



Plug-in Board Editor for PLG150-DR/PLG150-PC

Owner's Manual

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- The screen displays as illustrated in this Owner's Manual are for instructional purposes, and may appear somewhat different from the screens which appear on your computer.

This owner's manual is applicable to both the Plug-in Board Editor for PLG150-DR and the Plug-in Board Editor for PLG150-PC.

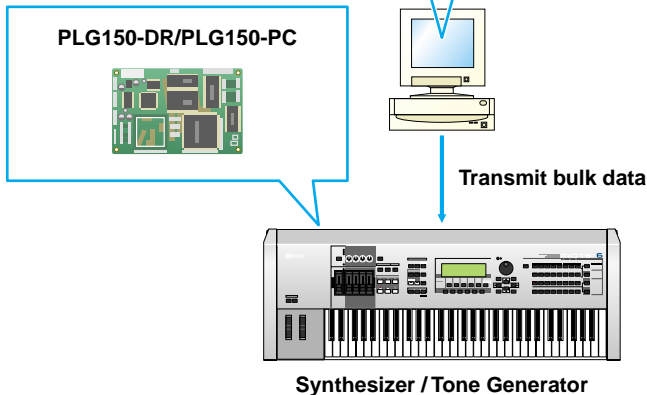
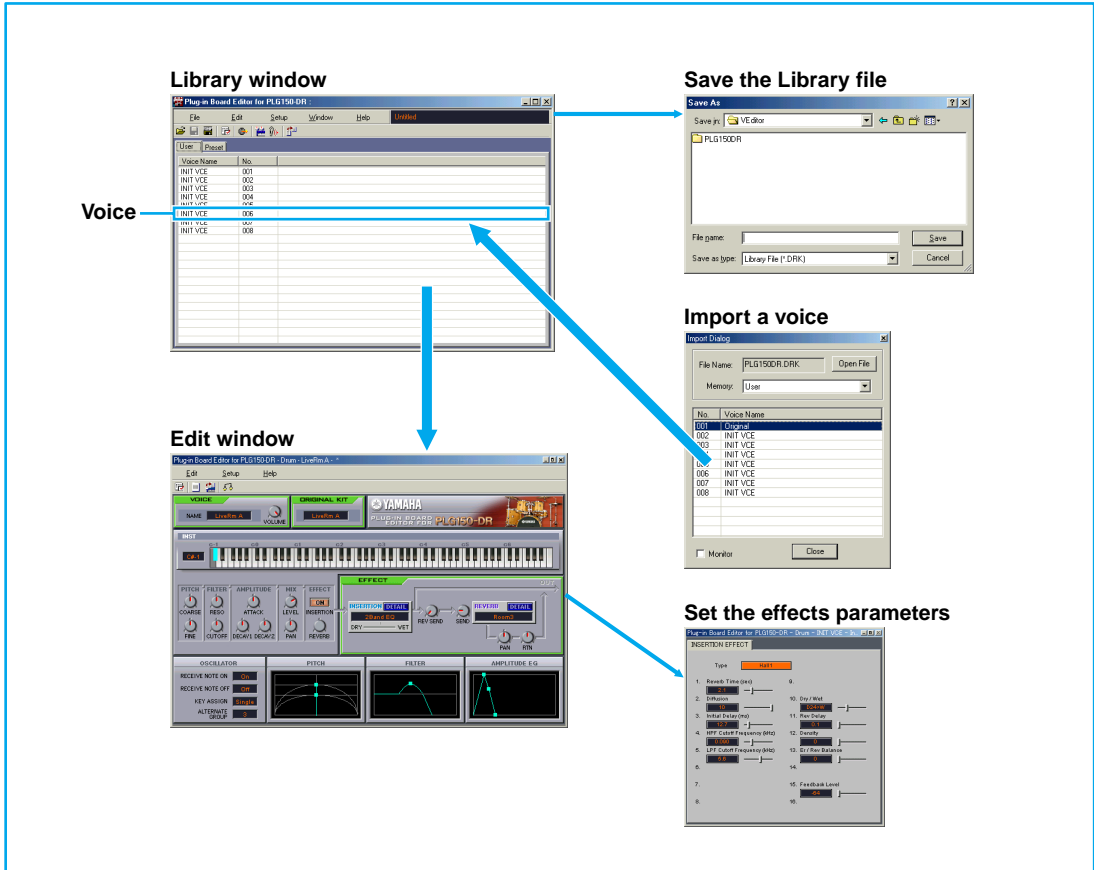
The screen illustrations are mainly taken from the Plug-in Board Editor for PLG150-DR for Windows.

This owner's manual assumes that you are already familiar with basic Windows operation. If you are not, please refer to the owner's manual which came with your Windows OS software before using Plug-in Board Editor.

For information about hardware requirements, the interconnection of devices and the installation of the Plug-in Board Editor software, refer to the separate "PLG150-DR/PLG150-PC Owner's Manual" as well as the Owner's Manual for the respective MIDI device.

Introduction

With Plug-in Board Editor, you can edit your PLG150-DR/PLG150-PC's voices and effects via your computer. Its graphical user interface provides for easy editing by presenting each synthesizer parameter on screen as a slider, switch, and so on, which can be manipulated using your computer's mouse or keyboard. Finally, all the changes you have made to your voices can be saved to your computer.



Starting Up

After installing the Plug-in Board Editor and making all necessary connections, start up the Editor according to the following instructions.

- NOTE** • For the Plug-in Board Editor to work properly, you'll need to make appropriate output settings for the MIDI driver (Page 13).
- When using an Modular Synthesis Plug-in System (MSPS) compatible synthesizer (such as the MOTIF or S80), make sure to switch from the Internal Voice bank to the Board Voice bank before starting the Plug-in Board Editor.

● Start the Plug-in Board Editor as a stand-alone application

1. Select the Plug-in Board Editor from the Start menu. (Programs → YAMAHA OPT Tools → Plug-in Board Editor for PLG150-DR/PLG150-PC → Plug-in Board Editor for PLG150-DR/PLG150-PC)

NOTE The Plug-in Board Editor can also be started by double-clicking on any Library file made with the Editor.

2. Click the [MIDI SETUP] button called up in step #1 above, then set the appropriate MIDI port.
3. Select the part in the "Select Part" dialog and click "OK".

● Start the Plug-in Board Editor in the client application as a plug-in software

The Plug-in Board Editor can be used as a plug-in software in any client application compatible with Open Plug-in Technology (OPT). Refer to the owner's manual of the client application for details on using plug-in software.

About Open Plug-in Technology




Open Plug-in Technology (OPT) is a newly developed software format that allows control over MIDI devices from a music software sequencer. For example, this allows you to start up and operate various parts of your music system, such as plug-in board editors, and mixing control editors — directly from an OPT-compatible sequencer, without having to use each separately. This also makes it unnecessary to set MIDI drivers for each application, streamlining your music production system and making all operations more convenient and seamless.

OPT Level Implementation for the Plug-in Board Editor

The client application and its compatibility with OPT can be divided into three levels, as shown below. (For more information, refer to the documentation or help files included with the client application.)



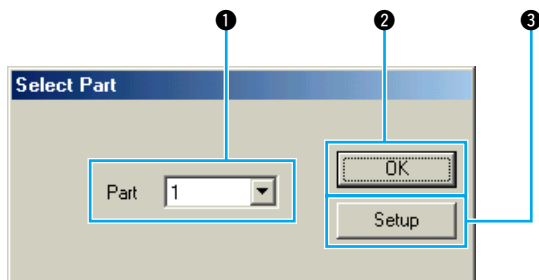
This chart shows the OPT-compatibility of the Plug-in Board Editor.

OPT levels of the client application	Plug-in Board Editor operation	
	Operation support	Operation limits
VIEWS (Level 3) 	Yes	None
PROCESSORS (Level 2) 	Yes	None
PANELS (Level 1) 	Yes	None

NOTE: Certain operations may not work as expected if there is no corresponding function in the client application (sequencer, etc.). The highest level of implementation for the client application is indicated in the OPT logo (which appears along with the version information in the application).

Assigning the PLG150-DR/PLG150-PC to a Part

In order to play and edit the PLG150-DR/PLG150-PC, the DR/PC voice must be assigned to a Part on the tone generator/sound card.



NOTE If you need to select a Part after starting the Plug-in Board Editor, use the “Setup” dialog box.

1 Select Part

Select the part to which the PLG150-DR/PLG150-PC is assigned.

NOTE If the Plug-in Board has been installed to a Modular Synthesis Plug-in System compatible synthesizer, select the Part according to the chart below. (Each Part in the relevant synthesizer is fixed. For more information, refer to the owner’s manual of the particular synthesizer.)

Part Assignments for Plug-in Board (fixed)

Mode	MOTIF			S80, CS6R, CS6x		S30
	SLOT1	SLOT2	SLOT3	SLOT1	SLOT2	SLOT1
Voice Mode	1	1	1	1	1	1
Performance Mode	16	15	14	16	15	16
Song/Pattern Mode	16	15	14	–	–	–

2 OK

Starts the Plug-in Board Editor. The Library window and the Edit window open.

3 Setup

Opens the “Setup” dialog ([Page 13](#)).

Using the Plug-in Board Editor — Example Operation

There is no single way in which to use the many components in Plug-in Board Editor. Your particular editing needs may differ; however, the following steps provide an example of how to use the Plug-in Board Editor.

1. Start the Plug-in Board Editor. If you use the Editor as a stand-alone application, click the “MIDI SETUP” button and set the appropriate MIDI port. Assign the plug-in board to a part in the “Select Part” dialog. Then click the “Editor Setup” button to open the “Setup” dialog. Select the appropriate MIDI Out Port and Device No. settings (see the section “Setup” Dialog).

NOTE Editor Setup can be called up from the toolbar of the Library window.

2. Click “OK” in the “Select Part” dialog. The Edit window of the User Voice No. 001 and the Library window will open.

NOTE In the Library window, you can open existing Library files containing the Voices you wish to edit, and specific voices can be imported to the Library window.

3. Various units are arranged in the Edit window. First, let’s select the wave set to be used in the ORIGINAL KIT. Then select the note to be edited in the KEY Unit. Adjust the tonal characteristics of the voice using the filter and other settings. You can use the graph editors in each dialog to visually edit the parameters.

NOTE By enabling the “Compare” button in the toolbar in the Edit window, you can make A/B comparisons between the original voice and the edited voice.

4. Select the Insertion Effect Type in the EFFECT Unit and set the remaining parameters.

5. Select the Reverb Type in the EFFECT Unit and set the remaining parameters.

6. Click the “Store” button in the toolbar of the Edit window to open the “Store” dialog. This will store the edits for the current voice in the Library file.

NOTE The edits for the voice are only stored in the Library file temporarily. Beware that if you proceed further without saving the Library file itself, you will lose all your edits.

7. Switch back to the Library window and click the “Save” button in the toolbar to save (overwrite) the Library file. The edits for your voice will be saved with the voice itself in the designated voice list location.

NOTE

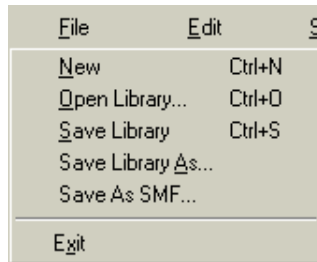
- The Library file you have saved can be opened in the Library window at any time. Voices in the Library window can be transmitted to your plug-in board.
- You can create a variety of different Library files, each tailored for live performances, recording, etc. allowing you to modify voices to suit different situations and needs.

Menu Bar

The Menu Bar contains various editing and setup functions/commands in its menus. Click each of the menu names to open their pull-down menu, and choose the function/command you wish to apply. Those functions/commands which are unavailable are grayed out.

NOTE The most commonly-used menus in the Menu Bar are available as buttons in the Plug-in Board Editor's toolbar.

File



New

Creates and opens a new Library file.

Open Library

This is the same as the “Open” button in the Toolbar ([Page 10](#)).

Save Library

This is the same as the “Save” button in the Toolbar ([Page 11](#)).

Save Library As

Lets you save the Library file under a new or different name.

Save As SMF

This is the same as the “Save As SMF” button in the Toolbar ([Page 12](#)).

Exit (use plug-in Board Editor alone)

Exits from the Plug-in Board Editor.

Edit

<u>E</u> dit	<u>S</u> etup
<u>C</u> opy	Ctrl+C
<u>P</u> aste	Ctrl+V
Initialize	Del
<u>E</u> dit	Ctrl+E
<u>L</u> ibrary	
<u>S</u> ore...	
<u>I</u> mport...	Ctrl+I
<u>C</u> ompare	Ctrl+Z

Copy

Copies the selected voice to the clipboard. If nothing is selected, this item is grayed out.

Paste

Copies the voice from the clipboard to Plug-in Board Editor.

Initialize

Resets the selected voice parameters to the default.
If nothing is selected, this item is grayed out.

Edit

This is the same as the “Edit” button in the toolbar (Page 14).

Library

This is the same as the “Library” button in the toolbar (Page 19).

Store

This is the same as the “Store” button in the toolbar (Page 19).

Import

This is the same as the “Import” button in the toolbar (Page 15).

Compare

This is the same as the “Compare” button in the toolbar (Page 19).

Setup

<u>S</u> etup	<u>W</u> indow
<u>S</u> etup...	
<u>T</u> ransmit Bulk...	Ctrl+T
<u>M</u> onitor	

Setup

This is the same as the “Editor Setup” button in the toolbar (Page 13).

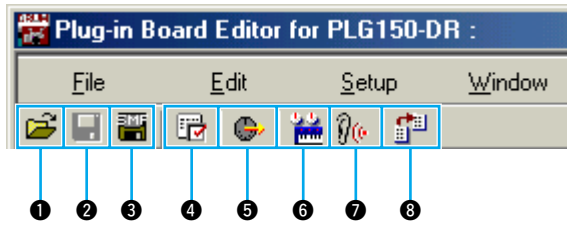
Transmit Bulk

This is the same as the “Transmit” button in the toolbar (Page 14).

Monitor

This is the same as the “Monitor” button in the toolbar (Page 14).

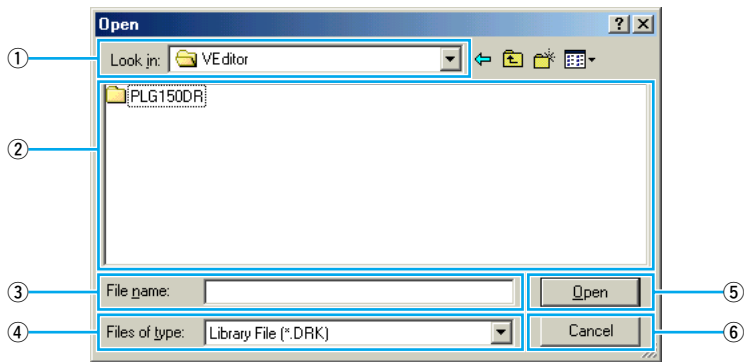
The Toolbar



1 "Open" button

Click this to open the "Open" dialog and select a Library file to open.

"Open" Dialog



- ① **"Look in:"** Click this and choose the folder containing the Plug-in Board Editor files.
- ② **List box** Shows the contents of the current folder.
- ③ **"File name:"** Shows the name of the files selected from the List.
- ④ **"Files of type:"** Click this and choose the file type.
- ⑤ **[Open] button** Click this to open the file selected from the List.
- ⑥ **[Cancel] button** Click this to cancel the operation.

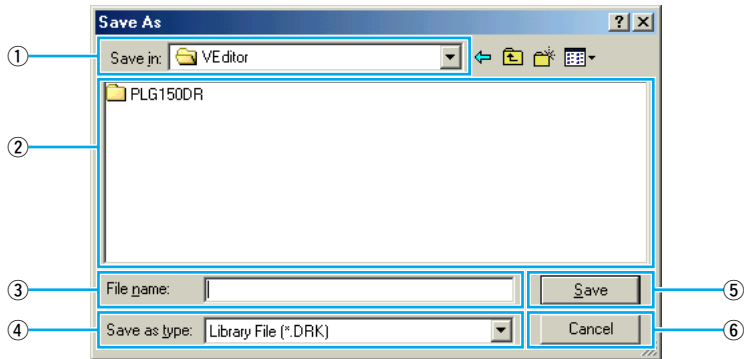
② “Save” button

Click this to save the existing Library file with your new settings. If you are working on a new file, this button will open the “Save As” dialog, where you can name and save your settings as a new Library file (*.DRK/*.PCK).

“Save As” Dialog

You can store the list of edited voices as a Library file (extension: “.DRK” or “.PCK”). Specify the desired location, input the file name, then click [Save]. The file is saved and the dialog box automatically closes.

NOTE Library file names can consist of up to 8 characters plus a 3-character extension.



- ① “Save in:” Click this and choose the folder in which to save the Library file.
- ② List box Shows the contents of the folder you wish to save to.
- ③ “File name:” Specify the name of the Library file to be saved here.
- ④ “Save as type:” Click this and choose the file type.
- ⑤ [Save] button Click this to save the Library file with the name specified in the “File name:”.
- ⑥ [Cancel] button Click this to close this dialog without saving.

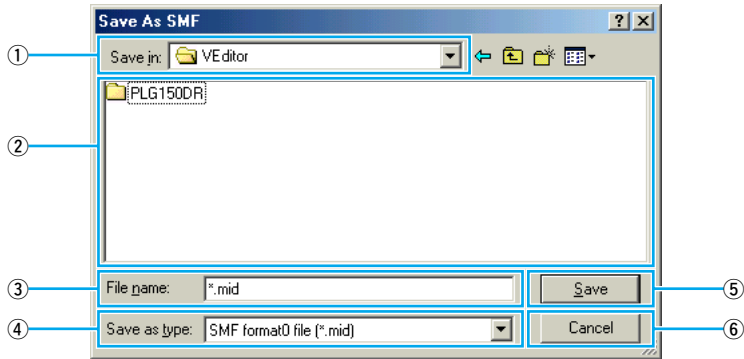
3 Save As SMF

Click this to open the “Save As SMF” Dialog.

“Save As SMF” Dialog

Voice data can be saved as an SMF format file.

NOTE If you choose multiple voices in the Library window, only one voice (lowest Voice No.) is saved.



- ① **“Save in:”** Click this and choose the folder in which to save the file.
- ② **List box** Shows the contents of the folder you wish to save to.
- ③ **“File name:”** Specify the name of the file to be saved here.
- ④ **“Save as type:”** Click this and choose the file type.
- ⑤ **[Save] button** Click this to save the file as SMF with the name specified in the “File name:”.
- ⑥ **[Cancel] button** Click this to close this dialog without saving.

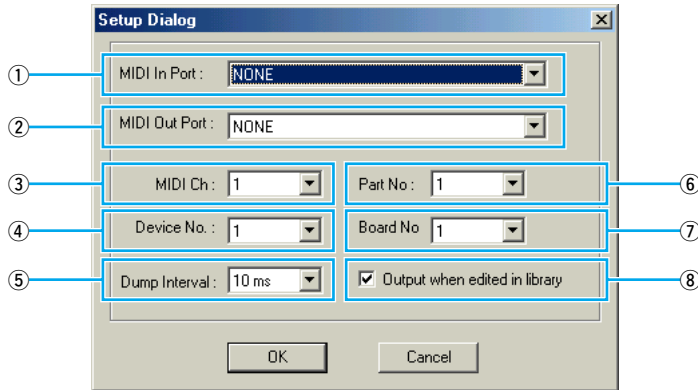
4 “Editor Setup” button

Click this to open the “Setup” dialog.

“Setup” Dialog

This is where you set up the Plug-in Board Editor to allow the transmission of voice data to your plug-in board. Click the [OK] button to apply the settings and quit the dialog. Click the [Cancel] button to quit without applying the settings.

NOTE For more information on the settings in this dialog, refer to the owner's manual or documentation for the particular “mother” device or client application. If you are using a Modular Synthesis Plug-in System compatible synthesizer, make sure the settings match the ones fixed on the instrument itself. (See chart on page 4.)



- ① “MIDI In Port:” This is unavailable for the Plug-in Board Editor.
- ② “MIDI Out Port:” Click this and choose the MIDI Out port. You can use the Plug-in Board Editor to control and edit the device connected to this port. Select the port which has been assigned to your plug-in board within the client application.
- ③ “MIDI Ch:” Click this and choose the MIDI Out channel. This is used when monitoring sounds using the on-screen keyboard in the Edit windows.
- ④ “Device No.:" Click this and choose the MIDI device number of the “mother” device to which the PLG150-DR/PLG150-PC is installed.
- ⑤ “Dump Interval:” Click this and choose the interval between successive MIDI dumps.

NOTE If you set too short an interval, you may encounter errors when transmitting MIDI data.

- ⑥ “Part No:” Click this and choose the Part used for the DR/PC voice.
- ⑦ “Board No” Click this and choose the plug-in board to which the Plug-in Board Editor will send data.

NOTE If you have multiple plug-in boards in the “mother” device, each is automatically set to a different Board Number (in numerical order from 1).

⑧ Output when edited in library

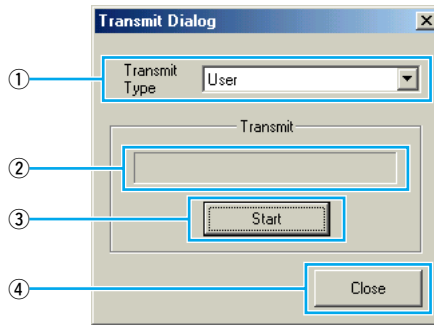
When this is checked, any edits that you make with the Plug-in Board Editor are instantly and automatically transmitted to your plug-in board. This ensures that you can audition edits as soon as you make them.

5 “Transmit” button

Click this to open the “Transmit” dialog to transmit all settings to your plug-in board.

“Transmit” Dialog

Voice data can be transmitted in bulk to your plug-in board. Click the [Start] button to begin transmitting the data. The progress bar shows how much of the data has been transmitted. Finally, click the [Close] button to quit the dialog.



- ① **“Transmit Type”** Shows the voice data to be transmitted.
- ② **Progress bar** Shows how much of the data has been transmitted.
- ③ **[Start] button** Click this to transmit the data.
- ④ **[Close] button** Click this to close this dialog.

NOTE The MIDI Device Number has to be set correctly in order to transmit bulk data. For further details, see [page 13](#).

6 “Edit” button

Click this to open the Edit window for the selected voice in the list. For further details, see [page 16](#).

7 “Monitor” button

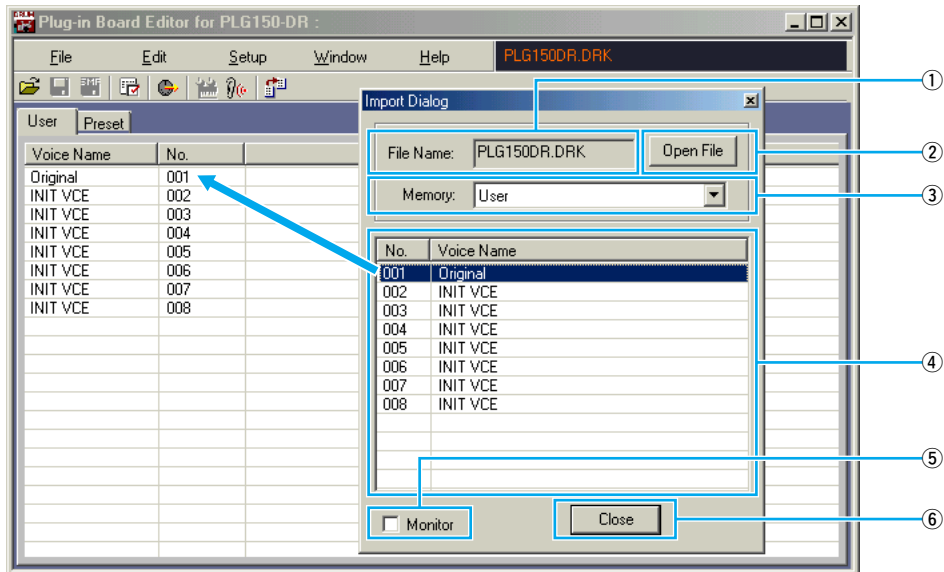
If you click this, bulk voice data will be sent for monitoring on your plug-in board each time you select a voice. Click it again to disable monitoring.

8 “Import” button

Click this to open the “Import” dialog and import voices from an existing Library file. You can drag-and-drop voices to the Library window.

NOTE More than one of these dialogs can be opened simultaneously.

“Import” Dialog



- ① **“File Name:”** Shows the name of the Library file from which voice data is to be imported.
- ② **[Open File] button** Click this to open the “Open” dialog and select a Library file to open.
- ③ **“Memory:”** Click this and select the voice group from which voice data is to be imported.
- ④ **Voice list** This area shows all the voices in the selected Memory as a scrollable list, in order of voice number. You can select a voice here and import it directly to the voice list in the Library window by drag-and-drop. (Multiple voices can also be imported this way.) You can alternatively copy the voice by selecting it and pressing [CTRL]+[C] on the computer keyboard, and then switch to the Library window and press [CTRL]+[V] at the new location to paste (import) it.

NOTE To select a block of voices, click the number of the first voice, hold down the [Shift] key, then click the last voice.

- ⑤ **“Monitor”** If you check this box, the bulk data for each voice you select from the list will be transferred to your plug-in board for monitoring.

NOTE Monitoring will not be possible if the MIDI Out port and other parameters in the Editor Setup are not set correctly. For further details, see [page 13](#).

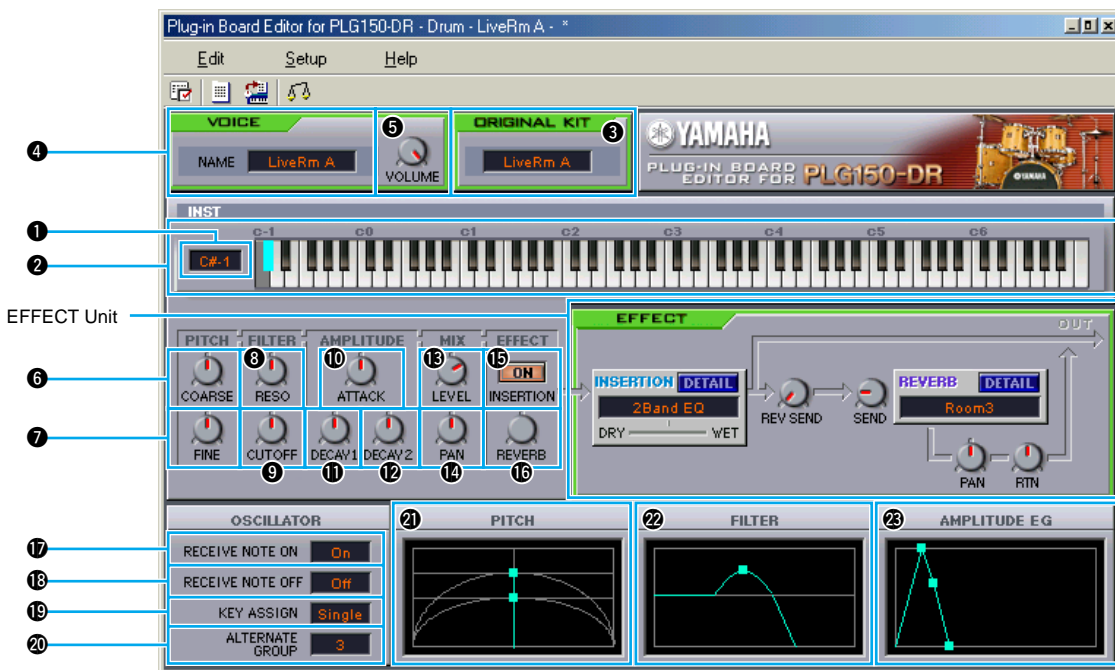
- ⑥ **[Close] button** Click this to close the Import dialog.

The Edit window

In the Edit window, parameters and controls are shown graphically for easy editing.

- Setting in the Edit window is transmitted to your plug-in board at once.
- Settings in the Edit window can be stored in the Library file.
- For details on individual parameters, refer to the PLG150-DR/PLG150-PC owner's manual.

Edit window



1 KEY

Shows the note name to be edited.

2 Keyboard

Click on the keyboard to specify note assigned to the wave you are editing.

3 ORIGINAL KIT

This shows the preset kit's wave set that is used for the kit being edited. You can also change the wave set to be used by clicking the kit name in the ORIGINAL KIT box and selecting a new kit.

NOTE Depending on the selected kit, certain ranges of the keyboard do not have assigned sounds.

4 VOICE NAME

This shows the name of the drum kit (voice). You can also rename your edited voice.

NOTE Voice names can consist of up to 8 characters.

5 VOLUME

Sets the output level of the signal from Insertion Effect and the bypassed signal sent to the Reverb Effect Unit.

6 COARSE

Sets the pitch in coarse increments (semitones).

7 FINE

Fine-tunes the pitch.

8 RESO

Sets the LFO Resonance level.

9 CUTOFF

Sets the LFO Cutoff Frequency.

10 ATTACK

Sets the Attack Rate.

11 DECAY1

Set the Decay1 Rate.

12 DECAY2

Set the Decay2 Rate.

13 LEVEL

Sets the output level of the wave.

14 PAN

Sets the Pan position of the wave.

15 INSERTION ON/OFF

Selects whether or not to send the signal to the Insertion Effect Unit.

16 REVERB

Sets the Reverb Send Level.
This parameter has no effect if the Insertion effect (15) is on.

17 RECEIVE NOTE ON

Selects whether or not to receive the MIDI Note On message.

18 RECEIVE NOTE OFF

Selects whether or not to receive the MIDI Note Off message.

19 KEY ASSIGN

Selects Single key assignment or Multi key assignment.

20 ALTERNATE GROUP

Selects an alternate group number. This is used to prevent a pair of drum sounds, such as an open and closed hi-hat, from sounding simultaneously.

21 PITCH

This graph shows the 6 and 7 settings visually. You can also change the settings by dragging the squares in the graph.

22 FILTER

This graph shows the 8 and 9 settings visually. You can also change the settings by dragging the square in the graph.

23 AMPLITUDE EG

This graph shows the 10, 11 and 12 settings visually. You can also change the settings by dragging the squares in the graph.

Parameter Knob Operation

You can change the operation of the parameter knobs. Right click on any knob, and select "Rotate" or "Up/down or left/right".

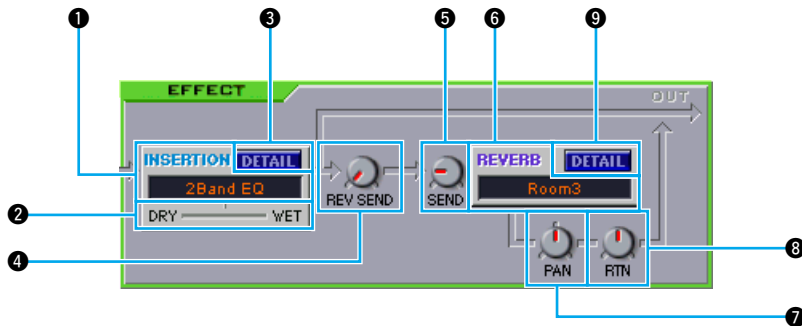
When "Rotate" is selected, the parameter values (of the panel "knobs") are changed by clicking and dragging the mouse in a circular direction.

When "Up/down or left/right" is selected, the parameter values (of the panel "knobs") are changed by clicking and dragging the mouse vertically or horizontally.

NOTE The setting made here affects all knobs.



■ Effect Unit



❶ INSERTION

Click on the text box and choose the type of Insertion Effect.

❷ DRY/WET

Sets the Dry/Wet balance.

❸ DETAIL

Click this to set the exact parameters for the respective Insertion Effect via the “INSERTION EFFECT” dialog.

❹ REV SEND

Sets the send level of the signal from Insertion Effect sent to the Reverb Effect unit.

❺ SEND

Sets the send level of the signal from Insertion Effect and the bypassed signal sent to the Reverb Effect Unit.

❻ REVERB

Click on the text box and choose the type of Reverb Effect Unit.

❼ PAN

Sets the Reverb Panning.

❽ RTN

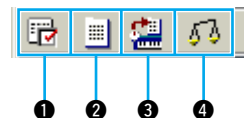
Sets the Reverb Return Level.

❾ DETAIL

Click this to set detailed parameters for the respective Reverb Effect via the “REVERB EFFECT” dialog.

The Toolbar

This area contains the buttons for controlling the Edit window.



1 “Editor Setup” button

See item 3 in “The Toolbar” of “The Library window” (Page 13).

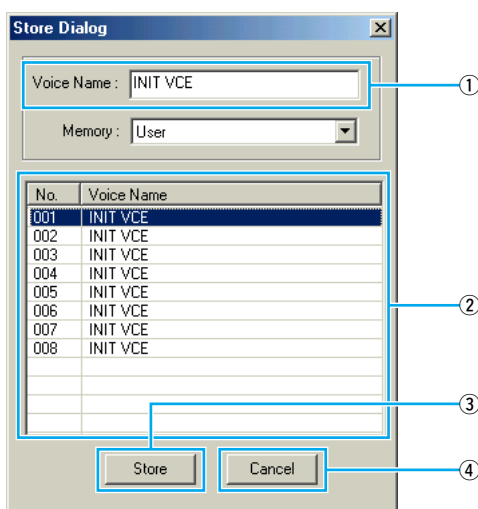
2 “Library” button

Click this to bring the Library window back into view.

3 “Store” button

Click this to open the “Store” dialog, where you can name your edited voice and select a location in which to store it.

“Store” Dialog



1 “Voice Name:” Specify a name for your edited voice.

NOTE Voice names can consist of up to 8 characters.

2 **Voice list**..... Shows the contents of the voice type group as a list. Click the voice in which your edited voice will be stored.

3 **[Store] button** Click this to store your edited voice in the location specified above.

CAUTION After storing to a Library file, the data for the original voice will be overwritten when you save the Library file. It is recommended that you back up important data.

CAUTION The “Store” dialog is used to temporarily store your Library file. After storing, save your Library file. If you do not save your Library file after storing, your edits will not be saved.

4 **[Cancel] button**..... Click this to quit the dialog without storing.

4 “Compare” button

If you click this, bulk data for the original voice (prior to editing) will be sent to on your plug-in board. Click it again to send the bulk data for your edited voice. This button is useful for making A/B comparisons between the original and edited voices.

Troubleshooting

If you encounter problems such as no sound output or abnormal behavior, verify the connections before checking the following. If you are using Plug-in Board Editor in the client application, refer to the client application's owner's manual as well.

Sound does not change when using knobs or sliders.

- Are the MIDI Out port and Device Number set correctly in the Editor Setup? ([Page 13](#))

Bulk data is not transmitted.

- Are the MIDI Out port and Device Number set correctly in the Editor Setup? ([Page 13](#))
- Is the Dump Interval in the Editor Setup too short? Make sure the Dump Interval is at least 10 ms.

Sound is doubled when playing keyboard.

- On the "mother" device, switch Local to OFF.

No sound heard when clicking on-screen keyboard in Edit window.

- Is the MIDI Ch. set correctly in the Editor Setup? ([Page 13](#))

Sound does not change when Monitor button is pressed.

- Are the MIDI Out port and Device No. set correctly in the Editor Setup? ([Page 13](#))

MIDI Out port is not available in Editor Setup.

- The MIDI Out port in Editor Setup can be chosen from the MIDI Out ports in the System Setup of the client application. Check the MIDI Out settings in the System Setup of the client application.