

GROOVE



Thank you for purchasing the **LIONSTRACS GROOVE** X-serie. What you have in your hands is a powerfull multimedia Workstation; this “getting starter” guide will help you understand the BASIC concepts needed to work with your instruments with the all new 4.0 features included in the new OS.

GETTING STARTED GUIDE

X-6 X-7



Welcome

Thank you for purchasing the GROOVE X-Series with OS 5.1.

Welcome, Thank you for purchasing the GROOVE X-series. Before you start plugging in all the connectors and using your GROOVE, we suggest that you carefully read through the instructions on the following pages.

GROOVE FEATURES:

- New Linux Kubuntu 9.10 distribution, 32-64Bit Realtime OS. KDE 4 windows Enviroment
- 11 custom designed LIONSTRACS system boards for audio, MIDI, graphics processing, keys, and LED functions
- liquid TFT 8.4" touch screen display, 800 x 600 pixel resolution, 24 Bit color, powered by PCIexpress VGA card, Open GL support.
- Pitch and Modulation wheels for the Keyboard (Joystick on X-76 Oriental version)..
- Digital Mixer with XLR master outputs, XLR monitor/cue outputs, 8 digital inputs, 8 digital outputs, 120 dB dynamic range
- Dual hardware/software transports for MIDI, audio, style players, crossfade, Realtime Time Stretch/Pitch functionality
- CD, DVD, DVIX, MP3, MP4 Player, CD, DVD recording
- Local area network (LAN), (6) USB Ports, Mouse port, Esata port for fast data transfer, PC keyboard port.
- Internet browser, email, and utilities
- Linux VST compatibility applications, including always the last new Wine windows emulator, Multiple ASIO driver and Windows VstHost.

You are assured the best in 24-bit audio quality with all models of the GROOVE.

- **HW DSP GM/GS CORE SYSTEM:** Covers all GM/GS setups, Styles, MIDI files, WAV, MP3, MP4, DVD, DVIX, AVI, and CD audio files.
- **HW AMD CPU CORE SYSTEM:** Covers all WAV, MP3, MP4, DVD, DVIX, AVI, and CD audio files.
- **LINUX SAMPLER:** Allows loading of standard GIGA STUDIO LIBRARY files in .GIG format without memory sample limitations.
- **LINUX VstHost:** Allows user to open standard Windows VST Plug-ins within the Linux OS.
- **MULTIPLE ASIO HOST:** Allows user to open multiple ASIO Host servers in realtime.
- **LINUX SYNTHESISER:** One of the best Linux ADD/SUB/PAD Synthesizers, allows up to 127 oscillators per voice and up to 128 voices for the whole synthesizer.
- **LIONSTRACS MIDI ROUTER:** Allows routing of all music applications and functions in the hardware Sliders/Silicon Buttons without use of the Touch Screen or PC Mouse. (2) MIDI Inputs and (2) MIDI outputs hardware are standard.
- With the purchase of the GROOVE X-6 all software updates are available for download free from the LIONSTRACS website so your workstation will always be ready for the future!
- With the new LIONSTRACS Digital Hardware mixer under control of the ENVY24, 24 BIT Audio system, the audio outputs have more than 120 dB dynamic range with a 10 Hz to 21 kHz audio bandwidth. High quality audio like this has never been heard before in any workstation until now, with the GROOVE system. Audio can be routed via 8 digital audio inputs, 8 digital audio outputs, 2 XLR Main outputs, 2 XLR Cue outputs, 2 1/4" jack MIX outputs, and a 1/4" stereo headphone output. Two optional XLR microphone and 1/4" audio inputs are available.
- **WE SUGGEST YOU TO BROWSER THE ALL GIGA SOUNDS INSTALLED MANUALLY AND INSERT THE GIGA FILE DESIDERED UNDER THE GIGA EDIT MODE (GIGA SOLO).**

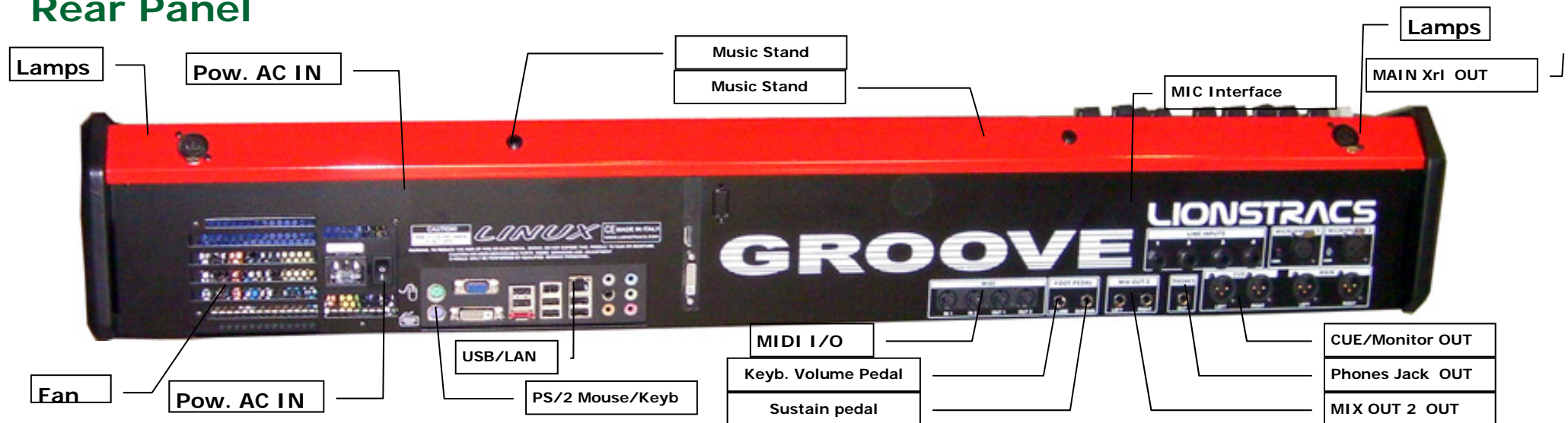
Setting Up

Unpacking and Powering up your GROOVE.

The first time you open the box, you should ensure that all the parts are enclosed. Ensure that all components are included and that none of them were damaged during the shipping, like the LCD display, keyboards, DVD disk, sliders or button keys. Select a flat table-top to unpack your MEDIASTATION that is near a stable power supply.

Check that the voltage of your GROOVE is switched to the correct setting for your local power supply. The paper label, which should be covering the Power plug connector, will display the factory setting.

Rear Panel



Connecting the Cables

The GROOVE contains all the common interfaces you would expect to find on a computer workstation and professional Mixer.

On the back panel you will find: Main Power supply socket, power supply sockets for an external monitor, PS2 Mouse, PS2 Keyboard, 2 USB 2.0 ports, Ethernet port (10/100/1000), 2 MIDI IN ports, 2 MIDI OUT ports, Sustain Pedal (Mono Jack), Volume keyboard pedal (stereo jack), a pair of Mono Jack MIX OUT 2 (L+R), a pair of balanced XLR Male CUE/Monitor, and a pair of balanced XLR Male MAIN OUT sockets.

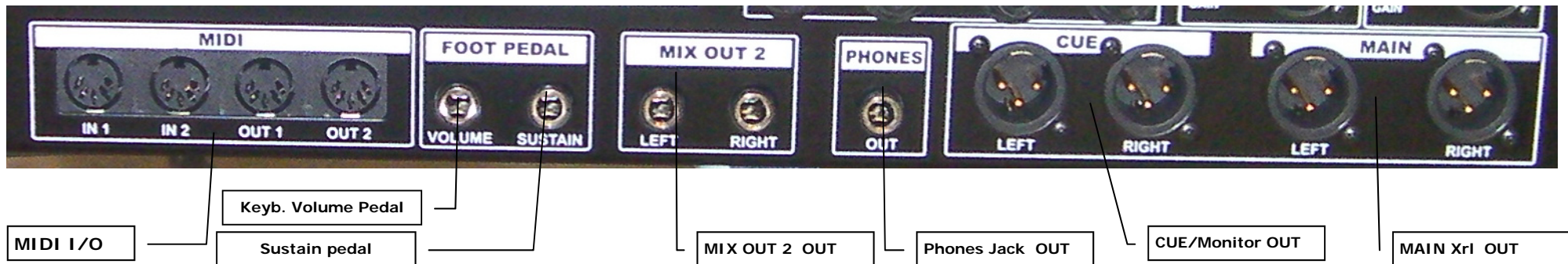
With the Optional MICROPHONE interface: 2 balanced XLR Female Inputs with trimmer and 4 LINE Inputs.

Connect the supplied power cord to the AC inlets marked "Main Inputs", then plug the other end of the cord into a wall outlet. Connect the two XLR plugs named "MAIN OUT" to your external equipment (amplifier, P.A. System or Mixer). You will need appropriate cables for your device, having XLR female plugs on the end that connect to the GROOVE e.g. a standard XLR (male/female) cable can be used for connecting to amplified speakers with XLR Inputs. There are also Jack outputs for maximum flexibility. The software will route all the sound-outs to the MAIN OUT XLR connectors! If you want to use the MIX OUT 2 JACK connector, you will have to route the JACK CONTROL SOFTWARE to the desired outputs.

Connect the GROOVE I/O

In this section is explained how to connect the all Audio-Midi connection to the external devices, like P.A. system, mixer and Midi sound modules.

Rear Panel



Connecting the Cables

MAIN XRL OUTS: Connect the two XLR plugs named " MAIN OUT" to your external equipment (amplifier, P.A. System or Mixer). You will need appropriate cables for your device, having XLR female plugs on the end that connect to the GROOVE e.g. a standard XLR (male/female) cable can be used for connecting to amplified speakers with XLR Inputs.

CUE XRL OUTS: Connect the two XLR plugs named " CUE OUT" to your external equipment (amplifier, P.A. System for your own live audio Cue). The CUE outputs under Jack are setup to duplicate your STEREO MAIN out, controller by the CUE slider on panel.

PHONES: connect your stereo phones for listen the MAIN OUT audio OR the CUE audio Players (DJ previste feature)

MIX OUT 2: Connect the two Jack plugs named " MIX OUT 2" to your external equipment (amplifier, P.A. System) for two more separate outputs. Under Jack connection kit is possible routing the all desidered sounds engines to the separate outputs.

FOOT PEDAL: The foot pedal will control only the Keyboard midi data inputs to the selected sounds engines. Sustain pedal will control the Sustain Midi CC control and the Volume will control the CC7 Midi volume control.

GROOVE X-6 EXPANDER MIDI CONNECTION:

The GROOVE Expander can be remote controlled by one external standard MIDI Masterkeyboard or any MIDI Keyboard.

The whole GROOVE system work by default on MIDI CH 1, same way as the Groove keyboards, the Fatar keyboard can trasmit MIDI data only on MIDI CH 1.

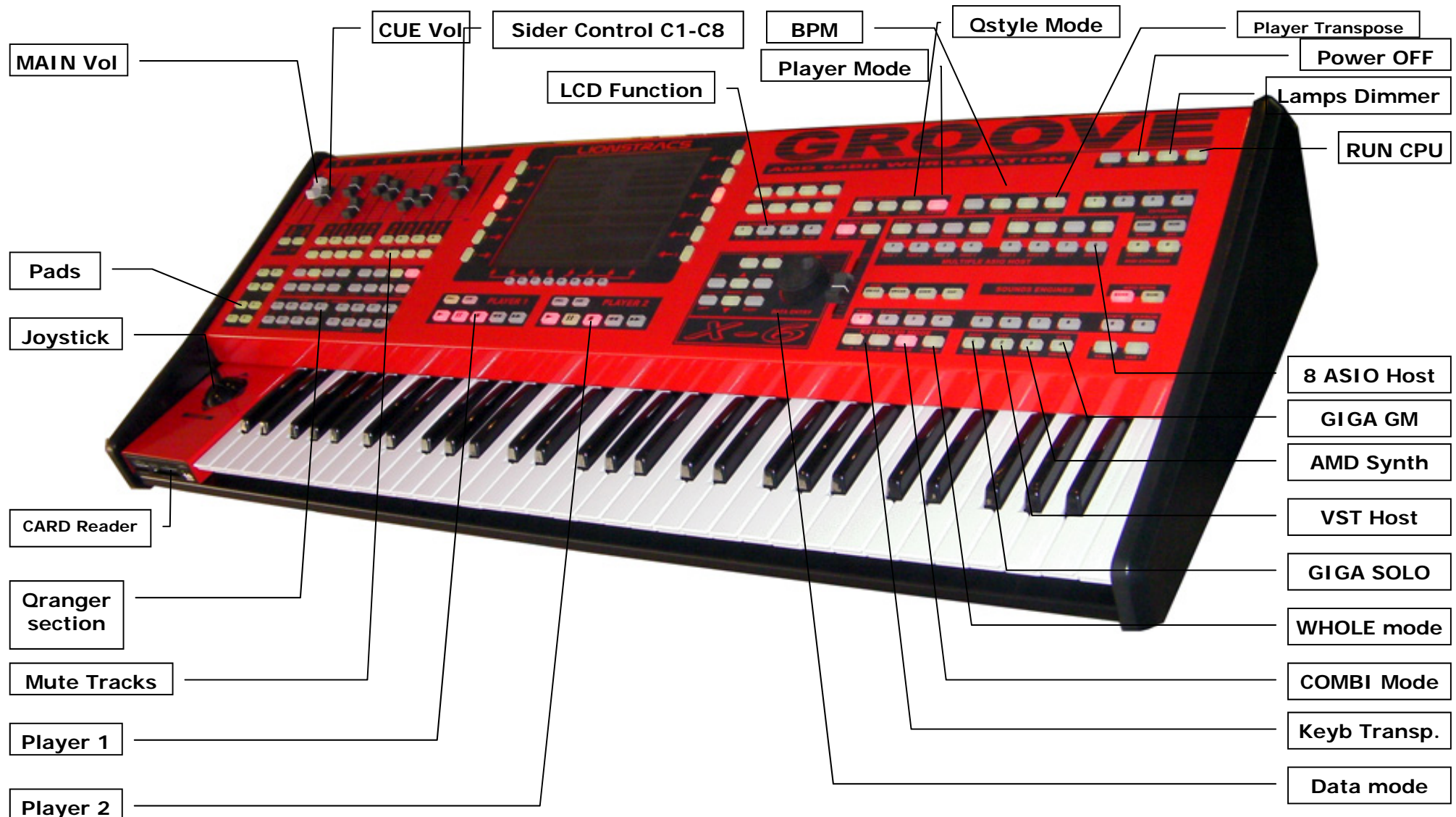
When you will use one external MIDI master keyboard for drive the GROOVE Expander, you MUST to setup your external MIDI keyboard that transmit the MIDI data on Channel 1.

Connect your midi master keyboard on the GROOVE MIDI IN 2 port, for manage in real time the all GROOVE features on the same way as the GROOVE keyboards.

Connect one second MIDI master keyboard with MIDI CH 1, on the GROOVE MIDI IN 1 for play the SECOND Manual of the Native Instruments B4 II ASIO. Is also possible send any MIDI CC controller message and the selected Sounds Engines will reconize the all new MIDI CC controllers.

Front Panel

The GROOVE is the first keyboard worldwide to use Silicon transparent buttons, It features 176 double-color buttons (RED & GREEN), 11 hardware sliders, 1 dial wheel, 2 keyboard control wheels (Pitch & Modulation), music stand support and XLR lamps with dimmer function. HD Stata HD and 8.4" TFT touch display 800x600, with 64k colors and multimedia Card reader.



Switching ON and OFF the GROOVE

Once the cables are connected, you can switch ON your GROOVE by pressing the key marked "RUN", which is located on the top right-hand side of the right-hand front panel. To switch OFF the GROOVE, you have two possibilities: you can log out of the system properly or you can reset the device with a "kill system" command. This can be useful when you're in a hurry and you have to quickly shut down the workstation.

Logging Out

Press the key marked "RUN", which should be the second key in the top right-hand group. You'll see a pop up window on the screen from which you can select these options:

- Reboot the OS linux system
- Completely turn off the GROOVE: select this option and wait until the GROOVE shut down procedure is completed and the power supply is disconnected. This is the preferred way of powering off the GROOVE .
- Cancel and exit the dialog window and return back in the working GROOVE OS.

Kill System

Kill System The "kill system" command is activated by pressing and holding the "RUN" key for 4 seconds. This procedure will immediately switch off the power from the GROOVE CPU. This is not the recommended way to close your session, but the Linux operating system can safely handle this kind of "hard" power off command without problems.

RESTART PLAYER-RESET

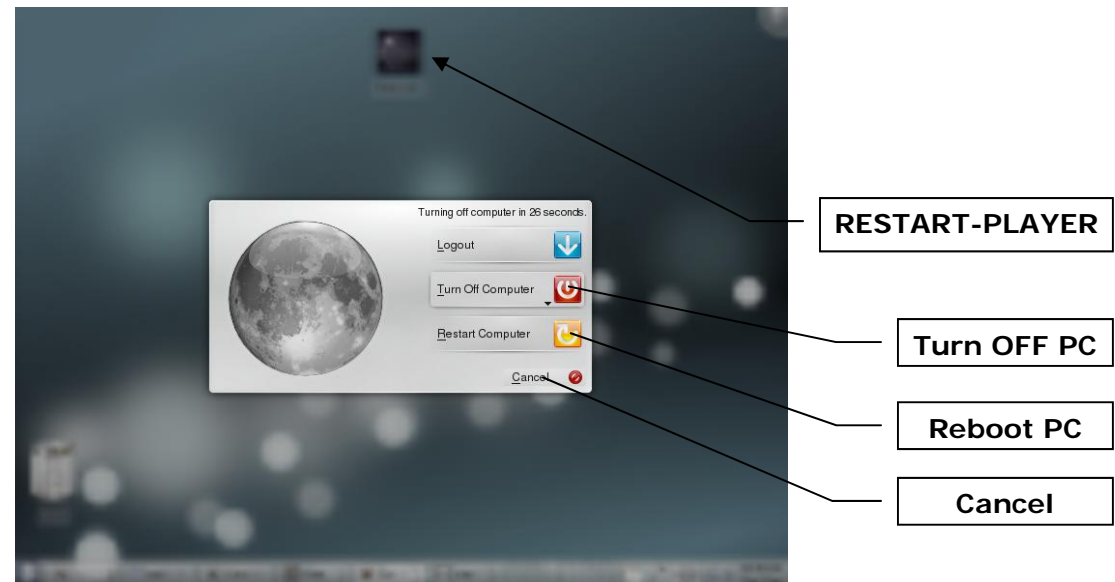
The RESTART PLAYER is used for reload the whole OS Player application, Multiple ASIO host and so on.

The Restart player is also linked on the GROOVE **RESET** Key.

Mode 1: When the RESET key is pressed, will automatically send the GS sysex ALL midi note OFF, rest CC controller.

Mode 2: When the RESET key is pressed and HOLD for more 4 seconds, will automatically RESTART the complete GROOVE application on default setup.

If some mistake in realtime are made and the GROOVE application NOT respond correct, just press and HOLD for 4 second the RESET key OR double click on the desktop the Restart Player icon.



After the Linux operating system has loaded or rebooted, you will see the KDE desktop. Normally the GROOVE Player will start automatically, IF not, touch the RESTART Player Icon on the desktop and the player will restart again in default mode.

Main Volume Controls

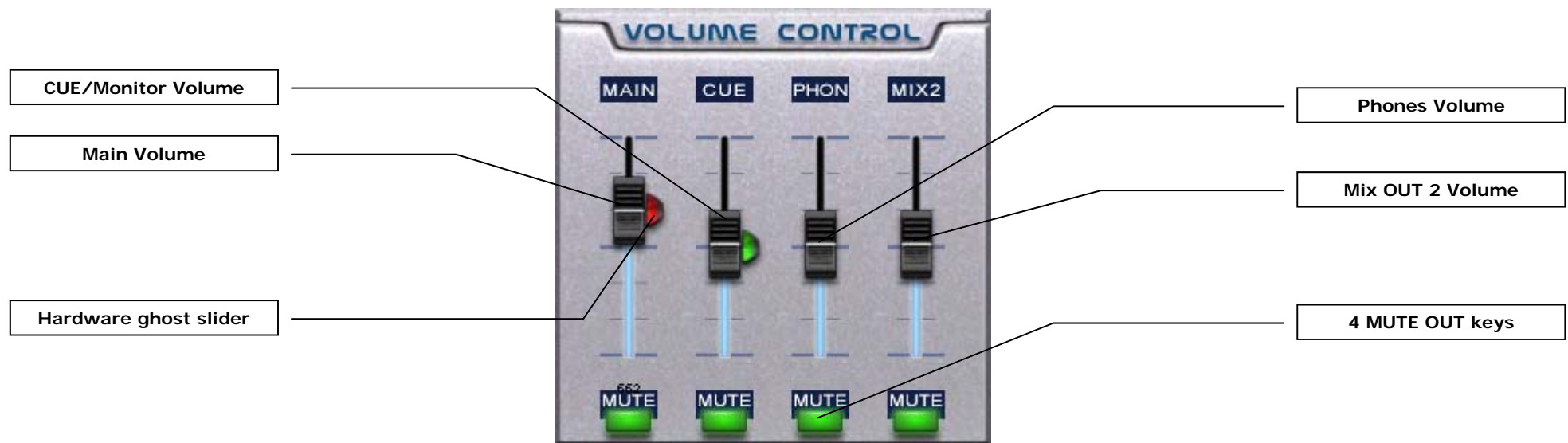
The GROOVE uses digital audio volume controls, which means that the sliders only control the volume in a digital way, directly in software (as opposed to analog, like other instruments). All audio are routed fully digitally, using 24bits, 116dB dynamic range and 10-20kHz bandwidth.

MAIN OUT: Stereo volume is controlled by the first GREY slider on the left-hand side, marked "MAIN MIX" and the relative outputs are the two male XLR MAIN OUT L+R sockets on the back panel. All the default software is routed automatically by the Jack Connection OS to these two XLR outs. Move the GREY slider and the Volume window will pop up. You can then see the virtual slider moving up and down following your movements. The red light which appears under the virtual slider indicates that the hardware slider is locked on to the virtual controller.

CUE/MONITOR OUT: these two XLR connectors are used to prelisten/CUE or monitor your audio output using another power amplifier. The CUE audio is controlled by the second slider from the left, which is BLACK and marked "CUE". It is possible to MUTE/UNMUTE the output with the "CUE" key directly beneath it.

Phones OUT: the stereo PHONES OUT jack is controlled by the first GREY slider. Press and HOLD the "PHONES" key and move the GREY Main slider to control the volume of the phones. You should see a green light move to the virtual channel you want to control, move the slider until it locks on, as indicated by the light turning red, then it will be possible to alter the volume of the headphones. When you play WAV/MP3 files, the Player "CUE" key will route the audio to the phones. Open Jack control to connect more audio devices to the phones or to the Monitor/CUE channel.

MIX OUT 2 OUT: these two monophonic jack outputs (left & right) can be used to freely connect to another output device of your choice. press and HOLD the key MIX 2 and then move the second black CUE slider, it will control the volume of the MIX OUT 2.



LAMPS: Towards the top rear, you will find the two female XLR connectors on the extreme right and left-hand sides of the GROOVE. These connectors are used to control and turn ON/OFF the external LAMPS. Press the "LAMPS" key and move the "CUE" slider to dimm the lamps

PC Virtual Qwerty Keyboard

PC Virtual Keyboard

Press the key " **V.KEYB** " to pop up the virtual PC keyboard. When the virtual keyboard is displayed, you can type text in by touching the screen, like you would do on a standard PC Qwerty keyboard. You can use V.keyb when you need to enter text and do not have a physical keyboard connected. First time pressed the key CALL, will display the virtual keyboard on Bottom display, press again CALL to turn off, press again CALL will display now on TOP display and so on..



12 Virtual Desktops on KDE 4

The GROOVE uses a TFT Touch screen display with 800x600 pixels resolution. It is driven by the KDE 4.3 desktop environment which allows you to switch between up to 12 virtual desktops in real-time. Each desktop can be called up by pressing the 4 "LCD WINDOWS PAGE" buttons, located on the right-hand side of the screen directly above the "DATA ENTRY" panel. Each button controls 3 virtual desktops, accessible by pressing the same key multiple times.

In the same way, 12 virtual desktops can be run on the 3 external VGA monitor and DVI 1 and DVI/HDMI outputs, making a total of 48 virtual desktops. If you need to add a new folder or file onto the desktop, touch and HOLD an empty place on it for 2 seconds; a menu will pop up letting you perform this operation. If you have a mouse connected to your GROOVE, you can also use the right click button.

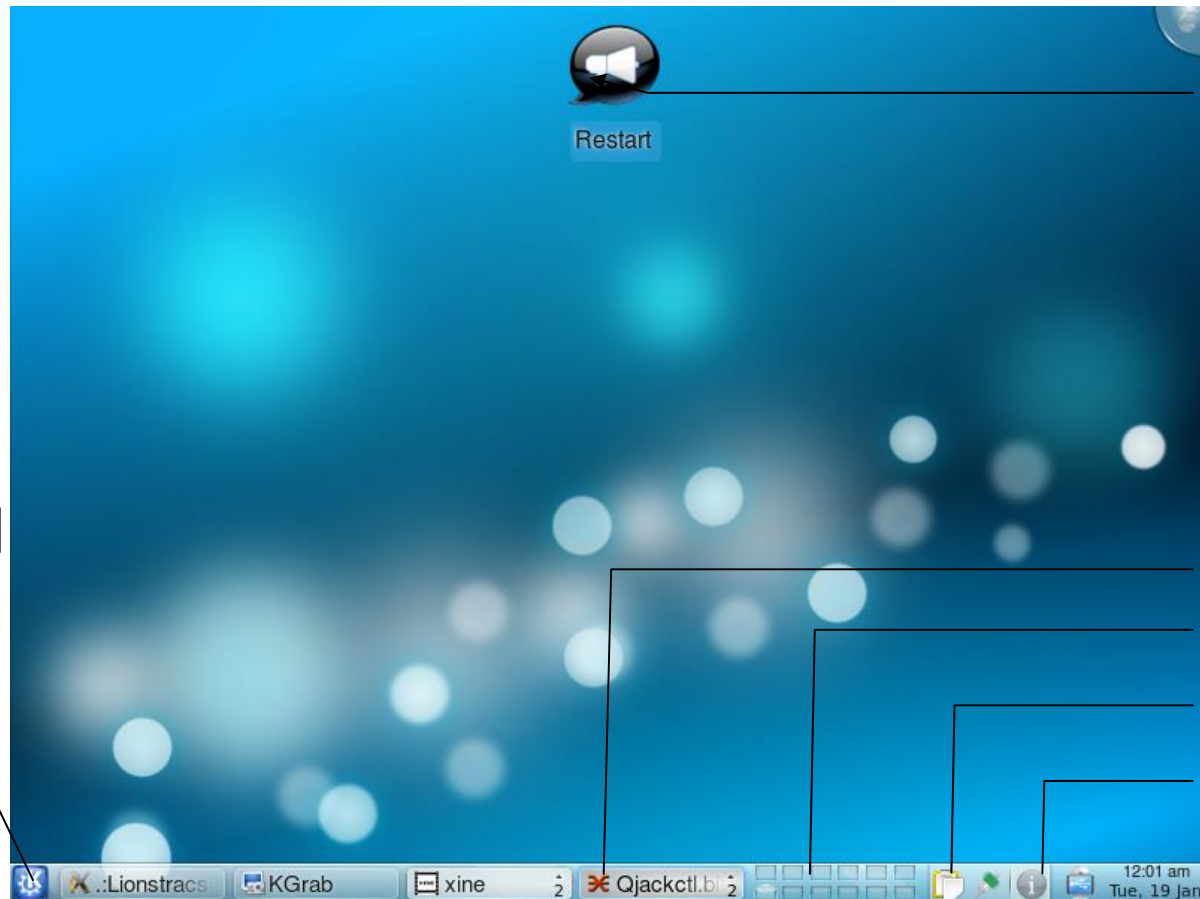
NOTE: for the multiple display need to be install the special addon OS-X multi display server installer Disk.

For Enable the External display, need installed the OS X multiple display installer disk available on web store.

For display the 12 Panoramic displays, just press the TAB. key on data entry zone.



TAB displays



KDE 4 MENU

Restart GROOVE OS
Same function by pressing
for 3 second the RESET
KEY

Jack Connection Kit

12 Virtual desktop

Network LAN

USB device

KDE 4, Configure desktops effects.

For configure the KDE desktops effects proceed on this way:

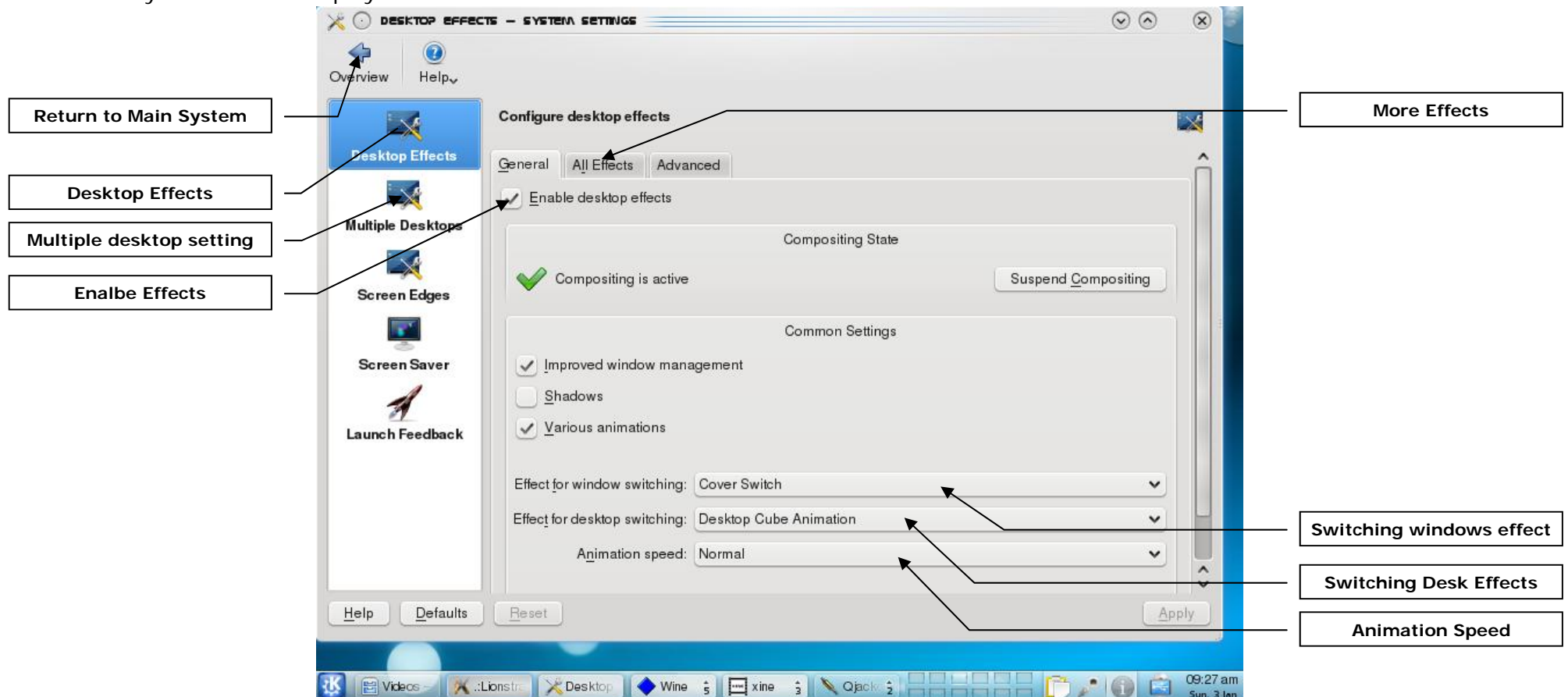
- 1) Touch the KDE menu launcher
- 2) Select the SYSTEM SETTING
- 3) Select now the DESKTOP icon
- 4) Will display the Display setting like below image:

On Desktop Effect, general TAB: Under the Effect for the desktops switching you can select the follow available effects:

- A) No Effects
- B) Desktop Fade animation
- C) Desktop Cube animation
- D) Desktop Slide animation

When one new effect is selected, press the confirmation button: APPLY.

Now when you switch desktops you can see the new Effects animation.



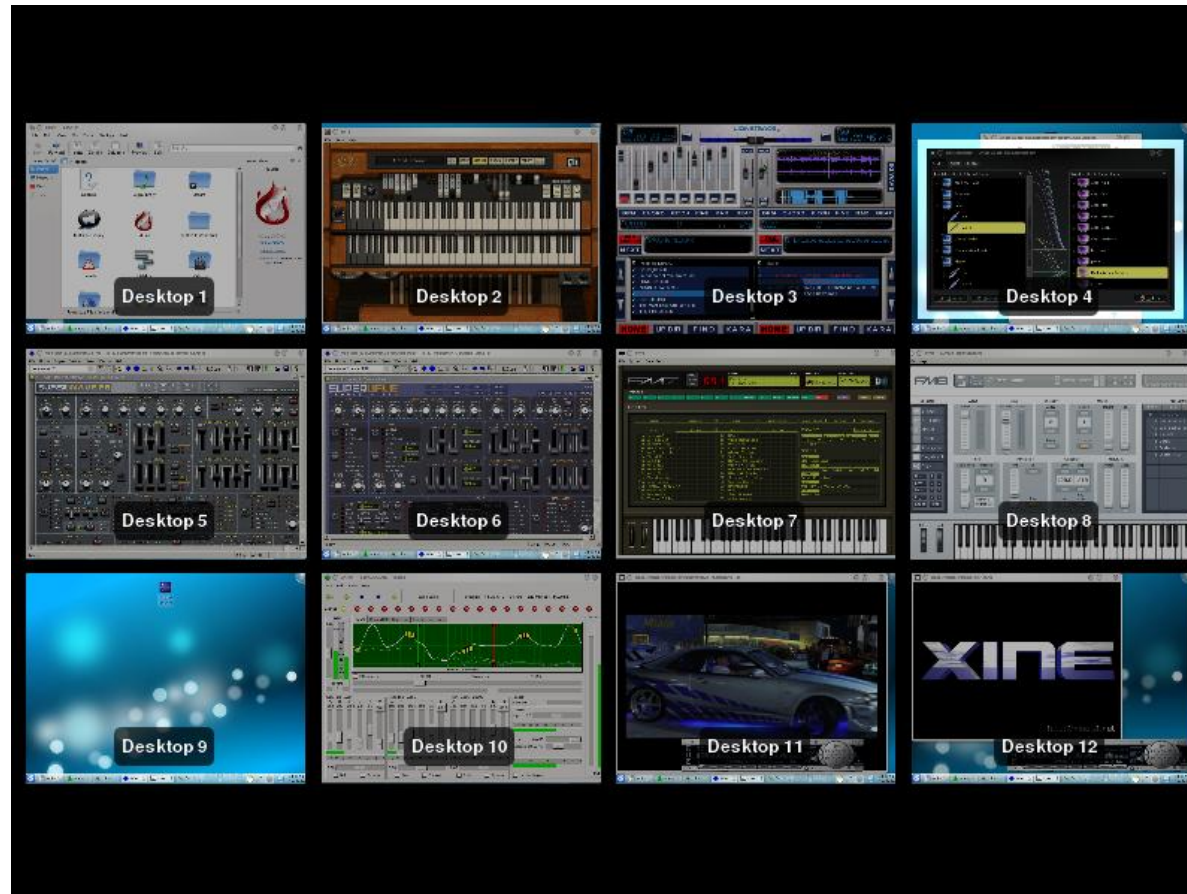
KDE 4, 12 Virtual Desktops Panorama

The GROOVE uses a TFT Touch screen display with 800x600 pixels resolution. It is driven by the KDE 4.3 desktop environment which allows you to switch between up to 12 virtual desktops in real-time. Each desktop can be called up by pressing the 4 "LCD WINDOWS PAGE" buttons, located on the right-hand side of the screen directly above the "DATA ENTRY" panel. Each button controls 3 virtual desktops, accessible by pressing the same key multiple times.

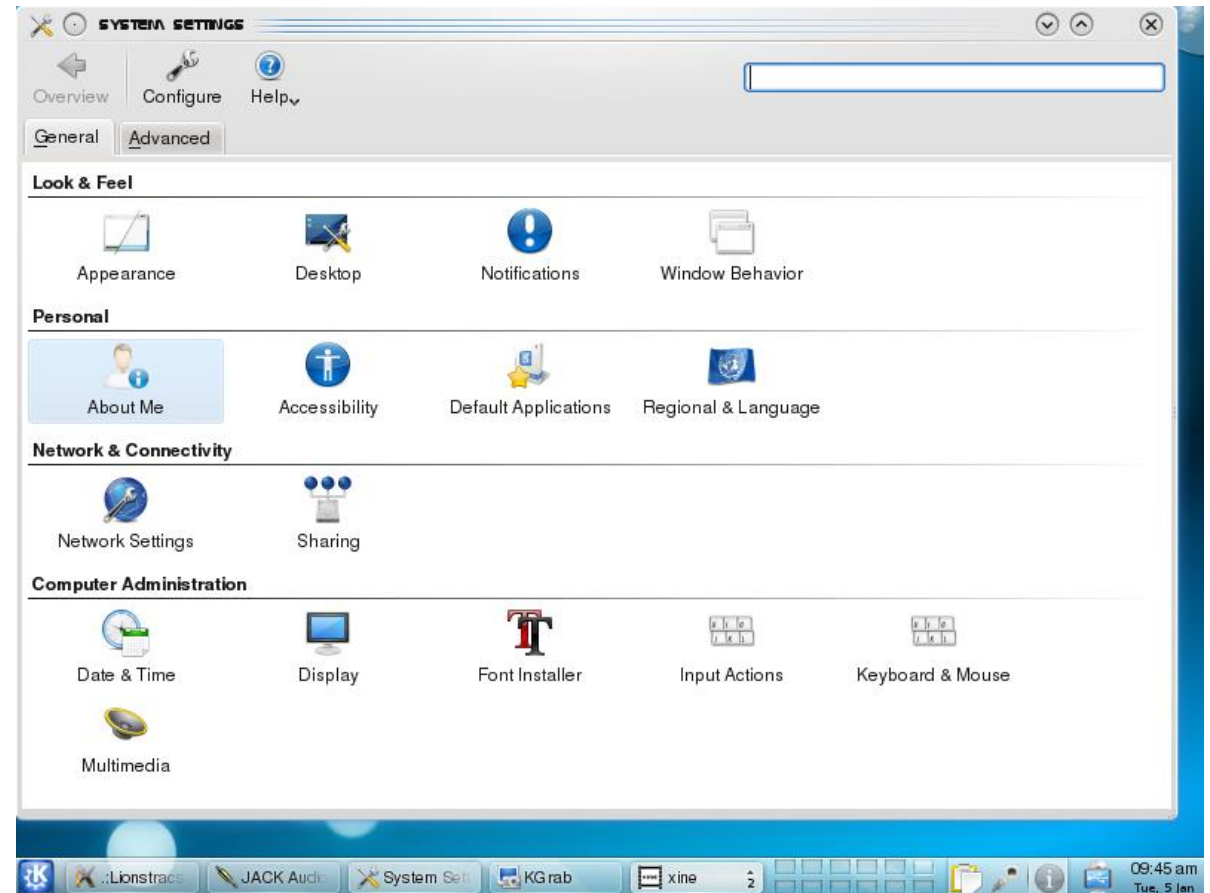
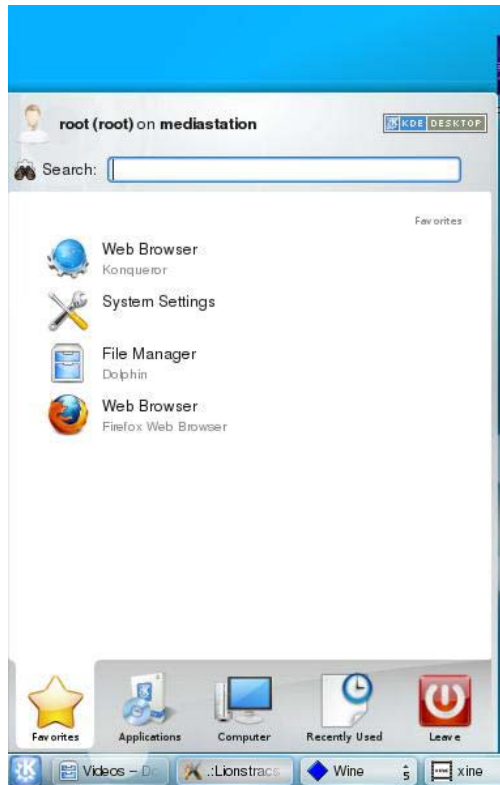
In the same way, 12 virtual desktops can be run on the 3 external VGA monitor and DVI 1 and DVI/HDMI outputs, making a total of 48 virtual desktops. If you need to add a new folder or file onto the desktop, touch and HOLD an empty place on it for 2 seconds; a menu will pop up letting you perform this operation. If you have a mouse connected to your GROOVE, you can also use the right click button.

NOTE: for the multiple display need to be install the special addon OS-X multi display server installer Disk.

For display the Panoramic Desktop, press the TAB. button and the all 12 desktops will be displayed under Panorama mode. Press again TAB for return back on the normal desktop size, OR just touch with the finger one desired desktop for focusing.



SYSTEM SETTING



Setup your Country-Regional KDE Language

The new GROOVE OS also include the new worldwide regional Language package.

By pressing the GROOVE key HD (you will find on TOP close the RUN key) will pop-up the KDE Control center interface.

With one finger select in the Touchscreen display the field: REGIONAL&ACCESSIBILITY function.

KDE Center will open the sub directory menu and you will find there the icon: Country/Regional & language function.

In the right field now you are able to select a new language setting:

Select first the desired Country region and KDE will then open a new sub directory Regional country.

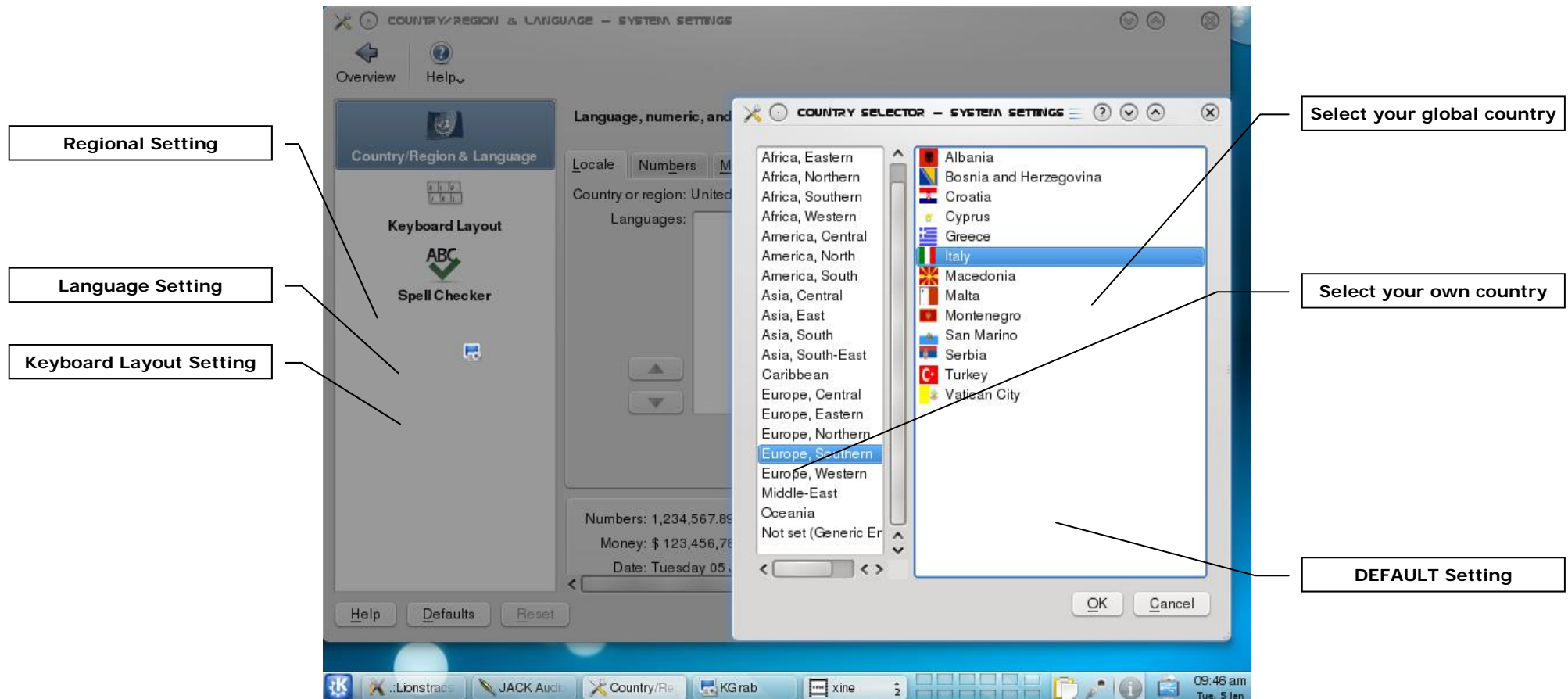
After one Regional Country is opened, you are able to select the desired Country and Language.

Select the new Contry and language setting and press: APPLY.

The new System language now will update the whole KDE system and the all KDE menu, tools...will be displayed with your new language.

If you like return back to the default Language/country, just select again the DEFAULT regional mode.

The KDE Control center will update again the all system under the Default setting.

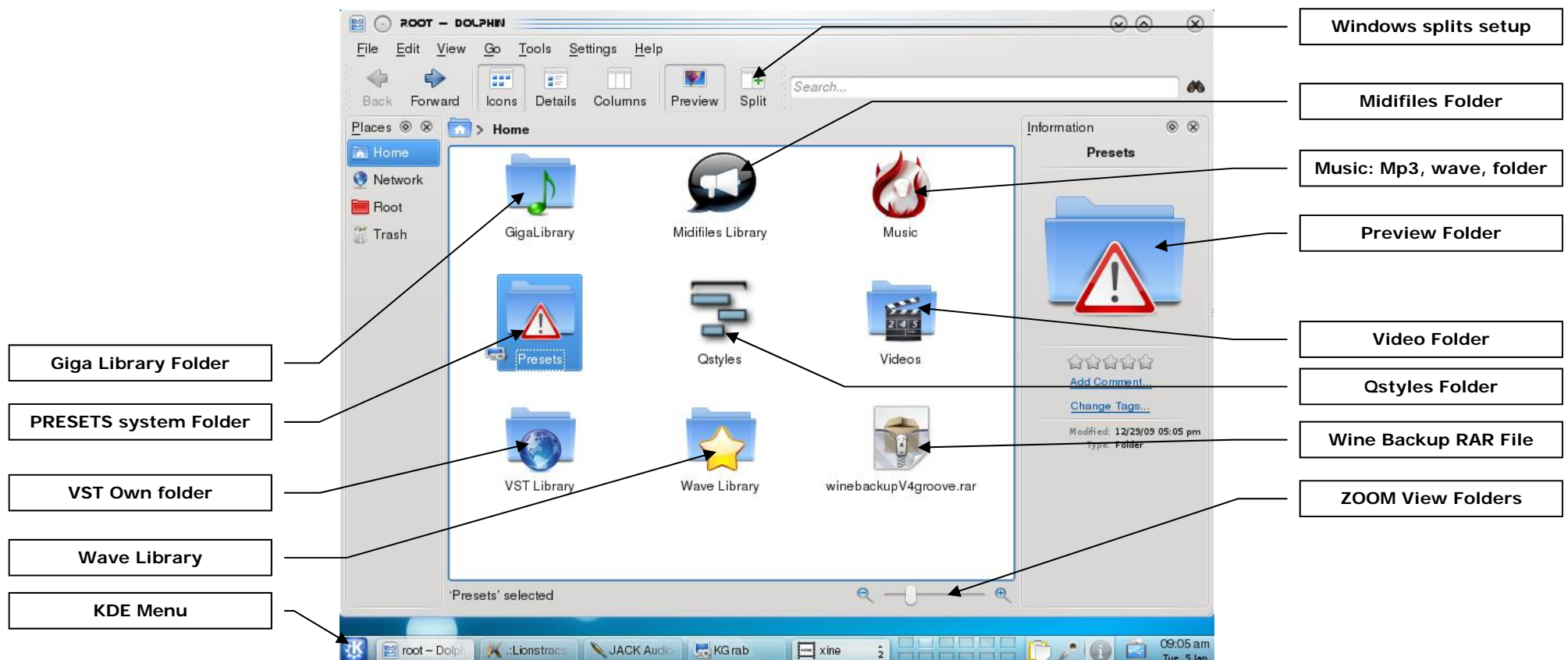


Linux Desktop— Managing MAIN Home (root) Folder

The MAIN GROOVE Files/folder structure:

The GROOVE OS is working correct only if on the main ROOT folder (/home/mediastation/) are available the follow MAIN folders:

- 1) PRESETS: on this folder are stored the all system OS 4.X setups files, where the OS will initialize the all GROOVE software on startup/ Restart mode.
- 2) GIGALIBRARY: this folder will store the all Giga sounds library shared for GIGA sampler. Inside MUST be installed the SounbankGM2 or the sampler is not able to preload the all background GM sounds library.
- 3) QSTYLES: is the folder where the all new qranger styles must be installed/copied. The Qranger will read the styles ONLY from this folder!
- 4) VST LIBRARY: is the folder where all the owner VST plugins are stored.
- 5) WAVE LIBRARY: is the folder where the all owner WAV library are stored and shared for styles/songs SEQ/PAD Player.
- 6) MEDIA: the Media link folder will open automatically the all external USB media device without recall the System Icon on desktop
- 7) All the others folders are used for store your personal Media data, like Mp3, Midifiles, Video files and so on.



GROOVE "Presets" OS system folder

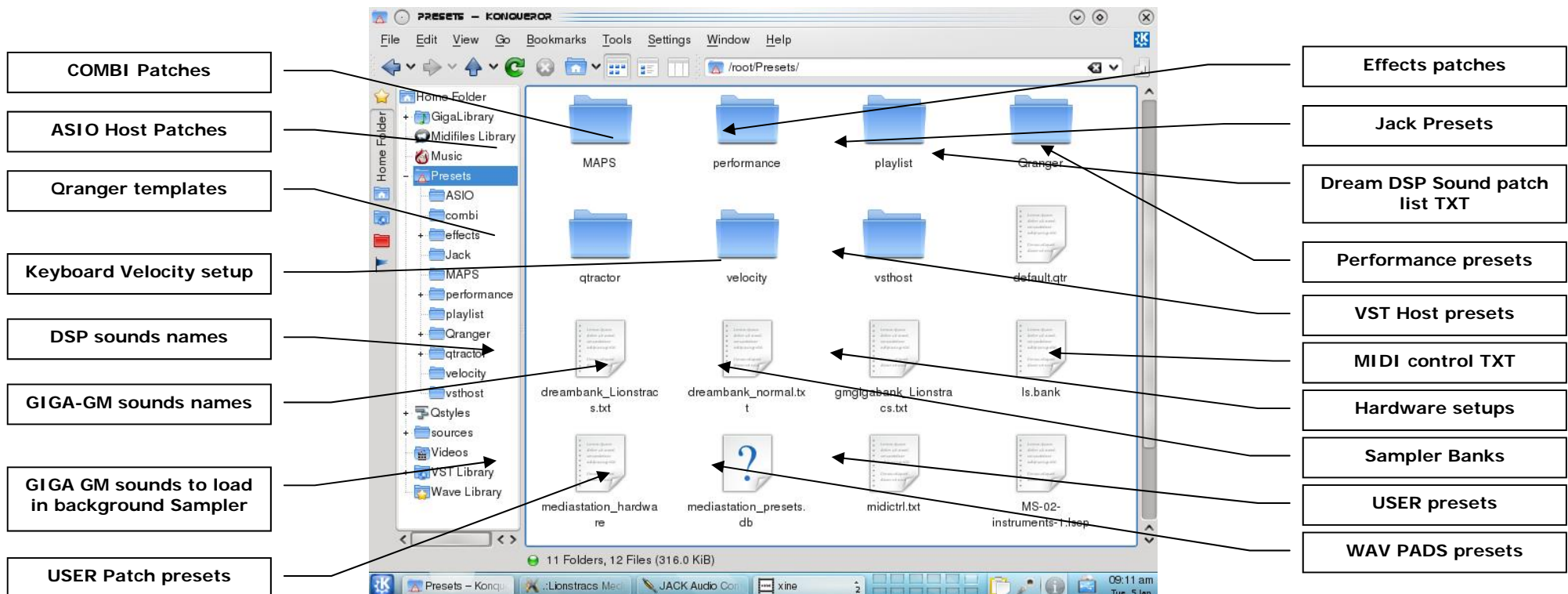
The PRESET Folder is the MAIN OS GROOVE System startup configuration.

In the preset folder are stored the all GROOVE system files that are used when the GROOVE OS start and will initialize the all engines and hardware. Without this folder the GROOVE is NOT able to startup correctly and setup the all device/engine used for the system.

DO NOT AND NEVER: Delete, Move and Rename it!! You can also make your own copy backup and save it in another location.

The PRESET folder include:

- 1) COMBI: here are saved all the Combi Presets. When you will create new COMBI presets, the all files will be saved in this folder.
- 2) EFFECTS: here are saved the all Audio-midi Effects setting
- 3) JACK: here are saved the Jack connection kit PATCH BAY Presets. The main Jack patch bay preset file will routing the main OUT to the CUE and STEREO OUT Jack left+Right.
- 4) PERFORMANCE: here are saved the all owner Performance files setup.
- 5) QRANGER: here are saved the default styles template presets and Instruments List Map files.
- 6) VSTHOST: here are saved the all VSTHOST files configurarion (.ini) and the all Presets instruments used for the Mediastation Interface.
- 7) **MS-2-instruments.lscp**: this file is the script Sampler file loader, where the all basic GIGA GM2 sounds are pre loaded in background system. Without this file configuration, the Sampler is NOT able to preload the all sounds in background!
- 8) ASIO: here are saved the all Multiple ASIO Patches for the ASIO Patch system.
- 9) All the other single files are the mediastation configuration OS system



GIGA GM/GS Sounbank SAMPLER background Library

MS-2-instrument.lscp Linuxsampler configuration:

When you turn ON the GROOVE, during the booting OS, the linux Sampler will pre load automatically the all giga sounds used for the GIGA GM/GS background system sampler. The Linuxsampler will automatically read the: MS-2-instruments.lscp scrip file and pre loading the all GIG sounds saved on this map.

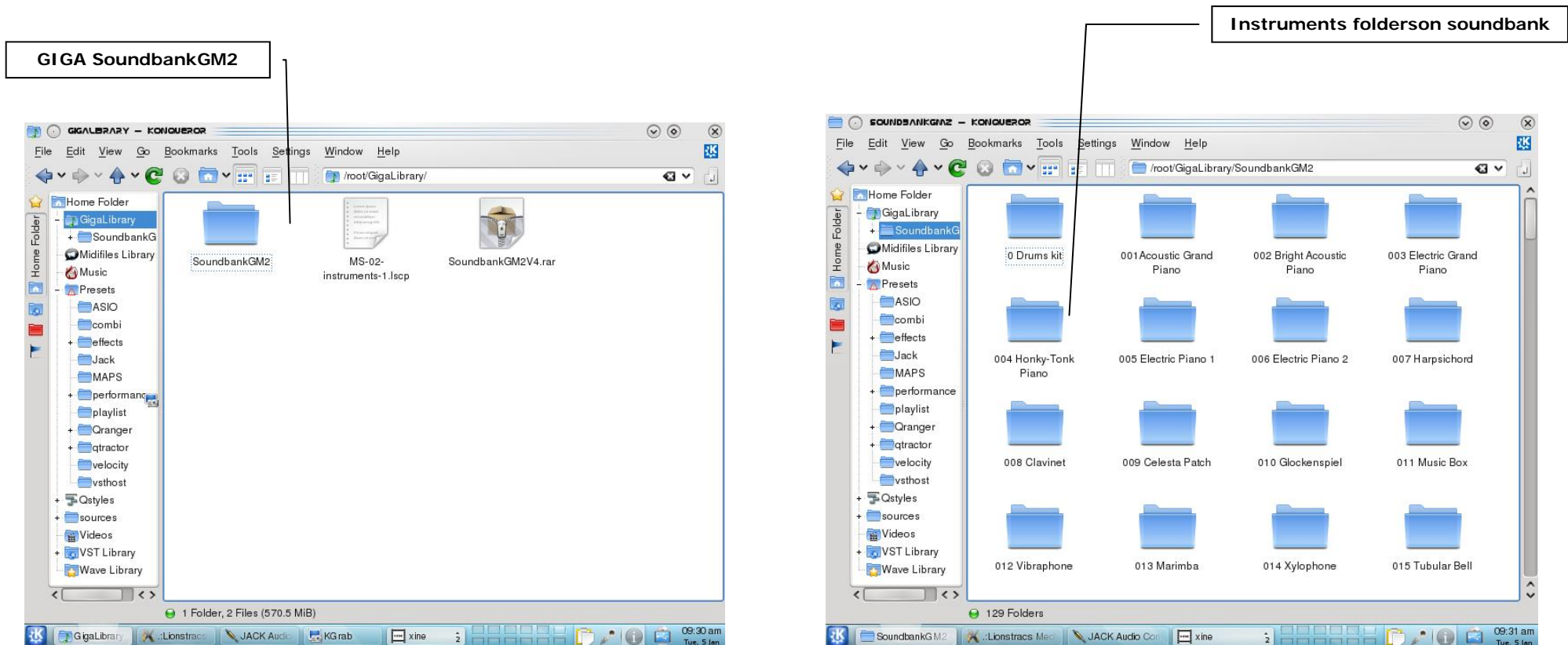
This lscp map is located on: /root/Presets/MS-2-instrument.lscp (also called: /home/media station/Presets/)

The lscp file: MS-2-instruments.lscp scrip will load the all sounds located on: /root/GigaLibrary/SoundbankGM2/...

The GROOVE Qsyste will work ONLY IF the: SoundbankGM2 is installed inside the GigaLibrary folder, if you dont have it, the GROOVE will NOT play ANY GIGA GM sounds!

NOTE: If the MS-02-instruments.lscp file is present on Preset folder BUT is NOT present the SoundbankGM2 in the GigaLybrary folder, the Sampler can crash the whole Sampler system and need to Restart Players!

Without the GIGA SounbankGM2 folder installed on Giga Library, the all Qstyles and Midiplayer 2 are NOT working!



WIN SCP Setup– Use the stand Alone WINSCP version

How to setup WINSCP program for sharing files from Windows PC to MS Linux OS.

Win SCP allow you to share and browser the whole GROOVE hard disk files system with the Windows PC OS, under Network LAN interface ONLY. Before use the Win SCP, setup the Network of your GROOVE and then procede with the Win SCP tool.

The diagram illustrates the WinSCP Login window with the following annotations:

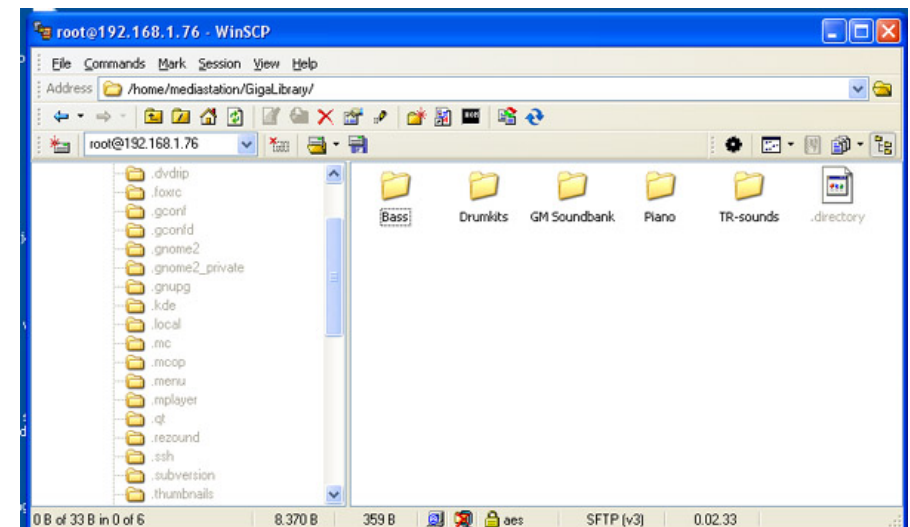
- Set Port 22**: Points to the Port number field set to 22.
- Type here: 192.168.1.76**: Points to the Host name field.
- User name, type: root**: Points to the User name field.
- Password, type: mx76**: Points to the Password field.
- Press NEW to setup**: Points to the New button in the left sidebar.
- Select SFTP fallback**: Points to the SFTP (allow SCP fallback) radio button under the Protocol section.
- Press LOGIN for start**: Points to the Login button at the bottom right.

The WinSCP Login window includes a sidebar with Session, Environment, SSH, and Preferences. The main area shows session details for 'Mediastation IP 76'. The bottom buttons include About..., Languages, Save..., Login, and Close.

After you have Run the Win SCP, locate first the IP address of your Router. Open one Explorer windows and type: 192.168.1.1. IF you dont get back the Router interface, try to type the different IP number: 192.168.0.1. Untill is not locate your Router (gateway) number, the Win SCP with the GROOVE will not work correctly.

Before connect with Win SCP, test your GROOVE that is able to browser in the LAN and Internet or the Win SCP will never find the host IP address.

You can download the last stand Alone version of Win SCP under the webpa-ge: www.winscp.org



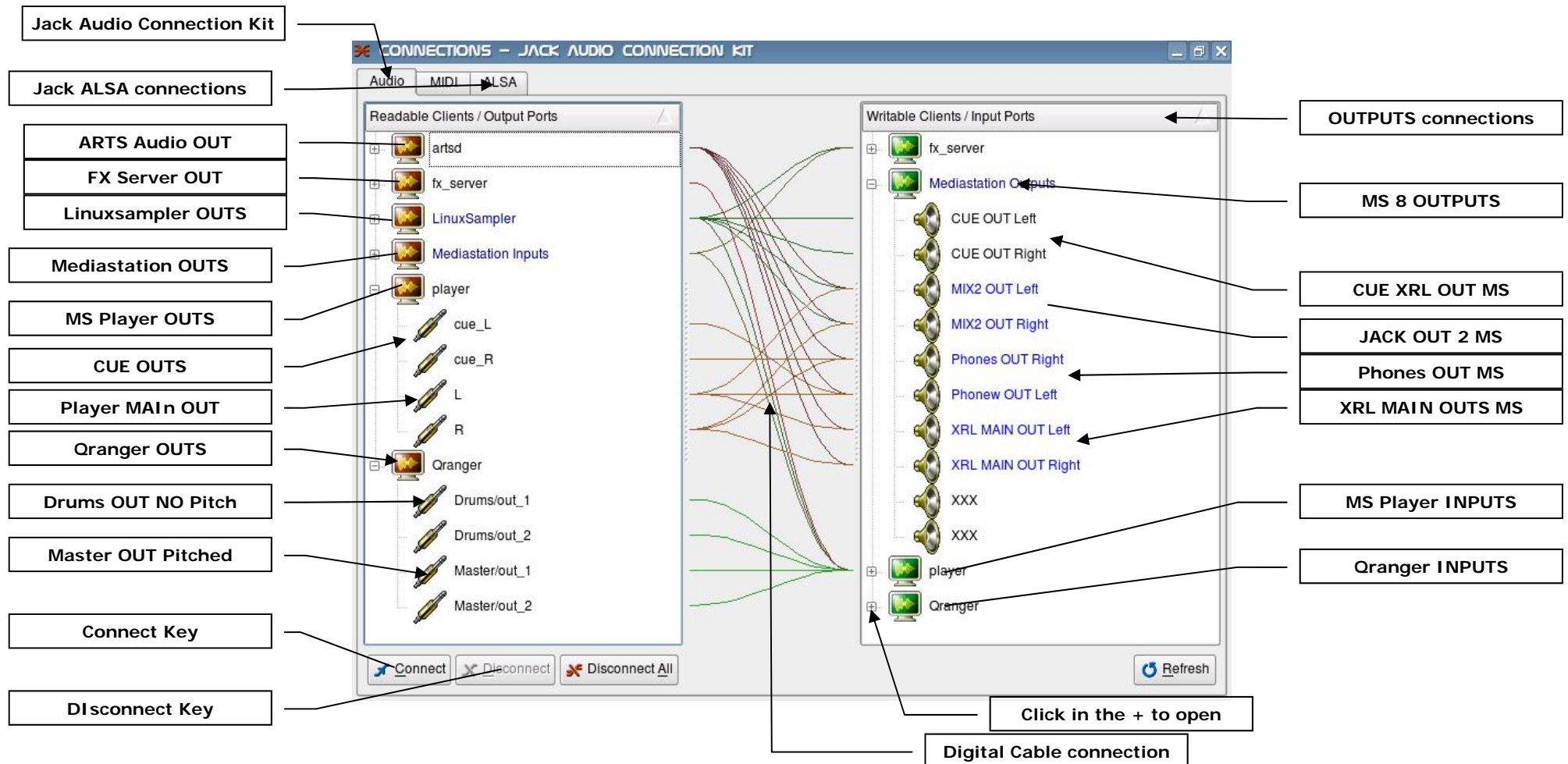
Jack Audio Connection Kit Control Panel (QjackCtl)

All internal Audio and MIDI connections and routing are controlled under the JACK Audio Connection Kit Control Panel (QjackCtl). These are flexible connections that can be made between all the internal Audio/MIDI software module programs (clients) and that run in the MS, establishing an actual signal path from source to destination ports, as are the external input/ outputs in the MS rear panel.

Please locate the JACK GUI interface and press the [Connect] key.

In the JACK Connections window you will see all Audio/MIDI signal sources on the left pane (Readable Clients/Output Ports) and all possible Audio/ MIDI signal destinations in the right pane (Writable Clients/Input Ports).

Actual connections are established between source (Output Ports) and destination (Input Ports) by selecting one item in either side and pressing the [Connect] key at the bottom-left of the Connections window. Press the key " JACK" or in the old graphics mediastation "VOCAL" for recall in realtime the Jack connection Kit.



What is a UI?

The GUI, or graphical user interface, is a customisable shell that allows the launching of applications from a single location. This GUI is optimised for use with an 800x600 pixel touch screen and for musical performance. Traditionally, within the Linux environment, you would have to make shortcuts for applications you use most often and arrange them on your desktop or system tray for easy access. Because these items are often masked by open applications, you may have to reposition your windows every time you wish to initiate a new application. Starting programs via the "KDE MENU" button is also not ideal, because the programs groups contain all installed programs, rather than those just few applications you use the most. The LIONSTRACS 3D GUI is designed to allow access to the GROOVE OS programs and takes that you will use most frequently with your GROOVE. After powering up your GROOVE, Linux will automatically launch the GROOVE 3D GUI and music application.

Press in every moment the key " HELP" to recall the MAIN GROOVE interface. Touch one icon in the display to recall the desired function.

Some GROOVE 3D UI Interface:



MAIN MENU



Double Players



COMBI Sounds



SETUPS Page



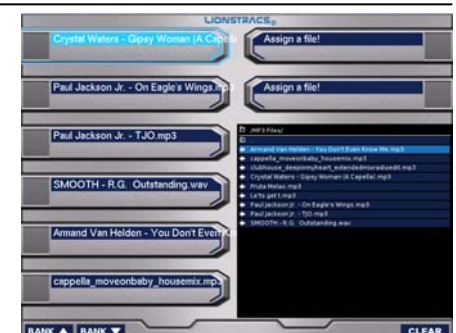
Audio EQ



Style Family



Midi Matrix



PADS Wav Spot

The Players Application

Right after booting, the operating system will display the player applications. It has two totally independent players that can play audio files (wav, Mp3 or ogg.) and MIDI files. Press one of the "CALL" keys below each player if another application is shown, or press the "RESTART MS" icon on the desktop if the players are not running. The "PLAYER" key will recall this interface too. You'll see this interface:

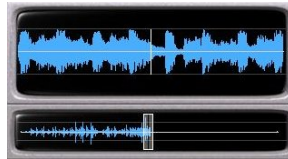


With the "CALL" keys you can call up the left or right player (Player 1 / Player 2). Then all the control sliders and keys on the left panel (MUTE "C1" to "C8") of the Mediastation will be linked to the player you called. The **"CUE"** key, when activated (the light turns GREEN) routes the respective player's audio to the CUE/PHONES outputs. (open the Jack Audio Connection Kit, select the AUDIO interface, click on the Player icon and select the CUE outs) to route the audio outs where you like). Keys from **"F1" to "F4"** and **A, B, C, D, E, F**, let you browse Player 1. Keys from **"F5" to "F8"** and **G, H, I, J, K, L**, let you browse Player 2. **F1, F5= HOME**: when it is pressed you will return to the Home directory. **F2, F4=UP DIR**: go up one directory level. **F3, F7=FIND**: open the "find file" dialog box and the Virtual keyboard to input text. **F4, F8= KARA**: show the karaoke text/lyrics if available. Touch the text window to open the full karaoke screen; touch it again to return back to the player. Key **E/F, K/L**: Browse up/down. Use these to scroll up and down the pages in the file browser (you can scroll single files with the "DIAL" wheel or with the Up/Down arrows on the "DATA ENTRY" panel. Keys **"D" and "J"** allow you to select the next preloaded song in the respective player: you can see the currently playing file in the "FILE" field and the preloaded next file into the "NEXT" field. Pressing **"D" or "J"** will switch to the next song.

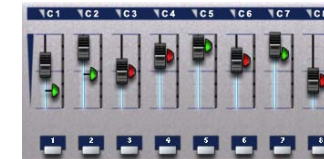
The Players Application Functions

With keys "B" and "H" you can switch from the audio waveform scroll view (when the button is GREEN) to the DJ EQ view (when the button is RED) If the player is playing a midi file, the window will be changed to the midiplayer slider mixer.

Audio Player



MIDI Player



TIME: With keys "A" and "G" you can switch from normal song view (GREEN) to time left view. it shows the time left to the end of the song (RED)



Transpose: In each player (1 & 2-Audio and midi) you can transpose the song (without changing the tempo) just by pressing the "DOWN"/"UP" buttons on the "TRANPOSE" panel in the middle of the top row on the right-hand side of the MS. This function affects the currently selected player (the "CALL" key must be GREEN). You can see the transposing factor on the screen by looking at the "PITCH" field. To restore the song's original transposition, press the "UP" and "DOWN" keys simultaneously, automatically the song will return back to the original transposition.

Change Tempo BPM: Likewise, you can change the Tempo BPM of a song without altering its pitch: press the "BPM" button in the "TEMPO" panel, which is the two keys to the left of the "TRANPOSE" panel, and rotate the "DIAL" wheel to change the tempo. You see the BPM of a song on the screen (BPM field). To restore the song's original tempo, press the "BPM" and "LOCK" key at the same time, automatically the song will return back to the original tempo.

Key BPM RED: the BPM key has two functions, when it is pressed and the led is GREEN: the tempo changes without changing the pitch. If it is selected and lit up RED: the Audio player changes the tempo and the pitch automatically, you have to use the DATA slider for this function.

"LOCK" BPM: when this key is activated, the BPM tempo is locked to the current BPM and all the audio-midifiles will play at this default tempo.

PRESS the key "CTRL" and the player traspose will FOLLOW the Keyboard Traspose in the same pitch change.



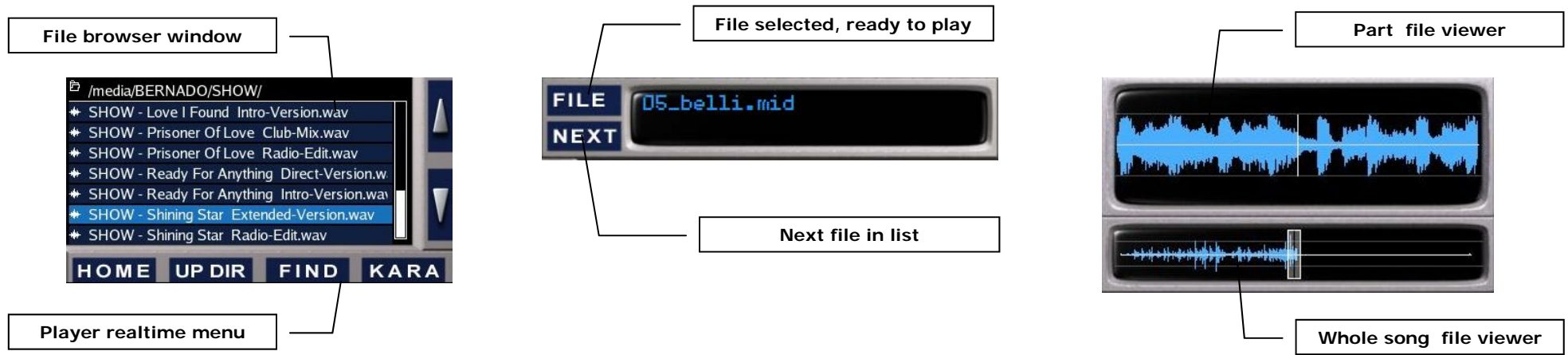
XFADE: You can cross-fade two audio files both manually and in automatic mode. Start playing two different audio/midi files in the two players. For a manual fade, press the "XFADE" key, which is directly above the DATA slider, and then move the hardware DATA slider which is next to the "DIAL" wheel. You'll see the virtual slider for the two players in the xfade display. Automatic fade: touch the small icon close to the virtual xfade slider in the display. You'll see the slider move automatically from one part to the other.



Playing files Audio and Midi

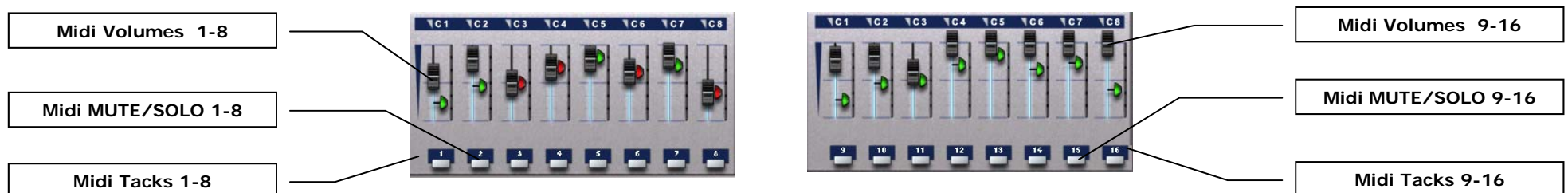
Step procedure for play Audio file:

1. Press the "CALL" button of one of the two players (player 1 for example)
2. Scroll the filesystem browser with the "DIAL" wheel in the "DATA ENTRY" panel until you reach the MP3 Library directory.
3. Press the "ENTER" button, the top right button in the "DATA ENTRY" panel and you'll enter that directory.
4. Scroll again with the "DIAL" wheel and select the desired file to play. Now press "ENTER" to load it into the player.
5. Now the file is loaded and ready to play. You will see the name of the file in the "FILE" field.
6. Press the "START" key to start playing. You will see the waveform scrolling in the audio waveform scrolling view.



Playing Midifiles (same like the Audio file)

The procedure for playing Midi files is same as for Audio files: You can load Audio files and Midi files into either of the two players. When you load an audio file you'll see the audio waveform scrolling view, when you load a midi file you'll see a panel with eight sliders /mute keys: the hardware sliders are now linked to the player. The sliders control the volume of the 16 midi channels: press the "8-16" key to switch between the first 8 channels (GREEN) or the next 8 channels (RED) Note: Midi player 2 is sharing the same DSP"GM/GS"sounds with the keyboard! When you change the sound patch on the keyboard, channel 1 of the midiplayer 2 will change its sound too. With the Expansion MIC board interface, is possible to install another 128 Voice wavetable (256 Voice"GM/GS"Total) and the midi keyboard will be routed to this new wavetable. In this way the two midi players are totally independent.



Sound Patch GM/GS

General Midi sounds: The large group of buttons on the lower right-hand side of the DATA ENTRY panel controls the selection of voice patches. Press the "GM/GS" key in the top left-hand "BANKS" section and the keyboard will be routed to the GM sound patch. To recall this sound patch interface, press the "GM/GS" button OR one of the 10 tone family buttons ("PIANO", "E.PIANO", "GUITAR", "STRINGS", "BRASS", "FLUTE", "ORGAN", "REED", "SYNTH", "PERC/EFF"). Use the 10 tone family keys to search through the sound groups and then press the 12 keys around the display to select a sound patch. The F2 key allows you to scroll down through all the available options. This sound patch list window is also available for the GIGA Sampler, USER patch, Native B4 Organ, MS-Synth and ALSA AUX. Family buttons is pressed, it is possible to select a sound path by touching the sound box display or by pressing the LED buttons.

If all the 12 LED buttons are lit GREEN, this means that the sounds are available, when one is selected, the LED button will reverse to RED.

GM/GS Patch Recall

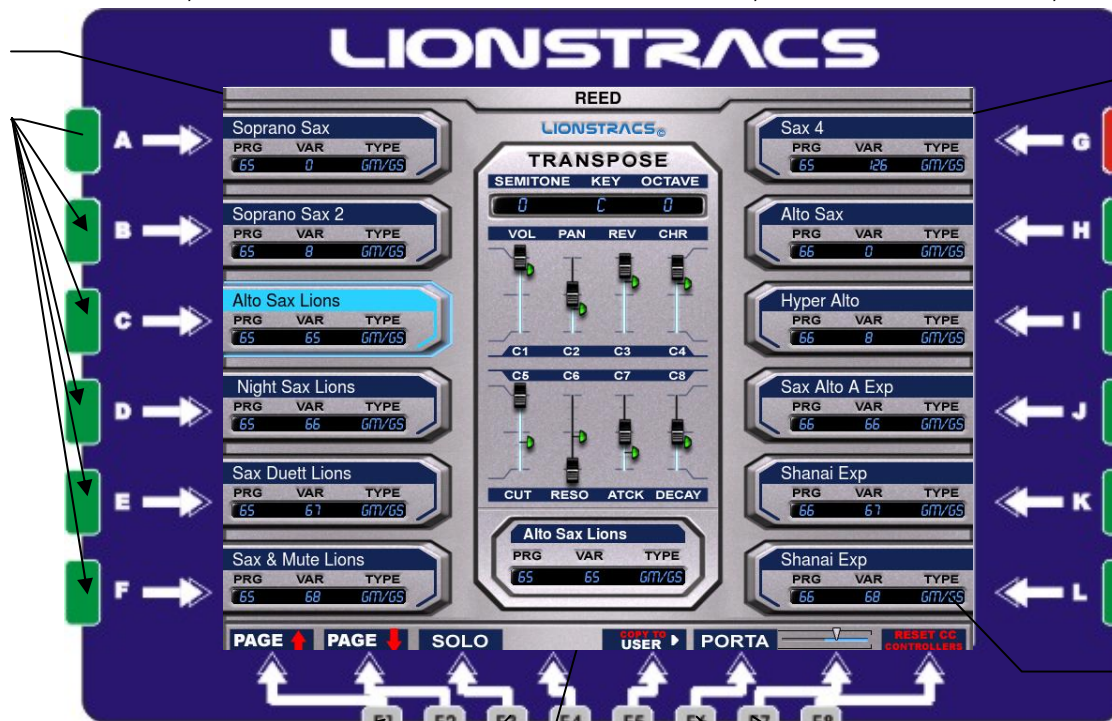


When one of the 10 Tone

Sound Family

Sound Patch box Right

6 Sound Patch INACTIVE



Sound Patch box Right

Sound Patch ACTIVE

Sound Patch INACTIVE

GM/GS format Mode

F8= RESET CC controller

F7= Portamento Time

F6= Portamento ON/OFF

F5= SAVE Patch to USER

F1= Page Up browser

F2= Page Down browser

F3= SOLO MODE

Patch Play status

Sound Patch GM/GS-GIGA-VST 8 sliders Midi Editor

When the sound Patch interface is recalled (select one of the 10 tone families or the Tone Mode manager) all the 8 hardware sliders "C1" to "C8" are linked to the 8 Virtual display sliders. Now you are able to edit the sound in real-time. If you want to return back to the default setting CC control, press the F8=RESET key. Now the sound will play with the default CC controls.

Functions UI: F1= Page Up: this key will browse the sound page in UP mode. F2=Page Down: this key will browse the sound page in DOWN mode. F3=SOLO: this key when activated (RED) will play the keyboard sounds SOLO, like a Mono voice. F5=USER: when this key is pressed, will save the selected sound patch in the USER Patch interface. In this way you can save your personal and best sounds in a new interface, like a sounds performance. Move/edit the 8 sliders and set the values that you like have in default mode for this sound.

Set the Keyboard TRANSPOSE too if you like that this sound have a diferent Transpose Pitch.

Press the key **ENTER** and the MS OS will save this Patch sounds with the new midi values.

Repeat the same operation with the all sounds that you like to have saved with different value.

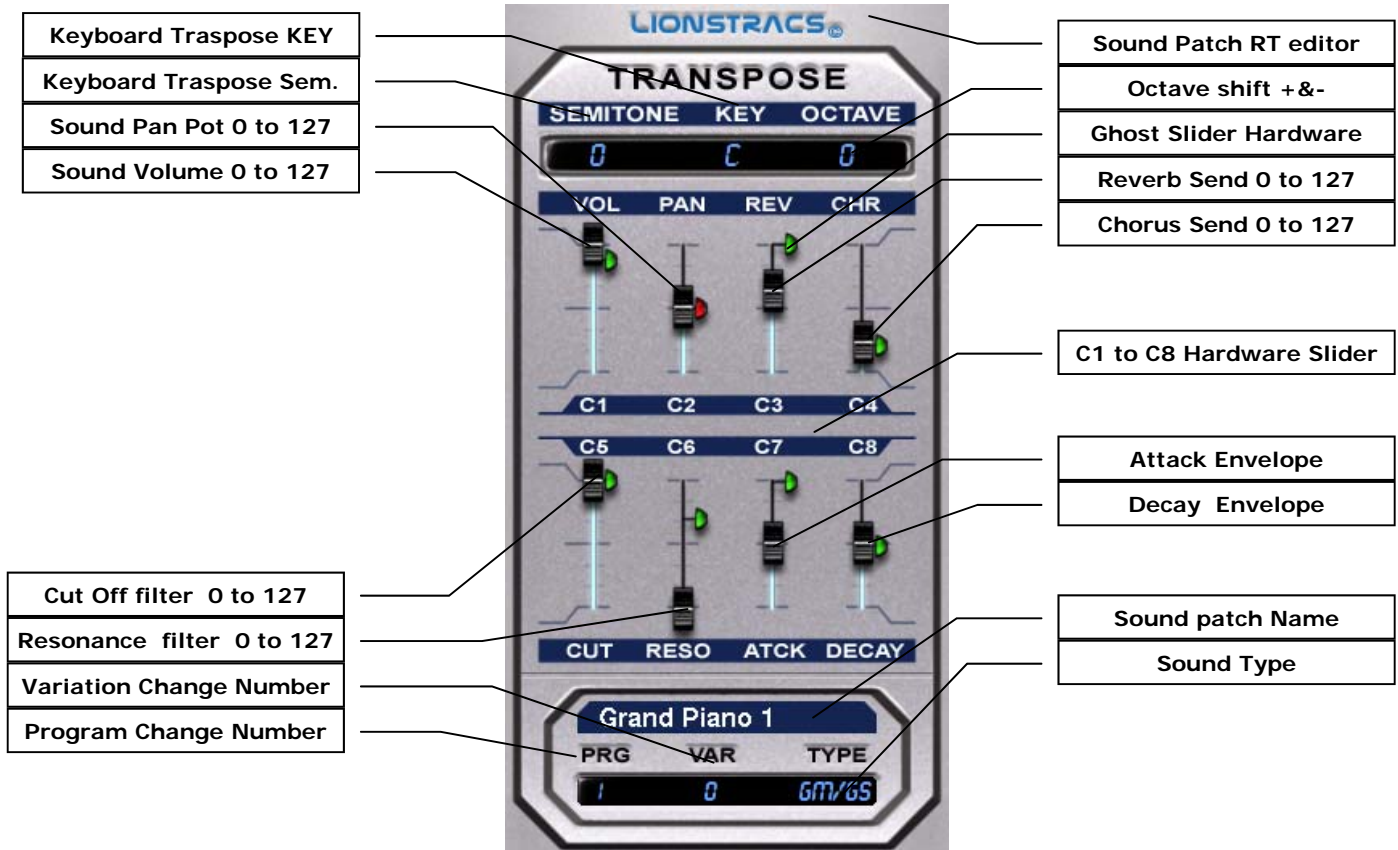
In realtime move the C1 to C8 hardware sliders for edit midi events:
 C1= will control the sound Volume
 C2= will control the Pan Pot sound
 C3= will control the Reverb send sound
 C4= will control the Chorus send sound

C5= will control the Cutoff filter
 C6= will control the Resonance filter
 C7= will control the Attack envelope
 C8= will control the Decay envelope

NOTE: This functions are working ONLY if you are in the sound Patch selector, otherwise the slider are working for another interface.

Sound Patch Info:

In this field you can see the current sound selected. It will display the sound name, the program number, the Variation number and the sound TYPE (GM-GIGA-Synth-Organ...) Is possible browser the sound pages without load one new sound, only when is pressed the sound key, the sound will be loaded.



Sound Patch GIGA SOLO LinuxSampler

Sampler GIG Patch SOLO Recall



GIGA SOLO sampler sounds: Press the key LAYER1(GIGA SOLO) .. Select the "Linux Sampler" button and then the keyboard will be routed to the Linux Sampler GIGA sound patch. Use the 10 tone family keys to search the sound group and then press the 12 keys around the display to select a sound patch. This sound patch list window is also available for the GIGA Sampler, USER patch, Native B4 Organ, MS-Synth and ALSA AUX. When one of the 10 Tone Family buttons is pressed, it is possible to select a sound path by touching the sound box display or by pressing the Tone Family LED button.

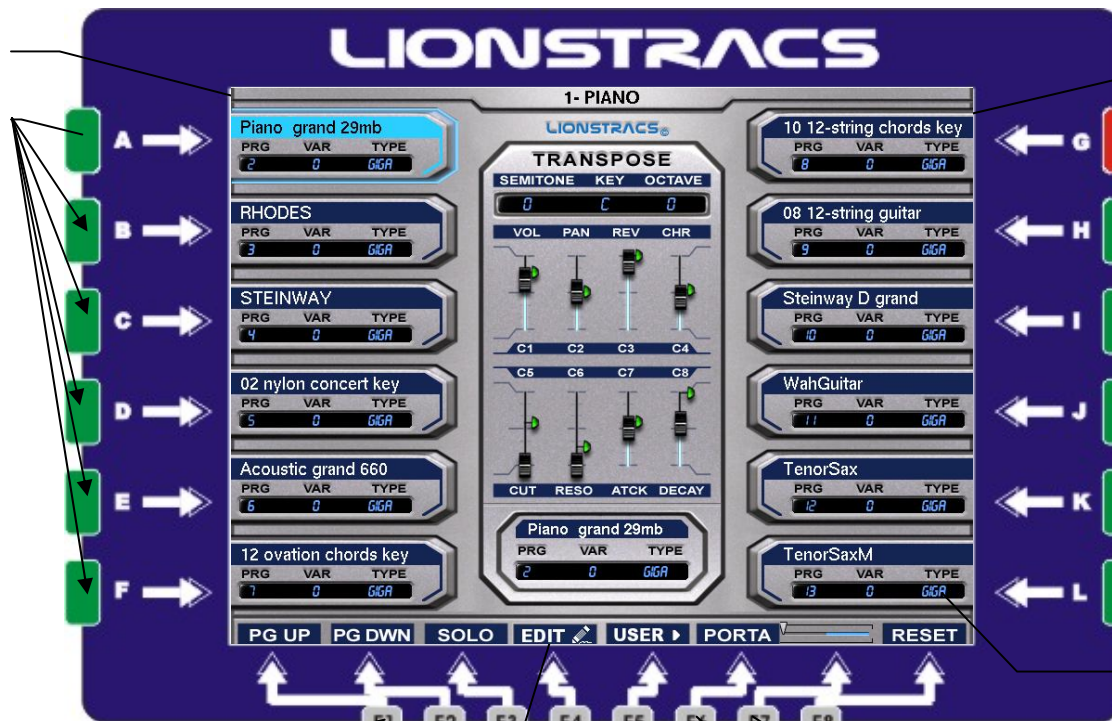
When the 12 LED buttons are lit GREEN, it means that the sound is available. When one is selected, the LED button will reverse the color to RED.



Sound Family

Sound Patch box Right

6 Sound Patch INACTIVE



Sound Patch box Right

Sound Patch ACTIVE

Sound Patch INACTIVE



GIGA format Mode

F1= Page Up browser

F2= Page Down browser

GIGA file browser selector

F4= GIGA file EDIT

F8= EXIT file editor

F7= Remove file Patch

F6= Replace file to Patch

F5= Insert file to Patch

SAVE Sound Patch GIGA SOLO LinuxSampler

Sampler GIG Patch SOLO Recall



GIGA sampler sounds: Press the key SAMPLER (or key 1 of the SPLIT-LAYER), it will display the SAMPLER family list UI.

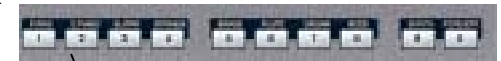
Select one your desired GIGA sound Patches by press the KEY letters or touch with the finger the touch screen Patch sound.

Move/edit the 8 sliders and set the values that you like have in default mode for this sound.

Set the Keyboard TRANSPOSE too if you like that this sound have a diferent Transpose Pitch.

Press the key ENTER and the MS OS will save this Patch sounds with the value that you gave before.

Repeat the same operation with the all sounds that you like to have saved with different value.



Sound Family

Sound Patch box Right

6 Sound Patch INACTIVE

Press ENTER to SAVE PATCH

Sound Patch box Right

Sound Patch ACTIVE

Sound Patch INACTIVE

GIGA format Mode

F1= Page Up browser

F2= Page Down browser

GIGA file browser selector

F4= GIGA file EDIT

F8= EXIT file editor

F7= Remove file Patch

F6= Replace file to Patch

F5= Copy Patch to USER

Sound Patch GIGA File Editor

How to hyper-link a GIGA file from the GIGA Library folder to a Sound patch button box.

First you have to call up the Linux sampler patch selector so that you can see the functions available on bottom interface. Press the function F4= EDIT button, this will open the GIGA file browser and reassign the Function keys to allow the loading of GIGA files in to the Patch selector. Now you are able to load a new GIGA file. When you press the EDIT key, the browser will automatically read the GIGA Library folder.

1. Rotate the Data desired .GIG file. (look reference)



wheel and browse for the at the browser UI image for

2. When the file is located and highlighted in the browser, press the "ENTER" button in the data entry field. Now LinuxSampler will load the GIGA file and then you can test it by playing it from the keyboard.

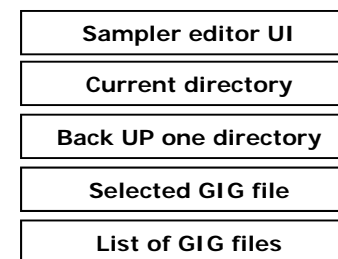
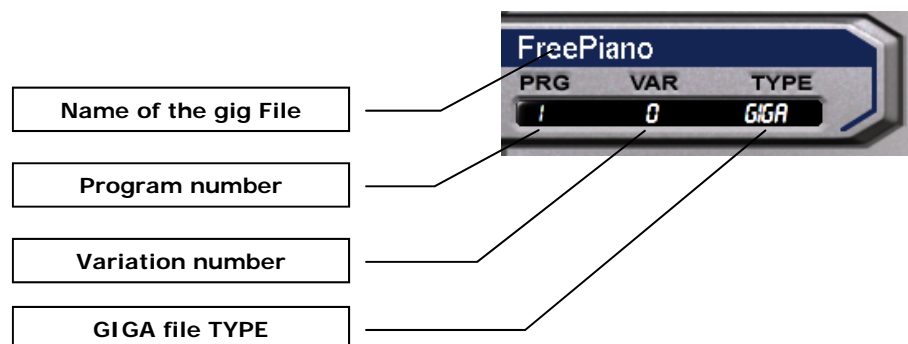
3. If you like one sound, for example a flute sound .gig, press the Page Up or Down button until you see the "FLUTE" family on TOP.

4. Press an empty patch selector, the LED linked to that slot will turn RED and then press the F5=INSERT function key. Now the new sound is linked to the new patch sound selector.

* You can also "REPLACE" an old sound patch with the new one, after the GIG file is loaded, press the F6=REPLACE key, to replace the old sound with the new one.

* If you only want to "REMOVE" an undesired gig sound, select a sound patch program and then press the "F7=REMOVE" function key to REMOVE the sound from the program patch.

* The "F8=EXIT" function key allows you to EXIT from the Sampler browser file editor.

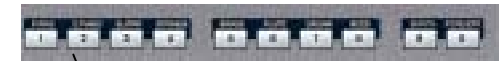


Sound Patch GIGA GM/GS Linux Sampler

4=Sampler GIG Patch GM/GS Recall



GIGA sampler GM/GS sounds: Press the key **4 of the SPLIT-LAYER (GIGA GM)** it will display the GM GIGA family list UI. Select the "Linux Sampler" button and then the keyboard will be routed to the Linux Sampler GIGA sound patch. Use the 10 tone family keys to search the sound group and then press the 12 keys around the display to select a sound patch. This sound patch list window is also available for the GIGA Sampler, USER patch, Native B4 Organ, MS-Synth. When one of the 10 Tone Family buttons is pressed, it is possible to select a sound path by touching the sound box display or by pressing the Tone Family LED button. When the 12 LED buttons are lit GREEN, it means that the sound is available. When one is selected, the LED button will reverse the color to RED.



Sound Family

Sound Patch box Right

6 Sound Patch INACTIVE

Sound Patch ACTIVE

Sound Patch INACTIVE

GIGA format Mode

F1= Page Up browser

F2= Page Down browser

GIGA file browser selector

F4= GIGA file EDIT

F8= EXIT file editor

F7= Remove file Patch

F6= Replace file to Patch

F5= Insert file to Patch

Sound Patch VST-Host ASIO

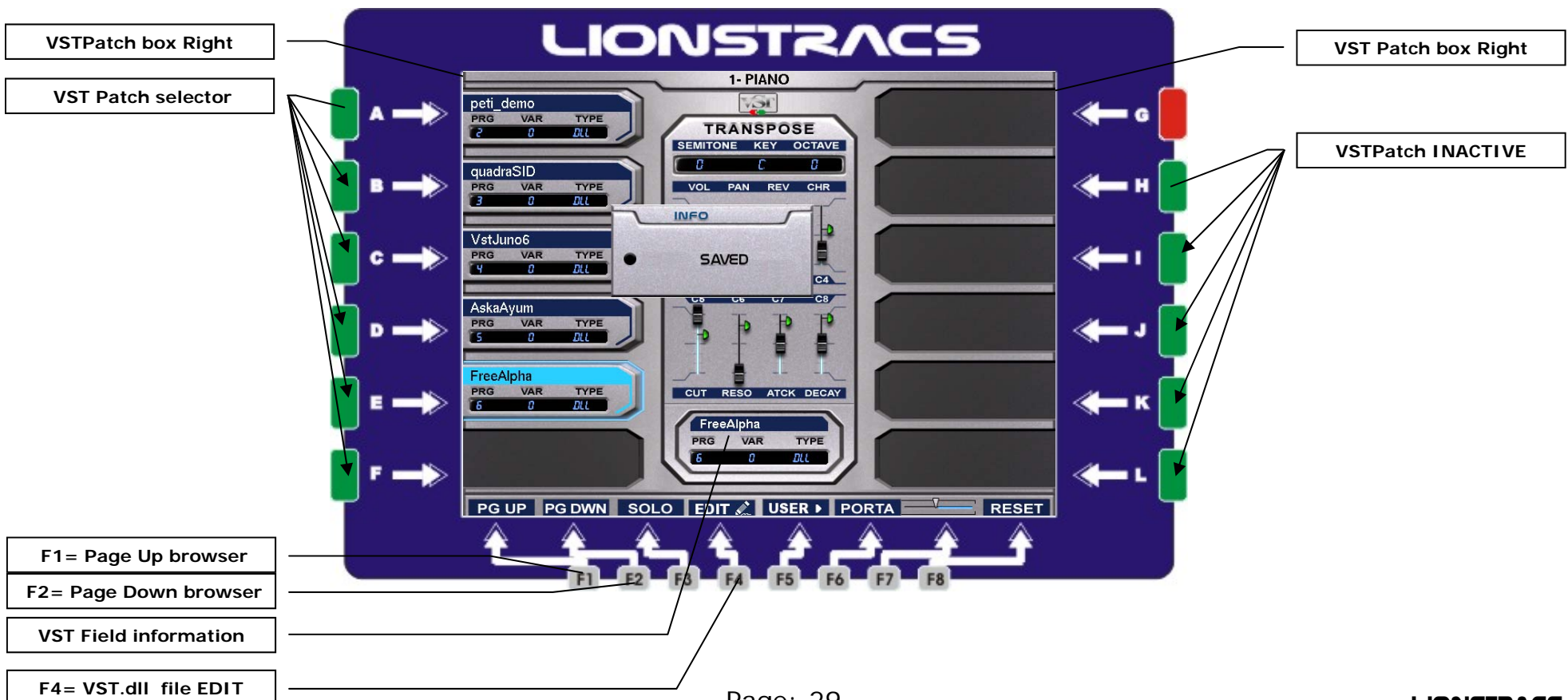
VST Host PATCH sounds: Press the key VST (key 2 of the SPLIT-LAYER), it will display the VST family list UI. Select the "VST" button and then the keyboard will be routed to the VstHost sound patch. Use the 10 tone family keys to search the VST group and then press the 12 keys around the display to select a VST patch. When one of the 10 Tone Family buttons is pressed, it is possible to select a sound path by touching the sound box display or by pressing the Tone Family LED button.

When the 12 LED buttons are lit GREEN, it means that the VST is available.

For change the MS Patch interface to the VstHost interface, press the key DSP.

The DSP key will also switch the VstHost interface to the Patch selector program changes available. One time pressed will run the VstHost interface, by pressing again will display the Patch selecto program change and so on.

Return again on Master VST selectro (LAYER 2 key) for select a new VST plugins OR for switch again back the Midi keyboard OUT to the VstHost interface.



VST-Host ASIO Program Change Patch

VST HOST PATCH



VST Host PATCH sounds: Press the key VST (key 2 of the SPLIT-LAYER), it will display the VST family list UI. Select the "VST" button and then the keyboard will be routed to the VSTHost sound patch. Use the 10 tone family keys to search the VST group and then press the 12 keys around the display to select a VST patch. When one of the 10 Tone Family buttons is pressed, it is possible to select a sound path by touching the sound box display or by pressing the Tone Family LED button.

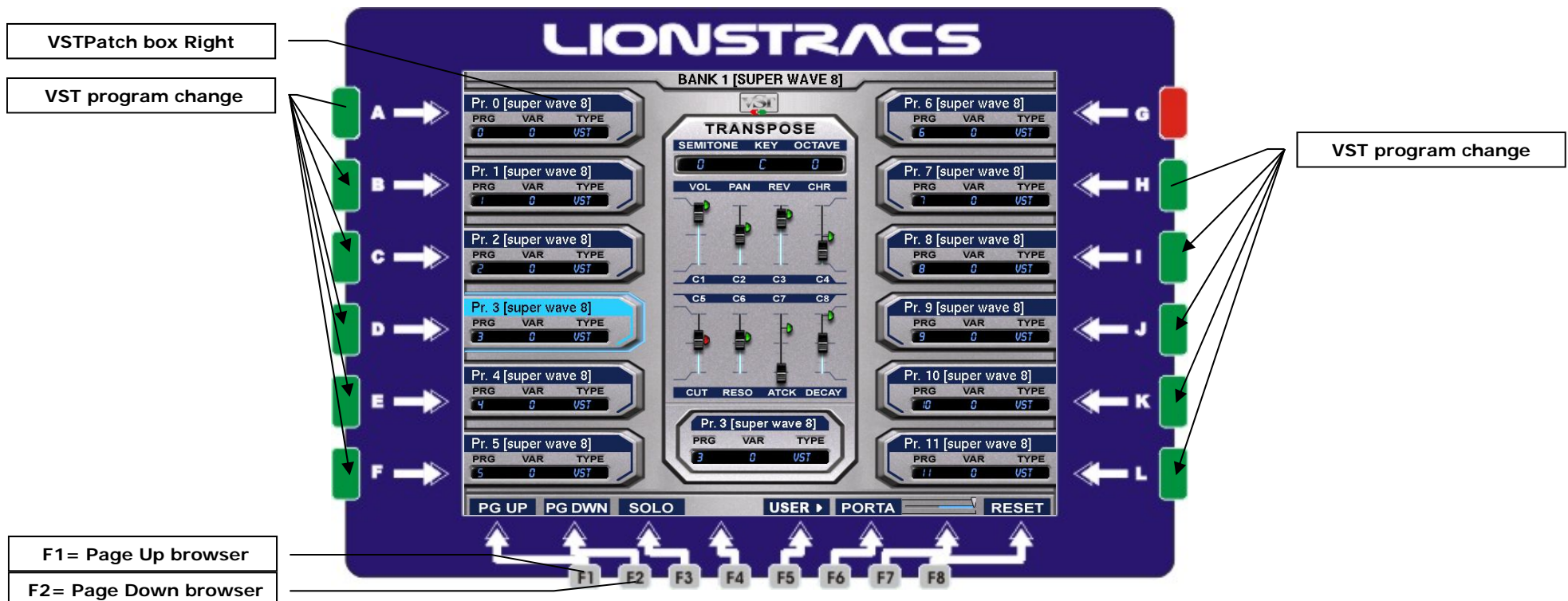
When the 12 LED buttons are lit GREEN, it means that the VST is available.

For change the MS Patch interface to the VstHost interface, press the key DSP.

The DSP key will also switch the VstHost interface to the Patch selector program changes available. One time pressed will run the VstHost interface, by pressing again will display the Patch selecto program change and so on.

Return again on Master VST selectro (LAYER 2 key) for select a new VST plugins OR for switch again back the Midi keyboard OUT to the VstHost interface.

Sound Family



VST-Host ASIO Interface

VST Host PATCH sounds: Press the key VST (key 2 of the SPLIT-LAYER), it will display the VST family list UI. Select the "VST" button and then the keyboard will be routed to the VSTHost sound patch. Use the 10 tone family keys to search the VST group and then press the 12 keys around the display to select a VST patch. When one of the 10 Tone Family buttons is pressed, it is possible to select a sound path by touching the sound box display or by pressing the Tone Family LED button.

When the 12 LED buttons are lit GREEN, it means that the VST is available.

For change the MS Patch interface to the VstHost interface, press the key DSP.

The DSP key will also switch the VstHost interface to the Patch selector program changes available. One time pressed will run the VstHost interface, by pressing again will display the Patch selecto program change and so on.

Return again on Master VST selectro (LAYER 2 key) for select a new VST plugins OR for switch again back the Midi keyboard OUT to the VstHost interface.



VST HOST PATCH



Sound Family



Multiple ASIO Host Patch

The Multiple ASIO Patch mode is a new LIONSTRACS OS feature. Multiple ASIO host mode, mean that the OS will open in stand alone mode multiple ASIO Host, instead to use only one VstHost for loading single or multiple VST Plugins.

Each ASIO Host will running in stand alone Engine mode and each ASIO Host will have a dedicated Midi Inputs from the OS Midirouter outs.

In this way, when multiple ASIO Host are running, is possible switch in realtime the MIDI OUT ports and drive direct each ASIO Host, without every time loading again the same engine and sounds. Under single Vst Host mode (LAYER 2) is possible only loading VST Plugins and every time a new VST Plugin is request, the VstHost will close the current open VST and then open a new one VST Plugins. This mean lose a lot of time for loading from HD the VST Plugin and then recall the all available Sounds program change.

Before running one ASIO Patch host, the ASIO Host exe MUST be installed first and make the Audio-midi setup interface direct from the ASIO Host interface.

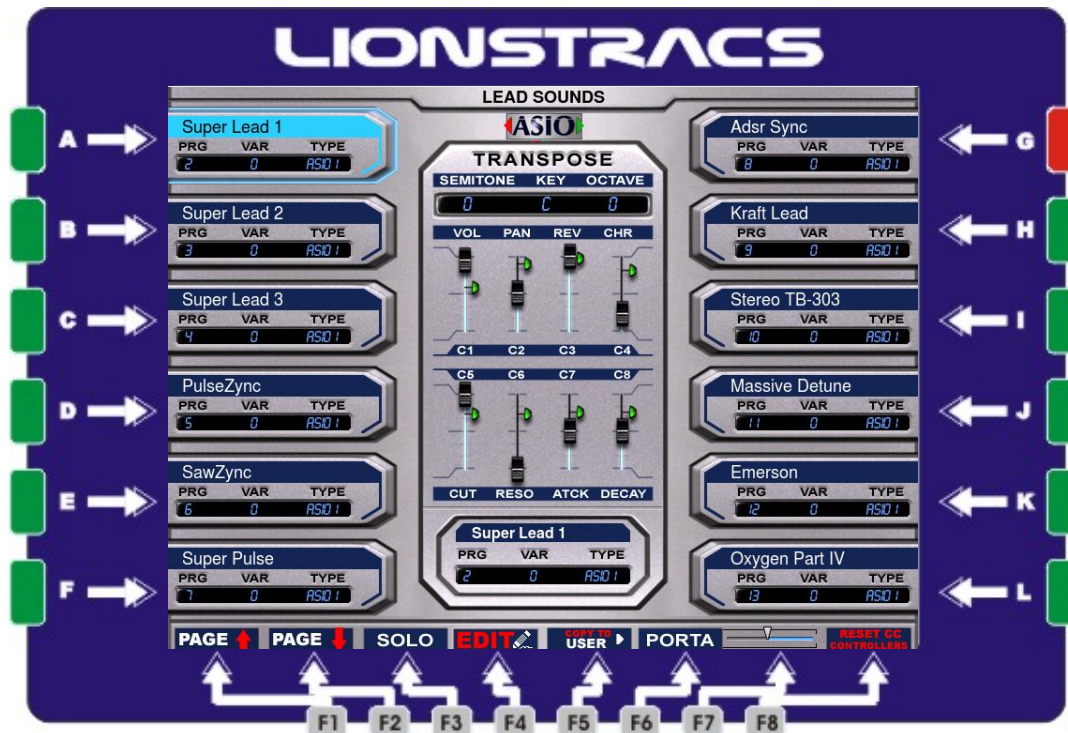
The all 8 ASIO Host Patch can be recalled using the 8 MS keys text performance editor.

The last 2 MS keys: 9 and 0 are used for the External MIDI expander Patch system.

For running one ASIO Patch:

Press for exampler ASIO Patch 2, will automatically run the ASIO host, IF of course the ASIO host was setup before running this feature.

The ASIO Host will be opened on new Desktop. By presssing more time the same ASIO Patch key, will change the interface to MS ASIO Patch and then again to ASIO Host windows Interface.



MIDI Patch 1

MIDI Patch 2

ASIO Patch 1 to 8

Multiple ASIO Host Patch JACK MIDI Router Outputs

For make working the multiple ASIO Patch, the Midi Router will switch in realtime the Midi Outputs of the Keyboard to the relative ASIO OUT from Midi Router.

When one of the 8 ASIO patch key is pressed, the Midi Router will switch the midi OUT of the keyboard the the relative ASIO OUT of the Midi Router.

Before running the ASIO Patch selector, the ASIO Setup.exe must be opened with: Wine, make the complete installation and setup the Audio-Midi ASIO interface to the desidered ASIO INPUT.

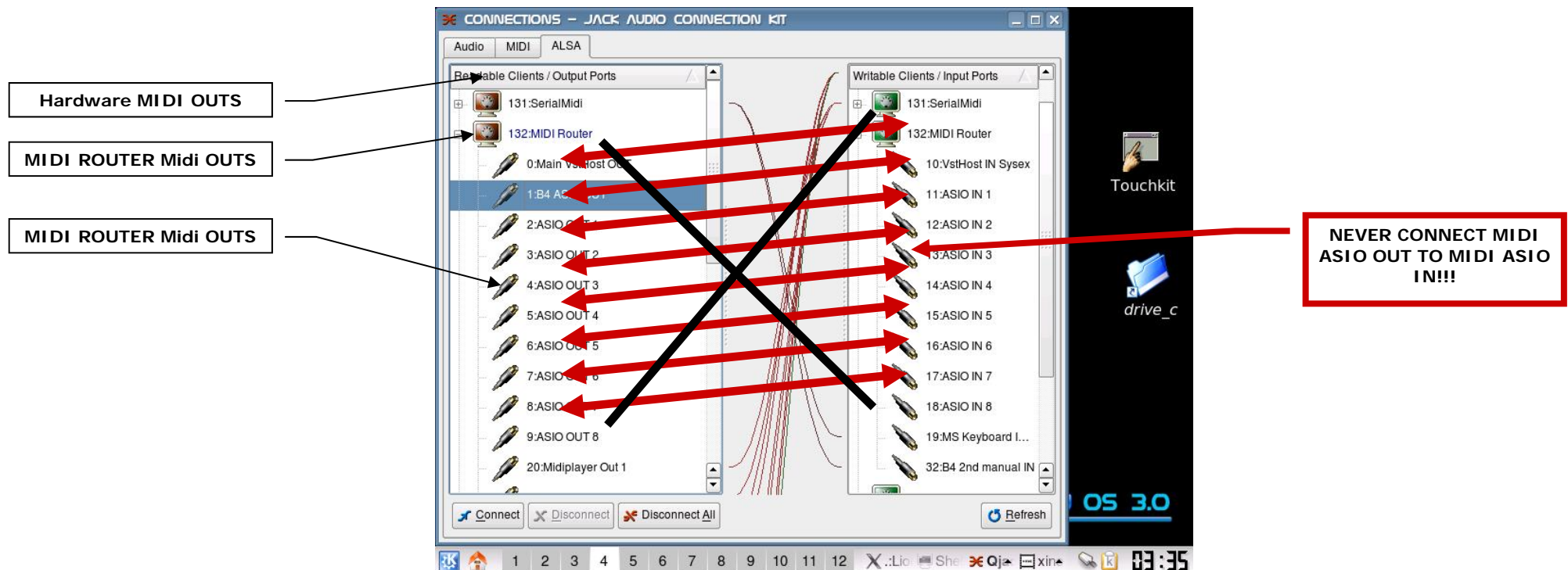
The ASIO Host Midi setup will READ ONLY the all Midi ports available on Redeable Clients/Output Ports from Jack ALSA.

The Midi Route also send the all midi events from Outputs ports and under this way is NOT then possible connect the Midi Router OUTS to the ASIO midi Inputs.

For resolve this midi connection issue, under Midi Router Hardcode we have forward the all Midi ASIO IN event direct to the midi ASIO OUT ports. This feature is made ONLY for make working the multiple ASIO host under the Mediastation system.

DO NOT AND NEVER made the Manually JACK connection from one Midi Router ASIO OUT to one ASIO IN connection! This will be cause the midi LOOPBACK!

In the picture is displayed how to NEVER make this manually jack ALSA connections.



ASIO HOST: HOW TO INSTALL THE .EXE FOR THE ASIO PATCH

Before you will play and running the all 8 available ASIO PATCH mode, for each ASIO Patch key must be available first the ASIO Host installed OR the MS script is not able to running in realtime the ASIO host interface. The system work ONLY if the ASIO host engine is already installed and the AUDIO-MIDI setup are saved on the Wine system.

How to install one NEW ASIO Host engine like the Native Instruments B4II or any another ASIO Host:

- 1) Copy/locate in the media station Hard disk or external device the windows file: B4 II Installer.exe or any another ASIO.exe application.
- 2) Select with the mouse (or finger) the B4 II installer.exe and with the Right mouse click (Right MS Arrow key) select the function: Open with: Wine
- 3) Wine now will launch the windows B4 II installer and when is ready Up, press on the installer interface the key: CONTINUE
- 4) Now for each installation read where you will install the ASIO Host application.
- 5) Select on the file browser where the application have to be installed: we suggest to use the Z:/home/mediastation/Vst Library.
- 6) When the the installation is complete, touch the key: exit
- 7) On last installation interface, select : Run NOW the xxxxx application.
- 8) The B4II now is running BUT is still not play sounds, because must be Setup the ASIO Audio-Midi configuration.
- 9) Under File select: Audio/Midi setting:
- 10) AUDIO SETTING: On Output device select: Wine ASIO driver
- 11) MIDI SETTING: On Input Interface select one of the 8 ASIO port in list: ASIO IN 1 to 8 and then enalbe the port with "ON" Press OK for exit setup.
- 12) Now the new B4II ASIO is ready to work under the ASIO Patch mode, press the Mediastation key RESET for 4 second (or restart Players) for restart the all mediastation ASIO Patch application.



Multiple ASIO Patch EDIT

For editing the Multiple ASIO host windows application, press on main interface the Function key F4= EDIT. Automatically the interface change and will display the two files browser. The OS Multiple ASIO host system, work only as file three linker, after is selected the windows application.EXE, the Linux script will recall it automatically and open it with the Wine windows emulator.

The Automatic linux script for recall the application need to know the two basic file to open:

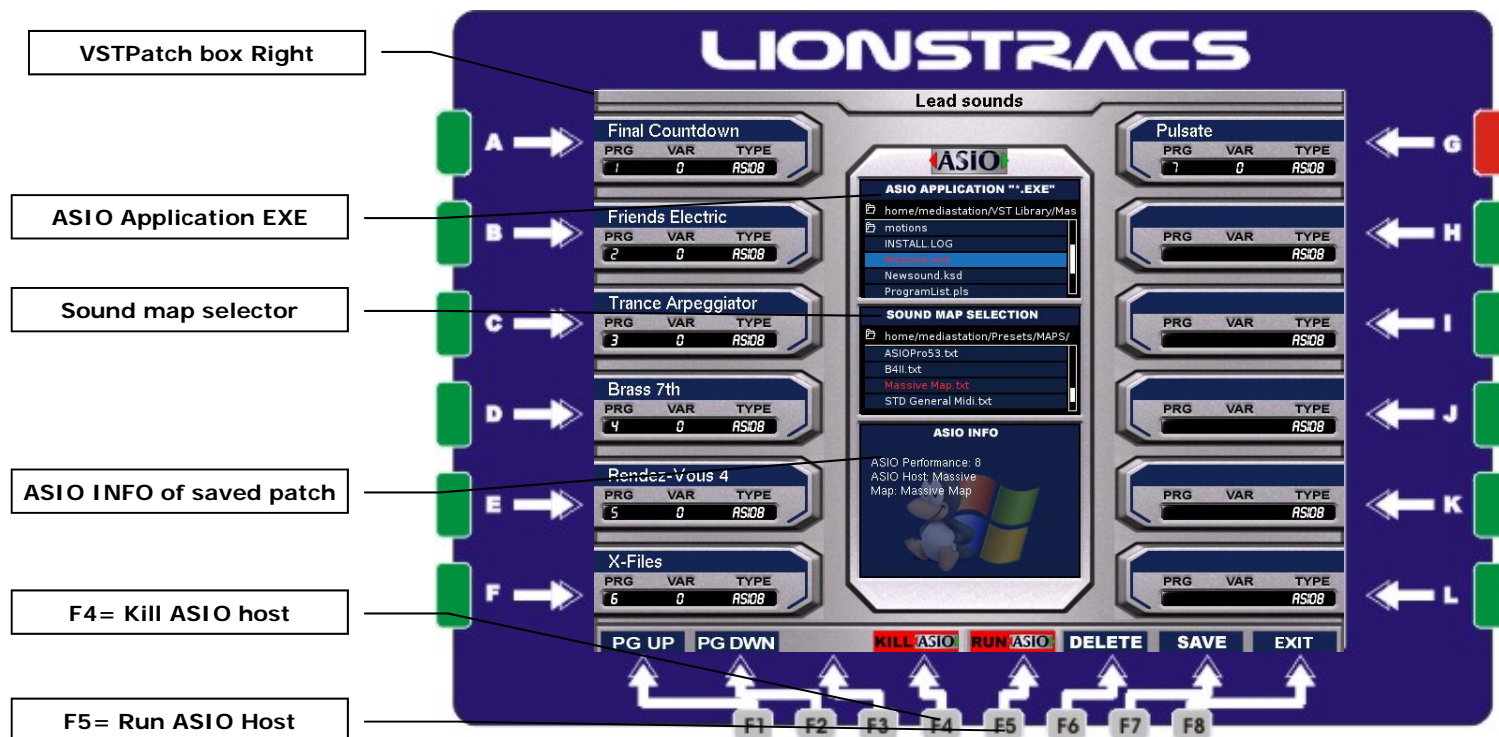
ASIO APPLICATION .EXE: The first file browser will display the " ASIO APPLICATION .EXE", with the DIAL browser the directory untill you locate the desidered Windows stand alone .EXE file. For example: C:/program file/Native Instruments/ FM8/FM8.exe, then press the key ENTER for save the file three on the script preset.

SOUND MAP SELECTOR: The sound map selector will load one sounds name list.txt from the presets folder. On the sound list.txt file are saved the all sounds names with the relative program change to display on the Groove display Sounds patch. Of course is possible create/editing a new sounds map.txt file for each asio host engine and display the all sounds on the display Patch.

After you have selected the ASIO APPLICATION.EXE and the SOUND MAP file with the Enter confirmation, the all information are saved on the Linux script file.

Press now the function key F5= RUN ASIO, and the linux script will load and run automatically the windows stand alone .exe file.

On the next restart player system, all this information are already saved, when you press one ASIO HOST key, automatically will loaded the saved windows.exe application and the keyboard can play over this new sound engine.



MS SYNTH Sound Patch

LAYER 3:SYNTH PATCH KEY



VST PATCH sounds: Press the key SYNTH (key 3 of the SPLIT-LAYER), it will display the SYNTH family list UI. Select the "SYNTH" button and then the keyboard will be routed to the SYNTH sound patch. Use the 10 tone family keys to search the SYNTH group and then press the 12 keys around the display to select a SYNTH patch. When one of the 10 Tone Family buttons is pressed, it is possible to select a sound path by touching the sound box display or by pressing the Tone Family LED button.

When the 12 LED buttons are lit GREEN, it means that the VST is available. Move/edit the 8 sliders and set the values that you like have in default mode for this sound.

Set the Keyboard TRANSPOSE too if you like that this sound have a diferent Transpose Pitch.

Press the key **ENTER** and the MS OS will save this Patch sounds with the value that you gave before.

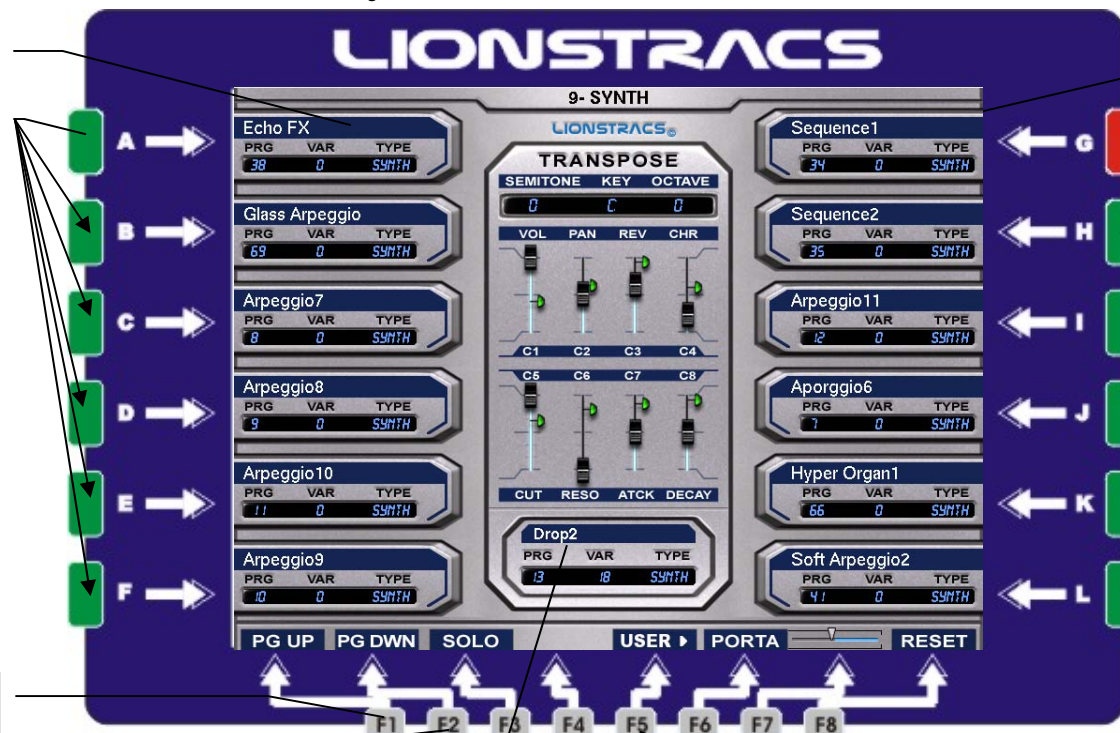
Repeat the same operation with the all sounds that you like to have saved with different value.



Sound Family

Synth Patch box Right

Synth Patch selector



SynthPatch box Right

SynthPatch ACTIVE

Synth Patch INACTIVE

F1= Page Up browser

F2= Page Down browser

SYNTH Field information

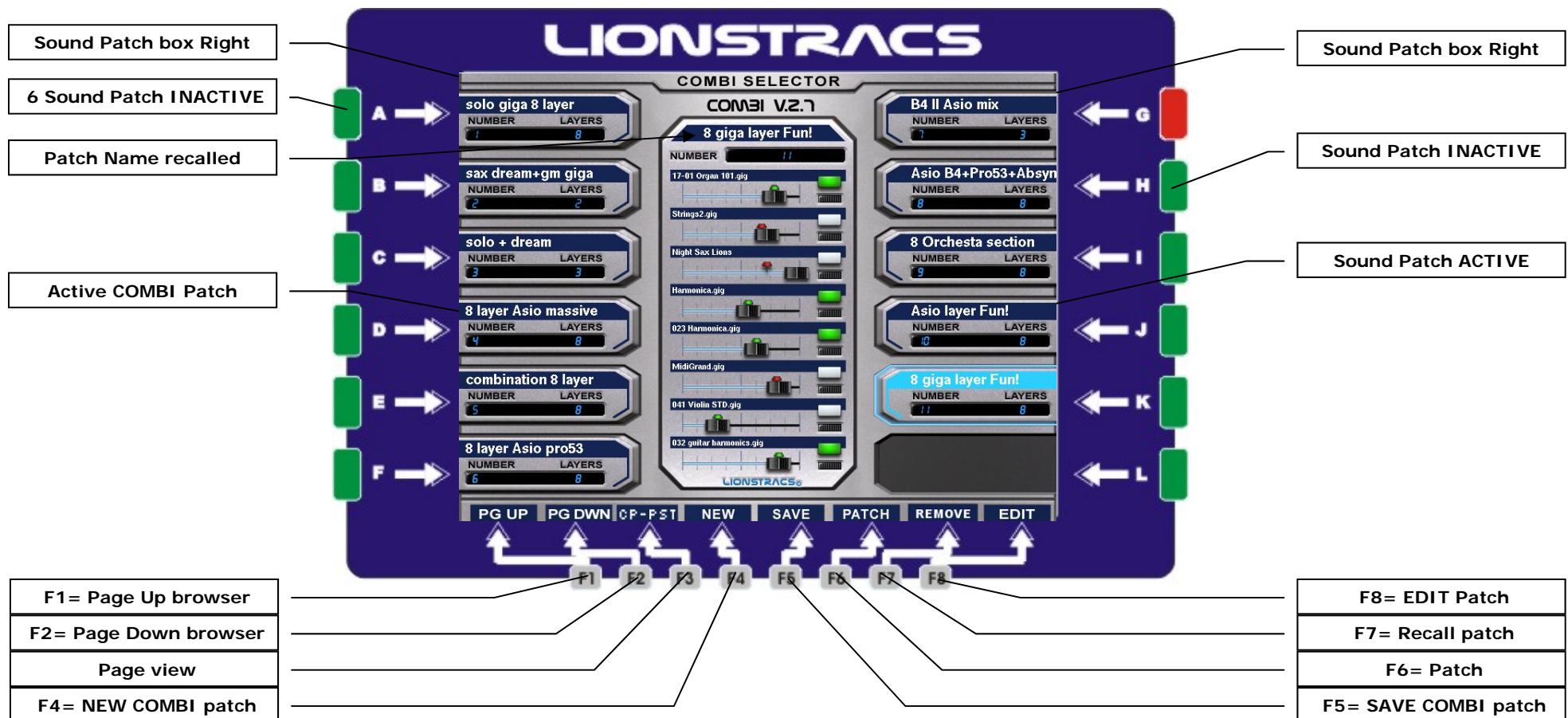
Copy the Patch to USER Key

COMBI Sound Patch

Press the "COMBI" button, which is the last button in the "KEYBOARD MODE" group and the MS will display the COMBI interface. The COMBI system allows the MS to play up to 8 layered sounds in different zones or layers. When a combi patch is called up, the active layer/zone will display in the main interface, with Volume control and MIDI VU' meters.

- * Press a COMBI patch record to load that COMBI sound patch.
- * With the 8 hardware sliders is possible to change the 8 layer volumes in real-time.
- * With the 8 hardware MUTE/UNMUTE is possible turn ON/OFF every active layer sound.
- * Page UP/Down allows you to browse the saved COMBI records.
- * Key F4: allows you to create a new COMBI record.
- * Key F5: is used to SAVE the COMBI record when you create a new edit parameter in the same record.
- * Key F8: will recall and OPEN the COMBI editor Interface.

It is always possible to jump back to "WHOLE" sound mode by pressing the "WHOLE" key.



COMBI Sound Patch Editor

How to create/edit a COMBI record patch.

Select a COMBI sound, press the F8=EDIT function key OR if you want to record a new COMBI, press the F4=NEW function key.

* Press the "A"=LYR 1 (Layer 1) key and then press the "E"=LAYER ON/OFF key in the display to activate it, the led is GREEN when the function/layer is available and turns RED when activated.

* Now the Family browser is active, use the the Dial to browse to a family group, such as Electric piano and then press the "ENTER" key on the "DATA ENTRY" panel.

* Now it is possible to browse the sounds with the "DIAL", scroll. Select the sound you want and press the "ENTER" key.

* You will now see a GREEN layer activated, move the "C1"=START NOTE and "C2"=END NOTE sliders to set the keyboard range of this sound.

* With the "C3"=START VOLUME and "C4"=END VOLUME sliders it is possible to set the velocity at which this sound layer will be triggered.

* Press the "F"=PAGE 2 key to edit the other midi controllers and Transpose Pitch zones.

* You cannot SAVE the sound volumes on this editor page. You must save this record first, return back to the main COMBI page, then set up all the volume values using the 8 sliders and press the F3=SAVE button again.

Layers used in patch Keyboard range selected Layer selector 5 to 6 Transposed layer +12

The screenshot shows the COMBI EDITOR interface with the following components labeled:

- Keyboard range selected:** Points to the piano keyboard at the top of the screen.
- Layer selector 1 to 4:** Points to the vertical layer selector on the left side.
- Start layer note FROM:** Points to the C1 START NOTE slider.
- END layer note TO:** Points to the C2 END NOTE slider.
- First page editor:** Points to the C1 START NOTE display.
- Second page editor:** Points to the C2 END NOTE display.
- Soundlist TXT files:** Points to the MIDI OUT-ENGINE list.
- ENGINE OUT List:** Points to the FILE BROWSER list.
- ENGINE Selector:** Points to the CH selector.
- Layer ON/OFF:** Points to the ENG ON/OFF button.
- Layers used in patch:** Points to the list of layers on the right side.
- Layer selector 5 to 6:** Points to the vertical layer selector on the right side.
- Active layer in EDIT mode:** Points to the layer selector 5 to 6.
- Key velocity Start value:** Points to the C3 START NOTE VOLUME slider.
- Key velocity END value:** Points to the C4 END NOTE VOLUME slider.
- Page UP editor:** Points to the PRG UP button.
- Page Down editor:** Points to the PRG DN button.
- Sound list of family:** Points to the FAMILY-GROUP list.
- Family sound group:** Points to the PATCH list.

COMBI Sound Patch Editor Page 2

How to create/edit a COMBI record patch.

* Press the "F"=PAGE 2 key to edit the other midi controllers and Transpose Pitch zones.

* You cannot SAVE the sound volumes on this editor page. You must save this record first, return back to the main COMBI page, then set up all the volume values using the 8 sliders and press the F3=SAVE button again.

Layers used in patch Keyboard range selected Layer selector 5 to 6 Transposed layer +12

The screenshot displays the COMBI EDITOR interface with 8 layers and various parameters. The layers are labeled on the left and right sides. The parameters are shown in the center and bottom sections.

Layers:

- LAYER 1: Alto Sax Lions
- LAYER 2: String chamber
- LAYER 3: CP80.gig
- LAYER 4: 063 Synth Brass 2 Std.gig
- LAYER 5: VIBRAPHONE 2.gig
- LAYER 6: FM-SA E.Piano Exp
- LAYER 7: PercOrgan.gig
- LAYER 8: TenorSax.gig (Active Layer)

Parameters:

- C5 TRANSPOSE: -12
- C6 PAN: -23
- C7 REVERB: 87
- C8 CHORUS: 46
- MIDI FILTER: RED TEXT=FILTERED
- MIDI CC #64 (Sustain (damper) pedal)
- MIDI CC #65 (Portamento ON/OFF)
- MIDI CC #66 (Sostenuto pedal)
- MIDI CC #67 (Soft pedal)

Buttons:

- ENG
- ON/OFF
- SAVE
- RESET

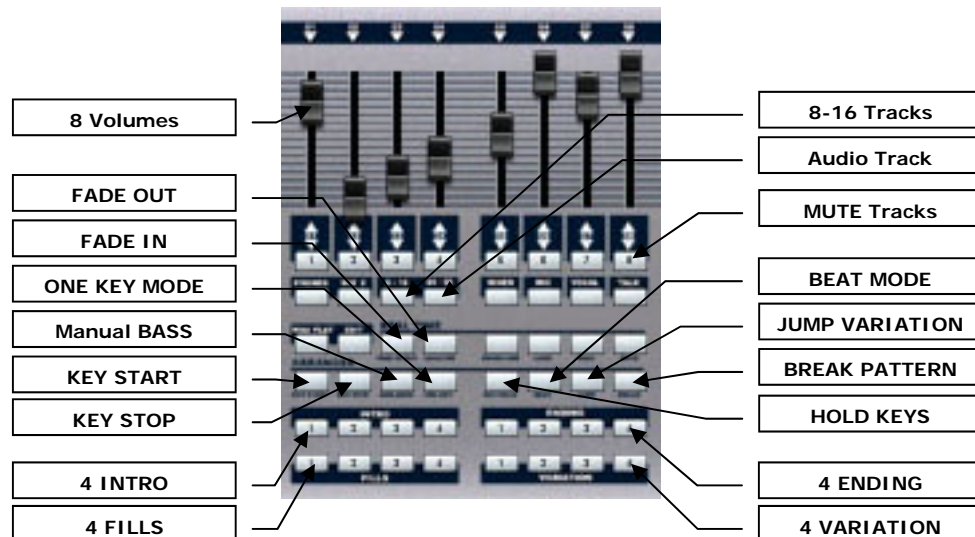
Annotations:

- NOTE Transpose
- REVER SEND
- MIDI FILTERS
- RED filter= Active
- Reset parameters
- Active Layer
- PANPOT Value
- CHORUS SEND

Oranger—Styles Functions Keys

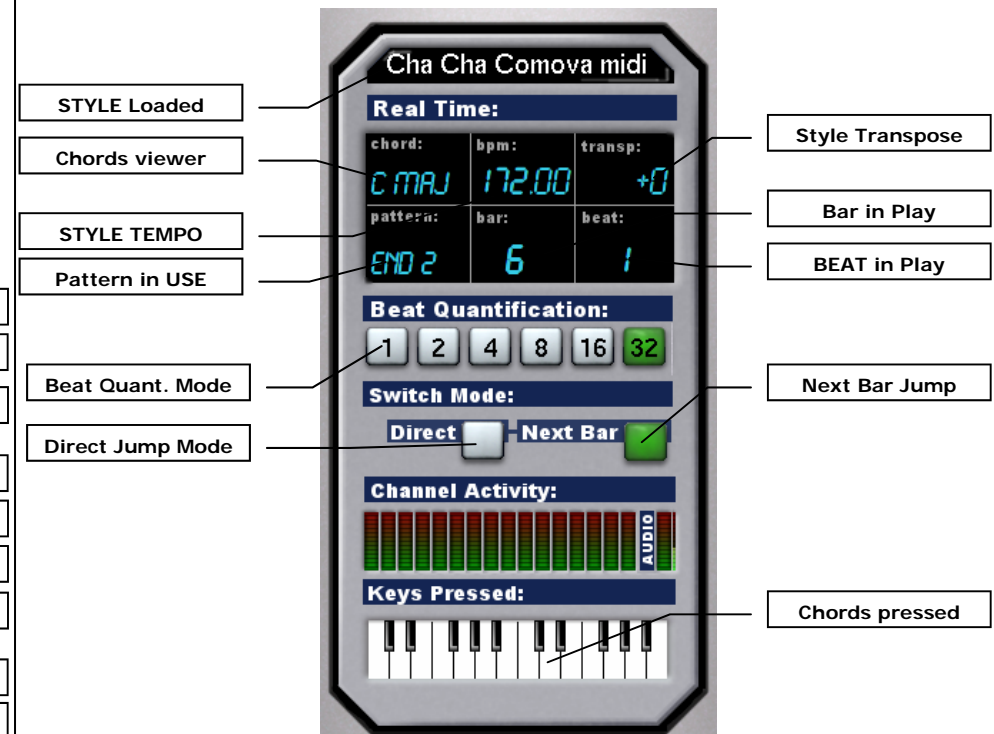
QRANGER KEYS FUNCTIONS:

- PLAY START key from the MAIN PLAYER 1 button
- PLAY STOP key, from the MAIN PLAYER 1 button
- KEY START: when you press the keys of the keyboard
- KEY STOP: when you leave the finger from the keyboard
- KEY HOLD: will hold and memory the CHORDS
- FADE IN: will fade IN the Audio-Midi pattern Volume
- FADE OUT: will fade OUT the Audio-Midi pattern Volume
- JUMP: when is ON the FILLS will follow the next selected pattern/Variation
- MUTE: will mute the single MIDI Tracks, 16 MIDI + 1 AUDIO.
- ONE KEY: one key function for play the chords. First Octave will play the Maj Chords and second octave will Play the Min chords.
- BEAT: will change the Quantization in realtime, to: 1, 2, 4, 8, 16, 32 ticks.
- BPM: possibility to change the BPM/Tempo in realtime for Audio+Midi
- BPM LOOK: will LOOK the desidered BPM for all the audio-Midi Styles
- **MAIN Volume:** DATA slider will control the whole MAIN Arranger Volume, Audio-Midi, when the arranger UI is in focus.



INTERFACE GUI FUNCTIONS:

- * At the top of the central panel in the main display, you will see the name of the style which is loaded.
- * Real Time: The second panel down shows six boxes;
 - chords: shows the chords currently being played.
 - bpm: TEMPO display for audio-midi.
 - transp: shows current transposition.
 - pattern: shows the pattern currently Playing.
 - bar: shows the current BAR position.
 - beat: shows the current BEAT position.
- * Beat quantification: You may want to set lower values to make the beat more regular.
 - * Switch Mode: Direct or Next Bar, switch the pattern between the two sync modes.
 - * Channel activity: VU meters showing which MIDI channels are active in real-time.
 - * Keys Pressed: Shows which chords are recognised from your playing of the lower keyboard.



Qranger Arranger—Styles Player

Welcome to the new generation of real-time gove-box keyboards. The GROOVE is powered by a powerful Midi-Audio-GIGA arranger, with a real-time editor on board. To run the arranger (STYLES) just press the "STYLE" button on the GROOVE panel.

When the key is pressed, the Styles family group will be displayed. Press a Family group button to select and enter the styles folder.

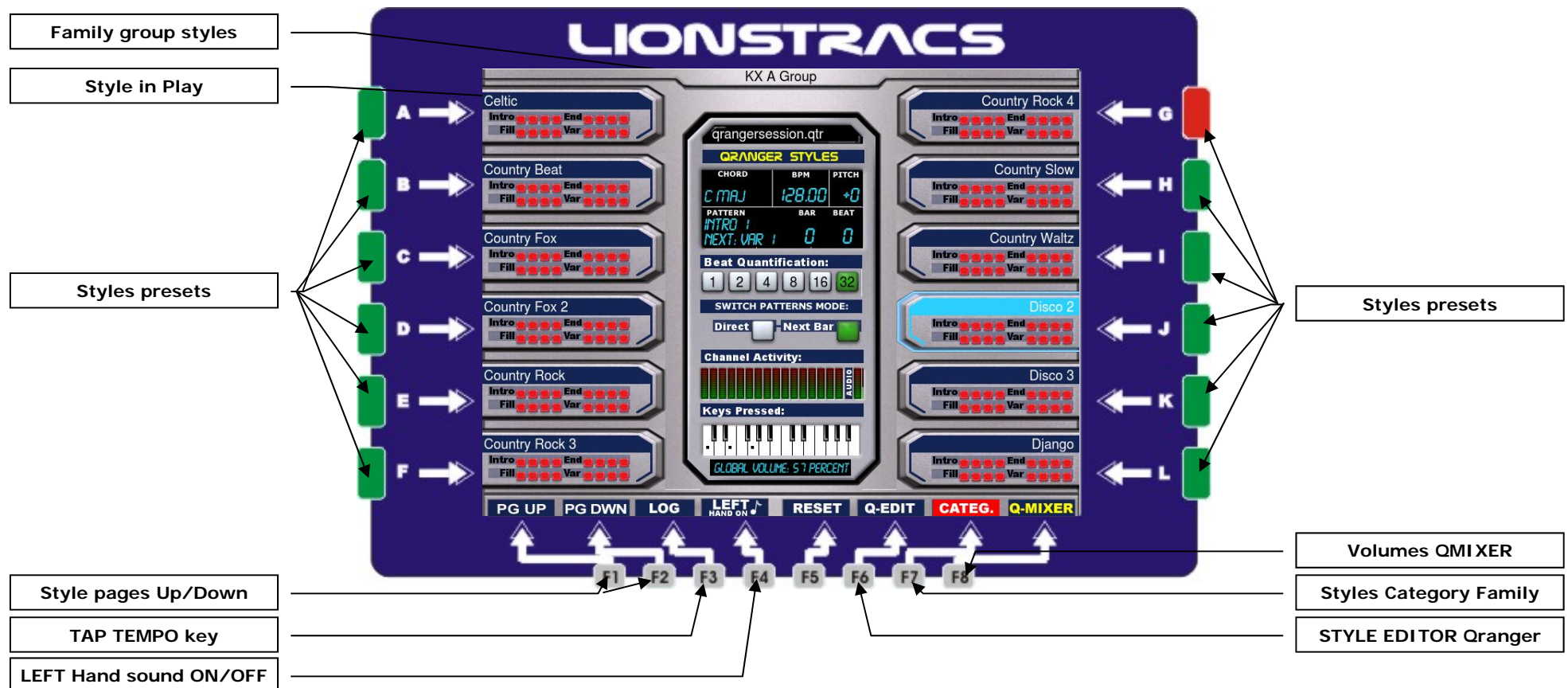
At this point, the display will show you the Main arranger interface. Select a style file and press the "START" key on Player 1. (the Qranger only works with player 1 keys)

Play a chord in the left hand of the keyboard to set the arranger in the right key. Press the F8=VOLUME function key to open the arranger Mixer.

Press the F7= CATEG, Styles category main list, to return to the main styles family group.

When one style session is loaded, the Qranger will display the all available patterns on the 16 Mediastation patterns keys.

Every time that a new style is loded, the current SEQ session will be deleted and loaded again the new style session.



Qranger realtime Mixer/Mute

The Qranger engine mixer, is controller by API from the GROOVE Interface Qmixer, by pressing the F8key: Qmixer on Main Qranger Styles page.

The first 16 Qranger tracks number (can be Audio or Midi) are controller by the 8+8 Mediastation Mixer sliders

The first 16 Qranger Tracks MUTE/Unmute (can be Audio or Midi) are controller by the 8+8 Mediastation Mute/unmute keys.

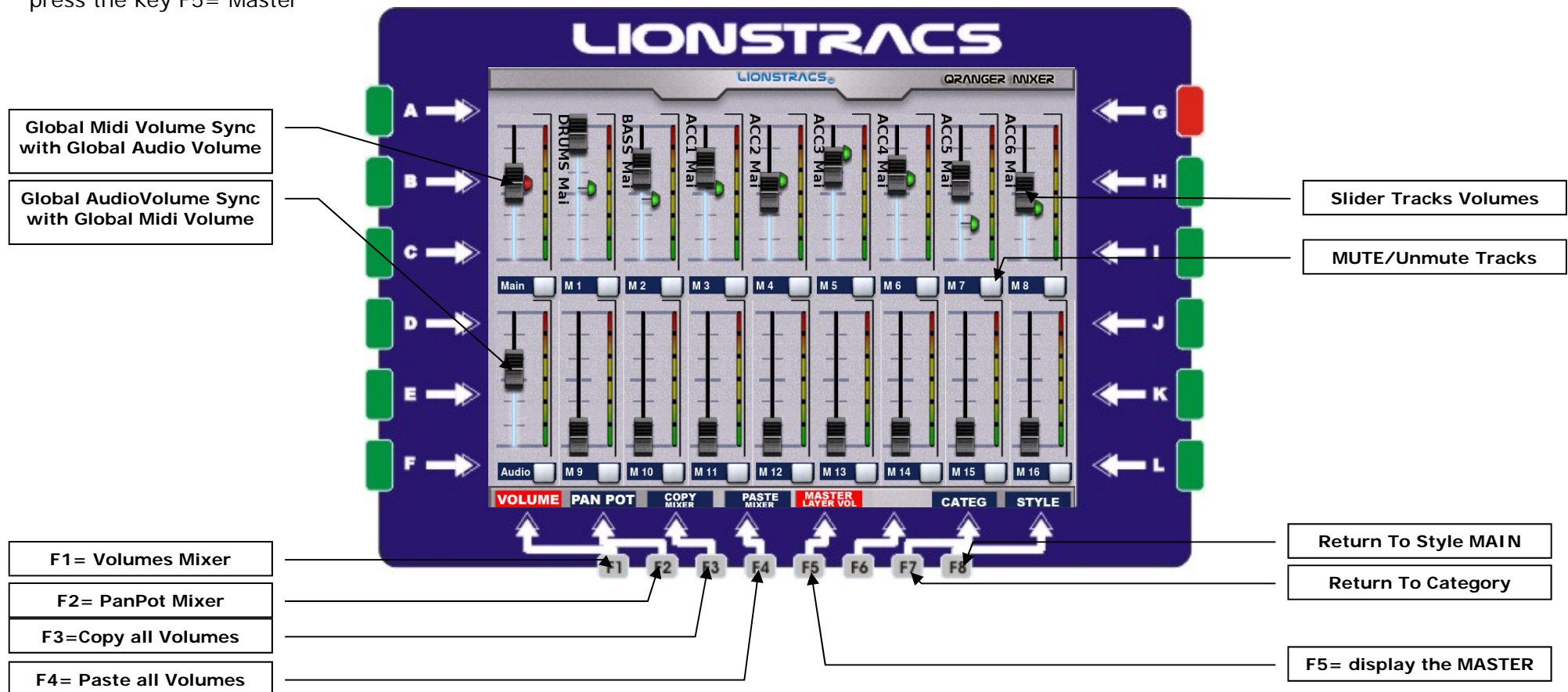
All the 16 Qranger tracks group chords (Maj, Min, 7th, dim...) that are create on the Editor, are all linked together.

When for example the Mediastation slider C2 is moved, will also moving the all tracks Number 2 of the Qranger, including the track number 2 of the all chords TAB on editor.

We suggest to developpe audio-midi styles without inverting the structure of the Tracks number, because then the slider will editing the all tracks under the same number.

Example: On track number 2 is present the midi Bass line, If on Master track on track number 2 is inserted some Audio loops, when the slider C2 will be moved, the midi bass line and the Audio loops change the volumes together.

When one chord is pressed, the Qmixer will display the all tracks used on the pressed chord, for display the al tracks used on MASTER layer, press the key F5= Master



Qranger—Styles EDITOR

Select one style and start to play it. Then press the function key F6=EDIT and the MAIN middle arranger interface will change with the Presets EDITOR interface.

Now 12 User Preset sound banks are available

, ready to recall in LIVE Mode using any style you choose. When one preset fits well with a selected style, you can press "Set As Default" for this style.

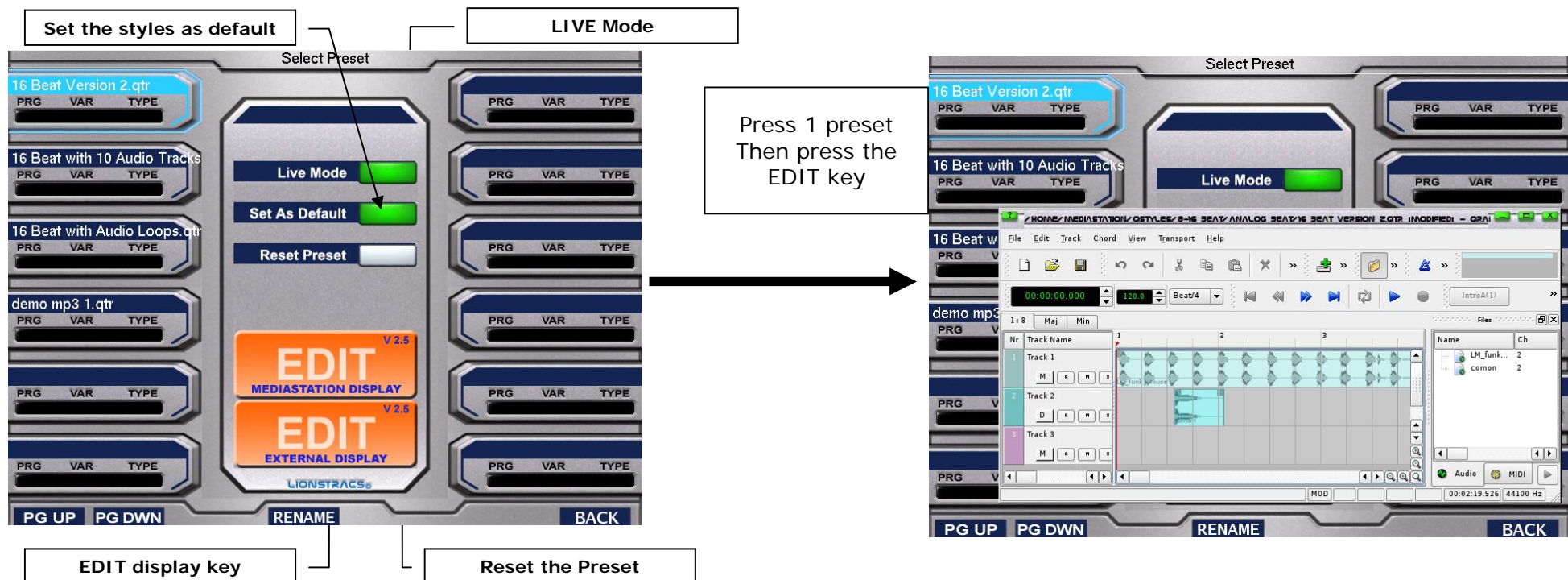
In "LIVE mode" the arranger will normally play the sounds originally set in the file. Press a Preset and if you like the sound, you can select "Set as Default". If you need to return back to the all original sounds, press the "Reset Preset" key.

This preset sounds/controller will work with the same sounds/controller setup for all the 16 style patterns: 4 Fills, 4 Intro, 4 Variation, 4 Ending. Of course if you need to edit the preset, just touch the RED "EDIT" icon in the display. Now you will enter the 16 midi channel sounds/control editor. If you want to return back on the original setting style (sounds, controllers) you have to touch the "Reset Preset" icon in the display and the style will play as it was originally.

MIDI CHANNEL Editor:

When you "EDIT" one Preset, automatically the display will open the Qranger Composer interface.

About editing styles, is available the qranger editor manual.



Native Instruments VST B4 ASIO Organ

Native Instruments B4 Organ is a standard VST plug-in that can be recalled under the Linux OS. The B4.dll file installed is under DEMO mode (30 minute play). You have to buy the B4 original license and install the full working file in the VST Folder library, with the GROOVE Expanded PLUS and Pro version this is already installed and registered.

Press the tone mode key: **"ORGAN"** and automatically the Organ B4 will RUN on virtual desktop 2.

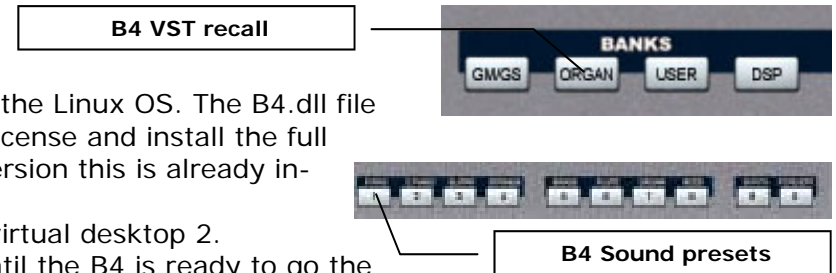
(Linux FST server needs about 2-4 seconds to run and setup the audio-midi I/O until the B4 is ready to go the first time. When the VST B4 is UP, it is possible to jump to **GM/GS, GIGA, Synth, B4** in real-time, just by pressing the TONE mode button). After the VST B4 is UP, go back once to the "GM/GS" sounds and then press the "ORGAN" key again. Now the midi server can route the keyboard, the 9 hardware sliders and the 12 LED buttons around the display for the Organ B4. The "ORGAN" button works in TWO modes: the first time it is pressed, it will display the VST B4 interface and when the button is pressed again, it will display the MS Sound Patch selector, where all the B4 Organ sound presets are saved. Press "ORGAN" again to jump back to the VST B4 interface.

ORGAN KEY FUNCTIONS: VST B4 UI:

now the sliders "CUE", "C1" to "C8" are linked to the 9 upper manual B4 Drawbars. The 6 right and 6 left LED keys are working in the B4 function and keys function. Modulation wheel will run the Leslie rotor ON/OFF or you can just touch the "Rotor" on the B4 interface. The slider in the "DATA ENTRY" field will control the B4 Volume.

Sound Patch: when the patch selector is displayed, you can browse all the B4 presets and use the 8 control slider functions in the Patch UI.

Press again the KEY ORGAN to switch the B4 VST Interface to the MS B4 PATCHES. Edit the 8 sliders and then press ENTER for SAVE your desi-



Native Instruments VST B4 II Organ Installer

From OS 3.4, the GROOVE will match the key ORGAN only with the new Native Instruments B4 II under ASIO mode (NOT VST plugin)
Native Instruments B4 II is NOT included on the GROOVE OS distribution, is one VST package to buy separate and make the manually installation under ASIO mode only.

How to install the B4 II ASIO Organ:

- 1) Copy/locate in the GROOVE Hard disk or external device the windows file: B4 II Installer.exe
- 2) Select with the mouse (or finger) the B4 II installer.exe and with the Right mouse click (Right MS Arrow key) select the function: Open with: Wine
- 3) Wine now will launch the windows B4 II installer and when is ready Up, press on the installer interface the key: CONTINUE
- 4) Now for each installation question, press always CONTINUE, without change any setup.
- 5) Leave the installer to install the B4II and the all drivers and DLL files on the hard disk drive C:.
- 6) When the the installation is complete, touch the key: exit
- 7) Now the B4 II is ready installed, press the media station key. ORGAN for launch automatically the B4II Asio.
- 8) The B4II now is running BUT is still not play sounds, because must be Setup the ASIO Audio-Midi configuration.
- 9) Under File select: Audio/Midi setting:
- 10) AUDIO SETTING: On Output device select: Wine ASIO driver
- 11) MIDI SETTING: On Input Interface select the port: OUT 13: B4 ASIO OUT and then enable the port under "ON" Press OK for exit setup.
- 12) Now the B4II is ready to work under ASIO mode, press the Mediastation key RESET for 4 second (or restart Players) for restart the all media station application. When the OS is ready, press the key ORGAN, the B4 II will launch and ready to play on the keyboard.



B4 II ASIO: AUDIO/MIDI setting

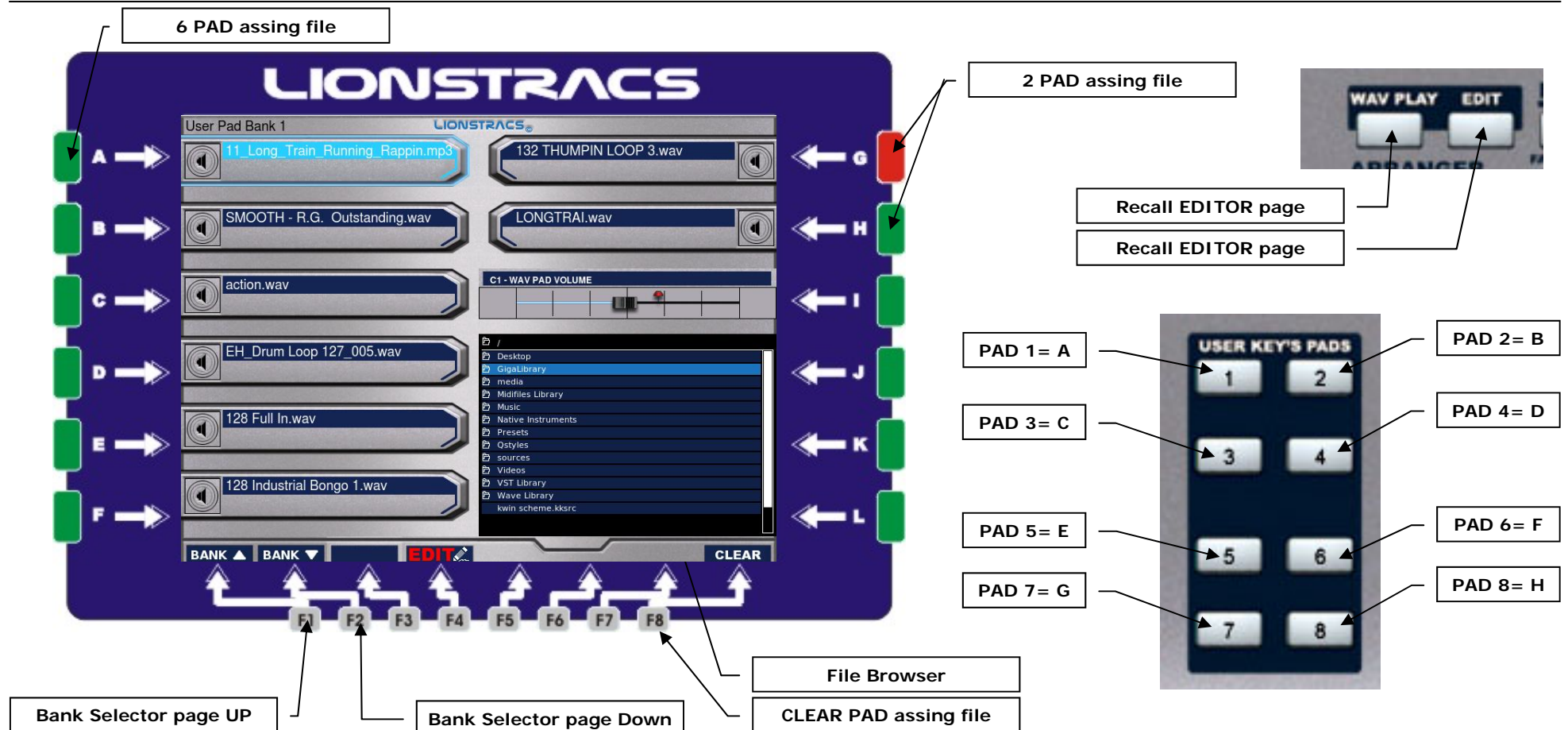


USER PADS Player

On the left side of GROOVE panel, you will find the 8 "**USER KEY PADS**". "USER KEY PADS" are used to play one-shot audio files in real-time. Audio files may be Wav, Mp3, Ogg without any size limits. With the BANK page Up and Down you can browse up to 256 Preset pages and every preset page can save up to 8 Audio file shots. To play the audio shots, you have to turn ON the "WAV PLAY" key and then it is possible to play the shot by pressing one PAD key at a time. When you release the PAD key, the audio file will "STOP". Change the Bank page number to select a new 8 wave shots.

EDIT mode:

1. press the "EDIT" key and it will open the interface editor.
2. Browse with the "DIAL" wheel in the file browser and locate/highlight the desired wave/Mp3.
3. Select an empty Patch selector and then press the "ENTER" key. Now the audio file is linked to the patch preset PAD.
4. press the relative PAD number in the "USER KEY PADS" to play the sound.



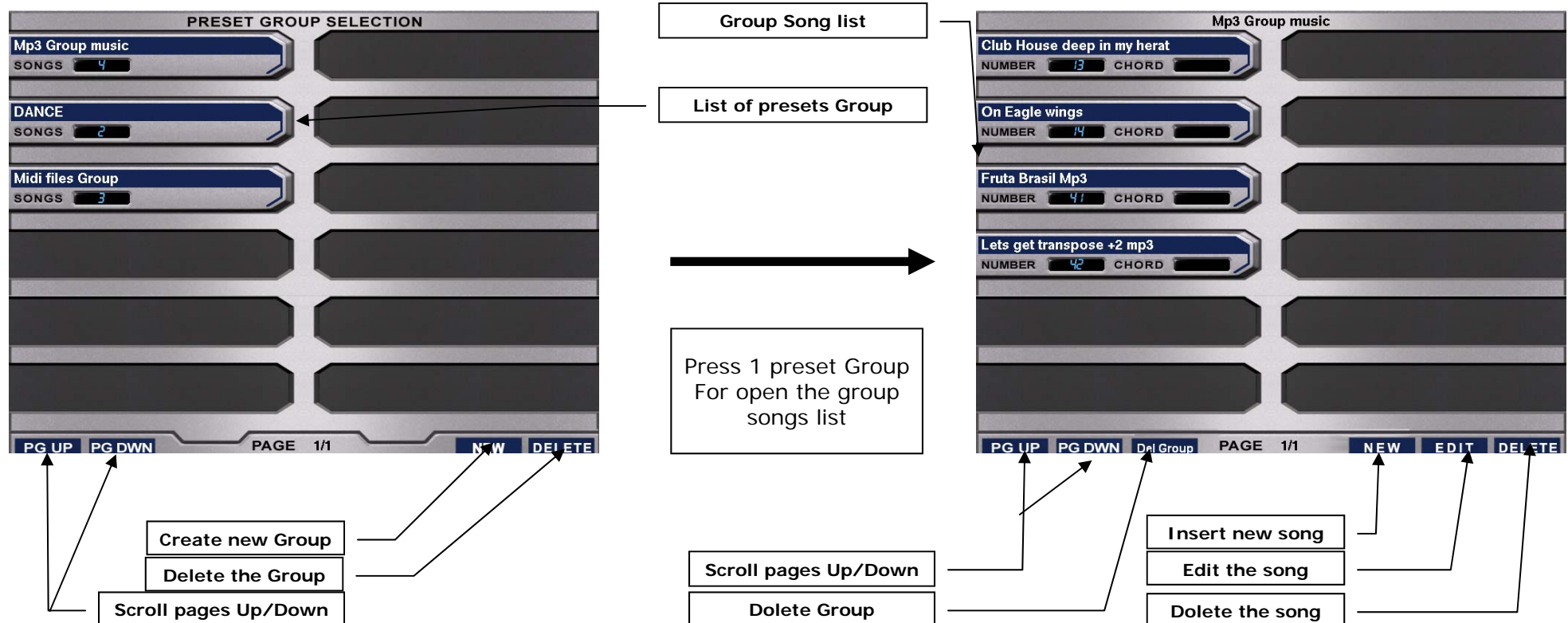
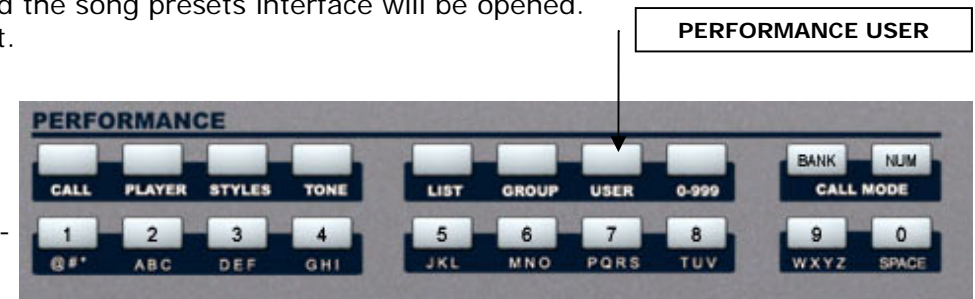
Performance Play: USER Mode

To recall the "PERFORMANCE" interface, press the **"USER"** key in the performance MS panel field. The performance interface, will save all your desired songs (audio and Midi files) in the presets patch selector. When a record is recalled, automatically player 1 will be ready to play the desired song with the correct Transpose, Tempo, EQ, Mutes etc. and sounds on the keyboard. **On OS 2.5 are changed the key LABEL!!**

How to recall a preset list:

- * Press the **"USER"** key and the Main Preset Group Selector will be displayed.
- * Now press one of the available LIST of GROUP preset categories and the song presets interface will be opened.
- * Scroll the pages until you will locate the desired Performance preset.
- * Press the LED key or touch the display to select the Performance.
- * When the performance is selected, press the "ENTER" key.
- * Now the performance is ready and loaded in the system.
- * Press the "START" key on Player 1 and play the song.

You can search for a new performance, while player 1 is still in PLAY mode.



Performance Play: List mode

To recall this Performance interface, press the: "LIST", "GROUP" or "0-999" button. The difference from the "CALL" interface is that this window will display all the records available, by ID number, Group category and Songs. In the browser files field are visualised all the records available, previously recorded with the editor.

- * Press the "LIST" key to highlight/find the field songs files by "NAME".
- * Press the "GROUP" key to highlight/find the field songs files by "GROUP" category.
- * Press the "0-999" key to highlight/find the field songs files by "ID" number record.
- * With the "DIAL" wheel it is possible to scroll up/down all records or by pressing the pages Up/Down
- * To search for an available song, input some letters/text with the 10 letter LED buttons, press the key desired letter in the "INPUT" field.
- * It is possible to Input more letters until the "matches" field finds more records.
- * Press the F6=RESET key to clear the matches found.
- * When the song is found, press the "ENTER" key to load the song/sounds into the system.
- * Press the "PLAY" key on PLAYER 1 to start the song.

PERFORMANCE LIST MODE

(key F1 and F2)
more times until you see the



PRESET SELECTION

INPUT: _____ MATCHES: 9

ID	GROUP	NAME
13	Mp3 Group music	Club House deep in my heart
14	Mp3 Group music	On Eagle wings
41	Mp3 Group music	Fruta Brasil Mp3
42	Mp3 Group music	Lets get transpose +2 mp3
57	DANCE	SMOOTH
58	DANCE	ON ENGLE
59	Midi files Group	tristezza midi c
60	Midi files Group	saving mid
61	Midi files Group	just the way you are + gi

PG UP PG DWN PAGE 0 RESET RECALL EDIT

Labels and Callouts:

- Input text field SEARCH
- ID: song list by number
- Songs group by Category
- Matches song found
- File NAME list
- Song selected
- Songs list
- Reset Matches found
- Recall matches
- Recall editor
- Scroll pages Up/Down

GROOVE EFFECTS key

Press the "EFFECTS" key in the GROOVE panel for recall the mediastation Effects.

Press one of the lateral LCD key for recall the desidered effects processor.

Press any another MS key for return back in the normally GROOVE features.

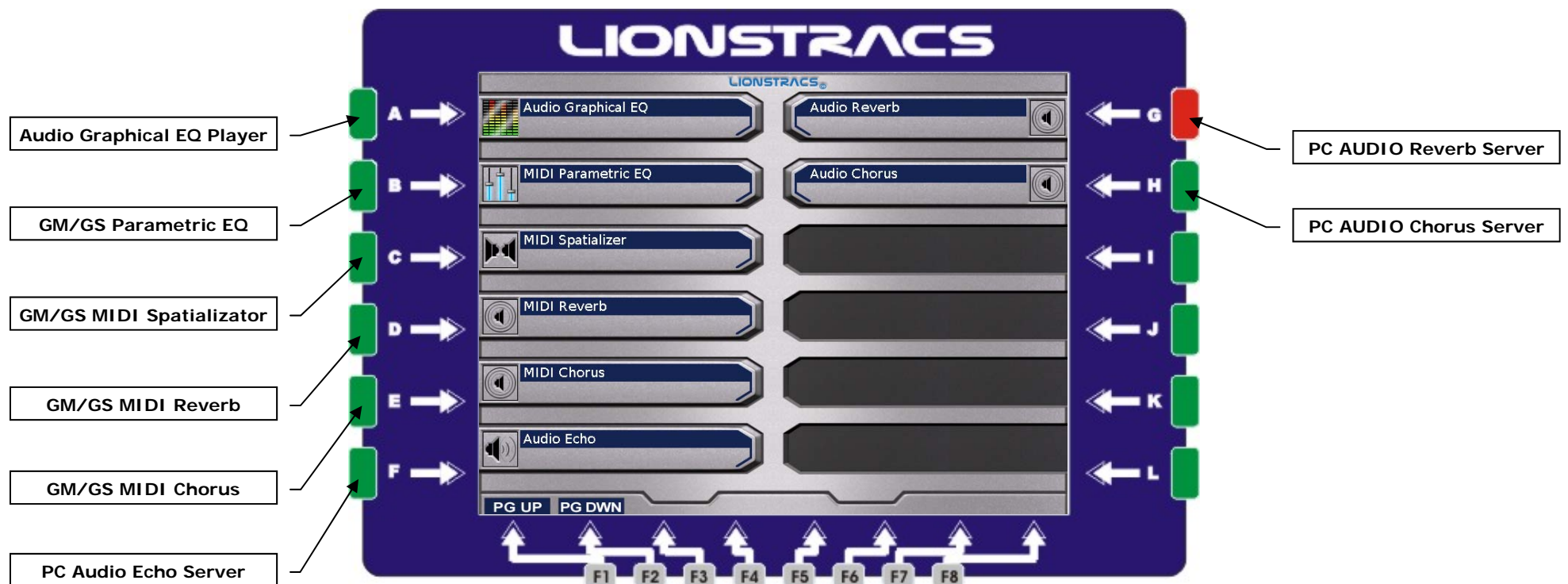
A: The Audio Graphical EQ will equalizing the final Audio OUTS of the 2 Audio Players, Mp3, wav...

B: The MIDI Parametric EQ will equalizing the only DSP DREAM GM/GS processor and not the other sounds engine

C: Arpeggiator. This application will open a new interface to run the relative midi arpeggiator on the keyboard.

D: MIDI MATRIX. MIDI MATRIX is an application that will remap the all original midifile sounds to a new sound setup in the Midiplayer.

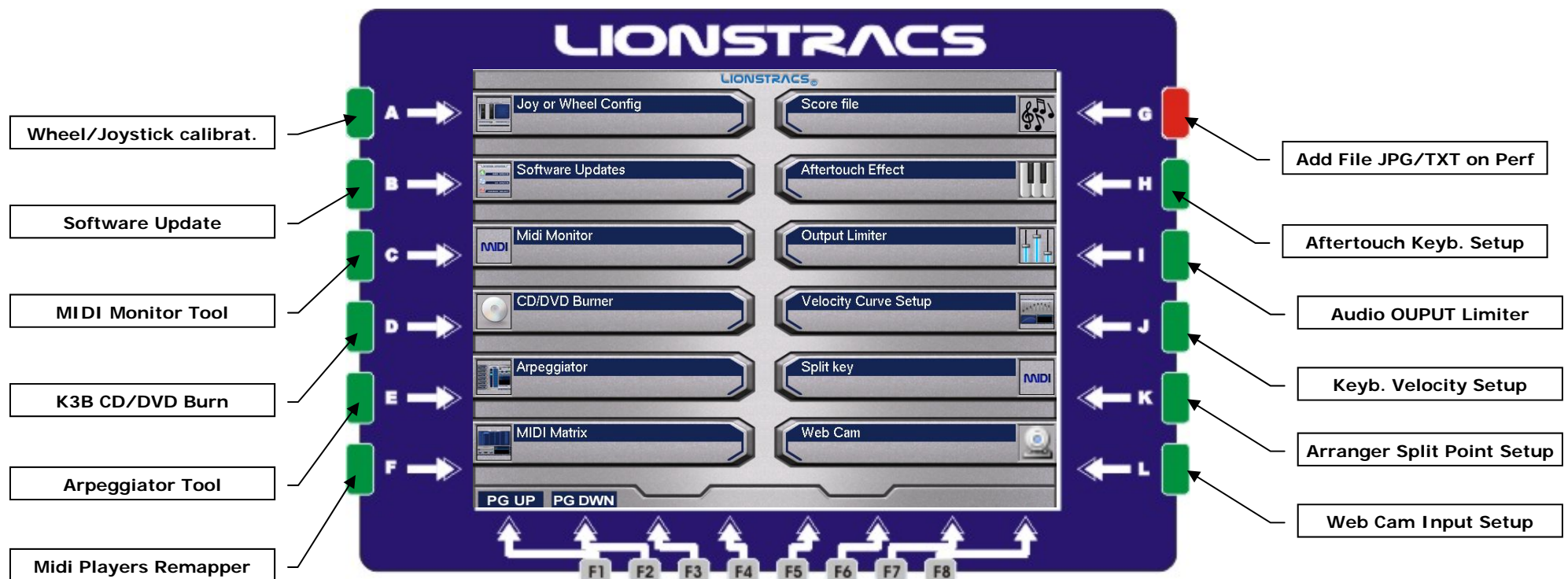
E: Aftertouch effect: this application will open a new interface where it is possible to assign a different midi CC for the aftertouch effects..



GROOVE SETUP key

Press the "SETUP" key in the GROOVE panel to setup the mediastation functions, update new OS software, calibrate the wheels/joystick or aftertouch effects mode. Press the LED key near the function box field or touch the function box field in the display. (it's the same recall function)
Functions available:

- A:** Joystick & Wheel Calibration. This application will recall a new interface to calibrate the modulation wheels/joystick when this hardware is not responding correctly or not in the right midi range or to configure the wheels-Joystick axis midi controls functions
- B:** Software Update. This application will recall a small interface for updating the mediastation OS, by WEB or CD mode.
- C:** Arpeggiator. This application will open a new interface to run the relative midi arpeggiator on the keyboard.
- D:** MIDI MATRIX. MIDI MATRIX is an application that will remap the all original midifile sounds to a new sound setup in the Midiplayer.
- E:** Aftertouch effect: this application will open a new interface where it is possible to assign a different midi CC for the aftertouch effects..
- F:** OUTPUTS LIMITER. Outputs limiter allow to setup the MAX Audio Volumes OUTS for your PA System. 100%= +25dB OUT, 60%=+0dB OUT.
- G:** VELOCITY CURVE SETUP. The Velocity Curve setup allow to edit the Keyboard response velocity from many different keys pressare mode.
- H:** SPLIT KEY. In the Split key setup is possible setup the arranger reconize chords mode range.

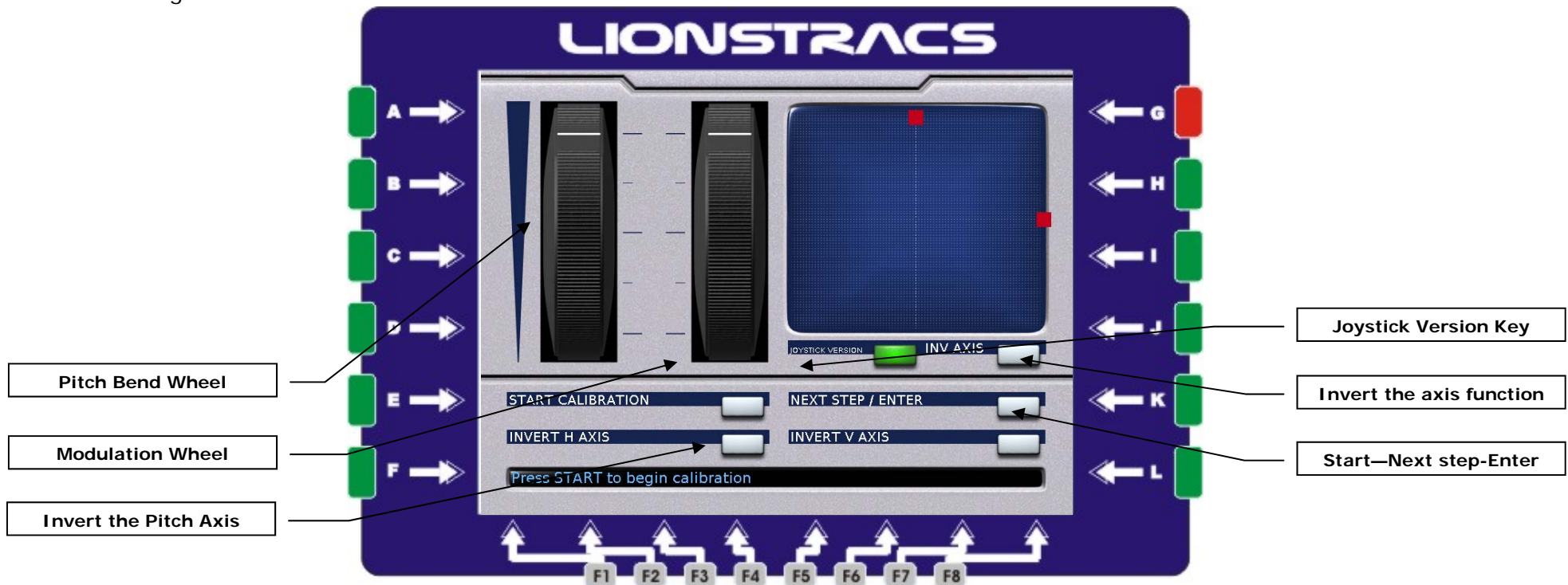


Wheel & Joystick Calibration

Press the "SETUP" key in the GROOVE panel to recall the wheels and Joystick calibration application. This tool is needed when the Wheels and Joystick are not responding correctly for your midi setup or when you restore the DVD disk OS. The file configuration of the wheels/Joystick will be recorded on the hard disk.

- * To start calibrating the wheels/joystick, touch the "START CALIBRATION" icon in the display or just press the "ENTER" key.
- * The OS will ask you to rotate/move the Pitch wheel to the maximum UP position, HOLD the wheel in this position and press the "ENTER" key.
- * The system will now ask you to move the Pitch wheel to its CENTER position, HOLD the wheel in the center position and press the "ENTER"
- * The system will now ask you to move the Pitch wheel to the down position, HOLD the wheel in the DOWN position and press the "ENTER"
- * The system will now ask you to move the Modulation wheel to the maximum UP position, HOLD the wheel in this position and press the "ENTER" key.
- * The system now ask you to move the Modulation wheel to the minimum DOWN position, HOLD the wheel in this position and press the "ENTER" key.
- * Now the calibration of the wheels/Joystick is complete and the system will ask you if you want to start again with the calibration.
- * If you made any wrong steps, start again with the calibration.
- * If the calibration was successful, just press another function key, like the "GM/GS" key and test whether the wheels/joystick are working correctly.

Press the " INVERT AXIS" function key if you prefer to reverse the wheels/Joystick function. Key functions and LED buttons around the display are not working for this interface.



Aftertouch effects

In this Aftertouch setup interface, you are able to program your desired AFTERTOUCH presets.

Press the key function F6= NEW

Select one MIDI CC control that you like to use, for example the patch preset FILTER Resonance.

With the slider C1, start to edit the START source keyboard Aftertouch pressure level MIN

With the slider C2, start to edit the END source keyboard Aftertouch pressure level MAX

With the slider C3, start to edit the START CC midi data event, for example 15-20..

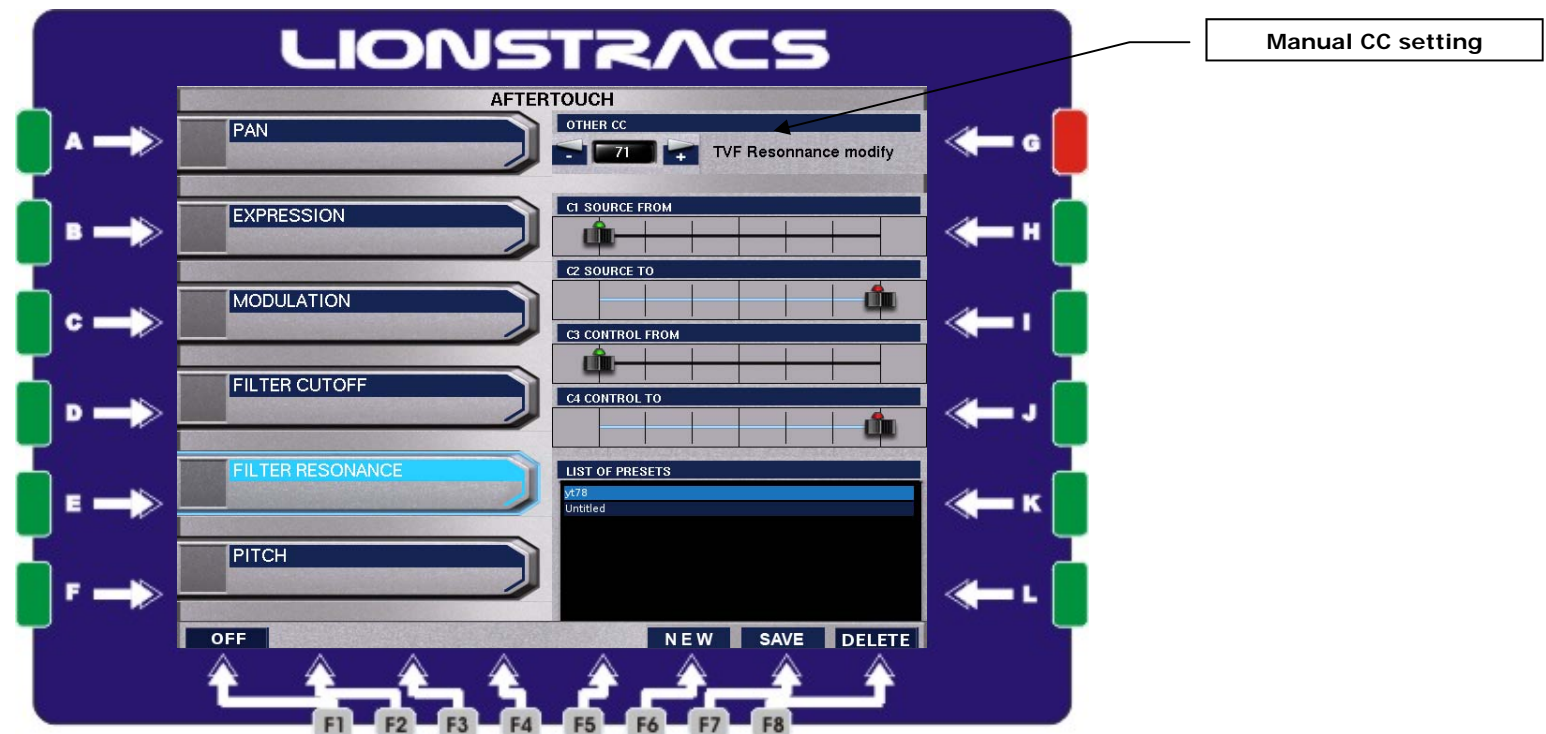
With the slider C4, start to edit the END CC midi data event, for example 100-120.

Now, when you try to press the keyboard Aftertouch feature, you will hear the sound change in the Filter resonance.

Press the key F1= OFF to turn OFF the aftertouch feature.

Start again with a new Preset and select one new CC data controller for the new aftertouch function.

In the field: OTHER CC, touch the icon + or — to find the all 127 Midi implementation CC feature.



Keyboard Velocity Curve Setup

The Keyboard velocity setup, allow you to setup the keyboards keys response in the best way that you like press the key's velocity.

This Velocity setup is more used for the Mediastation X-88 Hammer action Piano keys. The Hammer action sometime need a different velocity pressare for some big GIGA Pianos sound.

Anyway, you can setup the Mediastation X-76 too, for your desidered velocity sounds.

How to use:

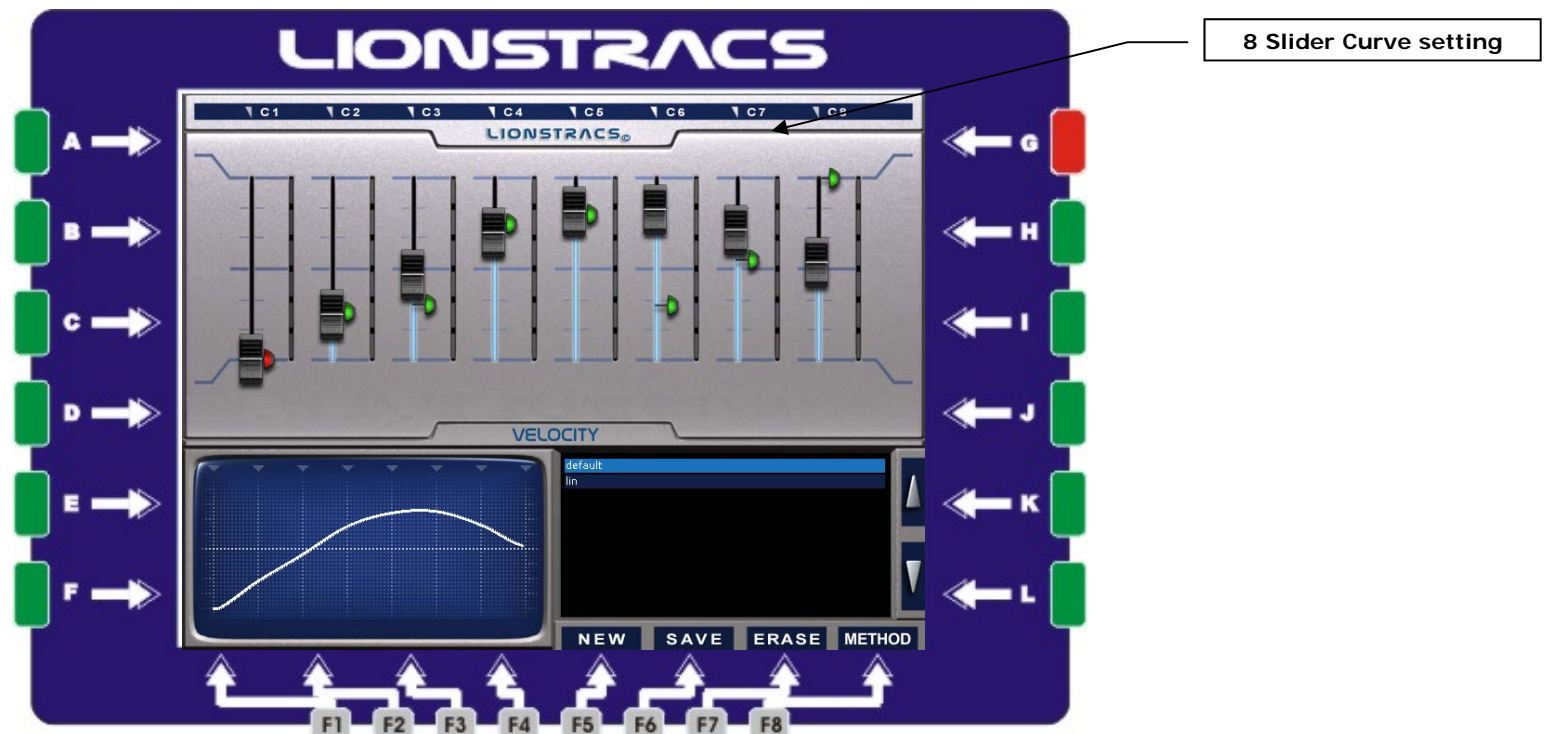
Select one sound, like GM/GS of GIGA pianos.

Press the key F5= NEW for start a new preset.

Now start to edit the all 8 slider untill you will find the right keyboard velocity response that you like better.

Press the key F6= SAVE, will pop up the Virtual keyboard for input the text name of the preset.

Start again with the NEW prest for developpe one new Velocity keyboard presets.



Audio Outputs Limiter

For recall this interface, press the key SETUP and then the key F function: Outputs Limiter.

The Outputs Limiter is used if you need to driver the mediastation direct to the expenal powered Speakers or you will connect the mediastation to one external Mixer.

The all XRL balanced outputs and the two mono Jack MIX OUT 2, with full outputs 100% mode, will outputs about +25dB. This output power is missing for drive the Powerd loudspeakers, because not all powered loudspeakers system are working at +0dB.

If you loke to connect the mediastation in one standard Mixer Line Inputs, you have to reduce the Volume outs of your Mediastation to about +0dB, Or you will hear saturation sounds. In this way, is better that you reduce the Volumes Outs to about 50/60%, in this value you will have about the +0dB outs Volumes.

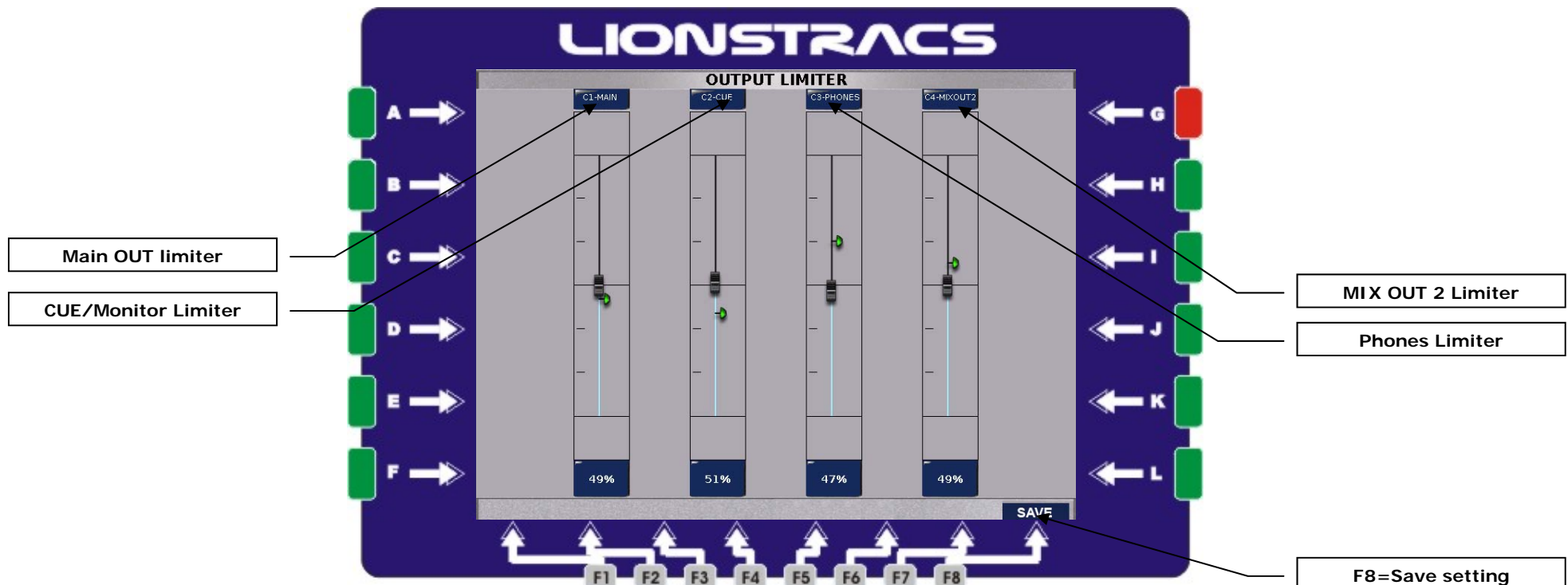
Move the slider function C1 for setting the Main Out volume

Move the slider function C2 for setting the CUE/Monitor Volume

Move the slider function C3 for setting the Phones Volume

Move the slider function C4 for setting the MIX OUT 2 Volume

When your new Outputs default is setting, press the key F8= SAVE to save this new setting.



OS Linux restoring Disk and OS Updating from USB/ISO Disk

Included with your GROOVE, is included one USB memory stick, which is possible to reinstall/restore/update the OS Operating System on the Hard Drive.

The USB memory stick is programmed with the Syslinux OS where is possible booting the Groove BIOS system direct from the USB memory stick.

The 4Gb included USB memory stick contain the basic Operating system and backup library system, the files are:

- A) Groove OS xx.iso file
- B) Sound Bank GM2 GIGA.RAR file.
- C) Wine backup.RAR file

NOTE: never delete the syslinux files system OR the USB memory styck is not able to booting and running the OS Groove.ISO file!!

Installation procedure:

1. connect a PS2 keyboard to the GROOVE PC Keyboard Input socket.
 2. Insert the USB OS styck on one available USB port.
 3. press the "RUN" button.(The RUN button is the First Button at the top of the cover panel)
 4. When the BIOS display the Asrock logo, press on the PC keyboard the function key F11= change booting disk.
 5. Select now the USB OS Memory stick and press ENTER.
 6. Once the information LINUX Ubuntu is on screen, type "Enter" at the keyboard to proceed, in order to select the following options:
 - * i) **HD FORMAT:** Select format HD if you wish to format the entire HD including the USER data partition. WARNING THAT YOU WILL LOST ALL YOUR PERSONAL HOME DATA: Mp3, styles, Giga, wav, video... (before format the whole HD, copy your own data from Home to one external USB hard disk, to use it again for restore your all own data)
 - * ii) **KEEP DATA:** Select keep data: if you wish to finstall in the HD the all new Linux OS Update WITHOUT erasing the USER data partition
- Press now the key ENTER in the Ps2 keyboard and the Linux Ubuntu will start to install the whole software in your GROOVE.

Once the installation process is complete, you will see on the display that the installer is complete and will ask to rebooting. Remove the USB stick from the USB port and press the key ENTER.

Rebooting: -

The GROOVE will now boot from the internal HD, loading the LINUX Debian 64Studio Image, and then it will display the GROOVE MAIN menu. Touch one icon on the display to start to play the desidered function.

You are now ready to use the whole GROOVE software.

Note: IF you need to format again the whole HD, Backup the ALL your personal data Library, like: Mp3, midifiles, GigaLibrary...because the installation disk will restore ONLY the basic Demo Media data files.

How to update the OS on the USB memory stick:

When a new OS is released from the LIONSTRACS web site, download the new OS Groove.ISO file and COPY inside on the USB Memory stick.

Note: on USB meory stick must be available only ONE .ISO file or the system will load automatically the first .ISO file found on directory.

LIONSTRACS Srl riserve the right to make changes at any time, without prior notice, regarding prices, colors, material, specification and discontinue certain models.

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