

INSTRUCTIONS FOR MIDI INTERFACE

YAMAHA CS-70

USING THE MIDI INTERFACE - - -

When you turn on the synthesiser for the first time, you will be in omni-on mode for receive (all channels) - selecting a receive channel will also set omni-off. See next page for factory default settings. When you select a receive channel, this will be stored in memory and will be remembered for when you subsequently turn on the synth - all parameters listed on the next page are stored.

If you want to put the machine back to the factory default settings at any time, switch the synth on whilst holding the red push button pressed - hold for a couple of seconds then release.

RED PUSH BUTTON

Two modes are available by pushing the red push button.

1) SET-UP MODE - Setting MIDI channels and assignments.
Give the red push button one short press (half a second) - then release. Follow this with a note or sequence of notes (on remote synth) as given on page 2. After selecting a channel you will be automatically returned to playing mode but after making assignments you will need to press the ENTER key (Top C) to return to playing mode. This is to enable you to make the multiple key presses required when re-assigning sources to destinations. (N.B. set-ups are stored in non volatile memory).

2) TRANSPOSE MODE -
Press and hold the red push button for four seconds - then release. Middle C will sound on the synth and continue to sound until you press a key (on the remote synth). The note that you press will be the new middle C for MIDI IN. You can set any value up to two octaves up or down. Settings outside this range will be ignored. Note that transpose mode cannot be entered from program mode. [Transpose is not stored]

ASSIGNING MIDI CONTROL SOURCES TO DESTINATIONS - - -

SOURCES -----> DESTINATIONS (d)=factory default

AFTERTOUC	off / CS70 aftertouch (d) / p.bend / vcf / ***
CONTROLLER X	off / vcf (d) / *** (***) = not used on this synth)
CONTROLLER Y	off / vcf / *** (d)
MIDI VOLUME	off / vca (d)

C	Receive channel	1	[Bottom C]	MIDI note number 36
Db	"	"	2	
D	"	"	3	
Eb	"	"	4	
E	"	"	5	
F	"	"	6	
Gb	"	"	7	
G	"	"	8	
Ab	"	"	9	Selecting a receive channel
A	"	"	10	will automatically put the
Bb	"	"	11	MIDI into omni off mode.
B	"	"	12	That is, it will receive on
C	"	"	13	the selected channel only.
Db	"	"	14	
D	"	"	15	
Eb	"	"	16	
E	Omni on mode	(default)		
F	Not used	--		
Gb	Not used	--		
G	Not used	--		
Ab	Not used	--		
A	Not used	--		
Bb	Not used	--		
B	Not used	--		
C	Not used	--	[Middle C] MIDI note 60 (3Ch)	
Db	Not used	--		
D	Not used	--		
Eb	Not used	--		
E	Not used	--		
F	Not used	--		
Gb	Not used	--		
G	Not used	--		
Ab	Not used	--		
A	Not used	--		
Bb	Not used	--		
B	Not used	--		
C	Not used	--		
Db	Not used	--		
D	Not used	--		
Eb	program change	off		
E	"	"	ON (default)	
F	p.bend & mod wheel	off		
Gb	p.bend	ON (default)		
G	mod wheel	ON (default)		
Ab	controller Y	- ignored (see page 3 re controller Y)		
A	"	- vcf		
Bb	"	- *** (default)		
B	controller X	- ignored (see page 3 re controller X)		
C	"	- vcf (default)		
Db	"	- *** (***) = not used on this synth)		
D	aftertouch	- ignored		
Eb	"	- to CS-70 aftertouch (default)		
E	"	- p.bend (up only)		
F	"	- vcf		
Gb	"	- ***		
G	velocity	- ignored (default)		
Ab	"	- vcf		
A	"	- vca		
Bb	MIDI volume	- ignored		
B	"	- vca (default)		
C	ENTER key	- Press and release. [Top C] MIDI note no. 96		

NOTES

- 1) Controller X can be any MIDI controller.
After pressing the red push button twice to enter SET-UP mode, operate the required MIDI controller before pressing the C or Db key that will assign it to VCF or ***.
If you do not operate a controller before pressing the C or Db key, then controller X will respond to MIDI controller 16 - that is General purpose controller 1 (10 hexadecimal)
- 2) Controller Y can be any MIDI controller.
After pressing the red push button twice to enter SET-UP mode, operate the required MIDI controller before pressing the A or Bb key that will assign it to VCF or ***.
If you do not operate a controller before pressing the A or Bb key, then controller Y will respond to MIDI controller 17 - that is General purpose controller 2 (11 hexadecimal)
- 3) Controller X/Y will take priority over other control messages, so if controller X/Y is the mod wheel, mod wheel messages will operate whatever controller X/Y is currently assigned to, instead of operating modulation.
- 4) Receive channel and omni-on setting will return you directly to playing mode, all other keys will let you stay in SET-UP mode until you press the ENTER key (Top C)
- 5) The ENTER key (Top C) also resets all controllers to their default values - off in most cases - on for volume - centre for pitch bender.
- 6) After pressing the red push button twice to enter set-up mode, the first assignment that you make for any given source (after-touch for example) will cancel all other destinations currently assigned to that source - if you want to make multiple assignments, you will have to do this in the same set-up session, in other words, before you press top C.
- For example - irrespective of what aftertouch was previously assigned to, pressing F (and release) will assign it to VCF only - to make aftertouch also bend pitch, you will have to press E (and release) before pressing the top C which will ENTER the information and store it in n.v. memory.
OTHER SET-UPS WILL REMAIN UNALTERED UNLESS SPECIFICALLY CHANGED
- 7) Control change commands recognised - (numbers in decimal)
121 reset all controllers 01 modulation wheel
123 all notes off 07 Main volume
124 omni mode off (always poly) 64 sustain pedal
125 omni mode on (always poly) 65 portamento
126 (mono mode) = all notes off 94 select transpose mode
127 (poly mode) = all notes off 95 select set-up mode
nnn Controller X (user defined where nnn = any controller)
nnn Controller Y (user defined where nnn = any controller)
N.B.- Controller X default = 16 : Controller Y default = 17
- 8) Other commands recognised - (numbers in hexadecimal)
8nH notes off 9nH notes on & velocity
BnH control change (see above) CnH program change
DnH channel pressure (aftertouch) EnH pitch-bend change
FEH active sensing

MIDI CONTROL OF RED PUSH BUTTON

The red push button can be "pressed" via MIDI as MIDI switch number 95 (5Fh) for regular program mode or 94 (5Eh) for transpose mode. The selection of the push button is enough, it doesn't matter if it is being turned on or off.

In hexadecimal BX - 5F - 00 = program mode

In hexadecimal BX - 5E - 00 = transpose mode

Where X is the current MIDI channel.

[n.b. whilst in program/transpose modes the MIDI is in omni on mode]

MIDI CONNECTORS - -

MIDI IN should be connected to a MIDI OUT or a MIDI THRU similarly MIDI OUT should be connected only to a MIDI IN and a MIDI THRU should also be connected only to a MIDI IN.

MIDI OUT is the signal from the synthesiser (or drum machine etc.) that is to be sent to another instrument. MIDI IN is a received signal that contains MIDI information from another synth, and MIDI THRU is an exact copy of information arriving at the MIDI IN socket. This allows several instruments to be connected together.

If you want to wire your own MIDI cables the following information may be useful.

- 1) Although a 5 pin connector is used, only two connections plus an earth connection are required.
- 2) If you look at the din plug from the wiring side you will see that the pins are numbered. From left to right (or clockwise) these are 1 - 4 - 2 - 5 - 3.
- 3) The pins numbered 1 & 3 are not used.
- 4) The screen (earth) is connected to pin 2 (centre pin)
- 5) Pin 4 of one plug should be connected to pin 4 of the other
- 6) Pin 5 of one plug should be connected to pin 5 of the other
- 7) You should now have a working MIDI lead
- 8) It is preferable to label one end of the cable MIDI IN & the other end MIDI OUT, to avoid confusion.

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