



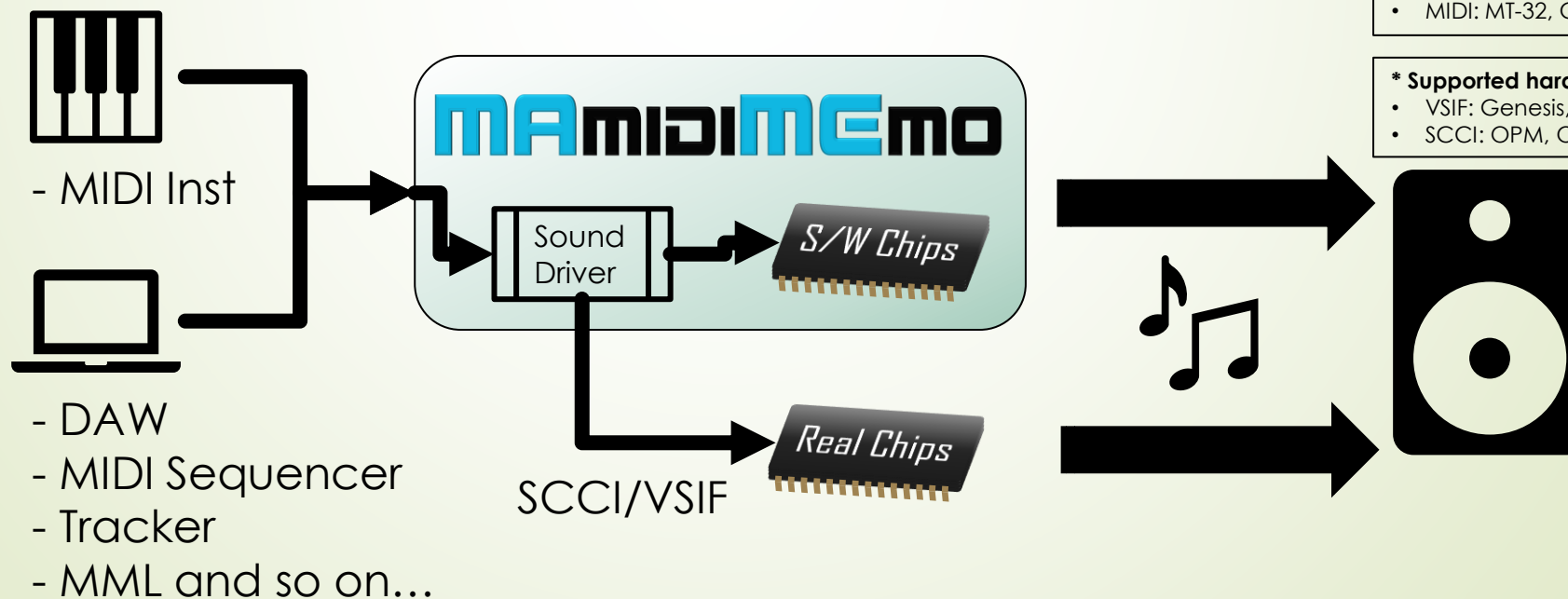
# MAmidiMEmo

## The Virtual S/W Synthesizer

User's Manual – for MAmidiMEmo V4.3.7.0

# What is the MAmidiMEmo?

- MAmidiMEmo is a virtual chiptune sound MIDI module for Windows
- You can use MIDI or DAW to sound the MAmi
- MAmi supports various sound chips\*
- Also, MAmi can drive real hardware chips\* via SCCI, VSIF



# Install & Basic Settings

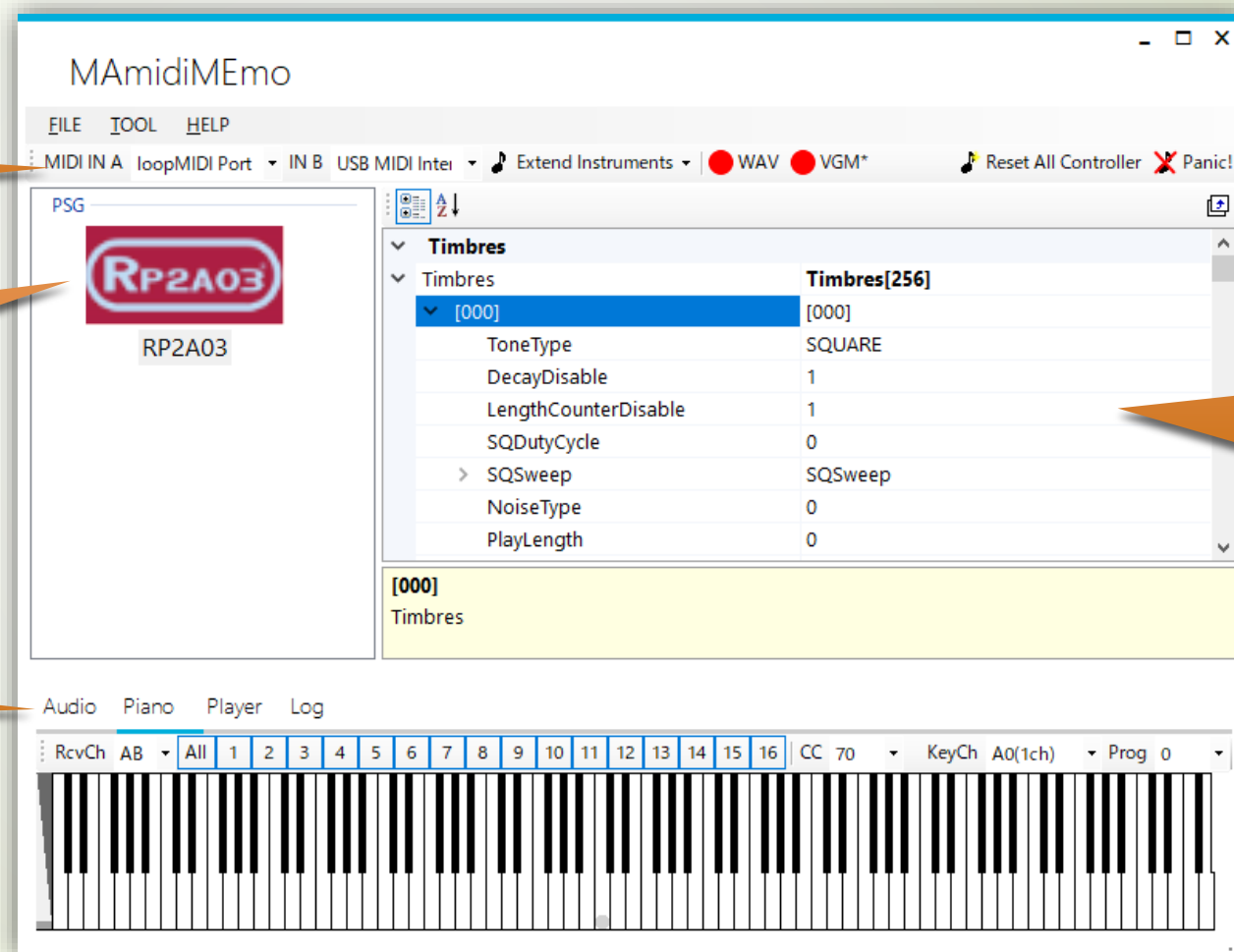
- Install
  - Extract the downloaded zip file.
  - Click MAmidiMEmo.exe
  - Will open the MAmidiMEmo. If not, please check the followings.
    - **.NET Framework 4.7 or later** installed on your PC.
    - **VC++ 2012 Runtime** installed on your PC.
    - (Execute "DelZoneID.ps1 " to remove "Zone.Identifier" flag.)

# Window Overview

MIDI IN A,B  
Selector

Active  
Chips  
(see next)

Tools



Chip  
Parameter  
Editor  
(see next)

# Add and Remove a Chip

To add  
Select the chip  
from this menu.

To remove  
Open a context  
menu and  
select.

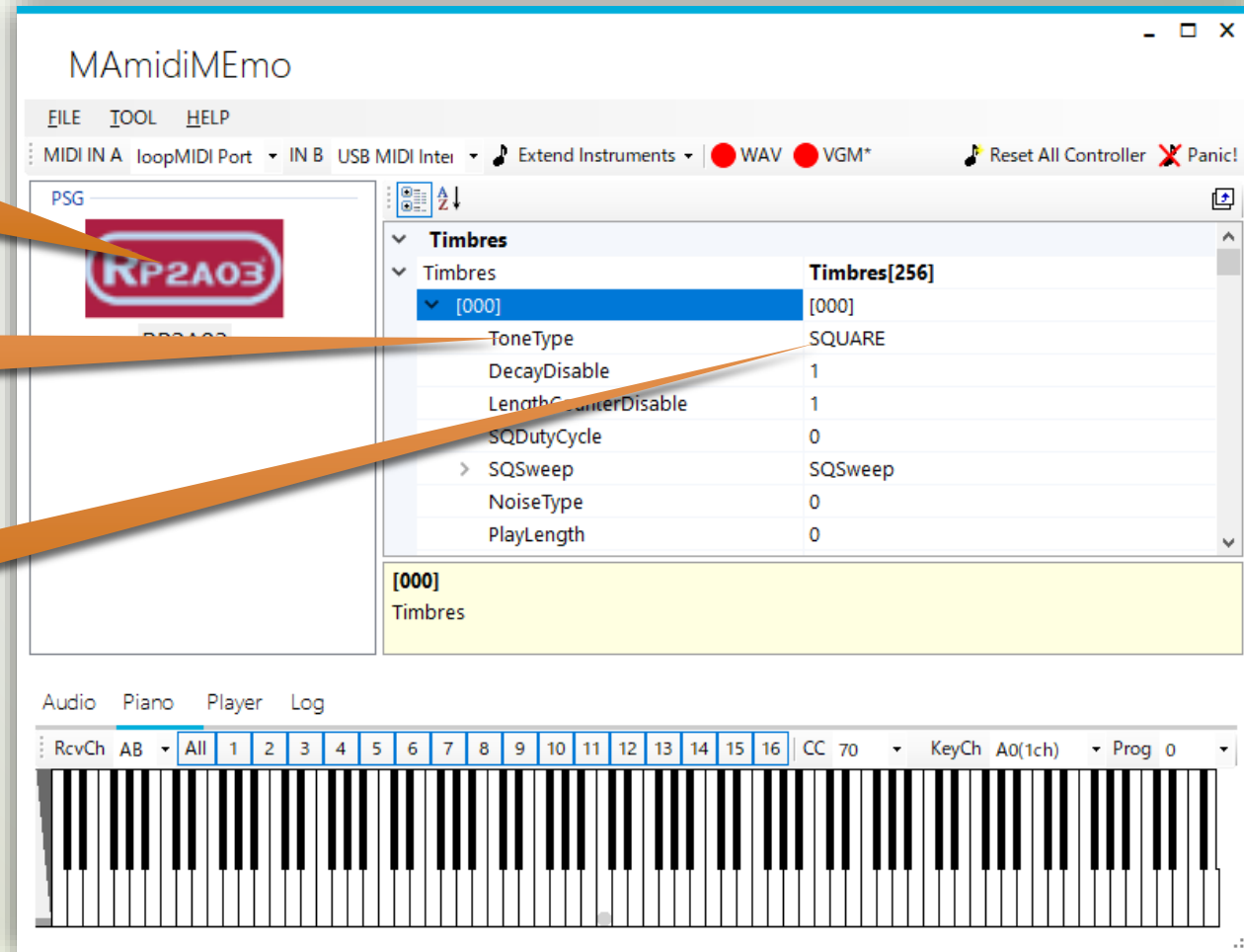


# Edit chip and sound parameters

1. Click chip

2. Click parameter

3. Change value



# Between MIDI ch and Chip ch Relation.

- You don't need to concern the Chip ch. , generally. MAmidiMEMo will assign suitable Chip ch. automatically. However, you need to concern a max ch. number of the Chip.
- MAmidiMEMo will assign oldest sounding ch. to sound the new sounds.

MAmidiMEMo will assign empty ch. or oldest sounding ch. , generally.

Note On  
Msg from  
MIDI ch. X

MAmidiMEMo

Chip A

FM ch. 1

FM ch. 2

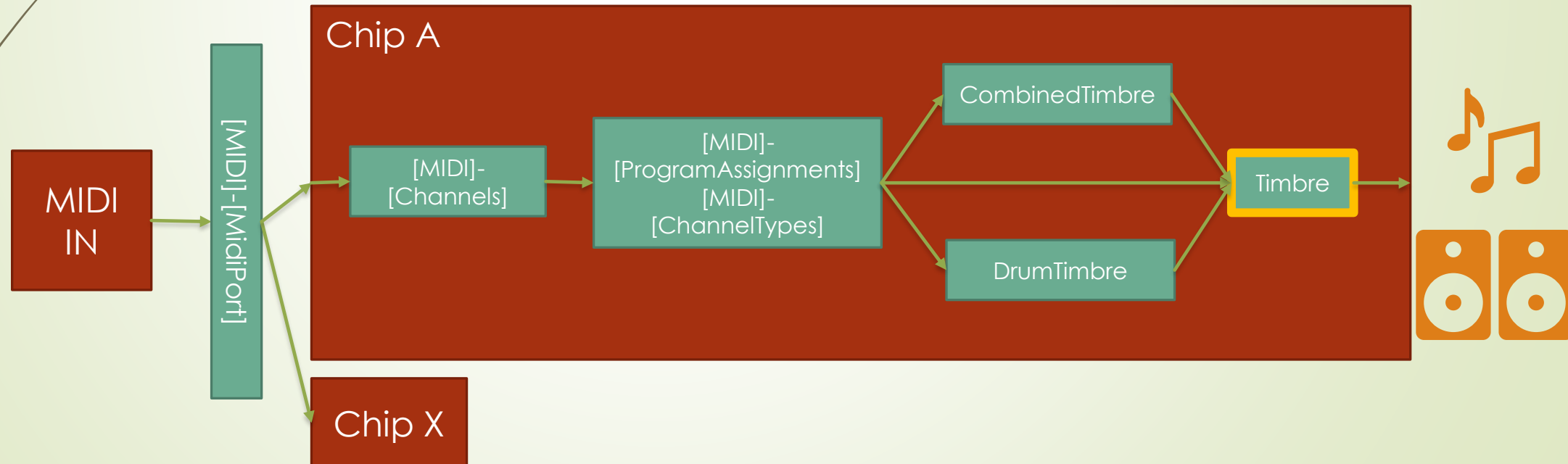
FM ch. 3





# Sounding Structure

- MAmidiMEmo outputs a sound from MIDI message along with the following structure.  
So, at least, you need to edit the **Timbre** parameters to sound something.

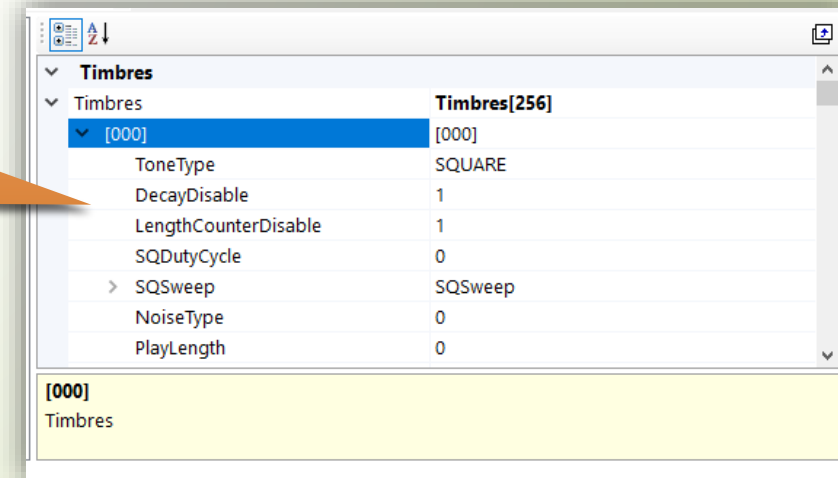




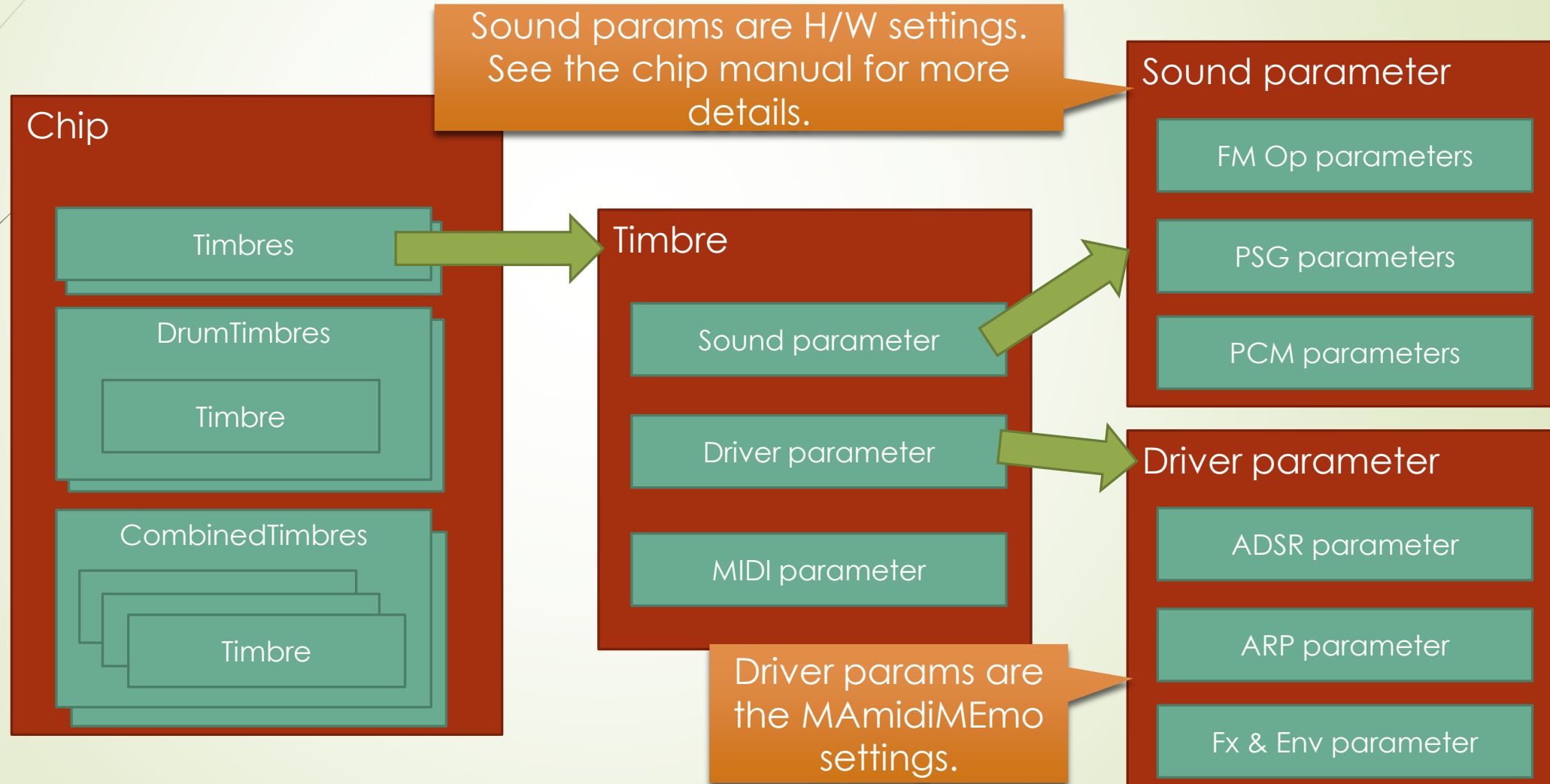
# Timbre

- Generally, a chip has 256 Timbres, 256 CombinedTimbres, 128 DrumTimbres.
- CombinedTimbre can sound multiple Timbers at the same time (up to 4)
- DrumTimbre can sound Timbes as a Drum sounds (Ignoring Note Off msg).
- You can change the Timbre parameters on the Chip Parameter Editor. Generally, you need to learn the chip specification to edit the chip parameters.

Chip  
Parameter  
Editor



# Timbre Structure



# Driver parameters - Fx & Env Structure

- You can make for a rich sound by using driver params. Especially, FxS can do it.

## Fx & Env parameter

Volume Env



Pitch Env



Arp Env



Dedicated Env

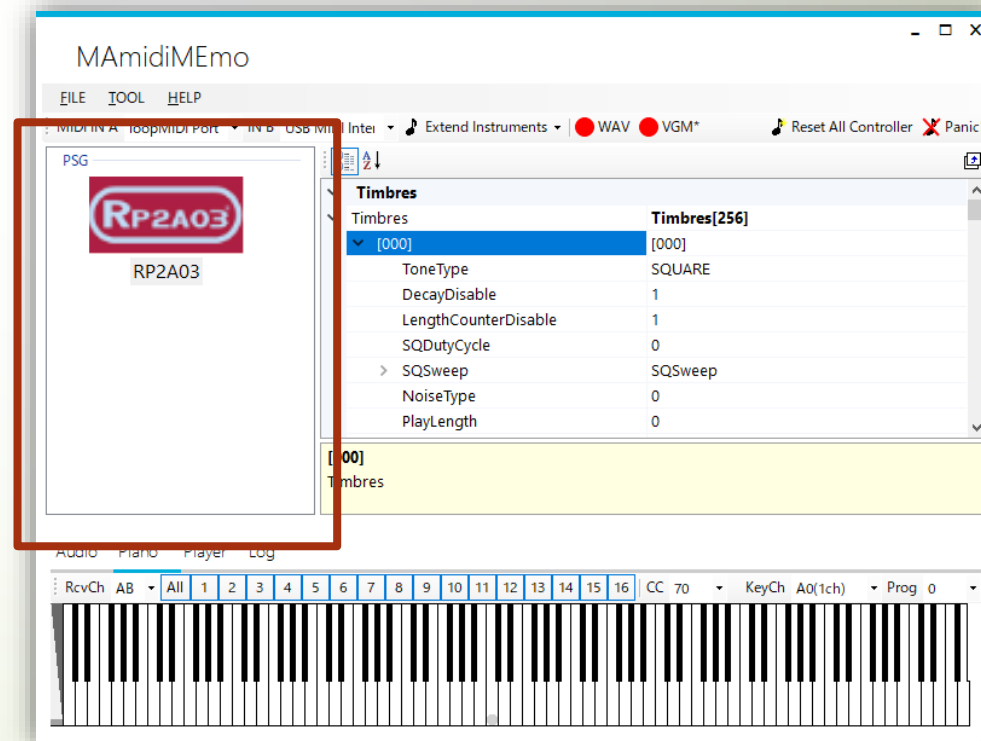


FxS	
Enable	False
DutyEnvelopes	
VolumeEnvelopes	
PitchEnvelopes	
PitchStepType	Relative
PitchEnvelopeRange	2
ArpEnvelopes	
ArpStepType	Absolute
EnvelopeInterval	50
Memo	
SerializeData	

Click here to open the GUI Editor.

# Sample sounds

- There are sample sound files in the “Samples” folder. You can drop a sample file “\*.MAmi” to the left pane.



# Additional files

- YM2608

- Place legitimate "ym2608\_adpcm\_rom.bin" file in the MAmidiMEmo directory to sound ADPCM rhythm sounds.

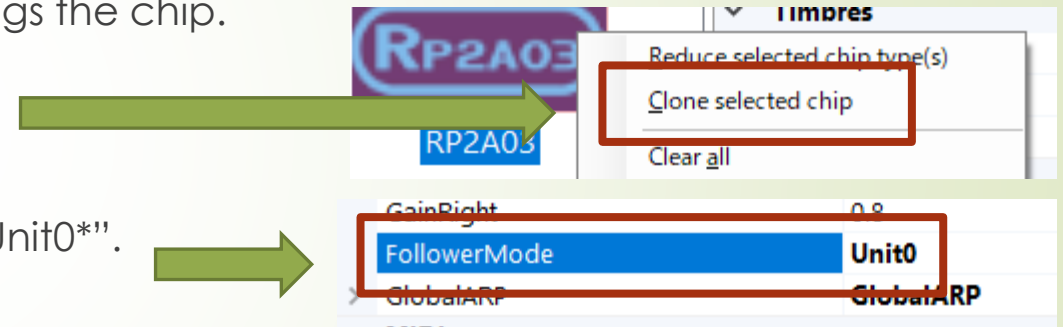
- MT-32

- Place legitimate "MT32\_CONTROL.ROM" and "MT32\_PCM.ROM" in the MAmidiMEmo directory to sound ADPCM sounds.

# Limit Break

- Any chip can output only a few voices. However, MAmidiMEmo can break this limitation by the following steps.

1. Add a chip and complete all settings the chip.
2. Select the [Clone selected chip]  
Cloned chip added.
3. Select the cloned chip and set the [Follower Mode] value to "Unit0\*".  
\* If clone source chip ID is 0.

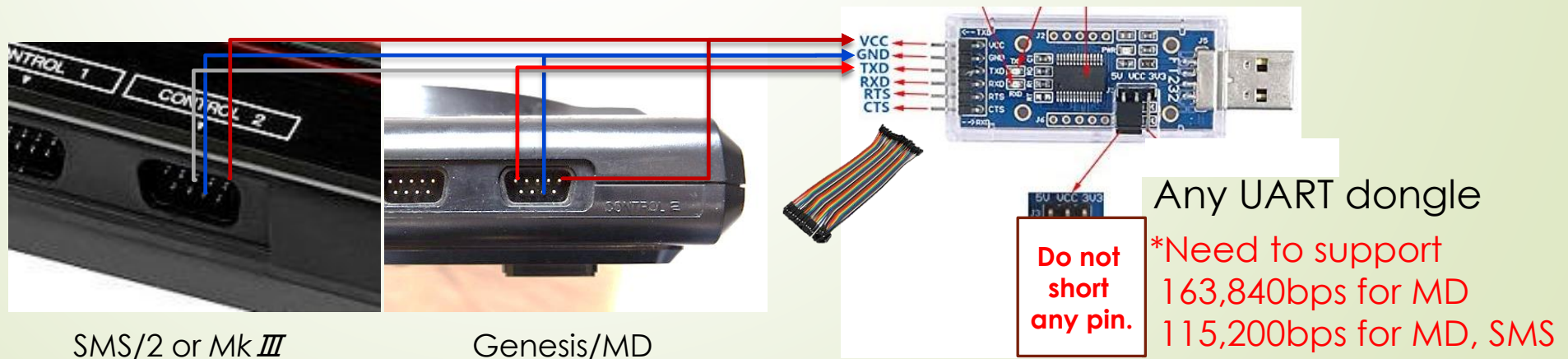


- When the clone source chip consumed all voices, the cloned chip sound for the chip.
- If you want to extend max voices more, select the [Clone selected chip] of the cloned chip. And set the [Follower Mode] value to "Unit0".



# VGM Sound Interface(VSIF - UART) for Genesis/SMS

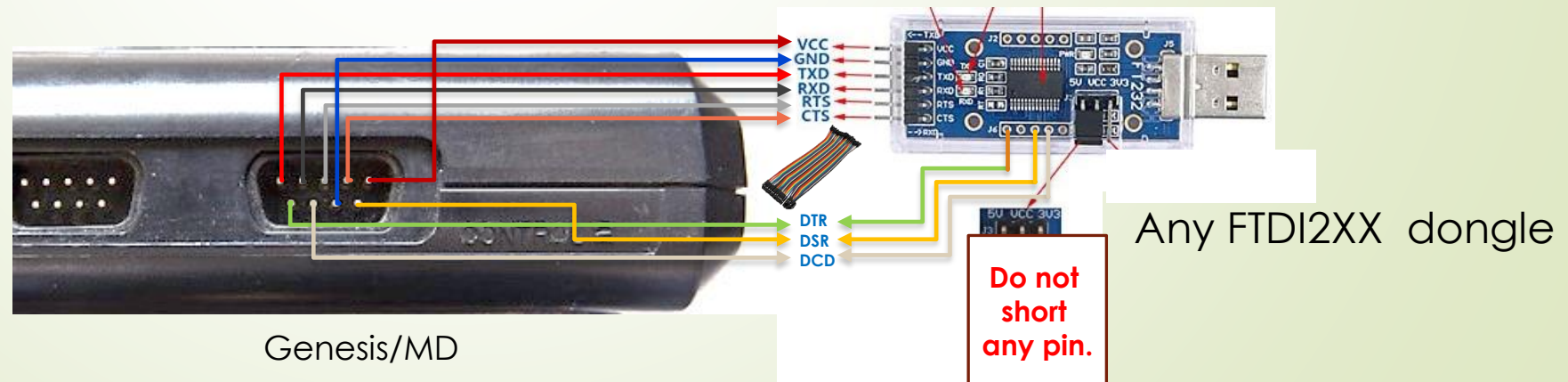
- MAmidiMEmo and VGMPlayer can drive real machine chips. Currently supports NTSC SMS(2, Mk *III*) for SN76489, OPLL and NTSC Genesis(MD) for SN76489, OPN2.
- How to
  1. Buy the following parts.
    - 1x UART dongle (Note: FT232R and so on. CH340 and CP2102 **may not work 163,840bps**, only 115,200bps.)
    - 1x FLASH Cart for SMS or Genesis and 1x D-SUB 9 pin female connector and DuPont wires
  2. Solder like the following and connect it to the JOYSTICK PORT 2.





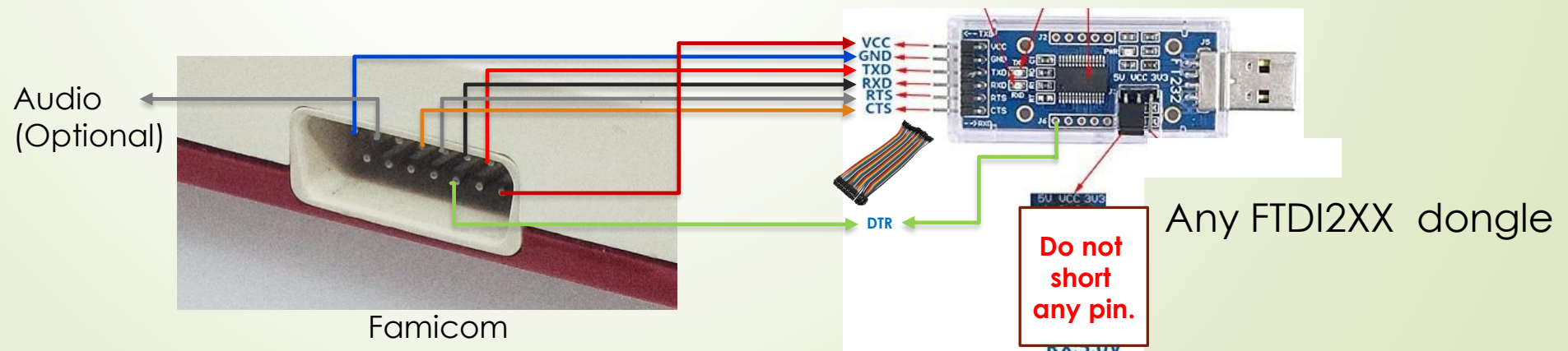
# VGM Sound Interface(VSIF - FTDI) for Genesis

- MAmidiMEmo and VGMPlayer can drive real machine chips more faster if you use FTDI2xx(232R, 232H and so on). Currently supports NTSC Genesis(MD) for SN76489, OPN2.
- How to
  1. Buy the following parts.
    - 1x FTDI2XX dongle (FT232R and so on. Need to support 5V.)
    - 1x FLASH Cart for Genesis and 1x D-SUB 9 pin female connector and DuPont wires
  2. Solder like the following and connect it to the JOYSTICK PORT 2.



# VGM Sound Interface(VSIF - FTDI) for Famicom

- MAmidiMEMo can drive real machine chips more faster if you use FTDI2xx(232R, 232H and so on). Currently supports NTSC Famicom and RP2A03(No DAC)/FDS/VRC6.
- How to
  1. Buy the following parts.
    - 1x FTDI2XX dongle (FT232R and so on. Need to support 5V.)
    - 1x FLASH Cart for Famicom and 1x D-SUB 15 pin female connector **for FC** and DuPont wires
  2. Solder like the following.



# VGM Sound Interface(VSIF - FTDI) for MSX

- MAmidiMEmo can drive real MSX machine chips if you use FTDI2xx(232R, 232H and so on). Currently supports NTSC MSX for AY-3-8910 and OPLL and SCC+ and OPL3.

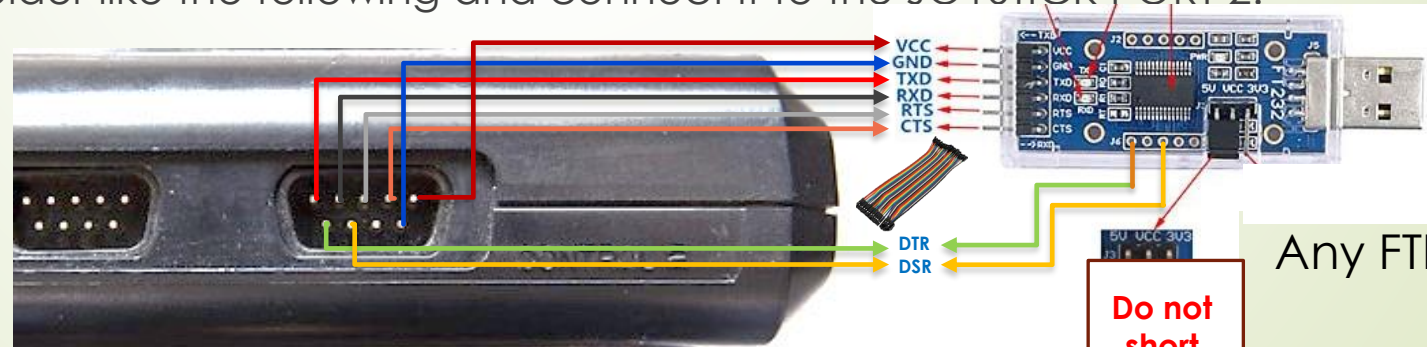
**NOTE: Be sure to select proper SLOT# for SCC to use SCC.**  
Set FTDI clk value to 17~ for each chip.

## ➤ How to

### 1. Buy the following parts.

- 1x FTDI2XX dongle (FT232R and so on. Need to support 5V.)
- 1x D-SUB 9 pin female connector and DuPont wires

### 2. Solder like the following and connect it to the JOYSTICK PORT 2.



MSX

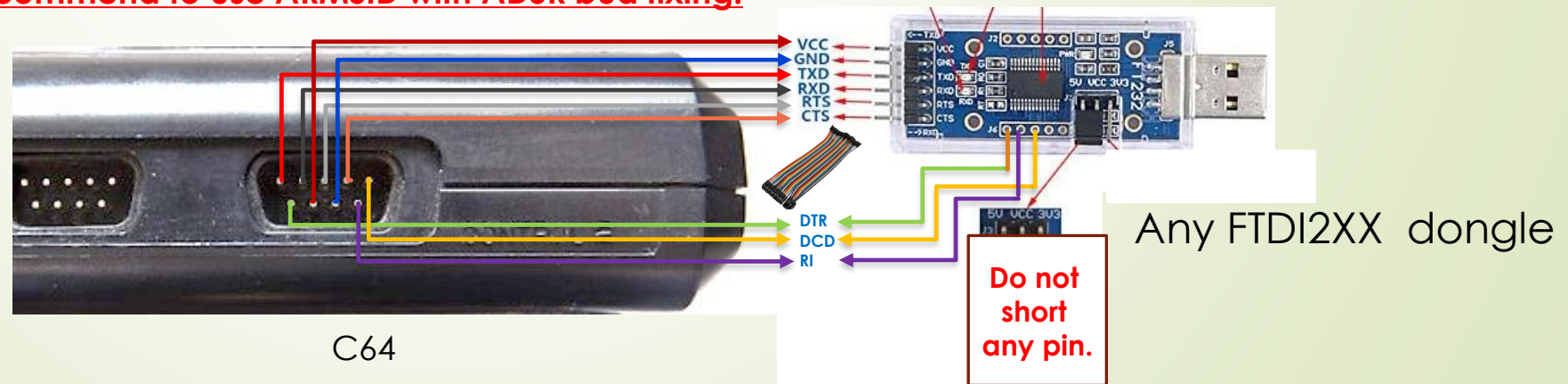
Any FTDI2XX dongle

**Do not  
short  
any pin.**

# VGM Sound Interface(VSIF - FTDI) for Commodore 64(C64)

- MAmidiMEMo can drive real MSX machine chips if you use FTDI2xx(232R, 232H and so on). Currently supports NTSC/PAL C64 for SIDs.
- How to
  1. Buy the following parts.
    - 1x FTDI2XX dongle (FT232R and so on. Need to support 5V.)
    - 1x D-SUB 9 pin female connector and DuPont wires
  2. Solder like the following and connect it to the JOYSTICK PORT 2.

**We recommend to use ARMSID with ADSR bud fixing.**





# VGM Sound Interface(VSIF) Settings

3. Burn VGMPlay\_md.bin(for Genesis) or VGMPlay\_sms.sms(for SMS) or VGMPlay\_nes\*. \* (for Famicom) or VGMPlaymsx.rom/bin(for MSX) or VGMPlay\_c64.prg to your FLASH Cart and so on.

\*VGMPlay\_nes\_vrc6/fds/mmc5 ROM does not show any screen but same UI with VGMPlay\_nes.nes UI

4. Set the COMPort/FTDI ID and select "VSIF \*\*\*" you wish.

Chip(Dedicated)	
COMPort	COM4
SoundEngine	Real(VSIF Genesis)
CurrentSoundEngine	Real(VSIF Genesis)
Filter	

5. Reset your console and push [Panic!] button
6. (Famicom only)Re-send DPCM data.
7. Done!
8. If you can not sound sounds, make sure soldering and COMPort name.  
Or, please contact me.

\*Some UART dongles may not work properly.

\*Compatible consoles may not work properly.

# VGM Sound Interface(VSIF) for Famicom spec

Sound	Normal ROM (Mapper 0)	FDS IMAGE <sup>*2</sup>	VRC6 ROM <sup>*2</sup> (Mapper 24)	MMC5 ROM <sup>*2*3</sup> (Mapper 5)
Square	OK	OK	OK	OK
Tri	OK	OK	OK	OK
Noise	OK	OK	OK	OK
DPCM	NO	OK <sub>(Up to 8KB)</sub>	NO	OK <sup>*1</sup> <sub>(Up to 64KB)</sub>
Ext. Snd FDS	NO	OK <sup>*1</sup>	NO	NO
Ext. Snd VRC	NO	NO	OK <sup>*1</sup>	NO
Ext. Snd MMC	NO	NO	NO	NO

\*1 Not Tested

\*2 China flash cart may not work properly

\*3 PRG-RAM 32x2 KB

# VGMPlayer

## 1) Select interface type

NOTE: Bandwidth of UART is narrow. So you can not play heavy track data properly.

## 2) Select interface ID

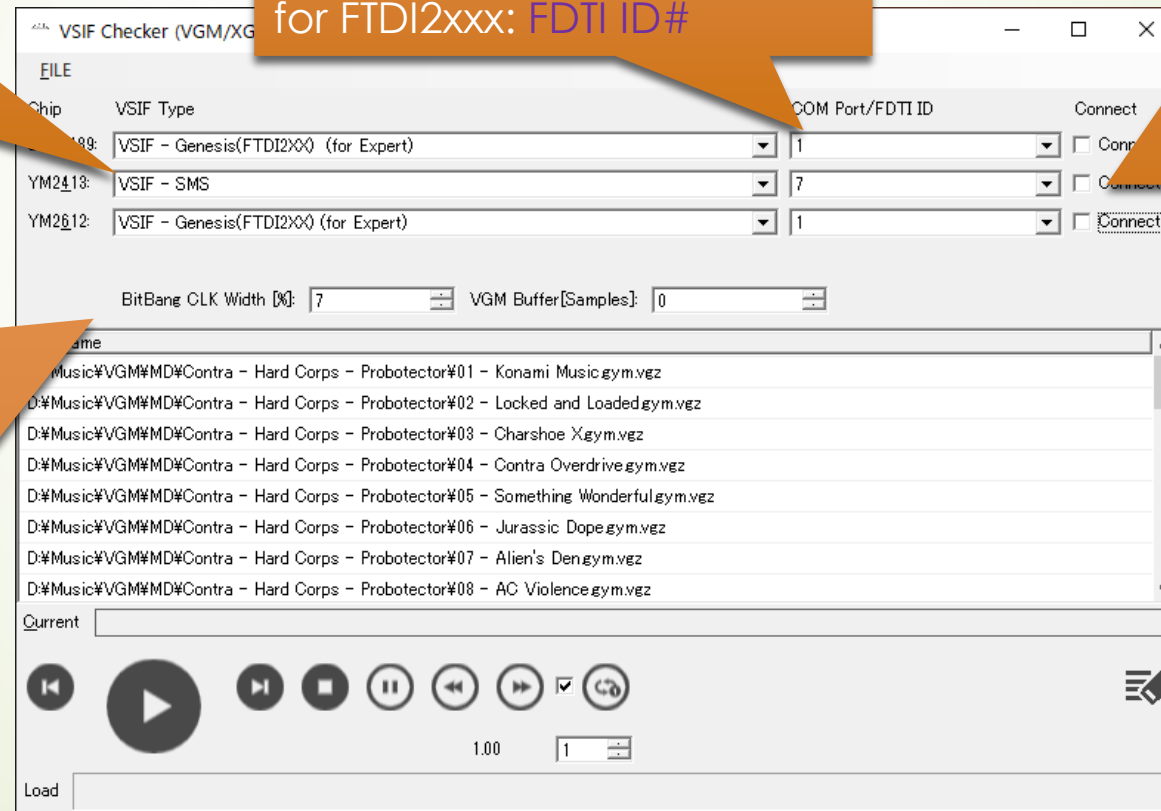
for UART: COMPort#  
for FTDI2xxx: FDTI ID#

## 3) Check to connect

NOTE: If you re-connect to FTDIxxx mode, please reset Gen/MD.

## 5) Adjust CLK speed for FTDIxxx mode for each environment (7~8% is best for normal machine)

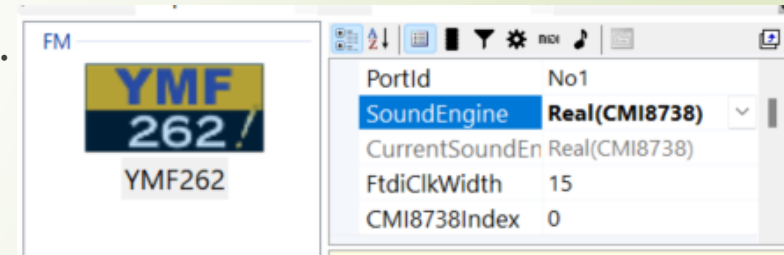
## 6) Adjust buffer size for each files. (0 is max accuracy but so heavy.)





# Use CMI8738(OPL) Board **\*NO WARRANTY\***

1. Attach the CMI8738 Board to your PC. *\*Only for 64bit Windows\**
2. **Disable Driver Signature enforcement**
3. (*\*Uninstall and remove\** old CMI8738 OPL3 driver if installed. )
4. Install the CMI8738 OPL3 driver located in “.%CMI8738OPL3” folder.
5. Set [SoundEngine] prop to the “Real(CMI8738)”.
6. Have fun!!



## **\*Technical information\***

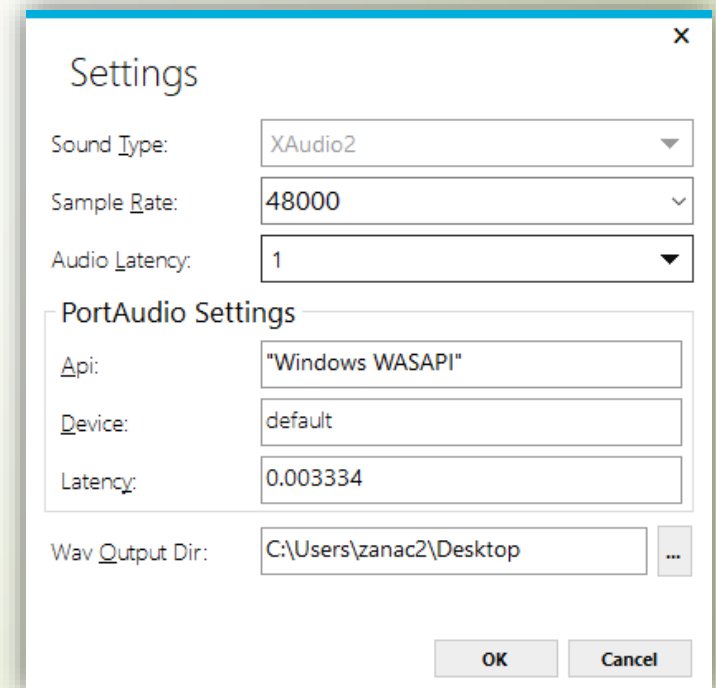
If you want to use the OPL3 of the CMI8738 directly from your app...

1. Use the helper DLL “CMI8738OPL3Library.dll”.
2. Or, direct access I/O port with admin rights.  
eg) DF00H+50H is the OPL3(CMI8738) port.



# Trouble Shooting for MAmi

- If you noticed “sound lag” or “stutter”, open the Settings dialog from [TOOL] menu. Check [Sound Type] and [Audio Latency] value.



# MIDI Implementation Chart 1

\*Depends on the chip

Function	Transmitted	Recognize	Remarks
Basic Channel	-	1-16: Default 1-16: Changed	
Note Number*	-	0-127	
Velocity*	-	Yes: Note ON No: Note OFF	
After Touch	-	No	
Pitch Bend*	-	Yes	<b>8192: Default</b>
Program Change	-	0-127	<b>0: Default</b>

# MIDI Implementation Chart 2

\*Depends on the chip

Function	Transmitted	Recognize	Remarks
Control Change	-		
1		Modulation	<b>0: OFF</b> , 64: ON
5		Portamento Time	<b>0: Default</b>
6 38		Data Entry MSB Data Entry LSB	
7		Volume*	<b>127: Default</b>
10		Panpot*	<b>64: Default</b> 0: Left, 127: Right
11		Expression*	<b>127: Default</b>
16-19		GPCS1	Modify params
64		Hold 1	<b>0: OFF</b> , 64: ON
65		Portamento	<b>0: OFF</b> , 64: ON

# MIDI Implementation Chart 3

\*Depends on the chip

Function	Transmitted	Recognize	Remarks
Control Change 70-75,79	-	SCCS	Modify current timbre params
76	-	Mod. Rate	<b>64: Default</b>
77	-	Mod. Depth	<b>64: Default</b>
78	-	Mod. Delay	<b>64: Default</b>
80-83	-	GPCS2	Modify parameters
84	-	Portamento Ctrl	<b>0: OFF</b> , 64: ON
91-95	-	VST Plugin Ctrl	Modify VST params
98	-	NRPN LSB	
99	-	NRPN MSB	
100	-	RPN LSB	
101	-	RPN MSB	

# MIDI Implementation Chart 4

\*Depends on the chip

Function	Transmitted	Recognize	Remarks
Control Change 121	-	Reset All Ctrl	
126	-	Mono Mode	<b>0: OFF</b> 1-127: Max Voice Num.*
127	-	Poly Mode	<b>0: OFF</b> 1-127: Reserve Voice Num.* *Reset Mono Mode when set

# MIDI Implementation Chart 5

Function	MSB	LSB	Remarks
RPN	0	0	Pitch Bend Range 0- <b>2</b> -127 [Half Note]
	0	5	Mod Depth <b>0</b> -127 [Relative]



# MIDI Implementation Chart 6

Function	MSB	LSB	Remarks
NRPN	0	16-19 80-83	GPCS[1-4] Value GPCS[5-6] Value 0-127
	0	70-75 79	SCCS[1-6] Value SCCS[10] Value 0-127

# MIDI Implementation Chart 7

Function	Change Receiving MIDI ch. dynamically.	Remarks
NRPN	NRPN MSB Bx 63 41 ... for MIDI ch(1-7) NRPN LSB Bx 62 <Device ID> ... Specify Device ID of existing instrument. DATA MSB Bx 26 <Unit No> ... Specify Unit No of the above Device ID of existing instrument. DATA LSB Bx 06 <Receiving MIDI ch(1-7) bit sets. 1=On, 0=Off> bit 6 5 4 3 2 1 0 ch 7 6 5 4 3 2 1	
	NRPN MSB Bx 63 42 ... for MIDI ch(8-14) NRPN LSB Bx 62 <Device ID> ... Specify Device ID of existing instrument. DATA MSB Bx 26 <Unit No> ... Specify Unit No of the above Device ID of existing instrument. DATA LSB Bx 06 <Receiving MIDI ch(8-14) bit sets. 1=On, 0=Off> bit 6 5 4 3 2 1 0 ch 14 13 12 11 10 9 8	
	NRPN MSB Bx 63 43 ... for MIDI ch(15-16) NRPN LSB Bx 62 <Device ID> ... Specify Device ID of existing instrument. DATA MSB Bx 26 <Unit No> ... Specify Unit No of the above Device ID of existing instrument. DATA LSB Bx 06 <Receiving MIDI ch(15-16) bit sets. 1=On, 0=Off> bit 6 5 4 3 2 1 0 ch xx xx xx xx xx 16 15	

## VSIF – Generic (UART 115K), SMS(UART 115K) SPECIFICATION for AY-3-8910, YM2413

- Baud rate: 115,200 bps
- Protocol: 8 bits, None parity bit, 1 stop bit
- 1 packet : 2 bytes

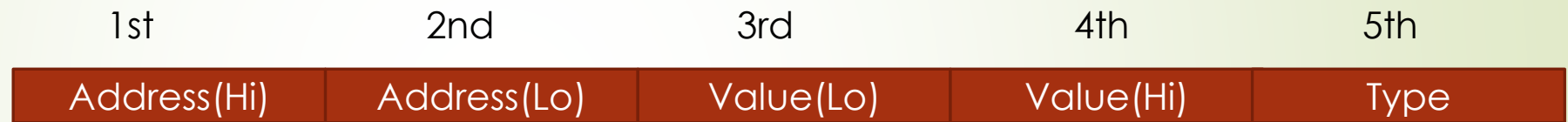
1st

2nd

Reg #	Value
-------	-------

# VSIF – MSX(FTDI) SPECIFICATION for AY-3-8910, YM2413, SCC-I, YMF262

- Baud rate : 38,400 bytes / sec
- 1 packet : 5 bytes



- 1 byte : 4bit(data) + 2bit(Start + Clk bit)

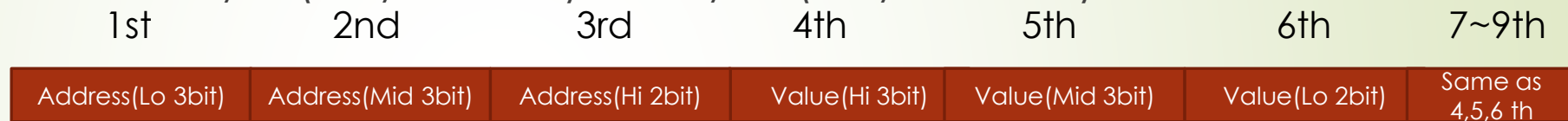


- Type:

- **0** AY-3-8910: Write value to address
- **1,2** YM2413: **1** is write value to address, **2** is set OPLL cartridge slot number
- **3~9** SCC-I: *(in preparation)*
- **10~11** YMF262: **10** is write value to address of port L , **11** is Write value to address of port H

# VSIF – C64(FTDI) SPECIFICATION for SID

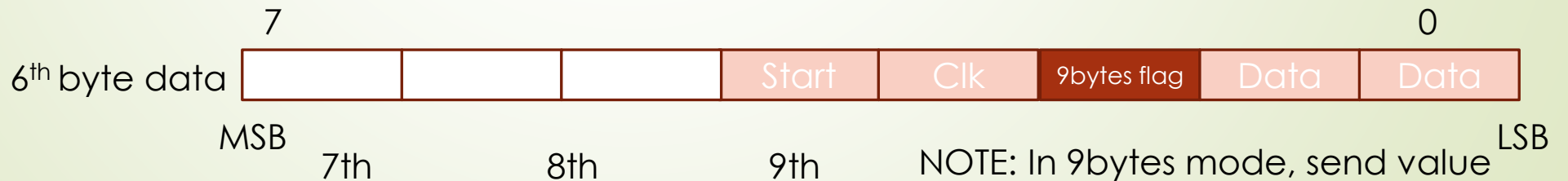
- Baud rate : 31,250 bytes / sec
- 1 packet : 6 bytes(1 byte value) or 9 bytes (2 bytes value) mode



- 1 byte : 3bit(data) + 2bit(Start(Active low) + Clk(Active low) bit)



- 9 bytes mode flag:



7~9th byte data ...



NOTE: In 9bytes mode, send value for Address+1 data first, second is Address+0 data