

[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]
|| [Timed Execution of Fx events]
|| ||
|| ||
|| 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 BACK to Fx POS. X) ||
|| ||
|| ||
\// || Fx Loop (end via MIDI Note Off)

```

### 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]
- :: 14 0x0E => Vol.B [Data: 0-15]
- :: 15 0x0F => Vol.C [Data: 0-15]
- :: 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 Fine [Data: 0-255]
- :: 31 0x1F => ENV Coar [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]

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