



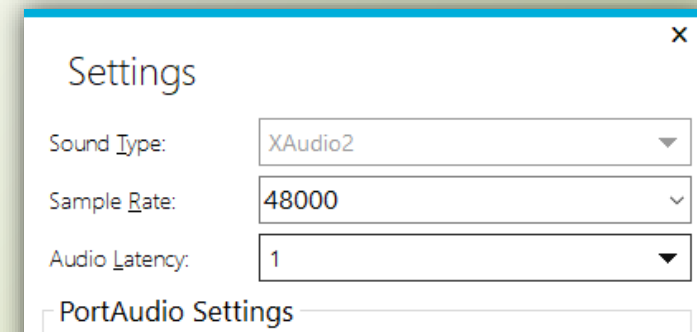
MAmidiMEmo

A Virtual S/W Synthesizer

User's Manual - Rev 0.3

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.)

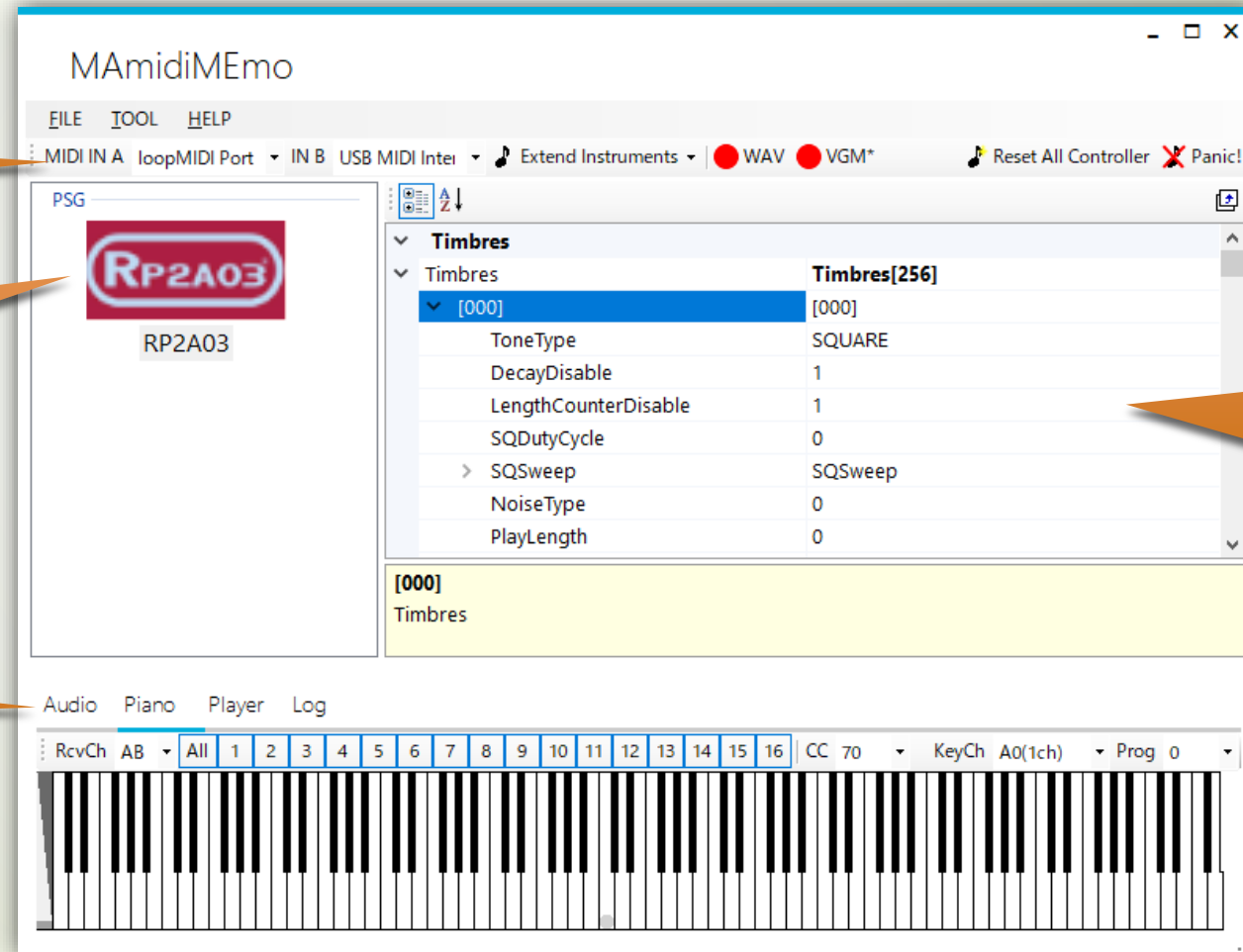


Window Overview

MIDI IN A,B
Selector

Active
Chips
(see next)

Tools

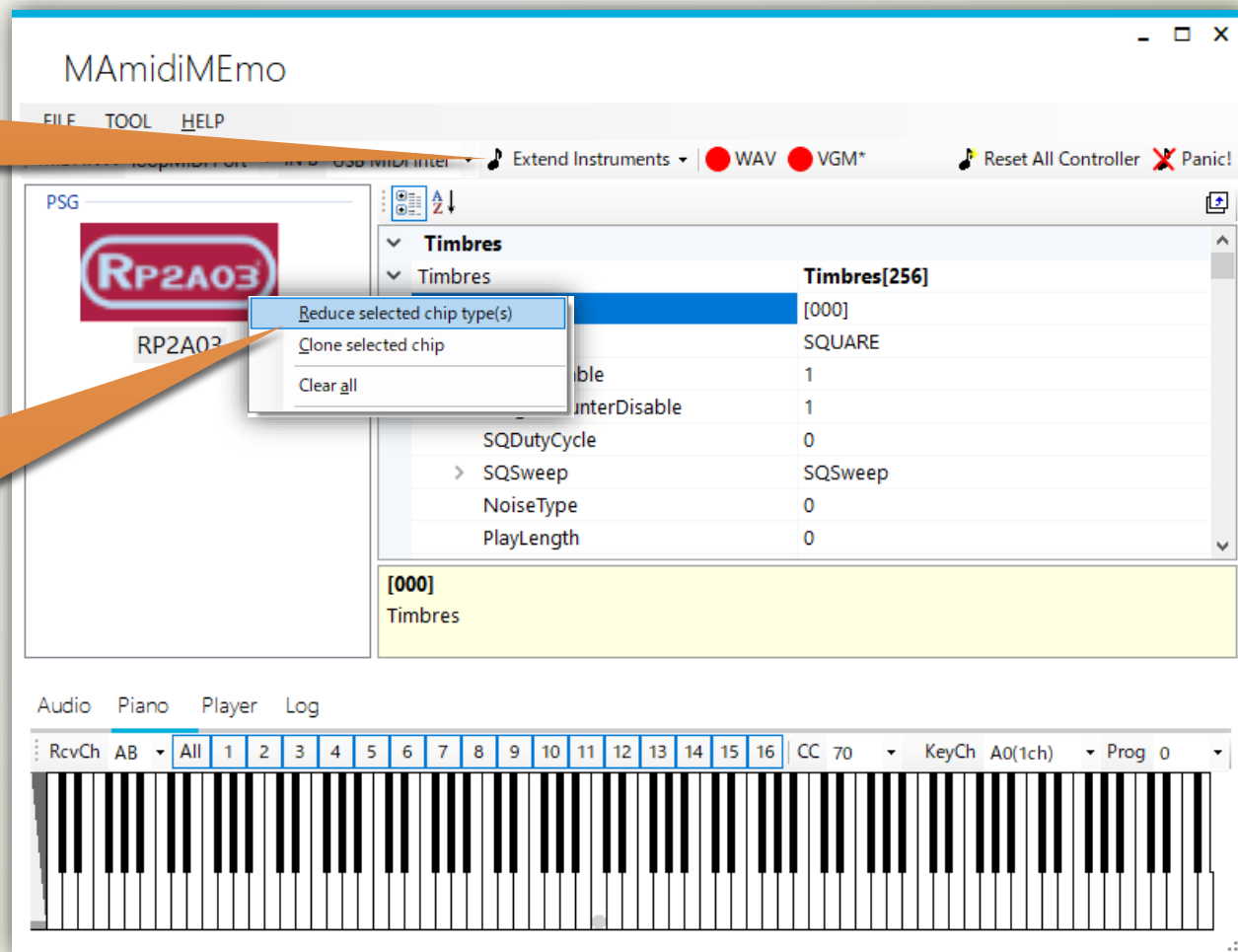


Chip
Parameter
Editor
(see next)

Add and Remove a Chip

To add
Select the chip
from this menu.

To remove
Open a context
menu and
select.

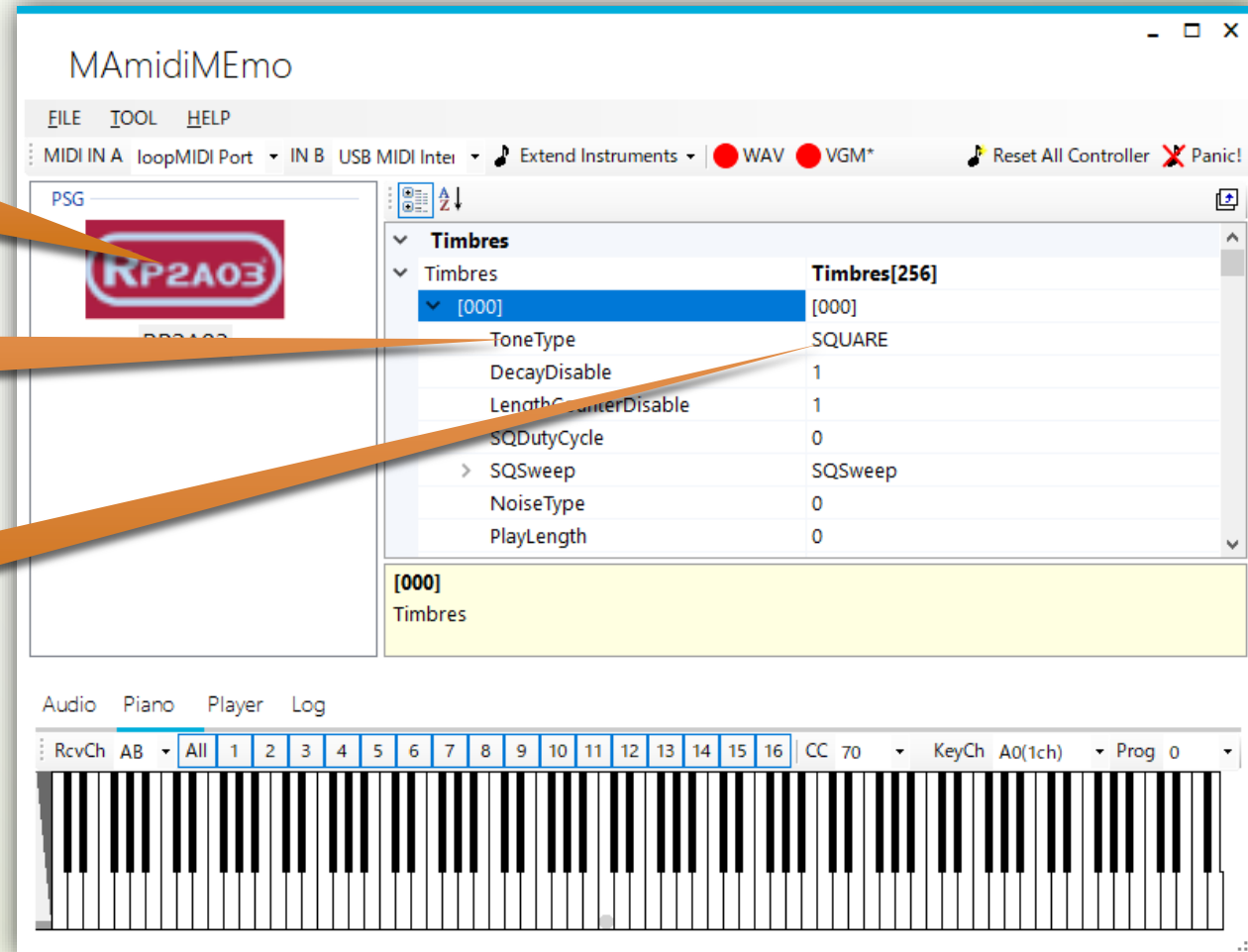


Edit chip and sound parameters

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

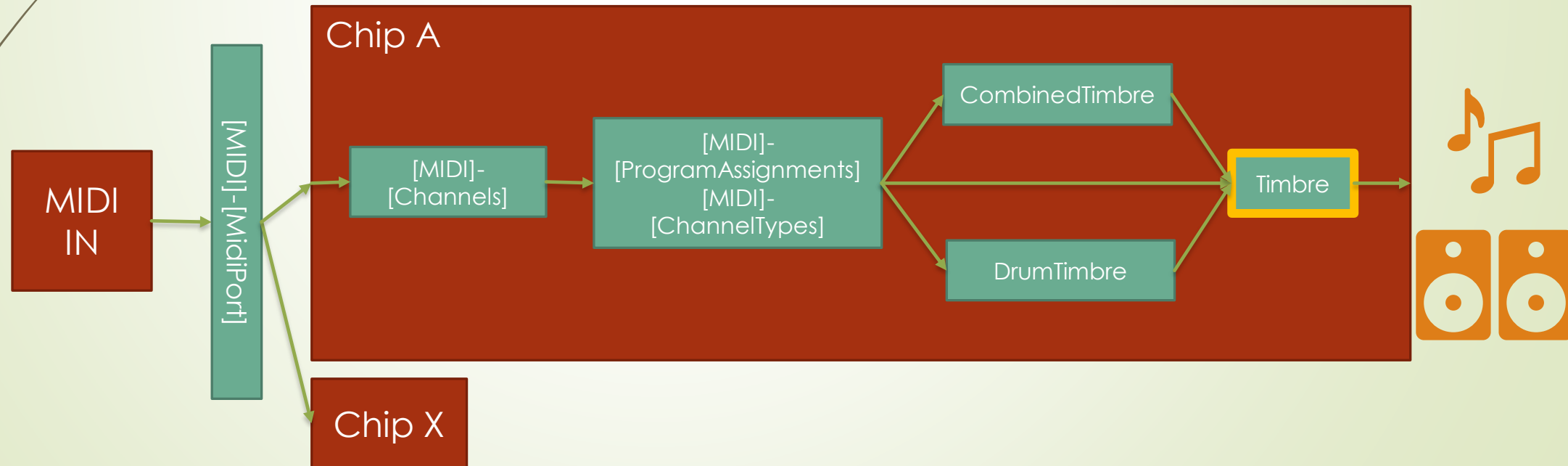
FM ch. 2

FM ch. 3



Sounding Structure

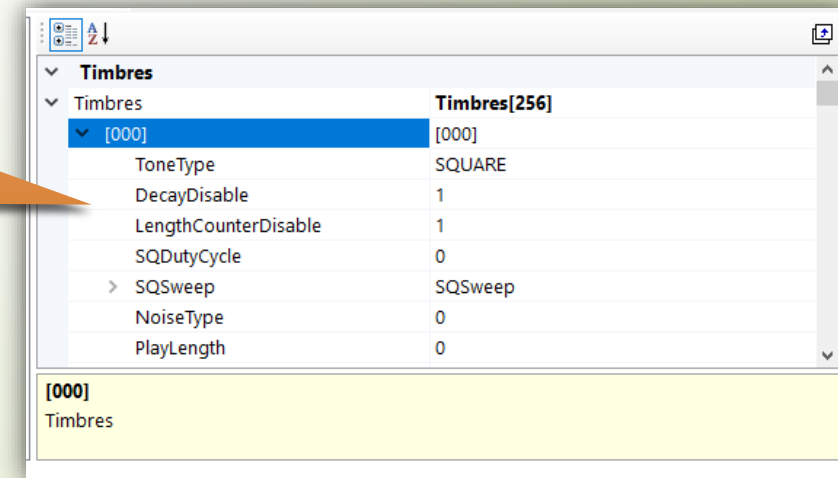
- MAmidiMEmo outputs a sound from MIDI message along with the following structure.
So, at least, you need to edit the **Timbre** parameters to sound something.



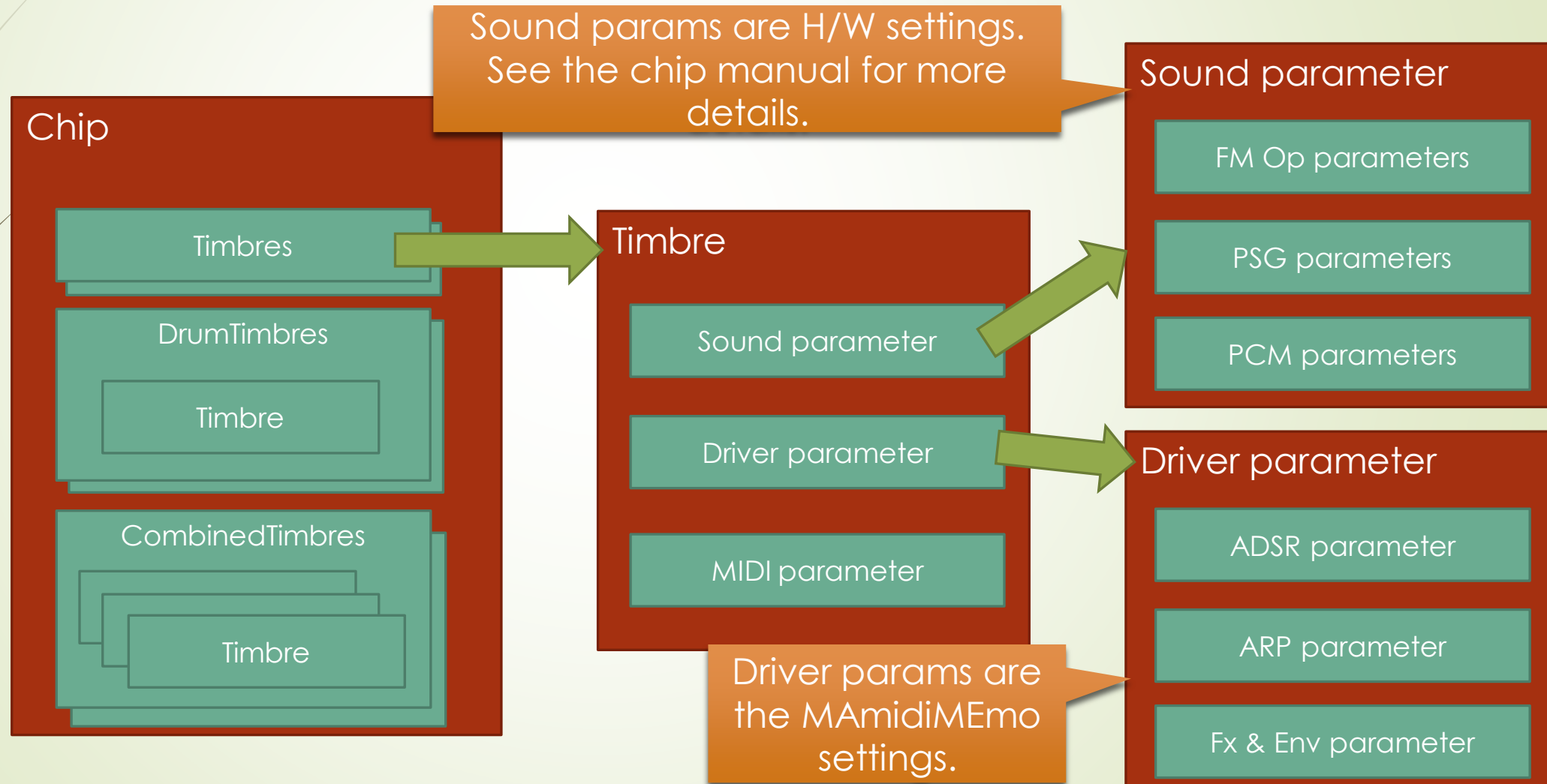
Timbre

- 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

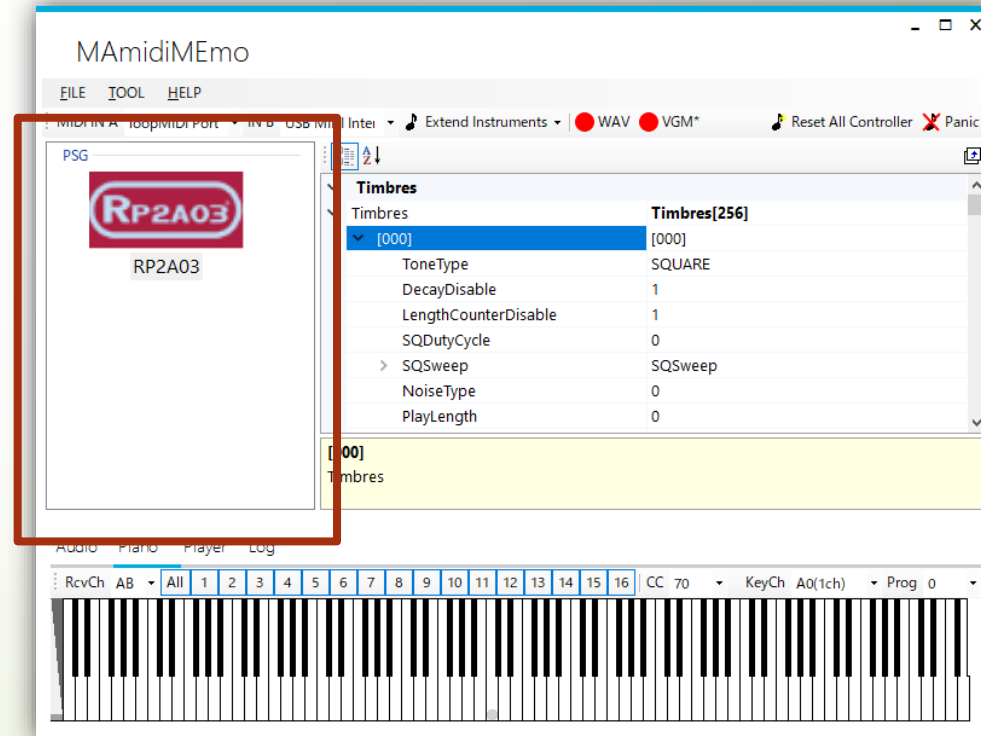


FxS	
Enable	False
DutyEnvelopes	
VolumeEnvelopes	
PitchEnvelopes	
PitchStepType	Relative
PitchEnvelopeRange	2
ArpEnvelopes	
ArpStepType	Absolute
EnvelopeInterval	50
Memo	
SerializeData	

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.

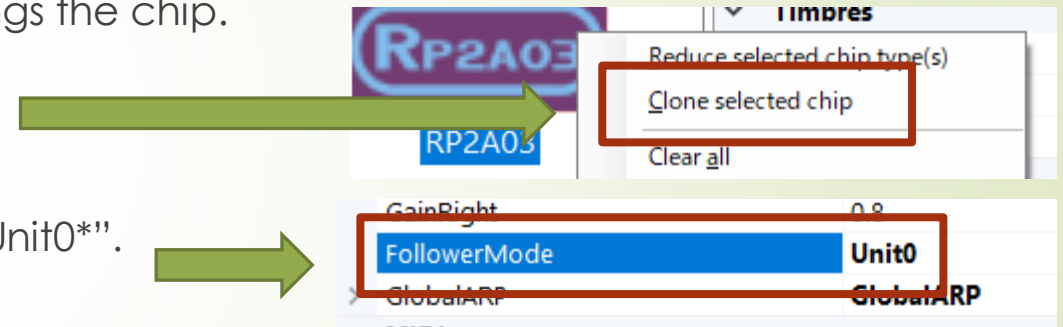
- MT-32

- 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.



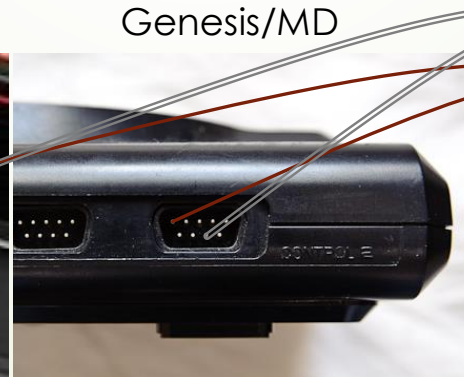
- When the clone source chip consumed all voices, the cloned chip sound for the chip.
- If you want to extend max voices more, select the [Clone selected chip] of the cloned chip. And set the [Follower Mode] value to "Unit0".

VGM Sound Interface(VSIF) – (1)

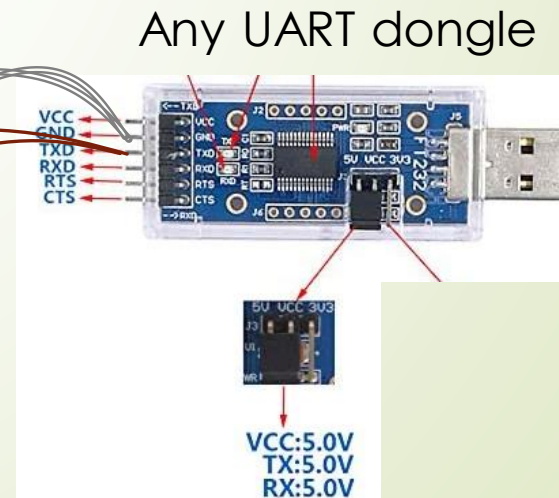
- MAmidiMEmo can drive real machine chips.
Currently SMS(2, Mk *III*) for SN76496/OPLL and Genesis(MD) for SN76496/OPNA2.
- How to
 1. Buy the following parts.
 - 1x UART (FT232 and so on) dongle and 1x D-SUB 9 pin connector (Female) and cable
 - FLASH Cart for SMS or Genesis
 2. Solder like the following.



Pin3 - TX, Pin8 - GND



Pin1 - TX, Pin8 - GND



VGM Sound Interface(VSIF) – (2)

3. Burn VGMPlay_md.bin(for Genesis) or VGMPlay_sms.sms(for SMS) to your FLASH Cart
4. Set the COMPort name and select “VSIF SMS” or “VSIF Genesis”.

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

5. Done!
6. If you can not sound sounds, make sure soldering and COMPort name. Or, please contact me.



Trouble Shooting

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