



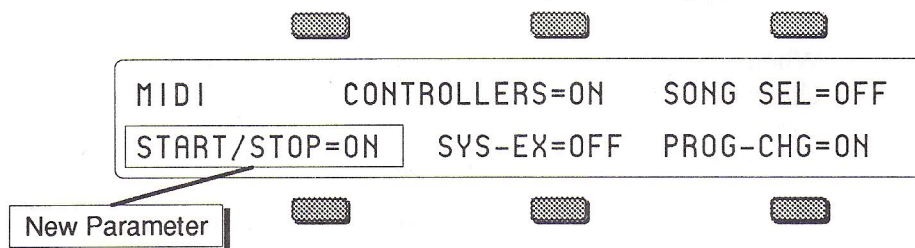
## VFX<sup>SD</sup> Software Version 1.3 Update

The following revisions have been made to the VFX<sup>SD</sup> software as of Version 1.3 which change or supplement what is written in the VFX<sup>SD</sup> Musician's Manual.

### 1) NEW PARAMETER ON THE MIDI CONTROL PAGE

A new parameter has been added to the second sub-page of the MIDI Control page. The four existing parameters on the page remain as described on p. 6-8 of the VFX<sup>SD</sup> Musician's Manual, though the order of the parameters on the page has been changed around a little. The new parameter is in the lower-left corner of the display and is labeled START/STOP.

Press *MIDI Control* twice to show the new revised sub-page:



#### START/STOP

This parameter determines whether pressing the *Play* and *Stop/Cont* buttons will send MIDI Start, Stop and Continue messages from the VFX<sup>SD</sup> MIDI Out port. Some older drum machines have no way of disabling the receiving of these messages, and will always start playing their internal patterns when they receive a Start message. Set this parameter to OFF when you want to use such a drum machine simply as a voice module, played from a VFX<sup>SD</sup> sequencer track, without starting its internal sequencer playing each time you press the *Play* button on the VFX<sup>SD</sup>.

- ON — When you press the *Play* or *Stop/Cont* buttons to start, stop or continue the VFX<sup>SD</sup> sequencer, a corresponding MIDI Start, Stop or Continue message will be sent.
- OFF — When you press the *Play* or *Stop/Cont* buttons to start, stop or continue the VFX<sup>SD</sup> sequencer, a MIDI Start, Stop or Continue message will *not* be sent.

### 2) COPY TRACK PARAMETERS OPTION

When you copy a sequence or song Track to another location, as detailed on p. 12-13 of the VFX<sup>SD</sup> Musician's Manual:

- If the destination track is empty (no track data), both the track data *and* all the track parameters (Volume, Pan, Timbre, etc.) from source track will be copied to the destination track.
- If the destination track already contains recorded track data, after you press

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\*YES\* to copy the track, the display will warn: DATA ON DESTINATION TRACK WILL BE LOST. Press \*YES\* to proceed, or press \*NO\* to exit and select a different destination track.

- After you press \*YES\*, the display asks COPY TRACK PARAMETERS TOO?
  - > Press \*YES\* to copy both the recorded track data *and* all the track parameters to the destination track.
  - > Press \*NO\* to copy only the recorded track data to the destination track, leaving the values of all the track parameters as they were before.

### 3) RECORD MIXDOWN EVENTS ON SONG TRACKS

The Mixdown function discussed on pp. 5-35 and 5-36 of the VFX<sup>SD</sup> Musician's Manual can now be used to record Mixdown Volume and Mixdown Pan events into song tracks as well as sequence tracks.

When a song is selected and the RECORD MODE=MIXDOWN on the Seq Control page, you can record mixdown events into *either* the song track or the corresponding sequence track, depending on the setting of the EDIT TRACKS parameter on the Seq Control page.

#### To record volume or pan changes to a song track:

- Select a song containing song tracks you want to mix down.
- Press *Seq Control*, select the Record Mode and set to RECORD MODE=MIXDOWN.
- Press *Seq Control* again and set the Edit Tracks parameter to EDIT TRACKS=SONG. (Note that you can toggle between Song tracks and Sequence tracks in song mode by *double-clicking* the *Tracks 1-6* or *Tracks 7-12* button. See p. 5-35 in the Manual.)
- Press *Tracks 1-6* or *Tracks 7-12* and select the song track you want to mix down.
- Press *Volume*. The display shows the volume levels for the tracks, with the current track underlined. (Or press *Pan* to record dynamic panning changes.)
- While holding down *Record*, press *Play*. The VFX<sup>SD</sup> enters Overdub.
- Use the data entry slider or the up and down arrow buttons mix the volume (or pan) of the selected track. All changes you make will be recorded.
- At the end of the song, or when you press *Stop/Cont*, the Play/Keep page appears. Here you can audition the changes before deciding whether to keep the new or the original track.

#### A Few Important Notes About Mixdown Mode

- The mixdown data is *always* recorded into the song track which is selected on the Tracks page, whether you are mixing a sequence track or a song track.
- You *must*, therefore, select the appropriate-numbered song track (while EDIT TRACKS=SONG on the Seq Control page) before entering Record, even if you then switch to EDIT TRACKS=SEQ to mix a Sequence track. For example if you want to mix down Sequence track 3 over the length of the song, you must have song track 3 selected.