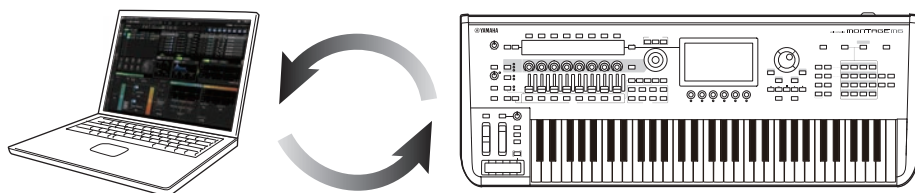


Expanded Softsynth Plugin (ESP) for MONTAGE M Manual V3.0

What is the *Expanded Softsynth Plugin (ESP)*?

The *Expanded Softsynth Plugin (ESP)* for MONTAGE M is a software synthesizer that features the same sound engine as the hardware MONTAGE M. Since this software plugin works in sync with the hardware MONTAGE M, the same MONTAGE M sounds can be integrated seamlessly into your music production (where software is most convenient for a DAW), and into your live performance (where the actual instrument is used onstage). You can use the same MONTAGE M sounds according to your personal preferences and specific applications.



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NOTICE

To avoid the possibility of malfunction/ damage to the product, damage to data, or damage to other property, follow the notices below.

■ Saving data

Keep in mind that when the settings are loaded, any existing settings on the instrument will be overwritten and lost. You can save the settings to the ESP, the hardware MONTAGE M, or a project file on your DAW software. To avoid unexpected data loss, we recommend saving backups to a separate storage device.

Information

■ About copyrights

The copyright of the “content” *1 installed in this product belongs to Yamaha Corporation or its copyright holder. Except as permitted by copyright laws and other relevant laws, such as copying for personal use, it is prohibited to “reproduce or divert” *2 without the permission of the copyright holder. When using the content, consult with a copyright expert.

If you create music or perform with the contents through the original use of the product, and then record and distribute them, the permission of Yamaha Corporation is not required regardless of whether the distribution method is paid or free of charge.

*1: The word “content” includes a computer program, audio data, Accompaniment Style data, MIDI data, waveform data, voice recording data, music score, and score data, etc.

*2: The phrase “reproduce or divert” includes taking out the content itself in this product, or recording and distributing it without changes in a similar manner.

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- Do not use this product for any purpose that may infringe upon the rights of any third party including copyrights, as established by law in each country or region.
- Yamaha bears no responsibility for any infringement upon third party rights that may occur as a result of using this product.

■ About this manual

- The illustrations and screens as shown in this manual are for instructional purposes only.
- Unless indicated otherwise, the illustrations and screens as shown in this manual are based on the MONTAGE M6 (in English).
- Windows is a registered trademark of Microsoft® Corporation in the United States and other countries.
- macOS is a trademark of Apple Inc., registered in the U.S. and other countries.
- The company names and product names in this manual are the trademarks or registered trademarks of their respective companies.
- Software may be revised and updated without prior notice.

Yamaha cannot be held responsible for damage caused by improper use or modifications to the product, or data that is lost or destroyed.

Notation in this document

Model name

In this document, MONTAGE M6, MONTAGE M7, and MONTAGE M8x are collectively called the “MONTAGE M.”

Others

Indication	Description
NOTICE	Indicates that malfunction, failure, or data loss may occur.
NOTE	Provides additional explanations regarding functionality.

Terms enclosed in brackets [] indicate names printed on the panels of the hardware MONTAGE M, whereas terms enclosed in angle brackets < > indicate the keys on the computer keyboard.

Prerequisites

This manual assumes the reader is familiar enough with basic operations of Windows or macOS.

If not, refer to the documents included with Windows or macOS for more information.

Other prerequisites for using ESP are listed below.

Using a computer that meets the requirements for ESP

For details, access the MONTAGE M Welcome page from the *Expanded Softsynth Plugin for MONTAGE M Download Information* leaflet included with the hardware MONTAGE M.

For information on how to use the DAW, refer to the manual that comes with the software you have.

Proper installation and activation of ESP

For details, access the MONTAGE M Welcome page from the *Expanded Softsynth Plugin for MONTAGE M Download Information* leaflet included with the hardware MONTAGE M.

Update of the firmware on the hardware MONTAGE M

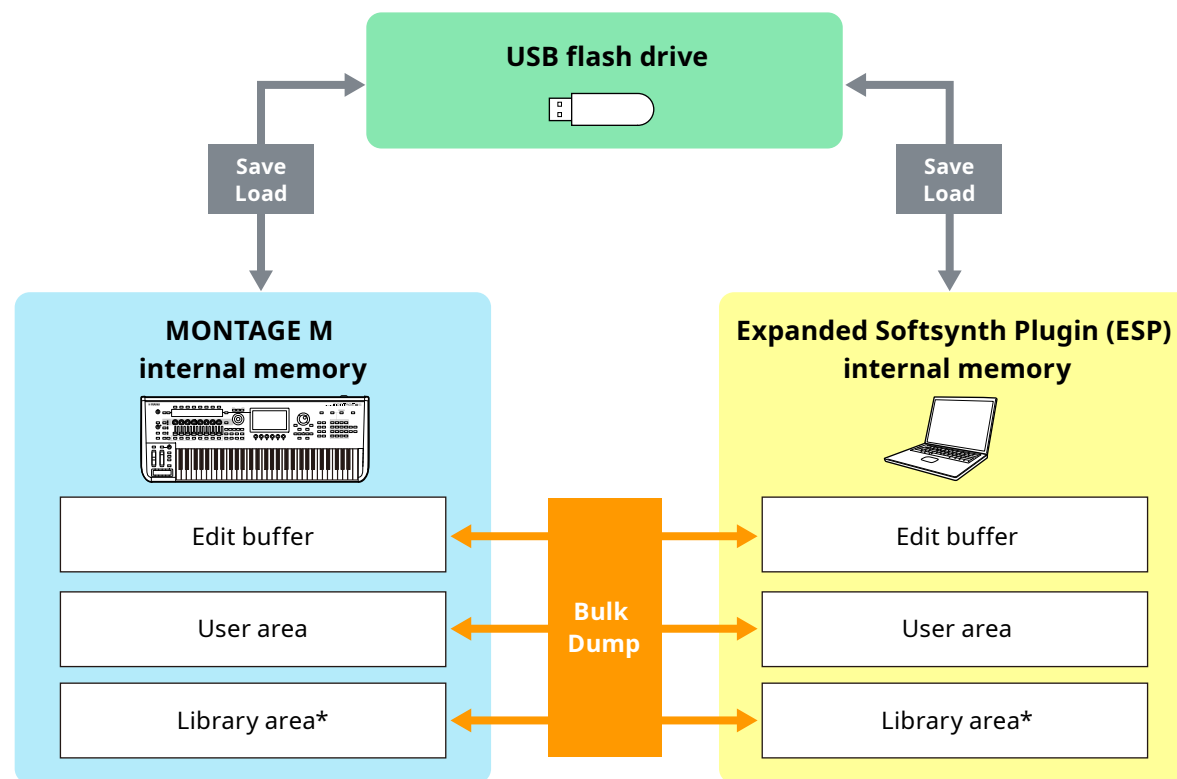
The firmware that supports ESP is required. For more information on the firmware, access the MONTAGE M Welcome page from the *Expanded Softsynth Plugin for MONTAGE M Download Information* leaflet included with the MONTAGE M.

Proper cable connection and *Utility* settings on the hardware MONTAGE M

For more information, refer to the Quick Guide and Operation Manual for the hardware MONTAGE M.

Data flow

You can send and receive data between the ESP and the hardware MONTAGE M, as well as save and load data using a USB flash drive.



* Same as User area (excluding *Utility Settings* and *Quick Setup*).

NOTE

For more information on data flow, see "Appendix" (page 20).

NOTICE

If you try to access ESP from multiple DAWs at once, user data such as User Waveform and User Performance saved on your computer may become corrupted.

Controls and functions

Screen elements

The screen contains a **Navigation bar** (A) and an **Edit pane** (B).



Navigation bar (A)



1 Favorite

Click to turn Favorite Flag on/off.

An orange star (★) icon will be shown when the Favorite Flag is set to the current Performance.

2 Performance Name

Shows the name of the current Performance.

Clicking on the Performance name calls up the *Performance Category Search* screen.

You can rename the Performance name by right-clicking on the name and then selecting *Rename*.

3 Performance INC/DEC button

Increments or decrements the Performance selection.

4 Performance Category Search button

The *Performance Category Search* screen appears.

You can use the *Category Search* function to find a desired Performance.

Add a Favorite Flag (★) to the Performance.

5 Store button

The *Store* screen appears.

User Performance can be saved within the ESP.

6 Load/Save button

Load

The *Load* screen appears.

The following files can be loaded into the ESP from the computer or a USB flash drive.

- Library file (.Y2L)
- User file (.Y2U)
- Backup file (.Y2A)
- File formats used for older models
 - MONTAGE (.X7A, .X7U, .X7L)
 - MODX, MODX+ (.X8A, .X8U, .X8L)
 - MOTIF XF (.X3A, .X3V, .X3G, .X3W)
 - MOTIF XS (.X0A, .X0V, .X0G, .X0W)
 - MOXF (.X6A, .X6V, .X6G, .X6W)

NOTE

If you want to load individual Performance from a Library file or User file, right-click on the library file or user file and select *Load Performance*.

Save

The *Save* screen appears.

The following files in the ESP can be saved to a computer or USB flash drive.

- Library file (.Y2L)
- User file (.Y2U)
- Backup file (.Y2A)



7 Data Transfer button

The *Data Transfer* screen appears.

This allows you to send and receive data between ESP and the hardware MONTAGE M.

Edit Buffer

For sending and receiving Edit buffer data.

User

For sending and receiving data stored in the User area.

Library

For sending and receiving individual Library.

Backup

For sending and receiving Backup data.

8 Live Set Edit button

The *Live Set Edit* screen appears.

This allows you to edit, send and receive User Live Sets.

Before sending and receiving, use the *Backup* function on the *Data Transfer* screen to synchronize all data between the ESP and the hardware MONTAGE M.

Live Set Register button

The *Live Set Register* button is shown while the *Performance Category Search* screen is open.

When you click on the icon, the *Live Set Register* screen appears and you can register Performances in the Live Set slots.

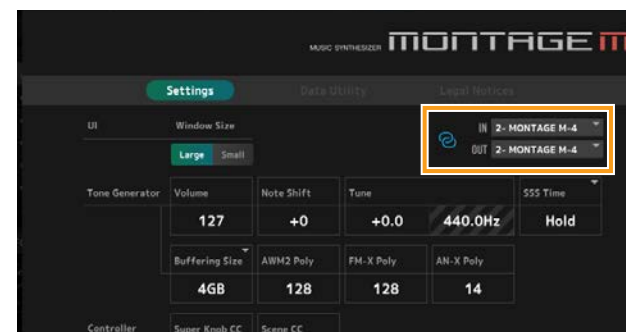
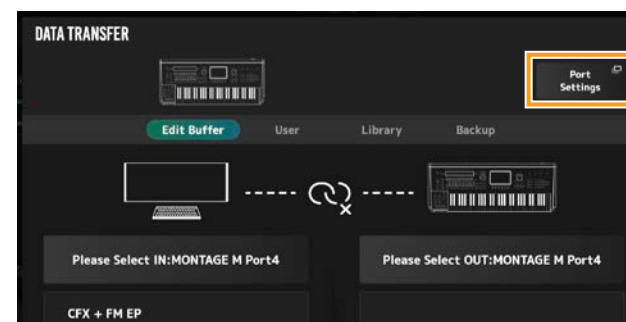
9 Import button

The *Song/Pattern Import* screen appears.

This allows you to select a desired song or pattern for importing.

Port Settings

On the *Data Transfer* screen, *Live Set Edit* screen, and *Song/Pattern Import* screen, it is necessary to set *MONTAGE M Port 4* to IN and OUT before transferring data.



In the Windows environment:

Uncheck "MONTAGE M Port 4" from the Input Port settings in the MIDI Port setting of your DAW.

For details, refer to the manual for your DAW.



10 Utility button

The *Utility* screen appears.

Settings

You can change the screen size or the number of maximum polyphony.

UI Window Size

You can change the screen size on the ESP

Settings: *Large* mode (default) 1440 × 870, *Small* mode 1000 × 604

Buffering Size

To improve the sound generation speed, the ESP can use buffering for loading waveforms.

When this parameter is set to 0, all waveforms will be cleared every time you change the Performance.

Settings: 0, 128MB, 256MB, 512MB, 1GB, 2GB, 3GB, 4GB (default), 5GB, 6GB, 7GB, 8GB

AWM2 Poly, FM-X Poly, AN-X Poly

Allows you to set the maximum polyphony for AWM2, FM-X, and AN-X.

	Maximum Polyphony
AWM2	128 (Both stereo and mono waveforms)
FM-X	128
AN-X	16


For more information on other parameters, refer to the MONTAGE M Operation Manual.

Data Utility

Manage files and data in User memory.

Select content from a folder, and right-click it to select *Rename*, *Delete*, *Overwrite*, or *Import*.

NOTE

Click the *Optimize* button () beside the *Waveform* folder to optimize the *User Waveform* storage area.

Legal Notices

Shows content such as copyrights.

11 Tempo button

The tempo set to the DAW or the Performance is shown.

By clicking on the “DAW” or “Perf” indication, you can select ESP to follow the tempo set in the DAW or the Performance.

When “Perf” is selected, you can double-click on the value to change the tempo.

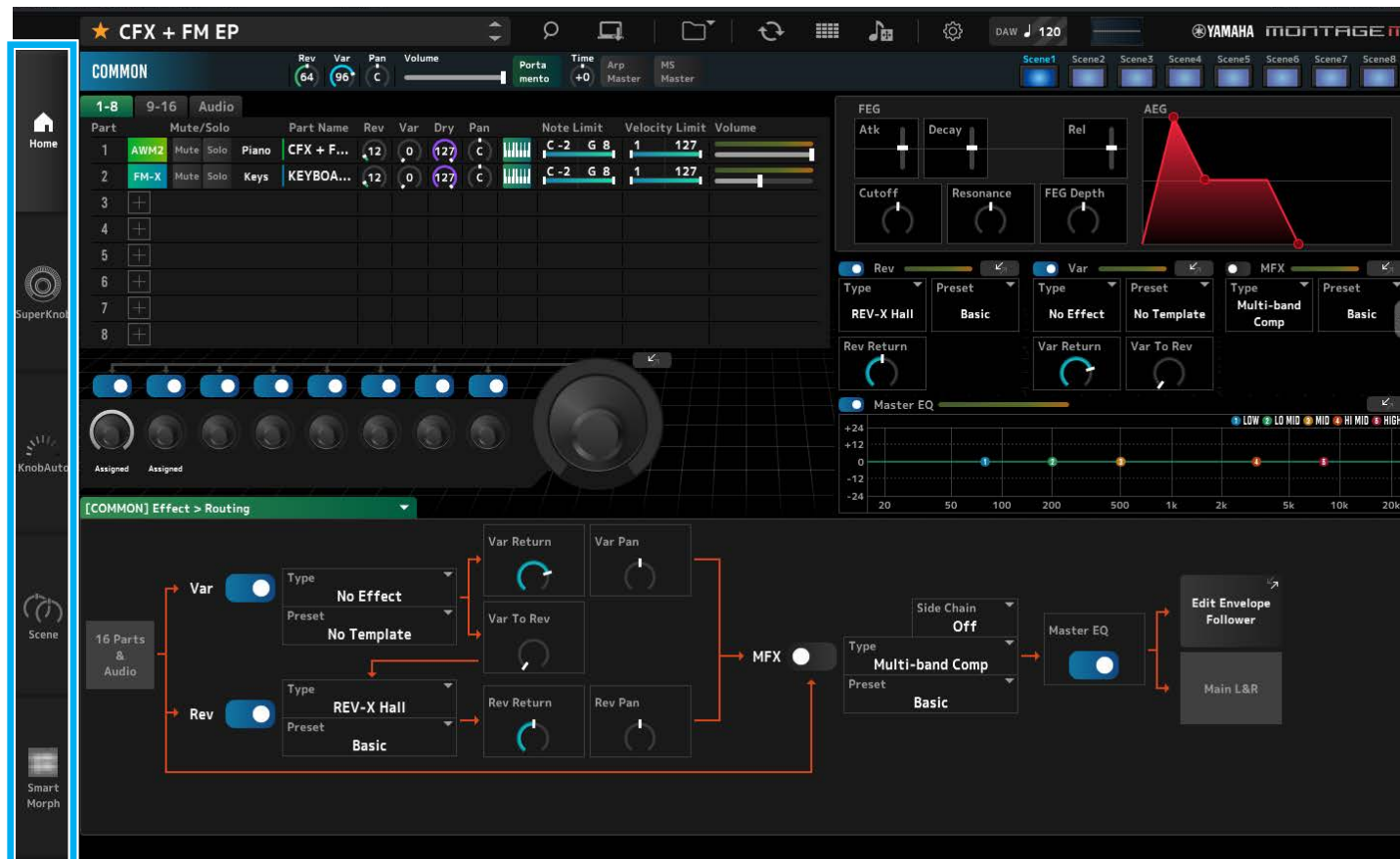
12 Oscilloscope

You can check the waveform being played.

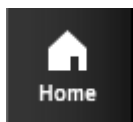
Click on the icon to enlarge the view.

Edit pane (B)

By clicking on the Menu tab shown on the left side of the *Edit* pane, you can switch between the *Home*, *Super Knob*, *Knob Auto*, *Scene*, and *Smart Morph* screens. The *Home* screen is called up at startup.



Menu tab

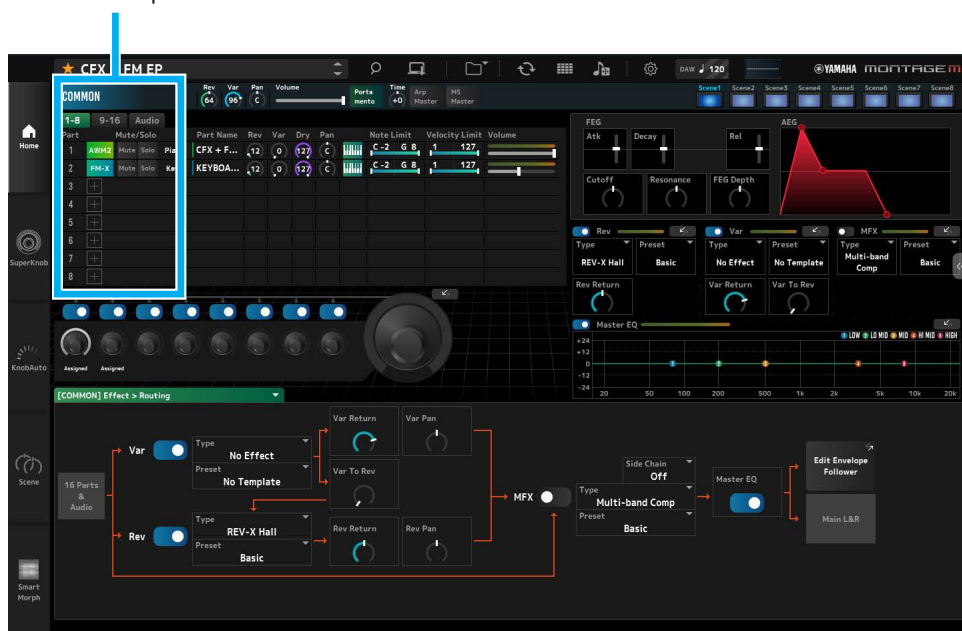


Home

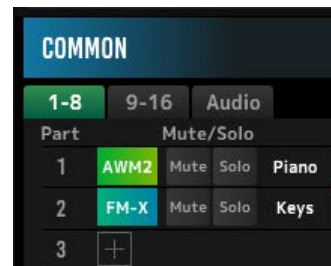
Click to display the *Home* screen.

On the *Home* screen, you can switch between edit screens by selecting a Part in the upper left side of the screen.

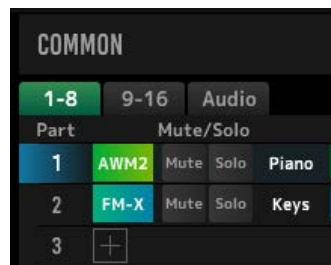
Select a part



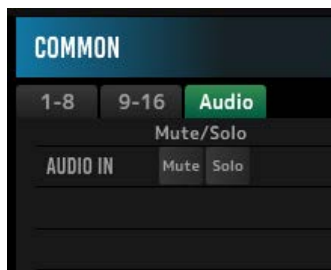
- Select COMMON → *Common Edit* screen



- Select Part number → *Part Edit* screen for the selected part (Example: Part1)



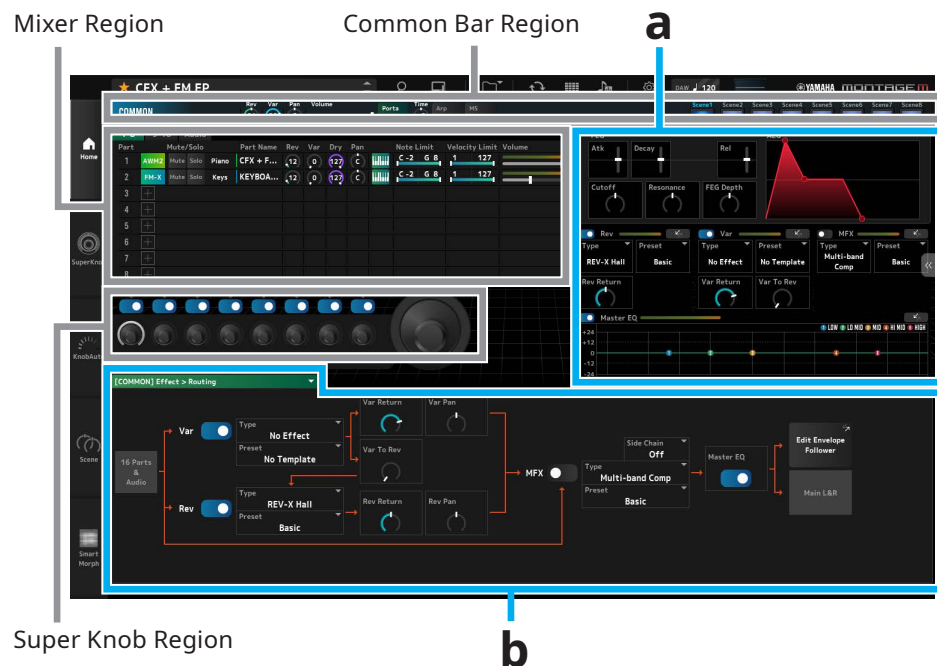
- Select Audio → *Audio* screen



NOTE

To use AUDIO IN, you must create an audio track in your DAW and connect the output to ESP. Refer to your DAW's instruction manual for details.

The top section (a) of the *Home* screen is called **Quick Edit** and the bottom section (b) is called **Detail Edit**.



Quick Edit (a)

Clicking the *Quick Edit* tab (⏮) on the right side of the screen opens a menu for switching the screen of the corresponding parameters.

- *TG and Effect*: Sound and effects setting screen
- *Arpeggio*: *Arpeggio* setting screen
- *Motion Seq*: *Motion Sequence* setting screen

Detail Edit (b)

The drop-down list at the top of *Detail Edit* allows you to select the desired item for editing.

From the items listed in the Hardware box, you can open the edit screen for the parameters that affect only the hardware MONTAGE M.

The available parameters vary depending on the Part selected. Refer to the MONTAGE M Operation Manual for parameter details.

NOTE

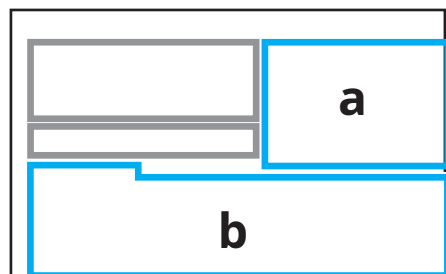
Some parameters shown in *Quick Edit* or *Detail Edit* have a jump button.

When you click on a jump button (⏮) in *Quick Edit*, the details for the corresponding parameter will be shown in *Detail Edit*.

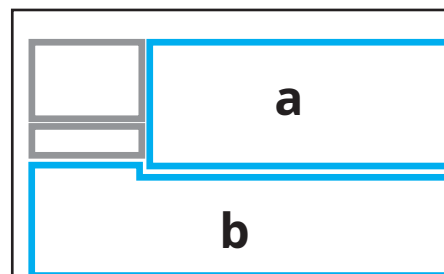
When you click on a jump button (⏭) in *Detail Edit*, the details for the corresponding parameter will be shown, overlaid on top of *Quick Edit*.

Other examples of when the Home screen is shown

When COMMON is selected



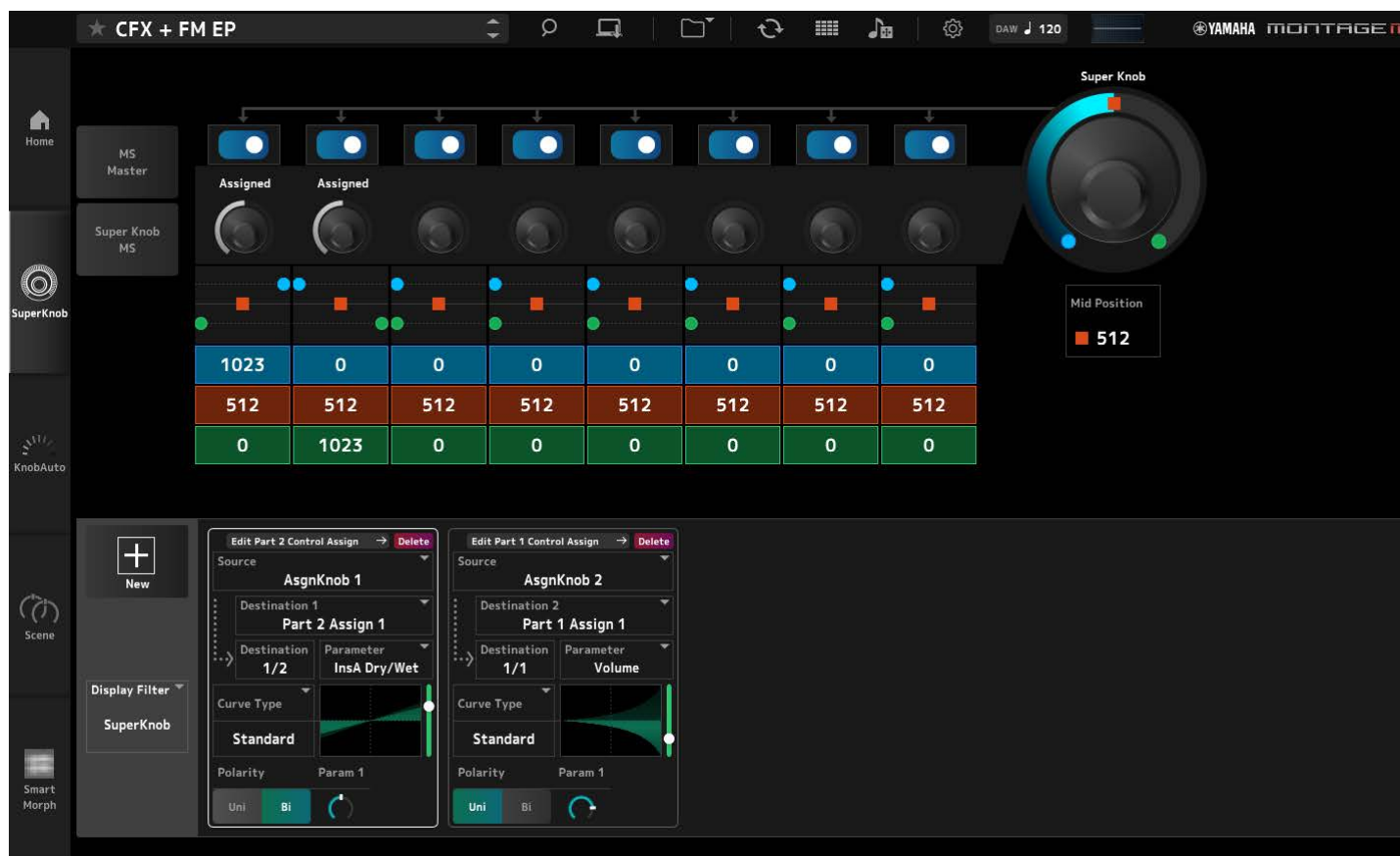
When a Part is selected





Super Knob

Click to display the *Super Knob* screen.

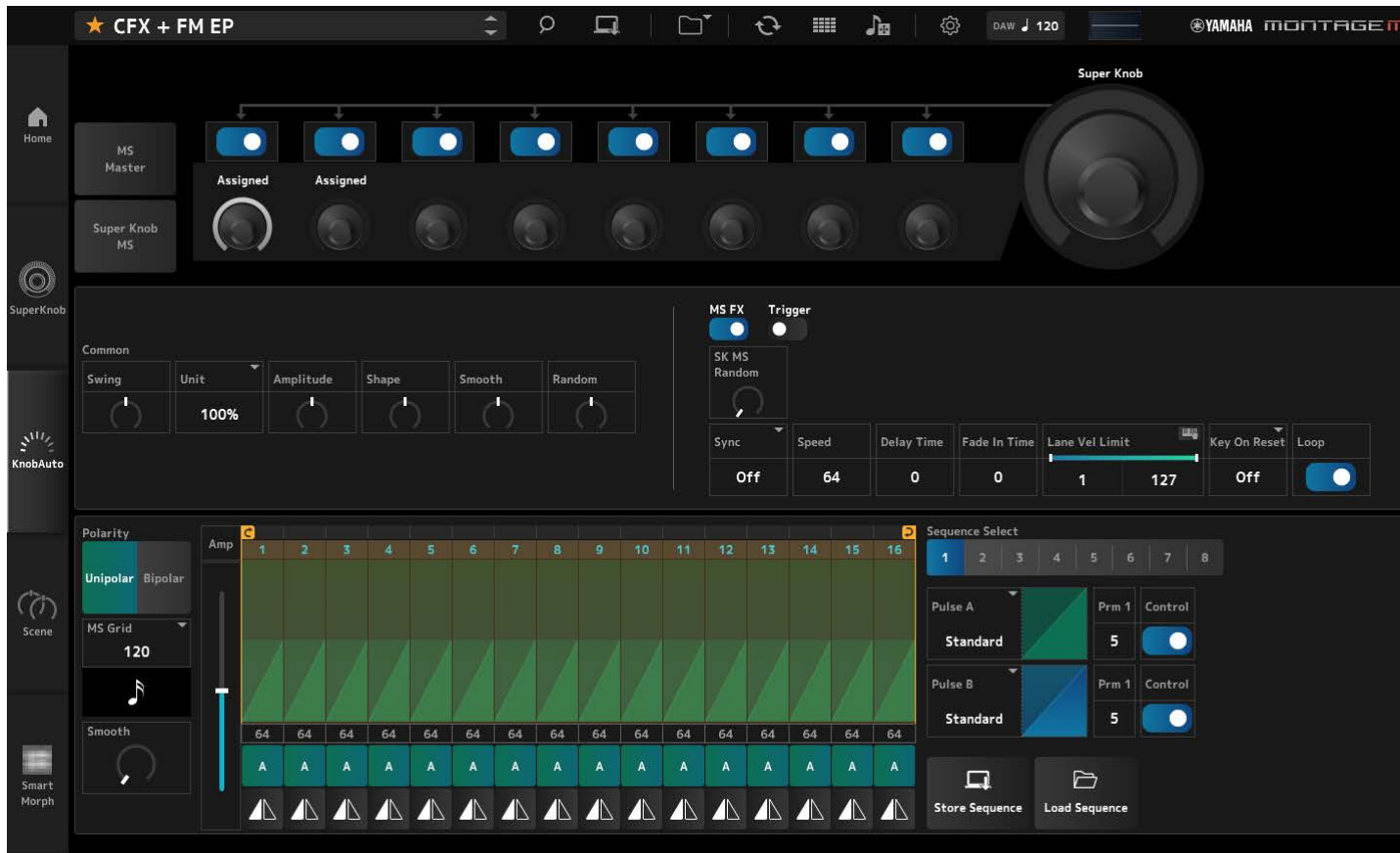


On the *Super Knob* screen, you can set the values for controlling the Super Knob. Refer to the MONTAGE M Operation Manual for parameter details.

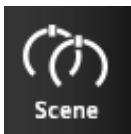


Knob Auto

Click to display the *Knob Auto* screen.

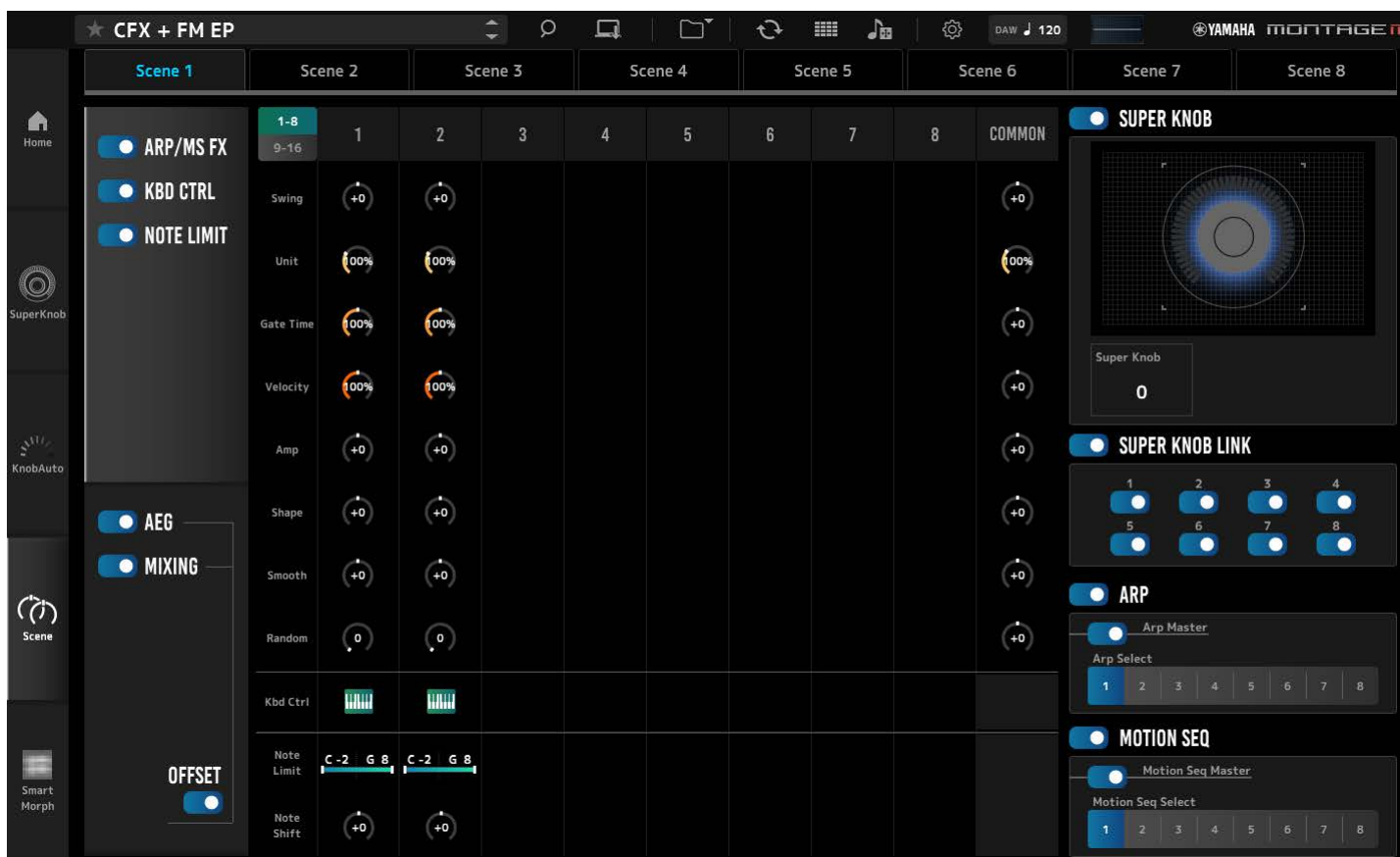


On the *Knob Auto* screen, you can set the Motion Sequencer for the Super Knob (*Super Knob Motion Sequencer*). Refer to the MONTAGE M Operation Manual for parameter details.

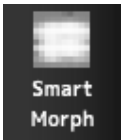


Scene

Click to display the *Scene* screen.

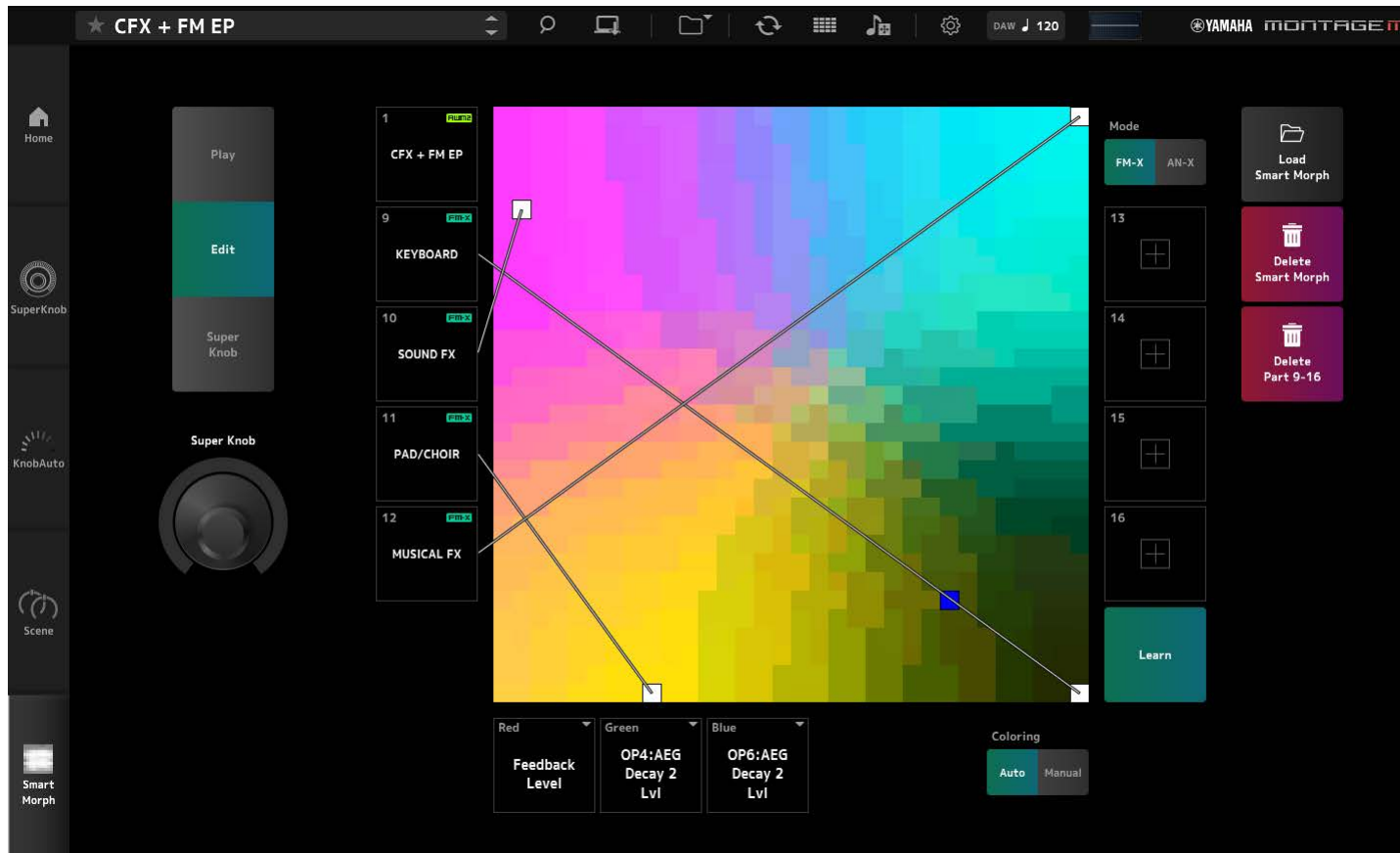


On the *Scene* screen, you can register the settings for Arpeggio type, Motion Sequence type, and Part parameters to each of the *Scene* buttons. Refer to the MONTAGE M Operation Manual for parameter details.



Smart Morph

Click to display the *Smart Morph* screen.




On the *Smart Morph* screen, you can edit the Smart Morph settings.
Refer to the MONTAGE M Operation Manual for parameter details.

Basic operations of ESP

This section explains the basic operations of ESP.

Using the *Category Search* function to select content

When you wish to select a Performance, press the *Performance Category Search* button on the Navigation bar to open the *Performance Category Search* screen. Alternatively, you can use the *Performance* INC/DEC buttons to select a Performance one by one.

When you wish to select another Part to replace, click on the Part Name in the *Edit* pane to open the *Part Category Search* screen.
When you wish to select a Part to add, click on the  button for the empty part to open the *Performance Merge* screen.

When you wish to select an Arpeggio, first select a part and then select *Arpeggio* from the *Quick Edit* menu on the right side of the *Home* screen. Click *Name* to open the *Arpeggio Category Search* screen.

When you wish to select a Waveform, first select a part and then select *TG and Effect* from the *Quick Edit* menu on the right side of the *Home* screen. Click *Waveform Name* to open the *Waveform Category Search* screen.

Deleting a Part

Right-click on the Part Number or Part Name and select *Delete*.

Editing the names of the Performances, Parts and Assignable knobs

You can edit the names of the Performances, Parts and Assignable knobs shown on the screen.

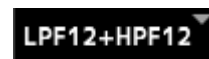
To edit the Performance name, right-click the Performance name to select *Rename* to enter a new name.

To edit the Part name, select a Part, right-click the Part number or Part name and select *Rename* to enter a new name.

To edit the Assignable knob names, double-click on the name below the knob and enter a new name in the box.

When you finish entering, press <Enter> (or <return> for macOS) or move the cursor by clicking outside the box to confirm the edit.

Selecting a value from the list



Click on the parameter box and select a value from the list.

Click on a value or move the cursor to the value, and then press <Enter> (or <return> for macOS) to confirm the selection.

Using a knob to change the value

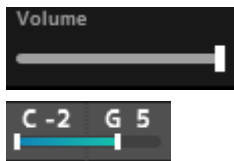


With the knobs shown here, drag the mouse up and down or left and right, or scroll the mouse wheel to change the parameter value. Dragging the mouse while holding down <Shift> enables a high-precision mode that allows you to change the value in smaller increments. Alternately, double-click on the knob and enter a value in the box.

On Windows, you can reset the value to the default by clicking the knob while holding down <Ctrl>.

On macOS, you can reset the value to the default by clicking the knob while holding down <Command>.

Changing the value by using the sliders



With the sliders shown here, drag the white square or scroll the mouse wheel to change the parameter value. Dragging the mouse while holding down <Shift> enables a high-precision mode that allows you to change the value in smaller increments. Alternately, double-click on the slider and enter a value in the box.

On Windows, you can reset the value to the default by clicking the slider while holding down <Ctrl>.

On macOS, you can reset the value to the default by clicking the slider while holding down <Command>.

Changing the value from the graph



You can drag the point (O) on the graph to edit the parameter value. The popup on the point shows the parameter value.

Copying the settings

Exchanging the settings

When right-clicking the edited Element, Drum key, Operator, Oscillator, Arpeggio, Motion Sequencer Lane, Live Set bank, or Live Set slot, and then selecting “Copy/Exchange” from the menu, the *Copy/Exchange* screen appears.

Select *Copy* or *Exchange* and its destination, and then click on the button at the bottom of the screen to copy or exchange the settings.

Saving the settings

Use the operations listed below to save the settings edited in ESP.

- Save the settings in ESP by using the *Store* function.
- Save the settings as a file by using the *Save* function.
- Send the settings to the hardware MONTAGE M by using the *Data Transfer* function, and store the settings on the hardware MONTAGE M.
- Save the settings in a project file on DAW (only to save the data in the Edit buffer).

Transferring edited settings from ESP to the hardware MONTAGE M

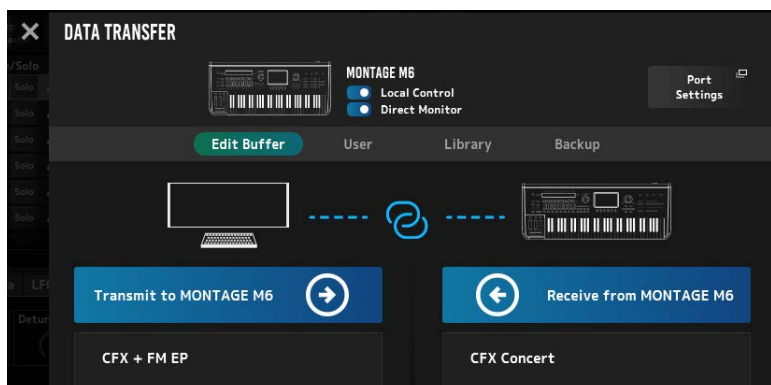
Transferring edited settings from the hardware MONTAGE M to ESP

To transfer settings edited on ESP to the hardware MONTAGE M, use the *Data Transfer* button (🔄) on the Navigation bar to open the *Data Transfer* screen.

To send a Performance, select the desired Performance from the list of the Performances by using the *Category Search* function and then select *Edit Buffer* and click the arrow icon to send it to the hardware MONTAGE M.

When the Edit buffer transfer is complete, press the [STORE] button on the hardware MONTAGE M to store the settings.

To transfer settings edited on the hardware MONTAGE M to ESP, use the *Data Transfer* button (🔄) on the Navigation bar to open the *Data Transfer* screen. Select the Performance you wish to use from the hardware MONTAGE M, and then click on the arrow icon on ESP to send to ESP.



NOTICE

- The setting you are editing on the hardware MONTAGE M will be overwritten and lost if data is sent from ESP before the edited setting is stored on the hardware MONTAGE M. You should first store the settings if necessary.
- Please note that the following operations will cause the edited settings to be lost.
 - Exiting ESP during data transmission and reception.
 - Turning off the hardware MONTAGE M while data is being sent or received.
 - Turning off the hardware MONTAGE M without storing the data on the hardware MONTAGE M after the Edit buffer data has been received from ESP.

Using the *MIDI Learn* function

The *MIDI Learn* function allows you to control the parameters by using the Control Change, Pitch bend, and Aftertouch messages.


Right-click on a controller on the ESP and select *Learn* to open the *MIDI Learn* screen. While the *MIDI Learn* screen is open, move a knob or a slider on the hardware MONTAGE M to link the Control Change, Pitch Bend or Aftertouch of the specified knob or slider with the corresponding parameter. Up to 128 parameters can be registered with this function.

Troubleshooting

No sound? Wrong sound? When a problem like this occurs, first check the connection between the hardware MONTAGE M and the computer, and then check the following.

The sound is cut off or contains noise

Are you trying to play too many notes at once on your computer?

From the Navigation bar, open the screen from the *Utility* button () → *Settings*, and adjust the maximum polyphony for AWM2, FM-X, and AN-X.

Is the audio buffer too small?

Refer to the manual for your DAW.

Are the operating conditions appropriate?

Check the operating conditions. Access the MONTAGE M Welcome page for the latest information.

A “No License Found” message appears when starting up ESP

Is the ESP activated?

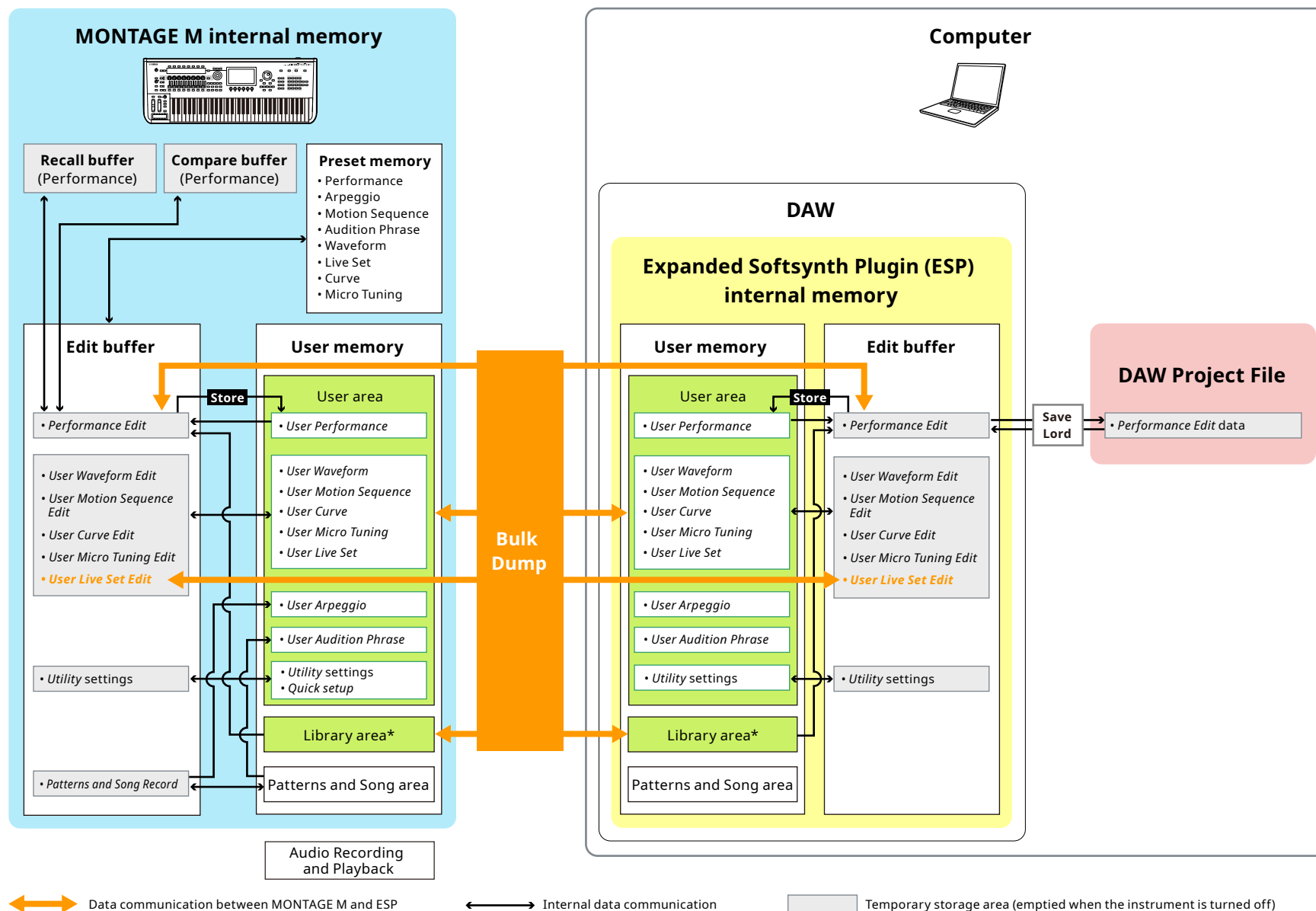
Start the *Steinberg Activation Manager* and click the activation button for the *Expanded Softsynth Plugin for MONTAGE M* shown on the list.

When you need to set up ESP again after you have replaced your computer with a new one, refer to the information at the following URL.

<https://www.steinberg.net/licensing/>

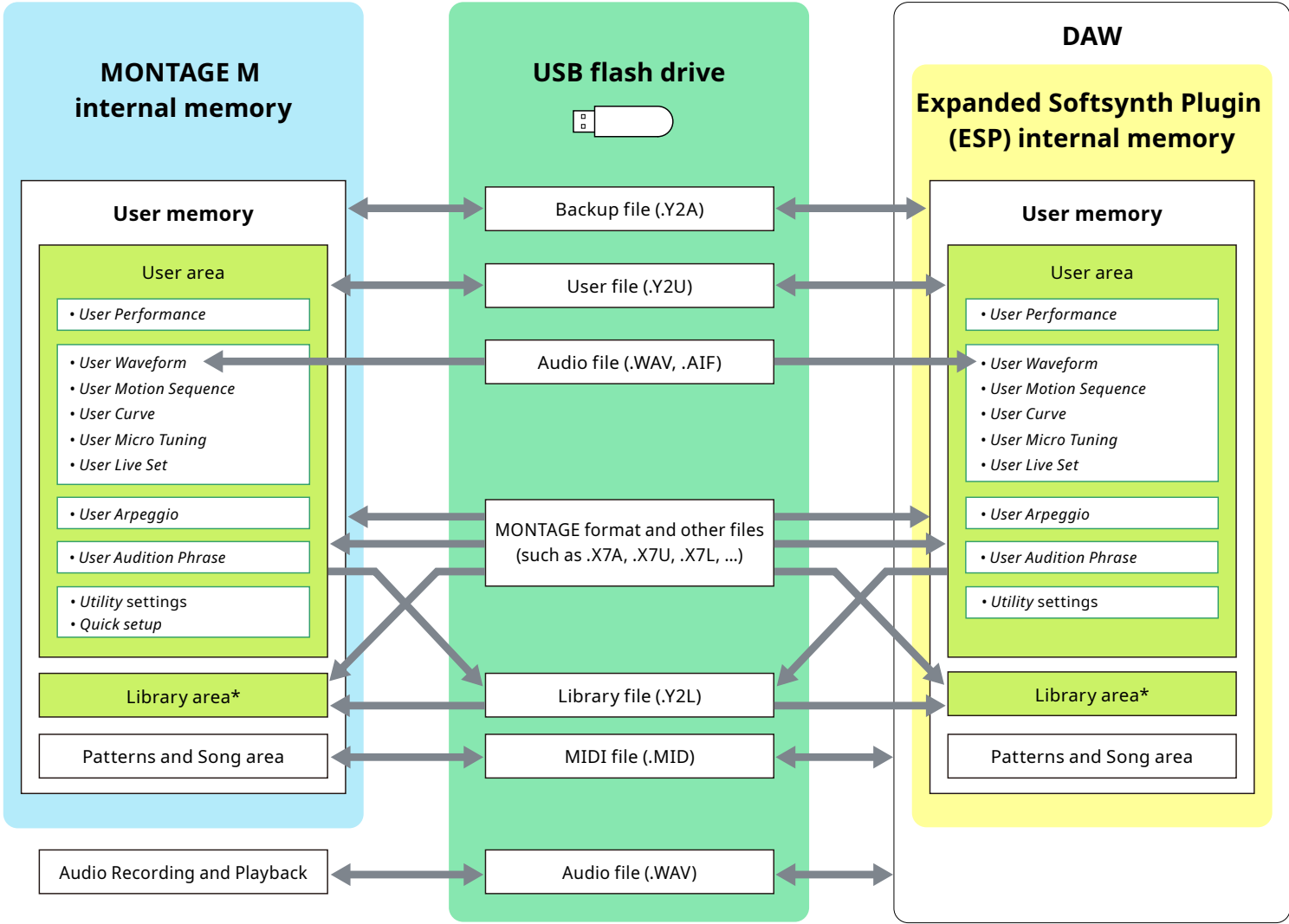
Appendix

Data flow between the ESP internal memory and the hardware MONTAGE M internal memory



*Same as User area (excluding Utility Settings and Quick Setup).

USB flash drive save and load flow



*Same as User area (excluding Utility Settings and Quick Setup).