M-AUDIO

X-Session
USB MIDI Control Surface with Cross-fader

USER GUIDE

Introduction

In the X-Session Advanced Guide we have made the assumption that you have been through the X-Session Getting Started Guide which should have been supplied in printed form with your X-Session. If you do not have this guide, please contact your local distributor or download it from our website www.evolution.co.uk.

The Getting Started Guide should insure that you are now familiar with the basic operation of the X-Session so that we now can focus on more in-depth features. First however, we need to explain some terminology we use throughout the guide.

Terminology

Edit Mode:

Edit Mode describes the short period after a function button has been pressed during which the parameters of that function can be altered. The numeric keypad can be used to alter a parameter during this time. No data is sent out of the X-Session when it is in Edit mode except for program and bank changes. LCD symbols shown in Edit mode will flash to show you that a particular parameter can be edited. If a number is part entered, and a new controller turned, that number will become the relevant parameter number for the new controller and the 3 second editing period will re-trigger.

Default mode:

Default Mode describes the state of the X-Session, when no function buttons have been pressed within the last 3 seconds. In Default mode, the LCD will show the controller symbol, and the 2 digit display will show the last selected controller. The 3 digits display the currently assigned MIDI CC number.

"On the Fly" Operations

Sending Program Changes On The Fly

You can at any one time send out a program change message to you sound card, sound module, instrument or whatever other device will receive this standard MIDI message.

The program change will be sent on the global MIDI channel.

1. Press the PROGRAM button.
2. Type in the program number you wish to send, using the numerical keypad or the +/- keys.

Example: The LCD display the PROG symbol in the right hand corner Indicating that the PROGRAM button has been pressed. The program value sent is 00 and its sent on the global MIDI channel 01. You can also program the assignable buttons to send out fixed program messages to individual MIDI channels.

Global MIDI channel: For more information, please go to page 6.

Sending Bank Changes On The Fly

If your receiving device has more than 128 presets, you may be able to access the additional banks by sending out bank change LSB and MSB messages.

1. Press the DATA LSB or DATA MSB button.
2. Type in the bank number you wish to send, using the numerical keypad on the +/- keys.

Please check the documentation for your receiving device to ensure that it will respond to these messages. For more information about LSB and MSB, please see the chapter "Program and Bank Changes Explained" on page 9 in this manual.

Sending Snap Shot

Press the +/- buttons together to send a SNAP SHOT of the current X-Session controller assignments and their values. When you send a snapshot, the LCD will display the SNAPSHOT symbol. The data for an individual controller will be sent on which ever channel that controller has been assigned to. Snap Shot is one way of synchronizing the receiving device with the X-Session and can be used as a creative tool, with interesting and surprising results. The data sent when SNAP SHOT is pressed, can be viewed in your sequencers list editor. Set your sequencer to record and press SNAP SHOT. Then open the list editor and ensure its set to display controller data.

Muting All Controllers

To Mute all controllers and the cross fader, press the CTRL MUTE buttons. This allows you to alter the position of the controller without affecting the settings of your software. CTRL MUTE does not affect buttons, and as soon as an assignable button or a function key is pressed, the controllers are turned back on. Alternatively, you can press the CTRL MUTE buttons again to turn the controllers back on.

When you first press the CTR MUTE buttons, you will see the LCD display 'OFF'. Changing the position of a controller with controller mute engaged, the LCD will always display OFF to indicate no data is being sent out by the X-Session. To cancel the controller mute function, simply press a function key (or keys) or one of the assignable buttons.

This is a very useful feature if you are switching between presets on the X-Session With the controllers out of position. You will be able to move the controller to a position relative to the software's controller value, rather than causing the software's controller value to jump.

You can also use this feature for creative mixing and interesting DJ type control. If for instance you use the X-Session as a conventional volume mixer, try engaging the controller mute function, change the volume up or down of various channels and press the SNAP SHOT buttons. This form of mixing is very dynamic and can not be done using a conventional mixer.

About the Cross Fader

The cross Fader can be assigned to two MIDI CC values, by editing F17 and F18. When it is moved, both F17 and F18 will be sent out. F17 will increment from left to right, while F18 will increment from right to left. So, F17 and F18 work against each other.

As an example, this has been put to practice in the Rebirth preset:

F17 controls the volume of the top drum module, while F18 controls the volume of the bottom drum module. This means you can flick between the two modules by flicking the fader far left or right, since when F17 is 0, F18 is 127, and when F18 is 0 F17 is 127.

To select F18 for programming, you need to use the CONTROL SELECT Buttons. F17 can be selected for editing by moving the cross fader.

Programming and Editing the X-Session

Introduction To X-Session Programming Options

Each of the X-Session's 28 controllers can send MIDI CC, RPN/NRPN, GM 1&2 SysEx and even be assigned to individual MIDI channels.

MIDI CC (continuous controller) numbers are part of the standard MIDI specifications and are typically used to control the real-time changing of parameters in musical equipment.

For a complete list of standard MIDI controller numbers from 0 to 131, please see Appendix E on page 17.

Any of the 28 real-time controllers on the X-Session can be assigned to a MIDI CC number however the 10 assignable buttons have slightly different options from the cross fader or 16 rotary controllers.

The following 2 charts show all the transmit messages you can program for each of the 18 fader/controllers and 10 assignable MIDI buttons respectively. We show you this already at this stage, so you can follow the principle of programming the X Session controllers in the following instructions and examples. Please pay extra attention to the differences between how you program the cross fader or controllers and how you program the buttons.

Cross Fader & Rotary Dials			
ASSIGN	Description	Data Lsb (Press Twice)	Data Msb (Press Twice)
0-119	Standard MIDI CC's	-	-
120-127	Channel Mode Messages	-	-
128	Pitch Bend Sensitivity	-	-
129	Channel Fine Tune	-	-
130	Channel Coarse Tune	-	-
131	Channel Pressure	-	-
132	RPN coarse	RPN LSB	RPN MSB
133	RPN fine	RPN LSB	RPN MSB
134	NRPN coarse	NRPN LSB	NRPN MSB
135	NRPN fine	NRPN LSB	NRPN MSB
136	Master Volume GM*	-	-
137	Master Pan*	-	-
138	Master Coarse Tune*	-	-
139	Master Fine Tune*	-	-
140	Chorus Mod rate**	-	-
141	Chorus Mod Depth**	-	-
142	Feedback**	-	-
143	Send to Reverb**	-	-
144	Pitch Bend	-	-
255	Controller Off****	-	-

* **General MIDI SysEx messages**
** **General MIDI 2 SysEx messages**
*** **MMC Sysex messages**
**** **This value cannot be typed in using the numerical keypad. Use '+' or '-'.**

Assignable MIDI Buttons				
ASSIGN	Description	Program (Press Twice)	Bank LSB (Press Twice)	Data Msb (Press Twice)
0-119	Standard MIDI CC's	-	Toggle Value 2	Toggle Value 1
120-127	Channel Mode Messages	-	Toggle Value 2	Toggle Value 1
128	Pitch Bend Sensitivity	-	Sensitivity value	-
129	Channel Fine Tune	-	Tuning amount	-
130	Channel Coarse Tune	-	Tuning amount	-
131	Channel Pressure	-	Pressure amount	-
132	RPN Coarse	Value	RPN LSB	RPN MSB
133	RPN Fine	Value	RPN LSB	RPN MSB
134	NRPN Coarse	Value	NRPN LSB	NRPN MSB
135	NRPN Fine	Value	NRPN LSB	NRPN MSB
136	Master Volume*	-	Volume LSB	Volume MSB
137	Master Pan*	-	Pan LSB	Pan MSB
138	Master Coarse Tune*	-	Tuning LSB	Tuning MSB
139	Master Fine Tune*	-	Tuning LSB	Tuning MSB
140	Chorus Mod rate**	-	Mod rate	-
141	Chorus Mod Depth**	-	Mod depth	-
142	Feedback**	-	Feedback level	-
143	Send to Reverb**	-	Reverb send level	-
144	Pitch Bend	-	Pitch shift LSB	Pitch shift MSB
145	Program/Bank Preset	Program	Bank LSB	Bank MSB
146	MIDI CC (on/off)	MIDI CC	Button release value	Button press value
147	Note (on/off)	Note	Velocity off	Velocity on
148	Note (on/off toggle)	Note	Velocity off	Velocity on
149	MMC Command***	-	Command select.	-
150	Reverb type **	-	Type	-
151	Reverb time **	-	Time	-
152	Chorus type **	-	Type	-
255	Controller Off****	-	-	-

*   **General MIDI SysEx messages**
**   **General MIDI 2 SysEx messages**
***   **MMC Sysex messages**
****   **This value cannot be typed in using the numerical keypad. Use '+' or '-'.**

Selecting A Controller For Editing

Before you can assign a MIDI CC to one of the X-Session's controllers, you will need to select it for editing. There are 2 methods for doing this:

1. Press CONTROL SELECT. The LCD will display the CONTROLLER symbol. The symbol will be flashing to indicate the controller settings can be altered. The 3-digit display will show the number of the currently selected controller, proceeded by a 'C', or an 'F' if the cross fader is selected.
2. Type in the number of the controller using the numeric keypad, or the +/ buttons or move the cross fader/rotary controller. Simply moving a fader/rotary controller will make it the currently selected controller, ready for editing.

To select the second cross fader controller value (F18) please use method 1. It is also not possible to select any of the 10 numerical buttons by pressing them, since during edit mode, they are used to enter numerical values. To program these buttons, please use the first method.

Assigning MIDI CC's

Once the controller you want to edit has been selected, you can change the assigned MIDI CC number in the following way:

1. Press ASSIGN. The LCD will flash the CC symbol. The 3 digit display will indicate the currently assigned MIDI CC number.
2. Type in a new MIDI CC value using the numeric keypad or '+' and '-' buttons. The MIDI controller number you select will be assigned to the currently selected controller, shown by the number on the small, 2-digit display.
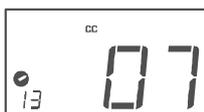
Example: After pressing ASSIGN, the display shows the cc symbol and in this case displays that currently the MIDI CC 07 is assigned to controller number 13.

Assigning An Individual MIDI Channel

1. Select the controller you want to edit as described earlier.
2. Press CHANNEL. The LCD will display the CHAN symbol and the 3-digit display will show the current channel assignment of the selected controller, preceded by a 'c'. The small 2-digit display will show the currently selected controller for assignment.
3. Type the MIDI channel number (01-16) you want the controller to send to, using the numeric keypad or the +/- keys. If the controller is assigned to channel 00, it will transmit on the global channel.

Changing The Global MIDI Channel

The X-Session's global MIDI channel affects only the controllers that have the individual MIDI channel assigned to value 00, as described in the previous section.

Here is how you change the global MIDI channel:

1. Press GLOBAL CHANNEL (ASSIGN and CHANNEL together). The LCD will display the KEYBOARD and CHAN symbol. The 3-digit display will show the currently selected global channel, proceeded by a 'c'.
2. Type in the MIDI channel number (01-16) using the numeric keypad or the +/- keys.

Example: MIDI channel 01 is assigned as global MIDI channel.

Using a combination of global MIDI channel and individually assigned MIDI channels can be a great way of navigating through your system. With multitimbral instruments such as Reason, it can be easier to just change the global MIDI channel on the X-Session in order to jump to the next device, rather than operating the software.

Setting Toggle Values For The Buttons

The 10 assignable buttons can each be assigned to toggle between two values. You may for instance want to send out value 15 when you first press the button followed by value 74 when you press the button for a second time. This is how you do it:

1. Press the Function button labelled DATA MSB 2 times.
2. Type in 15 using the numerical keypad or the +/- keys.
3. Press the Function button labelled DATA LSB 2 times.
4. Type in 74 using the numerical keypad or the +/- keys.

If you want the button to send the same value every time you press it, simply type in the same value both times.

RPN/NRPN, GM 1+2 SysEx & Other Messages

As already described, the standard MIDI controller numbers range from 0 to 131. We have extended the list of MIDI CC's that can be assigned to the controllers of the X-Session to include RPN/NRPN, MMC and General MIDI 1&2 SysEx messages.

These advanced messages are as easy to program as a regular MIDI CC instruction by entering values 132 to 152 when programming MIDI CC's. The charts on page 4 and 5 (or Appendix B) show you what number correspond to each message.

To program the values required for these advanced messages, the X-Session requires you to press the PROGRAM, DATA LSB and DATA MSB buttons twice respectively. Pressing only once will send the program and bank change instructions "on the fly" as described earlier.

Lets look at a couple of examples to see how this works. Please refer to the chart in Appendix B so you get to grips with the principle:

Assigning MMC Control To A Button

1. Select the button you want to control the MMC message.
2. Press "ASSIGN" on the X-Session.
3. Type in "149" using the numerical keypad. This is the number that corresponds to the MMC instruction, as per the chart on page 4 and 5.
4. Press "Channel" once.
5. Type in "127", using the numerical keypad. This ensures that the message is set to all device ID numbers. For more information about this, please read "About SysEx Messages & Device ID" on page 7.
6. Press the "DATA LSB" button twice.
7. Enter a number from the chart on below to select the MMC message you want:

| Number	MMC Command
01	STOP
02	PLAY
03	DEFERRED PLAY
04	FAST FORWARD
05	REWIND
06	RECORD STROBE
07	RECORD EXIT
08	RECORD PAUSE
09	PAUSE
10	EJECT
11	CHASE
12	COMMAND ERROR RESET
13	MMC RESET

Assigning RPN/NRPN To A Controller

Note: For a detailed description of RPN/NRPN data see section RPN/NRPN's Explained on page 9.

1. Press Control select, and move the desired controller.
2. Press control assign twice and while the display is flashing, enter controller 132 for RPN coarse, 133 for RPN fine, 134 for NRPN coarse or 135 for NRPN fine.
3. Press DATA MSB twice to assign the number for the RPN/NRPN MSB.
4. Press DATA LSB twice to assign the number for RPN/NRPN LSB.
5. Press CHANNEL ASSIGN to assign the MIDI channel the message should be sent on.

You will find most data sheets for synths that make use of NRPN's will give the MSB and LSB values that you should enter into DATA MSB and DATA LSB banks (also see Appendix F). However, some manuals may only give the hex values. The X-Session requires you to enter the decimal value. You can easily convert hexadecimal values to decimal using the windows calculator. Simply select Scientific mode, select hex and enter the hexadecimal value you need to convert. Press the Dec button to convert it to a decimal value. Enter the decimal value into the X-Session.

Alternatively, use the look up table in Appendix C.

The following shows how to set a button to transmit a note on when pressed, and a note off when released.
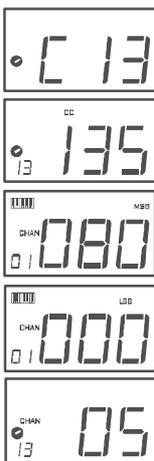
Assigning A Note To A Button
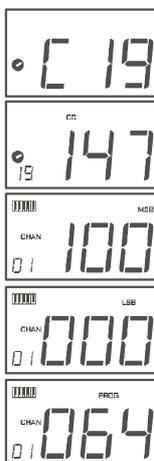
1. Press SELECT and press the "0" button. The display will show that you have selected controller 19.

2. Press ASSIGN and enter '147' this is the MIDI CC number that corresponds to Note on/off mode, as shown in Appendix B.

3. Press DATA MSB twice and enter a value of '100'. This means when you press the button, a Note on message will be sent out with a velocity of 100.

4. Press DATA LSB twice, and enter a value of '000'. This means when you release the button, a Note off message will be sent out.

5. Press the PROGRAM button twice and enter '064'. This will mean you are sending out MIDI note 64 or E4, each time you press the button. The MIDI note numbers are given in Appendix D.

This button mode has many uses. You can use this mode to trigger samples, control lighting equipment, play keyboard notes and much more.

Note: When you press the button in note mode, the LCD display will briefly show the note velocity.

About Sys Ex Messages & Device ID

When transmitting Sys Ex messages, the individual control channel number does not define a transmit channel, but a device ID. This is made clear since when you press the CHANNEL button, the CC symbol will not be shown and there is no 'c' in the 3 digit display. Device ID's range between 00 – 127. In most cases, you should set the device ID as 127. 127 means the SysEx message will be received by all devices. Please note that the device ID for a Sys Ex message assigned to a controller can not be changed using the Device ID buttons. These buttons are used for varying the device ID of the X-Session it self, not just a separate controller.

Non-Volatile Memory

The X-Session uses non-volatile memory so that you can continue where you left off even after powering down and restarting. The current X-Session controller and channel assignments are stored whether you have stored your setup to a memory locations or not. Also stored is MIDI Out from USB on/off, Program, DATA LSB and DATA MSB data, global channel setting and last used memory preset.

Memory Dump

Pressing the MEMORY DUMP buttons will send out a number of Sys Ex data packets that represent the 10 memories you have set up in your X-Session. This is a useful way of storing or backing up the contents of your memory presets externally.

You can record the complete memory dump in to a standard sequencer. To recall the memory dump back to the X-Session, play the MIDI track containing the recorded memory dump to the X-Session, making sure that the X-Session drivers are selected as output for that particular track.

The current controller assignments are not affected by a memory dump, or a memory send to the X-Session. Once a memory dump has been sent to the X-Session, you will need to recall a preset to access the new memory settings.

Assigning A Device ID To The X-Session

Pressing the "DEV. ID" buttons will allow you to assign a Device ID to the X-Session. The default Device ID is 127, which means when a memory dump is performed, that dump can be received by any X-Session, regardless of the Device ID setting.

If a device ID is assigned to any number other than 127, the memory dump performed will be specific to X-Session's with the same device ID. If the device ID of a X-Session differs from the one recorded with the memory dump, the data will be ignored.

The device ID is a handy way of differentiating between multiple X-Session's. Otherwise, we recommend you keep the device ID setting as 127.

When you press the Device ID buttons, you will see the small 2-digit display on LCD display 'id'. The 3-digit display represents the assigned Device ID. You can enter a new device ID using the numeric keypad, or the '+' and '-' buttons.

For more information on Sys Ex messages and device ID, please go to page 7.

## Resetting To The Factory Default Setting

The X-Session comes with 10 useful presets stored in its' memory (for complete list, see Appendix H). You can reset the X-Session back to the factory defaults on power-up by holding down the +/- buttons.

Note: Restoring the Factory presets will erase all X-Session setups stored to memory.

MIDI In/Out & MIDI Messages Explained

MIDI In & MIDI Out Signal Flow Diagram

The MIDI IN & MIDI OUT ports have different uses depending on how you intend to connect and power the X-Session. The diagram below shows the different routing options.
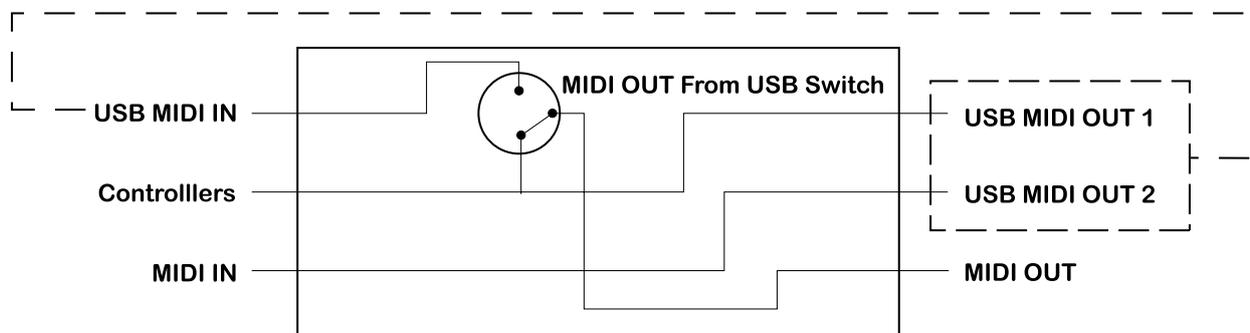
About The MIDI In Port

The MIDI in plug can be used to interface another MIDI device to your PC, via the USB port. Data received from this device will be transmitted via the X-Session to the PC. This is achieved using a second USB MIDI out. So, when you select the MIDI devices section of your sequencer you will see two X-Session USB MIDI Ins. The first of these is used to receive the X-Session controller data, the second is used to receive data from the other device connected to the X-Session's MIDI IN plug. So, the X-Session is acting as a MIDI-to-USB interface for the other MIDI device.

About The MIDI Out Port

The X-Session can of course also interface with other MIDI devices. By default (I.e. when you switch the unit on), all controller data is sent out via the MIDI output as well as the USB out.

If you want the MIDI output to act like a traditional USB-to-MIDI interface, just press the two buttons (SELECT and ASSIGN) that activate the MIDI OUT from USB mode.

If you are using a host application which can pick up multiple input drivers, you will be able to use the X-Session's MIDI input and the X-Session surface to record MIDI data and send the whole lot out of the X-Session's MIDI output.

Important note: The X-Session is not a MIDI THRU device and as such, MIDI data received at the X-Session's MIDI IN plug can never be sent directly to the X- Session's MIDI OUT plug. However, if the X-Session is connected via USB to a computer, data received at the MIDI IN can be transmitted to the MIDI OUT plug, since the data is sent to the computer, and received back from the computer. MIDI OUT FROM USB mode must be engaged for this to occur.

Program & Bank Changes Explained

The original GM MIDI specification catered for only 128 voices, numbered from 0-127. It is possible to access a different voice by sending a program change.

In order to expand on the GM set of voices, Bank changes were devised. Each bank contains 128 patches, that can be accessed using a program change. There are 16,384 banks available, accessible by sending a 14-bit Bank change message. The first 7 bits of this message are sent in a single byte known as the Bank LSB. The last 7 bits are specified by another byte known as the Bank MSB. The BANK LSB is the most commonly used This allows for 128 bank changes, and often there is no need to send a Bank MSB.

You will find almost all MIDI devices respond to the program change, but some that do not conform to the GM set of voices use the program change message for other purposes. Many VST instruments have adopted this approach, allowing you to use a program change to change the instrument patch. The FM7 by Native Instruments is a good example of this.

Bank changes are more rarely used, although they do exist. Bank changes are useful in manufacturer's extensions to the MIDI specification, such as Roland's GS specification and Yamaha's XG specification. Both of these require you to specify a Bank change, in order to access the extra voices and effects that these specifications provide.

Sending Program, Bank LSB and Bank MSB data is made simple using the X-Session. Simply press the PROGRAM, DATA LSB or DATA MSB button and enter the program or bank change you wish to send.

RPN/NRPN's Explained

Non-registered parameter numbers (NRPN's) are device specific messages that enable the control of synths via MIDI. The MIDI specification defines parameter numbers to allow scope for manufacturers to specify their own controllers. The more common of these have been registered by the MIDI Manufacturer's Association and are part of the MIDI specification (hence the term Registered Parameter Numbers – RPN's). (See Appendix F).

MIDI controllers 98 and 99 represent the NRPN LSB and MSB respectively, while 100 and 101 represent the RPN LSB and MSB. This can be seen from the MIDI controllers list in Appendix D. To transmit an NRPN/RPN, these two controller messages are sent along with their user-specified values. A further controller message and value needs to be sent to specify the (coarse or fine) value adjustment. This is specified by controller number 6 (Data entry) for coarse adjustments or number 38 for fine adjustments.

A list of NRPN's will always be given in the User Manual of a device that receives NRPN messages. It is always necessary that the NRPN MSB and LSB are sent together. Both will be specified in the device's manual. You may find the manufacturer's have only specified the numbers in Hexadecimal format. In this case, use Appendix C to translate the value to Decimal.

The X-Session makes the process of transmitting NRPN's easy. All you need is to enter the appropriate NRPN LSB by pressing the LSB/DATA button twice, enter the NRPN MSB by pressing the MSB/DATA button twice, and as you move the X-Session controller, an appropriate NRPN message will be sent out. Assign NRPN coarse to make big sweeps, or NRPN fine to make slight adjustments.

Sys Ex Explained

System Exclusive (Sys Ex) messages were defined in the MIDI specification to allow individual devices to have individual control via MIDI. The format of Sys Ex messages allows for virtually any function to be performed via MIDI – so long as the receiving device is able to translate the message, and act accordingly. This allows devices to send audio sample memory data, memory dumps, controller settings, and much more. It also allows the controllers of one device to be controlled by another.

It is not possible to program your own specified Sys Ex message into the X-Session. However, there are some useful Sys Ex messages pre-programmed, that can be accessed by assigning the appropriate MIDI cc to a controller (see Appendix B) It should be noted that a Sys Ex message is not transmitted on any specified channel. All Sys Ex messages contain a device ID, that is used to single out devices to respond to the Sys Ex message. All other devices are ignored. If you are using a Sys Ex message on the X-Session the global channel is ignored. When you press CHANNEL, instead of entering a channel for the controller, you will be enter a device ID instead. This is indicated by the fact that the CC symbol will not be showing.

Device ID's run from 00 to 127. 127 is the default device number setting on the X-Session. This setting transmits the Sys Ex message to all devices.

Although it is not possible to program the controllers of the X-Session with your own Sys Ex messages, there are software applications that can receive a MIDI input signal and transmit a different, user specified message. You can program your Sys Ex messages into the translator software, then translate the incoming data from the X-Session to your Sys Ex, depending on the controller you are using.

The Evolution Librarian Software

About The Evolution Librarian Software

The Evolution Librarian Software is a Windows PC librarian program developed for Evolution products. The program not only works with the MK-425C/449C/461C keyboards but is also compatible with the Evolution X-Session and the Evolution UC-33e USB controllers.

And even better, you can swap patches between Evolution products that are supported by the Librarian so you never have to create the same patch twice.

The librarian itself, allows you to send and receive the 10 patches to and from the X-Session, load and save memory banks, view how individual patches have been programmed and drag and drop patches in order to create new combinations in the 10 memory locations.

Installing The Evolution Librarian Software

1. Insert the X-Session Installer CD-ROM in to your CD-ROM drive.
2. Click on "Librarian Installer"
3. Follow the on-screen instructions to complete the installation process

Once the installation has been completed, launch the program. The following is a screenshot of what you should be seeing on your monitor.
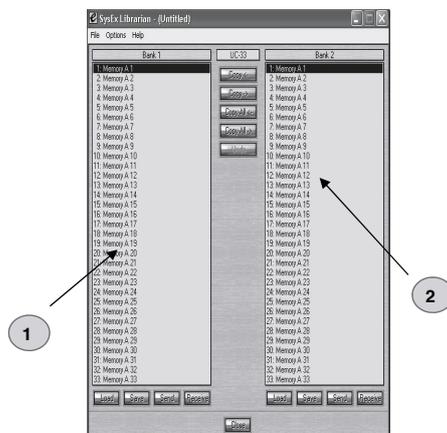
Setting Up The Librarian Software

Before you start using the Librarian, check that the X-Session has been selected as input and output device.

1. Select MIDI Setup from the Options menu.
2. Ensure the USB driver for your Evolution X-Session - is selected in the "Inputs" Column. If you are using native drivers this may be named "USB Audio Device".
3. In the "Outputs" column, select the USB driver for your Evolution X-Session If you are using native drivers this may be named "USB Audio Device".

You should now be ready to use the Librarian software with you Evolution X-Session.

Librarian Overview

As you can see from the screenshot of the Librarian (top of this page), you can save, load, receive or send the complete content to and from either Bank columns.

To transmit the complete content of your Evolution X-Session to the librarian, simply press the "Receive" button on the Librarian software.

This process can only be completed successfully if the USB drivers for your X-Session have been selected correctly, as described in the "Setting Up The Librarian Software" section.

Once you have Received data from the X-Session, the memories are displayed in the column.

Organizing Presets Received From A Device

You can name the memories as you like. To re-name a memory, double-click on the memory. You can then move memories around by dragging them to a new position, or using the copy buttons between the two windows.

These buttons are defined below:

Copy <-	Will copy the selected memory in Bank 2 to Bank 1.
Copy ->	Will copy the selected memory in Bank 1 to Bank 2.
Copy All <-	Will copy all memories in Bank 2 to Bank 1.
Copy All ->	Will copy all the memories in Bank 1 to Bank 2.
Undo	Will undo the last copy you made. Only the last copy is remembered.
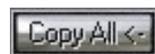
It's a good idea to decide which column is your master column, to avoid confusion and maybe loosing hours of work.

Viewing The Contents Of A Memory

Right-click on a memory to view the contents. Please note that it is not possible to the contents of a memory. The Sys Ex librarian will simply allow you to rearrange the order of memories, or copy memories between one memory dump and another.

Saving A Setup

Once you have named all your presets, and organized them in the desired order, click 'save' to save the content.

Alternatively you can click on the File menu and select save to save the file with the previously assigned file name, or save as to assign the memory dump a new file name. The shortcut key to save Bank 1 is CTRL+S.

Make sure you give the file a name which allows you to quickly identify your collection of setups.

Loading A Setup

To load a memory setup file back in to the librarian, click on the 'Load' button and select the required file. The loaded preset setups will appear in the Bank Window. You can then either send it directly to the Evolution device by clicking send, or edit it.

Alternatively, select Open from the File menu.

The shortcut key for loading is CTRL+O.

Contact

If you have any questions, comments or suggestions about this or any M-Audio product, we invite you to contact us by using the following information:

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Trouble-Shooting

My Evolution hardware suddenly stopped working after having performed fine since installation.

■ Switch off the unit and leave for 10 seconds. Then restart your computer and try again. If the problem persist you may have to re-install drivers for the unit.

My drivers are listed in the Device Manager and are said to be working OK, but the keyboard is not recognised in any software.

■ Win2000 and XP have a limitation to how many MIDI device drivers you can have installed at any one time.

There is no indication that you are using the maximum number of drivers—the drivers will install as if there is not a problem.

■ To fix this problem: Go to http://www.evolution.co.uk/support/faq/index.html and locate the above question. You will find a link to an exe file that will solve this problem for you.

When I move a controller, there is a delay before I hear it affecting the sound.

■ This delay is known as latency. Latency with MIDI signals is due to the soft-synth you are using. MIDI data is simply control data. The MIDI is read by the soft-synth. The soft-synth then completes a large number of complex calculations, in order to produce the sound you hear. All this takes time. We recommend getting a proper soundcard. You can get a decent one these days for under £30. If you already have an adequate sound card, try re-installing the latest drivers for the sound card, or try reducing the buffer sizes of the audio drivers. You can do this in the Sound Studio II and Sound Studio Pro II programs by going to 'Audio' – 'Audio system settings' where you can reduce the buffer sizes of the MME or ASIO drives.

I can't get any sound from my Evolution Software.

■ In your software go to Options|Devices. Here you will see a list of MIDI Inputs and MIDI outputs. If you have MIDI inputs available, if no driver names appear in the Output column, you need to re-install your soundcard or update the soundcard drivers. The output column allows you to choose which output driver you want for generating the MIDI sounds. Most soundcards will have an option such as "FM synth" or "SBLive Synth". Click on these driver names to use the sounds of your soundcard for playback of MIDI data. If you just have a sound chip, the software synth to select may be like "Microsoft SW synth". Click on the driver name of your choice.

Rule of Thumb: If you have numerous output drivers enabled (highlighted in blue) and cannot hear any output, de-select all but one of them and try again. Repeat this process until you hear some sounds.

Technical Info

Modifications not authorized by the manufacturer may void users authority to operate this device.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

• Reorient or relocate the receiving antenna.
• Increase the separation between the equipment and receiver.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
• Consult the dealer or an experienced radio/TV technician for help.

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CE

M-AUDIO® X-Session

FC Tested to comply with FCC standards

FOR HOME OR STUDIO USE

ESD and Fast Transient may cause the unit to temporarily malfunction.

Switch off and on again to restore normal operation.

Appendices

Appendix A - MIDI Implementation Chart

Function		Transmitted	Received
Basic Channel:	Default Changed	1-16 1-16	X
Mode:	Default Messages Altered	--------- X *********	X
Note Number:	True Voice	0-127 *********	X
Velocity:	Note ON Note OFF	0 X	X
After Touch:	Keys Ch's	X 0	X
Pitch Bend:		0	X
Control Change:	0-119 120-127	0 0	X X
Program Change:	True Number	0-127 *********	X
System Exclusive:		GM, GM2, MMC	Memory Dump
Common:	Song Position Song Select	X X	X
System Exclusive:	Clock Commands	X X	X
Aux Messages:	Local ON/OFF All Notes OFF Active Sense Reset	0 0 0 0	X
Notes:		0 = YES	X=NO

Appendix B - Assignable MIDI CC's on the X-Session

B1 - The Cross Fader and rotary Controllers:

MIDI CC	Description	Data Lsb (Press Twice)	Data Msb (Press Twice)
0-119	Standard MIDI CC's	-	-
120-127	Channel Mode Messages	-	-
128	Pitch Bend Sensitivity	-	-
129	Channel Fine Tune	-	-
130	Channel Coarse Tune	-	-
131	Channel Pressure	-	-
132	RPN Coarse	RPN LSB	RPN LSB
133	RPN Fine	RPN LSB	RPN LSB
134	NRPN Coarse	NRPN LSB	NRPN LSB
135	NRPN Fine	NRPN LSB	NRPN LSB
136	Master Volume GM*	Volume LSB	Volume LSB
137	Master Pan GM*	Pan LSB	Pan LSB
138	Master Coarse Tune GM*	Tuning LSB	Tuning LSB
139	Master Fine Tune GM*	Tuning LSB	Tuning LSB
140	Chorus Mod Rate GM2*	Mod rate	-
141	Chorus Mod Depth GM2*	Mod depth	-
142	Feedback GM2*	Feedback level	-
143	Send to Reverb GM2*	Reverb send level	-
144	Pitch Bend	Pitch shift LSB	Pitch shift LSB
255	Controller Off***	-	-

* Sysex messages
** MMC Sysex messages
*** This value cannot be typed in using the numerical keypad. Type in 144 and then press the '+' button to set this value, or 0 and press the '-' button.

B2-The Buttons:

MIDI CC	Description	Program (Press Twice)	Data Lsb (Press Twice)	Data Msb (Press Twice)
0-119	Standard MIDI CC's	-	Toggle value 2	Toggle value 1
120-127	Channel Mode Messages	-	Toggle value 2	Toggle value 1
128	Pitch Bend Range	-	Sensitivity value	-
129	Channel Fine Tune	-	Tuning amount	-
130	Channel Coarse Tune	-	Tuning amount	-
131	Channel Pressure	-	Pressure amount	-
132	RPN Coarse	Value	RPN LSB	RPN MSB
133	RPN Fine	Value	RPN LSB	RPN MSB
134	NRPN Coarse	Value	NRPN LSB	NRPN MSB
135	NRPN Fine	Value	NRPN LSB	NRPN MSB
136	Master Volume GM*	-	Volume LSB	Volume MSB
137	Master Pan GM*	-	Pan LSB	Pan MSB
138	Master Coarse Tune GM*	-	Tuning LSB	Tuning MSB
139	Master Fine Tune GM*	-	Tuning LSB	Tuning MSB
140	Chorus Mod Rate GM2*	-	Mod rate	-
141	Chorus Mod Depth GM2*	-	Mod depth	-
142	Feedback GM2*	-	Feedback level	-
143	Send to Reverb GM2*	-	Reverb send level	-
144	Pitch Bend	-	Pitch shift LSB	Pitch shift MSB
145	Program/Bank Preset	Program	Bank LSB	Bank MSB
146	MIDI CC (on/off)	MIDI CC	Button press value	Button release value
147	Note (on/off)	Note	Velocity off	Velocity on
148	Note (on/off toggle)	Note	Velocity off	Velocity on
149	MMC Command**	-	Command select	-
150	Reverb Type GM2 *	-	Type	-
151	Reverb Time GM2 *	-	Time	-
152	Chorus Type GM2*	-	Type	-
153	MIDI CC Decrement	MIDI CC	Start value	End value
154	MIDI CC Increment	MIDI CC	Start value	End value
255	Controller Off***	-	-	-

* Sysex messages
** MMC Sysex messages
*** This value cannot be typed in using the numerical keypad. Type in 144 and then press the '+' button to set this value, or 0 and press the '-' button.

Appendix C - Hexadecimal Conversion Chart

Hexadecimal to Decimal Conversion Chart

Hexadecimal value	Decimal Value	Hexadecimal Value	Decimal Value	Hexadecimal Value	Decimal Value
0	0	2B	43	56	86
1	1	2C	44	57	87
2	2	2D	45	58	88
3	3	2E	46	59	89
4	4	2F	47	5A	90
5	5	30	48	5B	91
6	6	31	49	5C	92
7	7	32	50	5D	93
8	8	33	51	5E	94
9	9	34	52	5F	95
0A	10	35	53	60	96
0B	11	36	54	61	97
0C	12	37	55	62	98
0D	13	38	56	63	99
0E	14	39	57	64	100
0F	15	3A	58	65	101
10	16	3B	59	66	102
11	17	3C	60	67	103
12	18	3D	61	68	104
13	19	3E	62	69	105
14	20	3F	63	6A	106
15	21	40	64	6B	107
16	22	41	65	6C	108
17	23	42	66	6D	109
18	24	43	67	6E	110
19	25	44	68	6F	111
1A	26	45	69	70	112
1B	27	46	70	71	113
1C	28	47	71	72	114
1D	29	48	72	73	115
1E	30	49	73	74	116
1F	31	4A	74	75	117
20	32	4B	75	76	118
21	33	4C	76	77	119
22	34	4D	77	78	120
23	35	4E	78	79	121
24	36	4F	79	7A	122
25	37	50	80	7B	123
26	38	51	81	7C	124
27	39	52	82	7D	125
28	40	53	83	7E	126
29	41	54	84	7F	127
2A	42	55	85		

Appendix D - Useful MIDI data

General MIDI Instruments

Piano	Bass	Reed	Synth Effexts
0 Acoustic Grand Piano 1 Bright Acoustic Piano 2 Electric grand Piano 3 Honky Tonk Piano 4 Electric Piano 1 5 Electric Piano 2 6 Harpsichord 7 Clavinet	32 Acoustic Bass 33 Fingered Bass 34 Electric Picked Bass 35 Fretless Bass 36 Slap Bass 1 37 Slap Bass 2 38 Syn Bass 1 39 Syn Bass 2	64 Soprano Sax 65 Alto Sax 66 Tenor Sax 67 Baritone Sax 68 Oboe 69 English Horn 70 Bassoon 71 Clarinet	96 SFX Rain 97 SFX Soundtrack 98 SFX Crystal 99 SFX Atmosphere 100 SFX Brightness 101 SFX Goblins 102 SFX Echoes 103 SFX Sci-Fi
Chromatic Percussion	**Strings/Orchestra**	**Pipe**	**Ethnic**
8 Celesta 9 Glockenspiel 10 Music Box 11 Vibraphone 12 Marimba 13 Xylophone 14 Tubular bells 15 Dulcimer	40 Violin 41 Viola 42 Cello 43 Contrabass 44 Tremolo Strings 45 Pizzicato Strings 46 Orchestral Harp 47 Timpani	72 Piccolo 73 Flute 74 Recorder 75 Pan Flute 76 Bottle Blow 77 Shakuhachi 78 Whistle 79 Ocarina	104 Sitar 105 Banjo 106 Shamisen 107 Koto 108 Kalimba 109 Bag Pipe 110 Fiddle 111 Shanai
Organ	**Ensemble**	**Synth Lead**	**Percussive**
16 Drawbar Organ 17 Percussive Organ 18 Rock Organ 19 Church Organ 20 Reed Organ 21 Accordion 22 Harmonica 23 Tango Accordion	48 String Ensemble 1 49 String Ensemble 2 50 Syn Strings 1 51 Syn Strings 2 52 Choir Aahs 53 Voice Oohs 54 Syn Choir 55 Orchestral Hit	80 Syn Square Wave 81 Syn Sawtooth Wave 82 Syn Calliope 83 Syn Chiff 84 Syn Charang 85 Syn Voice 86 Syn Sawtooth Wave 87 Syn Brass & Lead	112 Tinkle Bell 113 Agogo 114 Steel Drums 115 Woodblock 116 Taiko Drum 117 Melodic Tom 118 Syn Drum 119 Reverse Cymbal
Guitar	**Brass**	**Synth Pad**	**Sound Effects**
24 Nylon Acoustic 25 Steel Acoustic 26 Jazz Electric 27 Clean Electric 28 Muted Electric 29 Overdrive 30 Distorted 31 Harmonics	56 Trumpet 57 Trombone 58 Tuba 59 Muted Trumpet 60 French Horn 61 Brass Section 61 Syn Brass 1 62 Syn Brass 2	88 New Age Syn Pad 89 Warm Syn Pad 90 Polysynth Syn Pad 91 Choir Syn Pad 92 Bowed Syn Pad 93 Metal Syn Pad 94 Halo Syn Pad 95 Sweep Syn Pad	120 Guitar Fret Noise 121 Breath Noise 122 Seashore 123 Bird Tweet 124 Telephone Ring 125 Helicopter 126 Applause 127 Gun Shot

MIDI Note Numbers

Octave (n)	Note Numbers	Cn	C#n	Dn	D#n	En	Fn	F#n	Gn	G#n	An	A#n	Bn
-1		0	1	2	3	4	5	6	7	8	9	10	11
0		12	13	14	15	16	17	18	19	20	21	22	23
1		24	25	26	27	28	29	30	31	32	33	34	35
2		36	37	38	39	40	41	42	43	44	45	46	47
3		48	49	50	51	52	53	54	55	56	57	58	59
4		60	61	62	63	64	65	66	67	68	69	70	71
5		72	73	74	75	76	77	78	79	80	81	82	83
6		84	85	86	87	88	89	90	91	92	93	94	95
7		96	97	98	99	100	101	102	103	104	105	106	107
8		108	109	110	111	112	113	114	115	116	117	118	119
9		120	121	122	123	124	125	126	127				

Appendix E - Standard MIDI Controller numbers (MIDI CC's)

00	Bank Select	47	Controller 47	94	Celeste (De-tune)
01	Modulation	48	Gen Purpose 1 LSB	95	Phaser Depth
02	Breath Control	49	Gen Purpose 2 LSB	96	Data Increment
03	Controller 3	50	Gen Purpose 3 LSB	97	Data Decrement
04	Foot Control	51	Gen Purpose 4 LSB	98	Non-Reg Param LSB
05	Porta Time	52	Controller 52	99	Non-Reg Param MSB
06	Data Entry	53	Controller 53	100	Reg Param LSB
07	Channel Volume	54	Controller 54	101	Reg Param MSB
08	Balance	55	Controller 55	102	Controller 102
09	Controller 9	56	Controller 56	103	Controller 103
10	Pan	57	Controller 57	104	Controller 104
11	Expression	58	Controller 58	105	Controller 105
12	Effects Controller 1	59	Controller 59	106	Controller 106
13	Effects Controller 2	60	Controller 60	107	Controller 107
14	Controller 14	61	Controller 61	108	Controller 108
15	Controller 15	62	Controller 62	109	Controller 109
16	Gen Purpose 1	63	Controller 63	110	Controller 110
17	Gen Purpose 2	64	Sustain Pedal	111	Controller 111
18	Gen Purpose 3	65	Portamento	112	Controller 112
19	Gen Purpose 4	66	Sostenuto	113	Controller 113
20	Controller 20	67	Soft Pedal	114	Controller 114
21	Controller 21	68	Legato Pedal	115	Controller 115
22	Controller 22	69	Hold 2	116	Controller 116
23	Controller 23	70	Sound Variation	117	Controller 117
24	Controller 24	71	Resonance	118	Controller 118
25	Controller 25	72	Release Time	119	Controller 119
26	Controller 26	73	Attack Time		
27	Controller 27	74	Cut-off Frequency	Channel Mode Messages	
28	Controller 28	75	Controller 75		
29	Controller 29	76	Controller 76	120	All Sound off
30	Controller 30	77	Controller 77	121	Reset all Controllers
31	Controller 31	78	Controller 78	122	Local Control
32	Bank Select LSB	79	Controller 79	123	All Notes Off
33	Modulation LSB	80	Gen Purpose 5	124	Omni Off
34	Breath Control LSB	81	Gen Purpose 6	125	Omni On
35	Controller 35	82	Gen Purpose 7	126	Mono On (Poly Off)
36	Foot Control LSB	83	Gen Purpose 8	127	Poly On (Mono Off)
37	Porta Time LSB	84	Portamento Control		
38	Data Entry LSB	85	Controller 85	Extra RPN Messages	
39	Channel Volume LSB	86	Controller 86		
40	Balance LSB	87	Controller 87	128	Pitch Bend sensitivity
41	Controller 41	88	Controller 88	129	Fine Tune
42	Pan LSB	89	Controller 89	130	Coarse Tune
43	Expression LSB	90	Controller 90	131	Channel Pressure
44	Controller 44	91	Reverb Depth		
45	Controller 45	92	Tremelo Depth		
46	Controller 46	93	Chorus Depth		

Appendix F - Roland GS and Yamaha XG NRPN Support to Roland JV/XP

NRPN MSB CC99	NRPN LSB CC98	Data MSB CC06	Data LSB CC38		
01	08	00-7F	n/a	(-64 - 0 - +63)	Vibrato Rate (relative change)
01	09	00-7F	n/a	(-64 - 0 - +63)	Vibrato Depth (relative change)
01	0A	00-7F	n/a	(-64 - 0 - +63)	Vibrato Delay (relative change)
01	20	00-7F	n/a	(-64 - 0 - +63)	Filter Cutoff Freq. (relative change)
01	21	00-7F	n/a	(-64 - 0 - +63)	Filter Resonance (relative change)
01	63	00-7F	n/a	(-64 - 0 - +63)	EG (TVF&TVA) Attack Time (relative change)
01	64	00-7F	n/a	(-64 - 0 - +63)	EG (TVF&TVA) Decay Time (relative change)
01	66	00-7F	n/a	(-64 - 0 - +63)	EG (TVF&TVA) Release Time (relative change)
*14	00-7F	00-7F	n/a	(-64 - 0 - +63)	Drum Filter Cutoff Freq. (relative change)
*15	00-7F	00-7F	n/a	(-64 - 0 - +63)	Drum Filter Resonance (relative change)
*16	00-7F	00-7F	n/a	(-64 - 0 - +63)	Drum EG Attack Rate (relative change)
*17	00-7F	00-7F	n/a	(-64 - 0 - +63)	Drum EG Decay Rate (relative change)
18	00-7F	00-7F	n/a	(-64 - 0 - +63)	Drum Instrument Pitch Coarse (relative change)
*19	00-7F	00-7F	n/a	(-64 - 0 - +63)	Drum Instrument Pitch Fine (relative change)
1A	00-7F	00-7F	n/a	(0 to Max)	Drum Instrument Level (absolute change)
1C	00-7F	00-7F	n/a	(Random, L>C>R)	Drum Instrument Panpot (absolute change)
1D	00-7F	00-7F	n/a	(0 to Max)	Drum Instrument Reverb Send Level (absolute change)
1E	00-7F	00-7F	n/a	(0 to Max)	Drum Instrument Chorus Send Level (absolute change)
%1F	00-7F	00-7F	n/a	(0 to Max)	Drum Instrument Variation Send Level (absolute change)

* added by Yamaha XG; % changed from Delay to Variation by Yamaha XG

Appendix G - General MIDI Reverb and Chorus Types

Reverb Types		Chorus Types	
0:	Small Room	0:	Chorus 1
1:	Medium Room	1:	Chorus 2
2:	Large Room	2:	Chorus 3
3:	Medium Hall	3:	Chorus 4
4:	Large Hall	4:	FB Chorus
8:	Plate	5:	Flanger

Appendix H - X-Session Preset Chart

Factory Preset

01 MIDI CC's 16-31 *
02 MIDI CC's 32-47 *
03 MIDI CC's 48-63 *
04 MIDI CC's 102-117 *
05 GM Preset
06 Reason native Preset
07 Pro-53 Preset
08 Rebirth Preset
09 Sampletank Preset
10 Sound Blaster Synth Preset

Presets 1 to 4 are designed for software that does not have default MIDI CC's to control it's parameters, and instead uses a MIDI 'learn' mode.

*The Cross Fader will send out CC10 for all presets 1-4. F18 is set to 'OFF', so that only cc10 is sent out when the cross fader is moved. The buttons are assigned MIDI CC's such that their values will not clash with any of the CC's assigned to the controllers in all four of these presets.

Warranty Terms & Registration

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We strongly recommend you register your ownership of the Evolution Librarian if you would like to be kept informed about future development. As you can see from the version number, the software is at an early version 1.1 stage and we will continue to work on enhancements for the software.

To register your copy, please visit www.evolution.co.uk/register

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