

FM Legacy Converter User Guide

Version 1.0

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Ways to Convert

Drag and Drop

Supported file types

- ❖ DXC
 - DXC is a standard FM Voice file format. DXC files may contain Voices originating from DX7 through PLG series Plugin boards. They have a “.dxc” file extension.
- ❖ System Exclusive Dump Files
 - System Exclusive Dump Files contain System Exclusive MIDI data as a binary file. They typically have a “.syx” extension. They should contain the System Exclusive Bulk Dump from the source instrument. Each instrument has its own procedure for performing System Exclusive Bulk Dumps. Please refer to your owner’s manual on how to perform a Bulk Dump. Additionally you will need some way to capture the bulk dump and turn it into a disk file on your Mac or PC. How best to capture Bulk Dumps in your environment is beyond the scope of this User Guide. Please do an internet search to find the best way for your setup.

Types of content that are converted

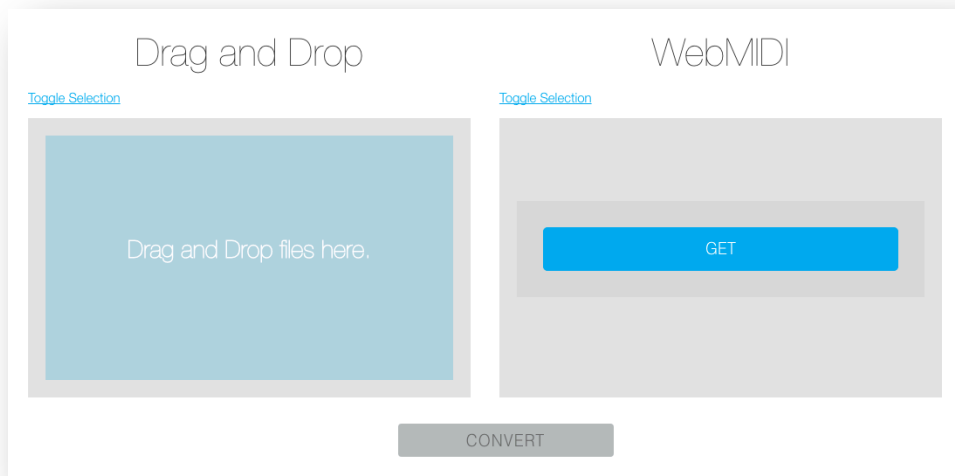
- ❖ DX7
 - Single Voice export
 - Packed 32 Voice bulk dump
- ❖ DX7s and DX7II
 - Single Voice export
 - Packed 32 Voice bulk dump
 - Additional Voice Data export
 - Packed 32 Additional Voice Data bulk dump
 - Single Performance export
 - Packed 32 Performance universal bulk dump
- ❖ TX802
 - Single Voice export
 - Packed 32 Voice bulk dump
 - Additional Voice Data export
 - Packed 32 Additional Voice Data bulk dump
 - Single Performance export
 - Packed 32 Performance universal bulk dump
- ❖ TX816

- Single Voice export
- Packed 32 Voice bulk dump
- Additional Voice Data export
- Packed 32 Additional Voice Data bulk dump
- Single Performance export
- Packed 32 Performance universal bulk dump

Types of content that are not converted

- ❖ System Setup Parameter
- ❖ Micro Tuning Parameter
- ❖ Fractional Key Level Scaling Parameter
- ❖ Performances that use Voices stored on a cartridge.

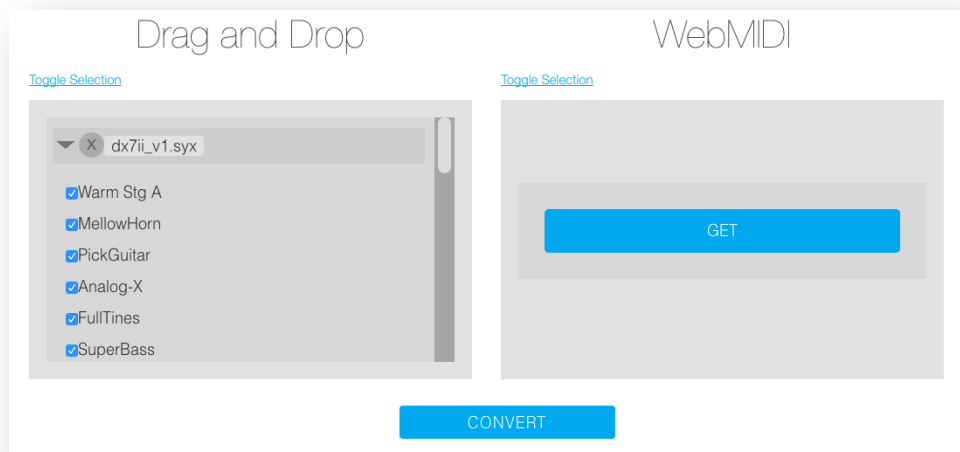
You can add supported files by dragging and dropping files onto the “Drag and Drop files here” box, or click the "Drag and Drop files here" box to open a select files dialog box.



Drag and Drop 1

Converting Voices only

1. Add a single Voice single or a set of Voices
2. Select which Voices to convert



3. Press Convert

The order of the files is critical when converting data that includes Performances. It is strongly recommended to adhere to the following guidelines to avoid unpredictable results

Converting Voices and Performances

1. Add Packed 32 Voice bulk dump for Voices 1-32
 - a. Add Additional Voice data export for Voices 1-32 (optional, but recommended for maximum quality)
2. Add Packed 32 Voice bulk dump for Voices 33-64
 - a. Add Additional Voice data export for Voices 33-64 (optional, but recommended for maximum quality)
3. Add Packed 32 Performance bulk dump for DX7II, 1-64 for TX802/TX816
4. Select which Voices and/or Performances to convert
5. Press Convert

Conversion process rules

- ❖ Voices
 - The converter will assume the first Voice encountered is Voice #1, the second Voice encountered is Voice #2, etc.
 - If you are not converting Performance or Additional Voice Data, the order does not matter.
- ❖ Performances
 - The converter will assume the first Performance encountered is Performance #1.
- ❖ Additional Voice Data
 - The converter will apply the first Additional Voice data to the first Voice uploaded.
 - You must upload the associated Additional Voice data in the same ordering as the Voices they apply to.

WARNING: If your conversion includes Performances you must upload Voice and Performance data in the order above for the resulting Montage Library to sound like the source because Performances only contain numbered references to the Voices that are used in the Performance.

Ex. 1: Performance 1 refers to Voice #1 and Voice #33

If you upload a Voice set with "Horn" as the first Voice, then another Voice set with "Violin" as the first Voice, the Performance will refer to "Horn" as the first part and "Violin" as the second part.

If you upload a Voice set with "Violin" as the first Voice, then another Voice set with "Horn" as the first Voice, the Performance will refer to the "Violin" as the first part and "Horn" as the second part.

Ex. 2: Performance 2 "Piano-Violin" uses Voice #1 and Voice #2

If you upload a Voice with "Piano" as the first Voice, then "Violin" as the second Voice, the resulting Performance will be called "Piano-Violin" that uses the "Piano" and "Violin" Voices.

If you upload a completely unrelated Voice such as "Drums" as the first Voice and "Bells" as the second Voice, the resulting Performance will be called "Piano-Violin" that uses the "Drums" and "Bells" Voices.

Loading the Library

Please refer to your Montage Owner's Manual for instructions on how to load the converted library.

Web MIDI Download

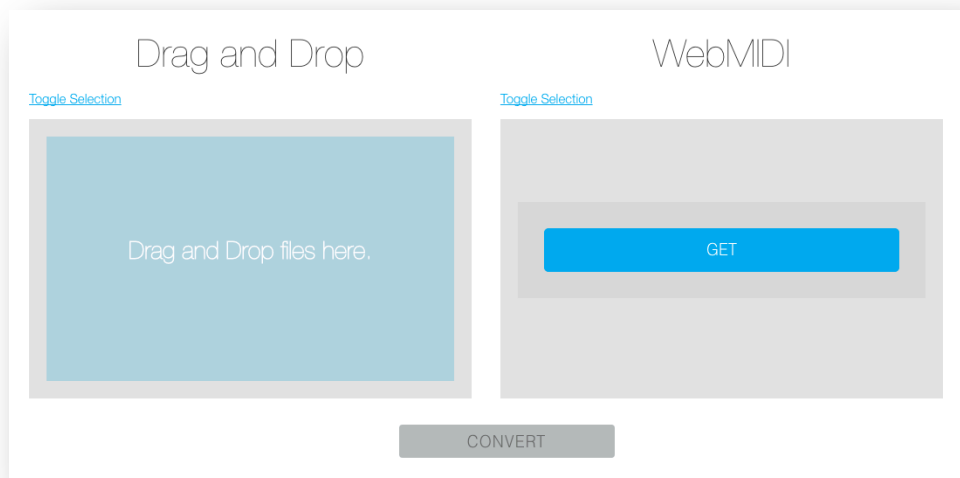
You can connect any supported instrument to your Mac or PC via Web MIDI to convert internal contents directly.

Web MIDI Converter limitations

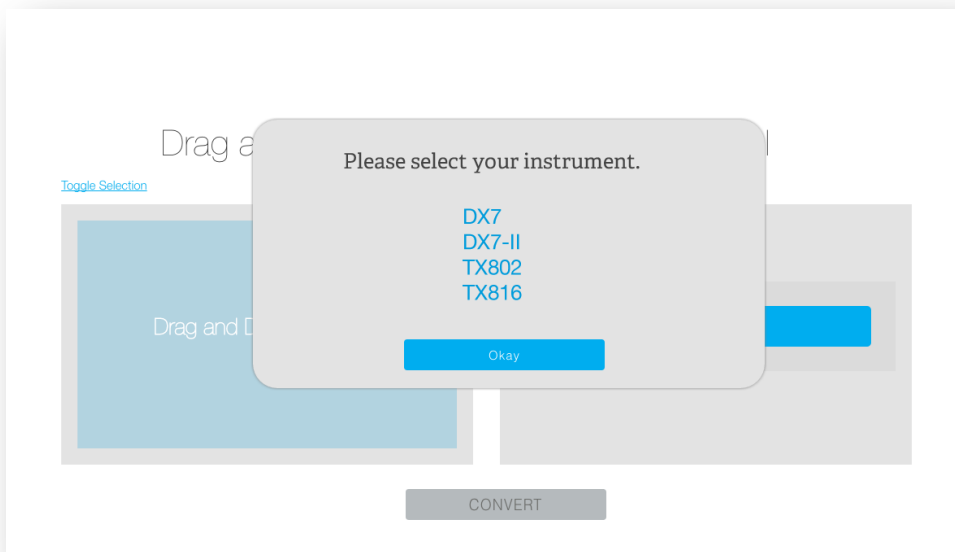
- ❖ The DX7II Centennial is not supported.
- ❖ Instruments with the E! Grey Matter response expansion cards are not officially supported.
- ❖ Only Voices and Performances in internal memory will be converted. If you would like to convert Voices and Performances in a cartridge, need to load the cartridge into internal memory before proceeding.
- ❖ Only the Chrome web browser is supported at the moment.

How to use Web MIDI

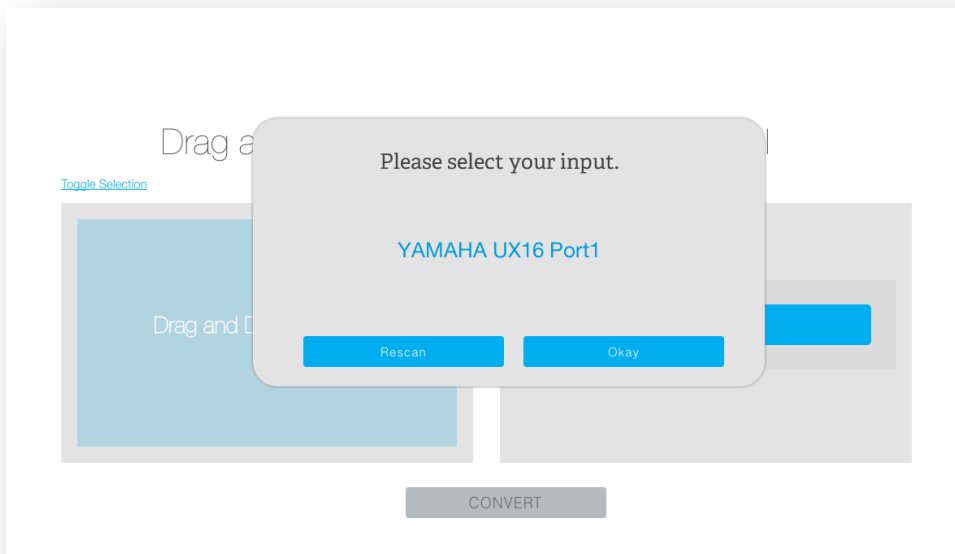
1. Set up your instrument.
 - 1.1. DX7
 - 1.1.1. Connect the MIDI OUT on the DX7 to your PC MIDI IN using a UX16 or other MIDI interface.
 - 1.2. DX7s, DX7II, TX802
 - 1.2.1. Connect the MIDI OUT and MIDI IN on your instrument to your PC using a UX16 or other MIDI interface.
 - 1.3. TX816
 - 1.3.1. Connect the MIDI OUT and MIDI IN on the front panel (located on the bottom left) to your PC using a UX16 or other MIDI interface.
 - 1.3.2. Set the INDIVIDUAL/COMMON setting on the card you would like to obtain data from to "COMMON"
 - 1.3.3. Set the OUT SLOT to the card # you would like to obtain the data from by pressing the +1 button located on the left panel.
2. Click on the GET button under Web MIDI.



3. Select your instrument and push next



4. Check the MIDI port connected to your instrument and push next



- 4.1. In the case of the DX7 you must manually initiate a bulk transfer.
 - 4.1.1. Press Function.
 - 4.1.2. Press YES if SYS INFO UNAVAIL is displayed.
 - 4.1.3. Press 8 until MIDI TRANSMIT is displayed.
 - 4.1.4. Press Yes.
- 4.2. In the case of DX7s, DX7II, TX802, or TX816, the instrument will respond to a Bulk Dump request.
5. Select which Voices and/or Performances to convert
6. Press Convert

Appendix

Parameters that are converted

- ❖ Voices
 - Voice Name
 - EG Rate 1-4
 - EG Level 1-4
 - Break Point
 - Left/Right Depth
 - Left/Right Curve
 - Rate Scaling
 - Modulation Sensitivity
 - Touch Sensitivity
 - Total Level
 - Frequency Mode
 - Frequency Coarse
 - Detune
 - PEG Rate 1-4
 - PEG Level 1-4
 - Algorithm Selector
 - Feedback Level
 - Osc. Sync.
 - LFO Speed
 - LFO Delay Time
 - Pitch Modulation Depth
 - Amplitude Modulation Depth
 - LFO Key Sync
 - LFO Wave
 - LFO Pitch Modulation Sense
 - Transpose
- ❖ Additional Voice Parameter
 - OP 1-6 Amplitude Modulation Sensitivity
 - Pitch EG Range (8oct, 4oct, 1oct, 1/2oct)
 - Pitch EG by Velocity Switch Off/On
 - Poly/Mono
 - Pitch Bend Range

- Random Pitch Depth
- Portamento Mode Retain/Follow/Fingered/Fulltime
- Portamento Time
- Unison Off/On
- Unison Detune Depth
- ❖ Performances
 - DX7s/DX7II
 - Single
 - Split Point
 - Note Shift Range for Single, Dual, Split (A)
 - Note Shift Range for Split (B)
 - Total Volume
 - Pitch EG Rate 1-4
 - Pitch EG Level 1-4
 - Performance Name
 - TX802
 - Voice Number
 - Detune
 - Note Limit Low
 - Note Limit High
 - Performance Name
 - TX816
 - Performances are not supported.

Parameters that are not converted

- ❖ Voices
 - Operator Enable 1-6
 - Operator Select 1-6
- ❖ Additional Voice Parameter
 - OP 1-6 Scaling Mode Normal/Fractional
 - LFO Key Trigger (delay) single/multi
 - Pitch Bend Step
 - Pitch Bend Mode Normal/Low/High/Key On
 - Portamento Step
 - Modulation Wheel Pitch Modulation Range
 - Modulation Wheel Amplitude Modulation Range
 - Modulation Wheel EG Bias Range

- Foot Control 1 Pitch Modulation Range
- Foot Control 1 Amplitude Modulation Range
- Foot Control 1 EG Bias Range
- Foot Control 1 Volume Range
- Breath Control Pitch Modulation Range
- Breath Control Amplitude Modulation Range
- Breath Control EG Bias Range
- Breath Control Pitch Bias Range
- After Touch Pitch Modulation Range
- After Touch Amplitude Modulation Range
- After Touch EG Bias Range
- After Touch Pitch Bias Range
- Pitch EG Rate Scaling Depth
- Foot Control 2 Pitch Modulation Range
- Foot Control 2 Amplitude Modulation Range
- Foot Control 2 EG Bias Range
- Foot Control 2 Volume Range
- MIDI In Control Pitch Modulation Range
- MIDI In Control Amplitude Modulation Range
- MIDI In Control EG Bias Range
- MIDI In Control Volume Range
- Foot Control 1 Use as CS1 Switch Off/On

❖ Performances

- DX7s/DX7II
 - Micro Tuning Table Select
 - Micro Tuning Key
 - Micro Tuning Switch
 - Dual Detune Depth
 - EG Forced Damp Switch
 - Sustain Foot Switch
 - Foot Switch Assign
 - Foot Switch
 - Soft Pedal Range
 - Volume Balance
 - Continuous Slider 1-2
 - Continuous Slider Assign Switch
 - Pan Mode

- Pan Control Range
- Pan Control Assign
- TX802
 - Voice Channel Offset
 - MIDI Receive Channel
 - Output Volume
 - Output Assign
 - Note Shift
 - EG Forced Damp
 - Key Assign Group
 - Micro Tuning Table
- TX816
 - Voice A Poly/Mono
 - Voice A Pitch Bend Step
 - Voice A Pitch Bend Range
 - Voice A Portamento Time
 - Voice A Portamento Mode
 - Voice A Portamento/Glissando
 - Voice A Modulation Wheel Assign
 - Voice A Modulation Wheel Sensitivity
 - Voice A Foot Controller Assign
 - Voice A Foot Controller Sensitivity
 - Voice A After Touch Assign
 - Voice A After Touch Sensitivity
 - Voice A Breath Controller Assign
 - Voice A Breath Controller Sensitivity
 - Voice A Attenuation
 - Voice B Poly/Mono
 - Voice B Pitch Bend Step
 - Voice B Pitch Bend Range
 - Voice B Portamento Time
 - Voice B Portamento Mode
 - Voice B Portamento/Glissando
 - Voice B Modulation Wheel Assign
 - Voice B Modulation Wheel Sensitivity
 - Voice B Foot Controller Assign
 - Voice B Foot Controller Sensitivity

- Voice B After Touch Assign
- Voice B After Touch Sensitivity
- Voice B Breath Controller Assign
- Voice B Breath Controller Sensitivity
- Voice B Attenuation
- Voice Memory Select
- Key Assign Mode
- Performance Name