Fx Function Data** (See Fx Functions list below)

Fx execution workflow:

```

-- -- -- [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 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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