

EMXP

version 3.11

Software for vintage EMU Samplers

GUIDED TOURS

EMXP has been developed by Kris Van de Cappelle.
Copyright (c) 2006 - 2021 Kris Van de Cappelle, Belgium.

COPYRIGHT

Copyright (c) 2006 - 2021 KRIS VAN DE CAPPELLE.

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with the Invariant Sections being GNU FREE DOCUMENTATION LICENSE, no Front-Cover Texts, and no Back-Cover Texts.

A copy of the license is included in the section entitled "GNU Free Documentation License".

TABLE OF CONTENTS

COPYRIGHT	2
TABLE OF CONTENTS	3
DISCLAIMER	4
INTRODUCTION	6
GUIDED TOUR #1: EXPLORING THE CONTENTS OF AN EMAX-I EMX FILE	7
GUIDED TOUR #2: FORMATTING AN EMAX-I FLOPPY DISK	22
GUIDED TOUR #3: FORMATTING AN EMAX-II HARD DISK	28
GUIDED TOUR #4: COPYING EMAX FLOPPY DISKS TO AN EMAX-II HARD DISK.....	38
GUIDED TOUR #5: COPYING AN EMAX-II BANK FROM ONE SCSI2SD PARTITION TO ANOTHER SCSI2SD PARTITION	59
GUIDED TOUR #6: CONVERTING EMULATOR-II BANK FILES TO SOUNDFONT2 FILES	78
GUIDED TOUR #7: CONVERTING EMAX-II EMX FILES TO AN EMULATOR-IIIX BANK ON A HARD DISK IMAGE FILE AND APPLYING A BANK NAMING RULE.....	85
GUIDED TOUR #8: CONVERTING AN EMULATOR-III CDROM INTO AN EMAX-II HARD DISK.....	101
GUIDED TOUR #9: CONVERTING ALL SAMPLES FROM A SET OF EMULATOR-III BANKS TO WAV FILES.....	119
GUIDED TOUR #10: CONVERTING A SINGLE SAMPLE FROM AN EMULATOR-II BANK TO A WAV FILE.....	127
GUIDED TOUR #11: COMPRESSING AN 8 MB EMAX-II BANK INTO A 4 MB EMAX-II BANK	133
GUIDED TOUR #12: SENDING A BANK TO AN EMULATOR-II WITH RS422.....	151
GUIDED TOUR #13: SENDING SAMPLES TO AN EMAX-I WITH RS422.....	156
GUIDED TOUR #14: SENDING A WAV-FILE TO AN SP-12 WITH MIDI.....	172
GUIDED TOUR #15: CONSTRUCTING AN EMAX-II BANK	178
GUIDED TOUR #16: LISTENING TO EMULATOR-II BANKS	205
GUIDED TOUR #17: CHANGING BANK NAMES ON AN EMAX-I HARD DISK.....	214
GNU FREE DOCUMENTATION LICENSE.....	220

DISCLAIMER

Version Number: This is version 3.11

EMXP v3.11 is an official version.

Note however that all EMXP versions should be considered to be a beta version to a certain degree. The number of test people and test cases is simply too low, and the time spent on testing EMXP by the developer is not sufficient to justify a non-beta status.

EMXP definition: The EMXP software consists of:

- emxpn.exe (the program itself)
- emxpv311_referencemanual.pdf (the EMXP reference manual)
- emxpv311_guidedtours.pdf (the EMXP guided tours manual)
- emxpv311_macOSWine_manual.pdf (the installation and user manual for Mac OS X/macOS)

Any reference to EMXP includes all of these components.

Specifications: Except for the E-Mu System's SoundFont2 specification, EMXP is *not* based on any official specification by E-Mu Systems or by Akai Pro.

The EMAX specifications have been reverse engineered on EMAX-I and EMAX-II hardware samplers. The AKAI implementation is based partly on the specifications by Paul Kellett (see www.sonicspot.com/guide/akaifiles.html) and partly on additional reverse engineering on AKAI S1000 samplers. The EMULATOR-III and EMULATOR-IIIX specifications have been reverse engineered on EMULATOR-III and EMULATOR-IIIX samplers. The ESI and ESI-v3 specifications have been reverse engineered on an ESI-4000 sampler. The EMULATOR-II specifications have been reverse engineered on an EMULATOR-II sampler using SOUND DESIGNER II FOR EMU II; the EMULATOR-II hard disk specifications have been reverse engineered by means of DREM files created on an EMULATOR-II sampler equipped with a DREM. The EMULATOR-I specifications have been reverse engineered on an EMULATOR-I hardware sampler, with help of aKryoFlux floppy disk controller and an SD HxC floppy emulator. The SP-12 specifications have been reverse engineered on an SP12 Turbo sampling percussion instrument.

As these specifications are not official, Kris Van de Cappelle (the author) can not guarantee correct results.

The SoundFont2 features of EMXP are based on the SoundFont® Technical Specification versions 2.01 (July 23, 1998) and 2.04 (February 3, 2006) published by E-Mu Systems.

The HxC HFE file structure used by EMXP is based on the "SDCard HxC Floppy Emulator HFE File format - Rev.1.1-06/20/2012 document" available on <http://hxc2001.free.fr>, on the FM and MFM disk format described in literature (e.g. "het PC-hardwareboek, Hans-Peter Messmer, Addison-Wesley, ©2000-2001", "the floppy user guide, M.Haardt, A.Knaff, D.C. Niemi, 2001", ...), on the Emulator-I and Emulator-II disk format structures reverse engineered by Kris Van de Cappelle in 2010 (see "Disk_layout_of_EmulatorI_floppy_disks_v0_8.pdf" and "Disk_layout_of_EmulatorII_floppy_disks_v4.pdf" available on <http://www.emxp.net>) and by investigating the HFE files generated by the HxCFloppyEmulator software that can be downloaded from <http://hxc2001.free.fr>.

Special thanks: Adding Emulator-II hard disk and DREM support to EMXP would not have been possible without the help from and intensive test efforts done by Brian Kenneth Ronn, Charles Stella and James Reeb. Moreover all of this would not have been possible if the DREM would not have been capable of supporting Emulator-II+HD hard disks in the first place. A special thanks to Oleksandr Kapitanenko and James Reeb for their huge effort to make this possible.

Copyright: EMXP is copyrighted by Kris Van de Cappelle, Belgium. 2006-2021.
Accountability/Responsibility: The author is not responsible for any errors or damage caused by the EMXP software nor by the output produced by the EMXP software.
Using this software and the output produced by this software is at risk of the user.

E-Mu Systems is not responsible for any errors or damage caused by the EMXP software or the output produced by the EMXP software.

EMXP and the specifications on which it depends are *not owned and not approved by E-Mu Systems*.

Akai Pro is not responsible for any errors or damage caused by the EMXP software or the output produced by the EMXP software.

EMXP and the specifications on which it depends are *not owned and not approved by Akai Pro*.

Digidesign is not responsible for any errors or damage caused by the EMXP software or the output produced by the EMXP software.

EMXP and the specifications on which it depends are *not owned and not approved by Digidesign*.

Oberheim Electronics/ECC/Gibson is not responsible for any errors or damage caused by the EMXP software or the output produced by the EMXP software.

EMXP and the specifications on which it depends are *not owned and not approved by Oberheim Electronic/ECC/Gibson*.

The HxC2001 Project is not responsible for any errors or damage caused by the EMXP software or the output produced by the EMXP software. The software code used by EMXP to read and generate HxC HFE files is *not owned nor approved by the HxC2001 Project*.

PortaOne Inc is not responsible for any errors or damage caused by the EMXP software or the output produced by the EMXP software. The software code used by EMXP to create, read and write DREM .DSK and .CFG files is *not owned nor approved by the PortaOne Inc*.

EMXP is *free software* and can be used and copied without any charge and without any further permission of the author.

EMXP however *may not be sold* and may not be included in commercial software.

The EMXP software *may not be changed* without permission of the author.

Do not use this software nor the output produced by this software if you don't agree with this disclaimer.

Trademarks: EMAX, EMAX-SE, EMAX-SE-HD, EMAX PLUS, EMAX-HD, EMAX-II, EMAX 2, Emulator-II, Emulator-III, Emulator-IIIX, ESI, SP-12 and SoundFont® are trademarks of E-Mu Systems.
APPLE, MACINTOSH, MAC CLASSIC, Mac OS X and macOS are trademarks of Apple Computer Inc
AKAI S1000 is a trademark of Akai Professional.
DPX-1 and Oberheim DPX-1 are trademarks of Oberheim Electronics/ECC/Gibson.
IOMEGA and ZIP(drive) are trademarks of Iomega Corporation.
SOUND DESIGNER for EMULATOR-II is a trademark of Digidesign.
SOUND DESIGNER for EMAX is a trademark of Digidesign.
OMNIFLOP is a trademark of Sherlock Consulting Limited.
Vienna, Vienna SoundFont Studio, Audigy, Audigy 2, Audigy 2 ZS, Sound Blaster, Sound Blaster Live ! are trademarks of Creative (Labs).
Viena is a trademark of MicroFast, Kenneth Rundt.
Polyphone is a trademark of Davy Triponney
SP-12 Librarian is a trademark of Water's Edge Software (Steve Makohin).
KryoFlux is a trademark of The Software Preservation Society
HxC, SD HxC, USB HxC are trademarks of the HxC2001 Project initiated by Jean-Francois Del Nero
DREM is a trademark of PortaOne, Inc
AVR and AT90USB1287 are trademarks of Atmel Corporation.
SCSI2SD is a trademark of Michael McMaster (<http://www.codesrc.com>)

INTRODUCTION

This document contains a set of "guided tours" for using the EMXP software.

Each guided tour is a practical use case which is illustrated in a no-nonsense style: step-by-step, screen-by-screen, without an overload of theory and details.

EMXP is a very versatile software package, literally hundreds of use cases are supported by EMXP.

We can't explain them all.

In this manual we have selected 17 typical examples of processes that you are probably going to perform with EMXP.

If your specific use case is not included in this manual, you will probably find a similar one which can be used as a starting point or guidance for your specific use case.

Each guided tour contains screen-shots of *every* screen that will appear during the use case, *except* for the so-called "wait screens" and "proceeding screens": these are the screens that may temporarily appear if EMXP is performing a long-running activity, e.g. collecting a file overview of 5000 files or scanning the drives connected to your computer. "Wait screens" and "proceeding screens" can appear at any point in time while using EMXP, so we won't always explicitly show them in this manual.

Each step and each screen of a guided tour is accompanied by a very short explanation - the explanation has been kept short intentionally to keep the guided tours as readable as possible.

If you would like to know more details about a use case step or about a screen, we refer to the EMXP Reference Manual.

Here's the list of guided tours included in this manual:

- GUIDED TOUR #1: EXPLORING THE CONTENTS OF AN EMAX-I EMX FILE
- GUIDED TOUR #2: FORMATTING AN EMAX-I FLOPPY DISK
- GUIDED TOUR #3: FORMATTING AN EMAX-II HARD DISK
- GUIDED TOUR #4: COPYING EMAX FLOPPY DISKS TO AN EMAX-II HARD DISK
- GUIDED TOUR #5: COPYING AN EMAX-II BANK FROM ONE SCSI2SD PARTITION TO ANOTHER SCSI2SD PARTITION
- GUIDED TOUR #6: CONVERTING EMULATOR-II BANK FILES TO SOUNDFONT2 FILES
- GUIDED TOUR #7: CONVERTING EMAX-II EMX FILES TO AN EMULATOR-III BANK ON A HARD DISK IMAGE FILE AND APPLYING A BANK NAMING RULE
- GUIDED TOUR #8: CONVERTING AN EMULATOR-III CDROM INTO AN EMAX-II HARD DISK
- GUIDED TOUR #9: CONVERTING ALL SAMPLES FROM A SET OF EMULATOR-III BANKS TO WAV FILES
- GUIDED TOUR #10: CONVERTING A SINGLE SAMPLE FROM AN EMULATOR-II BANK TO A WAV FILE
- GUIDED TOUR #11: COMPRESSING AN 8 MB EMAX-II BANK INTO A 4 MB EMAX-II BANK
- GUIDED TOUR #12: SENDING A BANK TO AN EMULATOR-II WITH RS422
- GUIDED TOUR #13: SENDING SAMPLES TO AN EMAX-I WITH RS422
- GUIDED TOUR #14: SENDING A WAV-FILE TO AN SP-12 WITH MIDI
- GUIDED TOUR #15: CONSTRUCTING AN EMAX-II BANK
- GUIDED TOUR #16: LISTENING TO EMULATOR-II BANKS
- GUIDED TOUR #17: CHANGING BANK NAMES ON AN EMAX-I HARD DISK

We recommend to read at least Guided Tour #1, because it gives a good introduction to the user interface of EMXP, the File Manager and the Folder Manager.

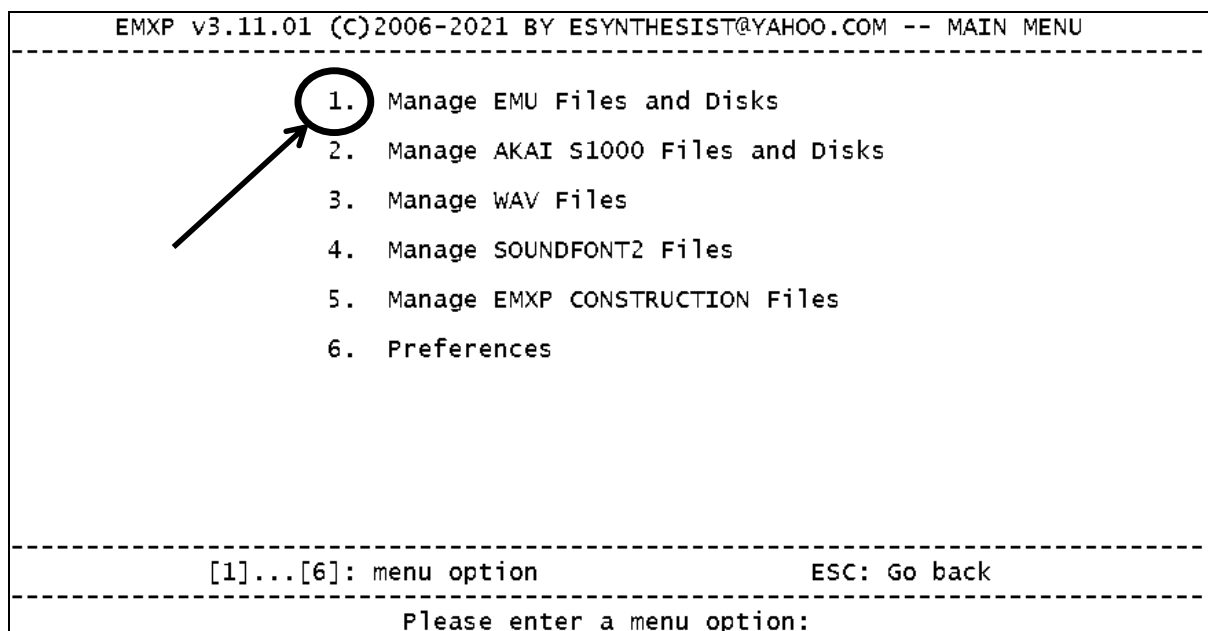
Note:

This manual assumes that the "Yamaha" convention for the keyboard octave notation is applicable. As a consequence the text and pictures in this manual assume that the middle C is the C3 note (corresponding to MIDI note 60). This is the convention used by EMU samplers as well. Many other musical instruments and software use the scientific pitch notation though, which considers the C4 note to be the middle C. EMXP offers the possibility to choose the middle C convention by means of a Preference.

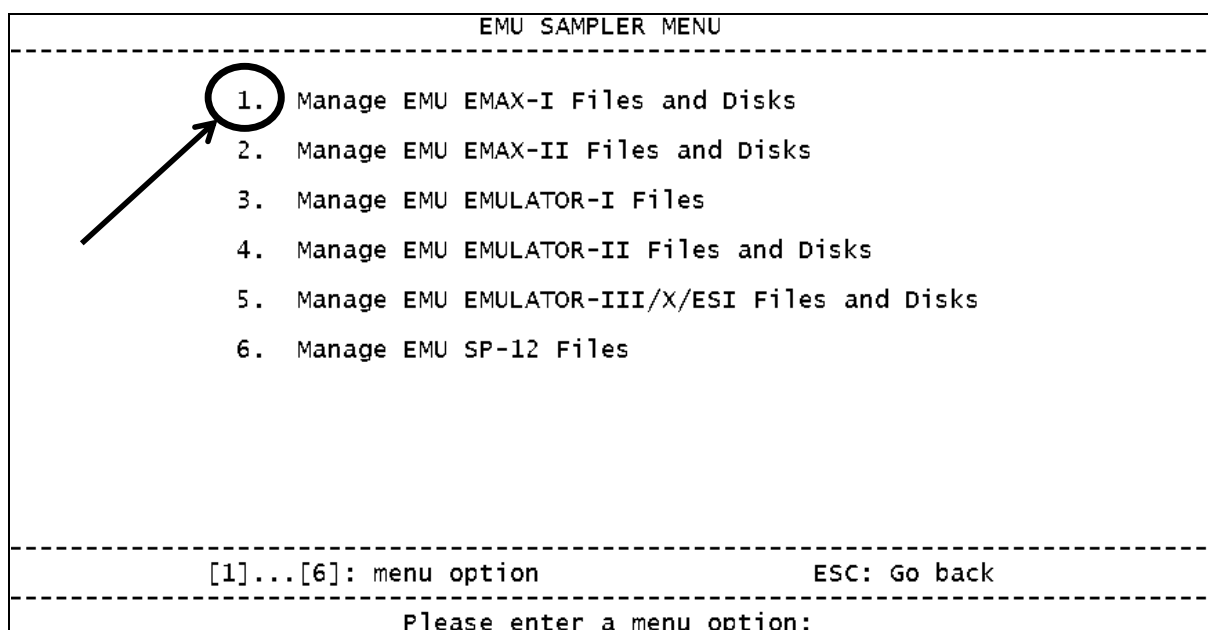
GUIDED TOUR #1: EXPLORING THE CONTENTS OF AN EMAX-I EMX FILE

In this guided tour, we will have a look at the presets, voices and samples of a factory EMAX-I EMX file, and we will check the parameters of a preset, voice and sample.

1) After having started EMXP the main menu will appear. Since we want to have a look at an EMU EMAX-I file, we select the first menu function by pressing "1" on the keyboard of the computer.



2) The following menu gives access to all EMU objects. Since we want to have a look at an EMAX-I file, we select the first menu function.



3) In the EMAX-I menu, we select the second menu function to access the EMAX-I EMX files.

EMAX-I SAMPLER MENU	
1.	Manage EMAX-I Bank Files
2.	Manage EMAX-I EMX Files
3.	Manage EMAX-I Operating System Files
4.	Manage EMAX-I Hard Disk Images
5.	Manage EMAX-I Hard Disks
6.	Manage EMAX-I Floppy Disk Images
7.	Manage EMAX-I HxC Floppy Disk Images
8.	Manage other EMAX-I Files and Disks
9.	Receive Banks or Samples from EMAX-I via RS422/MIDI

[1]...[9]: menu option	ESC: Go back

Please enter a menu option:	

4) EMXP is looking for all EMAX-I EMX files in the current folder for EMAX-I EMX files (here subfolder "\Images"). In our example this folder does not contain any EMX files, so a warning is displayed. We press any key on the keyboard to skip this warning. We can also press the ESCAPE key to skip not only this warning but also any warning which may appear after this warning.

WARNING	

No EMAX-I EMX files could be found in the current folder.	
Please select another folder, or make sure there are valid EMAX-I EMX files with a correct file extension in the current folder.	
Press any key to continue...	

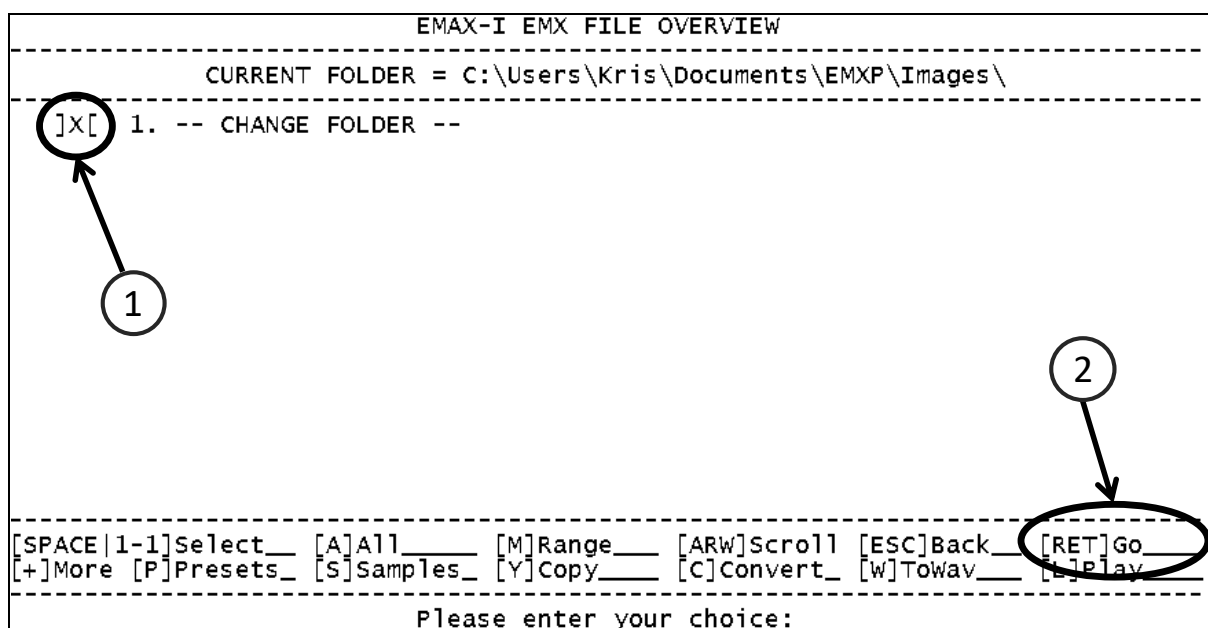
[Any key]: Continue	[ESC]: Skip warnings

Press a key (or ESC)...: _	

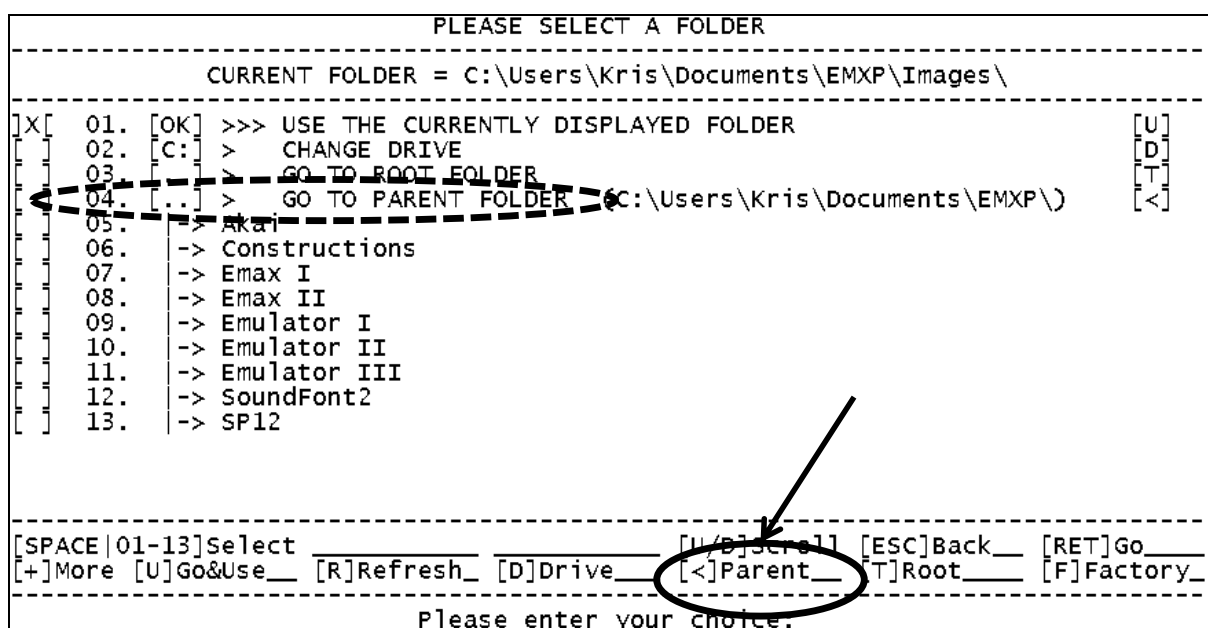
5) EMXP displays the overview of EMAX-I EMX files now, but the overview is empty. Let's navigate to the folder which contains EMAX-I EMX files. We can do this by selecting the first item called "-- CHANGE FOLDER --". This can be done in two ways:

- by using the UP and DOWN key to move the cursor (marked "] [" instead of "[] ") to the first item and pressing the SPACE bar to actually select that item. The selector in front of the item changes into "]X[" to indicate that the item has been selected. Note that in our example there is only one item displayed, so the cursor is positioned on the first item by default.
- by pressing "1" on the keyboard. The selector in front of the first item changes into]X[to indicate that the item is selected.

We press ENTER to go to the folder overview.



6) An overview of all subfolders of the current folder is displayed. In our example the EMX files are in the "\Emax I" subfolder, but before navigating to that folder, let's first have a quick look to some interesting features of the Folder Manager. To quickly navigate to the parent folder, we can simply press the LEFT arrow key. *An alternative - but slower - method would be to select the "> GO TO PARENT FOLDER" item (item 4) and to press ENTER.*



7) The "\EMXP" folder has become the *current folder now*. By pressing the RIGHT arrow key, we can return to the previous child folder ("\EMXP\Images", see step 6). But let's jump now immediately to the root folder of the current drive, by pressing the "T" shortcut key. *An alternative - but slower - method would be to select the "> GO TO ROOT FOLDER" item (item 3) and to press ENTER.*

```

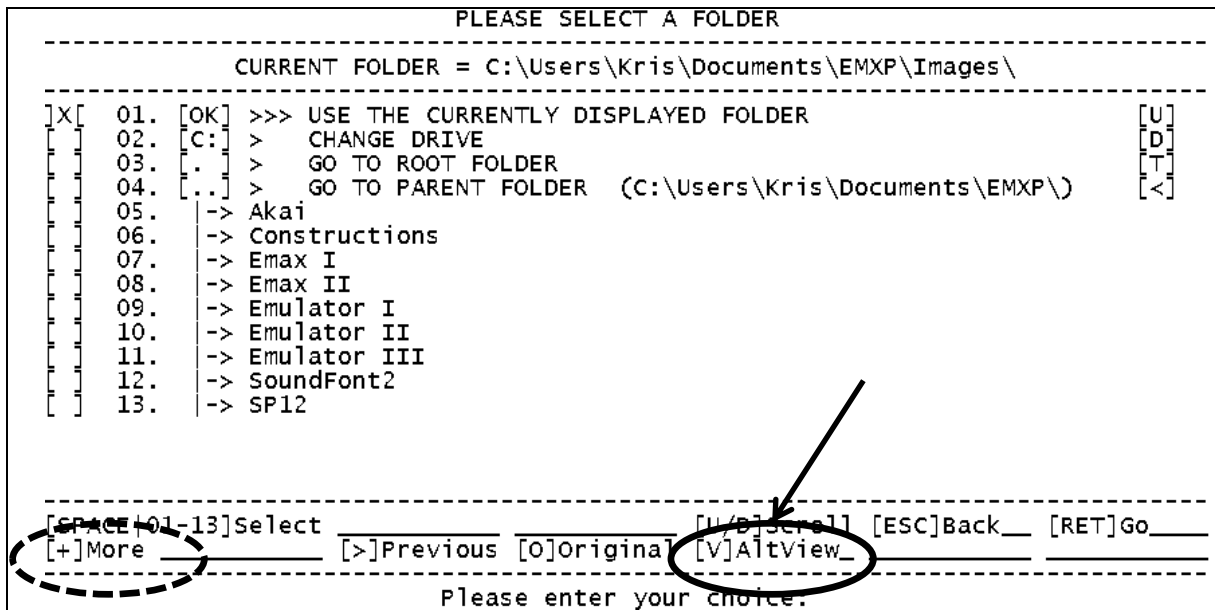
PLEASE SELECT A FOLDER
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\
-----
[X] 01. [OK] >>> USE THE CURRENTLY DISPLAYED FOLDER [U]
    02. [C:] > CHANGE DRIVE [D]
    03. [.] > GO TO ROOT FOLDER [T]
    04. [..] > GO TO PARENT FOLDER (C:\Users\Kris\Documents\) [<]
    05. -> Akais1000
    06. -> Images
    07. -> Logs
    08. -> Os
    09. -> Reports
    10. -> Temp
    11. -> Wav
-----
[SPACE|01-11]Select _____ [U/D]Scroll [ESC]Back [RET]Go
[+]More [U]Go&Use [R]Refresh [D]Drive [<]Parent [T]Root [F]Factory
-----
Please enter your choice:
  
```

8) Let's navigate back now to the factory default folder for EMAX-I EMX images, by pressing the "F" shortcut key.

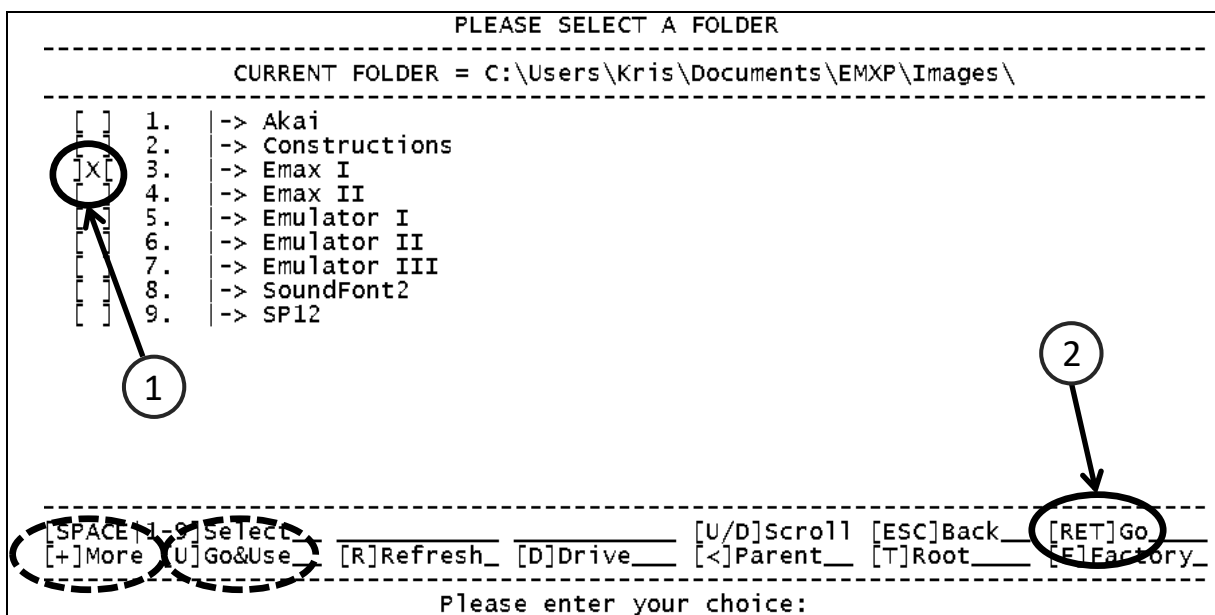
```

PLEASE SELECT A FOLDER
-----
CURRENT FOLDER = C:\
-----
[X] 01. [OK] >>> USE THE CURRENTLY DISPLAYED FOLDER [U]
    02. [C:] > CHANGE DRIVE [D]
    03. [.] > GO TO ROOT FOLDER [T]
    04. [..] > GO TO PARENT FOLDER (C:\) [<]
    05. -> cygwin64
    06. -> Dos
    07. -> Downloads
    08. -> drivers
    09. -> GTK
    10. -> Intel
    11. -> Output Files
    12. -> PerfLogs
    13. -> Program Files
    14. -> Program Files (x86)
    15. -> Python27
    16. -> SymCache
-----
[SPACE|01-24]Select _____ [U/D]Scroll [ESC]Back [RET]Go
[+]More [U]Go&Use [R]Refresh [D]Drive [<]Parent [T]Root [F]Factory
-----
Please enter your choice:
  
```

9) If we like using shortcut keys more than having to select items like "> GO TO PARENT FOLDER", we can make more room for displaying folders by changing the View Mode of the Folder Manager. This can be done by pressing shortcut key "V" a few times (this shortcut key will appear on the bottom line of the screen after pressing the "+" shortcut key a few times).



10) First we press the "+" key to see the most important shortcut keys on the bottom line again. Let's now navigate to the subfolder containing the EMX files. In our example the EMX files are in the "Emax I" subfolder, so we select item number 3 (by moving the cursor and pressing the SPACE bar or by entering "3" on the keyboard) and then we press ENTER. *As an alternative - faster - method we can also press the "U" shortcut key, as explained in the next step.*



11) First let's change the View Mode again by pressing the "V" shortcut key. The subfolders of the selected "\Emax I" folder are displayed - note that we don't see the *files* of that folder, only the *folders*. Since this is the folder we want to use, we accept the folder by selecting the first item named "[OK] >>> USE THE CURRENTLY DISPLAYED FOLDER" and we press ENTER to get an overview of all EMAX-I EMX files in that folder. *Alternatively, it's also possible to simply select none of the items and to press ENTER. Or we could have pressed "U" instead of ENTER in step 10 when selecting item 3: this would have resulted immediately in the file overview screen of step 12.*

```

PLEASE SELECT A FOLDER
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax I\
-----
[X] 1. [OK] >>> USE THE CURRENTLY DISPLAYED FOLDER [U]
    2. [C:] > CHANGE DRIVE [D]
    3. [.] > GO TO ROOT FOLDER [T]
    4. [...] > GO TO PARENT FOLDER (C:\Users\Kris\D...\EMXP\Images\) [<]
    5. -> Bank Images
    6. -> Floppy Images
    7. -> HxC Images
    8. -> SD Images

[SPACE|1-8]Select_____ [U/D]Scroll [ESC]Back [RET]Go
[+]More [U]Go&Use_____ [R]Refresh_ [D]Drive_____ [<]Parent_ [T]Root_____ [F]Factory_

Please enter your choice:
  
```

12) A list of EMAX-I EMX files in the selected folder appears now. Before actually selecting an EMX file, let's first explore some interesting features of the File Manager. We press the RIGHT arrow key a few times to scroll through the information which is available for each of the files.

```

EMAX-I EMX FILE OVERVIEW
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax I\
-----
] [ 001. -- CHANGE FOLDER --
    002. 000-ZD700-GrandPiano      Piano Hi E #Pres: 27 #Samp: 8
    003. 001-ZD701-ArcoStrings    NarrowSter #Pres: 27 #Samp: 11
    004. 002-ZD702-RockKit        RockmanStr #Pres: 29 #Samp: 15
    005. 003-ZD703-RockOrgan      Hammond B3 #Pres: 16 #Samp: 12
    006. 004-ZD704-BigBrass       NarrowSter #Pres: 19 #Samp: 8
    007. 005-ZD705-FrenchHorn     French Hor #Pres: 12 #Samp: 8
    008. 006-ZD707-MixedChorus    Female Cho #Pres: 21 #Samp: 11
    009. 007-ZD708-KyodalSynthCollage Doubled Ba #Pres: 20 #Samp: 16
    010. 008-ZD709-RockGuitar     Mute/Chrd/ #Pres: 19 #Samp: 20
    011. 009-ZD710-Marimbavibes   Marimbas #Pres: 21 #Samp: 16
    012. 010-ZD711-PopBrass       TromTrum&S #Pres: 22 #Samp: 31
    013. 011-ZD712-ElectricGrand  El Grand S #Pres: 14 #Samp: 8
    014. 012-ZD713-MultiSynthCombo Multi Synt #Pres: 32 #Samp: 11
    015. 013-ZD714-WoodwindEnsemble Cornucopia #Pres: 29 #Samp: 29
    016. 014-ZD715-SteelStrungGuitar 6 String G #Pres: 25 #Samp: 7

[SPACE|001-127]Slct [A]All_____ [M]Range_____ [ARW]Scroll [ESC]Back_____
[R]Refresh_ [N]SortName [I]SortTime [Z]SortSize_____

Please enter your choice:
  
```

13) After pressing the RIGHT key 3 times, the overview screen is showing the Date and Time of the most recent modification of each file, as well as the actual file size. It's also possible to sort the files. This can be done on file name, timestamp or file size, by pressing shortcut key "N", "T" or "Z" and in both ascending or descending order (by pressing the shortcut key once more). Let's order the files on timestamp in ascending order, by pressing "T" once.

EMAX-I EMX FILE OVERVIEW					
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax I\					
] [001.	-- CHANGE FOLDER --			
	002.	000-ZD700-GrandPiano	26/03/2000	18:38:36	541 KB
	003.	001-ZD701-ArcoStrings	26/03/2000	18:39:30	541 KB
	004.	002-ZD702-RockKit	26/03/2000	18:33:24	541 KB
	005.	003-ZD703-RockOrgan	26/03/2000	18:34:58	541 KB
	006.	004-ZD704-BigBrass	26/03/2000	18:36:28	541 KB
	007.	005-ZD705-FrenchHorn	26/03/2000	18:42:38	541 KB
	008.	006-ZD707-MixedChorus	26/03/2000	18:47:48	541 KB
	009.	007-ZD708-KyodalsynthCollage	26/03/2000	18:49:36	541 KB
	010.	008-ZD709-RockGuitar	26/03/2000	18:51:04	541 KB
	011.	009-ZD710-MarimbaVibes	26/03/2000	18:52:30	541 KB
	012.	010-ZD711-PopBrass	11/06/2000	12:18:58	541 KB
	013.	011-ZD712-ElectricGrand	11/06/2000	12:23:28	541 KB
	014.	012-ZD713-MultiSynthCombo	11/06/2000	11:45:48	541 KB
	015.	013-ZD714-WoodwindEnsemble	11/06/2000	12:19:56	541 KB
	016.	014-ZD715-SteelStrungGuitar	11/06/2000	12:20:48	541 KB

[SPACE 001-127]Slct		[A]All	[M]Range	[ARW]Scroll	[ESC]Back
		[R]Refresh	[N]SortName	[T]SortTime	[Z]SortSize

Please enter your choice:					

14) In the ordered EMAX-I EMX file overview of the "\Images\Emax I" folder, we select the file that we want to explore. In our example we want to check the file named "001-ZD701-ArcoStrings.EMI". So we select the sixth item and press ENTER. Make sure to select only one item - if multiple items are selected it will not be possible to view the contents of the selected files.

EMAX-I EMX FILE OVERVIEW					
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax I\					
] [001.	-- CHANGE FOLDER --			
	002.	002-ZD702-RockKit	26/03/2000	18:33:24	541 KB
	003.	003-ZD703-RockOrgan	26/03/2000	18:34:58	541 KB
	004.	004-ZD704-BigBrass	26/03/2000	18:36:28	541 KB
	005.	000-ZD700-GrandPiano	26/03/2000	18:38:36	541 KB
	006.	001-ZD701-ArcoStrings	26/03/2000	18:39:30	541 KB
	007.	005-ZD705-FrenchHorn	26/03/2000	18:42:38	541 KB
	008.	006-ZD707-MixedChorus	26/03/2000	18:47:48	541 KB
	009.	007-ZD708-KyodalsynthCollage	26/03/2000	18:49:36	541 KB
	010.	008-ZD709-RockGuitar	26/03/2000	18:51:04	541 KB
	011.	009-ZD710-Marimbavibes	26/03/2000	18:52:30	541 KB
	012.	059-ZD762-LinearSynthesis4	01/04/2000	09:44:12	541 KB
	013.	900-ZD779A-SpectrumSynthEmaxSE	01/04/2000	09:46:36	541 KB
	014.	901-ZD780A-TransformMultiEm...	01/04/2000	09:48:54	541 KB
	015.	902-ZD781A-DevUpdateEmaxSE	01/04/2000	09:50:32	541 KB
	016.	092-ZD804-Atmospheres	01/04/2000	09:52:40	541 KB

[SPACE 001-127]Slct		[A]All	[M]Range	[ARW]Scroll	[ESC]Back
[+]More [P]Presets		[S]Samples	[Y]Copy	[C]Convert	[W]ToWav
					[RET]Go
					[L]Play

Please enter your choice:					

15) The EMAX-I EMX menu appears now. Let's have a look at the details and parameters on bank level by selecting menu function 9.

```

EMAX-I EMX FILE MENU
-----
1. Copy to other EMAX-I File or Disk
2. Convert to Other Sampler Format
3. Extract all Samples to WAV Files
4. Play all EMAX-I Samples
5. Send EMAX-I EMX File(s) to EMAX via RS422
6. Create Bank/Preset Overview Report
7. Show Presets
8. Show Samples
9. Show Bank Details
-----
[1]...[9]: menu option          ESC: Go back
-----
Please enter a menu option:

```

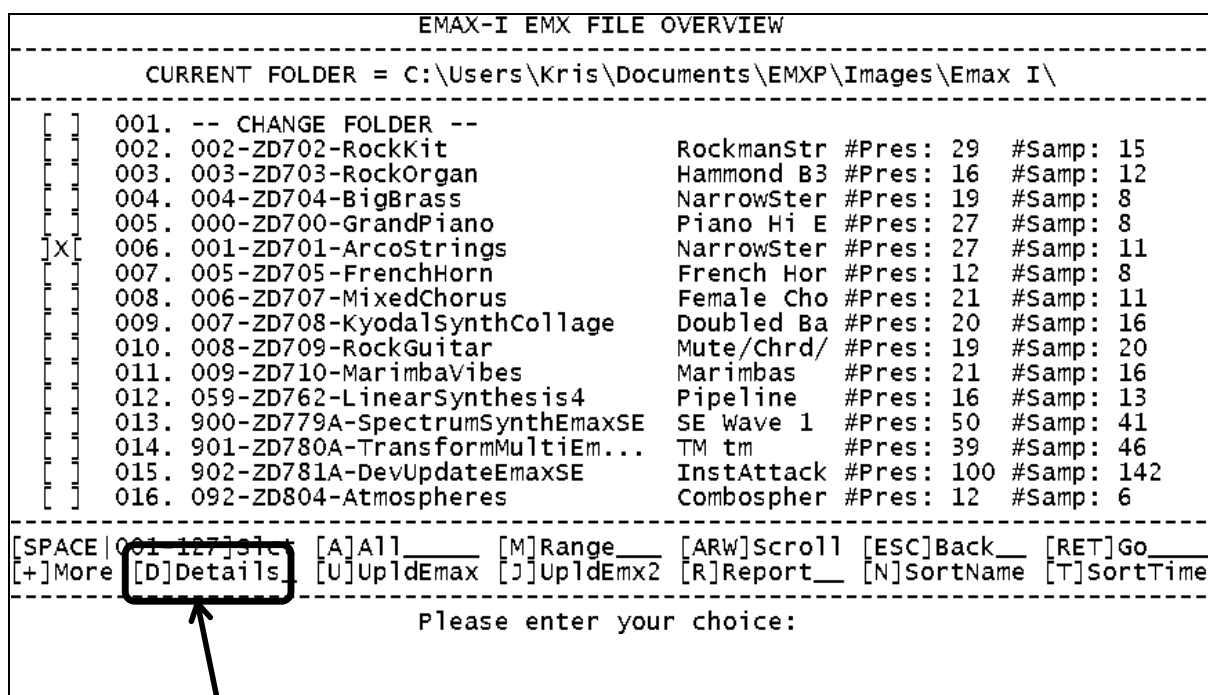
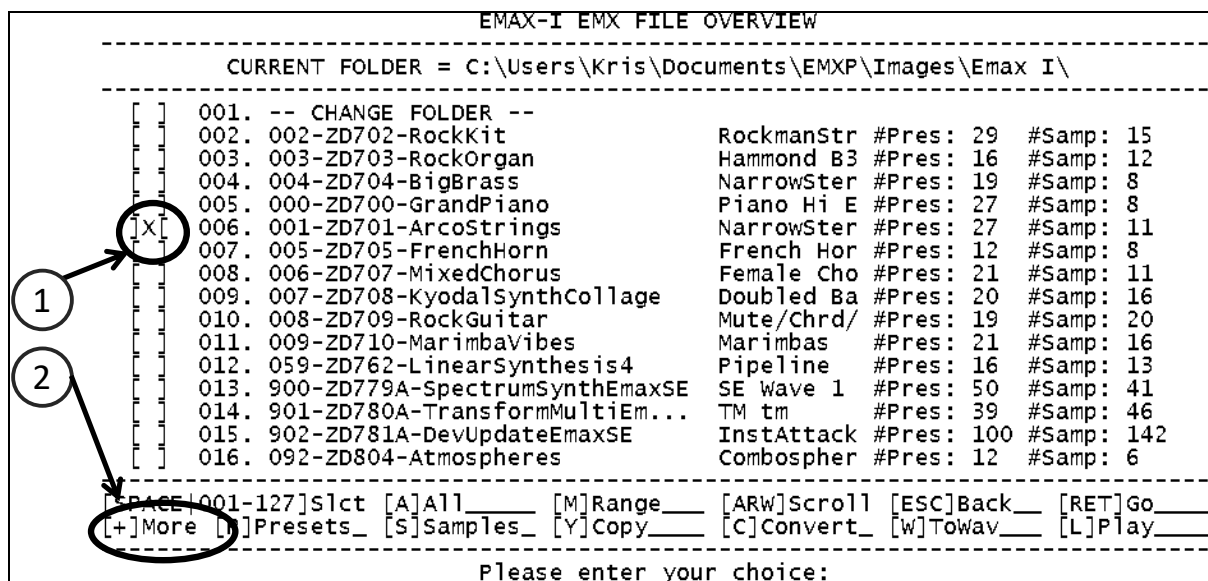
16) Some general information about the sound bank of the EMX file is displayed. To leave this screen, we press the ESCAPE button on the keyboard.

```

EMAX-I BANK DETAILS B00: NARROWSTEREO
-----
Bank name:          NarrowStereo
Bank number:        B00
Type of bank:       EMAX-I
Size of bank:       552841 Bytes
Size of samples:    521787 Bytes      (= 521787 Sample points)
Required No of Disks: 1 Floppy disks
Number of Presets:  27
Number of Samples:  11  (10 if Spectrum Synthesis has been used)
Number of Sequences: 2
Start up with Preset: P25
Start up with Sequence: S01
Backup Status:      Not applicable
-----
[UP/DOWN]    [PGUP/PGDN]    [HOME/END]    [ESC]
-----
Please enter your choice:

```

The same bank details screen could also have been obtained by pressing "D" while we were in the EMAX-I EMX file overview screen. This overview screen offered so-called "short cut keys" to get immediate access to any of the actions available on EMX files. Only 6 shortcut keys are displayed at once on the bottom line of the overview screen. By pressing "+" the next set of 6 shortcut keys will be displayed, and one of them is "D" for getting bank details. See pictures below.



We can use the shortcut key "D" even if it's not currently displayed on the bottom line of the screen (unless specified otherwise in the Look & Feel preferences).

17) We are back in the EMAX-I EMX menu. Let's now get an overview of all presets in the EMX file, by selecting menu function 7.

EMAX-I EMX FILE MENU	
1.	Copy to other EMAX-I File or Disk
2.	Convert to Other Sampler Format
3.	Extract all Samples to WAV Files
4.	Play all EMAX-I Samples
5.	Send EMAX-I EMX File(s) to EMAX via RS422
6.	Create Bank/Preset Overview Report
7.	Show Presets
8.	Show Samples
9.	Show Bank Details

[1]...[9]:	menu option
ESC: Go back	

Please enter a menu option:	

The same preset overview could also have been obtained by pressing "P" while we were in the EMAX-I EMX file overview screen. See picture below.

EMAX-I EMX FILE OVERVIEW	
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax I\	

[]	001. -- CHANGE FOLDER --
[]	002. 002-ZD702-RockKit
[]	003. 003-ZD703-RockOrgan
[]	004. 004-ZD704-BigBrass
[]	005. 000-ZD700-GrandPiano
[X]	006. 001-ZD701-ArcoStrings
[]	007. 005-ZD705-FrenchHorn
[]	008. 006-ZD707-MixedChorus
[]	009. 007-ZD708-KyodalsynthCollage
[]	010. 008-ZD709-RockGuitar
[]	011. 009-ZD710-MarimbaVibes
[]	012. 059-ZD762-LinearSynthesis4
[]	013. 900-ZD779A-SpectrumSynthEmaxSE
[]	014. 901-ZD780A-TransformMultiEm...
[]	015. 902-ZD781A-DevUpdateEmaxSE
[]	016. 092-ZD804-Atmospheres

[SPACE] 001-127	[A] All
[+] More	[P] Presets
[M] Range	[S] Samples
[Y] Copy	[W] ToWav
[ARW] Scroll	[C] Convert
[ESC] Back	[L] Play
[RET] Go	

Please enter your choice:	

18) We want to check the parameters and voices of preset P05 named "Slow Pan", so in the preset overview we select item number "06" and we press "D", which is the short cut key for getting preset details (we could also press ENTER and select the "Show Details" option in the menu).

EMAX-I PRESET OVERVIEW							
[]	01.	P00	NarrowStereo	#Voice:10	Arpeg	off	C1->C6 (no stack)
[]	02.	P01	Wide Stereo	#Voice:10	Arpeg	off	C1->C6 (no stack)
[]	03.	P02	Arco Strings	#Voice:10	Arpeg	off	C1->C6 (no stack)
[]	04.	P03	Whole KB Pan	#Voice:10	Arpeg	off	C1->C6 (no stack)
[]	05.	P04	Vel Pan	#Voice:10	Arpeg	off	C1->C6 (no stack)
[X]	06.	P05	Slow Pan	#Voice:10	Arpeg	off	C1->C6 (no stack)
[]	07.	P06	EtherealFish	#Voice:10	Arpeg	off	C1->C6 (no stack)
[]	08.	P07	Surph Drone	#Voice:20	Arpeg	off	C1->C6 (no stack)
[]	09.	P08	Flange Delay	#Voice:20	Arpeg	off	C1->C6 (no stack)
[]	10.	P09	Flange Fast	#Voice:20	Arpeg	off	C1->C6 (no stack)
[]	11.	P10	Mad Fiddlers	#Voice:10	Arpeg	on	C1->C6 (no stack)
[]	12.	P11	Psyco Jazz	#Voice:20	Arpeg	on	C1->C6 (no stack)
[]	13.	P12	Colosus	#Voice:20	Arpeg	on	C1->C6 (no stack)
[]	14.	P13	Drone G key	#Voice:11	Arpeg	off	C1->C6 (no stack)
[]	15.	P14	Drone E key	#Voice:11	Arpeg	off	C1->C6 (no stack)
[]	16.	P15	Drone C key	#Voice:11	Arpeg	off	C1->C6 (no stack)
[]	17.	P16	Vel Switch 1	#Voice:20	Arpeg	off	C1->C6 (no stack)
[]	18.	P17	Vel Switch 2	#Voice:20	Arpeg	off	C1->C6 (no stack)

[SPACE|01-27]Select [D]Details [V]Voices [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice:

19) The preset parameters and details are displayed now. Since the amount of information exceeds the size of the screen, we can scroll through the information by pressing the UP and DOWN keys or the PAGE UP and PAGE DOWN keys or the HOME and END keys on the keyboard.

EMAX-I PRESET DETAILS NARROWSTEREO : P05 SLOW PAN			
..GENERAL PARAMETERS.....			
Preset name:	Slow Pan	No of Voices:	10
Preset number:	P05	No of Key Areas:	10
Preset stack:	From P05 to P05	Pitch Wheel Range:	+/- 4 semitones
Velocity Curve:	6: Concaved exponential 2		
..REALTIME CONTROLS.....			
Source:	Target:	Source:	Target:
0:Left wheel	1:Pitch	4:Midi Control A	0:Off
1:Right wheel	4:LFO to Pitch	5:Midi Control B	0:Off
2:Pressure(ext.key)	0:Off	6:Footswitch 1	3:Sustain
3:Pedal A/D	0:Off	7:Footswitch 2	6:Advance Preset
..ARPEGGIATOR SETTINGS.....			
[UP/DOWN]	[PGUP/PGDN]	[HOME/END]	[ESC]
Please enter your choice:			

20) After having scrolled down, we get a view on the remaining preset parameters. Let's leave the screen by pressing ESCAPE on the keyboard.

```

EMAX-I PRESET DETAILS NARROWSTEREO : P05 SLOW PAN
-----
..ARPEGGIATOR SETTINGS.....
Arpeggiator on/off: Off      Harmony 1:      Off
Tempo:              60.00    Harmony 2:      Off
Resolution:         1/8 triplet Key Repeats:    1
Mode:              Forward Assign Cruz Control:    On
Latch:             Off      Glissando Control: Off
No of Extensions:  3        Velocity:       127
Interval:          m3: Minor third Key Range:      A-1 -> C7

..MIDI SETTINGS.....
Basic Channel:      1        Notes/wheels:    On
Port:              Out      Left wheel Control: Pwh (Pitch Bend)
Mode:              Omni     Rightwheel Control: 1
Send Preset Change: Off     Pedal Controller: Off
Rcve Preset Change: On      Pressure Control:  Chp (Aftertouch)
Sequencer Start:   Off      MIDI A Controller: Pwh (Pitch Bend)
Local Control:     On       MIDI B Controller: 1

-----
[UP/DOWN]          [PGUP/PGDN]          [HOME/END]          [ESC]
-----
Please enter your choice:

```

21) We are back in the preset overview now. Let's get an overview of all voices in the preset by pressing "V"
This is the "short cut key" for getting the voice overview...

```

EMAX-I PRESET OVERVIEW
-----
[ ] 01. P00 NarrowStereo #Voice:10 Arpeg off C1->C6 (no stack)
[ ] 02. P01 Wide Stereo  #Voice:10 Arpeg off C1->C6 (no stack)
[ ] 03. P02 Arco Strings  #Voice:10 Arpeg off C1->C6 (no stack)
[ ] 04. P03 whole KB Pan  #Voice:10 Arpeg off C1->C6 (no stack)
[ ] 05. P04 Vel Pan       #Voice:10 Arpeg off C1->C6 (no stack)
[ ] 06. P05 Slow Pan      #Voice:10 Arpeg off C1->C6 (no stack)
[ ] 07. P06 EtherealFish  #Voice:10 Arpeg off C1->C6 (no stack)
[ ] 08. P07 Surph Drone   #Voice:20 Arpeg off C1->C6 (no stack)
[ ] 09. P08 Flange Delay  #Voice:20 Arpeg off C1->C6 (no stack)
[ ] 10. P09 Flange Fast   #Voice:20 Arpeg off C1->C6 (no stack)
[ ] 11. P10 Mad Fiddlers  #Voice:10 Arpeg on  C1->C6 (no stack)
[ ] 12. P11 Psycho Jazz   #Voice:20 Arpeg on  C1->C6 (no stack)
[ ] 13. P12 Colosus       #Voice:20 Arpeg on  C1->C6 (no stack)
[ ] 14. P13 Drone G key   #Voice:11 Arpeg off C1->C6 (no stack)
[ ] 15. P14 Drone E key   #Voice:11 Arpeg off C1->C6 (no stack)
[ ] 16. P15 Drone C key   #Voice:11 Arpeg off C1->C6 (no stack)
[ ] 17. P16 Vel Switch 1  #Voice:20 Arpeg off C1->C6 (no stack)
[ ] 18. P17 Vel Switch 2  #Voice:20 Arpeg off C1->C6 (no stack)
-----
[SPACE|01-27]Select [D]Details [V]Voices [U/D]Scroll [ESC]Back [RET]Go
-----
Please enter your choice:

```

22) We now see all voices of the preset. Let's explore one of these voices, e.g. voice V002 by selecting item "03" and pressing "D".

EMAX-I VOICE OVERVIEW									
[]	01.	VOICE	000-slow	Pan	No chorus	F:105	Q:00	SAMPLE 1	Orig: G1
[]	02.	VOICE	001-slow	Pan	No chorus	F:105	Q:00	SAMPLE 2	Orig: E2
[X]	03.	VOICE	002-slow	Pan	No chorus	F:100	Q:00	SAMPLE 3	Orig: G3
[]	04.	VOICE	003-slow	Pan	No chorus	F:100	Q:00	SAMPLE 4	Orig: C4
[]	05.	VOICE	004-slow	Pan	No chorus	F:097	Q:00	SAMPLE 5	Orig: G4
[]	06.	VOICE	005-slow	Pan	No chorus	F:100	Q:00	SAMPLE 6	Orig: C3
[]	07.	VOICE	006-slow	Pan	No chorus	F:105	Q:00	SAMPLE 7	Orig: E5
[]	08.	VOICE	007-slow	Pan	No chorus	F:098	Q:00	SAMPLE 8	Orig: E3
[]	09.	VOICE	008-slow	Pan	No chorus	F:100	Q:10	SAMPLE 9	Orig: E4
[]	10.	VOICE	009-slow	Pan	No chorus	F:105	Q:00	SAMPLE 10	Orig: G5

1

[SPACE|01-10]Select _____ [U/D]Scroll [ESC]Back__ [RET]Go____

_____ [D]Details_ [S]Samples_ _____

Please enter your choice:

2

23) EMXP displays now all voice parameters and details of the selected voice. Again the amount of information exceeds the screen size, so we can scroll through the information by pressing the UP and DOWN keys or the PAGE UP and PAGE DOWN keys and HOME and END keys on the keyboard.

EMAX-I VOICE DETAILS NARROWSTEREO - P05 SLOW PAN : VOICE V002												
..GENERAL PARAMETERS.....												
Voice Number:	V002	Tune:	18 Cents									
Sample Number:	003	Delay:	0									
Orig. Sample Note:	G3	Attenuation:	4 DB									
Output Channels:	From 1 to 8	Chorus:	Off (Depth: 7)									
..ENVELOPE AND FILTER SETTINGS.....												
VCA Envelope:	05	Atk	Hld	Dec	Sus	Rel	VCF Envelope:	01	01	01	32	05
Filter Cutoff Freq:	100	Filter Tracking:	0.00									
Filter Resonance:	0	Filter Env Amount:	0									
..MODULATOR AND CONTROLLER BASIC SETTINGS.....												
LFO Rate:	26	Panning L-->R:	0									
LFO Variation:	1	Keyboard Solo:	Off									
LFO Delay:	11	Keyboard Transpose:	Enabled									
[UP/DOWN] [PGUP/PGDN] [HOME/END] [ESC]												
Please enter your choice:												

24) After having scrolled down, the remainder of the voice parameter information appears. We leave the screen by pressing ESCAPE on the keyboard.

```

EMAX-I VOICE DETAILS NARROWSTEREO - P05 SLOW PAN : VOICE V002
-----
..MODULATOR AND CONTROLLER ROUTING SETTINGS.....
LFO TO...:                AMOUNT:                ANY CONTROLLER TO LFO TO...:
VCA (Tremolo)              10                    Enabled
VCF Cutoff Frequency (Timbre) 0                    Enabled
Pitch (Vibrato)            0                    Enabled
Panning                   15                    (n/a)

VELOCITY TO...:            AMOUNT:                ANY CONTROLLER TO...:
Level                     0                    Enabled
VCF Cutoff Frequency      0                    Enabled
VCF Resonance             0                    (n/a)
Pitch                     0                    Enabled
VCA Attack                15                   Disabled
VCF Attack                0                    Disabled
Panning                   0                    Enabled
-----
[UP/DOWN]    [PGUP/PGDN]    [HOME/END]    [ESC]
-----
Please enter your choice:
  
```

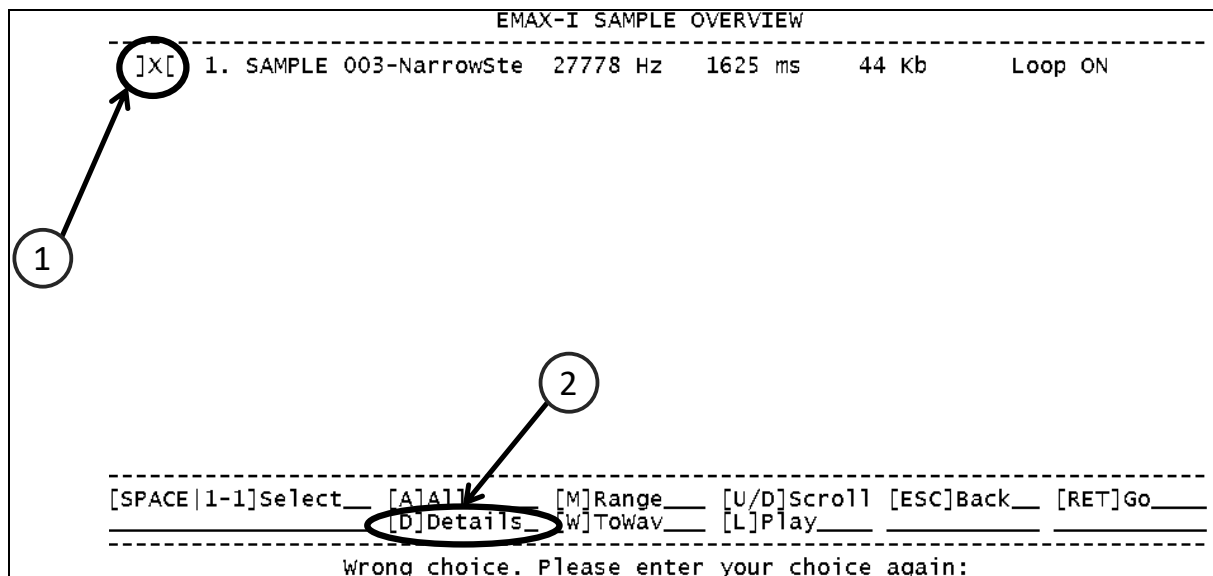
25) We are back in the voice overview now. Let's have a look at the samples of this voice. We press "S" to get a sample overview.

```

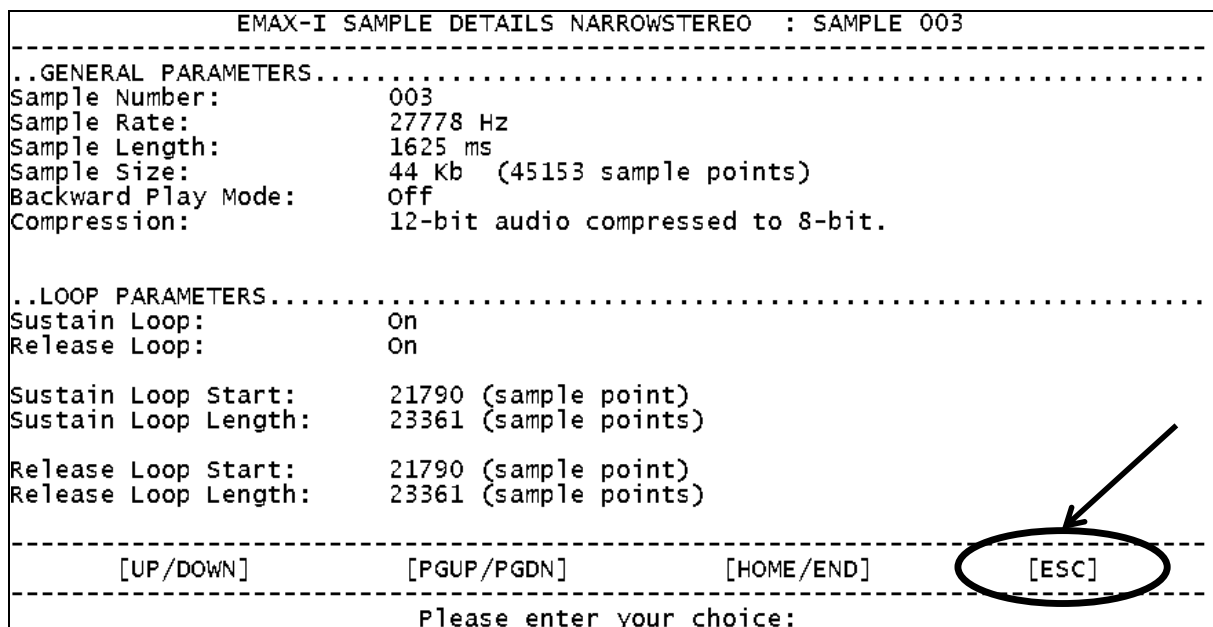
EMAX-I VOICE OVERVIEW
-----
[ ] 01. VOICE 000-slow Pan    No chorus F:105 Q:00 SAMPLE 1   Orig: G1
[X] 02. VOICE 001-slow Pan    No chorus F:105 Q:00 SAMPLE 2   Orig: E2
[ ] 03. VOICE 002-slow Pan    No chorus F:100 Q:00 SAMPLE 3   Orig: G3
[ ] 04. VOICE 003-slow Pan    No chorus F:100 Q:00 SAMPLE 4   Orig: C4
[ ] 05. VOICE 004-slow Pan    No chorus F:097 Q:00 SAMPLE 5   Orig: G4
[ ] 06. VOICE 005-slow Pan    No chorus F:100 Q:00 SAMPLE 6   Orig: C3
[ ] 07. VOICE 006-slow Pan    No chorus F:105 Q:00 SAMPLE 7   Orig: E5
[ ] 08. VOICE 007-slow Pan    No chorus F:098 Q:00 SAMPLE 8   Orig: E3
[ ] 09. VOICE 008-slow Pan    No chorus F:100 Q:10 SAMPLE 9   Orig: E4
[ ] 10. VOICE 009-slow Pan    No chorus F:105 Q:00 SAMPLE 10  Orig: G5
-----

[SPACE|01-10]Select _____ [U/D]Scroll [ESC]Back__ [RET]Go__
[D]Details_ [S]Samples_
-----
Please enter your choice:
  
```

26) On an EMAX-I sampler only one sample can be assigned to a single voice, so the sample overview of the voice contains only one sample. Let's select this sample by selecting the first item. To get the sample parameters, we press "D".



27) All sample parameters and sample details of the selected sample are shown now. To leave the screen we press the ESCAPE button on the keyboard.



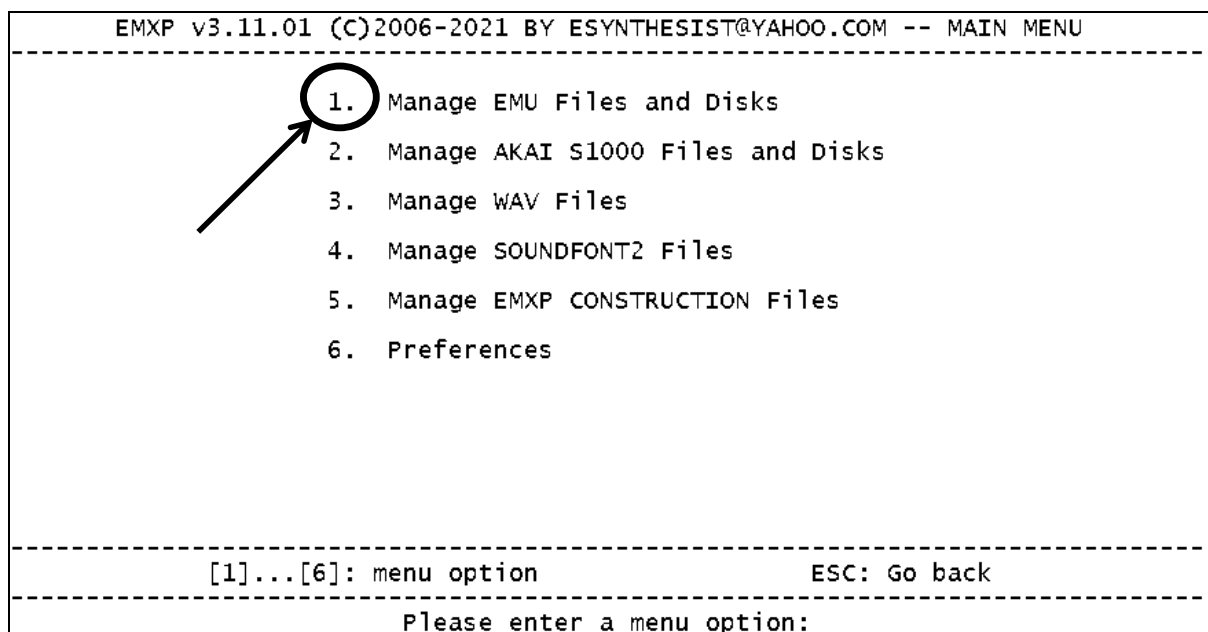
28) This is the end of guided tour #1. To leave EMXP we have to press the ESCAPE button a few times.

GUIDED TOUR #2: FORMATTING AN EMAX-I FLOPPY DISK

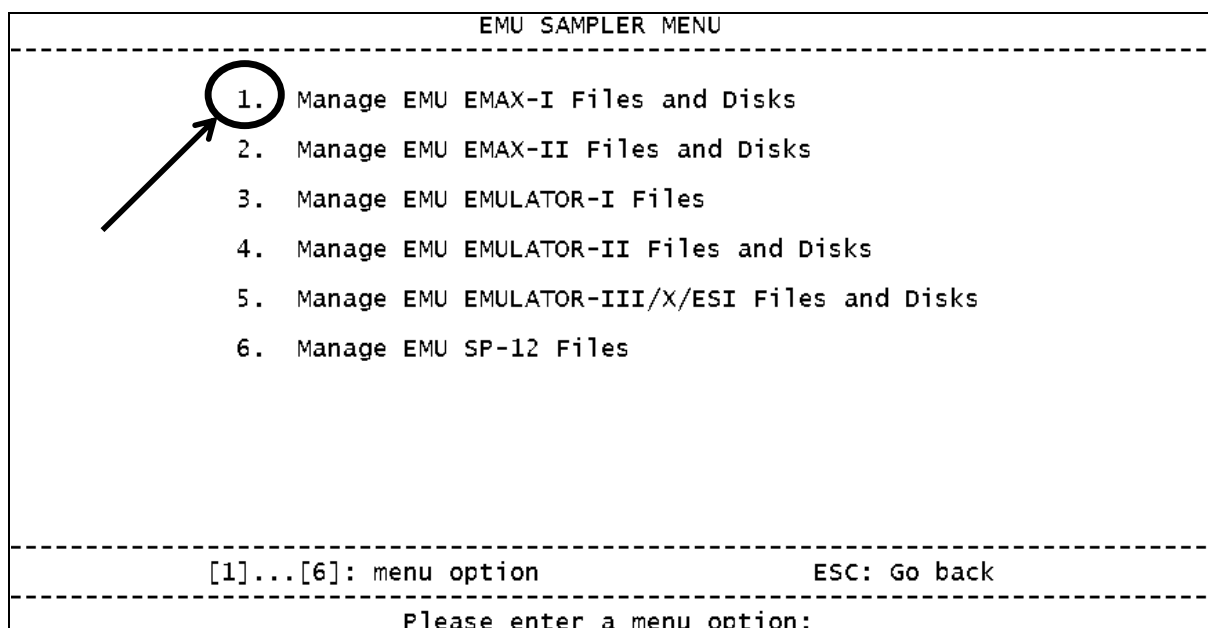
In this guided tour, we will physically format a floppy disk for use in an EMAX-I sampler. We will also install an operating system on the formatted floppy disk.

Make sure you are using an internal floppy drive in your computer and make sure you have installed the OmniFlop driver before using EMAX-I, EMAX-II, Emulator-III, Emulator-III-X or Akai S1000 floppy disks with EMXP.

1) After having started EMXP the main menu will appear. Since we want to format an EMU EMAX-I floppy disk, we select the first menu function by pressing "1" on the keyboard of the computer.



2) The following menu gives access to all EMU objects. We will format a floppy disk for use in the EMAX-I, so we select the first menu function. But since floppy disks formatted for EMAX-I can be used in the EMAX-II as well (and vice versa), we could also have selected the second menu function..



3) In the EMAX-I menu, we select the menu function 8 to get access to additional supported EMAX-I files and disks.

EMAX-I SAMPLER MENU	

1. Manage EMAX-I Bank Files	
2. Manage EMAX-I EMX Files	
3. Manage EMAX-I Operating System Files	
4. Manage EMAX-I Hard Disk Images	
5. Manage EMAX-I Hard Disks	
6. Manage EMAX-I Floppy Disk Images	
7. Manage EMAX-I HxC Floppy Disk Images	
8. Manage other EMAX-I Files and Disks	
9. Receive Banks or Samples from EMAX-I via RS422/MIDI	

[1]...[9]: menu option	ESC: Go back

Please enter a menu option:	

4) We now select function 2 to format an EMAX-I floppy disk.

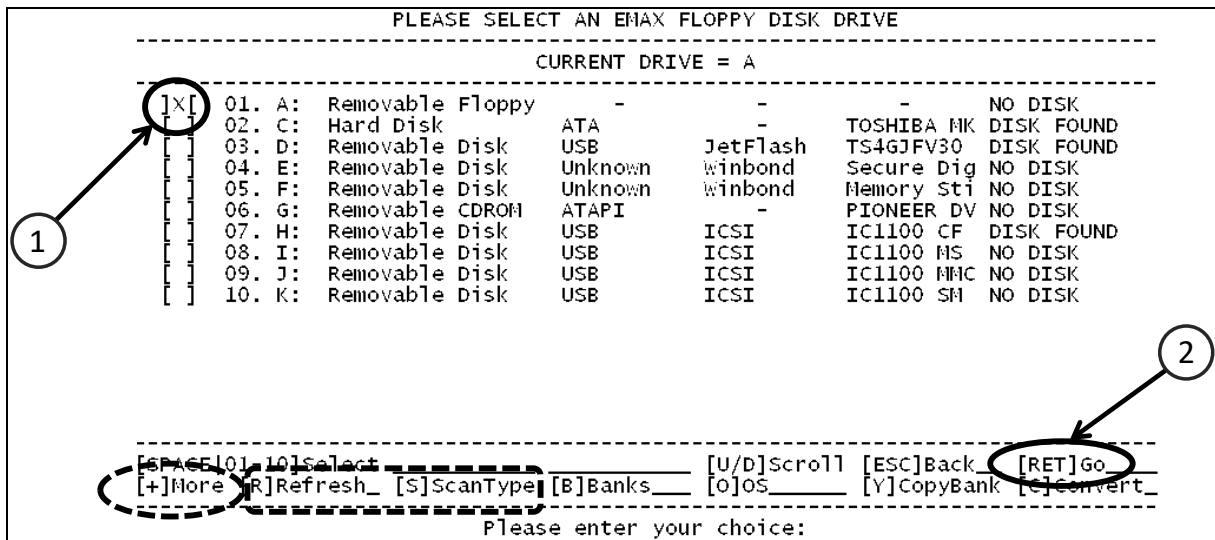
EMAX-I ADDITIONAL SAMPLER MENU	

1. Manage SoundDesigner for EMAX Files	
2. Manage EMAX-I/EMAX-II Floppy Disks	

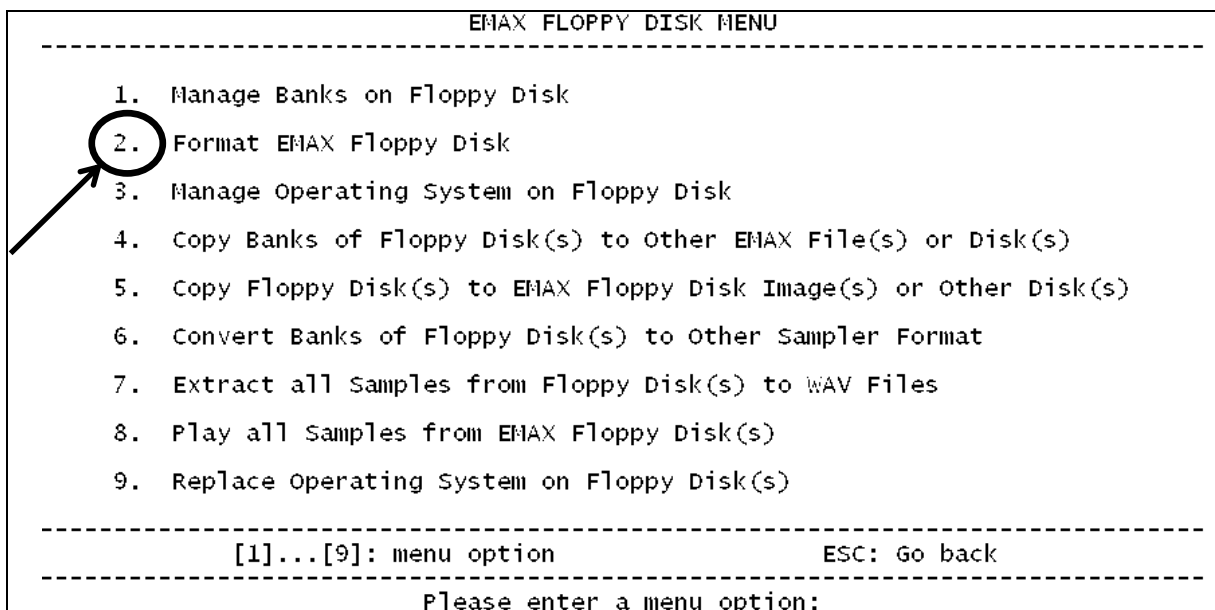
[1]...[2]: menu option	ESC: Go back

Please enter a menu option:	

5) We have to select the floppy drive in which the disk will be formatted. EMXP displays an overview of all drives that are available in the computer. In our example the floppy drive is the first drive of the overview, so we select item 1. This can be done by moving the cursor ("] [") to the first line with the UP and DOWN keys on the keyboard, and pressing the SPACE bar to select the item. Alternatively we can simply enter "01" (or "1" followed by ENTER) on the keyboard to select the first drive. Once the drive is selected, we press ENTER to go the floppy drive menu. Instead of pressing ENTER, it's also possible to press the shortcut key "F" to immediately start the format process and bypass the floppy drive menu. *Note: all menu functions can be accessed directly via these shortcut keys. We can press "+" to scroll through all available shortcut keys at the bottom line of the screen. In addition we can also press "R" to refresh the drive overview (e.g. after we plugged another hard disk drive into an USB port) and we can press "S" to let EMXP detect which type of disk is inserted in each of the drives.*



6) The floppy menu appears now. We select menu function 2 to format the floppy disk. A faster way to start the format process is by pressing "F" in the drive overview screen of step 5.



7) We have to enter a (blank) floppy disk in the floppy drive. After having inserted a disk, we press any key (except "D" or ESCAPE). We can still leave the format process by pressing ESCAPE. And if we want to change the drive before continuing, we can press "D" which will bring us back to the drive overview.

```

PLEASE INSERT A TARGET DISK IN DRIVE A
-----
Please insert a target disk in drive A and press ENTER
or simply press ENTER if the currently inserted disk is OK
The disk should be a double sided, double density (DSDD) floppy disk.
Press [D] if you want to change the drive.
Press ESC if you want to leave.

-----
[D]: Change Drive  [Any other character]: Disk Ready  [ESC]: Go back
-----
Press a key:

```

8) When formatting a disk, EMXP can install an operating system on the disk as well. EMXP is asking now which operating system we would like to copy to the floppy disk. In our example we will copy the Emax Plus OS labelled 10/16/89, so we select item 6 and press ENTER. As an alternative we can choose NOT to install an operating system by selecting the first item in the overview (labelled "-- LEAVE OS BLANK --"). In that case the floppy disk can still be used on the EMAX-I sampler but only for loading/saving sound banks.

```

SELECT THE OPERATING SYSTEM THAT SHOULD BE ADDED TO THE EMAX
FLOPPY DISK AFTER FORMATTING (OR LEAVE THE OS PART BLANK)
-----
CURRENT FOLDER = C:\Program Files\EMXP\Os\Emax I\
-----
[ ] 1. -- LEAVE OS BLANK--
[ ] 2. -- CHANGE FOLDER --
[ ] 3. Emaxos_32
[ ] 4. Emaxos_hd_11
[ ] 5. Emaxos_plus_10
[X] 6. Emaxos_plus_10_16_89
[ ] 7. Emaxos_plus_40
[ ] 8. Emaxos_sehd_11
[ ] 9. Emaxos_se_11
                                     EMAX      3.2
                                     EMAX HD    1.1
                                     EMAX PLUS   1.0
                                     EMAX PLUS   10.16.89
                                     EMAX PLUS   4.0
                                     EMAX HD-SE  1.1
                                     EMAX SE     1.1

-----
[SPACE|1-9]Select_  _____ [ARW]Scroll [ESC]Back [RET]Go_____
_____ [N]SortName [T]SortTime [Z]SortSize _____
-----
Please enter your choice:

```

9) EMXP is checking the contents of the current floppy disk, and asks for a final confirmation. We agree and press "Y" on the keyboard.

PLEASE CONFIRM	
The disk in drive A may contain important data. Formatting the disk in drive A to an EMAX floppy disk will destroy all data on that target disk. Are you sure you want to continue ? Press [Y]es to format the disk or any other key to select another disk	
[Y]: Yes	[Any other key]: No
Choose [Y]es or [N]o:	

10) EMXP is formatting the floppy disk now and will copy the selected operating system to the disk as well. This procedure can take a while and can not be interrupted !

FORMAT EMAX FLOPPY DISK
EMXP is formatting a new EMAX floppy disk. This will take a while Please wait...
PLEASE WAIT

11) The format process has completed. We can choose to format another disk (by pressing "Y") or we can leave the format function by pressing "N". We press "N".

PLEASE CONFIRM

A new EMAX floppy disk has been formatted in drive A
You can add and remove data to/from it now.

Do you want to format another EMAX floppy disk ?
Press [Y]es to continue formatting or any other key to leave

[Y]: Yes

[Any other key]: No

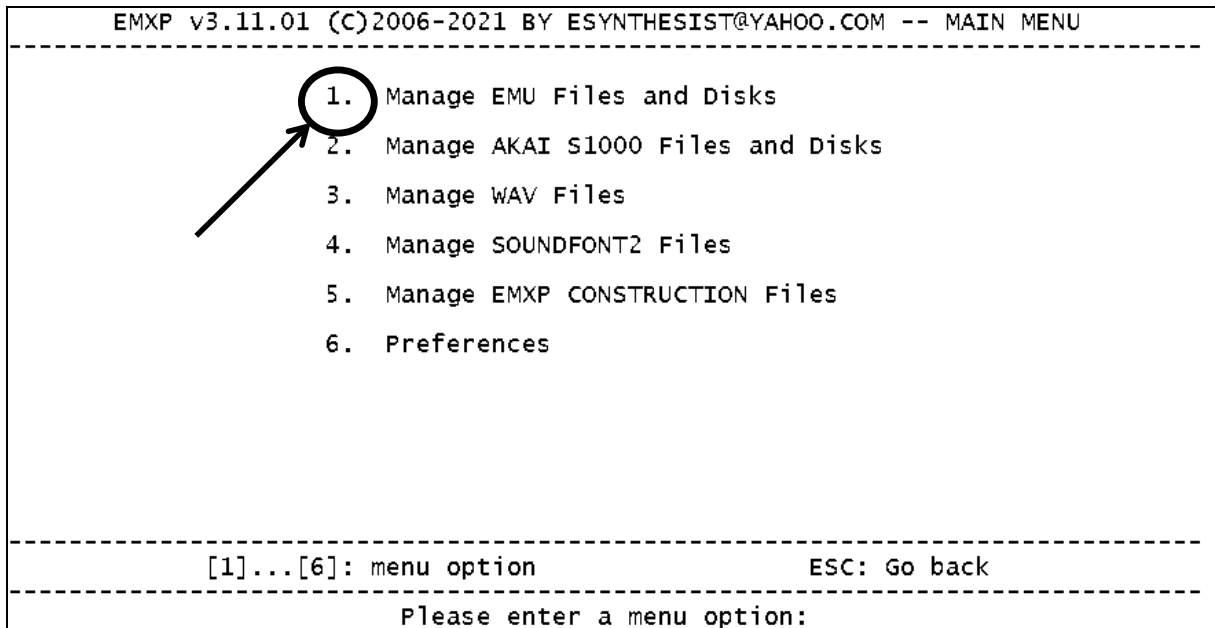
Choose [Y]es or [N]o:

12) This is the end of guided tour #2. To leave EMXP we have to press the ESCAPE button a few times.

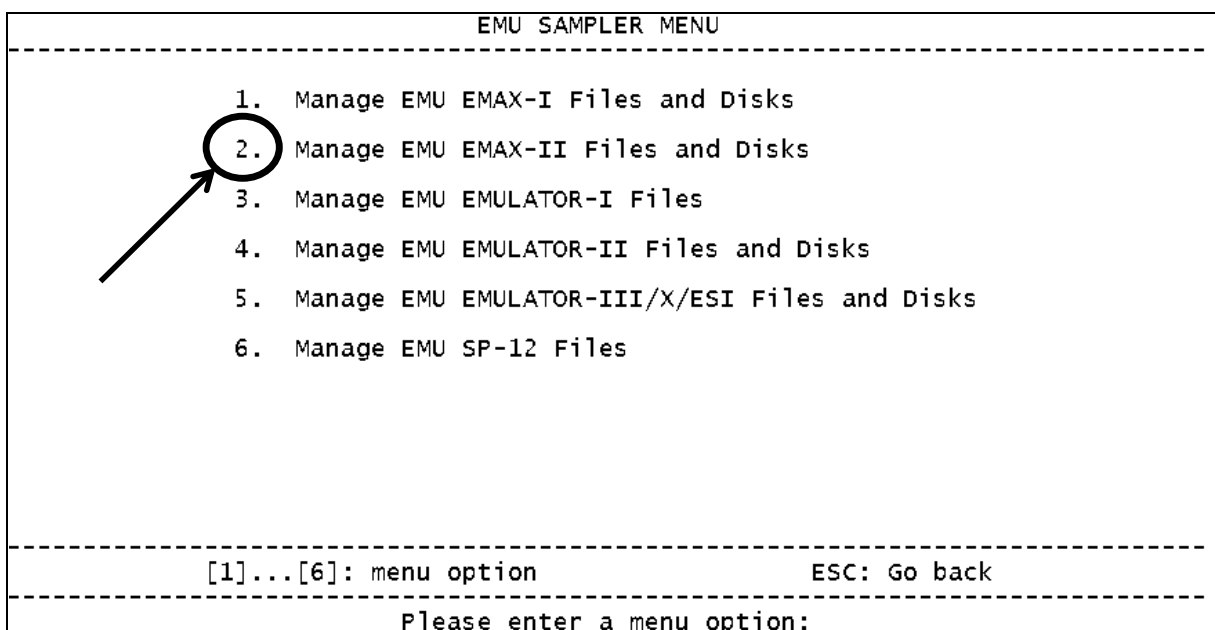
GUIDED TOUR #3: FORMATTING AN EMAX-II HARD DISK

In this guided tour, we will format a hard disk for use in an EMAX-II sampler. We will also install an operating system on the hard disk.

1) After having started EMXP the main menu will appear. Since we want to format an EMU EMAX-II hard disk, we select the first menu function by pressing "1" on the keyboard of the computer.



2) The following menu gives access to all EMU objects. We will format a hard disk for use in the EMAX-II, so we select the second menu function.



3) In the EMAX-II menu, we select menu function 5 to "do something with" EMAX-II hard disks.

EMAX-II SAMPLER MENU

1. Manage EMAX-II Bank Files
2. Manage EMAX-II EMX Files
3. Manage EMAX-II Operating System Files
4. Manage EMAX-II Hard Disk Images
5. Manage EMAX-II Hard Disks
6. Manage EMAX-II Floppy Disk Images
7. Manage EMAX-II HxC Floppy Disk Images
8. Manage EMAX-I/EMAX-II Floppy Disks
9. Receive Samples from EMAX-II via RS422/MIDI

[1]...[9]: menu option ESC: Go back

Please enter a menu option:

4) We have to select the hard disk drive in which the disk will be formatted. EMXP displays an overview of all drives that are available in the computer. In our example the CF card drive is the E-drive in the overview, so we select item 3. This can be done by moving the cursor ("") to the third line with the UP and DOWN keys on the keyboard, and pressing the SPACE bar to select the item. Alternatively we can simply enter "3" on the keyboard to select the E-drive (if 10 or more drives are connected, we would have to enter "03" or "3" followed by ENTER). Once the drive is selected, we press ENTER to go the hard disk menu. Instead of pressing ENTER, it's also possible to press the shortcut key "F" to immediately start the format process and bypass the hard disk menu. *Note: all menu functions can be accessed directly via these shortcut keys. We can press "+" to scroll through all available shortcut keys at the bottom line of the screen. In addition we can also press "R" to refresh the drive overview (e.g. after we plugged another hard disk drive into an USB port) and we can press "S" to let EMXP detect which type of disk is inserted in each of the drives. It's also possible to scan for SCSI2SD partitions on a drive by pressing "C", but that feature is explained in "GUIDED TOUR #5: COPYING AN EMAX-II BANK FROM ONE SCSI2SD PARTITION TO ANOTHER SCSI2SD PARTITION".*

PLEASE SELECT AN EMAX-II HARD DISK DRIVE

CURRENT DRIVE = E

[]	1. C: Hard Disk	ATA	Crucial_	CT750MX300	DISK FOUND
[X]	2. D: Hard Disk	ATA	Crucial_	CT750MX300	DISK FOUND
[]	3. E: Removable Disk	USB	Generic-	Compact F1	DISK FOUND
[]	4. F: Removable CDROM	ATAPI	MATSHITA	DVD-RAM UJ	NO DISK
[]	5. G: Removable CDROM	Unknown	-	-	NO DISK
[]	6. I: Removable Disk	USB	Generic-	SD/MMC	DISK FOUND
[]	7. J: Removable Disk	USB	Generic-	MS/MS-PRO	NO DISK
[]	8. K: Removable Disk	USB	Generic-	xD-Picture	NO DISK
[]	9. L: Removable Disk	USB	Generic-	MicroSD/M2	NO DISK

[F]Access_ [I]Select_ [U/D]Scroll [ESC]Back [RET]Go_

[+]More [R]Refresh [S]ScanType [C]SCSI2SD [G]SDConfig [D]Details [B]Banks

Please enter your choice:

5) In the EMAX-II hard disk menu, we select menu function 2 to format a hard disk. As explained in step 4, a faster method to start the format process is by pressing the "F" shortcut key in the drive overview screen.

EMAX-II HARD DISK MENU

2

2. Format EMAX-II Hard Disk

1. Manage Banks on EMAX-II Hard Disk

3. Manage Operating System on EMAX-II Hard Disk

4. Copy EMAX-II Hard Disk to EMAX-II Hard Disk Image (Backup)

5. Copy EMAX-II Hard Disk to other EMAX-II Hard Disk (Clone)

6. Show Details of EMAX-II Hard Disk

[1]...[6]: menu optionESC: Go back

Please enter a menu option:

6) We have to insert a hard disk in the drive now. After having inserted a disk, we press any key except "D" or ESCAPE. We can still leave the format process by pressing ESCAPE. And if we want to change the drive before continuing, we can press "D" which will bring us back to the drive overview.

PLEASE INSERT A TARGET DISK IN DRIVE E

Please insert a target disk in drive E and press ENTER
or simply press ENTER if the currently inserted disk is OK
Press [D] if you want to change the drive.
Press ESC if you want to leave.

Any other character

Any other character]: Disk Ready

[D]: Change Drive

[ESC]: Go back

Press a key:

7) EMXP supports normal, un-partitioned hard disks as well as partitioned hard disks that can be used in a SCSI2SD board that may be installed in your EMAX-II sampler. In this example we will format a normal hard disk, for use with a simple SCSI CF card device (as a hard disk replacement unit). We select item number 1 and press ENTER.

```

SELECT THE TYPE OF EMAX-II HARD DISK TO BE FORMATTED
-----
[X] 1. Format a standard EMAX-II hard disk
  2. Format a multi-device SCSI2SD EMAX-II hard disk

[SPACE|1-2]Select__ [U/D]Scroll [ESC]Back__ [RET]Go__
Please enter your choice:
  
```

8) EMXP asks to which size we would like to format the hard disk. EMXP is recommending a size based on the physical size of the disk (see item number 1), but it's also possible to select a pre-defined size (item numbers 2 → 6) or to enter a size yourself (item number 7). We will use the recommended size, so we select item number 1 and press ENTER.

Notes:

- it's perfectly possible to format the hard disk to a size smaller than the actual physical size of the disk. It's also possible to do the opposite (format the disk to a larger size) but that's a dangerous practice so we don't recommend to do that.
- we have inserted a 1GB CF card, so EMXP recommends a size of 962MB. The maximum size EMXP will format an EMAX-II disk to is 1GB (no matter what the physical size of the disk is). Larger sizes don't make sense.

```

SELECT THE SIZE THAT THE EMAX-II HARD DISK SHOULD BE FORMATTED TO
-----
[X] 1. 962MB (= recommended)
  2. 96MB (e.g. ZIP 100MB)
  3. 239MB (e.g. ZIP 250MB)
  4. 481MB (e.g. HD 512MB)
  5. 633MB (e.g. CD 650MB)
  6. 962MB (e.g. HD 1024MB)
  7. Specify another size

[SPACE|1-7]Select__ [U/D]Scroll [ESC]Back__ [RET]Go__
Please enter your choice:
  
```

9) When formatting a disk, EMXP can install an operating system on the disk as well. EMXP is asking now which operating system we would like to copy to the hard disk. In our example we will copy the EMAX-II OS version 2.14, but this operating system file is not in the current "\Os" folder, so we will have to navigate to the correct folder first by selecting item number 2 and pressing ENTER. *As an alternative we can choose NOT to install an operating system by selecting the first item in the overview (labelled "-- LEAVE OS BLANK --"). In that case the hard disk can still be used on the EMAX-II sampler but only for loading/saving sound banks.*

```

SELECT THE OPERATING SYSTEM THAT SHOULD BE ADDED TO THE EMAX-II
HARD DISK AFTER FORMATTING (OR LEAVE THE OS PART BLANK)
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Os\
-----
  [ ] 1. -- LEAVE OS BLANK --
  [X] 2. -- CHANGE FOLDER --

1
-----
[SPACE|1-2]Select__ [N]SortName [T]SortTime [Z]SortSize [ARW]Scroll [ESC]Back [RET]Go__
-----
Please enter your choice:
  
```

10) EMXP displays the folder overview of the current active folder. In our example the operating system file resides in the "\Emax II" subfolder of the current "\Os" folder. We select item number 7 and press ENTER to get an overview of the folders within the "\Emax II" folder.

```

PLEASE SELECT A FOLDER
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Os\
-----
  [ ] 01. [OK] >>> USE THE CURRENTLY DISPLAYED FOLDER [U]
  [ ] 02. [C:] > CHANGE DRIVE [D]
  [ ] 03. [.] > GO TO ROOT FOLDER [T]
  [ ] 04. [..] > GO TO PARENT FOLDER (C:\Users\Kris\Documents\EMXP\) [<]
  [ ] 05. -> Akai
  [X] 06. -> Emax I
  [ ] 07. -> Emax II
  [ ] 08. -> Emulator I
  [ ] 09. -> Emulator II
  [ ] 10. -> Emulator III

1
-----
[SPACE|01-10]Select__ [U/D]Scroll [ESC]Back [RET]Go__
[+]More [U]Go&Use__ [R]Refresh_ [D]Drive__ [<]Parent__ [T]Root__ [F]Factory_
-----
Please enter your choice:
  
```


11) Note that after having selected the "\Emax II" folder, we don't get an overview of the *files* within that folder, but rather an overview of the *folders* within that folder. But we know that this is the folder containing the operating system files for the EMAX-II so we accept this folder by selecting item number 1 labelled "[OK] >>> USE THE CURRENTLY DISPLAYED FOLDER" and pressing ENTER. Alternatively, it's also possible to simply select none of the items and to press ENTER. Or we could have pressed "U" instead of ENTER in step 10 when selecting item 7: this would have resulted immediately in the file overview screen of step 12.

```

-----
PLEASE SELECT A FOLDER
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Os\Emax II\
-----
1. [X] [OK] >>> USE THE CURRENTLY DISPLAYED FOLDER [U]
2. [C:] > CHANGE DRIVE [D]
3. [.] > GO TO ROOT FOLDER [T]
4. [..] > GO TO PARENT FOLDER (C:\Users\Kris\D...ents\EMXP\Os\) [<]
-----

[SPACE|1-4]Select__ [U/D]Scroll [ESC]Back [RET]Go
[+]More [U]Go&Use__ [R]Refresh_ [D]Drive__ [<]Parent__ [T]Root__ [P]Factory_
-----
Please enter your choice:

```

12) Now we get an overview of all EMAX-II operating system files in the selected folder. There's only one of these files in the folder and it's exactly the one we want to copy to the hard disk. So we select the file by selecting item number 3 and we press ENTER.

```

-----
SELECT THE OPERATING SYSTEM THAT SHOULD BE ADDED TO THE EMAX-II
HARD DISK AFTER FORMATTING (OR LEAVE THE OS PART BLANK)
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Os\Emax II\
-----
1. -- LEAVE OS BLANK--
2. -- CHANGE FOLDER --
3. Emax II rev 2.14 2.14 13/02/2014
-----

[ ] 1. -- LEAVE OS BLANK--
[X] 2. -- CHANGE FOLDER --
[ ] 3. Emax II rev 2.14 2.14 13/02/2014
-----

[SPACE|1-3]Select__ [ARW]Scroll [ESC]Back [RET]Go
[N]SortName [T]SortTime [Z]SortSize
-----
Please enter your choice:

```

13) EMXP is checking the contents of the current hard disk, and asks for a confirmation to overwrite the disk. We agree and press "Y" on the keyboard.

PLEASE CONFIRM	
<p>The target disk in drive E is a FAT formatted disk It may be a very important disk used by your computer and it may contain valuable information or data. Formatting the disk in drive E to an EMAX-II hard disk will destroy all data on that target disk. Are you sure you want to continue ? Press [Y]es to format the disk or any other key to select another disk</p>	
<p>[Y]: Yes</p>	<p>[Any other key]: No</p>
<p>Choose [Y]es or [N]o:</p>	

14) Formatting a hard disk by mistake can have serious consequences. To avoid any accident, EMXP is asking for yet another confirmation. We accept the risk and press "Y" again.

PLEASE CONFIRM	
<p>Are you really really sure ? This is your last chance to cancel the format process ! Press [Y]es to format the disk or any other key to select another disk</p>	
<p>[Y]: Yes</p>	<p>[Any other key]: No</p>
<p>Choose [Y]es or [N]o: _</p>	

15) EMXP is formatting the hard disk now and will copy the selected operating system to the disk as well. This procedure can take a while and can not be interrupted !

FORMAT EMAX-II HARD DISK
EMXP is formatting a new EMAX-II hard disk. This will take a while Please wait...
PLEASE WAIT

16) The format process has completed. We can choose to format another disk (by pressing "Y") or we can leave the format function by pressing "N". Since we won't format another disk, we press "N".

PLEASE CONFIRM
A new EMAX-II hard disk has been formatted in drive E You can add and remove data to/from it now. Do you want to format another EMAX-II hard disk ? Press [Y]es to continue formatting or any other key to leave
[Y]: Yes [Any other key]: No
Choose [Y]es or [N]o:

17) Let's validate now if the disk is indeed formatted for use in an EMAX-II sampler. We return to the EMAX-II menu and select menu function 5.

EMAX-II SAMPLER MENU	

1.	Manage EMAX-II Bank Files
2.	Manage EMAX-II EMX Files
3.	Manage EMAX-II Operating System Files
4.	Manage EMAX-II Hard Disk Images
5.	Manage EMAX-II Hard Disks
6.	Manage EMAX-II Floppy Disk Images
7.	Manage EMAX-II HxC Floppy Disk Images
8.	Manage EMAX-I/EMAX-II Floppy Disks
9.	Receive Samples from EMAX-II via RS422/MIDI

[1]...[9]: menu option	ESC: Go back

Please enter a menu option:	

18) EMXP displays an overview of all drives found in the computer, including the disk drive we have just formatted. We press "S" to scan the drives: EMXP is checking what type of disk is present in each of the drives. The disk in drive E is recognized now as EMAX-II instead of FAT (see rightmost column in the picture). Let's check the disk details by selecting item number 3 and pressing shortcut key "D".

PLEASE SELECT AN EMAX-II HARD DISK DRIVE							

CURRENT DRIVE = E							

[]	1.	C:	Hard Disk	ATA	Crucial_	CT750MX300	NTFS
[]	2.	D:	Hard Disk	ATA	Crucial_	CT750MX300	NTFS
[X]	3.	E:	Removable Disk	USB	Generic-	Compact F1	EMAX-II
[]	4.	F:	Removable CDROM	ATAPI	MATSHITA	DVD-RAM UJ	NO DISK
[]	5.	G:	Removable CDROM	Unknown	-	-	NO DISK
[]	6.	I:	Removable Disk	USB	Generic-	SD/MMC	FAT32
[]	7.	J:	Removable Disk	USB	Generic-	MS/MS-PRO	NO DISK
[]	8.	K:	Removable Disk	USB	Generic-	xD-Picture	NO DISK
[]	9.	L:	Removable Disk	USB	Generic-	MicroSD/M2	NO DISK

[SPACE 1-9]Select	[U/D]Scroll	[ESC]Back	[RET]Go				
[+] More	[R]Refresh	[S]ScanType	[C]SCSI2SD	[G]SDConfig	[D]Details	[B]Banks	

Please enter your choice:							

19) EMXP displays the hard disk details now: indeed, the hard disk has been formatted for EMAX-II with a size of 962 MB (see formatted size), it's bootable because it contains an operating system (v2.14) and it does not contain any bank yet. We leave the screen by pressing ESCAPE on the keyboard.

EMAX-II HARD DISK DETAILS - DRIVE E			
Hard disk in drive:	E		
Disk Size:	962 MB		
Sampler Type:	EMAX-II		
Formatted Size:	962 MB		
Used Space:	1 %		
Available Space:	99 %		
Number of Banks in Use:	0		
Available No of Banks:	100		
Operating System:	Emax II rev 2.14		
<hr/>			
[UP/DOWN]	[PGUP/PGDN]	[HOME/END]	[ESC]
<hr/>			
Please enter your choice:			

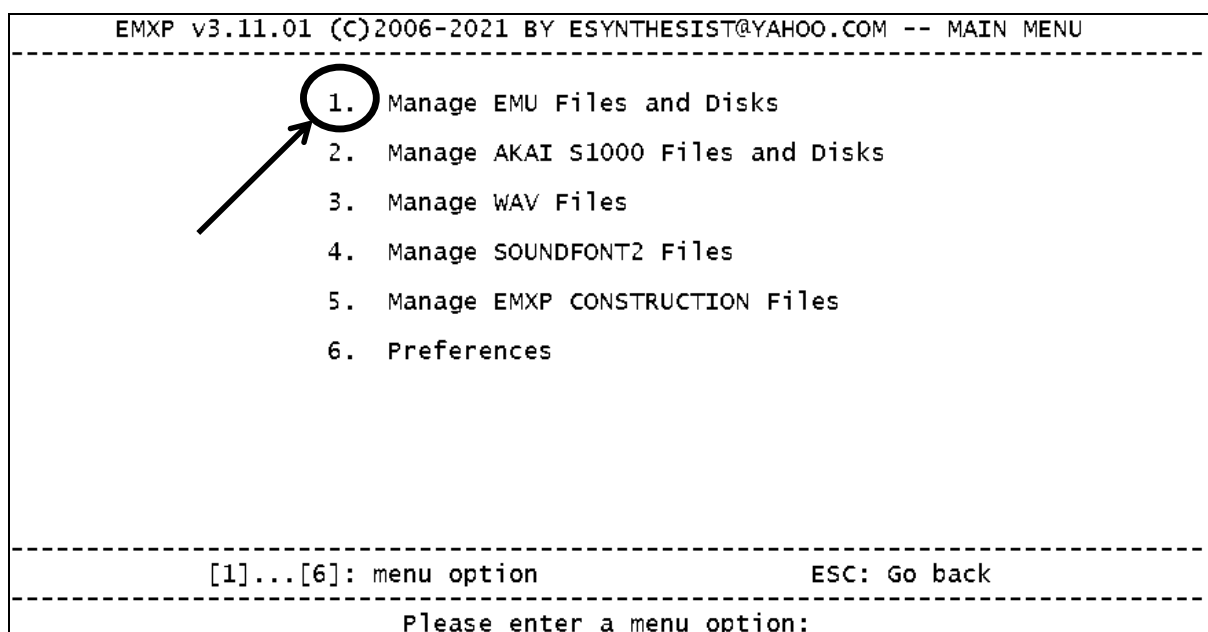
20) This is the end of guided tour #3. To leave EMXP we have to press the ESCAPE button a few times.

GUIDED TOUR #4: COPYING EMAX FLOPPY DISKS TO AN EMAX-II HARD DISK

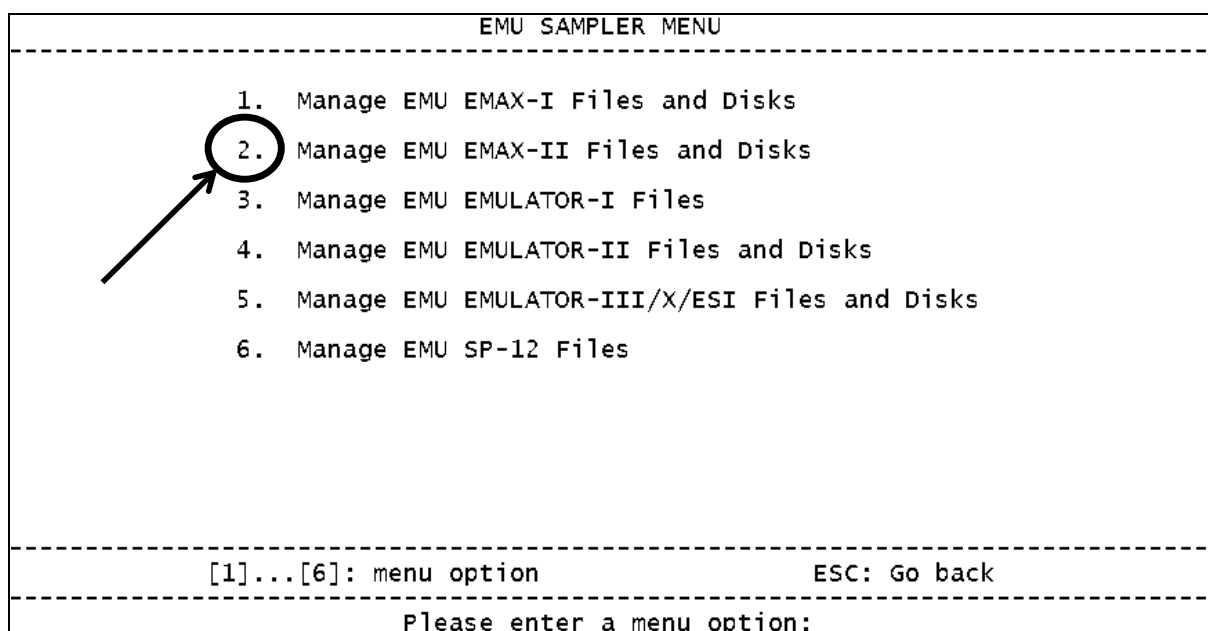
In this guided tour, we will copy an EMAX-I floppy disk and a set of EMAX-II floppy disks to an empty EMAX-II hard disk. The EMAX-II floppy disk set consists of 2 floppy disks.

Make sure you are using an internal floppy drive in your computer and make sure you have installed the OmniFlop driver before using EMAX-I, EMAX-II, Emulator-III, Emulator-III-X or Akai S1000 floppy disks with EMXP.

1) After having started EMXP the main menu will appear. Since we want to copy EMU EMAX floppy disks, we select the first menu function by pressing "1" on the keyboard of the computer.



2) The following menu gives access to all EMU objects. Since we want to copy both EMAX-I and EMAX-II floppy disks, we can select either the first or the second menu function. We go for the second one.



3) In the EMAX-II menu, we select menu function 8 to access the EMAX-I/EMAX-II floppy disks.

EMAX-II SAMPLER MENU

1. Manage EMAX-II Bank Files
2. Manage EMAX-II EMX Files
3. Manage EMAX-II Operating System Files
4. Manage EMAX-II Hard Disk Images
5. Manage EMAX-II Hard Disks
6. Manage EMAX-II Floppy Disk Images
7. Manage EMAX-II HxC Floppy Disk Images
8. Manage EMAX-I/EMAX-II Floppy Disks
9. Receive Samples from EMAX-II via RS422/MIDI

[1]...[9]: menu option ESC: Go back

Please enter a menu option:

4) We have to select the floppy drive now in which the floppy disks will be inserted. EMXP displays an overview of all drives that are available in the computer. In our example the floppy drive is the first drive of the overview, so we select item 1. This can be done by moving the cursor ("] [") to the first line with the UP and DOWN keys on the keyboard, and pressing the SPACE bar to select the item. Alternatively we can simply enter "01" (or "1" followed by ENTER) on the keyboard to select the first drive. Once the drive is selected, we press ENTER to go the floppy drive menu. Instead of pressing ENTER, it's also possible to press the shortcut key "Y" to immediately start the copy process and bypass the floppy drive menu. *Note: all menu functions can be accessed directly via these shortcut keys. We can press "+" to scroll through all available shortcut keys at the bottom line of the screen. In addition we can also press "R" to refresh the drive overview (e.g. after we plugged another hard disk drive into an USB port) and we can press "S" to let EMXP detect which type of disk is inserted in each of the drives.*

PLEASE SELECT AN EMAX FLOPPY DISK DRIVE

CURRENT DRIVE = A

1	[X]	01. A: Removable Floppy	-	-	-	NO DISK
		02. C: Hard Disk	ATA		TOSHIBA MK	DISK FOUND
		03. D: Removable Disk	USB	JetFlash	TS4GJFV30	DISK FOUND
		04. E: Removable Disk	Unknown	Winbond	Secure Dig	NO DISK
		05. F: Removable Disk	Unknown	Winbond	Memory Sti	NO DISK
		06. G: Removable CDROM	ATAPI		PIONEER DV	NO DISK
		07. H: Removable Disk	USB	ICSI	IC1100 CF	DISK FOUND
		08. I: Removable Disk	USB	ICSI	IC1100 MS	NO DISK
		09. J: Removable Disk	USB	ICSI	IC1100 MMC	NO DISK
		10. K: Removable Disk	USB	ICSI	IC1100 SM	NO DISK

[SPACE]01-10>Select
[+]More
[R]Refresh
[S]ScanType
[B]Banks
[U/D]Scroll
[ESC]Back
[RET]Go

Please enter your choice:

5) After having selected the floppy drive, the floppy disk menu appears. We will have to copy more than one set of floppy disks, so we select menu function 4. This function will *keep* asking for more floppy disks to be copied (until we explicitly will break that loop by pressing ESCAPE). After selecting menu function 4, EMXP will check the disk in the floppy drive.

```
-----
EMAX FLOPPY DISK MENU
-----
1.  Manage Banks on Floppy Disk
2.  Format EMAX Floppy Disk
3.  Manage Operating System on Floppy Disk
4.  Copy Banks of Floppy Disk(s) to Other EMAX File(s) or Disk(s)
5.  Copy Floppy Disk(s) to EMAX Floppy Disk Image(s) or Other Disk(s)
6.  Convert Banks of Floppy Disk(s) to Other Sampler Format
7.  Extract all Samples from Floppy Disk(s) to WAV Files
8.  Play all Samples from EMAX Floppy Disk(s)
9.  Replace Operating System on Floppy Disk(s)
-----
[1]...[9]: menu option          ESC: Go back
-----
Please enter a menu option:
```

6) If there's no floppy disk inserted yet in the floppy drive, EMXP will ask to insert a floppy disk now. We insert an EMAX-II floppy disk and press ENTER.

```
-----
PLEASE INSERT A DISK IN DRIVE A
-----

There's no disk in drive A or the disk is not available.
Please insert a disk in drive A and press ENTER
Press [D] if you want to change the drive.
Press ESC if you want to leave.

-----
[D]: change Drive  [Any other character]: Disk Ready  [ESC]: Go back
-----
Press a key:
```


7) EMXP verifies whether the floppy disk is an EMAX-I or EMAX-II floppy disk. Since we have inserted an EMAX-II floppy disk, EMXP will not complain. If another type of disk would have been inserted, EMXP would ask for another disk (not shown here).

CHECKING DISK IN DRIVE A
<p>EMXP is checking the disk in drive A</p> <p>This can take a few seconds...</p> <p>Please wait...</p>
PLEASE WAIT

8) We have to select the target disk type now. Since we will be copying EMAX floppy disks, the disks can either contain EMAX-I banks or EMAX-II banks. Even though we started the process from the EMAX-II sampler menu, EMXP does not know for sure that we will only insert EMAX-II floppy disks (and indeed, in our example we will also insert an EMAX-I floppy disk). Since the floppy disks will be copied to an EMAX-II hard disk, EMXP will have to convert EMAX-I banks to EMAX-II banks., while the EMAX-II floppy disks can simply be copied without any conversion.. We select item 17 and we press ENTER.

PLEASE SELECT A TARGET EMAX FILE/DISK TYPE																																				
<table border="0"> <tr><td>[]</td><td>01. Copy to EMAX Bank File(s)</td></tr> <tr><td>[]</td><td>02. Copy to EMAX-I Bank File(s) (and convert EMAX-II)</td></tr> <tr><td>[]</td><td>03. Copy to EMAX-II Bank File(s) (and convert EMAX-I)</td></tr> <tr><td>[]</td><td>04. Copy to EMAX EMX File(s)</td></tr> <tr><td>[]</td><td>05. Copy to EMAX-I EMX File(s) (and convert EMAX-II)</td></tr> <tr><td>[]</td><td>06. Copy to EMAX-II EMX File(s) (and convert EMAX-I)</td></tr> <tr><td>[]</td><td>07. Copy to EMAX-I Sounddesigner File(s) (and convert EMAX-II)</td></tr> <tr><td>[]</td><td>08. Copy to EMAX Floppy Disk Image File(s)</td></tr> <tr><td>[]</td><td>09. Copy to EMAX-I Floppy Disk Image File(s) (and convert EMAX-II)</td></tr> <tr><td>[]</td><td>10. Copy to EMAX-II Floppy Disk Image File (and convert EMAX-I)</td></tr> <tr><td>[]</td><td>11. Copy to EMAX HxC Floppy Image File</td></tr> <tr><td>[]</td><td>12. Copy to EMAX-I HxC Floppy Image (and convert EMAX-II)</td></tr> <tr><td>[]</td><td>13. Copy to EMAX-II HxC Floppy Image (and convert EMAX-I)</td></tr> <tr><td>[]</td><td>14. Copy to EMAX-I Hard Disk Image(s) (and convert EMAX-II)</td></tr> <tr><td>[]</td><td>15. Copy to EMAX-II Hard Disk Image (and convert EMAX-I)</td></tr> <tr><td>[X]</td><td>16. Copy to EMAX-I Hard Disk (and convert EMAX-II)</td></tr> <tr><td>[]</td><td>17. Copy to EMAX-II Hard Disk(s) (and convert EMAX-I)</td></tr> <tr><td>[]</td><td>18. Copy to EMAX Floppy Disk(s)</td></tr> </table>	[]	01. Copy to EMAX Bank File(s)	[]	02. Copy to EMAX-I Bank File(s) (and convert EMAX-II)	[]	03. Copy to EMAX-II Bank File(s) (and convert EMAX-I)	[]	04. Copy to EMAX EMX File(s)	[]	05. Copy to EMAX-I EMX File(s) (and convert EMAX-II)	[]	06. Copy to EMAX-II EMX File(s) (and convert EMAX-I)	[]	07. Copy to EMAX-I Sounddesigner File(s) (and convert EMAX-II)	[]	08. Copy to EMAX Floppy Disk Image File(s)	[]	09. Copy to EMAX-I Floppy Disk Image File(s) (and convert EMAX-II)	[]	10. Copy to EMAX-II Floppy Disk Image File (and convert EMAX-I)	[]	11. Copy to EMAX HxC Floppy Image File	[]	12. Copy to EMAX-I HxC Floppy Image (and convert EMAX-II)	[]	13. Copy to EMAX-II HxC Floppy Image (and convert EMAX-I)	[]	14. Copy to EMAX-I Hard Disk Image(s) (and convert EMAX-II)	[]	15. Copy to EMAX-II Hard Disk Image (and convert EMAX-I)	[X]	16. Copy to EMAX-I Hard Disk (and convert EMAX-II)	[]	17. Copy to EMAX-II Hard Disk(s) (and convert EMAX-I)	[]	18. Copy to EMAX Floppy Disk(s)
[]	01. Copy to EMAX Bank File(s)																																			
[]	02. Copy to EMAX-I Bank File(s) (and convert EMAX-II)																																			
[]	03. Copy to EMAX-II Bank File(s) (and convert EMAX-I)																																			
[]	04. Copy to EMAX EMX File(s)																																			
[]	05. Copy to EMAX-I EMX File(s) (and convert EMAX-II)																																			
[]	06. Copy to EMAX-II EMX File(s) (and convert EMAX-I)																																			
[]	07. Copy to EMAX-I Sounddesigner File(s) (and convert EMAX-II)																																			
[]	08. Copy to EMAX Floppy Disk Image File(s)																																			
[]	09. Copy to EMAX-I Floppy Disk Image File(s) (and convert EMAX-II)																																			
[]	10. Copy to EMAX-II Floppy Disk Image File (and convert EMAX-I)																																			
[]	11. Copy to EMAX HxC Floppy Image File																																			
[]	12. Copy to EMAX-I HxC Floppy Image (and convert EMAX-II)																																			
[]	13. Copy to EMAX-II HxC Floppy Image (and convert EMAX-I)																																			
[]	14. Copy to EMAX-I Hard Disk Image(s) (and convert EMAX-II)																																			
[]	15. Copy to EMAX-II Hard Disk Image (and convert EMAX-I)																																			
[X]	16. Copy to EMAX-I Hard Disk (and convert EMAX-II)																																			
[]	17. Copy to EMAX-II Hard Disk(s) (and convert EMAX-I)																																			
[]	18. Copy to EMAX Floppy Disk(s)																																			
<p>[SPACE 01-18]Select _____ [U/D]Scro1l [ESC]Back [RET]Go_____</p> <p>Please enter your choice:</p>																																				

9) EMXP now asks whether the floppy disk copy process should be done in an automated (batch) mode with minimal user intervention, or rather in a fully controlled item-per-item manual mode. Let's go for the manual mode and let's enter all parameters that may be required for the copy process. We select the second item and press ENTER. *We only select the manual mode in this guided tour to illustrate all possibilities related to copying and converting sound banks. In most cases, the automated batch mode will be sufficient and it's a much faster way of working.*

```

      DEFINE WHETHER EMXP SHOULD COPY/CONVERT ITEMS AUTOMATICALLY OR NOT
-----
[ ] 1. Yes, copy/convert items as automated as possible          (BATCH)
[X] 2. No, user should have maximum control                    (MANUAL)
[ ] 3. Use custom automation level                             (BATCH)
1
BATCH: All selected items will be copied/converted
      automatically using the copy/conversion preferences, e.g.
      for sample rates. You only have to specify the folder/disk where
      the copied/converted items should be saved.
MANUAL: You can define all copy/conversion parameters and
      you can specify the destination (e.g. target file names) for each
      copied/converted item. Define which parts of
      the copy/conversion process should be manual or automated.
SEMI-MANUAL: The current copy/conversion settings can be a
      mix of manual and automated processing, as has been configured
      previously in MANUAL or SEMI-MANUAL mode.

[ ] 4. Don't show this screen anymore
-----
[SPACE|1-4]Select_ _____ [U/D]Scroll [ESC]Back [RET]Go_
Please enter your choice:
2

```

10) EMXP will now ask for *all parameters* that may be needed to perform the copy process of EMAX floppy disks to an EMAX-II hard disk. First we have to specify whether we want to perform a true (normal) copy, or rather a re-sampling of the sound banks of the floppy disks. We simply want to copy the disks, so we select item number 1 and press ENTER.

```

      SELECT PREFERENCES FOR COPYING EMAX BANKS TO EMAX-II FILES/DISKS
-----
WHEN BOTH SOURCE AND TARGET SAMPLER ARE EMAX-II:
[X] 1. Perform a normal copy from source to target
[ ] 2. Perform a conversion (resizing/resampling) from source to target
1
[SPACE|1-2]Select_ _____ [U/D]Scroll [ESC]Back [RET]Go_
Please enter your choice:
2

```

11) Next we have to specify to what extent EMXP can perform some tasks in an automated mode or rather in a user controlled mode. These tasks are (1) selecting the bank location on the target EMAX-II hard disk for each of the copied sound banks, and (2) dealing with exceptions and errors during the copy process. We want to have full control of the copy process, so we go for the user controlled options by selecting items 1 and 3 and pressing ENTER.

-----SPECIFY TO WHAT EXTENT EMXP CAN AUTOMATICALLY PROCESS SELECTED ITEMS-----

PLEASE SPECIFY HOW THE TARGET BANK LOCATIONS SHOULD BE CHOSEN

1. Select locations for storing banks on target hard disk yourself
2. Let EMXP store banks in empty bank locations on target hard disk

IN CASE OF AN ERROR OR A CONFLICT WITH SAMPLER LIMITS OR PREFERENCES

3. Always show a message or ask confirmation for solving the problem
4. EMXP can skip the item or decide itself how to solve the problem

[SPACE|1-4]Select_ _ _ _ _ [U/D]Scroll [ESC]Back_ [RET]Go_

Please enter your choice:

12) The next series of parameters are related to *conversions from EMAX-I floppy disks to EMAX-II banks on the hard disk*. Remember: EMXP does not know upfront that whether we will restrict the copy process to EMAX-II floppy disks or not. So it *assumes* that we may insert EMAX-I floppy disks as well, and these *have* to be converted in order to be copied to an EMAX-II hard disk (EMAX-II hard disks can not contain EMAX-I sound banks). For converting EMAX-I banks to EMAX-II banks, some conversion parameters must be specified. In our example we will indeed copy an EMAX-I floppy disk as well, so the values for the conversion parameters can be important. *If we are sure that we will only copy EMAX-II floppy disks, specifying these conversion parameters may be overkill. In that case it's much more efficient to select the fully automated or custom automated process flow in step 9.* The first parameter is the conversion engine that EMXP is supposed to use. We select the default generic engine (item 1) and press ENTER.

-----SELECT PREFERENCES FOR CONVERSIONS BETWEEN EMAX-I AND EMAX-II-----

-----PREFERRED CONVERSION METHOD-----

1. Always use the EMXP generic conversion engine
2. Use the native EMAX-II sampler's conversion method for 512K banks

[SPACE|1-2]Select_ _ _ _ _ [U/D]Scroll [ESC]Back_ [RET]Go_

Please enter your choice:

13) The next parameter is the size of the EMAX-II sampler in which the converted sound banks will be used. EMXP can try to reduce the size of the target sound banks and/or split the presets across multiple smaller banks in order to make them fit in the sampler's RAM. In our example we won't do any conversion so we don't really care about the target sampler's memory size. We simply select the maximum available memory size of 8MB (item 8) and press ENTER.

SUPPORTED EMAX-II SAMPLERS	
[]	1. EMAX-II 1MB Sampler
[]	2. EMAX-II 2MB Sampler
[]	3. EMAX-II 3MB Sampler
[]	4. EMAX-II 4MB Sampler
[]	5. EMAX-II 5MB Sampler
[]	6. EMAX-II 6MB Sampler
[]	7. EMAX-II 7MB Sampler
[X]	8. EMAX-II 8MB Sampler

1 →

[SPACE|1-8]Select_ [U/D]Scroll [ESC]Back [RET]Go_ 2 →

Please enter your choice: _

14) When converting from EMAX-I to EMAX-II, EMXP can also change the sample rate of the samples. A maximum and a minimum sample rate can be defined. For some samplers (like the EMAX-I) the maximum sample rate determines the transposition range for the samples. This is not the case for the EMAX-II, for which the maximum sample rate is only useful for compressing sound banks. Since we also don't need to decrease the size of the bank (which can also be obtained by reducing the maximum sample rate), we simply select the maximum sample rate available (44100 Hz, item 9) and press ENTER.

MAXIMUM ALLOWED SAMPLERATE OF TARGET EMAX-II SAMPLES	
[]	1. Maximum 10000 Hz
[]	2. Maximum 15625 Hz
[]	3. Maximum 20000 Hz
[]	4. Maximum 22050 Hz
[]	5. Maximum 27778 Hz
[]	6. Maximum 31250 Hz
[]	7. Maximum 39063 Hz
[]	8. Maximum 41667 Hz
[X]	9. Maximum 44100 Hz

1 →

[SPACE|1-9]Select_ [U/D]Scroll [ESC]Back [RET]Go_ 2 →

Please enter your choice: _

15) The minimum sample rate can be set as well. When converting sound banks, EMXP will never use sample rates lower than the one defined here, except if the original sample's sample rate is even lower. In our example we let EMXP keep the original sample's sample rate, so we select the highest minimum sample rate available: 44100 Hz (item 9) and press ENTER.

MINIMUM ALLOWED SAMPLERATE OF TARGET EMAX-II SAMPLES	
[]	1. Original sample rate or minimum 10000 Hz
[]	2. Original sample rate or minimum 15625 Hz
[]	3. Original sample rate or minimum 20000 Hz
[]	4. Original sample rate or minimum 22050 Hz
[]	5. Original sample rate or minimum 27778 Hz
[]	6. Original sample rate or minimum 31250 Hz
[]	7. Original sample rate or minimum 39063 Hz
[X]	8. Original sample rate or minimum 41667 Hz
[]	9. Original sample rate or minimum 44100 Hz

1 → [X]

[SPACE|1-9]Select_ [U/D]Scroll [ESC]Back_ [RET]Go_ 2 → [RET]

Please enter your choice:

16) If any of the floppy disks we will copy contains an EMAX-I bank, EMXP should know how to convert the EMAX-I voice/output channel assignments. The EMAX-II does not support output channel assignments, it supports fully 6 polyphonic submix output channels instead. We choose the default option which will convert output channel assignments to EMAX-II submix channels assignments if the source sampler does not support submix channels (which is indeed the case for the EMAX-I). We select item 3 and press ENTER.

DEFINE TO WHAT EXTENT THE ASSIGNMENT OF EMAX-II SUBMIX CHANNELS SHOULD BE BASED ON THE VOICE CHANNEL ASSIGNMENT OF THE SOURCE SAMPLER (EMAX-I) WHEN CONVERTING TO EMAX-II	
[]	1. Never consider EMAX-II submix channels as voice channels
[]	2. Always consider EMAX-II submix channels as voice channels
[X]	3. Only consider EMAX-II submix channels as voice channels if the source sampler does not support or use submix channels (DEFAULT)

1 → [X]

[SPACE|1-3]Select_ [U/D]Scroll [ESC]Back_ [RET]Go_ 2 → [RET]

Please enter your choice:

17) Since we have decided to convert EMAX-I output channel assignments to EMAX-II submix channel assignments, we also have to specify how EMXP should deal with the difference in polyphony between the EMAX-I (8 voice polyphonic) and the EMAX-II (16 voice polyphonic). When treating EMAX-II submix channels as output channels, submix channel A is treated as output channel range 1→4, submix channel B as output channel range 5→8 and submix channel C is used for any 4-channel range between channels 9 and 16. Suppose channels 1→3 have been assigned to a voice in the EMAX-I bank: should this be "scaled up" by converting it to the virtual EMAX-II channels channel 1→6 (twice the polyphony) and hence been assigned only to the MAINS output since this range exceeds the max. virtual 4-channel range of any of the EMAX-II submix channels ? Or should it be converted to virtual EMAX-II channels 1→3 and hence been assigned to its submix channel A ? And if we decide to upscale the channel range, should an exception be made for mono channel assignments ? We decide to go for the default options (upscaling with an exception for mono channel assignments). We select items 1 and 4 and press ENTER.

```

      DEFINE HOW VOICE CHANNEL ASSIGNMENTS SHOULD BE CONVERTED IF THE NUMBER
      OF AVAILABLE VOICE CHANNELS/POLYPHONY DIFFERS BETWEEN
      THE SOURCE SAMPLER (EMAX-I) AND THE TARGET SAMPLER (EMAX-II)
      -----
      1. How SHOULD VOICE CHANNEL ASSIGNMENTS BE CONVERTED ?
      2. 1. Increase or decrease channel range based on polyphony (DEFAULT)
      3. 2. Increase channel range if target sampler polyphony is higher,
      4.    otherwise keep channel range but limit it to target polyphony
      5. 3. Keep channel range but limit it to target sampler polyphony
      6.    if target sampler polyphony is lower
      7.
      8. HOW DO OPTIONS 1 AND 2 APPLY TO MONO CHANNEL ASSIGNMENTS ?
      9. 4. Mono channel assignments always result in mono channels (DEFAULT)
      10. 5. Mono channel assignments can become multiple channel assignments
      11.    if the target sampler's polyphony is higher
      12.
      13. -----
      14. [SPACE|1-5]Select_ _____ [U/D]Scroll [ESC]Back_ [RET]Go_
      15.
      16. Please enter your choice:
  
```

Diagram annotations: A circle with '1' has arrows pointing to the first and second options. A circle with '2' has an arrow pointing to the '[RET]Go_' prompt.

18) The next thing EMXP would like to know is how the EMAX-II bank name should be derived when converting EMAX-I banks. EMXP supports many naming rules (including regular expressions on source file names), but since we're copying floppy disks to the EMAX-II hard disk, the number of available rules is limited. In every copy/conversion process you can either choose for common naming rules or for source sampler-specific naming rules. The kind of rules is the same in both sets, but the actual values/parameters can be set differently. Let's have a look what rules are available for converting EMAX-I floppy disks to a bank on an EMAX-II hard disk, by selecting item 2 and pressing ENTER.

```

      PLEASE SELECT THE BANK NAMING RULES FOR CONVERTING
      EMAX-I BANKS ON EMAX FLOPPY DISK(S) TO EMAX-II BANKS ON AN EMAX-II HARD DISK
      -----
      1. [ ] 1. Use naming rules which are common for all source sampler formats
      2.    Bank: <target current preset name>
      3. [X] 2. Change the above common naming rules
      4. [ ] 3. Use naming rules which are specific for EMAX-I as source sampler
      5.    Bank: <target current preset name>
      6. [ ] 4. Change the above EMAX-I-specific naming rules
      7.
      8.
      9.
      10.
      11.
      12.
      13. -----
      14. [SPACE|1-4]Select_ _____ [U/D]Scroll [ESC]Back_ [RET]Go_
      15.
      16. Please enter your choice:
  
```

Diagram annotations: A circle with '1' has an arrow pointing to the second option. A circle with '2' has an arrow pointing to the '[RET]Go_' prompt.

19) The number of available naming rules is very limited. The target EMAX-II bank name can either be based on the original EMAX-I bank name, or derived from the preset name of the "current preset" in the converted bank (which is the default mode in both EMAX-I and EMAX-II samplers). The EMAX-I bank name is actually also derived from the preset name of the "current preset" in the source bank, but since a conversion with the generic conversion engine always sets the target current preset to the first preset in the converted bank, the EMAX-II bank name may differ from the original EMAX-I bank name if the current preset of the EMAX-I bank is not the first preset of the bank. There's also a possibility to indicate what suffix should be added if the conversion would result in multiple banks. The chance for this is pretty low; moreover this suffix rule will be ignored if we decide to derive the bank name from the target current preset name. The default selected rules are fine, so we simply press ENTER to accept these rules.

Note that we will get the chance to change the bank name anyway just before the bank will actually be written to disk (see steps 24 and 34), because we selected item 1 in step 11.

```

      DEFINE COMMON BANK NAMING RULES APPLICABLE FOR CONVERTING
      EMAX-I BANKS ON EMAX FLOPPY DISK(S) TO EMAX-II BANKS ON AN EMAX-II HARD DISK
      -----
      ---TARGET BANK NAMES SHOULD BE BASED ON-----
      1. Source bank names
      2. Target EMAX-II bank's current preset
      ---IF CONVERSION RESULTS IN >1 BANK, ADD FOLLOWING BANK NAME SUFFIX-----
      3. "<seqno>" (not if bank name based on current preset)
      4. "<seqno>" (not if bank name based on current preset)
      5. "<seqno>" (not if bank name based on current preset)

      [X]
      [ ]
      [ ]
      [ ]
      [ ]

      [SPACE|1-5]Select_____ [U/D]Scroll [ESC]Back [RET]Go
      Please enter your choice:
  
```

1

2

20) EMXP shows the initial naming rule set selection screen again and pre-selected item 1. Let's press ENTER to continue. *You might expect that we would have to select the naming rules for copying EMAX-II floppy disks now, because the previous screen was only dealing with EMAX-I floppy disks. This is however not necessary, because there is only one possible naming rule when copying EMAX-II banks from floppy disk to hard disk. Since the copy process does not change the current preset, a target bank name based on the current preset name will result in exactly the same result as a target bank name based on the source bank name.*

```

      PLEASE SELECT THE BANK NAMING RULES FOR CONVERTING
      EMAX-I BANKS ON EMAX FLOPPY DISK(S) TO EMAX-II BANKS ON AN EMAX-II HARD DISK
      -----
      1. Use naming rules which are common for all source sampler formats
      Bank: <target current preset name>
      2. Change the above common naming rules
      [ ]
      3. Use naming rules which are specific for EMAX-I as source sampler
      Bank: <target current preset name>
      [ ]
      4. Change the above EMAX-I-specific naming rules

      [X]
      [ ]
      [ ]
      [ ]

      [SPACE|1-4]Select_____ [U/D]Scroll [ESC]Back [RET]Go
      Please enter your choice:
  
```

1

2

21) EMXP is asking for the drive of the target EMAX-II hard disk now. We are using a CF card formatted for the EMAX-II. It's a normal un-partitioned CF card and it doesn't contain any banks yet. We have inserted the CF card in a card reader which has been assigned drive letter H, so we select item 7 and press ENTER.

```

-----
SELECT TARGET EMAX-II HARD DISK DRIVE
-----
CURRENT DRIVE = H
-----
[ ] 01. A: Removable Floppy      -      -      -      DISK FOUND
[ ] 02. C: Hard Disk             ATA      -      TOSHIBA MK DISK FOUND
[ ] 03. D: Removable Disk        USB      JetFlash TS4GJFV30 DISK FOUND
[ ] 04. E: Removable Disk        Unknown  Winbond  Secure Dig NO DISK
[ ] 05. F: Removable Disk        Unknown  Winbond  Memory Sti NO DISK
[ ] 06. G: Removable CDRom       ATAPI   -      PIONEER DV NO DISK
[ X] 07. H: Removable Disk        USB      Generic- Compact F1 DISK FOUND
[ ] 08. I: Removable Disk        USB      Generic- SD/MMC    NO DISK
[ ] 09. J: Removable Disk        USB      Generic- MS/MS-PRO NO DISK
[ ] 10. K: Removable Disk        USB      Generic- xD-Picture NO DISK
[ ] 11. L: Removable Disk        USB      Generic- MicroSD/M2 NO DISK
-----
[SPACE|01-11]Select  _____ [U/D]Scroll [ESC]Back_ [RET]Go_
                    [R]Refresh_ [S]ScanType [C]SCSI2SD_ [G]SDconfig [B]Detail_
-----
Please enter your choice:

```

1

2

22) The copy (and convert) process will start now. EMXP checks whether a floppy disk has already been inserted in the drive. In our example, an EMAX-I floppy disk is indeed already available in the drive, so EMXP can immediately start reading the disk. This process can not be interrupted... we have to be patient.

```

-----
PROCESSING ITEM 1/1 - READING EMAX FLOPPY DISK
-----

EMXP is reading the EMAX floppy disk
(disk 1/1 of bank NarrowStereo)

Please wait...

-----
PLEASE WAIT
-----
|||||

```


23) The EMAX-I floppy disk has been read, and since an EMAX-I sound bank always fits on a single floppy disk, the entire sound bank is available now for being saved to the EMAX-II hard disk. We have to choose the target bank location on the disk. We simply select the first bank position (B00) by selecting item 001 and we press ENTER.

```

PROCESSING ITEM 1/1 - CONVERTING EMAX-I BANK NARROWSTEREO FROM DISK IN A:
PLEASE SELECT A TARGET LOCATION ON THE EMAX-II HARD DISK
-----
    1  [X] 001. B00 --Empty Bank--          0 Kb
        002. B01 --Empty Bank--          0 Kb
        003. B02 --Empty Bank--          0 Kb
        004. B03 --Empty Bank--          0 Kb
        005. B04 --Empty Bank--          0 Kb
        006. B05 --Empty Bank--          0 Kb
        007. B06 --Empty Bank--          0 Kb
        008. B07 --Empty Bank--          0 Kb
        009. B08 --Empty Bank--          0 Kb
        010. B09 --Empty Bank--          0 Kb
        011. B10 --Empty Bank--          0 Kb
        012. B11 --Empty Bank--          0 Kb
        013. B12 --Empty Bank--          0 Kb
        014. B13 --Empty Bank--          0 Kb
        015. B14 --Empty Bank--          0 Kb
        016. B15 --Empty Bank--          0 Kb
        017. B16 --Empty Bank--          0 Kb
        018. B17 --Empty Bank--          0 Kb
-----
[SPACE|001-100]Slct _____ [U/D]Scroll [ESC]Back_ [RET]Go_____
Please choose a target bank:
  
```

24) We can now also enter a bank name. This is the bank name that will be displayed on the EMAX-II LCD screen when browsing through the hard disk bank catalog. The suggested bank name (NarrowStereo) is the bank name that EMXP automatically derived from the preset name of the "current preset", as requested before in step 19. This name is OK for us, so we press ENTER.

```

PROCESSING ITEM 1/1 - CONVERTING EMAX-I BANK NARROWSTEREO FROM DISK IN A:
PLEASE PROVIDE A NAME FOR BANK B00
ON THE EMAX-II HARD DISK
-----

Please provide a name for bank B00
on the EMAX-II hard disk
Suggested bank name is [NarrowStereo]

-----
[name+RET]:Name [blank+RET]:Accept proposal [CTRL-BKSP]:Clear [INSERT]---
[ESC]:Back
-----
Please enter a name: NarrowStereo
  
```

25) EMXP is saving the sound bank to the hard disk now.

PROCESSING ITEM 1/1 - WRITING TO EMAX-II HARD DISK

EMXP is writing to the EMAX-II hard disk (bank B00) Please wait...

PLEASE WAIT

26) After the EMAX-I disk has been copied and converted successfully to the hard disk, EMXP is asking for another (set of) floppy disk(s) to be copied. In our example we indeed want to copy also a set of 2 EMAX-II floppy disks for a bank called "ATMOSPHERES". *For the sake of the example, we insert the SECOND disk of this floppy disk set first, which is of course a mistake...* After having inserted the floppy disk, we press ENTER (or any other key except "D" and ESCAPE)

PLEASE INSERT THE NEXT EMAX FLOPPY DISK OR PRESS ESCAPE

Please insert a disk in drive A and press ENTER or simply press ENTER if the currently inserted disk is OK Press [D] if you want to change the drive. Press ESC if you want to leave.

[D]: Change Drive [Any other character]: Disk Ready [ESC]: Go back

Press a key:

27) EMXP detects that we didn't insert *the first disk* of the 2-disk set, so it explicitly asks for the first disk now. For the sake of the example, we don't replace the second disk by the first disk yet, and simply press *ENTER*.

EMXP IS PROCESSING A BANK WHICH SPANS MULTIPLE FLOPPY DISKS PLEASE INSERT FLOPPY DISK 1 OF 2 OF EMAX-II BANK ATMOSPHERES		

Please insert a disk in drive A and press ENTER or simply press ENTER if the currently inserted disk is OK Press [D] if you want to change the drive. Press ESC if you want to leave.		
[D]: Change Drive	[Any other character]: Disk Ready	[ESC]: Go back

Press a key:		

28) EMXP still doesn't find the first disk in the floppy drive, so a warning is displayed. We skip this warning by pressing any key.

WARNING	

The floppy disk you have inserted is not floppy disk 1 of 2 of EMAX-II bank ATMOSPHERES Please insert another floppy disk. Press any key to continue...	
[Any key]: Continue	[ESC]: skip warnings

Press a key (or ESC)....:	

EMXP IS PROCESSING A BANK WHICH SPANS MULTIPLE FLOPPY DISKS
PLEASE INSERT FLOPPY DISK 1 OF 2 OF EMAX-II BANK ATMOSPHERES

Please insert another disk in drive A and press ENTER
Press [D] if you want to change the drive.
Press ESC if you want to leave.

[D]: Change Drive [Any other character]: Disk Ready [ESC]: Go back

Press a key:

```

PROCESSING ITEM 2/2 - READING EMAX FLOPPY DISK
-----
      EMAX is reading the EMAX floppy disk
      (disk 1/2 of bank ATMOSPHERES)
      Please wait...

-----
      PLEASE WAIT
-----
|||||
```

EMXP IS PROCESSING A BANK WHICH SPANS MULTIPLE FLOPPY DISKS
PLEASE INSERT FLOPPY DISK 2 OF 2 OF EMAX-II BANK ATMOSPHERES

Please insert a disk in drive A and press ENTER
or simply press ENTER if the currently inserted disk is OK
Press [D] if you want to change the drive.
Press ESC if you want to leave.

[D]: Change Drive [Any other character]: Disk Ready [ESC]: Go back

Press a key:

```

PROCESSING ITEM 2/2 - READING EMAX FLOPPY DISK
-----
      EMAX is reading the EMAX floppy disk
      (disk 2/2 of bank ATMOSPHERES)
      Please wait...

-----
      PLEASE WAIT
-----
|||||
```

33) The two disks have been read, so the whole sound bank is available now for being saved to the EMAX-II hard disk. We have to choose the target bank location on the disk. We select the second bank position (B01) by selecting item 002 and we press ENTER.

```

PROCESSING ITEM 2/2 - COPYING EMAX-II BANK ATMOSPHERES FROM DISK IN A:
PLEASE SELECT A TARGET LOCATION ON THE EMAX-II HARD DISK
-----
001. B00 NarrowStereo          1048 Kb
002. B01 --Empty Bank--         0 Kb
003. B02 --Empty Bank--         0 Kb
004. B03 --Empty Bank--         0 Kb
005. B04 --Empty Bank--         0 Kb
006. B05 --Empty Bank--         0 Kb
007. B06 --Empty Bank--         0 Kb
008. B07 --Empty Bank--         0 Kb
009. B08 --Empty Bank--         0 Kb
010. B09 --Empty Bank--         0 Kb
011. B10 --Empty Bank--         0 Kb
012. B11 --Empty Bank--         0 Kb
013. B12 --Empty Bank--         0 Kb
014. B13 --Empty Bank--         0 Kb
015. B14 --Empty Bank--         0 Kb
016. B15 --Empty Bank--         0 Kb
017. B16 --Empty Bank--         0 Kb
018. B17 --Empty Bank--         0 Kb
-----
[SPACE][001-100]Slct _____ [U/D]Scroll [ESC]Back [RET]Go
-----
Please choose a target bank:
  
```

34) We can enter a bank name for the copied bank now. The suggested bank name (ATMOSPHERES) is the bank name of the source bank, and also the preset name of the current preset in this bank. We could change the bank name if we want, but the suggested name is OK, so we press ENTER. *Note: if we would change the bank name, it's important to know that this bank name will be overwritten by the EMAX-II sampler as soon as we would perform a "Save Bank" on the sampler itself - the EMAX-II sampler will simply ignore that another bank name was assigned before, and will not give the possibility to keep it...*

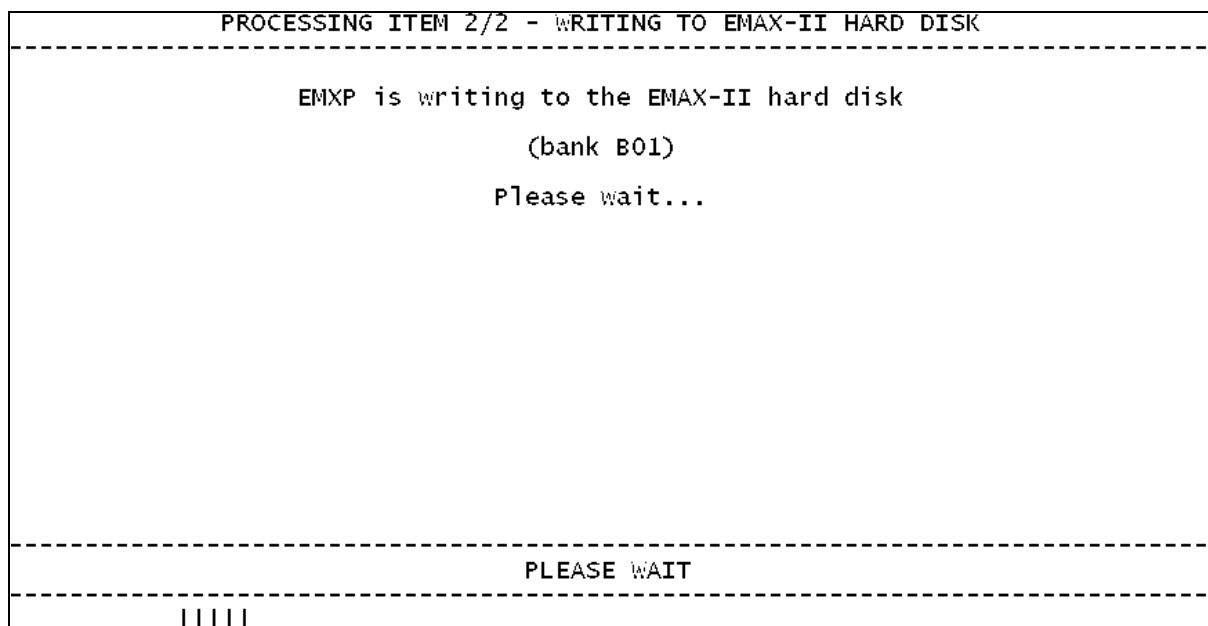
```

PROCESSING ITEM 2/2 - COPYING EMAX-II BANK ATMOSPHERES FROM DISK IN A:
PLEASE PROVIDE A NAME FOR BANK B01
ON THE EMAX-II HARD DISK
-----

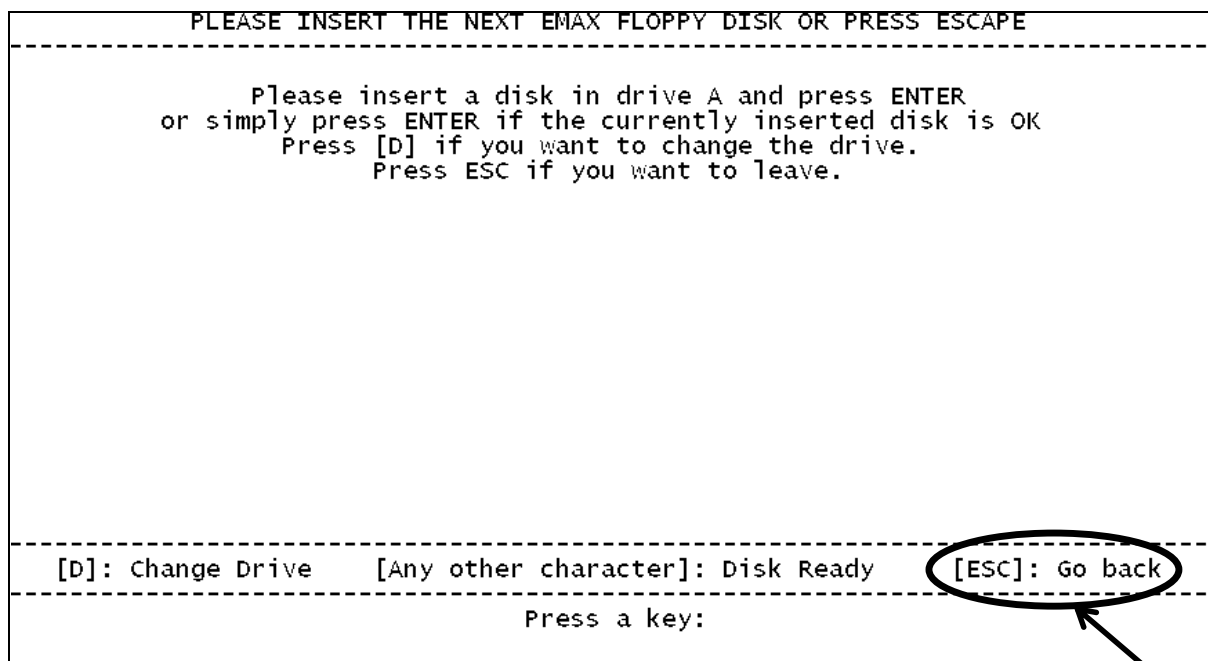
Please provide a name for bank B01
on the EMAX-II hard disk
Suggested bank name is [ATMOSPHERES]

-----
[name+RET]:Name [blank+RET]:Accept proposal [CTRL-BKSP]:Clear [INSERT]---
[ESC]:Back
-----
Please enter a name: ATMOSPHERES_
  
```

35) EMXP is saving the sound bank to the hard disk now.



36) After the second set of disks has been successfully copied to the hard disk, EMXP is asking for yet another (set of) floppy disk(s) to be copied. We don't have any disks to be copied anymore, so we press ESCAPE to leave the copy process.



37) We decided to quit the copy process, so EMXP displays a copy execution report now. This report explains which source disks have been copied and/or converted to which banks on the target disk. The report has been saved to disk as well, the location and the name of the report on the computer's disk can be found at the end of the report. We scroll in the report by pressing the UP and DOWN keys or the PAGE UP and PAGE DOWN keys or the HOME and END keys.

```

REPORT: COPY/CONVERSION TO EMAX-II HARD DISK(S)
-----
3 source floppy disks have been processed
-----
SUBREPORT 1 of 2:
-----
EMAX-I floppy disk (Bank NarrowStereo):
  disk in drive A
...HAS BEEN CONVERTED TO...
Bank B000 NarrowStereo on EMAX-II hard disk:
  disk in drive H
.....
CONVERSION REPORT:
EMAX-I bank "NarrowStereo"
  has been translated to 1 EMAX-II banks.
- 0 presets have NOT been translated (see end of report).
- 0 samples have NOT been translated (see end of report).
-----
[UP/DOWN]      [PGUP/PGDN]      [HOME/END]      [ESC]
-----
Please enter your choice:

```

38) Since the first floppy disk contained an EMAX-I sound bank which had to be converted to the EMAX-II format before being copied to the EMAX-II hard disk, the report also shows some details about the conversion results. We keep scrolling down in the report by pressing the DOWN, PAGE DOWN or END key.

```

REPORT: COPY/CONVERSION TO EMAX-II HARD DISK(S)
-----
CONVERSION REPORT:
EMAX-I bank "NarrowStereo"
  has been translated to 1 EMAX-II banks.
- 0 presets have NOT been translated (see end of report).
- 0 samples have NOT been translated (see end of report).
- 0 voices have NOT been translated (see end of report).
All stereo voices have been preserved as PRI & SEC Emax voices.
EMAX-II bank overview:
Bank 1: NarrowStereo
Presets:
P00 NarrowStereo (original: P000)
P01 Wide Stereo  (original: P001)
P02 Arco Strings (original: P002)
P03 whole KB Pan (original: P003)
-----
[UP/DOWN]      [PGUP/PGDN]      [HOME/END]      [ESC]
-----
Please enter your choice:

```


39) The last part of the report contains the results of the copy process of the EMAX-II set of floppy disks... We leave the report by pressing ESCAPE.

REPORT: COPY/CONVERSION TO EMAX-II HARD DISK(S)			

SUBREPORT 2 of 2:			

EMAX-II floppy disks (Bank ATMOSPHERES): disk #1 (1) in drive A disk #2 (2) in drive A ...HAVE BEEN COPIED TO... Bank B001 ATMOSPHERES on EMAX-II hard disk: disk in drive H			

The full report has been written to file: EMXPCOPY2EMAXIILog_20200621103641812.TXT which can be found in: C:\Program Files\EMXP\Logs\ -----			
[UP/DOWN]	[PGUP/PGDN]	[HOME/END]	[ESC]
Please enter your choice:			

40) Let's check whether the two banks from the 3 floppy disks have indeed be saved successfully to the hard disk. We return to the EMAX-II sampler menu by pressing ESCAPE a few times, and we select menu function 5 to check the contents of the EMAX-II hard disk.

EMAX-II SAMPLER MENU	

1. Manage EMAX-II Bank Files	
2. Manage EMAX-II EMX Files	
3. Manage EMAX-II Operating System Files	
4. Manage EMAX-II Hard Disk Images	
5. Manage EMAX-II Hard Disks	
6. Manage EMAX-II Floppy Disk Images	
7. Manage EMAX-II HxC Floppy Disk Images	
8. Manage EMAX-I/EMAX-II Floppy Disks	
9. Receive Samples from EMAX-II via RS422/MIDI	

[1]...[9]: menu option	ESC: Go back

Please enter a menu option:	

41) We select the EMAX-II hard disk drive, which is still drive H. So we select item number 7 and press shortcut key "B" to immediately get an overview of the banks on the disk.

```

PLEASE SELECT AN EMAX-II HARD DISK DRIVE
-----
CURRENT DRIVE = H
-----
[ ] 01. A: Removable Floppy      -      -      -      DISK FOUND
[ ] 02. C: Hard Disk             ATA      -      TOSHIBA MK DISK FOUND
[ ] 03. D: Removable Disk        USB      JetFlash TS4GJFV30 DISK FOUND
[ ] 04. E: Removable Disk        Unknown  winbond  Secure Dig NO DISK
[ ] 05. F: Removable Disk        Unknown  winbond  Memory Sti NO DISK
[ ] 06. G: Removable CDRom       ATAPI   -      PIONEER DV NO DISK
[ X] 07. H: Removable Disk        USB      Generic- Compact F1 DISK FOUND
[ ] 08. I: Removable Disk        USB      Generic- SD/MMC   NO DISK
[ ] 09. J: Removable Disk        USB      Generic- MS/MS-PRO NO DISK
[ ] 10. K: Removable Disk        USB      Generic- xD-Picture NO DISK
[ ] 11. L: Removable Disk        USB      Generic- MicroSD/M2 NO DISK
-----
[SPACE|01-11]Select  [U/D]Scroll [ESC]Back_ [RET]Go_
[+]More [R]Refresh_ [S]ScanType [C]SCSI2SD_ [G]SDConfig [D]Details_ [B]Banks_
-----
Please enter your choice:
  
```

Diagram annotations: A circle with '1' and an arrow points to the 'X' in the selection column next to item 07. Another circle with '2' and an arrow points to the '[B]Banks_' option in the bottom menu.

42) EMXP displays now an overview of all banks on the EMAX-II hard disk. Indeed, the two banks from the 3 floppy disks have been successfully copied to the hard disk ! Let's leave this overview screen by pressing ESCAPE.

```

EMAX-II HARD DISK BANK OVERVIEW
-----
] [ 1. B00 NarrowStereo      EMAX-II  Pres: 27  Samp: 11  1048 Kb
[ ] 2. B01 ATMOSPHERES      EMAX-II  Pres: 15  Samp: 6   1042 Kb
-----

[SPACE|1-2]Select_ [A]All_ [M]Range_ [U/D]Scroll_ [ESC]Back_
-----
Please enter your choice:
  
```

Diagram annotation: A circle with an arrow points to the '[ESC]Back_' option in the bottom menu.

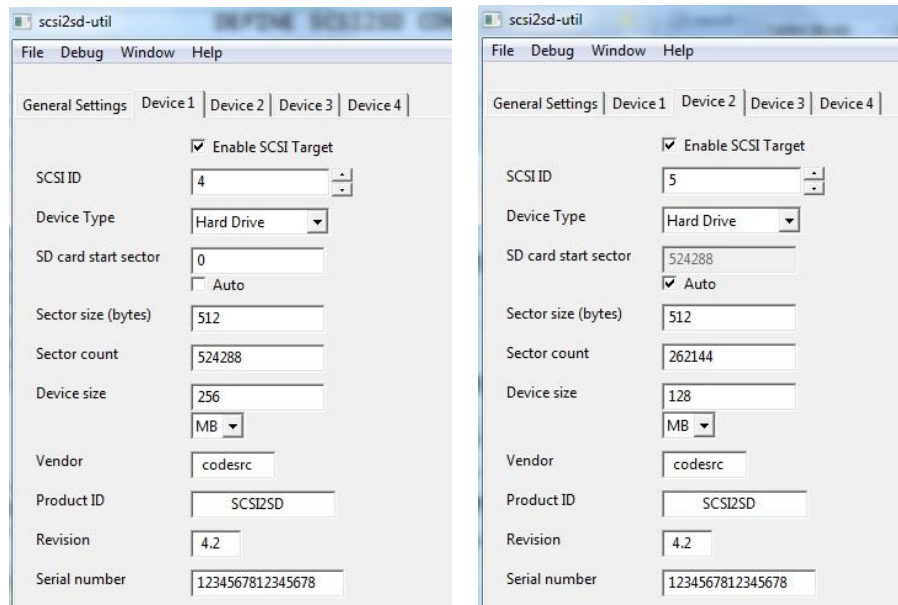
43) This is the end of guided tour #4. To leave EMXP we have to press the ESCAPE button a few times.

GUIDED TOUR #5: COPYING AN EMAX-II BANK FROM ONE SCSI2SD PARTITION TO ANOTHER SCSI2SD PARTITION

In this guided tour, we will copy a sound bank from the first *device* (partition) of a SCSI2SD card to the second *device* (partition) of that SCSI2SD card.

The SD card has been configured for a v5 SCSI2SD board installed in an EMAX-II sampler. Two *devices* (partitions) have been defined and enabled on the SCSI2SD board:

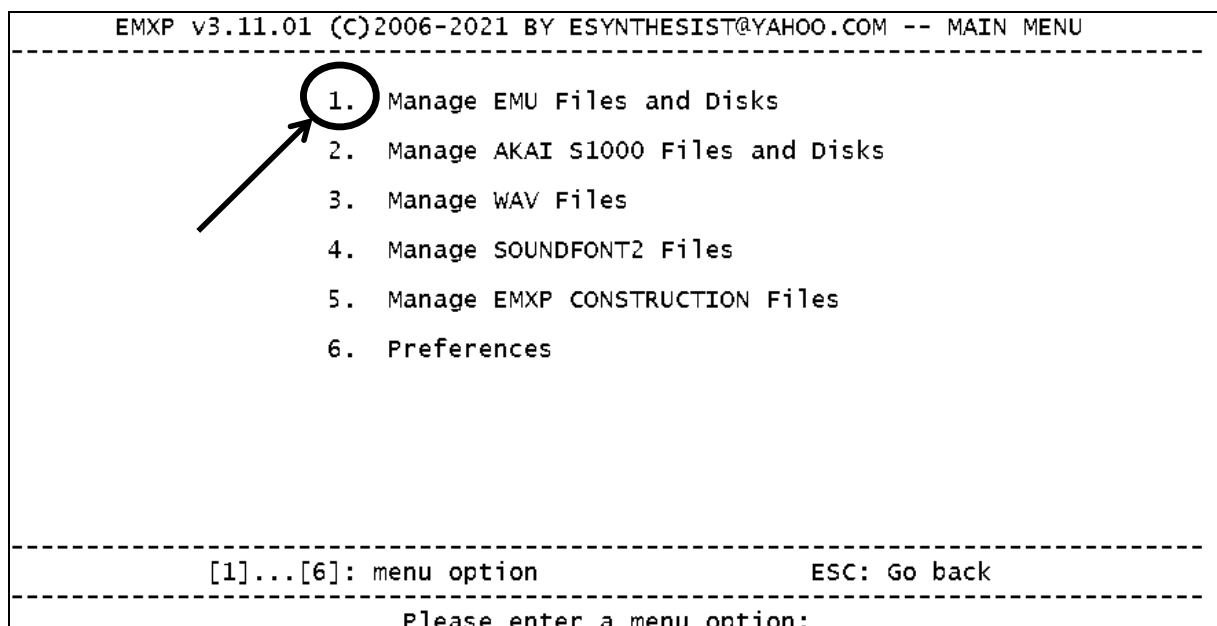
- Device 1: size 256MB, starting at sector 0, appearing as a hard disk with SCSI-ID#4 on the EMAX-II
- Device 2: size 128MB, starting after device 1 (auto), appearing as a hard disk with SCSI-ID#5 on the EMAX-II



This SCSI2SD configuration has not been defined yet in EMXP: defining the configuration is illustrated in this guided tour as well.

The first device contains a few EMAX-II sound banks, the second device is still empty.

1) After having started EMXP the main menu will appear. Since we want to copy an EMU EMAX-II sound bank, we select the first menu function by pressing "1" on the keyboard of the computer.



2) The following menu gives access to all EMU objects. Since we want to copy a bank from an EMAX-II hard disk partition, we select the second menu function.

EMU SAMPLER MENU	
<hr/>	
<ul style="list-style-type: none">1. Manage EMU EMAX-I Files and Disks2. Manage EMU EMAX-II Files and Disks3. Manage EMU EMULATOR-I Files4. Manage EMU EMULATOR-II Files and Disks5. Manage EMU EMULATOR-III/X/ESI Files and Disks6. Manage EMU SP-12 Files	
<hr/>	
[1]...[6]: menu option	ESC: Go back
<hr/>	
Please enter a menu option:	

3) In the EMAX-II menu, we select menu function 5 to access EMAX-II hard disks.

EMAX-II SAMPLER MENU	
<hr/>	
<ul style="list-style-type: none">1. Manage EMAX-II Bank Files2. Manage EMAX-II EMX Files3. Manage EMAX-II Operating System Files4. Manage EMAX-II Hard Disk Images5. Manage EMAX-II Hard Disks6. Manage EMAX-II Floppy Disk Images7. Manage EMAX-II HxC Floppy Disk Images8. Manage EMAX-I/EMAX-II Floppy Disks9. Receive Samples from EMAX-II via RS422/MIDI	
<hr/>	
[1]...[9]: menu option	ESC: Go back
<hr/>	
Please enter a menu option:	

4) We have to select the first EMAX-II *device* (partition) on the SCSI2SD SD card now. By default EMXP displays an overview of all drives that are available in the computer *without taking into account any SCSI2SD partitioning*. So each drive is initially considered to be a drive containing a normal, un-partitioned disk. In our example the partitioned SCSI2SD SD card is in drive H, but we still have to expand the disk overview with the individual partitions on the disk in drive H.

We select item 6 and press "C" to scan for SCSI2SD partitions. Selecting item 6 can be done by moving the cursor ("] [") to the 6th line with the UP and DOWN keys on the keyboard, and pressing the SPACE bar to select the item. Alternatively we can simply enter "06" (or "6" followed by ENTER) on the keyboard to select the 6th drive. Once the drive is selected, we press "C" to scan for SCSI2SD partitions on that disk.

```

PLEASE SELECT AN EMAX-II HARD DISK DRIVE
-----
CURRENT DRIVE = H
-----
[ ] 01. C: Hard Disk ATA Crucial_ CT750MX300 DISK FOUND
[ ] 02. D: Hard Disk ATA Crucial_ CT750MX300 DISK FOUND
[ ] 03. E: Removable Disk USB Generic- Compact F1 DISK FOUND
[ ] 04. F: Removable CDROM ATAPI MATSHITA DVD-RAM UJ NO DISK
[ ] 05. G: Removable CDROM Unknown - NO DISK
[ ] 06. H: Removable Disk USB Generic- xD/SD/M.S. DISK FOUND
[ ] 07. I: Removable Disk USB Generic- SD/MMC NO DISK
[ ] 08. J: Removable Disk USB Generic- MS/MS-PRO NO DISK
[ ] 09. K: Removable Disk USB Generic- xD-Picture NO DISK
[ ] 10. L: Removable Disk USB Generic- MicroSD/M2 NO DISK
[ ] 11. M: Removable Disk USB JetFlash TS4GJFV30 DISK FOUND

1 → [X]

-----
[SPACE|01-11]Select [U/D]Scroll [ESC]Back [RET]Go
[+]More [R]Refresh [S]ScanType [C]SCSI2SD_ [G]SDConfig [D]Details [B]Banks
-----
Please enter your choice:
  
```

5) When scanning for SCSI2SD partitions, EMXP needs to know the SCSI2SD configuration that has been used and saved in the SCSI2SD board of your sampler. This configuration is *not saved on the SD card*, so we have to enter it first in EMXP. Since no SCSI2SD configurations have been defined yet in EMXP, the following screen appears. Let's define the SCSI2SD configuration now. We select the first of ten available configuration slots by selecting item 1 and we press "U" to update this SCSI2SD configuration. *Note: defining SCSI2SD configurations can also be done in the Preferences menu of EMXP, and has to be done only once.*

```

PLEASE SELECT A SCSI2SD CONFIGURATION
FOR EMAX-II HARD DISKS
-----
1 → [X] [ ] 01. (no name) DEFAULT No dev1 No dev2 No dev3 No dev4
[ ] 02. (no name) No dev1 No dev2 No dev3 No dev4
[ ] 03. (no name) No dev1 No dev2 No dev3 No dev4
[ ] 04. (no name) No dev1 No dev2 No dev3 No dev4
[ ] 05. (no name) No dev1 No dev2 No dev3 No dev4
[ ] 06. (no name) No dev1 No dev2 No dev3 No dev4
[ ] 07. (no name) No dev1 No dev2 No dev3 No dev4
[ ] 08. (no name) No dev1 No dev2 No dev3 No dev4
[ ] 09. (no name) No dev1 No dev2 No dev3 No dev4
[ ] 10. (no name) No dev1 No dev2 No dev3 No dev4

2 → [ ] 11. Don't show this screen anymore
-----
[SPACE|01-11]Select [U/D]Scroll [ESC]Back [RET]Go
[U]Update
-----
Please enter your choice:
  
```

```

DEFINE SCSI2SD CONFIGURATION 1
-----
[ ] 01. Copy from another Configuration
[ ] 02. Initialize/Reset Configuration
[ ] 03. Undo All Changes
[X] 04. Redo All Changes
[X] 05. Change Configuration Name      (NO NAME ASSIGNED YET)
[ ] 06. Change #Required Enabled Devices (ALL)
[ ] 07. Change Min. Physical Device Size (EQUAL TO DEFINED SIZE)
[X] 08. Change Max. Logical Device Size (<= DEFINED SIZE)
[ ] 09. Define Device 1      (OFF      ID#0      0*512= 0KB      at 0*512)
[ ] 10. Define Device 2      (OFF      ID#1      0*512= 0KB      at 0*512)
[ ] 11. Define Device 3      (OFF      ID#2      0*512= 0KB      at 0*512)
[ ] 12. Define Device 4      (OFF      ID#3      0*512= 0KB      at 0*512)
[ ] 13. Define Device 5      (OFF      ID#4      0*512= 0KB      at 0*512)
[ ] 14. Define Device 6      (OFF      ID#5      0*512= 0KB      at 0*512)
[ ] 15. Define Device 7      (OFF      ID#6      0*512= 0KB      at 0*512)
-----
[SPACE|01-15]Select [A]All [M]Range [U/D]Scroll [ESC]Back [RET]Go
-----
Please enter your choice:
  
```

CHANGE NAME FOR SCSI2SD CONFIGURATION 1

Please specify a name for SCSI2SD Configuration 1

Current name is []

[name+RET]:Name [blank+RET]:Accept proposal [CTRL-BKSP]:Clear [INSERT]--[ESC]:Back

Please enter a name: Emax-II_

8) The next thing to do is define characteristics of the first device. We will enter all parameters at once, so we press "A" and ENTER. *The values of the parameters we will enter for device 1 should be identical to the values for device 1 that have been entered in the scsi2sd-util software when configuring the SCSI2SD board. A screenshot of those values can be found at the beginning of this guided tour. Most values can be copied from scsi2sd-util with CTRL-C and pasted into EMXP with CTRL-V.*

```

      DEFINE DEVICE 1 OF SCSI2SD CONFIGURATION 1 - EMAX-II
-----
[X] 1. Enable or disable Device 1:                DISABLED
[X] 2. Change SCSI ID#:                          0
[X] 3. Change Sector Size:                        512 Bytes
[X] 4. Change Device Size ( 0KB):                 0 Sectors
[X] 5. Change Start Address:                      0*512 Bytes

      1                                     2
      |                                     |
      v                                     v
[SPACE|1-5]Select_ [A]All_____ [M]Range__ [U/D]Scroll [ESC]Back_ [RET]Go_____
-----
                        Please enter your choice:

```

9) Let's enable device 1 by selecting item 2 and pressing ENTER

```

      DEFINE WHETHER DEVICE 1 SHOULD BE ENABLED OR DISABLED
      IN SCSI2SD CONFIGURATION 1 - EMAX-II
-----
[ ] 1. Disable Device 1
[X] 2. Enable Device 1

      1                                     2
      |                                     |
      v                                     v
[SPACE|1-2]Select_ _____ [U/D]Scroll [ESC]Back_ [RET]Go_____
-----
                        Please enter your choice:

```

10) The next parameter that can (optionally) be set is the SCSI-ID# number which appears on the EMAX-II LCD screen when selecting the first SCSI2SD device (partition). This SCSI-ID# number will be used by EMXP to refer to this particular device on the SD card. We have assigned SCSI-ID#4 to the first device, so we select item number 5 and we press ENTER. From now on the first device on the disk in drive H will be called "H[#4]". *If we would rather want to see the device number as a reference instead of the SCSI-ID# number ("H[#1]") this can be configured by means of a File & Drive SCSI2SD Preference in the Preferences menu.*

```

      DEFINE THE SCSI ID# OF DEVICE 1
      IN SCSI2SD CONFIGURATION 1 - EMAX-II
-----
      [ ] 1. Set SCSI ID# to 0
      [ ] 2. Set SCSI ID# to 1
      [ ] 3. Set SCSI ID# to 2
      [X] 4. Set SCSI ID# to 3
      [ ] 5. Set SCSI ID# to 4
      [ ] 6. Set SCSI ID# to 5
      [ ] 7. Set SCSI ID# to 6
      [ ] 8. Set SCSI ID# to 7
-----

[SPACE|1-8]Select_ _____ [U/D]Scroll [ESC]Back [RET]Go_____
-----
Please enter your choice:

```

11) The sector size is 512 so we can simply accept the default value proposed by EMXP and press ENTER.

```

      DEFINE THE SECTOR SIZE OF DEVICE 1
      IN SCSI2SD CONFIGURATION 1 - EMAX-II
-----

Please provide a new value for the Sector Size of Device 1
in SCSI2SD Configuration 1 Emax-II

Value should be in the range 64 - 8192 Bytes
Current value for this parameter is [512], default is [512]

-----
[value+RET]:Value [blank+RET]:Accept proposal [CTRL-BKSP]:Clear [INSERT]-----
[ESC]:Back
-----
Please enter a value: 512

```


12) Now we have to enter the size of the first device on the SD card. The value to be entered is the number of sectors (so not the size in MB or GB). This value can be found in the scsi2sd-util software. The first device is 256MB in size, being 524288 sectors of 512 bytes. We enter 524288 and press ENTER. *Note: you can copy the value from the scsi2sd-util software with CTRL-C and paste it into EMXP with CTRL-V.*

```

      DEFINE THE NUMBER OF SECTORS OF DEVICE 1
      IN SCSI2SD CONFIGURATION 1 - EMAX-II
-----
      Please provide a new value for the Number of Sectors of Device 1
      in SCSI2SD Configuration 1 Emax-II

      (the actual SCSI2SD Device Size in bytes will be
      the Sector Size of the Device (currently 512) times the provided value)

      Value should be in the range 0 - 4294967295 Bytes
      Current value for this parameter is [0], default is [1048576]

      [value+RET]:Value [blank+RET]:Accept proposal [CTRL-BKSP]:Clear [INSERT]---
-----
      Please enter a value 524288_
  
```

13) Finally we have to tell EMXP where the first device can be found on the SD card. This is the very beginning of the disk (sector 0). We select item 2 and press ENTER to enter sector 0 as the start address of the device.

```

      DEFINE IF THE START SECTOR OF DEVICE 1 SHOULD BE AUTOMATICALLY DERIVED
      FOR SCSI2SD CONFIGURATION 1 - EMAX-II
-----
      [ ] 1. Automatically derive Start Sector of Device 1
      [X] 2. Enter the Start Sector of Device 1 manually in the next screen

      [SPACE|1-2]Select__ [U/D]Scroll [ESC]Back [RET]Go__
-----
      Please enter your choice:
  
```

14) We can now enter the start sector number 0 and confirm this value by pressing ENTER.

```

      DEFINE THE START SECTOR OF DEVICE 1
      IN SCSI2SD CONFIGURATION 1 - EMAX-II
-----
      Please provide a new value for the Start Sector of Device 1
      in SCSI2SD Configuration 1 Emax-II

      (the actual start location in bytes will be 512 times the provided value)

      Value should be in the range 0 - 4294967295 Bytes
      Current value for this parameter is [0], default is [0]

      [value+RET]:Value [blank+RET]:Accept proposal [CTRL-BKSP]:Clear [INSERT]---
      Please enter a value 0_

```

15) A summary of all parameter values of the first device is shown now. Let's go on with defining the second device. This can be done by pressing ESCAPE (=leaving the definition process of device 1 and starting the next configuration option that had been selected in step 6 of this guided tour; the next configuration option is defining device 2...)

```

      DEFINE DEVICE 1 OF SCSI2SD CONFIGURATION 1 - EMAX-II
-----
      ] [ 1. Enable or disable Device 1:
      [ ] 2. Change SCSI ID#:
      [ ] 3. Change Sector Size:
      [ ] 4. Change Device Size (256MB):
      [ ] 5. Change Start Address:

      ENABLED
      4
      512 Bytes
      524288 Sectors
      0*512 Bytes

      [SPACE|1-5]Select__ [A]All__ [M]Range__ [U/D]Scroll [ESC]Back__
      Please enter your choice:

```

16) Similar to steps 8 → 15, we will now configure the second SCSI2SD device. Again, we will enter all parameters at once, so we press "A" and ENTER. *The values of the parameters we will enter for device 2 should be identical to the values for device 2 that have been entered in the scsi2sd-util software when configuring the SCSI2SD board. A screenshot of those values can be found at the beginning of this guided tour. Most values can be copied from scsi2sd-util with CTRL-C and pasted into EMXP with CTRL-V.*

```

      DEFINE DEVICE 2 OF SCSI2SD CONFIGURATION 1 - EMAX-II
-----
[X] 1. Enable or disable Device 2:                DISABLED
[X] 2. Change SCSI ID#:                          1
[X] 3. Change Sector Size:                        512 Bytes
[X] 4. Change Device Size ( 0KB):                 0 Sectors
[X] 5. Change Start Address:                      0*512 Bytes

1                                     2
  |                                 |
  v                                 v
[SPACE|1-5]Select_ [A]All_____ [M]Range___ [U/D]Scroll [ESC]Back_ [RET]Go_____
-----
                        Please enter your choice:

```

17) Let's enable device 2 by selecting item 2 and pressing ENTER

```

      DEFINE WHETHER DEVICE 2 SHOULD BE ENABLED OR DISABLED
      IN SCSI2SD CONFIGURATION 1 - EMAX-II
-----
[ ] 1. Disable Device 2
[X] 2. Enable Device 2

1                                     2
  |                                 |
  v                                 v
[SPACE|1-2]Select_ _____ [U/D]Scroll [ESC]Back_ [RET]Go_____
-----
                        Please enter your choice:

```

18) The next parameter that can (optionally) be set is the SCSI-ID# number which appears on the EMAX-II LCD screen when selecting the second SCSI2SD device (partition). We have assigned SCSI-ID#5 to the second device, so we select item number 6 and we press ENTER. From now on the first device on the disk in drive H will be called "H[#5]".

```

      DEFINE THE SCSI ID# OF DEVICE 2
      IN SCSI2SD CONFIGURATION 1 - EMAX-II
-----
[ ] 1. Set SCSI ID# to 0
[ ] 2. Set SCSI ID# to 1
[ ] 3. Set SCSI ID# to 2
[ ] 4. Set SCSI ID# to 3
[X] 5. Set SCSI ID# to 4
[ ] 6. Set SCSI ID# to 5
[ ] 7. Set SCSI ID# to 6
[ ] 8. Set SCSI ID# to 7
-----

[SPACE|1-8]Select_____ [U/D]Scroll [ESC]Back [RET]Go_____
Please enter your choice:
  
```

19) The sector size is 512 so we can simply accept the default value proposed by EMXP and press ENTER.

```

      DEFINE THE SECTOR SIZE OF DEVICE 2
      IN SCSI2SD CONFIGURATION 1 - EMAX-II
-----

Please provide a new value for the Sector Size of Device 2
in SCSI2SD Configuration 1 Emax-II

Value should be in the range 64 - 8192 Bytes
Current value for this parameter is [512], default is [512]

-----
[value+RET]:Value [blank+RET]:Accept proposal [CTRL-BKSP]:Clear [INSERT]---
[ESC]:Back
-----
Please enter a value: 512
  
```

20) Now we have to enter the size of the second device on the SD card. The value to be entered is the number of sectors (so not the size in MB or GB). This value can be found in the scsi2sd-util software. The second device is 128MB in size, being 262144 sectors of 512 bytes. We enter 262144 and press ENTER. *Note: you can copy the value from the scsi2sd-util software with CTRL-C and paste it into EMXP with CTRL-V.*

```

      DEFINE THE NUMBER OF SECTORS OF DEVICE 2
      IN SCSI2SD CONFIGURATION 1 - EMAX-II
-----
      Please provide a new value for the Number of Sectors of Device 2
      in SCSI2SD Configuration 1 Emax-II

      (the actual SCSI2SD Device Size in bytes will be
      the Sector Size of the Device (currently 512) times the provided value)

      Value should be in the range 0 - 4294967295 Bytes
      Current value for this parameter is [0], default is [1048576]

      [value+RET]:Value [blank+RET]:Accept proposal [CTRL-BKSP]:Clear [INSERT]---
      Please enter a value: 262144_ [ESC]:Back
  
```

21) Finally we have to tell EMXP where the second device can be found on the SD card. The second device starts immediately after the first device - the start sector is automatically derived based on the parameters of the first device. We select item 1 and press ENTER..

```

      DEFINE IF THE START SECTOR OF DEVICE 2 SHOULD BE AUTOMATICALLY DERIVED
      FOR SCSI2SD CONFIGURATION 1 - EMAX-II
-----
      1. Automatically derive Start Sector of Device 2
      2. Enter the Start Sector of Device 2 manually in the next screen

      [X]
      [ ]

      [SPACE|1-2]Select_ [U/D]Scroll [ESC]Back [RET]Go
      Please enter your choice:
  
```

22) A summary of all parameter values of the second device is shown now. We leave this screen by pressing ESCAPE.

```

      DEFINE DEVICE 2 OF SCSI2SD CONFIGURATION 1 - EMAX-II
-----
] [ 1. Enable or disable Device 2:
] [ 2. Change SCSI ID#:
] [ 3. Change Sector Size:
] [ 4. Change Device Size (128MB):
] [ 5. Change Start Address [AUTO]:
                                     ENABLED
                                     5
                                     512 Bytes
                                     262144 Sectors
                                     524288*512 Bytes
                                     -----
[SPACE|1-5]Select__ [A]All____ [M]Range__ [U/D]Scroll [ESC]Back__
                                     -----
                                     Please enter your choice:
  
```

23) We have entered all required parameters of the SCSI2SD configuration now. A summary of the configuration is shown. EMXP will remember this configuration even after closing EMXP, so we don't have to go through steps 6 → 23 again the next time we want to use an SD card for that SCSI2SD configuration/board. Let's leave this screen by pressing ESCAPE.

```

      DEFINE SCSI2SD CONFIGURATION 1 - EMAX-II
-----
] [ 01. Copy from another Configuration
] [ 02. Initialize/Reset Configuration
] [ 03. Undo All Changes
] [ 04. Redo All Changes
] [ 05. Change Configuration Name (Emax-II)
] [ 06. Change #Required Enabled Devices (ALL)
] [ 07. Change Min. Physical Device Size (EQUAL TO DEFINED SIZE)
] [ 08. Change Max. Logical Device Size (<= DEFINED SIZE)
] [ 09. Define Device 1 (ON ID#4 524288*512=256MB at 0*512)
] [ 10. Define Device 2 (ON ID#5 262144*512=128MB at 524288*512)
] [ 11. Define Device 3 (OFF ID#2 0*512= 0KB at 0*512)
] [ 12. Define Device 4 (OFF ID#3 0*512= 0KB at 0*512)
] [ 13. Define Device 5 (OFF ID#4 0*512= 0KB at 0*512)
] [ 14. Define Device 6 (OFF ID#5 0*512= 0KB at 0*512)
] [ 15. Define Device 7 (OFF ID#6 0*512= 0KB at 0*512)
                                     -----
[SPACE|01-15]Select [A]All____ [M]Range__ [U/D]Scroll [ESC]Back__
                                     -----
                                     Please enter your choice:
  
```

24) We want EMXP to use the SCSI2SD configuration we just defined when trying to detect the *devices* (partitions) on the SD card in drive H. But since all SCSI2SD cards we will use with our EMAX-II sampler are using this SCSI2SD configuration, we first select item number 11. By doing this EMXP will by default use this configuration and not ask anymore for selecting a SCSI2SD configuration whenever we will press "C" in the Disk Manager for finding EMAX-II partitions on a SCSI2SD disk. *If you want to change this behaviour later, you can disable item number 11 again in the Preferences menu.*

As a final step we of select the SCSI2SD configuration we just defined by selecting item number 1 and we press ENTER.

PLEASE SELECT A SCSI2SD CONFIGURATION
FOR EMAX-II HARD DISKS

01.	Emax-II	DEFAULT	#4:256MB	#5:128MB	No dev3	No dev4
02.	(no name)		No dev1	No dev2	No dev3	No dev4
03.	(no name)		No dev1	No dev2	No dev3	No dev4
04.	(no name)		No dev1	No dev2	No dev3	No dev4
05.	(no name)		No dev1	No dev2	No dev3	No dev4
06.	(no name)		No dev1	No dev2	No dev3	No dev4
07.	(no name)		No dev1	No dev2	No dev3	No dev4
08.	(no name)		No dev1	No dev2	No dev3	No dev4
09.	(no name)		No dev1	No dev2	No dev3	No dev4
10.	(no name)		No dev1	No dev2	No dev3	No dev4

11. Don't show this screen anymore

[SPACE|01-11]Select [U/D]Scroll [ESC]Back [RET]Go

[U]Update

Please enter your choice:

25) The Disk Manager is now showing the two *devices* (partitions) it found on the SD card in drive H. Both partitions are identified as EMAX-II partitions. Note that a status message is displayed at the right bottom of the disk overview indicating that a SCSI2SD scan is enabled on drive H based on configuration #1 named "Emax-II". We will copy a bank from the first device (SCSI-ID#4) to the second (empty device (SCSI-ID#5), so we select drive "H[#4]" by selecting item number 6 and pressing ENTER. *As faster method would be to press the "B" shortcut key instead of ENTER. By doing this EMXP would immediately display the bank overview of step 27*

PLEASE SELECT AN EMAX-II HARD DISK DRIVE

CURRENT DRIVE = H[#4]

01.	C:	Hard Disk	ATA	Crucial	CT750MX300	NTFS
02.	D:	Hard Disk	ATA	Crucial	CT750MX300	NTFS
03.	E:	Removable Disk	USB	Generic	Compact F1	EMAX-II
04.	F:	Removable CDROM	ATAPI	MATSHITA	DVD-RAM UJ	NO DISK
05.	G:	Removable CDROM	Unknown			NO DISK
06.	H:	SCSIID#4: Rmvdsk	USB	Generic	xD/SD/M.S.	EMAX-II
07.	H:	SCSIID#5: Rmvdsk	USB	Generic	xD/SD/M.S.	EMAX-II
08.	I:	Removable Disk	USB	Generic	SD/MMC	NO DISK
09.	J:	Removable Disk	USB	Generic	MS/MS-PRO	NO DISK
10.	K:	Removable Disk	USB	Generic	xD-Picture	NO DISK
11.	L:	Removable Disk	USB	Generic	MicroSD/M2	NO DISK
12.	M:	Removable Disk	USB	JetFlash	TS4GJFV30	FAT32

[SCSI2SD #1-EMAX-II SCAN ON DRIVE H]

[SPACE|01-12]Select [U/D]Scroll [ESC]Back [RET]Go

[+]More [R]Refresh [S]ScanType [C]SCSI2SD [G]SDConfig [D]Details [B]Banks

Please enter your choice:

26) We want to have an overview of all sound banks on the first *device* (partition) on the SD card in drive H, so we select menu option 1. As explained in step 25, a faster method to get an overview of the banks would be to use shortcut key "B" in the drive overview screen.

EMAX-II HARD DISK MENU

1

1. Manage Banks on EMAX-II Hard Disk

2. Format EMAX-II Hard Disk

3. Manage Operating System on EMAX-II Hard Disk

4. Copy EMAX-II Hard Disk to EMAX-II Hard Disk Image (Backup)

5. Copy EMAX-II Hard Disk to other EMAX-II Hard Disk (Clone)

6. Show Details of EMAX-II Hard Disk

[1]...[6]: menu option
ESC: Go back

Please enter a menu option:

27) We will copy the "ANALOG GIANT" bank to the second *device* (partition) of the SD card, so we select item number 2 and we press "Y" to immediately start the copy process.

EMAX-II HARD DISK BANK OVERVIEW

1

X

[]

[]

[]

[]

1. B00 ANALOG COMBO

2. B01 ANALOG GIANT

3. B02 ANALOGSTRING

4. B03 ARCO STRINGS

5. B04 ATMOSPHERES

EMAX-II #Pres: 20 #Samp: 24 1003 Kb

EMAX-II #Pres: 29 #Samp: 13 1047 Kb

EMAX-II #Pres: 13 #Samp: 10 1034 Kb

EMAX-II #Pres: 26 #Samp: 11 1048 Kb

EMAX-II #Pres: 15 #Samp: 6 1042 Kb

2

Y

[SPACE|1-5]Select_
[A]All_
[M]Range_
[U/D]Scroll
[ESC]Back_
[RET]Go_

[+]More
[P]Presets_
[S]Samples_
[Y]Copy_
[C]Convert_
[W]ToWav_
[L]Play_

Please enter your choice:

28) We have to specify to what type of EMAX-II file or disk we want to copy the sound bank. Let's select menu option 6.

```

PLEASE SELECT A TARGET EMAX-II FILE/DISK TYPE
-----
1. Copy to EMAX-II Bank File(s)
2. Copy to EMAX-II EMX File(s)
3. Copy to EMAX-II Floppy Disk Image File(s)
4. Copy to EMAX-II HxC Floppy Image File(s)
5. Copy to EMAX-II Hard Disk Image File
6. Copy to EMAX-II Hard Disk
7. Copy to EMAX-II Floppy Disk(s)

-----
[1]...[7]: menu option                      ESC: Go back
-----
Please enter a menu option:

```

29) EMXP is asking now whether the copy process should be done in an automated (batch) mode with minimal user intervention, or rather in a fully controlled item-per-item manual mode. Let's go for the fully automated mode. In this mode, EMXP will copy the bank to first available bank slot (location) on the target *device* (partition 2) of the SD card and will give it the name of the "current preset" of the bank (which is normally also the name of the source bank). We select the first item and press ENTER.

```

DEFINE WHETHER EMXP SHOULD COPY/CONVERT ITEMS AUTOMATICALLY OR NOT
-----
1. Yes, copy/convert items as automated as possible (BATCH)
2. No, user should have maximum control (MANUAL)
3. Use custom automation level (MANUAL)

BATCH: All selected items will be copied/converted
        automatically using the copy/conversion preferences, e.g.
        for sample rates. You only have to specify the folder/disk where
        the copied/converted items should be saved.
MANUAL: You can define all copy/conversion parameters and
        you can specify the destination (e.g. target file names) for each
        copied/converted item. Define which parts of
        the copy/conversion process should be manual or automated.
SEMI-MANUAL: The current copy/conversion settings can be a
        mix of manual and automated processing, as has been configured
        previously in MANUAL or SEMI-MANUAL mode.

[ ] 4. Don't show this screen anymore

[SPACE]1-4>Select_ [U/D]Scroll [ESC]Back [RET]Go
-----
Please enter your choice:

```

SELECT TARGET EMAX-II HARD DISK DRIVE

CURRENT DRIVE = H

Boot	Item	Type	Model	Status
[X]	01. C:	Hard Disk	ATA Crucial_ CT750MX300	DISK FOUND
	02. D:	Hard Disk	ATA Crucial_ CT750MX300	DISK FOUND
	03. E:	Removable Disk	USB Generic_ Compact F1	DISK FOUND
	04. F:	Removable CDROM	ATAPI MATSHITA DVD-RAM UJ	NO DISK
	05. G:	Removable CDROM	Unknown -	NO DISK
	06. H:	Removable Disk	USB Generic_ xD/SD/M.S.	DISK FOUND
	07. I:	Removable Disk	USB Generic_ SD/MMC	NO DISK
	08. J:	Removable Disk	USB Generic_ MS/MS-PRO	NO DISK
	09. K:	Removable Disk	USB Generic_ xD-Picture	NO DISK
	10. L:	Removable Disk	USB Generic_ MicroSD/M2	NO DISK
	11. M:	Removable Disk	USB JetFlash TS4GJFV30	DISK FOUND

[SPACE]01-11]Select [R]Refresh_ [S]ScanType [C]SCSI2SD_ [G]SDConfig [D]Details_ [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice:

SELECT TARGET EMAX-II HARD DISK DRIVE

CURRENT DRIVE = H[#4]

01.	C:	Hard Disk	ATA	Crucial_	CT750MX300	NTFS
02.	D:	Hard Disk	ATA	Crucial_	CT750MX300	NTFS
03.	E:	Removable Disk	USB	Generic-	Compact F1	EMAX-II
04.	F:	Removable CDROM	ATAPI	MATSHITA	DVD-RAM UJ	NO DISK
05.	G:	Removable CDROM	Unknown	-	-	NO DISK
06.	H:	SCSIID#4: RmvDsk	USB	Generic-	xD/SD/M.S.	EMAX-II
07.	H:	SCSIID#5: RmvDsk	USB	Generic-	xD/SD/M.S.	EMAX-II
08.	I:	Removable Disk	USB	Generic-	SD/MMC	NO DISK
09.	J:	Removable Disk	USB	Generic-	MS/MS-PRO	NO DISK
10.	K:	Removable Disk	USB	Generic-	xD-Picture	NO DISK
11.	L:	Removable Disk	USB	Generic-	MicroSD/M2	NO DISK
12.	M:	Removable Disk	USB	JetFlash	TS4GJFV30	FAT32

[X]

[SCSI2SD #1-EMAX-II SCAN ON DRIVE H]

[SPACE|01-12]Select [U/D]Scroll [ESC]Back [RET]Go

[R]Refresh [S]ScanType [C]SCSI2SD [G]SDConfig [D]beta15

Please enter your choice:

2

32) EMXP will now copy the sound bank from *device 1* to *device 2* on the SD card in drive H. At the end of the copy process, an execution report is displayed. Please note the names of the source and target disk in this report: *device 1* is named "H[#4]" (referring to SCSI-ID#4) and *device 2* is named "H[#5]" (referring to SCSI-ID#5).

```
REPORT: COPY/CONVERSION TO EMAX-II HARD DISK(S)
-----
1 selected bank has been processed
-----
Bank B001 ANALOG GIANT on EMAX-II hard disk:
disk in drive H[#4]
...HAS BEEN COPIED TO...
Bank B000 ANALOG GIANT on EMAX-II hard disk:
disk in drive H[#5]
-----
The full report has been written to file:
EMXPCOPY2EMAXIILOG_20180501123453504.TXT
which can be found in:
C:\Users\Kris\Documents\EMXP\Logs\
-----
[UP/DOWN]      [PGUP/PGDN]      [HOME/END]      [ESC]
-----
Please enter your choice:
```

33) Let's verify if the second *device* indeed contains the ANALOG GIANT on location B00 now. We press ESCAPE and select menu option 5 of the EMAX-II sampler menu.

```
EMAX-II SAMPLER MENU
-----
1.  Manage EMAX-II Bank Files
2.  Manage EMAX-II EMX Files
3.  Manage EMAX-II Operating System Files
4.  Manage EMAX-II Hard Disk Images
5.  Manage EMAX-II Hard Disks
6.  Manage EMAX-II Floppy Disk Images
7.  Manage EMAX-II HxC Floppy Disk Images
8.  Manage EMAX-I/EMAX-II Floppy Disks
9.  Receive Samples from EMAX-II via RS422/MIDI
-----
[1]...[9]: menu option      ESC: Go back
-----
Please enter a menu option:
```

34) The SD card is still in drive H. We press "C" to find the enabled SCSI2SD devices on the SD card

```

PLEASE SELECT AN EMAX-II HARD DISK DRIVE
-----
CURRENT DRIVE = H
-----
[ ] 01. C: Hard Disk ATA Crucial_ CT750MX300 DISK FOUND
[ ] 02. D: Hard Disk ATA Crucial_ CT750MX300 DISK FOUND
[ ] 03. E: Removable Disk USB Generic- Compact F1 DISK FOUND
[ ] 04. F: Removable CDROM ATAPI MATSHITA DVD-RAM UJ NO DISK
[ ] 05. G: Removable CDROM Unknown - - NO DISK
(1) [X] 06. H: Removable Disk USB Generic- xD/SD/M.S. DISK FOUND
[ ] 07. I: Removable Disk USB Generic- SD/MMC NO DISK
[ ] 08. J: Removable Disk USB Generic- MS/MS-PRO NO DISK
[ ] 09. K: Removable Disk USB Generic- xD-Picture NO DISK
[ ] 10. L: Removable Disk USB Generic- MicroSD/M2 NO DISK
[ ] 11. M: Removable Disk USB JetFlash TS4GJFV30 DISK FOUND
-----
[SPACE|01-11]Select [U/D]Scroll [ESC]Back_ [RET]Go_
[+]More [R]Refresh_ [S]ScanType (2) [C]SCSI2SD_ [G]SDConfig [D]Details_ [B]Banks_
-----
Please enter your choice:
  
```

35) Let's select the second *device* by selecting item number 7 and pressing shortcut key "B" to immediately get an overview of the sound banks on this SCSI2SD device.

```

PLEASE SELECT AN EMAX-II HARD DISK DRIVE
-----
CURRENT DRIVE = H[#4]
-----
[ ] 01. C: Hard Disk ATA Crucial_ CT750MX300 NTFS
[ ] 02. D: Hard Disk ATA Crucial_ CT750MX300 NTFS
[ ] 03. E: Removable Disk USB Generic- Compact F1 EMAX-II
[ ] 04. F: Removable CDROM ATAPI MATSHITA DVD-RAM UJ NO DISK
[ ] 05. G: Removable CDROM Unknown - - NO DISK
(1) [X] 06. H: SCSIID#4: RmvDsk USB Generic- xD/SD/M.S. EMAX-II
[ ] 07. H: SCSIID#5: RmvDsk USB Generic- xD/SD/M.S. EMAX-II
[ ] 08. I: Removable Disk USB Generic- SD/MMC NO DISK
[ ] 09. J: Removable Disk USB Generic- MS/MS-PRO NO DISK
[ ] 10. K: Removable Disk USB Generic- xD-Picture NO DISK
[ ] 11. L: Removable Disk USB Generic- MicroSD/M2 NO DISK
[ ] 12. M: Removable Disk USB JetFlash TS4GJFV30 FAT32
-----
[SCSI2SD #1-EMAX-II SCAN ON DRIVE H]
[SPACE|01-12]Select [U/D]Scroll [ESC]Back_ [RET]Go_
[+]More [R]Refresh_ [S]ScanType [C]SCSI2SD_ [G]SDConfig [D]Details_ (2) [B]Banks_
-----
Please enter your choice:
  
```

36) Indeed ! The ANALOG GIANT bank has successfully been copied. Let's leave this overview screen by pressing ESCAPE.

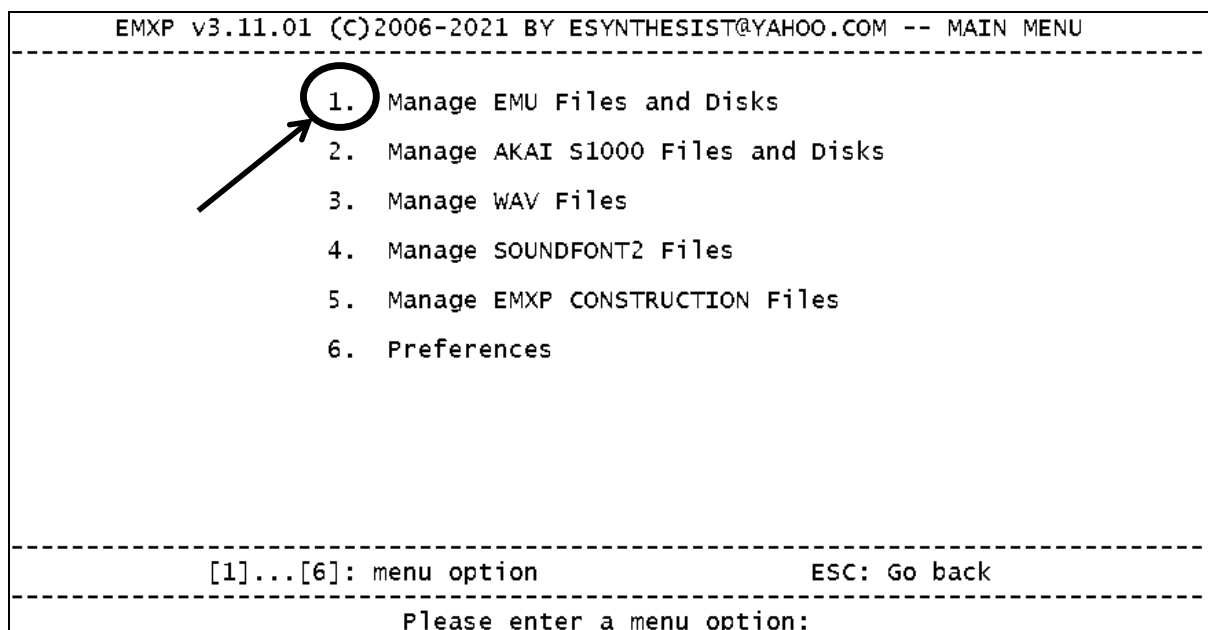
EMAX-II HARD DISK BANK OVERVIEW				
] [1. B00 ANALOG GIANT EMAX-II #Pres: 29 #Samp: 13 1047 Kb				
[SPACE 1-1]Select__ [A]All____ [M]Range__ [U/D]Scroll [ESC]Back__				
Please enter your choice:				

37) This is the end of guided tour #5. To leave EMXP we have to press the ESCAPE button a few times.

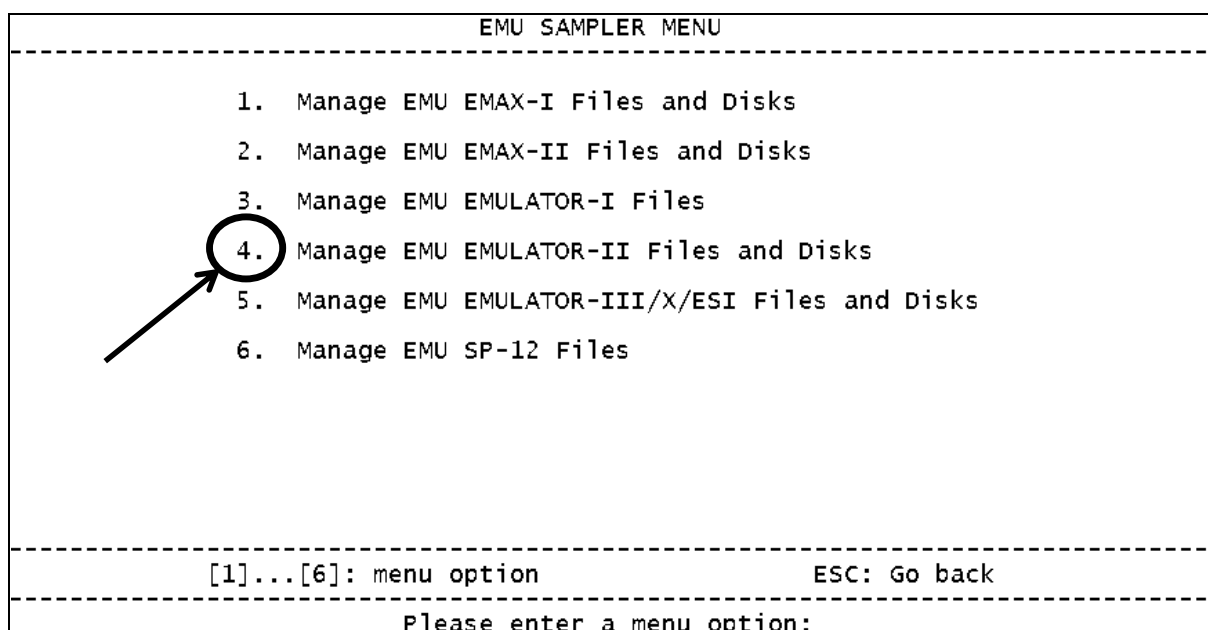
GUIDED TOUR #6: CONVERTING EMULATOR-II BANK FILES TO SOUNDFONT2 FILES

In this guided tour, we will convert a set of 6 selected Emulator-II bank files into SoundFont2 files in a fully automated (batch) mode.

1) After having started EMXP the main menu will appear. Since we want to convert EMU Emulator-II files, we select menu function 1 by pressing "1" on the keyboard of the computer.



2) The Emu Sampler menu will appear. Since we want to convert Emulator-II files, we select menu function 4 by pressing "4" on the keyboard of the computer.



3) In the Emulator-II menu we select menu function 1 to get an overview of all Emulator-II bank files in the current folder.

EMULATOR-II SAMPLER MENU	
1.	Manage EMULATOR-II Bank Files
2.	Manage EMULATOR-II Floppy Disk Images
3.	Manage EMULATOR-II HxC Floppy Disk Images
4.	Manage EMULATOR-II Hard Disk Images (e.g. DREM)
5.	Manage EMULATOR-II Hard Disks
6.	Manage EMULATOR-II Operating System Files
7.	Receive Banks from EMULATOR-II via RS422
8.	Receive Samples from EMULATOR-II via RS422

[1]...[8]: menu option	ESC: Go back

Please enter a menu option:	

4) EMXP now shows a list of all Emulator-II bank files in the current folder, which in our example was already set to the correct folder (\\Images\\Emulator II\\EmuII Factory) so we don't have to navigate to that folder anymore. We want to convert a set of 6 files consisting of the files starting with "10 Stacked Strings" and ending with "15 Armaggedon". Selecting these 6 files can be done in a few ways:

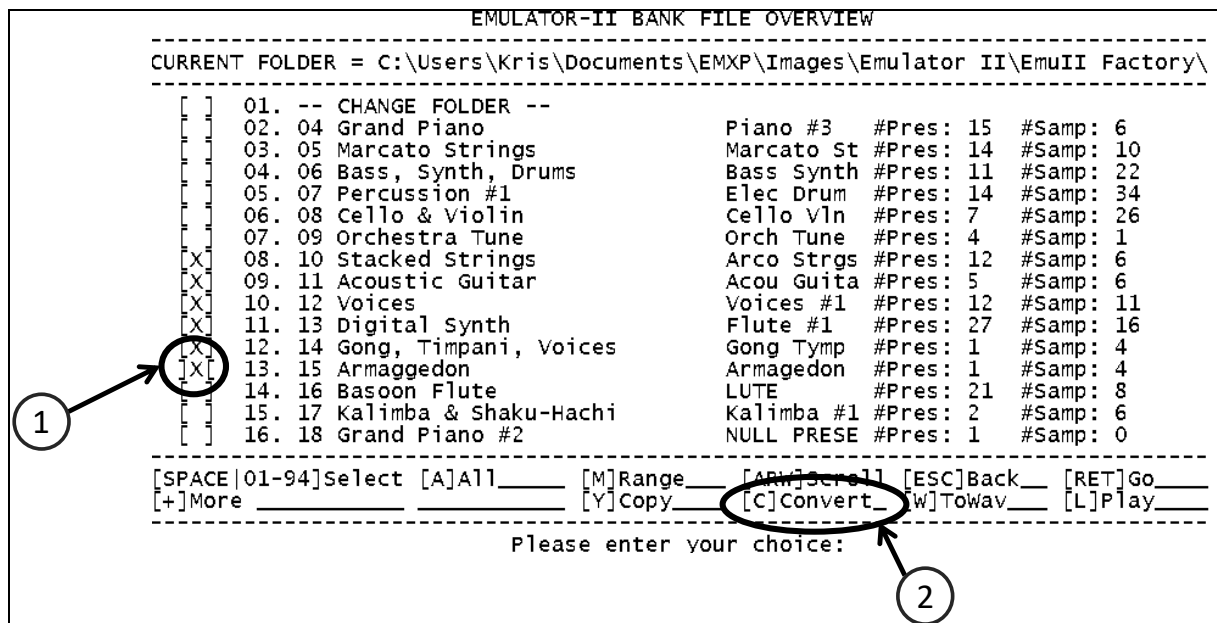
- (not shown in picture) By entering "08", "09", "10", "11", "12" and "13" successively on the keyboard and pressing ENTER (items 8 or 9 can also be selected by entering "8" or "9" followed by ENTER)
- (not shown in picture) By moving the cursor ("] [") with the UP and DOWN keys to each of the items 08 till 13 and for each item we press the SPACE bar to select the item. After having completed this action for the 6 items we press ENTER
- (shown in picture) By marking the set of 6 files. To do this we first press "M" on the keyboard, then we move the cursor ("] [") with the UP and DOWN keys to item 8, and we press the SPACE bar. The selector in front of item 8 changes from "[]" to "[M]". See 5) for the next step.

EMULATOR-II BANK FILE OVERVIEW			
CURRENT FOLDER = C:\\Users\\Kris\\Documents\\EMXP\\Images\\Emulator II\\EmuII Factory\\			
[]	01. -- CHANGE FOLDER --		
[]	02. 04 Grand Piano	Piano #3	#Pres: 15 #Samp: 6
[]	03. 05 Marcato Strings	Marcato St	#Pres: 14 #Samp: 10
[]	04. 06 Bass, Synth, Drums	Bass Synth	#Pres: 11 #Samp: 22
[]	05. 07 Percussion #1	Elec Drum	#Pres: 14 #Samp: 34
[]	06. 08 Cello & Violin	Cello Vln	#Pres: 7 #Samp: 26
[]	07. 09 Orchestra Tune	Orch Tune	#Pres: 4 #Samp: 1
[M]	08. 10 Stacked Strings	Arco Strgs	#Pres: 12 #Samp: 6
[]	09. 11 Acoustic Guitar	Acou Guita	#Pres: 5 #Samp: 6
[]	10. 12 Voices	Voices #1	#Pres: 12 #Samp: 11
[]	11. 13 Digital Synth	Flute #1	#Pres: 27 #Samp: 16
[]	12. 14 Gong, Timpani, Voices	Gong Tymp	#Pres: 1 #Samp: 4
[]	13. 15 Armaggedon	Armagedon	#Pres: 1 #Samp: 4
[]	14. 16 Basoon Flute	LUTE	#Pres: 21 #Samp: 8
[]	15. 17 Kalimba & Shaku-Hachi	Kalimba #1	#Pres: 2 #Samp: 6
[]	16. 18 Grand Piano #2	NULL PRESE	#Pres: 1 #Samp: 0

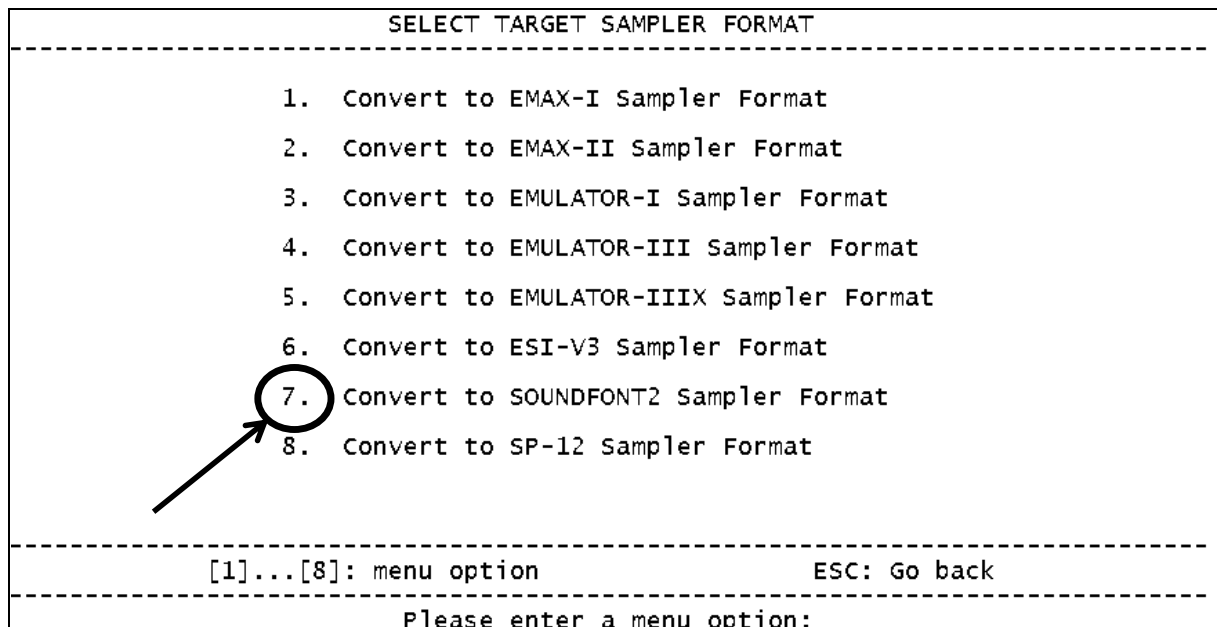
[SPACE 01-94]Select _____ [ARW]Scroll [ESC]Back_____			

Enter end number of selection area:			

5) To complete the selection of the set of 6 files, we move the cursor to item 13 and we press the SPACE bar. Since a start marker was placed on item 8, all files in items 8 → 13 will now be selected at once. We press "C" to launch the Emulator-II conversion menu.



6) In the conversion menu, we select menu function 7 for converting the selected Emulator-II bank files into the SoundFont2 format.



7) EMXP now asks whether the conversion of the selected files should be done in an automated (batch) mode with minimal user intervention, or rather in a fully controlled item-per-item manual mode. The only conversion parameters which are specific for conversions from Emulator-II to SoundFont2 are related to how the SoundFont2 sample names should look like, how the SoundFont2 bank and file names should look like, and whether ExclusiveClass generators should be created. The default values for those parameter result in sample names that are identical to the source sample names, bank names based on the Emulator-II bank names, file names based on the Emulator-II bank file names and ExclusiveClass generators for mono output channel assignments and solo keyboard settings (these parameter can always be changed in the preferences menu). These default values are fine so we decide to use the fully automated batch mode. The batch mode will convert all 6 files at once, without any user intervention. EMXP will automatically assign file names to the generated SoundFont2 files. That's fine so we select the first item and press ENTER.

```

-----
DEFINE WHETHER EMXP SHOULD COPY/CONVERT ITEMS AUTOMATICALLY OR NOT
-----
1. Yes, copy/convert items as automated as possible          (BATCH)
2. No, user should have maximum control                     (MANUAL)
3. Use custom automation level                             (MANUAL)
[ ] 4. Don't show this screen anymore

BATCH: All selected items will be copied/converted
        automatically using the copy/conversion preferences, e.g.
        for sample rates. You only have to specify the folder/disk where
        the copied/converted items should be saved.
MANUAL: You can define all copy/conversion parameters and
        you can specify the destination (e.g. target file names) for each
        copied/converted item. Define which parts of
        the copy/conversion process should be manual or automated.
SEMI-MANUAL: The current copy/conversion settings can be a
        mix of manual and automated processing, as has been configured
        previously in MANUAL or SEMI-MANUAL mode.

[ ] 4. Don't show this screen anymore
[SPACE|1-4]Select_ [U/D]Scroll [ESC]Back [RET]Go
-----
Please enter your choice: _

```

8) The last thing we have to do before the conversion will take off is specifying in which folder the SoundFont2 files should be saved. We will save the files in the folder "\\Images\\SoundFont2", so we select item 12 and we press shortcut key "U".

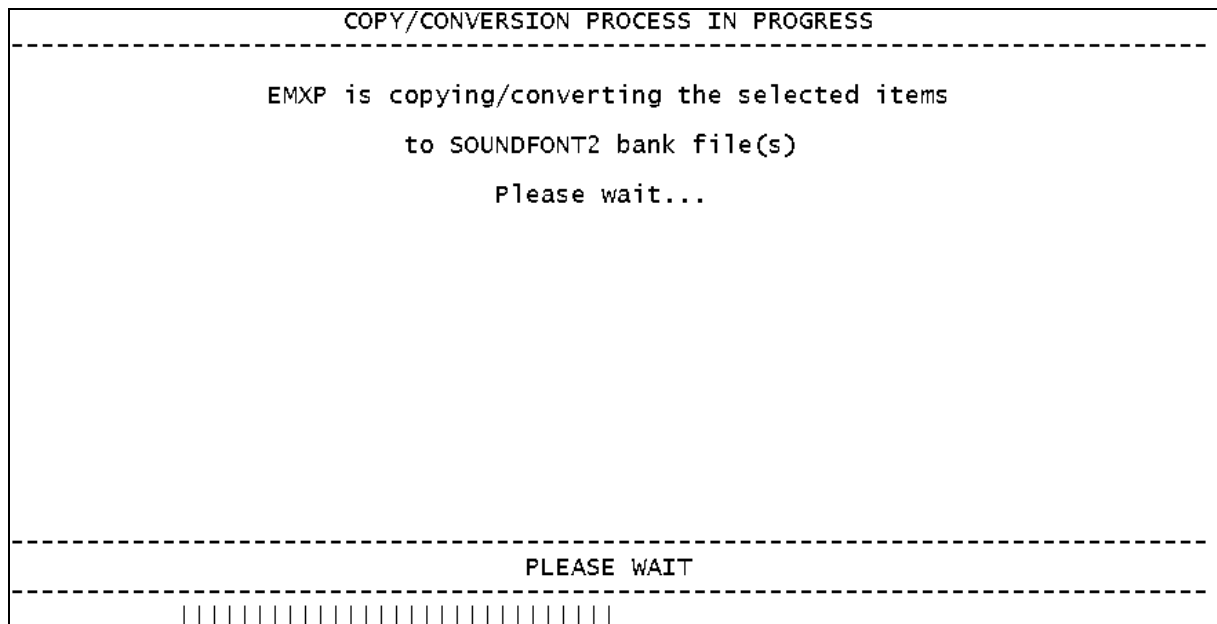
```

-----
SELECT TARGET FOLDER FOR SOUNDFONT2 BANK FILES
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\
-----
01. [OK] >>> USE THE CURRENTLY DISPLAYED FOLDER          [U]
02. [C:] > CHANGE DRIVE                                [D]
03. [.] > GO TO ROOT FOLDER                             [T]
04. [...] > GO TO PARENT FOLDER (C:\Users\Kris\Documents\EMXP\) [C]
05.    -> Akai
06.    -> Constructions
07.    -> Emax I
08.    -> Emax II
09.    -> Emulator I
10.    -> Emulator II
11.    -> Emulator III
12.    -> SoundFont2
13.    -> SP12

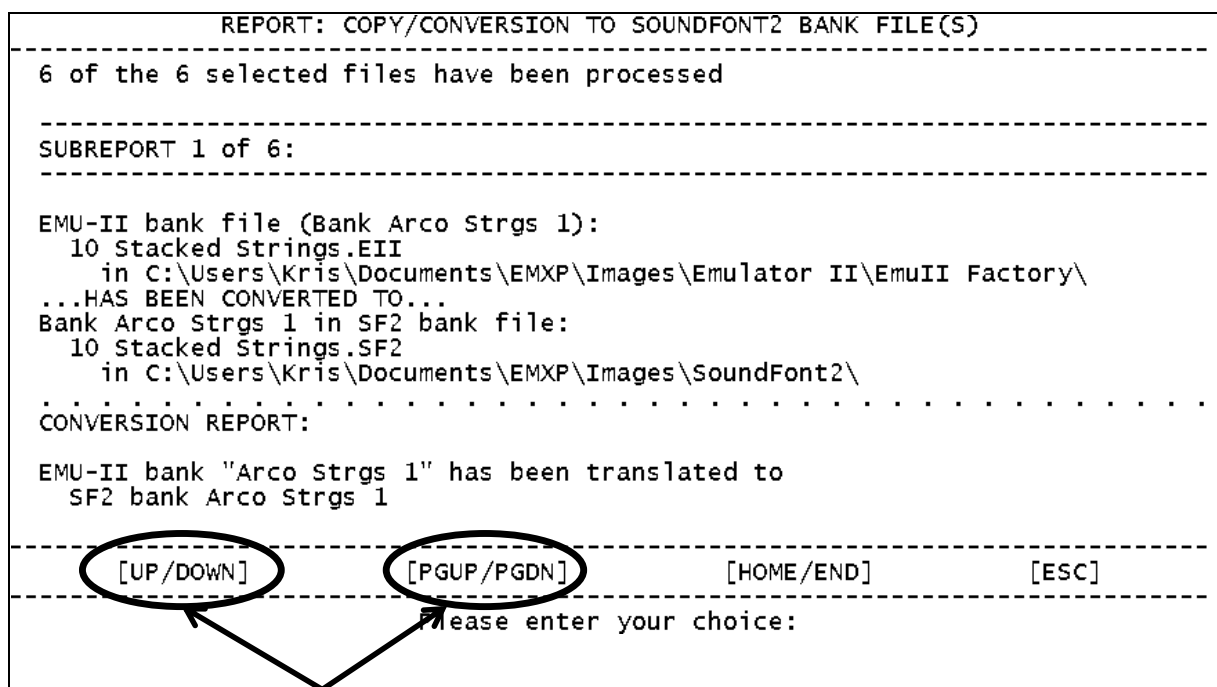
[ ] 12. [X]
[SPACE|01-13]Select_ [U/D]Scroll [ESC]Back [RET]Go
[+]More [U]Go&Use_ [R]Refresh_ [D]Drive_ [<]Parent_ [T]Root_ [F]Factory_
-----
Please enter your choice:

```

9) EMXP is now converting the Emulator-II bank files into SoundFont2 files. This takes a few seconds.



10) When the conversion is finished, EMXP displays the conversion execution report. This report has also been saved to disk (the location and file name of the report can be found at the end of the report). The report explains how many of the conversions were successful, and includes a subreport for each conversion. These subreports explain in detail which files have been converted into which files, and which presets, samples and instruments have been created from which source presets, samples and voice layers. If any incompatibility was encountered during the conversion, this will be mentioned in the subreport as well. We scroll through the report by pressing the UP/DOWN keys or the PAGE UP/PAGE DOWN keys on the keyboard.



11) If we scroll down a few lines, we can see the name of the SoundFont2 bank that has been created, as well as an overview of all presets that have been created. We scroll down one more page...

```

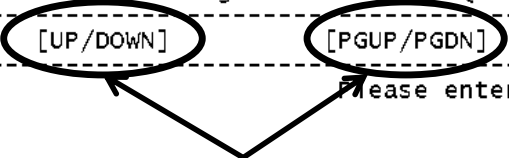
REPORT: COPY/CONVERSION TO SOUNDFONT2 BANK FILE(S)
-----
CONVERSION REPORT:

EMU-II bank "Arco Strgs 1" has been translated to
SF2 bank Arco Strgs 1

- 0 presets have NOT been translated (see end of report).
- 0 samples have NOT been translated (see end of report).
- 0 voices have NOT been translated (see end of report).

SF2 Preset overview (12 presets):
P000 Arco Strgs 1 (original: P001)
P001 XfadeStrgs 1 (original: P002)
P002 Slow Strgs 1 (original: P003)
P003 XfadeStrgs 2 (original: P004)
P004 TruncStrgs 1 (original: P005)
P005 SynthStrgs 1 (original: P006)
P006 SynthStrgs 2 (original: P007)
P007 SynthStrgs 3 (original: P008)
P008 SynthStrgs 3 (original: P009)
-----
[UP/DOWN] [PGUP/PGDN] [HOME/END] [ESC]
-----
Please enter your choice:

```



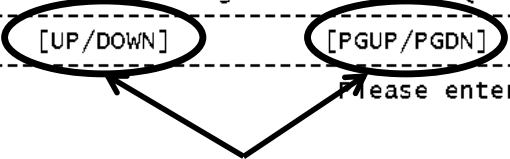
12) The next page of the report shows the samples and some of the instruments that have been created in the first SoundFont2 file. We scroll down a few more pages...

```

REPORT: COPY/CONVERSION TO SOUNDFONT2 BANK FILE(S)
-----
SF2 Sample overview (6 samples):
S000 SAMPLE 1 (original: S001)
S001 SAMPLE 2 (original: S002)
S002 SAMPLE 3 (original: S003)
S003 SAMPLE 4 (original: S004)
S004 SAMPLE 5 (original: S005)
S005 SAMPLE 6 (original: S006)

SF2 Instrument overview (14 instruments):
I000 Arco Strgs 1-PRI (original: P001 PRI)
I001 XfadeStrgs 1-PRI (original: P002 PRI)
I002 XfadeStrgs 1-SEC (original: P002 SEC)
I003 Slow Strgs 1-PRI (original: P003 PRI)
I004 XfadeStrgs 2-PRI (original: P004 PRI)
I005 XfadeStrgs 2-SEC (original: P004 SEC)
I006 TruncStrgs 1-PRI (original: P005 PRI)
I007 SynthStrgs 1-PRI (original: P006 PRI)
I008 SynthStrgs 2-PRI (original: P007 PRI)
I009 SynthStrgs 3-PRI (original: P008 PRI)
-----
[UP/DOWN] [PGUP/PGDN] [HOME/END] [ESC]
-----
Please enter your choice:

```



13) At the end of subreport 2 we can see an example of an "incompatibility" that has been detected. Some voices in the Emulator-II bank file are probably not used by any preset, so EMXP has not converted these voices. To leave the report we press ESCAPE.

REPORT: COPY/CONVERSION TO SOUNDFONT2 BANK FILE(S)			

I009 XfadeGuitar-SEC		(original: P005 SEC)	
Presets that have NOT been translated:			
Samples that have NOT been translated:			
Voices that have NOT been translated:			
V0012 Guitar C#4*1		(Unused/Invalid/Out of Keyb/Exceeds #Layers)	
V0019 Guitar C#4*1		(Unused/Invalid/Out of Keyb/Exceeds #Layers)	
This conversion report has been written to file:			
EMUII2SF2_Acou Guitar_1.TXT			
which can be found in:			
C:\Users\Kris\Documents\EMXP\Logs\			

SUBREPORT 3 of 6:			

[UP/DOWN]	[PGUP/PGDN]	[HOME/END]	[ESC]

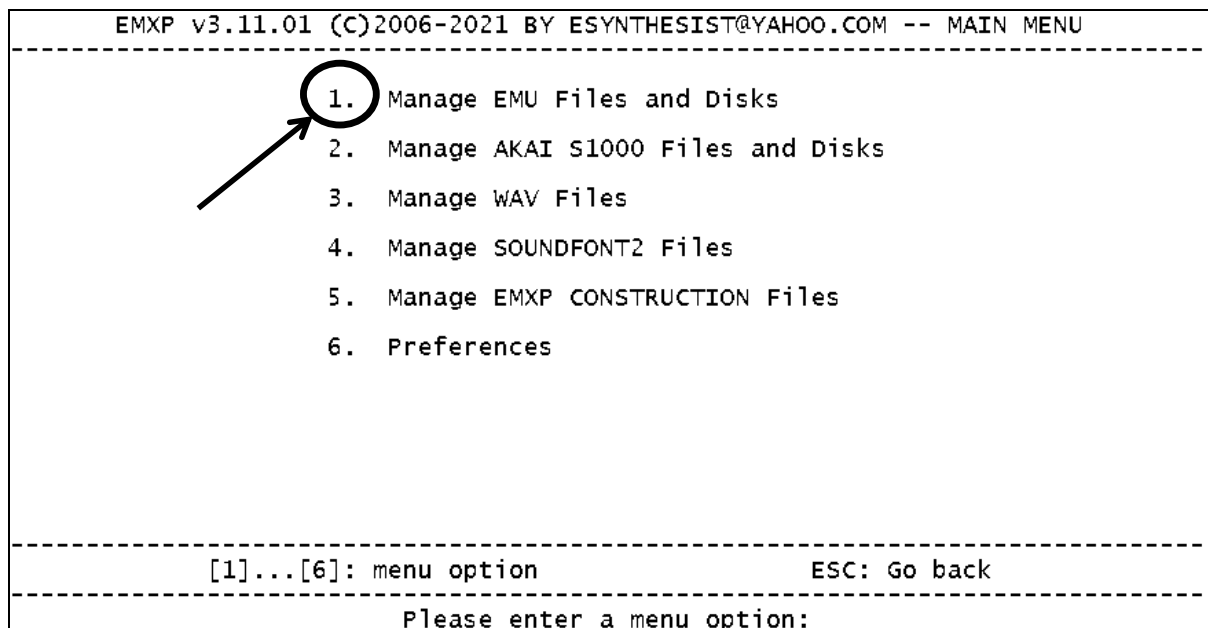
Please enter your choice:			

14) This is the end of guided tour #6. To leave EMXP we have to press the ESCAPE button a few times.

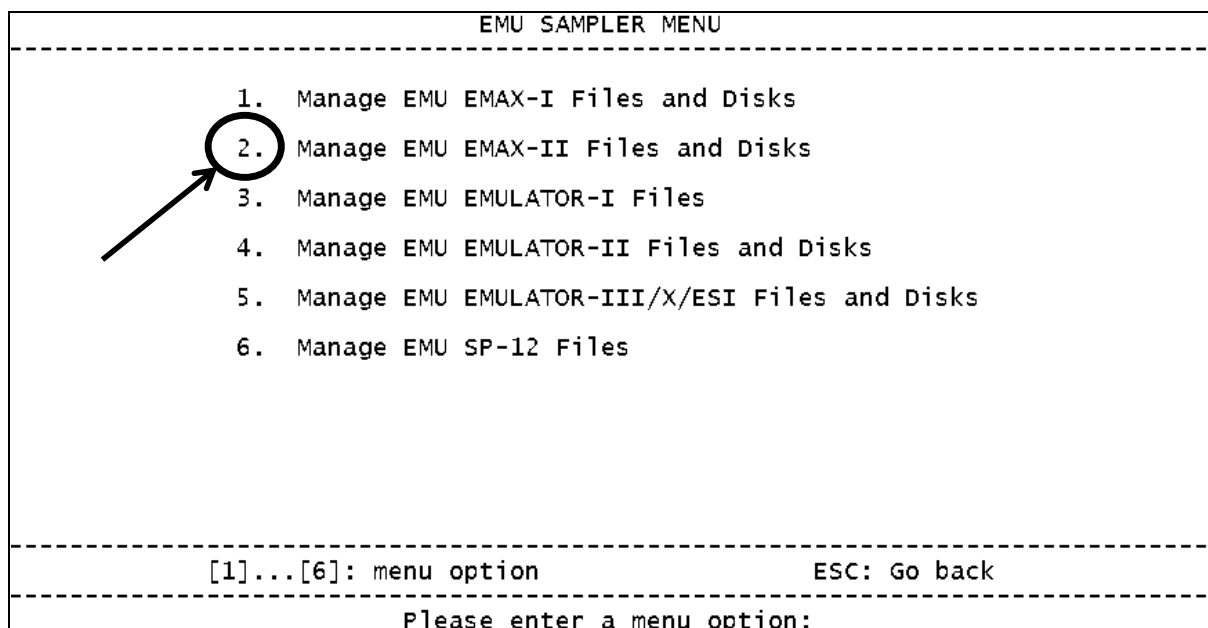
GUIDED TOUR #7: CONVERTING EMAX-II EMX FILES TO AN EMULATOR-IIIX BANK ON A HARD DISK IMAGE FILE AND APPLYING A BANK NAMING RULE

In this guided tour, we will convert a set of 2 EMAX-II EMX files (which form one sound bank) to an Emulator-IIIX sound bank on an Emulator-III hard disk image file. For the sake of the example, we will also apply a target bank naming rule, based on the EMX file name.

1) After having started EMXP the main menu will appear. Since we want to convert EMU EMAX-II EMX files, we select menu function 1 by pressing "1" on the keyboard of the computer.



2) The following menu gives access to all EMU objects. We will convert EMAX-II EMX files, so we select menu function 2.



3) In the EMAX-II menu, we select menu function 2 to get an overview of EMAX-II EMX files.

EMAX-II SAMPLER MENU

1. Manage EMAX-II Bank Files
2. Manage EMAX-II EMX Files
3. Manage EMAX-II Operating System Files
4. Manage EMAX-II Hard Disk Images
5. Manage EMAX-II Hard Disks
6. Manage EMAX-II Floppy Disk Images
7. Manage EMAX-II HxC Floppy Disk Images
8. Manage EMAX-I/EMAX-II Floppy Disks
9. Receive Samples from EMAX-II via RS422/MIDI

[1]...[9]: menu option ESC: Go back

Please enter a menu option:

4) EMXP displays an overview of all EMAX-II EMX files in the current folder. We will convert the sound bank which is saved in EMX files "Brass&Winds_1" and "Brass&Winds_2". *For the sake of the example we select the second EMX file of the bank instead of the first or both EMX files.* To select file "Brass&Winds_2" we have to select item 15. This can be done in two ways: either by entering "15" on the keyboard, or by moving the cursor ("") to item 15 with the UP and DOWN keys and pressing the SPACE bar. Once the item is selected, the selector in front of the item changes into "[X]". We press ENTER to launch the EMX menu. *As an alternative, we can immediately jump to the EMAX-II conversion menu by pressing short cut key "C".*

EMAX-II EMX FILE OVERVIEW

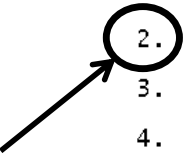
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax II\Other\EMX Images\

[]	01. -- CHANGE FOLDER --	
[]	02. Boys Choir 8_1	Boys Choir #Pres: 14 #Samp: 18
[]	03. Boys Choir 8_10	Boys Choir #Pres: 14 #Samp: 18
[]	04. Boys Choir 8_11	Boys Choir #Pres: 14 #Samp: 18
[]	05. Boys Choir 8_12	Boys Choir #Pres: 14 #Samp: 18
[]	06. Boys Choir 8_2	Boys Choir #Pres: 14 #Samp: 18
[]	07. Boys Choir 8_3	Boys Choir #Pres: 14 #Samp: 18
[]	08. Boys Choir 8_4	Boys Choir #Pres: 14 #Samp: 18
[]	09. Boys Choir 8_5	Boys Choir #Pres: 14 #Samp: 18
[]	10. Boys Choir 8_6	Boys Choir #Pres: 14 #Samp: 18
[]	11. Boys Choir 8_7	Boys Choir #Pres: 14 #Samp: 18
[]	12. Boys Choir 8_8	Boys Choir #Pres: 14 #Samp: 18
[]	13. Boys Choir 8_9	Boys Choir #Pres: 14 #Samp: 18
[]	14. Brass&winds_1	WINDS&BRAS #Pres: 36 #Samp: 31
[X]	15. Brass&winds_2	WINDS&BRAS #Pres: 36 #Samp: 31
[]	16. Mandolin 8M_1	Mandolin 8 #Pres: 19 #Samp: 47

[SPACE|01-31]Select [A]All [M]Range [ARW]Scroll [ESC]Back [RET]Go
[+]More [P]Presets [S]Samples [Y]Copy [C]Convert [W]Towav [F]Help

Please enter your choice:

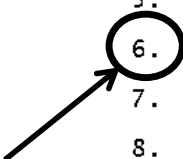
5) In the EMX menu, we select menu function 2. As explained in step 4, a faster method to start the conversion process is using the "C" shortcut key in the source bank overview screen.

EMAX-II EMX FILE MENU	
	
1.	Copy to other EMAX-II File or Disk
2.	Convert to Other Sampler Format
3.	Extract all Samples to WAV Files
4.	Play all EMAX-II Samples
5.	Create Bank/Preset Overview Report
6.	Show Presets
7.	Show Samples
8.	Show Bank Details

[1]...[8]: menu option	ESC: Go back

Please enter a menu option:	

6) In the conversion menu we select menu function 6 to launch the submenu for choosing between the Emulator-IIIIX format and the ESI-v3 format.

SELECT TARGET SAMPLER FORMAT	
	
1.	Convert to EMAX-I Sampler Format
2.	Convert to EMAX-II Sampler Format
3.	Convert to EMULATOR-I Sampler Format
4.	Convert to EMULATOR-II Sampler Format
5.	Convert to EMULATOR-III Sampler Format
6.	Convert to EMULATOR-IIIIX/ESI-V3 Sampler Format
7.	Convert to SOUNDFONT2 Sampler Format
8.	Convert to SP-12 Sampler Format

[1]...[8]: menu option	ESC: Go back

Please enter a menu option:	

7) We select menu function 1 to start the conversion to the Emulator-IIIX format.

SELECT TARGET SAMPLER FORMAT	
1.	Convert to EMULATOR-IIIX Sampler Format
2.	Convert to ESI-V3 Sampler Format
[1]...[2]: menu option	
ESC: Go back	
Please enter a menu option:	

8) We are going to convert the EMAX-II EMX files directly to a bank on an Emulator-III hard disk image file, so we select menu function 2 in the next menu.

PLEASE SELECT A TARGET EMULATOR-IIIX FILE/DISK TYPE	
1.	Convert to EMULATOR-IIIX Bank in Bank File(s)
2.	Convert to EMULATOR-IIIX Bank on Hard Disk Image File
3.	Convert to EMULATOR-IIIX Bank on Hard Disk
[1]...[3]: menu option	
ESC: Go back	
Please enter a menu option:	

9) EMXP now asks whether the conversion of the selected files should be done in an automated (batch) mode with minimal user intervention, or rather in a fully controlled item-per-item manual mode. In our example we want to have full control of the conversion process so we select the second item and press ENTER. *But in most cases, an automated (batch) conversion is sufficient and moreover it's a faster method.*

```

      DEFINE WHETHER EMXP SHOULD COPY/CONVERT ITEMS AUTOMATICALLY OR NOT
      -----
      1. Yes, copy/convert items as automated as possible           (BATCH)
      2. No, user should have maximum control                     (MANUAL)
      3. Use custom automation level                               (BATCH)

      BATCH: All selected items will be copied/converted
              automatically using the copy/conversion preferences, e.g.
              for sample rates. You only have to specify the folder/disk where
              the copied/converted items should be saved.
      MANUAL: You can define all copy/conversion parameters and
              you can specify the destination (e.g. target file names) for each
              copied/converted item. Define which parts of
              the copy/conversion process should be manual or automated.
      SEMI-MANUAL: The current copy/conversion settings can be a
              mix of manual and automated processing, as has been configured
              previously in MANUAL or SEMI-MANUAL mode.

      [ ] 4. Don't show this screen anymore

      [SPACE|1-4]Select_ _____ [U/D]Scroll [ESC]Back_ [RET]Go_____
      Please enter your choice: _
  
```

10) We have to decide now whether EMXP can take decisions itself or whether we want to have manual control regarding:

- the location (bank number) in the target hard disk image file where the converted bank should be saved and the name of the target bank
- finding the related EMX files which "belong" to the same bank as the originally selected EMX file
- errors and exceptions which may occur during the conversion process.

We want to have maximum user control, so we select items 1, 3 and 5 and press ENTER.

```

      SPECIFY TO WHAT EXTENT EMXP CAN AUTOMATICALLY PROCESS SELECTED ITEMS
      -----
      PLEASE SPECIFY HOW THE TARGET BANK LOCATIONS SHOULD BE CHOSEN
      1. Select locations for storing banks on target hd image yourself
      2. Let EMXP store banks in empty bank locations on target hd image

      IF EMXP DETECTS RELATED PARTIAL FILES (E.G. 2 EMX FILES FOR 1 BANK)
      3. Always ask for confirmation that the correct file has been found
      4. EMXP can automatically assume that the correct file has been found

      IN CASE OF AN ERROR OR A CONFLICT WITH SAMPLER LIMITS OR PREFERENCES
      5. Always show a message or ask confirmation for solving the problem
      6. EMXP can skip the item or decide itself how to solve the problem

      [SPACE|1-6]Select_ _____ [U/D]Scroll [ESC]Back_ [RET]Go_____
      Please enter your choice: _
  
```

11) We have to provide some sampler conversion parameters now. The first parameter that we have to define is the memory size of the target Emulator-IIIIX sampler. In our example we assume the sampler only contains 8MB of memory, so we select item number 1. Note that the available memory sizes are not limited to the Emulator-IIIIX sampler only: the Emulator-IIIIX format is also used as the ESI-v2 format on ESI samplers, so the RAM configurations of the ESI sampler range can be chosen as well. *The EMAX-II bank consists of only 2 EMX files, so the source bank will not be larger than 1MB. As a consequence the converted bank will for sure fit in the 8MB memory size of the Emulator-IIIIX. But if it wouldn't fit, EMXP would try to split the converted bank into multiple Emulator-IIIIX banks, each containing an amount of presets and samples which would fit in the 8MB memory space.*

SUPPORTED EMULATOR-IIIIX SAMPLER SIZES		
[]	01. EMU-IIIIX 2MB	(ESI32)
[]	02. EMU-IIIIX 4MB	(ESI32, ESI4K)
[X]	03. EMU-IIIIX 8MB	(EIIIIX, ESI32, ESI4K)
[]	04. EMU-IIIIX 16MB	(EIIIIX, ESI4K)
[]	05. EMU-IIIIX 18MB	(ESI4K)
[]	06. EMU-IIIIX 24MB	(EIIIIX)
[]	07. EMU-IIIIX 32MB	(EIIIIX, ESI32, ESI4K)
[]	08. EMU-IIIIX 64MB	(ESI4K)
[]	09. EMU-IIIIX 66MB	(ESI4K)
[]	10. EMU-IIIIX 72MB	(ESI4K)
[]	11. EMU-IIIIX 128MB	(ESI4K)

1 → [X]

[SPACE|01-11]Select _____ [U/D]Scroll [ESC]Back [RET]Go_____

Please enter your choice:

2 → [RET]

12) When converting from the EMAX-II format to the Emulator-IIIIX format, EMXP can also change the sample rate of the samples. A maximum and a minimum sample rate can be defined. For some samplers (like the EMAX-I and Emulator-III) the maximum sample rate determines the transposition range of the samples. The Emulator-IIIIX however does not have any transposition constraints. And since we don't need to decrease the size of the bank neither (which can also be obtained by reducing the maximum sample rate), we simply select the maximum sample rate available (50000 Hz, item 14) and press ENTER.

MAXIMUM ALLOWED SAMPLERATE OF TARGET EMULATOR-IIIIX SAMPLES	
[]	01. Maximum 7000 Hz
[]	02. Maximum 10000 Hz
[]	03. Maximum 12000 Hz
[]	04. Maximum 15250 Hz
[]	05. Maximum 18000 Hz
[]	06. Maximum 22050 Hz
[]	07. Maximum 25000 Hz
[]	08. Maximum 27778 Hz
[]	09. Maximum 31250 Hz
[]	10. Maximum 33333 Hz
[]	11. Maximum 39033 Hz
[]	12. Maximum 44100 Hz
[]	13. Maximum 48000 Hz
[X]	14. Maximum 50000 Hz

1 → [X]

[SPACE|01-14]Select _____ [U/D]Scroll [ESC]Back [RET]Go_____

Please enter your choice:

2 → [RET]

13) The minimum sample rate can be set as well. When converting sound banks, EMXP will never use sample rates lower than the one defined here, except if the original sample's sample rate is even lower. In our example we let EMXP keep the original sample's sample rate, so we select the highest minimum sample rate available: 50000 Hz (item 14). In this case EMXP will use the sample rate of the original samples, because EMAX-II sample rates are always lower than 50000 Hz...

```

MINIMUM ALLOWED SAMPLERATE OF TARGET EMULATOR-IIIX SAMPLES
-----
[ ] 01. Original sample rate or minimum 7000 Hz
[ ] 02. Original sample rate or minimum 10000 Hz
[ ] 03. Original sample rate or minimum 12000 Hz
[ ] 04. Original sample rate or minimum 15250 Hz
[ ] 05. Original sample rate or minimum 18000 Hz
[ ] 06. Original sample rate or minimum 22050 Hz
[ ] 07. Original sample rate or minimum 25000 Hz
[ ] 08. Original sample rate or minimum 27778 Hz
[ ] 09. Original sample rate or minimum 31250 Hz
[ ] 10. Original sample rate or minimum 33333 Hz
[ ] 11. Original sample rate or minimum 39033 Hz
[ ] 12. Original sample rate or minimum 44100 Hz
[X] 13. Original sample rate or minimum 48000 Hz
[ ] 14. Original sample rate or minimum 50000 Hz

1
-----
[SPACE|01-14]Select _____ [U/D]Scroll [ESC]Back [RET]Go
-----
Please enter your choice:
2

```

14) The next thing EMXP would like to know is how the Emulator-IIIX bank name should be derived from the source EMAX-II EMX files. EMXP supports many naming rules, including regular expressions on source file names. In every copy/conversion process you can either choose for common naming rules or for source sampler-specific naming rules. The kind of rules is the same in both sets, but the actual values/parameters can be set differently. In our conversion process, we want the Emulator-IIIX bank name to be the same as the EMX file name, but without the EMX file sequence number (so ignoring the "_2" in "Brass&Winds_2"), and with an 'X' on the last position (which is the market standard for Emulator-IIIX banks.). Since the rule to remove the EMX sequence number is only applicable for EMAX-II files, we will use the EMAX-II source sampler-specific rule set. But we have to change the rule first, so we selecting item 4 and press ENTER. *Note: when converting only a single bank, the procedure to set up a naming rule naming rule is a bit of overkill, because we will be able to adjust the bank name anyway before EMXP will save the bank to the hard disk image file (see step 28).*

```

PLEASE SELECT THE BANK NAMING RULES FOR CONVERTING
EMAX-II BANKS IN EMAX-II EMX FILE(S) TO
EMULATOR-IIIX BANKS IN AN EMULATOR-III/X/ESI HARD DISK IMAGE FILE
-----
[ ] 1. Use naming rules which are common for all source sampler formats
    Bank: <source bank name>[#<bank seq no>]X
[ ] 2. Change the above common naming rules
[X] 3. Use naming rules which are specific for EMAX-II as source sampler
    Bank: <source bank name>[#<bank seq no>]X
[ ] 4. Change the above EMAX-II-specific naming rules

1
-----
[SPACE|1-4]Select _____ [U/D]Scroll [ESC]Back [RET]Go
-----
Please enter your choice:
2

```

15) As shown in the summary screen of step 14, the current (default) naming rule is that the target bank name will be based on the source bank name (i.e. the EMAX-II bank name "WINDS&BRASS" derived from its current preset name), that a '#n' sequence number will be added if the conversion would result in more than one Emulator-IIIX bank (which won't be the case) and that the bank name should end with an 'X'. The last two rules are OK, but the first one is not. We don't want to use the source bank name as the basis for the target bank name, we want the source file name to be the basis for the target bank name. So we keep items 3 and 7 selected, but change the original selection of item 1 to a selection of item 2 and press ENTER.

```

DEFINE EMAX-II-SPECIFIC BANK NAMING RULES APPLICABLE FOR CONVERTING
      EMAX-II BANKS IN EMAX-II EMX FILE(S) TO
      EMULATOR-IIIX BANKS IN AN EMULATOR-III/X/ESI HARD DISK IMAGE FILE
-----
---TARGET BANK NAMES SHOULD BE BASED ON-----
1. Source bank names
2. Source file names with additional rules applied [NEXT SCREEN]
---IF CONVERSION RESULTS IN >1 BANK, ADD FOLLOWING BANK NAME SUFFIX-----
3. "#<seqno>"
4. "<seqno>"
5. "<seqno>"
---THE CHARACTER ON POSITION 16 OF THE TARGET EMULATOR-IIIX BANK NAME---
6. can have any value, including 'X'
7. must be an 'X'

[SPACE|1-7]Select _____ [U/D]Scroll [ESC]Back [RET]Go_____
Please enter your choice:

```

16) EMXP now shows the current (default) parameter values for the naming rule based on source file names. Items 3→14 are only applicable/relevant if item 2 is selected, which is not the case. The default rule is simply that the first characters of the file name will be used; in our example this means the first 15 characters of "Brass&Winds_2", because the maximum length of an Emulator-IIIX bank name is 16 and we want an 'X' on position 16. This would result in a bank name "Brass&Winds_2 X". We don't want the '_2' in the name though, so we will define a pattern (or regular expression) which will be applied on the trailing characters of the source file name in. See step 17.

```

DEFINE EMAX-II-SPECIFIC FILE-BASED BANK NAMING RULES APPLICABLE FOR CONVERTING
      EMAX-II BANKS IN EMAX-II EMX FILE(S) TO
      EMULATOR-IIIX BANKS IN AN EMULATOR-III/X/ESI HARD DISK IMAGE FILE
-----
      DERIVING EMULATOR-IIIX BANK NAMES FROM SOURCE FILE NAMES
[X] 01. is based on the first characters of the file names
[F] 02. is based on the rules below (if not resulting in empty names)
[X] 03. IF OPTION 2 IS SELECTED, USE FOLLOWING RULE ON LEADING CHARACTERS:
[F] 04. Remove/replace the first M filename characters [current M:12]
[F] 05. Remove/replace the characters matching the pattern below [current pattern:"-"]
[X] 06. Action = remove the characters
[F] 07. Action = replace characters by string [current:"-"]
[X] 08. IF OPTION 2 IS SELECTED, USE FOLLOWING RULE ON TRAILING CHARACTERS:
[F] 09. Remove/replace the last N filename characters [current N:12]
[F] 10. Remove/replace characters starting at position P [current P:12]
[F] 11. Remove/replace the characters matching the pattern below [current pattern:"-"]
[X] 12. Action = remove the characters
[F] 13. Action = replace characters by string [current:"-"]
[F] 14. IF OPTION 2 IS SELECTED APPLY TRAILING RULE BEFORE LEADING RULE

[SPACE|01-14]Select _____ [U/D]Scroll [ESC]Back [RET]Go_____
Please enter your choice:

```

17) To activate a naming rule on the trailing part of the source file name, we have to select item 2 and item 8. The rule we want to define is a so-called "pattern" (a.k.a. regular expression), in which we will specify that an underscore followed by a number at the end of the source file name should be removed in the target bank name. To specify this pattern, we select item 11 and press ENTER. Although the screen says that the pattern "below" will be used (currently being just a hyphen), an additional screen will appear in which we can change the current pattern before continuing. Note that we keep item 12 selected because we indeed want to remove the part consisting of the underscore and number, we don't want to replace it by another string.

```

DEFINE EMAX-II-SPECIFIC FILE-BASED BANK NAMING RULES APPLICABLE FOR CONVERTING
      EMAX-II BANKS IN EMAX-II EMX FILE(S) TO
      EMULATOR-IIIX BANKS IN AN EMULATOR-III/X/ESI HARD DISK IMAGE FILE
-----
      DERIVING EMULATOR-IIIX BANK NAMES FROM SOURCE FILE NAMES
01. is based on the first characters of the file names
02. is based on the rules below (if not resulting in empty names)
03. IF OPTION 2 IS SELECTED, USE FOLLOWING RULE ON LEADING CHARACTERS:
04. Remove/replace the first M filename characters [current M:12]
05. Remove/replace the characters matching the pattern below [current pattern:"-"]
[X]
[X]
[X]
06. Action = remove the characters
07. Action = replace characters by string [current:"-"]
08. IF OPTION 2 IS SELECTED, USE FOLLOWING RULE ON TRAILING CHARACTERS:
09. Remove/replace the last N filename characters [current N:12]
10. Remove/replace characters starting at position P [current P:12]
11. Remove/replace the characters matching the pattern below [current pattern:"-"]
[X]
12. Action = remove the characters
13. Action = replace characters by string [current:"-"]
14. IF OPTION 2 IS SELECTED APPLY TRAILING RULE BEFORE LEADING RULE
[SPACE|01-14]Select _____ [U/D]Scroll [ESC]Back [RET]Go
Please enter your choice:

```

18) In the next screen, we can specify the actual regular expression. All language elements of EMXP's regular expression language are listed on the bottom half of the screen. For more details about this language, we refer to the EMXP Reference Manual. If we want to remove the trailing part of the source file name starting with the last found underscore ('_') if this underscore is followed by at least one numeric character, the following pattern will work fine: `_NC*`. We could add a start and end marker to explicitly indicate where the removal should take place (`$>_N$C$*$<`), but it won't make any difference because if they are not added, EMXP assumes them to be at the boundaries of the pattern. We type the pattern but we don't press ENTER yet, because we first want to check if the pattern will deliver the expected outcome. This can be done by pressing either PAGE UP or PAGE DOWN.

```

PLEASE SPECIFY A TRAILING PATTERN
FOR DERIVING TARGET BANK NAMES FROM SOURCE FILE NAMES
-----
Please enter the trailing pattern which instructs what part of the source
file name should be removed or replaced when deriving the target bank name.
The syntax elements can be found below.
You can use [PGUP/PGDN] to test the pattern, or UP/DOWN to recall previously
entered patterns (incl. patterns used for other sampler types)
The current pattern is [-]

any  literal                                $>  start remove/replace here
$C   any character                          $<  end remove/replace here
$A   any alphabet character (aA->zz)       $#  remove/replace till end of name
$N   any numeric character (0->9)          $B  pattern must match start of name
$S   any special character                 $E  pattern must match end of name
$*   <x>$*:0 or more occurrences of <x>    $F  use first pattern match (R->L)
$!   <x>$!:any character except <x>        $L  use last pattern match (R->L)
$$   dollar character ($)                  $1..9 use pattern match #1..9 (R->L)
-----
[pattern+RET]:Pattern [blank+RET]:Accept proposal [CTRL-BKSP]:Clear [ESC]:Back
Please enter a pattern: _N$C$*

```

19) We can now test the pattern we have entered in the previous step. Let's copy the EMX file name from Windows Explorer (e.g. with CTRL-C) and paste it to this test screen by using CTRL-V. We could also have typed the file name of course. After pressing ENTER, EMXP will apply the pattern on the test file name and show the results. See next step.

```

PLEASE ENTER A TEST SOURCE FILE NAME TO CHECK THE EFFECT
OF THE CURRENTLY DEFINED TRAILING PATTERN
-----

Please enter a (hypothetical) source file name to test the effect
of applying the current trailing pattern on a source file name.
You can use UP/DOWN to recall previously entered test file names
(including test file names used for other sampler types)

The current pattern is [_$N$C$*]
The current test file name is []

2
-----
[name+RET]:Name [blank+RET]:Accept proposal [CTRL-BKSP]:Clear [INSERT]---
[ESC]:Back
Please enter a name: Brass&Winds_2 1

```

20) The pattern seems to work fine: EMXP is telling that the part of the file name consisting of '_2' would be removed from the file name if this rule would be applied (see [=>]_2[<=]). And that's exactly what we want to achieve. We leave the test screen by pressing ENTER.

```

RESULT OF APPLYING THE CURRENTLY DEFINED TRAILING PATTERN
ON THE PROVIDED TEST SOURCE FILE NAME
-----

When applying trailing pattern [_$N$C$*]
on the test source file name, a match is found. See result below:

Brass&Winds[->[=>]_2[<=])<-]
(the file name section between [->] and [<-] matches the pattern, while
the section between [= >] and [< =] will actually be removed or replaced)

Do you want to perform another test ?
Press [Y]es to apply the pattern on another test file name
or any other key to return to the pattern definition screen.

-----
[Y]: Yes [Any other key]: No
-----
Choose [Y]es or [N]o:

```

21) We're back now in the pattern definition screen. Since the pattern is OK, we press ENTER to accept the pattern and leave this screen.

```

PLEASE SPECIFY A TRAILING PATTERN
FOR DERIVING TARGET BANK NAMES FROM SOURCE FILE NAMES
-----

Please enter the trailing pattern which instructs what part of the source
file name should be removed or replaced when deriving the target bank name.
The syntax elements can be found below.
You can use PGUP/PGDN to test the pattern, or UP/DOWN to recall previously
entered patterns (incl. patterns used for other sampler types)
The current pattern is [-]
-----

any    literal                                $>    start remove/replace here
$C     any character                          $<    end remove/replace here
$A     any alphabet character (aA->zZ)       $#    remove/replace till end of name
$N     any numeric character (0->9)          $B    pattern must match start of name
$S     any special character                 $E    pattern must match end of name
$*     <x>$*:0 or more occurrences of <x>    $F    use first pattern match (R->L)
$!     <x>$!:any character except <x>        $L    use last pattern match (R->L)
$$     dollar character ($)                  $1..9 use pattern match #1..9 (R->L)
-----
[pattern+RET]:Pattern [blank+RET]:Accept proposal [CTRL-BKSP]:Clear [ESC]:Back
-----
Please enter a pattern: _$N$C$*

```

22) The screen of step 14 is displayed again, but the summary clearly shows that the rule has changed: the target bank name will be based on the source file name now, and the (rule) string at the end of source file name indicates that a trailing rule has been enabled on the file name. EMXP proposes to use this rule set now by pre-selecting item 3. This is indeed the goal, so we press ENTER to continue.

```

PLEASE SELECT THE BANK NAMING RULES FOR CONVERTING
EMAX-II BANKS IN EMAX-II EMX FILE(S) TO
EMULATOR-III BANKS IN AN EMULATOR-III/X/ESI HARD DISK IMAGE FILE
-----

[ ] 1. Use naming rules which are common for all source sampler formats
      Bank: <source bank name>[#<bank seq no>]X
[ ] 2. Change the above common naming rules
[ ] 3. Use naming rules which are specific for EMAX-II as source sampler
      Bank: <source file name(rule)>[#<bank seq no>]X
[ ] 4. Change the above EMAX-II specific naming rules
-----

[SPACE|1-4]Select_ _____ [U/D]Scroll [ESC]Back [RET]Go_____
Please enter your choice:

```

23) In the next screen we have to select the target Emulator-IIIX hard disk image file to which the converted bank should be saved. We select the file named "User Banks.EZ3" by selecting item number 2, and press ENTER. *Note: EMXP also supports SCSI2SD hard disk image files which contain multiple devices/partitions. If we would like to convert the banks to an Emulator-III partition in such a SCSI2SD hard disk image file, we would have to press "C" to perform a SCSI2SD scan. This is not illustrated here because the hard disk image files in this example are all normal, un-partitioned hard disk image files. The SCSI2SD disk capabilities of EMXP have been explained in **GUIDED TOUR #5: COPYING AN EMAX-II BANK FROM ONE SCSI2SD PARTITION TO ANOTHER SCSI2SD PARTITION**. These capabilities are similar for SCSI2SD files*

```

SELECT TARGET EMULATOR-IIIX HARD DISK IMAGE FILE
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emulator III\
-----
01. -- CHANGE FOLDER --
02. User Banks
03. Vol 1 Emulator Standards
04. Vol 2 More Emulator Standards
05. Vol 3 Orchestral
06. Vol 4 Sound FX
07. Vol 5 World Instruments
08. Vol 6 World Percussion
09. Vol 7 Classics
10. Vol 8 Vintage

#Bank: 0 %Used: 1 239MB
#Bank: 45 %Used: 60 286MB
#Bank: 45 %Used: 82 286MB
#Bank: 47 %Used: 44 502MB
#Bank: 29 %Used: 29 502MB
#Bank: 36 %Used: 43 502MB
#Bank: 23 %Used: 26 502MB
#Bank: 20 %Used: 48 502MB
#Bank: 14 %Used: 18 502MB

[SPACE|01-10]Select [X] [ARW]Scroll [ESC]Back [RET]Go
[D]Details [C]SCSI2SD_ [G]SDconfig [N]SortName [T]SortTime [Z]SortSize
-----
Please enter your choice:

```

24) EMXP raises a warning now: hard disk image files may be important backup files. Perhaps we don't want to change the contents of the selected file, because we want to be able to restore the file to a hard disk again. In our example however the image file is NOT a backup file - it's simply an empty hard disk image file in which we will start to intentionally save banks. When the file will be fully loaded, we will copy it (restore it) to a hard disk for use in an Emulator-IIIX sampler.

We confirm that the file can be overwritten by pressing "Y" on the keyboard. If you never want EMXP to ask for this confirmation anymore when you attempt to copy data to or remove data from *any E-Mu hard disk image* in the future, you can press "A" on the keyboard. This setting can be undone later in the Preferences menu.

```

PLEASE CONFIRM
-----
User Banks.EZ3
may be an important backup of one of your EMULATOR-IIIX disks.
Are you sure you want to copy files to this EMULATOR-IIIX hard disk image ?
Press [A] to always copy to hard disk images and never ask again,
or press [Y]es to copy to a hard disk image this time only,
or press any other key to cancel.

[Y]:Yes, this time only [A]:Yes, always [Any other key]:No
-----
Choose [Y]es, [A]lways or [N]o:

```


25) EMXP will start collecting and reading all EMX files which are required to assemble the source EMAX-II sound bank. Based on the original file that we have selected (which was part 2 of the sound bank), EMX searches the current folder for the first EMX file belonging to the same bank. When EMXP thinks it has found the correct file, it displays a file overview in which the matching file has been pre-selected. In step 9 we instructed EMXP to ask for confirmation by the user when searching for related EMX files. So that's exactly what we have to do now: we confirm that the pre-selected file "Brass&Winds_1" is OK and simply press ENTER.

```

PROCESSING ITEM 1/1 - THE BANK SPANS MULTIPLE EMX FILES
PLEASE SELECT EMX FILE 1 OF 2 OF EMAX-II BANK WINDS&BRASS
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax II\Other\EMX Images\
-----
[ ] 01. -- CHANGE FOLDER --
[ ] 02. Boys Choir 8_1           Boys Choir #Pres: 14 #Samp: 18
[ ] 03. Boys Choir 8_10        Boys Choir #Pres: 14 #Samp: 18
[ ] 04. Boys Choir 8_11        Boys Choir #Pres: 14 #Samp: 18
[ ] 05. Boys Choir 8_12        Boys Choir #Pres: 14 #Samp: 18
[ ] 06. Boys Choir 8_2         Boys Choir #Pres: 14 #Samp: 18
[ ] 07. Boys Choir 8_3         Boys Choir #Pres: 14 #Samp: 18
[ ] 08. Boys Choir 8_4         Boys Choir #Pres: 14 #Samp: 18
[ ] 09. Boys Choir 8_5         Boys Choir #Pres: 14 #Samp: 18
[ ] 10. Boys Choir 8_6         Boys Choir #Pres: 14 #Samp: 18
[ ] 11. Boys Choir 8_7         Boys Choir #Pres: 14 #Samp: 18
[ ] 12. Boys Choir 8_8         Boys Choir #Pres: 14 #Samp: 18
[X] 13. Boys Choir 8_9         Boys Choir #Pres: 14 #Samp: 18
[ ] 14. Brass&winds_1          WINDS&BRAS #Pres: 36 #Samp: 31
[ ] 15. Brass&winds_2          WINDS&BRAS #Pres: 36 #Samp: 31
-----
[SPACE|01-31]select _____ [ARW]Scroll [ESC]Back [RET]Go_____
          [D]Details_ [N]SortName [T]SortTime [Z]SortSize_____
-----
Please enter your choice:

```

26) After having read the first EMX file, EMXP searches the current folder again for the second EMX file. When EMXP thinks it has found the second file, it displays a file overview again, and this time the second EMX file has been pre-selected in that overview. File "Brass&Winds_2" is indeed the second part of the sound bank, so we agree with EMXP's choice and press ENTER.

```

PROCESSING ITEM 1/1 - THE BANK SPANS MULTIPLE EMX FILES
PLEASE SELECT EMX FILE 2 OF 2 OF EMAX-II BANK WINDS&BRASS
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax II\Other\EMX Images\
-----
[ ] 01. -- CHANGE FOLDER --
[ ] 02. Boys Choir 8_1           Boys Choir #Pres: 14 #Samp: 18
[ ] 03. Boys Choir 8_10        Boys Choir #Pres: 14 #Samp: 18
[ ] 04. Boys Choir 8_11        Boys Choir #Pres: 14 #Samp: 18
[ ] 05. Boys Choir 8_12        Boys Choir #Pres: 14 #Samp: 18
[ ] 06. Boys Choir 8_2         Boys Choir #Pres: 14 #Samp: 18
[ ] 07. Boys Choir 8_3         Boys Choir #Pres: 14 #Samp: 18
[ ] 08. Boys Choir 8_4         Boys Choir #Pres: 14 #Samp: 18
[ ] 09. Boys Choir 8_5         Boys Choir #Pres: 14 #Samp: 18
[ ] 10. Boys Choir 8_6         Boys Choir #Pres: 14 #Samp: 18
[ ] 11. Boys Choir 8_7         Boys Choir #Pres: 14 #Samp: 18
[ ] 12. Boys Choir 8_8         Boys Choir #Pres: 14 #Samp: 18
[ ] 13. Boys Choir 8_9         Boys Choir #Pres: 14 #Samp: 18
[X] 14. Brass&winds_1          WINDS&BRAS #Pres: 36 #Samp: 31
[ ] 15. Brass&winds_2          WINDS&BRAS #Pres: 36 #Samp: 31
-----
[SPACE|01-31]select _____ [ARW]Scroll [ESC]Back [RET]Go_____
          [D]Details_ [N]SortName [T]SortTime [Z]SortSize_____
-----
Please enter your choice:

```

27) We have to select the bank location in the target hard disk image file to which the converted bank will be saved (in step 10 we instructed EMXP not to take decisions about the target bank locations by itself). We select the very first empty bank location B00 by selecting item 001 and we press ENTER.

```

PROCESSING ITEM 1/1 - CONVERTING EMAX-II BANK FROM FILE Brass&winds_2.EM2
PLEASE SELECT A TARGET LOCATION IN THE EMU-III/X HARD DISK IMAGE FILE
-----
1  [X] 001. B00 --Empty Bank--          0 Kb
      002. B01 --Empty Bank--          0 Kb
      003. B02 --Empty Bank--          0 Kb
      004. B03 --Empty Bank--          0 Kb
      005. B04 --Empty Bank--          0 Kb
      006. B05 --Empty Bank--          0 Kb
      007. B06 --Empty Bank--          0 Kb
      008. B07 --Empty Bank--          0 Kb
      009. B08 --Empty Bank--          0 Kb
      010. B09 --Empty Bank--          0 Kb
      011. B10 --Empty Bank--          0 Kb
      012. B11 --Empty Bank--          0 Kb
      013. B12 --Empty Bank--          0 Kb
      014. B13 --Empty Bank--          0 Kb
      015. B14 --Empty Bank--          0 Kb
      016. B15 --Empty Bank--          0 Kb
      017. B16 --Empty Bank--          0 Kb
      018. B17 --Empty Bank--          0 Kb
-----
[SPACE|001-100]slect _____ [U/D]scroll [ESC]Back [RET]Go
-----
Please choose a target bank:

```

28) Finally we have to give a name to the Emulator-III bank. The suggested name by EMXP is exactly the name we want to use, because we defined a naming rule which should generate this specific bank name (see steps 15→22). If we would simply have accepted the default (common) rule based on the source bank name in step 14 by selecting item 1 and pressing ENTER, the suggested name in the screen below would be "WINDS&BRASS". Since we're only converting one bank, we could have avoided steps 15→22 and simply have replaced this name by "Brass&Winds X" in the screen below. Let's press ENTER to accept the suggested name.

```

PROCESSING ITEM 1/1 - CONVERTING EMAX-II BANK FROM FILE Brass&winds_2.EM2
PLEASE PROVIDE A NAME FOR BANK B00
IN THE EMULATOR-III/X/ESI HARD DISK IMAGE
-----

Please provide a name for bank B00
in the EMULATOR-III/X/ESI hard disk image
Suggested bank name is Brass&winds X

-----
[name+RET]:Name [blank+RET]:Accept proposal [CTRL-BKSP]:clear [INSERT]-----
Please enter a name: Brass&winds X

```

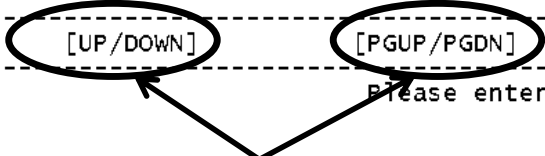
29) EMXP has successfully converted the EMAX-II sound bank from the two original EMX files into an Emulator-IIIIX bank called " on location B00 of the hard disk image file. A conversion execution report is displayed at the end of the conversion process. This report has been saved to disk as well; the folder and file name of the report can be found at the end of the report. The first part of the report explains which banks/files have been converted to which banks/files. We can browse through the report by scrolling with the UP and DOWN keys or with the PAGE UP and PAGE DOWN keys.

```

REPORT: COPY/CONVERSION TO EMULATOR-IIIIX HARD DISK IMAGE FILE(S)
-----
1 selected file has been processed
  (and an additional related file was processed too)
-----

EMAX-II EMX files (Bank WINDS&BRASS):
#1 (1): Brass&winds_1.EM2
#2 (2): Brass&winds_2.EM2
  in C:\Users\Kris\Documents\EMXP\Images\Emax II\Other\EMX Images\
...HAVE BEEN CONVERTED TO...
Bank B000 Brass&winds      X in EIII/X/ESI hard disk image file:
  User Banks.EZ3
  in C:\Users\Kris\Documents\EMXP\Images\Emulator III\
. . . . .
CONVERSION REPORT:
EMAX-II bank "WINDS&BRASS"
  has been translated to 1 EMU-IIIIX banks.
-----
[UP/DOWN]      [PGUP/PGDN]      [HOME/END]      [ESC]
-----
Please enter your choice:

```



30) After having scrolled down a few lines, we can find an overview of the presets generated in the target Emulator-IIIIX bank. We also observe that 2 presets have not been translated. Let's scroll down by pressing the PAGE DOWN or DOWN arrow key.

```

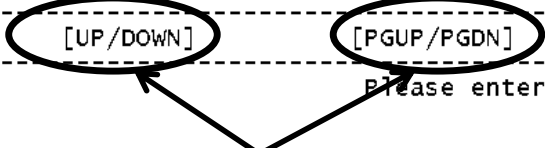
REPORT: COPY/CONVERSION TO EMULATOR-IIIIX HARD DISK IMAGE FILE(S)
-----
CONVERSION REPORT:
EMAX-II bank "WINDS&BRASS"
  has been translated to 1 EMU-IIIIX banks.

- 2 presets have NOT been translated (see end of report).
- 0 samples have NOT been translated (see end of report).
- 0 voices have NOT been translated (see end of report).

None of the stereo voices could be preserved.

EMU-IIIIX bank overview:
Bank 1: Brass&winds      X
Presets:
  P000 WINDS&BRASS      (original: P000)
  P001 Flute             (original: P001)
  P002 Oboe             (original: P002)
-----
[UP/DOWN]      [PGUP/PGDN]      [HOME/END]      [ESC]
-----
Please enter your choice:

```



31) At the end of the report we can find the reason why 2 presets have not been converted: they are empty, and EMXP does not convert empty objects. We leave the report screen by pressing ESCAPE.

REPORT: COPY/CONVERSION TO EMULATOR-IIIX HARD DISK IMAGE FILE(S)			

Presets that have NOT been translated:			
P098	Justin Mayer	(Empty object)	
P099	EmuSystems90	(Empty object)	
Samples that have NOT been translated:			
Voices that have NOT been translated:			
This conversion report has been written to file:			
EMAXII2EMUIIIX_WINDS&BRASS_13.TXT			
which can be found in:			
C:\Users\Kris\Programs\EMXP\Logs\			

The full report has been written to file:			
EMXPCOPY2EMUIIIXLOG_20210617181023895.TXT			
which can be found in:			
C:\Users\Kris\Programs\EMXP\Logs\			

[UP/DOWN]	[PGUP/PGDN]	[HOME/END]	[ESC]

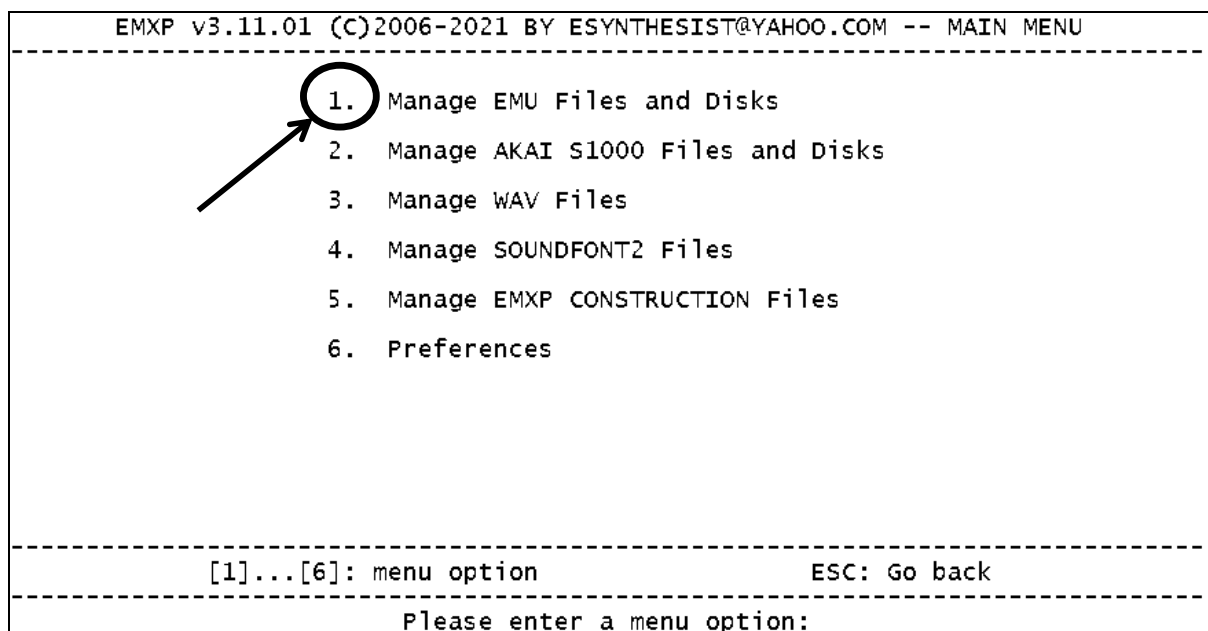
Please enter your choice:			

32) This is the end of guided tour #7. To leave EMXP we have to press the ESCAPE button a few times.

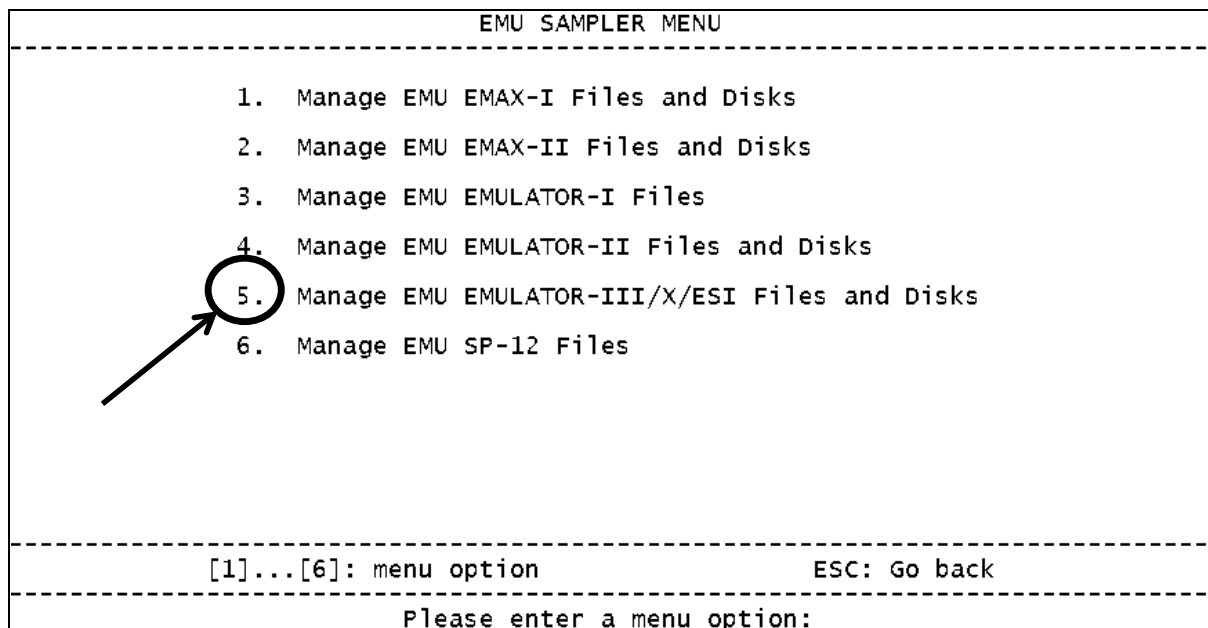
GUIDED TOUR #8: CONVERTING AN EMULATOR-III CDROM INTO AN EMAX-II HARD DISK

In this guided tour, we will convert an entire Emulator-III cdrom into an EMAX-II hard disk. This means we will copy and convert all banks on the Emulator-III cdrom to an empty EMAX-II formatted hard disk.

1) After having started EMXP the main menu will appear. Since we want to convert an EMU Emulator-III cdrom, we select menu function 1 by pressing "1" on the keyboard of the computer.



2) The Emu Sampler menu will appear. Since we want to convert an Emulator-III cdrom, we select menu function 5 by pressing "5" on the keyboard of the computer.



3) In the Emulator-III menu, we select menu function 5 to access the Emulator-III cdrom that we have inserted into the cdrom drive.

```

EMULATOR-III/X/ESI SAMPLER MENU
-----
1.  Manage EMULATOR-III Bank Files
2.  Manage EMULATOR-IIIX Bank Files
3.  Manage ESI-V3 Bank Files
4.  Manage EMULATOR-III/X/ESI Hard Disk Images
5.  Manage EMULATOR-III/X/ESI Hard Disks
6.  Manage EMULATOR-III Operating System Files and Disks
7.  Manage EMULATOR-IIIX Operating System Files and Disks
-----
[1]...[7]: menu option          ESC: Go back
-----
Please enter a menu option:

```

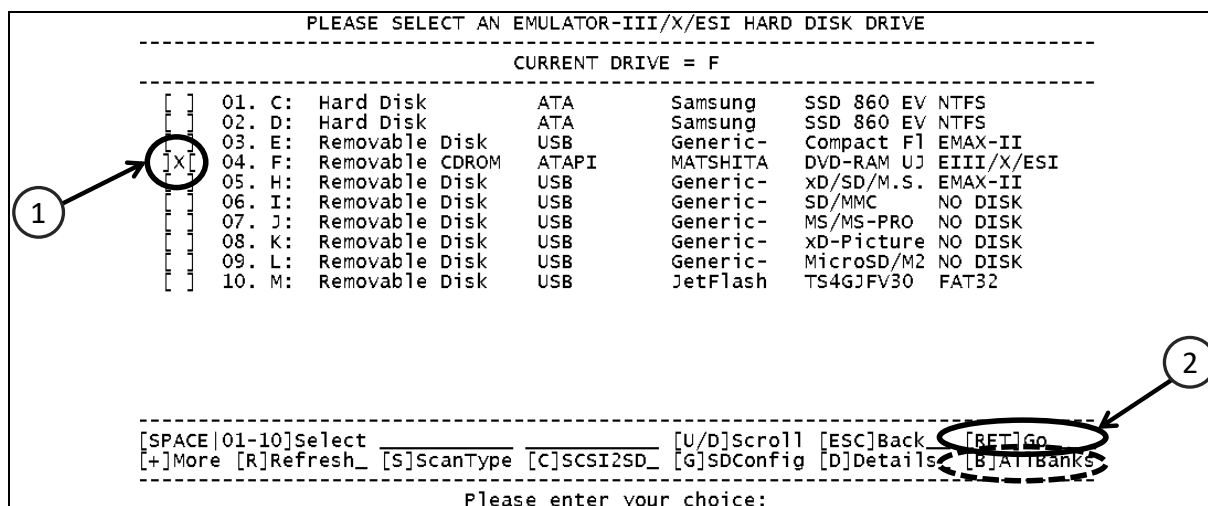
4) EMXP launches the Disk Manager now and displays all drives that has been found in the computer. We press "S" on the keyboard. This is a "short cut key" for re-scanning the drives but this time EMXP will try to detect the type of the disk in each drive as well.

```

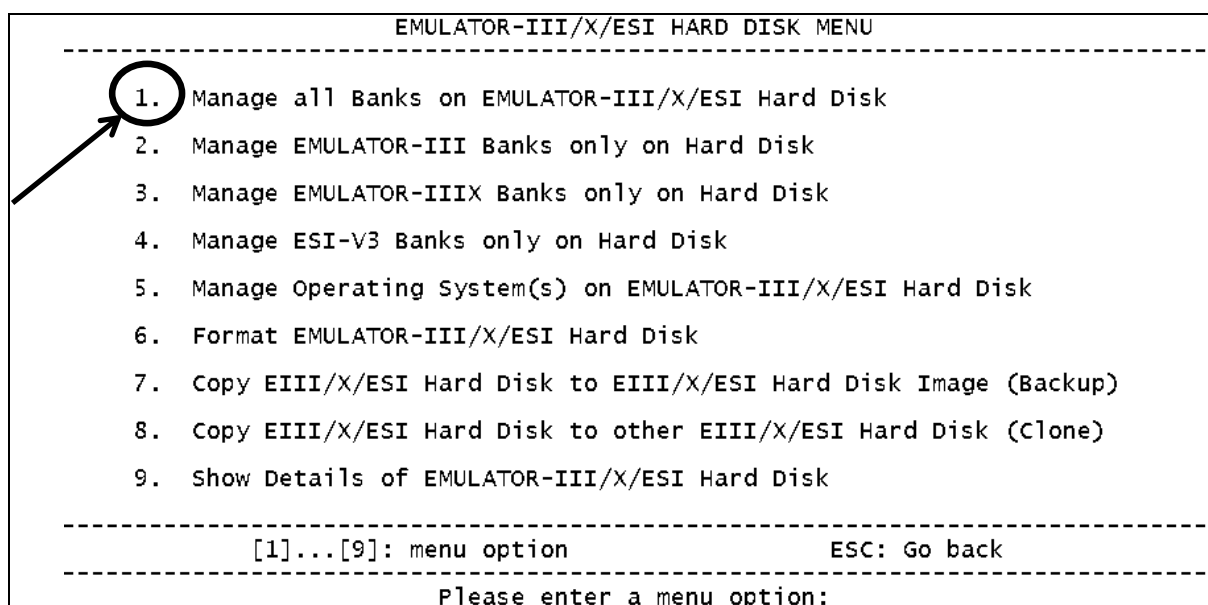
PLEASE SELECT AN EMULATOR-III/X/ESI HARD DISK DRIVE
-----
CURRENT DRIVE = F
-----
[ ] 01. C: Hard Disk      ATA      Samsung  SSD 860 EV DISK FOUND
[ ] 02. D: Hard Disk      ATA      Samsung  SSD 860 EV DISK FOUND
[ ] 03. E: Removable Disk USB      Generic- Compact F1 DISK FOUND
[X] 04. F: Removable Disk ATAPI     MATSHITA DVD-RAM UJ DISK FOUND
[ ] 05. H: Removable Disk USB      Generic- xD/SD/M.S. DISK FOUND
[ ] 06. I: Removable Disk USB      Generic- SD/MMC      NO DISK
[ ] 07. J: Removable Disk USB      Generic- MS/MS-PRO  NO DISK
[ ] 08. K: Removable Disk USB      Generic- xD-Picture NO DISK
[ ] 09. L: Removable Disk USB      Generic- MicroSD/M2 NO DISK
[ ] 10. M: Removable Disk USB      JetFlash TS4GJFV30 DISK FOUND
-----
[SPACE|01-10]Select [U/D]Scroll [ESC]Back_ [RET]Go___
[+]|More [R]Refresh [S]ScanType [I]SCSI2SD_ [G]SDConfig [D]Details_ [B]AllBanks
-----
Please enter your choice:

```

5) When the drive-scan is completed, EMXP updates the drive overview screen. In the rightmost column we can see the type of each disk. Drive F is the cdrom drive containing an Emulator-III cdrom. So we select item 4, either by moving the cursor ("] [") with the UP and DOWN keys to that item and pressing the SPACE bar, or simply by entering "04" on the keyboard or "4" followed by ENTER. Then we press ENTER to launch the hard disk menu. Instead of pressing ENTER, it's also possible to press the shortcut key "B" to immediately get an overview of the sound banks on the cdrom and bypass the hard disk menu. *Note: all menu functions can be accessed directly via these shortcut keys. We can press "+" to scroll through all available shortcut keys at the bottom line of the screen. In addition we can also press "R" to refresh the drive overview (e.g. after we plugged another hard disk drive into an USB port) and we can press "S" to let EMXP detect which type of disk is inserted in each of the drives. It's also possible to scan for SCSI2SD partitions on a drive by pressing "C", but that feature is explained in "GUIDED TOUR #5: COPYING AN EMAX-II BANK FROM ONE SCSI2SD PARTITION TO ANOTHER SCSI2SD PARTITION".*



6) In the hard disk menu, we select menu function 1 to get an overview of all banks on the Emulator-III cdrom. As explained in step 5, there's a faster way of getting the sound bank overview of a hard disk by using the "B" shortcut key in the drive overview screen.



7) In the bank overview of the Emulator III cdrom (Volume 1 - Emulator Standards), we select all banks. The easiest way to do this is pressing "A" on the keyboard. Alternatively we can also use the "mark" method: we press "M", then we move the cursor to the first item with the UP and DOWN keys and we press the SPACE bar to mark the start of the selection area. Then we press the DOWN key until the cursor is at the last item, and we press the SPACE bar again.

EMULATOR-III/X/ESI HARD DISK BANK OVERVIEW						
[X]	01.	B00 (invalid bank)	-CORRUPT-	Error:	4	
[X]	02.	B01 Full Arco String	EMU-III	#Pres:	35	#Samp: 14 3776 Kb
[X]	03.	B02 SecViolinTrils4M	EMU-III	#Pres:	22	#Samp: 36 4080 Kb
[X]	04.	B03 SecViolinTrils8M	EMU-III	#Pres:	19	#Samp: 36 8137 Kb
[X]	05.	B04 Solo Violin	EMU-III	#Pres:	28	#Samp: 19 2776 Kb
[X]	06.	B05 Stereo Strings	EMU-III	#Pres:	19	#Samp: 14 3174 Kb
[X]	07.	B06 Textural Strings	EMU-III	#Pres:	24	#Samp: 18 3477 Kb
[X]	08.	B07 Brass Bank	EMU-III	#Pres:	44	#Samp: 38 3116 Kb
[X]	09.	B08 4 Piece Horns 4M	EMU-III	#Pres:	34	#Samp: 40 3384 Kb
[X]	10.	B09 4 Piece Horns 8M	EMU-III	#Pres:	34	#Samp: 40 6727 Kb
[X]	11.	B10 Solo Trombone 4M	EMU-III	#Pres:	33	#Samp: 49 3982 Kb
[X]	12.	B11 Solo Trumpet 4M	EMU-III	#Pres:	44	#Samp: 41 3087 Kb
[X]	13.	B12 Solo Trumpet 8M	EMU-III	#Pres:	35	#Samp: 41 6123 Kb
[X]	14.	B13 Stereo F Horns	EMU-III	#Pres:	14	#Samp: 7 3086 Kb
[X]	15.	B14 Dance Club	EMU-III	#Pres:	58	#Samp: 34 4066 Kb
[X]	16.	B15 Groupo Sinfonia	EMU-III	#Pres:	52	#Samp: 44 3998 Kb
[X]	17.	B16 OrchestralComp#1	EMU-III	#Pres:	52	#Samp: 81 4098 Kb
[X]	18.	B17 Rock Party,Dudes	EMU-III	#Pres:	74	#Samp: 51 3995 Kb

[SPACE 01-45]Select	[A]All	[M]Range	[U/D]Scroll	[ESC]Back	[RET]Go
[+]More		[Y]Copy	[C]Convert	[W]ToWav	[L]Play

Please enter your choice:

8) The first item in the selection list contains an invalid bank, but this bank will be ignored by EMXP during the conversion process. We press "C" to launch the conversion menu.

EMULATOR-III/X/ESI HARD DISK BANK OVERVIEW						
[X]	01.	B00 (invalid bank)	-CORRUPT-	Error:	4	
[X]	02.	B01 Full Arco String	EMU-III	#Pres:	35	#Samp: 14 3776 Kb
[X]	03.	B02 SecViolinTrils4M	EMU-III	#Pres:	22	#Samp: 36 4080 Kb
[X]	04.	B03 SecViolinTrils8M	EMU-III	#Pres:	19	#Samp: 36 8137 Kb
[X]	05.	B04 Solo Violin	EMU-III	#Pres:	28	#Samp: 19 2776 Kb
[X]	06.	B05 Stereo Strings	EMU-III	#Pres:	19	#Samp: 14 3174 Kb
[X]	07.	B06 Textural Strings	EMU-III	#Pres:	24	#Samp: 18 3477 Kb
[X]	08.	B07 Brass Bank	EMU-III	#Pres:	44	#Samp: 38 3116 Kb
[X]	09.	B08 4 Piece Horns 4M	EMU-III	#Pres:	34	#Samp: 40 3384 Kb
[X]	10.	B09 4 Piece Horns 8M	EMU-III	#Pres:	34	#Samp: 40 6727 Kb
[X]	11.	B10 Solo Trombone 4M	EMU-III	#Pres:	33	#Samp: 49 3982 Kb
[X]	12.	B11 Solo Trumpet 4M	EMU-III	#Pres:	44	#Samp: 41 3087 Kb
[X]	13.	B12 Solo Trumpet 8M	EMU-III	#Pres:	35	#Samp: 41 6123 Kb
[X]	14.	B13 Stereo F Horns	EMU-III	#Pres:	14	#Samp: 7 3086 Kb
[X]	15.	B14 Dance Club	EMU-III	#Pres:	58	#Samp: 34 4066 Kb
[X]	16.	B15 Groupo Sinfonia	EMU-III	#Pres:	52	#Samp: 44 3998 Kb
[X]	17.	B16 OrchestralComp#1	EMU-III	#Pres:	52	#Samp: 81 4098 Kb
[X]	18.	B17 Rock Party,Dudes	EMU-III	#Pres:	74	#Samp: 51 3995 Kb

[SPACE 01-45]Select	[A]All	[M]Range	[U/D]Scroll	[ESC]Back	[RET]Go
[+]More		[Y]Copy	[C]Convert	[W]ToWav	[L]Play

Please enter your choice:

9) Since we will convert the banks into EMAX-II format we select menu function 2 in the conversion menu.

SELECT TARGET SAMPLER FORMAT	
1.	Convert to EMAX-I Sampler Format
2.	Convert to EMAX-II Sampler Format
3.	Convert to EMULATOR-I Sampler Format
4.	Convert to EMULATOR-II Sampler Format
5.	Convert to EMULATOR-III Sampler Format
6.	Convert to EMULATOR-IIIX Sampler Format
7.	Convert to ESI-V3 Sampler Format
8.	Convert to SOUNDFONT2 Sampler Format
9.	Convert to SP-12 Sampler Format

[1]...[9]: menu option	ESC: Go back

Please enter a menu option:	

10) We will convert the banks to an EMAX-II hard disk, so we select menu function 6 in the next menu screen.

PLEASE SELECT A TARGET EMAX-II FILE/DISK TYPE	
1.	Convert to EMAX-II Bank in Bank File(s)
2.	Convert to EMAX-II Bank in EMX File(s)
3.	Convert to EMAX-II Bank on Floppy Disk Image File(s)
4.	Convert to EMAX-II Bank in HxC Floppy Image File(s)
5.	Convert to EMAX-II Bank on Hard Disk Image File
6.	Convert to EMAX-II Bank on Hard Disk
7.	Convert to EMAX-II Bank on Floppy Disk(s)

[1]...[7]: menu option	ESC: Go back

Please enter a menu option:	

11) EMXP now asks whether the conversion of the selected banks should be done in an automated (batch) mode with minimal user intervention, in a fully controlled item-per-item manual mode, or in a semi-manual mode. We want EMXP to do the conversion as automated as possible, but we also want to make sure this batch conversion is done based on the correct conversion parameters. So let's go for the semi-manual mode, in which we will verify the current conversion preferences and then launch the batch conversion process. We select item 3 and press ENTER.

```

      DEFINE WHETHER EMXP SHOULD COPY/CONVERT ITEMS AUTOMATICALLY OR NOT
      -----
      [ ] 1. Yes, copy/convert items as automated as possible          (BATCH)
      [X] 2. No, user should have maximum control                    (MANUAL)
      [ ] 3. Use custom automation level                             (SEMI-MANUAL)

      BATCH: All selected items will be copied/converted
      automatically using the copy/conversion preferences, e.g.
      for sample rates. You only have to specify the folder/disk where
      the copied/converted items should be saved.
      MANUAL: You can define all copy/conversion parameters and
      you can specify the destination (e.g. target file names) for each
      copied/converted item. Define which parts of
      the copy/conversion process should be manual or automated.
      SEMI-MANUAL: The current copy/conversion settings can be a
      mix of manual and automated processing, as has been configured
      previously in MANUAL or SEMI-MANUAL mode.

      [ ] 4. Don't show this screen anymore

      [SPACE|1-4]Select_ _____ [U/D]Scroll [ESC]Back [RET]Go_____
      Please enter your choice:
  
```

12) We want to review and - if necessary - change the copy/conversion parameters. So we select item 2 to verify the copy/conversion settings. We don't want to have to select a target bank location and bank name for each of the 44 banks individually. So we also select item 4 to make sure that this will be done in an automated way. We leave item 5 selected, copying an OS is not applicable in our example. Finally we press ENTER.

```

      SPECIFY IF PREFERENCES SHOULD BE USED OR IF THEY SHOULD BE DEFINED NOW
      -----
      ----USE COPY/CONVERSION PREFERENCES E.G. SAMPLERATE (IF APPLICABLE)-----
      [X] 1. Yes, use the existing copy/conversion preferences
      [X] 2. No, review or change the copy/conversion preferences now

      ----USE AUTOMATIC PROCESSING PREFERENCES (IF APPLICABLE)-----
      [X] 3. Yes, use the existing automatic processing preferences
      [X] 4. No, review or change the automatic processing preferences now

      ----USE TARGET OS HANDLING PREFERENCES (IF APPLICABLE)-----
      [X] 5. Yes, use the existing preferences about copying the OS
      [X] 6. No, review or change the preferences about copying the OS now

      [ ] 7. Don't show this screen anymore

      [SPACE|1-7]Select_ _____ [U/D]Scroll [ESC]Back [RET]Go_____
      Please enter your choice:
  
```

13) Based on the selection of item 4 in the previous step, EMXP now asks to what extent we want the conversion process to be performed in automated (bulk/batch) mode or in manual (item-per-item, message-per-message) mode. Since we want the conversion process to be done in a fully automated way without any user intervention, we select items 2 and 4 and press ENTER.

```

SPECIFY TO WHAT EXTENT EMXP CAN AUTOMATICALLY PROCESS SELECTED ITEMS
-----
PLEASE SPECIFY HOW THE TARGET BANK LOCATIONS SHOULD BE CHOSEN
1. Select locations for storing banks on target hard disk yourself
2. Let EMXP store banks in empty bank locations on target hard disk
IN CASE OF AN ERROR OR A CONFLICT WITH SAMPLER LIMITS OR PREFERENCES
3. Always show a message or ask confirmation for solving the problem
4. EMXP can skip the item or decide itself how to solve the problem

[SPACE|1-4]Select_ [U/D]Scroll [ESC]Back_ [RET]Go_
Please enter your choice:
  
```

14) We will go through all applicable copy/conversion preference screens now. The first parameter is the memory size of the target EMAX-II sampler. EMXP can try to reduce the size of the target sound banks and/or split the presets across multiple smaller banks in order to make them fit in the sampler's RAM. But in our example, the target sampler is a fully expanded EMAX-II Turbo 8MB sampler, so we select item 8 and press ENTER.

```

SUPPORTED EMAX-II SAMPLERS
-----
[ ] 1. EMAX-II 1MB Sampler
[ ] 2. EMAX-II 2MB Sampler
[ ] 3. EMAX-II 3MB Sampler
[ ] 4. EMAX-II 4MB Sampler
[ ] 5. EMAX-II 5MB Sampler
[ ] 6. EMAX-II 6MB Sampler
[x] 7. EMAX-II 7MB Sampler
[ ] 8. EMAX-II 8MB Sampler

[SPACE|1-8]Select_ [U/D]Scroll [ESC]Back_ [RET]Go_
Please enter your choice:
  
```

15) When converting from Emulator-III to EMAX-II, EMXP can also change the sample rate of the samples. A maximum and a minimum sample rate can be defined. For some samplers (like the EMAX-I and Emulator-III) the maximum sample rate determines the transposition range for the samples. This is not the case for the EMAX-II, for which the maximum sample rate is only useful for compressing sound banks. Since we also don't need to decrease the size of the bank (which can also be obtained by reducing the maximum sample rate), we simply select the maximum sample rate available (44100 Hz, item 9) and press ENTER.

MAXIMUM ALLOWED SAMPLERATE OF TARGET EMAX-II SAMPLES	
[]	1. Maximum 10000 Hz
[]	2. Maximum 15625 Hz
[]	3. Maximum 20000 Hz
[]	4. Maximum 22050 Hz
[]	5. Maximum 27778 Hz
[]	6. Maximum 31250 Hz
[]	7. Maximum 39063 Hz
[x]	8. Maximum 41667 Hz
[]	9. Maximum 44100 Hz

1 → [x]

2 → [RET]Go

[SPACE|1-9]Select_ [U/D]Scroll [ESC]Back_ [RET]Go_

Please enter your choice: _

16) The minimum sample rate can be set as well. When converting sound banks, EMXP will never use sample rates lower than the one defined here, except if the original sample's sample rate is even lower. In our example we let EMXP keep the original sample's sample rate, so we select the highest minimum sample rate available: 44100 Hz (item 9) and press ENTER.

MINIMUM ALLOWED SAMPLERATE OF TARGET EMAX-II SAMPLES	
[]	1. Original sample rate or minimum 10000 Hz
[]	2. Original sample rate or minimum 15625 Hz
[]	3. Original sample rate or minimum 20000 Hz
[]	4. Original sample rate or minimum 22050 Hz
[]	5. Original sample rate or minimum 27778 Hz
[]	6. Original sample rate or minimum 31250 Hz
[]	7. Original sample rate or minimum 39063 Hz
[x]	8. Original sample rate or minimum 41667 Hz
[]	9. Original sample rate or minimum 44100 Hz

1 → [x]

2 → [RET]Go

[SPACE|1-9]Select_ [U/D]Scroll [ESC]Back_ [RET]Go_

Please enter your choice: _

17) The Emulator-III is a true stereo sampler, while the EMAX-II supports stereo samples by assigning the left and right channel of a stereo voice to the PRIMary and SECONdary voices. We could ask EMXP to convert any stereo sample to a mono sample to reduce sample memory in the EMAX-II, but since we want to achieve the highest sound quality possible, we decide to keep the stereo samples. This could result in more than one target EMAX-II bank for a single Emulator-III source bank, but that's OK. We select item 2 and press ENTER.

STEREO SAMPLE HANDLING WHEN CONVERTING TO EMAX-II

1

[]
[X]

1. Convert Stereo Samples to Mono Samples

2. Convert Stereo Samples to PRI & SEC Voices if memory is available

2

[RET]

[SPACE|1-2]Select_ _ _ _ _ [U/D]Scroll [ESC]Back_ [RET]Go_ _ _

Please enter your choice:

18) EMXP also wants to know to convert the Emulator-III voice/output channel assignments to EMAX-II submix channel assignments. The EMAX-II does not support output channel assignments, it supports fully 6 polyphonic submix output channels instead. We choose the default option which will convert output channel assignments to EMAX-II submix channels assignments if the source sampler does not support submix channels (which is indeed the case for the Emulator-III). EMXP will apply a fixed voice-to-submix channel assignment schema: voices 1→4 will be assigned to submix A, voices 5→8 to submix B and voices 9→16 to submix C. We select item 3 and press ENTER.

DEFINE TO WHAT EXTENT THE ASSIGNMENT OF EMAX-II SUBMIX CHANNELS
SHOULD BE BASED ON THE VOICE CHANNEL ASSIGNMENT OF THE
SOURCE SAMPLER (EMULATOR-III) WHEN CONVERTING TO EMAX-II

1

[]
[X]

1. Never consider EMAX-II submix channels as voice channels

2. Always consider EMAX-II submix channels as voice channels

3. Only consider EMAX-II submix channels as voice channels if the source sampler does not support or use submix channels (DEFAULT)

2

[RET]

[SPACE|1-3]Select_ _ _ _ _ [U/D]Scroll [ESC]Back_ [RET]Go_ _ _

Please enter your choice:

19) The next thing EMXP would like to know is how the EMAX-II bank names should be derived from the source Emulator-III banks. EMXP supports many naming rules, including regular expressions on source file names (which is not applicable here because we're converting from a CDROM). In every copy/conversion process you can either choose for common naming rules or for source sampler-specific naming rules (here: Emulator-III source sampler specific). The kind of rules is the same in both sets, but the actual values/parameters can be set differently. In our conversion process, we will use the common rule set. But the current bank naming will assign EMAX-II bank names based on the preset names of the "current preset" (= the first preset) of each converted target bank. We don't want this - we rather want to use the original Emulator-III bank names. So we have to change the rule. To do this, we select item 2 and press ENTER.

```

PLEASE SELECT THE BANK NAMING RULES FOR CONVERTING
EMULATOR-III BANKS ON AN EMULATOR-III/X/ESI HARD DISK TO
EMAX-II BANKS ON AN EMAX-II HARD DISK
-----
[ ] 1. Use naming rules which are common for all source sampler formats
      Bank: <target current preset name>
  [X] 2. Change the above common naming rules
      Bank: <target current preset name>
  [ ] 3. Use naming rules which are specific for EMU-III as source sampler
      Bank: <target current preset name>
  [ ] 4. Change the above EMU-III-specific naming rules
-----
[SPACE|1-4]Select_____ [U/D]Scroll [ESC]Back [RET]Go_____
Please enter your choice:
  
```

20) To change the bank naming rule from "target current preset name" to "source bank name", we select item 1 instead of 2. Options 3→5 will be used whenever a single Emulator-III bank doesn't fit in a single target EMAX-II bank and multiple EMAX-II banks will be generated. In that case a suffix with a sequence number (1, 2, ...) will be added to the bank name. By default this number is preceeded by a '#' sign, but since an EMAX-II bank name can only consist of 12 characters, and the original Emulator-III bank names can have up to 16 characters, we want to save as much space as we can. So we select item 5 instead of 3 and press ENTER. *Note: if an Emulator-III bank name is too long for an EMAX-II bank name, the last characters will be removed. This could result in EMAX-II banks with the same bank name (e.g. both "SecViolinTrils4M" and "SecViolinTrils8M" can result in "SecViolinTri" bank names). In that case we can always correct this later by means of the "change bank name" feature of EMXP. See "GUIDED TOUR #17: CHANGING BANK NAMES ON AN EMAX-I HARD DISK"*

```

DEFINE COMMON BANK NAMING RULES APPLICABLE FOR CONVERTING
EMULATOR-III BANKS ON AN EMULATOR-III/X/ESI HARD DISK TO
EMAX-II BANKS ON AN EMAX-II HARD DISK
-----
---TARGET BANK NAMES SHOULD BE BASED ON-----
  1. Source bank names
  2. Target EMAX-II bank's current preset
  ---IF CONVERSION RESULTS IN >1 BANK, ADD FOLLOWING BANK NAME SUFFIX-----
  [ ] 3. "#<seqno>" (not if bank name based on current preset)
  [X] 4. "<seqno>" (not if bank name based on current preset)
  [X] 5. "<seqno>" (not if bank name based on current preset)
-----
[SPACE|1-5]Select_____ [U/D]Scroll [ESC]Back [RET]Go_____
Please enter your choice:
  
```

21) The common naming rule shown in the naming rule set selection screen now is indeed the naming rule we expect EMXP to apply on the Emulator-III bank names. Item 1 is pre-selected, so we simply press ENTER.

```

PLEASE SELECT THE BANK NAMING RULES FOR CONVERTING
EMULATOR-III BANKS ON AN EMULATOR-III/X/ESI HARD DISK TO
EMAX-II BANKS ON AN EMAX-II HARD DISK
-----
1  [X] 1. Use naming rules which are common for all source sampler formats
    [ ] Bank: <source bank name>[<bank seq no>]
    [ ] 2. Change the above common naming rules
    [ ] 3. Use naming rules which are specific for EMU-III as source sampler
    [ ] Bank: <target current preset name>
    [ ] 4. Change the above EMU-III-specific naming rules

[SPACE|1-4]Select _____ [U/D]Scroll [ESC]Back [RET]Go
-----
Please enter your choice:
  
```

22) EMXP launches the Disk Manager now and we have to select the target EMAX-II hard disk drive. The default drive overview does not show the disk type in the rightmost column, so we press "S" on the keyboard to scan the drives in order to find out which drive contains the EMAX-II hard disk. *We will copy the converted banks to a normal, un-partitioned EMAX-II CF card, so we don't use the "C" and "G" shortcut keys for performing a SCSI2SD scan.*

```

SELECT TARGET EMAX-II HARD DISK DRIVE
-----
CURRENT DRIVE = E
-----
[ ] 01. C: Hard Disk ATA Samsung SSD 860 EV DISK FOUND
[X] 02. D: Hard Disk ATA Samsung SSD 860 EV DISK FOUND
[ ] 03. E: Removable Disk USB Generic- Compact F1 DISK FOUND
[ ] 04. F: Removable CDROM ATAPI MATSHITA DVD-RAM UJ DISK FOUND
[ ] 05. H: Removable Disk USB Generic- xD/SD/M.S. DISK FOUND
[ ] 06. I: Removable Disk USB Generic- SD/MMC NO DISK
[ ] 07. J: Removable Disk USB Generic- MS/MS-PRO NO DISK
[ ] 08. K: Removable Disk USB Generic- xD-Picture NO DISK
[ ] 09. L: Removable Disk USB Generic- MicroSD/M2 NO DISK
[ ] 10. M: Removable Disk USB JetFlash TS4GJFV30 DISK FOUND

[SPACE|01-10]Select _____ [U/D]Scroll [ESC]Back [RET]Go
[R]Refresh [S]ScanType [O]SCSI2SD_ [G]SDConfig [D]Details_
-----
Please enter your choice:
  
```

23) When the drive-scan is completed, EMXP updates the drive overview screen. In the rightmost column we can see the type of each disk. Both drives E and H are formatted for EMAX-II. Drive E should be the drive containing the empty formatted EMAX-II CF card, but to make sure it's indeed empty, we check the disk details or that drive by selecting item 3 and pressing "D".

SELECT TARGET EMAX-II HARD DISK DRIVE

CURRENT DRIVE = E

[X]	01. C: Hard Disk	ATA	Samsung	SSD 860 EV	NTFS
[]	02. D: Hard Disk	ATA	Samsung	SSD 860 EV	NTFS
[]	03. E: Removable Disk	USB	Generic-	Compact F1	EMAX-II
[]	04. F: Removable CDROM	ATAPI	MATSHITA	DVD-RAM UJ	EIII/X/ESI
[]	05. H: Removable Disk	USB	Generic-	xD/SD/M.S.	EMAX-II
[]	06. I: Removable Disk	USB	Generic-	SD/MMC	NO DISK
[]	07. J: Removable Disk	USB	Generic-	MS/MS-PRO	NO DISK
[]	08. K: Removable Disk	USB	Generic-	xD-Picture	NO DISK
[]	09. L: Removable Disk	USB	Generic-	MicroSD/M2	NO DISK
[]	10. M: Removable Disk	USB	JetFlash	TS4GJFV30	FAT32

[SPACE|01-10]Select
[R]Refresh_ [S]ScanType
[U/D]Scroll [ESC]Back_ [RET]Go_

[C]SCSI2SD_ [G]SDConfig
[D]Details_

Please enter your choice:

24) The disk is drive E is indeed empty. Let's leave the screen by pressing ESCAPE.

EMAX-II HARD DISK DETAILS - DRIVE E

Hard disk in drive: E

Disk Size: 962 MB

Sampler Type: EMAX-II

Formatted Size: 962 MB

Used Space: 1 %

Available Space: 99 %

Number of Banks in Use: 0

Available No of Banks: 100

Operating System: Emax II rev 2.14

[UP/DOWN]
[PGUP/PGDN]
[HOME/END]
[ESC]

Please enter your choice:

25) In the drive overview screen, we select item 3 and press ENTER to select drive E as the target EMAX-II hard disk.

SELECT TARGET EMAX-II HARD DISK DRIVE

CURRENT DRIVE = E

[]	01. C:	Hard Disk	ATA	Samsung	SSD 860 EV	NTFS
[]	02. D:	Hard Disk	ATA	Samsung	SSD 860 EV	NTFS
[X]	03. E:	Removable Disk	USB	Generic-	Compact F1	EMAX-II
[]	04. F:	Removable CDROM	ATAPI	MATSHITA	DVD-RAM UJ	EIII/X/ESI
[]	05. H:	Removable Disk	USB	Generic-	xD/SD/M.S.	EMAX-II
[]	06. I:	Removable Disk	USB	Generic-	SD/MMC	NO DISK
[]	07. J:	Removable Disk	USB	Generic-	MS/MS-PRO	NO DISK
[]	08. K:	Removable Disk	USB	Generic-	xD-Picture	NO DISK
[]	09. L:	Removable Disk	USB	Generic-	MicroSD/M2	NO DISK
[]	10. M:	Removable Disk	USB	JetFlash	TS4GJFV30	FAT32

[SPACE|01-10]Select
[R]Refresh_ [S]ScanType
[U/D]Scroll [ESC]Back
[RET]Go

[C]SCSI2SD_ [G]SDConfig
[D]Details_

Please enter your choice:

26) EMXP starts converting all banks now. This will take quite a while (5-15 minutes depending on the performance of your computer). The conversion process can not be interrupted. So we have to be patient and we can have a cup of coffee...

COPY/CONVERSION PROCESS IN PROGRESS

EMXP is copying/converting the selected items

to bank(s) on an EMAX-II hard disk

Please wait...

PLEASE WAIT

| | | | |

```

PROCESSING ITEM 11/45 - READING EMULATOR-III/X HARD DISK
-----
      EMXP is reading the EMULATOR-III/X hard disk
      (bank B10 Solo Trombone 4M)
      Please wait...

-----
                        PLEASE WAIT
-----
|||||
```

```

PROCESSING ITEM 11/45 - WRITING TO EMAX-II HARD DISK
-----
      EMXP is writing to the EMAX-II hard disk
              (bank B13)
      Please wait...

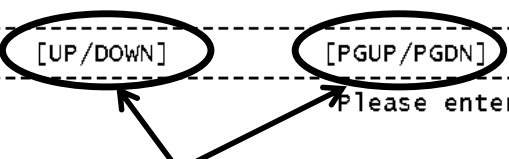
-----
              PLEASE WAIT
-----
|||||
```

29) Finally EMXP has successfully converted all Emulator-III banks from the cdrom into EMAX-II banks on a hard disk. A (very long) conversion execution report is displayed at the end of the conversion process. This report has been saved to disk as well; the folder in which the report has been saved, as well as the report's file name, can be found at the end of the report. For each converted bank, the report contains a dedicated subreport which shows how many target banks were created for each source bank and which presets and samples have (or have not) been converted. We can browse through the report by scrolling with the UP and DOWN keys or with the PAGE UP and PAGE DOWN keys or with the HOME and END key. On the first screen EMXP reports that the first bank was invalid and has not been converted.

```

REPORT: COPY/CONVERSION TO EMAX-II HARD DISK(S)
-----
45 of the 45 selected banks have been processed
(not all banks were processed succesfully, due to errors)
-----
SUBREPORT 1 of 45:
-----
Bank E-mu Banks 1-44 on EIII/X/ESI hard disk:
disk in drive F
...HAS NOT BEEN CONVERTED
(no target objects have been created)
** This conversion process gave an error (errorcode 1729) **
[Bank is invalid or corrupt. EMXP can not not copy or convert invalid o
r corrupt banks.]
-----
SUBREPORT 2 of 45:
-----
[UP/DOWN]      [PGUP/PGDN]      [HOME/END]      [ESC]
-----
Please enter your choice:

```

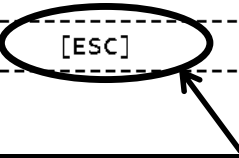


30) After scrolling down, we can see the conversion report of the 44 valid banks. We press ESCAPE to leave the report screen.

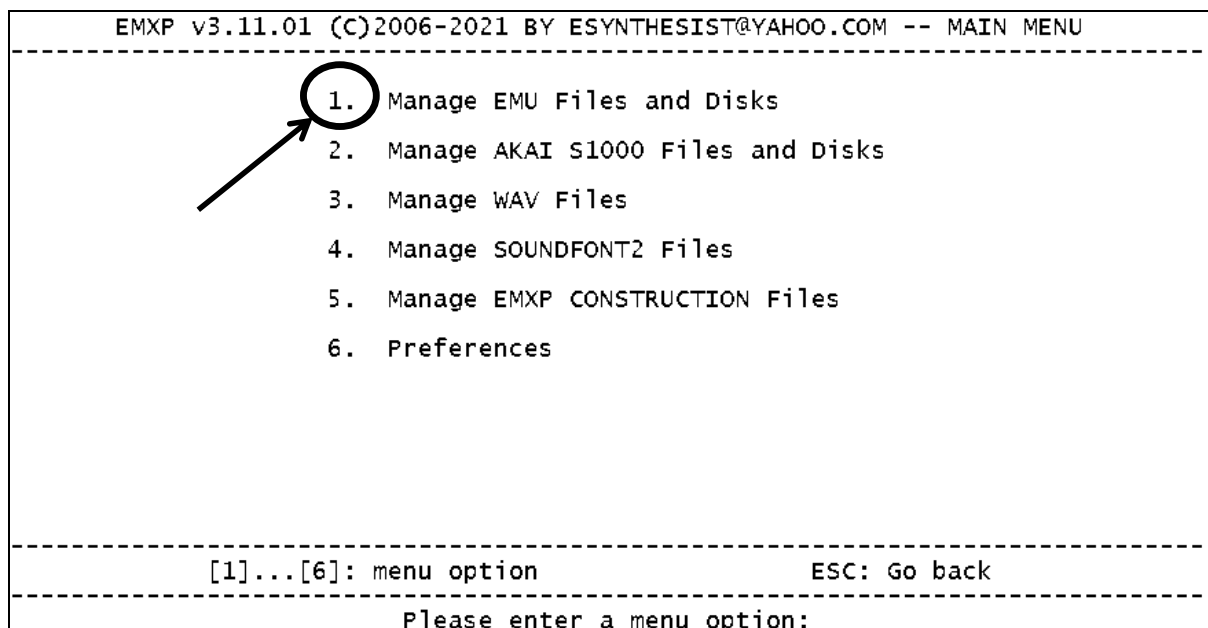
```

REPORT: COPY/CONVERSION TO EMAX-II HARD DISK(S)
-----
SUBREPORT 2 of 45:
-----
Bank B001 Full Arco String on EIII/X/ESI hard disk:
disk in drive F
...HAS BEEN CONVERTED TO...
Bank B000 Full Arco S1 on EMAX-II hard disk:
disk in drive E
Bank B001 Full Arco S2 on EMAX-II hard disk:
disk in drive E
. . . . .
CONVERSION REPORT:
EMU-III bank "Full Arco String"
has been translated to 2 EMAX-II banks.
- 3 presets have NOT been translated (see end of report).
- 0 samples have NOT been translated (see end of report).
-----
[UP/DOWN]      [PGUP/PGDN]      [HOME/END]      [ESC]
-----
Please enter your choice:

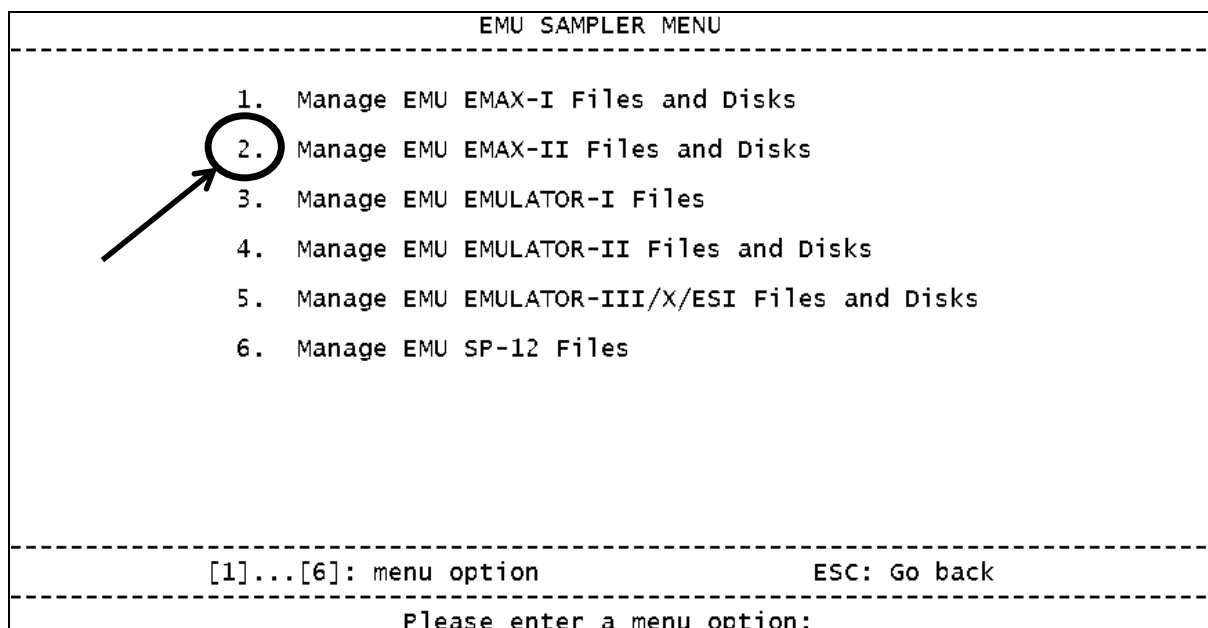
```



31) Let's check the contents of the EMAX-II hard disk now. We go back to the main menu by pressing ESCAPE a few times. In the main menu, we select menu function 1.



32) In the next menu, we select menu function 2 to launch the EMAX-II sampler menu.



33) We want to check an EMAX-II hard disk, so we select menu function 5.

```

EMAX-II SAMPLER MENU
-----
1.  Manage EMAX-II Bank Files
2.  Manage EMAX-II EMX Files
3.  Manage EMAX-II Operating System Files
4.  Manage EMAX-II Hard Disk Images
5.  Manage EMAX-II Hard Disks
6.  Manage EMAX-II Floppy Disk Images
7.  Manage EMAX-II HxC Floppy Disk Images
8.  Manage EMAX-I/EMAX-II Floppy Disks
9.  Receive Samples from EMAX-II via RS422/MIDI
-----
[1]...[9]: menu option          ESC: Go back
-----
Please enter a menu option:

```

34) EMXP launches the Disk Manager now and we select the EMAX-II hard disk drive. From the previous steps we know that drive E is the drive containing the EMAX-II CF card, so we select item 3 and we press shortcut key "B" to get an overview of the banks on the disk in drive E.

```

PLEASE SELECT AN EMAX-II HARD DISK DRIVE
-----
CURRENT DRIVE = E
-----
[ ] 01. C: Hard Disk      ATA      Samsung  SSD 860 EV DISK FOUND
[X] 02. D: Hard Disk      ATA      Samsung  SSD 860 EV DISK FOUND
[ ] 03. E: Removable Disk USB      Generic- Compact F1 DISK FOUND
[ ] 04. F: Removable Disk ATAPI    MATSHITA DVD-RAM UJ DISK FOUND
[ ] 05. H: Removable Disk USB      Generic- xD/SD/M.S. DISK FOUND
[ ] 06. I: Removable Disk USB      Generic- SD/MMC      NO DISK
[ ] 07. J: Removable Disk USB      Generic- MS/MS-PRO NO DISK
[ ] 08. K: Removable Disk USB      Generic- xD-Picture NO DISK
[ ] 09. L: Removable Disk USB      Generic- MicroSD/M2 NO DISK
[ ] 10. M: Removable Disk USB      JetFlash TS4GJFV30 DISK FOUND
-----
[SPACE|01-10]Select  [U/D]Scroll [ESC]Back [DEL]Go
[+]More [R]Refresh_ [S]ScanType [C]SCSI2SD_ [G]SDConfig [D]Details_ [B]Banks
-----
Please enter your choice:

```

35) From the bank overview screen we can conclude that the Emulator-III banks have indeed been converted and copied to the EMAX-II hard disk. Some of the banks didn't fit in one EMAX-II bank: for these banks, multiple EMAX-II banks have been generated and the presets have been spread across these generated banks. The bank names are based on the original Emulator-III bank names, with bank sequence numbers added if a single bank resulted in multiple target banks. This could have resulted in EMAX-II banks having an identical name because some of the original bank names only differed from each other in the last 4 characters of the bank name (e.g. 4M, 8M) which were dropped since an EMAX-II bank name can only have 12 characters as opposed to 16 for Emulator-III bank names. Fortunately, in our example we don't see duplicate bank names, thanks to the bank suffixes that have been added for the conversions of the large (8MB) banks while no suffixes had to be added for the conversions of the smaller (4MB). We press the DOWN or PAGE DOWN key now to scroll to the bottom of the bank overview.

EMAX-II HARD DISK BANK OVERVIEW						
01.	B00	Full Arco S1	EMAX-II	#Pres: 27	#Samp: 28	3739 Kb
02.	B01	Full Arco S2	EMAX-II	#Pres: 5	#Samp: 25	3650 Kb
03.	B02	SecViolinTri	EMAX-II	#Pres: 18	#Samp: 36	3867 Kb
04.	B03	SecViolinTr1	EMAX-II	#Pres: 11	#Samp: 72	7707 Kb
05.	B04	SecViolinTr2	EMAX-II	#Pres: 4	#Samp: 36	3867 Kb
06.	B05	Solo Violin1	EMAX-II	#Pres: 24	#Samp: 106	7821 Kb
07.	B06	Solo Violin2	EMAX-II	#Pres: 1	#Samp: 22	2121 Kb
08.	B07	Stereo Strin	EMAX-II	#Pres: 13	#Samp: 28	3015 Kb
09.	B08	Textural St1	EMAX-II	#Pres: 19	#Samp: 80	7497 Kb
10.	B09	Textural St2	EMAX-II	#Pres: 2	#Samp: 34	3225 Kb
11.	B10	Brass Bank	EMAX-II	#Pres: 37	#Samp: 43	3059 Kb
12.	B11	4 Piece Horn	EMAX-II	#Pres: 28	#Samp: 40	3198 Kb
13.	B12	4 Piece Hor1	EMAX-II	#Pres: 18	#Samp: 75	7779 Kb
14.	B13	4 Piece Hor2	EMAX-II	#Pres: 10	#Samp: 88	6115 Kb
15.	B14	Solo Trombo1	EMAX-II	#Pres: 19	#Samp: 94	7366 Kb
16.	B15	Solo Trombo2	EMAX-II	#Pres: 9	#Samp: 83	7373 Kb
17.	B16	Solo Trumpet	EMAX-II	#Pres: 36	#Samp: 41	2912 Kb
18.	B17	Solo Trumpet1	EMAX-II	#Pres: 23	#Samp: 122	7574 Kb
[SPACE 01-68]Select [A]All [M]Range [U/D]Scroll [ESC]Back						
Please enter your choice:						

36) There are 68 banks on the EMAX-II hard disk. In the conversion execution report we can find details about which of the 44 valid original banks required 2 or more EMAX-II banks in order to be converted successfully. We leave the bank overview screen by pressing ESCAPE.

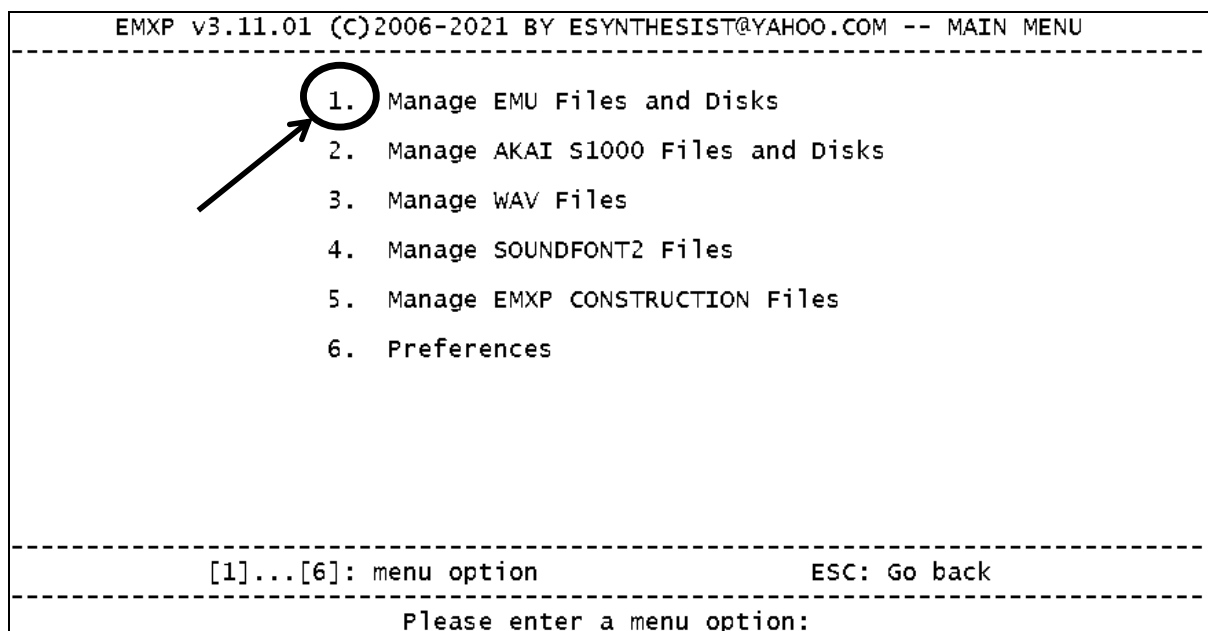
EMAX-II HARD DISK BANK OVERVIEW						
51.	B50	MultiBass S2	EMAX-II	#Pres: 39	#Samp: 24	1153 Kb
52.	B51	Str Ac. Guit	EMAX-II	#Pres: 11	#Samp: 40	6095 Kb
53.	B52	Sound FX	EMAX-II	#Pres: 8	#Samp: 8	3961 Kb
54.	B53	LA Synth 1	EMAX-II	#Pres: 52	#Samp: 21	2633 Kb
55.	B54	Ster Synth C	EMAX-II	#Pres: 16	#Samp: 17	4194 Kb
56.	B55	Vintage Syn1	EMAX-II	#Pres: 48	#Samp: 32	3791 Kb
57.	B56	Vintage Syn2	EMAX-II	#Pres: 31	#Samp: 19	1982 Kb
58.	B57	World O' Sy1	EMAX-II	#Pres: 24	#Samp: 39	7567 Kb
59.	B58	World O' Sy2	EMAX-II	#Pres: 13	#Samp: 21	3180 Kb
60.	B59	9ft Grand P1	EMAX-II	#Pres: 9	#Samp: 30	3669 Kb
61.	B60	9ft Grand P2	EMAX-II	#Pres: 10	#Samp: 30	3669 Kb
62.	B61	Pipe Organ 1	EMAX-II	#Pres: 22	#Samp: 44	7715 Kb
63.	B62	Pipe Organ 2	EMAX-II	#Pres: 9	#Samp: 10	1899 Kb
64.	B63	StereoGrandP	EMAX-II	#Pres: 25	#Samp: 37	4146 Kb
65.	B64	Flautas Bon1	EMAX-II	#Pres: 28	#Samp: 45	3333 Kb
66.	B65	Flautas Bon2	EMAX-II	#Pres: 1	#Samp: 21	1679 Kb
67.	B66	Tenor Sax1	EMAX-II	#Pres: 27	#Samp: 32	3718 Kb
68.	B67	Tenor Sax2	EMAX-II	#Pres: 9	#Samp: 33	3991 Kb
[SPACE 01-68]Select [A]All [M]Range [U/D]Scroll [ESC]Back						
Please enter your choice:						

37) This is the end of guided tour #8. To leave EMXP we have to press the ESCAPE button a few times.

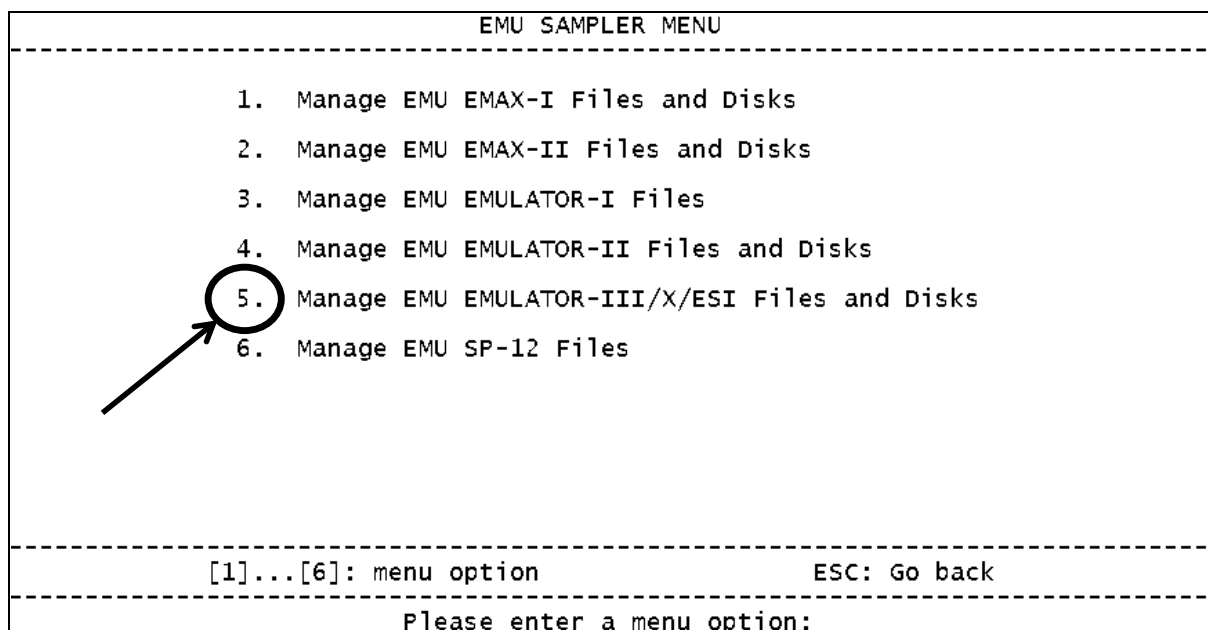
GUIDED TOUR #9: CONVERTING ALL SAMPLES FROM A SET OF EMULATOR-III BANKS TO WAV FILES

In this guided tour, we will convert *all* samples from two Emulator-III banks on an Emulator-III cdrom to WAV files.

1) After having started EMXP the main menu will appear. Since we want to convert samples from an EMU Emulator-III cdrom, we select menu function 1 by pressing "1" on the keyboard of the computer.



2) The Emu Sampler menu will appear. Since we want to convert samples from an Emulator-III cdrom, we select menu function 5 by pressing "5" on the keyboard of the computer.



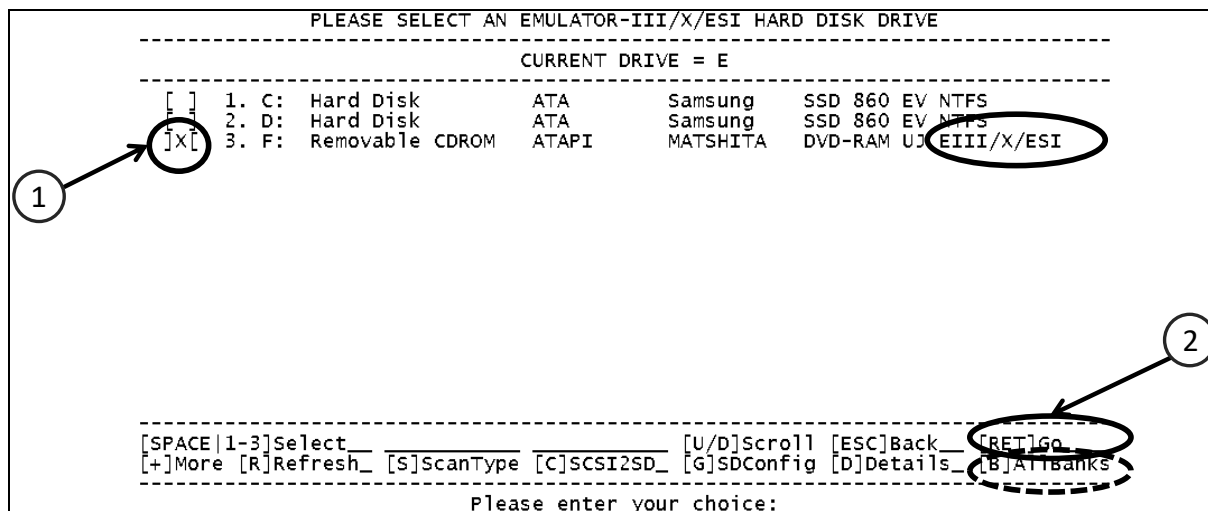
3) In the Emulator-III/X/ESI menu, we select menu function 5 to access the Emulator-III cdrom (which is a type of hard disk)

EMULATOR-III/X/ESI SAMPLER MENU	
1.	Manage EMULATOR-III Bank Files
2.	Manage EMULATOR-IIIX Bank Files
3.	Manage ESI-V3 Bank Files
4.	Manage EMULATOR-III/X/ESI Hard Disk Images
5.	Manage EMULATOR-III/X/ESI Hard Disks
6.	Manage EMULATOR-III Operating System Files and Disks
7.	Manage EMULATOR-IIIX Operating System Files and Disks
[1]...[7]: menu option	
ESC: Go back	
Please enter a menu option:	

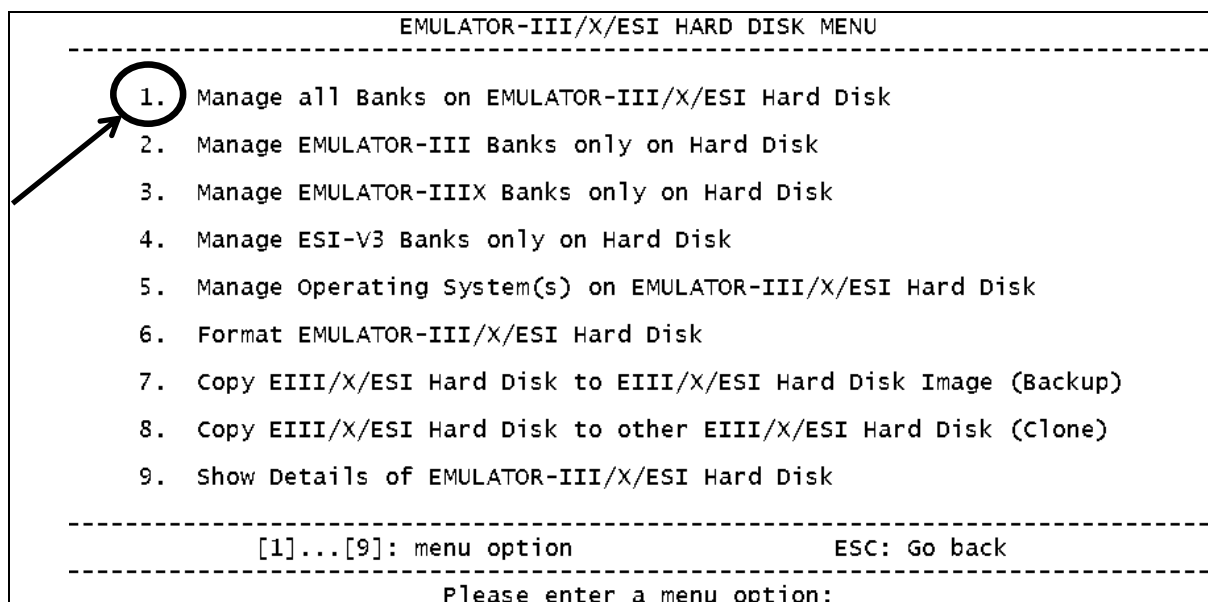
4) The Disk Manager is launched and all drives connected to the computer are displayed. To make sure we will select the right drive, we request EMXP to scan the drives in order to gather the disk type of the disks in each drive. We press the "S" key on the keyboard, which is a "short cut key" for instructing EMXP to scan the drives. *Note: all menu functions can be accessed directly via these shortcut keys. We can press "+" to scroll through all available shortcut keys at the bottom line of the screen. In addition we can also press "R" to refresh the drive overview (e.g. after we plugged another hard disk drive into an USB port). It's also possible to scan for SCSI2SD partitions on a drive by pressing "C", but that feature is explained in "GUIDED TOUR #5: COPYING AN EMAX-II BANK FROM ONE SCSI2SD PARTITION TO ANOTHER SCSI2SD PARTITION".*

PLEASE SELECT AN EMULATOR-III/X/ESI HARD DISK DRIVE	
CURRENT DRIVE = E	
1.	C: Hard Disk ATA Samsung SSD 860 EV DISK FOUND
2.	D: Hard Disk ATA Samsung SSD 860 EV DISK FOUND
3.	F: Removable CDROM ATAPI MATSHITA DVD-RAM UJ DISK FOUND
[SPACE 1-3]Select [U/D]Scroll [ESC]Back	
[R]Refresh [S]ScanType [C]SCSI2SD [G]SDConfig	
Please enter your choice:	

5) After the drive-scan is completed, the rightmost column of the drive overview contains the type (= file system) of the disk in each drive. From the overview we derive that drive F contains the Emulator-III cdrom. We select this drive by selecting item 3. This can be done either by moving the cursor ("] [") with the UP and DOWN keys to item 3 and pressing the SPACE bar, or simply by entering "3" on the keyboard. We press ENTER to launch the hard disk menu. *It's also possible to jump immediately to the bank overview of the selected disk by pressing the shortcut key "B".*



6) In the hard disk menu, we select menu function 1 to get an overview of all banks on the cdrom. *As mentioned in step 5, there's a faster way to get an overview of the banks on a hard disk or cdrom. This can be achieved by using the shortcut key "B" in the drive overview screen.*



7) We will convert all samples from two Emulator-III banks: "WurlitzerE.Piano" and "DX7 Rhodes", so we will select items 12 and 15. To do this we can either move the cursor ("] [") with the UP and DOWN keys to items 12 and 15 and press the SPACE bar, or simply enter "12" and "15" on the keyboard. We press "W" to launch the sample-to-WAV conversion process. As an alternative we could have pressed ENTER after which the hard disk bank menu would have appeared.

EMULATOR-III/X/ESI HARD DISK BANK OVERVIEW									
[]	01.	B00	VOL 7/EmuClassic	EMU-III	#Pres: 1	#Samp: 0	1 Kb		
[]	02.	B01	Texture Jam X	EMU-IIIX	#Pres: 29	#Samp: 74	24392 Kb		
[]	03.	B02	Haus Musika X	EMU-IIIX	#Pres: 13	#Samp: 37	20229 Kb		
[]	04.	B03	Earth Tones X	EMU-IIIX	#Pres: 9	#Samp: 22	10132 Kb		
[]	05.	B04	Proteus 1/Pop X	EMU-IIIX	#Pres: 154	#Samp: 197	5615 Kb		
[]	06.	B05	Proteus 2/Orch+X	EMU-IIIX	#Pres: 108	#Samp: 322	32175 Kb		
[]	07.	B06	Proteus 3/worldX	EMU-IIIX	#Pres: 149	#Samp: 135	4064 Kb		
[]	08.	B07	Procussion X	EMU-IIIX	#Pres: 188	#Samp: 191	4375 Kb		
[]	09.	B08	Kawaii 9'Grand X	EMU-IIIX	#Pres: 9	#Samp: 42	23459 Kb		
[]	10.	B09	CP-70 Med/Hard X	EMU-IIIX	#Pres: 17	#Samp: 42	14880 Kb		
[]	11.	B10	CP-70 Soft X	EMU-IIIX	#Pres: 10	#Samp: 21	7291 Kb		
[X]	12.	B11	WurlitzerE.Piano	EMU-III	#Pres: 16	#Samp: 40	7690 Kb		
[]	13.	B12	Dyno Rhodes	EMU-III	#Pres: 17	#Samp: 40	7846 Kb		
[X]	14.	B13	Dyno Rhodes Soft	EMU-III	#Pres: 16	#Samp: 39	6967 Kb		
[]	15.	B14	DX7 Rhodes	EMU-III	#Pres: 22	#Samp: 41	7808 Kb		
[]	16.	B15	B3	EMU-III	#Pres: 39	#Samp: 34	2506 Kb		
[]	17.	B16	Vox Haunt X	EMU-IIIX	#Pres: 18	#Samp: 14	1595 Kb		
[]	18.	B17	ChamberlinViolns	EMU-III	#Pres: 13	#Samp: 18	5178 Kb		

[SPACE|01-20]Select [A]All [M]Range [U/D]Scroll [ESC]Back [RET]Go
 [+]More [Y]Copy [C]Convert [W]ToWav [L]Play

Please enter your choice:

8) EMXP now asks whether the conversion of the samples should be done in an automated (batch) mode with minimal user intervention, or rather in a fully controlled item-per-item manual mode. In our example we want to have full control of the conversion process so we select the second menu item and press ENTER.

DEFINE WHETHER EMXP SHOULD EXTRACT SAMPLES AUTOMATICALLY OR NOT	
[X]	1. Yes, extract samples as automated as possible (BATCH)
[]	2. No, user should have maximum control (MANUAL)
[]	3. Use custom automation level (MANUAL)

BATCH: All selected samples will be extracted automatically using the extraction preferences. You only have to specify the folder/disk where the extracted samples should be saved.

MANUAL: You can define all extraction parameters and you can specify the destination (e.g. target WAV names) for each extracted sample. Define which parts of the extraction process should be manual or automated.

SEMI-MANUAL: The current extraction settings can be a mix of manual and automated processing, as has been configured previously in MANUAL or SEMI-MANUAL mode.

[] 4. Don't show this screen anymore

[SPACE|1-4]Select [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice:

9) We have to decide now whether EMXP can take decisions itself or whether we want to have manual control regarding:

- the folder and file names of the WAV files that will be created from the samples
- errors and exceptions which may occur during the conversion process.

We don't want to have to enter a file name prefix for each bank from which we are converting samples, so we select item 2 instead of 1. This means that EMXP will automatically assign file names. However if an error or exception would occur during the conversion process, we would like to be informed immediately, so we select item 3. We press ENTER to go to the next screen.

```

SPECIFY TO WHAT EXTENT EMXP CAN AUTOMATICALLY PROCESS SELECTED ITEMS
-----
PLEASE SPECIFY HOW THE TARGET FILES AND FILE NAMES SHOULD BE CHOSEN
1. Select target files and file names for storing banks yourself
2. Let EMXP automatically generate target files and file names
IN CASE OF AN ERROR OR A CONFLICT WITH SAMPLER LIMITS OR PREFERENCES
3. Always show a message or ask confirmation for solving the problem
4. EMXP can skip the item or decide itself how to solve the problem

[SPACE|1-4]Select_ _ _ _ _ [U/D]Scroll [ESC]Back_ [RET]Go_
Please enter your choice:
  
```

10) The samples in the selected Emulator-III banks may contain loops. EMXP can convert these loops and save them as loops in the resulting WAV files. This is fine, so we select item 2 and press ENTER.

```

DEFINE IF LOOP SETTINGS SHOULD BE CONVERTED
-----
--- SHOULD SAMPLE LOOPS BE CONVERTED TO LOOPS IN THE WAV FILES ?-----
1. No, don't save the sampler loops to the WAV files
2. Yes, save the sampler loops to the WAV files

[SPACE|1-2]Select_ _ _ _ _ [U/D]Scroll [ESC]Back_ [RET]Go_
Please enter your choice: _
  
```

11) When converting samples from Emulator-III/IIIX/ESI-v3 banks or from Akai S1000 files, we can define a file name format which should be used by EMXP for generating the WAV files. We select the format consisting of a prefix and the name of the sample in the Emulator-III bank. The prefix will automatically be assigned by EMXP (see step 9) and will be based on the bank name. We select item 2 and press ENTER.

DEFINE FORMAT OF WAV FILE NAMES

1

X

1. WAV filename = <generated prefix>_<sample number>
2. WAV filename = <generated prefix>_<sample name>
3. WAV filename = <generated prefix>_<sample name>_<sample number>
4. WAV filename = <generated prefix>_<sample number>_<sample name>
5. WAV filename = <sample name>[_<unique making suffix>]
6. WAV filename = <sample name>_<sample no>[_<unique making suffix>]
7. WAV filename = <sample no>_<sample name>[_<unique making suffix>]

[SPACE|1-7]Select_ [U/D]Scroll [ESC]Back [RET]Go_

Please enter your choice:

2

12) EMXP now launches the File Manager in which we have to select the folder in which EMXP should save the generated WAV files. In our example the default "\Wav" folder is fine, so we accept this folder by selecting item 1 labelled "[OK] >>> USE THE CURRENTLY DISPLAYED FOLDER" and we press ENTER. *Simply pressing ENTER without selecting any item (not even item 1) works fine as well.*

SELECT TARGET FOLDER FOR WAV FILES

CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\wav\

1

X

1. [OK] >>> USE THE CURRENTLY DISPLAYED FOLDER [U]
2. [C:] > CHANGE DRIVE [D]
3. [.] > GO TO ROOT FOLDER [T]
4. [..] > GO TO PARENT FOLDER (C:\Users\Kris\Documents\EMXP\) [<]
5. |-> Casio CZ Samples

[SPACE|1-5]Select_ [U/D]Scroll [ESC]Back [RET]Go_

[+]More [U]Go&Use_ [R]Refresh_ [D]Drive_ [<]Parent_ [T]Root_ [F]Factory_

Please enter your choice:

2

13) The sample conversion process is started now. This process can take a while because the source device is a hard disk/cdrom which is a rather slow device for EMXP. Please note that the conversion process can not be interrupted - we have to wait till the process is completed.

```

SAMPLE CONVERSION PROCESS IN PROGRESS
-----
EMXP is converting all samples from the selected
EMULATOR-III hard disk banks to WAV files
Please wait...

PLEASE WAIT
-----
|||||
```

14) After the sample conversion process is completed, EMXP will display a sample conversion execution report. This report explains which samples from which bank/file have been extracted to which WAV files. The report is saved to disk as well. The location and file name of the report is mentioned at the end of the report. The report contains a sample conversion subreport for each bank from which samples have been converted. We can browse the report by pressing the UP and DOWN keys or PAGE UP and PAGE DOWN keys and HOME and END keys.

```

REPORT: SAMPLE CONVERSION TO WAV FILE(S)
-----
81 of the 81 selected samples were processed
These samples were extracted from up to 2 of the 2 selected banks
-----
SUBREPORT 1 of 2:
-----
40 samples of Bank B011 WurlitzerE.Piano on EIII/X/ESI hard disk:
disk in drive F
...HAVE BEEN CONVERTED TO...
40 WAV files (file names starting with WurlitzerE.Piano)
in C:\Users\Kris\Documents\EMXP\Wav\
.....
CONVERSION REPORT:
The selected samples from EMULATOR-III bank WurlitzerE.Piano were processed:
- 40 samples were successfully converted into WAV files
Samples that have been successfully converted to WAV files:
-----
[UP/DOWN] [PGUP/PGDN] [HOME/END] [ESC]
-----
Wrong choice! Please enter your choice again:
```

15) After scrolling down a few lines, we can see the list of WAV files that have been created for the samples of the first bank ("WurlitzerE.Piano"). The (*) at the end of each WAV file indicates that the sample's loop has been saved in the WAV file as well. We leave the report by pressing ESCAPE.

```
REPORT: SAMPLE CONVERSION TO WAV FILE(S)
-----
CONVERSION REPORT:

The selected samples from EMULATOR-III bank WurlitzerE.Piano were processed:
- 40 samples were successfully converted into WAV files

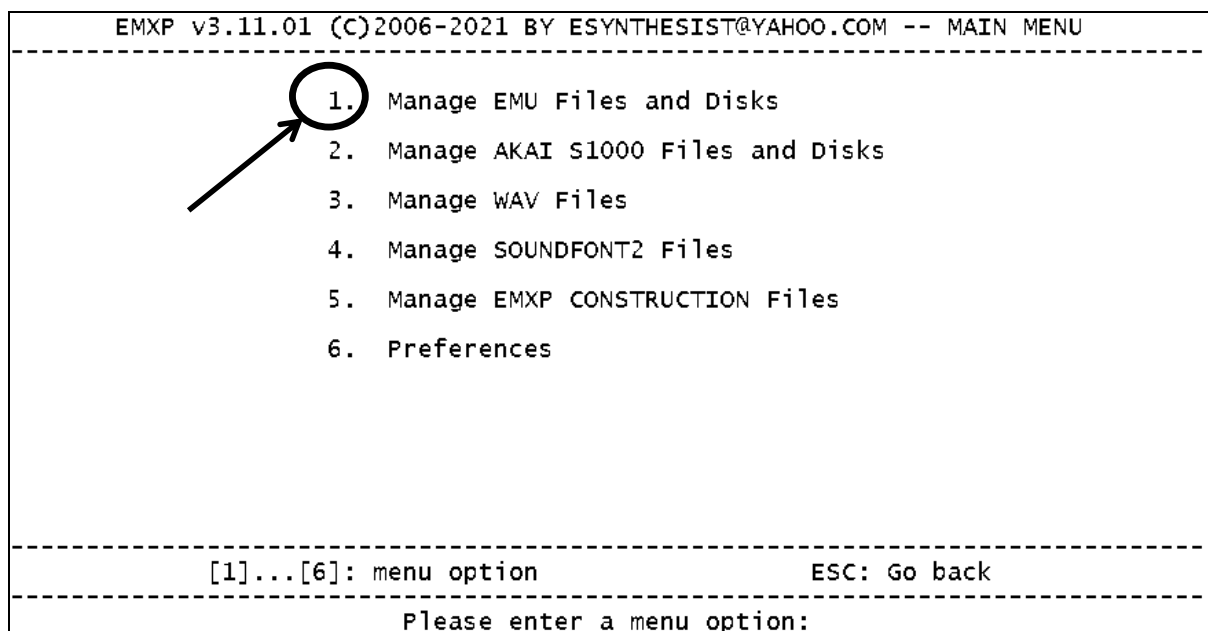
Samples that have been successfully converted to WAV files:
S01 Wurlitzer Hd A1 --> WurlitzerE.Piano_wurlitzer Hd A1.WAV (*)
S02 Wurlitzer Hd C2 --> WurlitzerE.Piano_wurlitzer Hd C2.WAV (*)
S03 Wurlitzer Hd D#2 --> WurlitzerE.Piano_wurlitzer Hd D#2.WAV (*)
S04 Wurlitzer Hd F#2 --> WurlitzerE.Piano_wurlitzer Hd F#2.WAV (*)
S05 Wurlitzer Hd A2 --> WurlitzerE.Piano_wurlitzer Hd A2.WAV (*)
S06 Wurlitzer Hd C3 --> WurlitzerE.Piano_wurlitzer Hd C3.WAV (*)
S07 Wurlitzer Hd D#3 --> WurlitzerE.Piano_wurlitzer Hd D#3.WAV (*)
S08 Wurlitzer Hd F#3 --> WurlitzerE.Piano_wurlitzer Hd F#3.WAV (*)
S09 Wurlitzer Hd A3 --> WurlitzerE.Piano_wurlitzer Hd A3.WAV (*)
S10 Wurlitzer Hd C4 --> WurlitzerE.Piano_wurlitzer Hd C4.WAV (*)
S11 Wurlitzer Hd D#4 --> WurlitzerE.Piano_wurlitzer Hd D#4.WAV (*)
S12 Wurlitzer Hd F#4 --> WurlitzerE.Piano_wurlitzer Hd F#4.WAV (*)
S13 Wurlitzer Hd A4 --> WurlitzerE.Piano_wurlitzer Hd A4.WAV (*)
-----
[UP/DOWN]      [PGUP/PGDN]      [HOME/END]      [ESC]
-----
Please enter your choice:
```

16) This is the end of guided tour #9. To leave EMXP we have to press the ESCAPE button a few times.

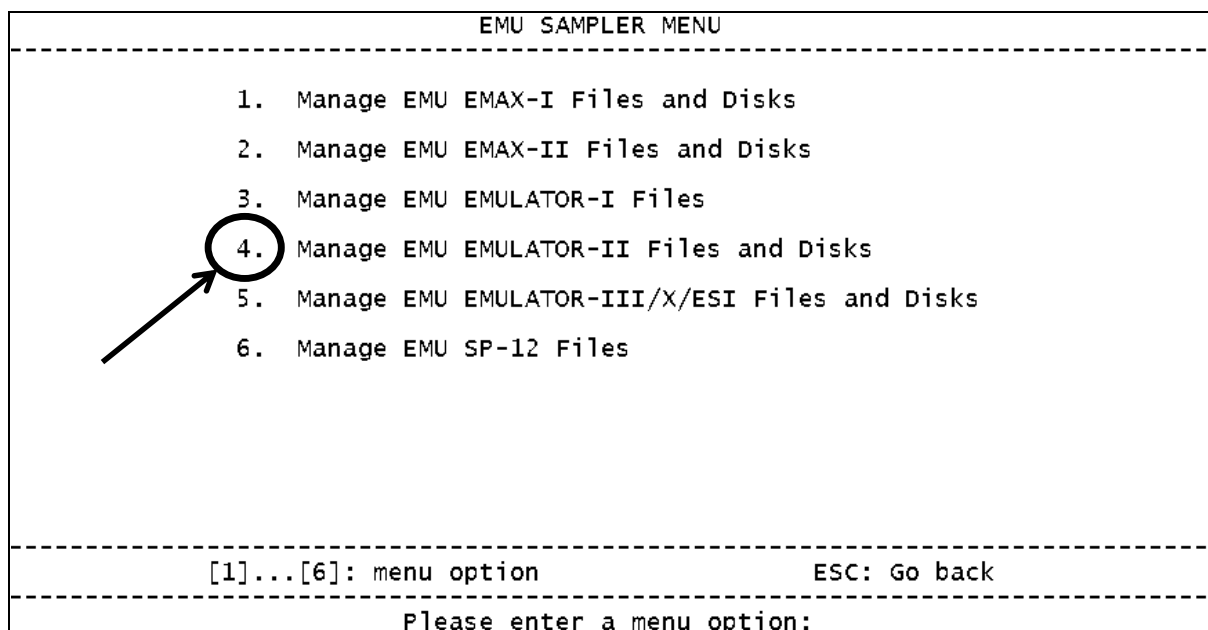
GUIDED TOUR #10: CONVERTING A SINGLE SAMPLE FROM AN EMULATOR-II BANK TO A WAV FILE

In this guided tour, we will select a sample from an Emulator-II bank file by exploring the bank and selecting a voice in one of the key areas of one of the presets. This sample will be converted to a WAV file.

1) After having started EMXP the main menu will appear. Since we want to convert a samples from an EMU Emulator-II bank file, we select menu function 1 by pressing "1" on the keyboard of the computer.



2) The Emu Sampler menu will appear. Since we want to convert a samples from an Emulator-II bank file, we select menu function 4 by pressing "4" on the keyboard of the computer.



3) In the Emulator-II menu, we select menu function 1 to get an overview of all Emulator-II bank files in the current folder.

EMULATOR-II SAMPLER MENU

1. Manage EMULATOR-II Bank Files
2. Manage EMULATOR-II Floppy Disk Images
3. Manage EMULATOR-II HxC Floppy Disk Images
4. Manage EMULATOR-II Hard Disk Images (e.g. DREM)
5. Manage EMULATOR-II Hard Disks
6. Manage EMULATOR-II Operating System Files
7. Receive Banks from EMULATOR-II via RS422
8. Receive Samples from EMULATOR-II via RS422

[1]...[8]: menu option ESC: Go back

Please enter a menu option:

4) EMXP displays an overview of all Emulator-II bank files in the current folder. In our example the current folder is the folder we indeed want to use, but we can always change the folder by selecting the first item labelled "-- CHANGE FOLDER --". We will convert a sample from bank file "05 Marcato Strings", so we select item 3 either by moving the cursor ("] [") with the UP and DOWN keys to item 3 and pressing the SPACE bar, or simply by entering "03" on the keyboard (or "3" followed by ENTER). Since we want to explore the presets of this bank file, we use a "short cut key" to immediately get an overview of the bank's presets. This is achieved by pressing "P" on the keyboard.

EMULATOR-II BANK FILE OVERVIEW

CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emulator II\EmuII Factory\

01.	-- CHANGE FOLDER --		
02.	04 Grand Piano	Piano #3	#Pres: 15 #Samp: 6
03.	05 Marcato Strings	Marcato St	#Pres: 14 #Samp: 10
04.	06 Bass, Synth, Drums	Bass Synth	#Pres: 11 #Samp: 22
05.	07 Percussion #1	Elec Drum	#Pres: 14 #Samp: 34
06.	08 Cello & Violin	Cello vln	#Pres: 7 #Samp: 26
07.	09 Orchestra Tune	Orch Tune	#Pres: 4 #Samp: 1
08.	10 Stacked Strings	Arco Strgs	#Pres: 12 #Samp: 6
09.	11 Acoustic Guitar	Acou Guita	#Pres: 5 #Samp: 6
10.	12 Voices	Voices #1	#Pres: 12 #Samp: 11
11.	13 Digital Synth	Flute #1	#Pres: 27 #Samp: 16
12.	14 Gong, Timpani, Voices	Gong Tymp	#Pres: 1 #Samp: 4
13.	15 Armageddon	Armagedon	#Pres: 1 #Samp: 4
14.	16 Basoon Flute	LUTE	#Pres: 21 #Samp: 8
15.	17 Kalimba & Shaku-Hachi	Kalimba #1	#Pres: 2 #Samp: 6
16.	18 Grand Piano #2	NULL PRESE	#Pres: 1 #Samp: 0

[SPACE] 01-04] Select [A] All _____ [M] Range _____ [ARW] Scroll [ESC] Back _____ [RET] Go _____
[+] More [P] Presets [S] Samples_ [Y] Copy _____ [C] Convert_ [W] ToWav _____ [L] Play _____

Please enter your choice:

5) In the preset overview, we select the preset that we want to further explore. In our example this is preset "P05 Chorus Strg", so we select item 5. Since we want to explore the key areas of this preset, we use a "short cut key" to immediately get an overview of the preset's key areas. This is achieved by pressing "K" on the keyboard.

EMULATOR-II PRESET OVERVIEW

[]	01.	P01	Marcato Strg	#Voice:7	Arpeg off	C1->C6	MIDI:Omni
[]	02.	P02	Slow Strgs 1	#Voice:7	Arpeg off	C1->C6	MIDI:Omni
[]	03.	P03	Slow Strgs 2	#Voice:7	Arpeg off	C1->C6	MIDI:Omni
[]	04.	P04	Arpeg Strg 1	#Voice:7	Arpeg on	C1->C6	MIDI:Omni
[X]	05.	P05	Chorus Strg	#Voice:14	Arpeg off	C1->C6	MIDI:Omni
[]	06.	P06	Synth Strg 1	#Voice:7	Arpeg off	C1->C6	MIDI:Omni
[]	07.	P07	Synth Strg 2	#Voice:7	Arpeg off	C1->C6	MIDI:Omni
[]	08.	P08	Synth Strg 3	#Voice:7	Arpeg off	C1->C6	MIDI:Omni
[]	09.	P09	Synth Strg 4	#Voice:7	Arpeg off	C1->C6	MIDI:Omni
[]	10.	P10	Arpeg Strg 2	#Voice:7	Arpeg on	C1->C6	MIDI:Omni
[]	11.	P11	High Strg #1	#Voice:7	Arpeg off	C1->C6	MIDI:Omni
[]	12.	P12	High Strg #2	#Voice:7	Arpeg off	C1->C6	MIDI:Omni
[]	13.	P13	High Strg #3	#Voice:7	Arpeg off	C1->C6	MIDI:Omni
[]	14.	P14	ChorusStrg 2	#Voice:14	Arpeg off	C1->C6	MIDI:Omni

[SPACE|01-14]Select _____ [U/D]Scroll [ESC]Back_ [RET]Go____

_____ [D]Details_ [V]Voices_ [K]KeyAreas _____

Please enter your choice:

6) In the key area overview, we select the key area that we want to further explore. In our example this is the key area between keys E3 and E3 (actually this is a single key), so we select item 6. Since we want to explore the voices of this key area, we use a "short cut key" to immediately get an overview of the key area's voices. This is achieved by pressing "V" on the keyboard.

EMULATOR-II KEY AREA OVERVIEW

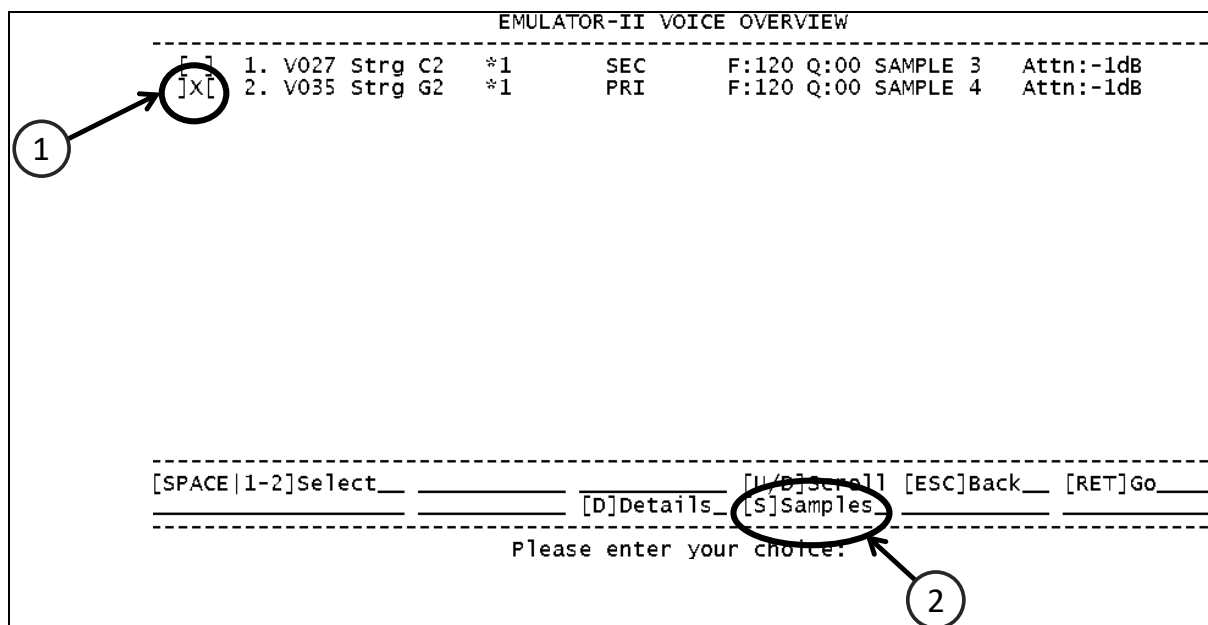
[]	01.	KEY AREA 001-Chorus	C1->A#1	PRI: V032	>SEC: V025	XFade OFF
[]	02.	KEY AREA 002-Chorus	B1->B1	PRI: V033	>SEC: V025	XFade OFF
[]	03.	KEY AREA 003-Chorus	C2->G2	PRI: V033	>SEC: V026	XFade OFF
[]	04.	KEY AREA 004-Chorus	G#2->G#2	PRI: V034	>SEC: V026	XFade OFF
[]	05.	KEY AREA 005-Chorus	A2->D#3	PRI: V034	>SEC: V027	XFade OFF
[X]	06.	KEY AREA 006-Chorus	E3->E3	PRI: V035	>SEC: V027	XFade OFF
[]	07.	KEY AREA 007-Chorus	F3->G#3	PRI: V035	>SEC: V028	XFade OFF
[]	08.	KEY AREA 008-Chorus	A3->A3	PRI: V036	>SEC: V028	XFade OFF
[]	09.	KEY AREA 009-Chorus	A#3->D4	PRI: V036	>SEC: V029	XFade OFF
[]	10.	KEY AREA 010-Chorus	D#4->D#4	PRI: V037	>SEC: V029	XFade OFF
[]	11.	KEY AREA 011-Chorus	E4->B4	PRI: V037	>SEC: V030	XFade OFF
[]	12.	KEY AREA 012-Chorus	C5->C5	PRI: V038	>SEC: V030	XFade OFF
[]	13.	KEY AREA 013-Chorus	C#5->C6	PRI: V038	>SEC: V031	XFade OFF

[SPACE|01-13]Select _____ [U/D]Scroll [ESC]Back_ [RET]Go____

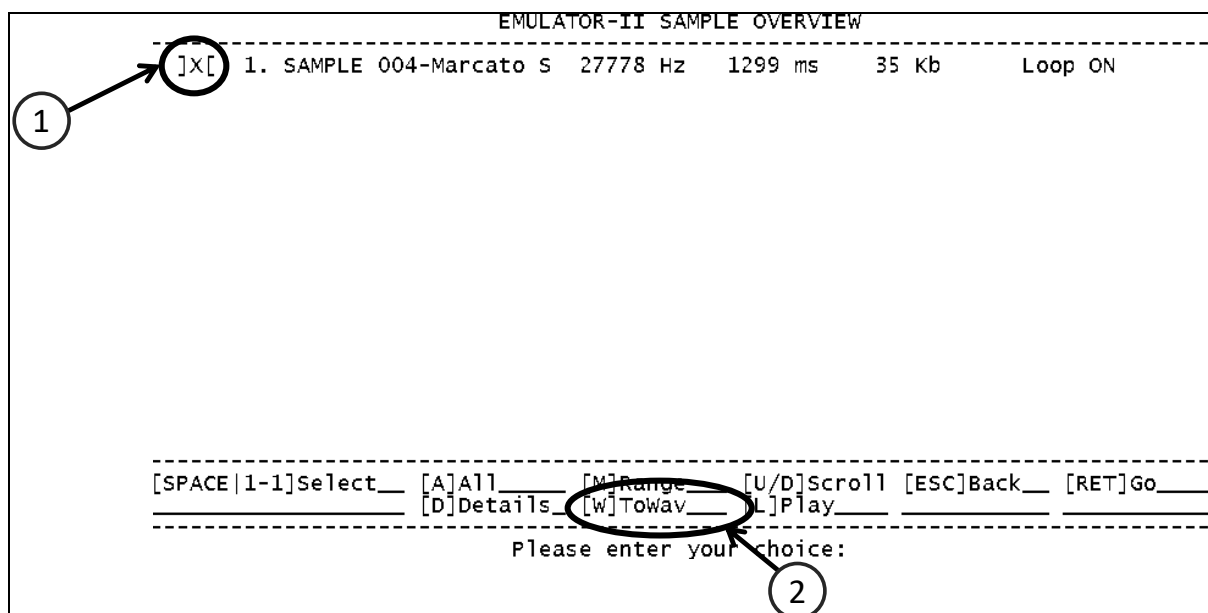
_____ [D]Details_ [V]Voices _____

Please enter your choice:

7) In the voice overview, we select the voice that we want to further explore. In our example this is the PRImary voice labelled "V035 Strg G2 *1", so we select item 2. Since we want to explore the samples of this voice, we use a "short cut key" to immediately get an overview of the voice's samples. This is achieved by pressing "S" on the keyboard.



8) The sample overview contains only one sample: that's perfectly normal because an Emulator-II voice can only have one sample assigned to it. We select this sample by selecting item 1 and we press the short cut key "W" to extract this sample to a WAV-file.



9) EMXP now asks whether the conversion of the selected sample should be done in an automated (batch) mode with minimal user intervention, or rather in a fully controlled manual mode. Since we don't want to bother about having to choose a file name for the target WAV file or having to select any other conversion parameter (the current settings in the Preferences are fine, e.g. loops will be converted), we decide to use the fully automated batch mode. We select item 1 and press ENTER.

```

      DEFINE WHETHER EMXP SHOULD EXTRACT SAMPLES AUTOMATICALLY OR NOT
-----
  1. Yes, extract samples as automated as possible          (BATCH)
  2. No, user should have maximum control                  (MANUAL)
  3. Use custom automation level                          (SEMI-MANUAL)

      BATCH: All selected samples will be extracted
             automatically using the extraction preferences.
             You only have to specify the folder/disk where the
             the extracted samples should be saved.
      MANUAL: You can define all extraction parameters and
             you can specify the destination (e.g. target WAV names) for each
             extracted sample. Define which parts of
             the extraction process should be manual or automated.
      SEMI-MANUAL: The current extraction settings can be a
             mix of manual and automated processing, as has been configured
             previously in MANUAL or SEMI-MANUAL mode.

  [ ] 4. Don't show this screen anymore

  [SPACE|1-4]Select_____ [U/D]Scroll [ESC]Back [RET]Go_____
-----
                        Please enter your choice:
  
```

10) The last thing we have to do before the conversion will take off is specifying in which folder the WAV file should be saved. We will save the file in the folder "\\Wav". Since this is the current folder, we can simply accept the current folder by selecting item 1 labelled "[OK] >>> USE THE CURRENTLY DISPLAYED FOLDER" and pressing ENTER. *Pressing ENTER without selecting any item (not even item 1) works fine as well.*

```

      SELECT TARGET FOLDER FOR WAV FILES
-----
      CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Wav\
-----
  1. [OK] >>> USE THE CURRENTLY DISPLAYED FOLDER          [U]
  2. [C:] >  CHANGE DRIVE                                [D]
  3. [.] >  GO TO ROOT FOLDER                             [T]
  4. [..] >  GO TO PARENT FOLDER (C:\Users\Kris\Documents\EMXP\) [C]
  5. [-> Casio CZ Samples

  [SPACE|1-5]Select_____ [U/D]Scroll [ESC]Back [RET]Go_____
  [+]More [U]Go&Use_____ [R]Refresh_ [D]Drive_____ [C]Parent_____ [T]Root_____ [F]Factory_____
-----
                        Please enter your choice:
  
```

11) After the sample conversion process is completed, EMXP will display a sample conversion execution report. This report explains which samples from which bank/file have been extracted to which WAV files. The (*) at the end the WAV file name indicates that the sample's loop has been saved in the WAV file. The report is saved to disk as well. The location and file name of the report is mentioned at the end of the report. The report contains a sample conversion subreport for each bank from which samples have been converted. We can browse the report by pressing the UP and DOWN keys or PAGE UP and PAGE DOWN keys or HOME and END keys, but since the sample that has been converted is reported on the first screen, we simply leave the report by pressing ESCAPE.

```

REPORT: SAMPLE CONVERSION TO WAV FILE(S)
-----
1 selected sample was processed
This sample was extracted from 1 selected file


-----

1 sample of EMU-II bank file (Bank Marcato Strg):
  05 Marcato Strings.EII
  in C:\Users\Kris\Documents\EMXP\Images\Emulator II\EmuII Factory\
...HAS BEEN CONVERTED TO...
1 WAV file (file name starting with 05 Marcato Strings_S4)
  in C:\Users\Kris\Documents\EMXP\Wav\
. . . . .
CONVERSION REPORT:

The selected samples from EMULATOR-II bank Marcato Strg were processed:
- 1 sample was successfully converted into a WAV file

Samples that have been successfully converted to WAV files:
S04 --> 05 Marcato Strings_S4.WAV (*)
-----
[UP/DOWN]      [PGUP/PGDN]      [HOME/END]      [ESC]
-----
Please enter your choice:

```

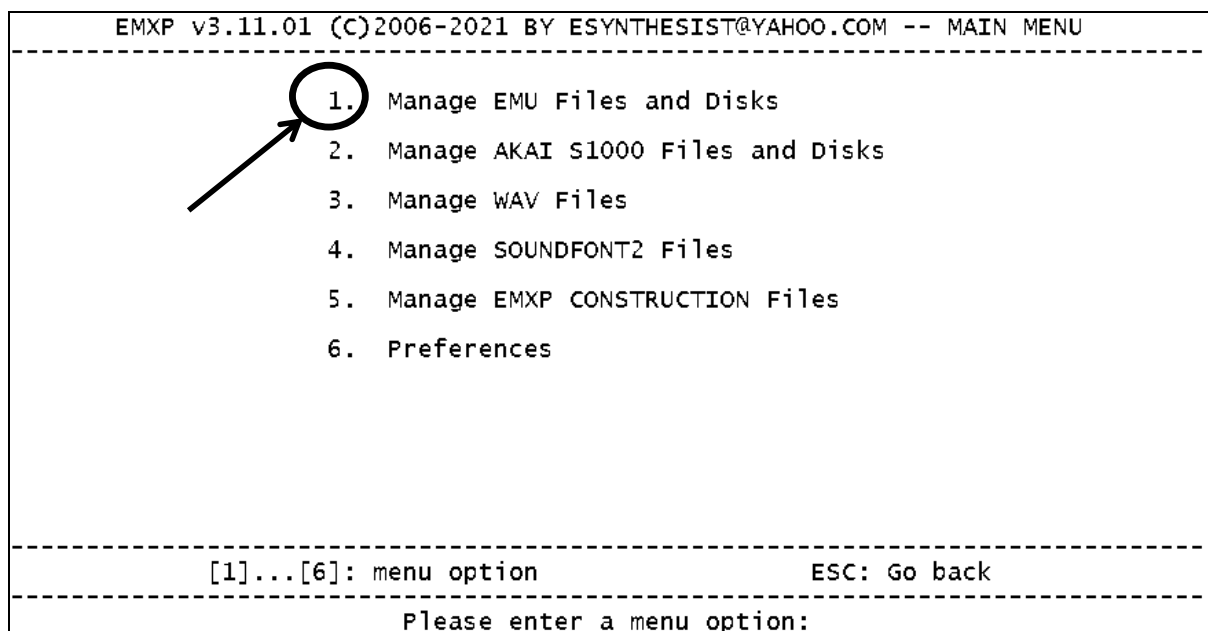


12) This is the end of guided tour #10. To leave EMXP we have to press the ESCAPE button a few times.

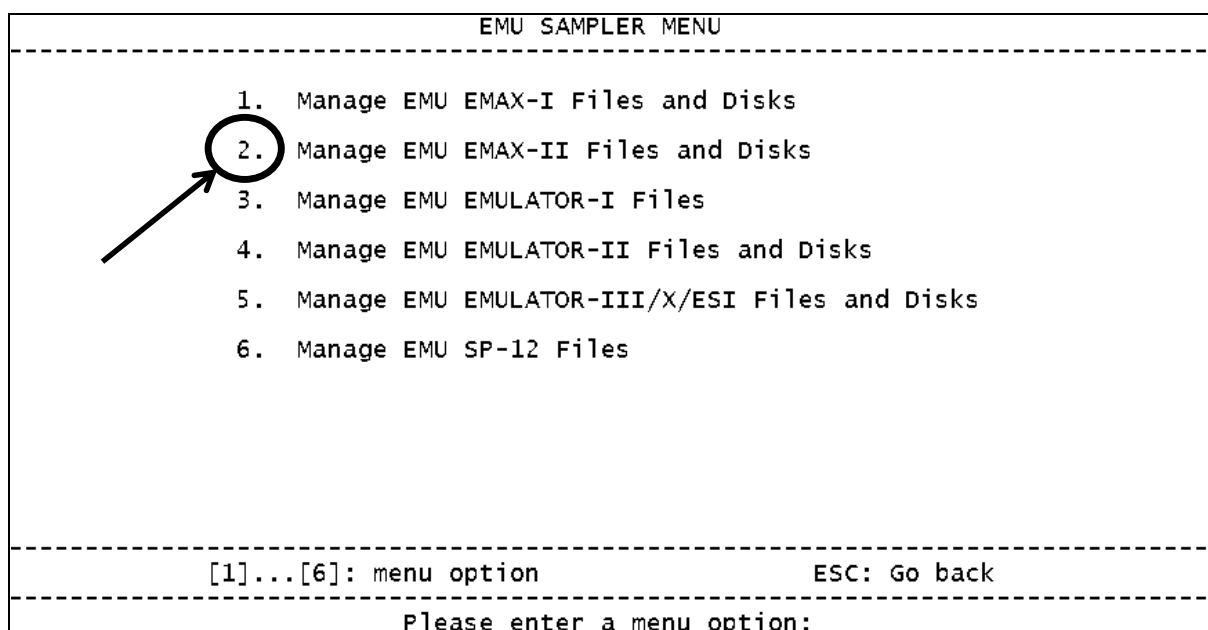
GUIDED TOUR #11: COMPRESSING AN 8 MB EMAX-II BANK INTO A 4 MB EMAX-II BANK

In this guided tour, we will compress an 8MB EMAX-II bank file into a 4MB EMAX-II bank file by lowering the sample rate of its samples.

1) After having started EMXP the main menu will appear. Since we want to compress an EMU EMAX-II file, we select the first menu function by pressing "1" on the keyboard of the computer.



2) The following menu gives access to all EMU objects. Since we want compress an EMAX-II file, we select the second menu function.



3) In the EMAX-II menu, we select the first menu function to get an overview of the EMAX-II bank files in the current folder.

EMAX-II SAMPLER MENU	
1.	Manage EMAX-II Bank Files
2.	Manage EMAX-II EMX Files
3.	Manage EMAX-II Operating System Files
4.	Manage EMAX-II Hard Disk Images
5.	Manage EMAX-II Hard Disks
6.	Manage EMAX-II Floppy Disk Images
7.	Manage EMAX-II HxC Floppy Disk Images
8.	Manage EMAX-I/EMAX-II Floppy Disks
9.	Receive Samples from EMAX-II via RS422/MIDI

[1]...[9]: menu option	ESC: Go back

Please enter a menu option:	

4) EMXP is looking for all EMAX-II bank files in the current folder for EMAX-II bank files. In our example this folder does not contain any bank files, so a warning is displayed. We press any key on the keyboard to skip this warning. We can also press the ESCAPE key to skip not only this warning but also any warning which may appear after this warning.

WARNING	

No EMAX-II bank files could be found in the current folder.	
Please select another folder, or make sure there are valid EMAX-II bank files with a correct file extension in the current folder.	
Press any key to continue...	

[Any key]: Continue	[ESC]: Skip warnings

Press a key (or ESC)...: _	

5) EMXP displays the overview of EMAX-II bank files now, but the overview is empty. Let's navigate to the folder which contains the EMAX-II bank files with a size of 8MB. We can do this by selecting the first item named "-- CHANGE FOLDER --". This can be done in two ways:

- by using the UP and DOWN key to move the cursor (marked "] [" instead of "[]") to the first item and pressing the SPACE bar to actually select that item. The selector in front of the item changes into "]X[" to indicate that the item has been selected. Note that in our example there is only one item displayed, so the cursor is positioned on the first item by default.
- by pressing "1" on the keyboard. The selector in front of the first item changes into]X[to indicate that the item is selected.

We press ENTER to go to the folder overview.

```

----- EMAX-II BANK FILE OVERVIEW -----
----- CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax II\Factory\ -----
----- ]X[ 1. -- CHANGE FOLDER -- -----

[SPACE|1-1]Select__ [A]All__ [M]Range__ [ARW]Scroll [ESC]Back [RET]Go
[+]More__ [D]Details_ [R]Report__ [N]SortName [T]SortTime [Z]SortSize
-----
Please enter your choice:

```

6) An overview of all subfolders of the current folder is displayed. In our example the 8MB bank files are in the "\Images\Emax II\Factory\Series 8" subfolder, so we select item 8 (by moving the cursor and pressing the SPACE bar or by entering "8" on the keyboard) and we press ENTER.

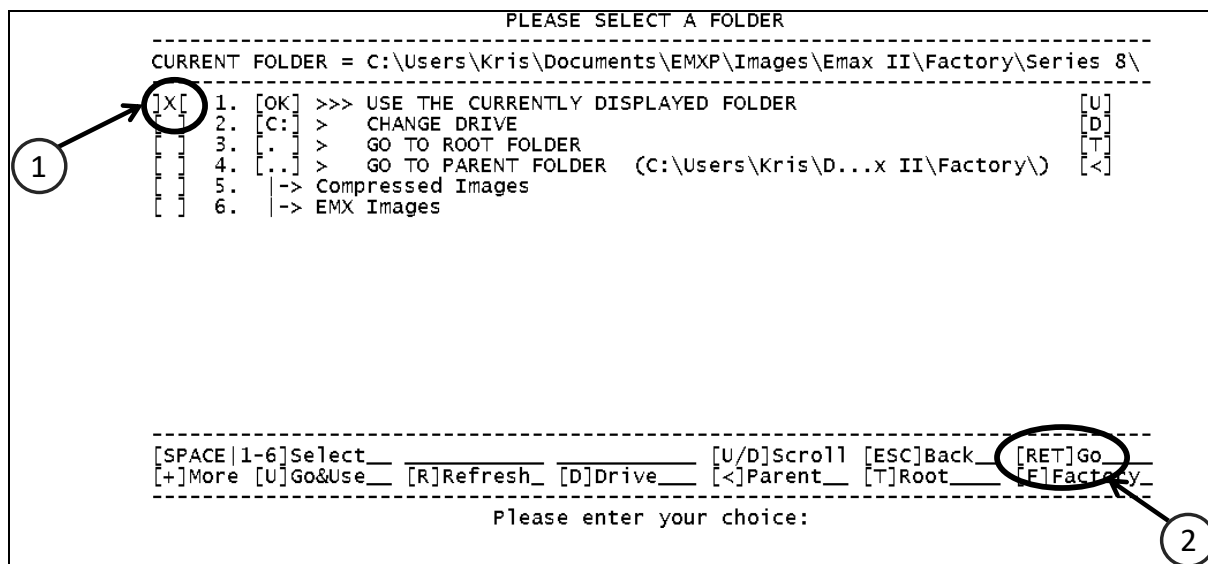
```

----- PLEASE SELECT A FOLDER -----
----- CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax II\Factory\ -----
----- ]X[ 1. [OK] >>> USE THE CURRENTLY DISPLAYED FOLDER ----- [U]
----- 2. [C:] > CHANGE DRIVE ----- [D]
----- 3. [.] > GO TO ROOT FOLDER ----- [T]
----- 4. [..] > GO TO PARENT FOLDER (C:\Users\Kris\Documents\EMXP\Images\Emax II\) ----- [<]
----- 5. -> Series 1 -----
----- 6. -> Series 2 -----
----- 7. -> Series 4 -----
----- 8. -> Series 8 -----

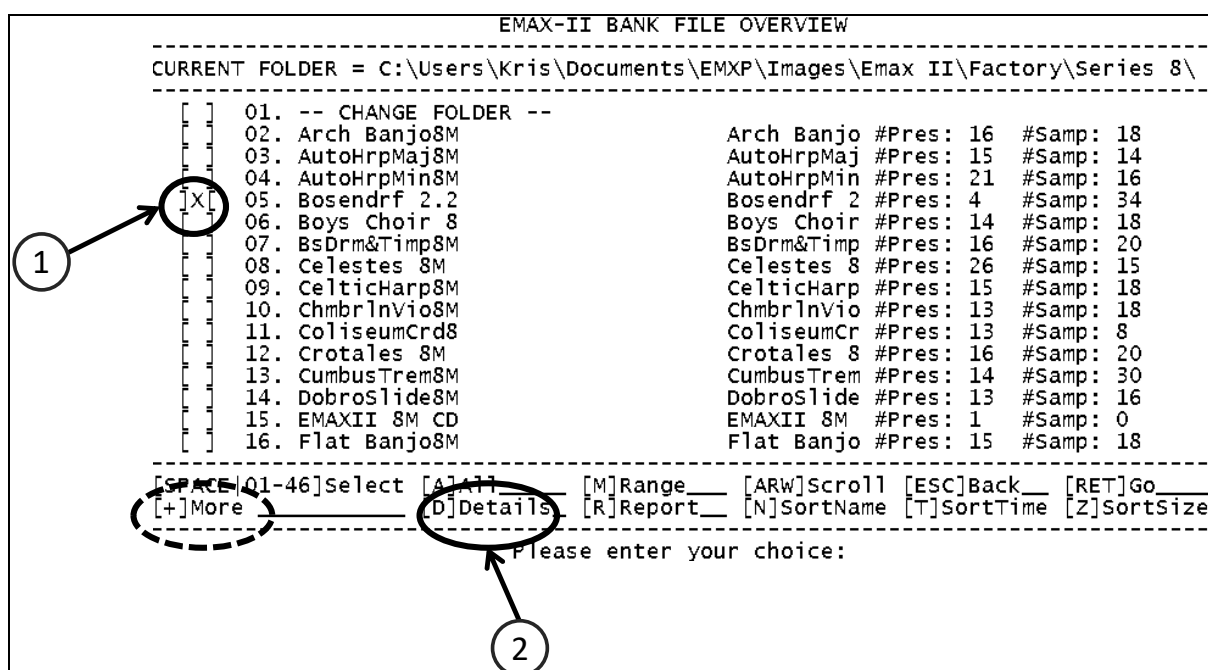
[SPACE|1-8]Select__ [U/D]Scroll [ESC]Back [RET]Go
[+]More [U]Go&Use__ [R]Refresh_ [D]Drive__ [<]Parent__ [T]Root__ [F]Factory_
-----
Please enter your choice:

```

7) Now the subfolders of the selected "\Images\Emax II\Factory\Series 8" folder are displayed - note that we don't see the *files* of that folder, only the *folders*. Since this is the folder we want to use, we accept the folder by selecting the first item named "[OK] >>> USE THE CURRENTLY DISPLAYED FOLDER" and we press ENTER to get an overview of all EMAX-II bank files in that folder. *Simply pressing ENTER without selecting any item (not even item 1) works fine as well.*



8) In the EMAX-II bank files overview, we select the bank file that we would like to compress. In our example we select item 5, which is the "Bosendrf 2.2" bank file. We press shortcut key "D" to have a look at the bank details (*we may have to press the "+" key to scroll through the available shortcut keys at the bottom of the screen and to find that a "D" = "Details" shortcut key is indeed available...*)



9) The bank details screen indicates that we have indeed selected a bank which is 8MB in size. Moreover there's a very limited number of presets (4) while the number of samples is 34. Since samples are typically re-used across presets, we can assume that each of the 4 presets uses many (or even all) of the 34 available samples. As a consequence, the total sample size of a single preset will be high as well. *Each* of them may even be 8MB in size. EMXP is able to split an 8MB bank into multiple 4MB banks by spreading the presets across multiple banks. But if each preset is more than 4MB in size itself, this technique will not be successful. Let's leave the bank details screen by pressing ESCAPE.

```

EMAX-II BANK DETAILS B00: BOSENDRF 2.2
-----
Bank name:           Bosendrf 2.2
Bank number:         B00

Type of bank:        EMAX-II
Size of bank:         8102980 Bytes
Size of samples:      8074308 Bytes (= 4037154 Sample points)

Required No of Disks: 16 Floppy disks
Number of Presets:    4
Number of Samples:    34 (33 if Spectrum Synthesis has been used)
Number of Sequences:  0

Start up with Preset: P00
Start up with Sequence: None

Backup Status:        Not applicable
-----
[UP/DOWN]      [PGUP/PGDN]      [HOME/END]      [ESC]
-----
Please enter your choice:
  
```

10) In the bank overview screen, we press the "C" shortcut key now to start the conversion process (*again we may have to press the "+" key to scroll through the available shortcut keys at the bottom of the screen and to find that a "C" = "Convert" shortcut key is indeed available...*)

```

EMAX-II BANK FILE OVERVIEW
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax II\Factory\Series 8\
-----
[ ] 01. -- CHANGE FOLDER --
[ ] 02. Arch Banjo8M           Arch Banjo #Pres: 16 #Samp: 18
[ ] 03. AutoHrpMaj8M          AutoHrpMaj #Pres: 15 #Samp: 14
[ ] 04. AutoHrpMin8M          AutoHrpMin #Pres: 21 #Samp: 16
[ ] 05. Bosendrf 2.2          Bosendrf 2 #Pres: 4 #Samp: 34
[ ] 06. Boys Choir 8          Boys Choir #Pres: 14 #Samp: 18
[ ] 07. BsDrm&Timp8M          BsDrm&Timp #Pres: 16 #Samp: 20
[ ] 08. Celestes 8M           Celestes 8 #Pres: 26 #Samp: 15
[ ] 09. CelticHarp8M          CelticHarp #Pres: 15 #Samp: 18
[ ] 10. ChmbrlnVio8M          ChmbrlnVio #Pres: 13 #Samp: 18
[ ] 11. ColiseumCrd8          ColiseumCr #Pres: 13 #Samp: 8
[ ] 12. Crotales 8M           Crotales 8 #Pres: 16 #Samp: 20
[ ] 13. CumbusTrem8M          CumbusTrem #Pres: 14 #Samp: 30
[ ] 14. DobroSlide8M          DobroSlide #Pres: 13 #Samp: 16
[ ] 15. EMAXII 8M CD          EMAXII 8M #Pres: 1 #Samp: 0
[ ] 16. Flat Banjo8M          Flat Banjo #Pres: 15 #Samp: 18
-----
[SPACE] 01-46]Select [A]All [M]Range [ARW]Scro [ESC]Back [RET]Go
[+]More [P]Presets [S]Samples [Y]Copy [C]Convert [W]Towav [L]Play
-----
Please enter your choice:
  
```

11) In the conversion menu we select menu function 2.

SELECT TARGET SAMPLER FORMAT	
1.	Convert to EMAX-I Sampler Format
2.	Convert to EMAX-II Sampler Format
3.	Convert to EMULATOR-I Sampler Format
4.	Convert to EMULATOR-II Sampler Format
5.	Convert to EMULATOR-III Sampler Format
6.	Convert to EMULATOR-IIIX/ESI-V3 Sampler Format
7.	Convert to SOUNDFONT2 Sampler Format
8.	Convert to AKAI S1000 Sampler Format
9.	Convert to SP-12 Sampler Format

[1]...[9]:	menu option
ESC: Go back	

Please enter a menu option:	

12) We will create a compressed EMAX-II bank file, so we select menu function 1 in the next screen.

PLEASE SELECT A TARGET EMAX-II FILE/DISK TYPE	
1.	Convert to EMAX-II Bank in Bank File(s)
2.	Convert to EMAX-II Bank in EMX File(s)
3.	Convert to EMAX-II Bank on Floppy Disk Image File(s)
4.	Convert to EMAX-II Bank in HxC Floppy Image File(s)
5.	Convert to EMAX-II Bank on Hard Disk Image File
6.	Convert to EMAX-II Bank on Hard Disk
7.	Convert to EMAX-II Bank on Floppy Disk(s)

[1]...[7]:	menu option
ESC: Go back	

Please enter a menu option:	

13) EMXP now asks whether the conversion of the EMAX-II bank should be done in an automated (batch) mode with minimal user intervention, or rather in a fully controlled manual mode. In our example we want to have full control of the conversion process so we select the second item and press ENTER.

```

      DEFINE WHETHER EMXP SHOULD COPY/CONVERT ITEMS AUTOMATICALLY OR NOT
-----
[ ] 1. Yes, copy/convert items as automated as possible      (BATCH)
[ X] 2. No, user should have maximum control                (MANUAL)
[ ] 3. Use custom automation level                          (BATCH)

      BATCH: All selected items will be copied/converted
             automatically using the copy/conversion preferences, e.g.
             for sample rates. You only have to specify the folder/disk where
             the copied/converted items should be saved.
      MANUAL: You can define all copy/conversion parameters and
             you can specify the destination (e.g. target file names) for each
             copied/converted item. Define which parts of
             the copy/conversion process should be manual or automated.
      SEMI-MANUAL: The current copy/conversion settings can be a
             mix of manual and automated processing, as has been configured
             previously in MANUAL or SEMI-MANUAL mode.

[ ] 4. Don't show this screen anymore

[SPACE|1-4]Select__ [U/D]Scroll [ESC]Back [RET]Go
-----
                        Please enter your choice:
  
```

14) We have to decide now whether EMXP can take decisions itself or whether we want to have manual control regarding:

- the folder and file name of the target file
- errors and exceptions which may occur during the conversion process.

We want EMXP to automatically assign a file name to the target EMAX-II file, so we select item 2 instead of 1. However if an error or exception would occur during the conversion process, we would like to be informed immediately, so we select item 3. We press ENTER to go to the next screen.

```

      SPECIFY TO WHAT EXTENT EMXP CAN AUTOMATICALLY PROCESS SELECTED ITEMS
-----
      PLEASE SPECIFY HOW THE TARGET FILES AND FILE NAMES SHOULD BE CHOSEN
      1. Select target files and file names for storing banks yourself
      2. Let EMXP automatically generate target files and file names
      IN CASE OF AN ERROR OR A CONFLICT WITH SAMPLER LIMITS OR PREFERENCES
      3. Always show a message or ask confirmation for solving the problem
      4. EMXP can skip the item or decide itself how to solve the problem

[ ] 1.
[ X] 2.
[ X] 3.
[ ] 4.

[SPACE|1-4]Select__ [U/D]Scroll [ESC]Back [RET]Go
-----
                        Please enter your choice: _
  
```

15) The next parameter is the size of the EMAX-II sampler in which the converted sound bank will be used. Since the source bank is 8MB in size but our EMAX-II sampler has only 4MB of memory available, we will ask EMXP to reduce the size of the target sound bank from 8Mb to 4MB. EMXP will try to do this by splitting the presets across multiple smaller banks in order to make them fit in the sampler's RAM. If that doesn't give any result, EMXP can resample the samples by using lower sample rates in order to reduce the size of all samples and hence also to reduce the size of the presets. By doing this, the probability that the bank can be reduced in size or can be split into multiple banks will increase. We select a memory size of 4MB (item 4) and press ENTER.

SUPPORTED EMAX-II SAMPLERS	
[]	1. EMAX-II 1MB Sampler
[]	2. EMAX-II 2MB Sampler
[]	3. EMAX-II 3MB Sampler
[X]	4. EMAX-II 4MB Sampler
[]	5. EMAX-II 5MB Sampler
[]	6. EMAX-II 6MB Sampler
[]	7. EMAX-II 7MB Sampler
[]	8. EMAX-II 8MB Sampler

1 → [X]

[SPACE|1-8]Select__ [U/D]Scroll [ESC]Back [RET]Go

2 → [RET]

Please enter your choice: _

16) When converting from EMAX-II to EMAX-II, EMXP can change the sample rate of the samples. A maximum and a minimum sample rate can be defined. For some samplers (like the EMAX-I) the maximum sample rate determines the transposition range for the samples, but this is not the case for the EMAX-II. Reducing the maximum sample rate can also enforce a reduction of the bank size. But we will first do a conversion without sample rate reduction, in order to check whether EMXP is able to split the bank into multiple banks *without any loss of sample quality*. So we set this parameter to the maximum value (44100 Hz) by selecting item 9 and we press ENTER.

MAXIMUM ALLOWED SAMPLERATE OF TARGET EMAX-II SAMPLES	
[]	1. Maximum 10000 Hz
[]	2. Maximum 15625 Hz
[]	3. Maximum 20000 Hz
[]	4. Maximum 22050 Hz
[]	5. Maximum 27778 Hz
[]	6. Maximum 31250 Hz
[]	7. Maximum 39063 Hz
[]	8. Maximum 41667 Hz
[X]	9. Maximum 44100 Hz

1 → [X]

[SPACE|1-9]Select__ [U/D]Scroll [ESC]Back [RET]Go

2 → [RET]

Please enter your choice: _

17) The minimum sample rate can be set as well. When converting sound banks, EMXP will never use sample rates lower than the one defined here, except if the original sample's sample rate is even lower. For now we will set this parameter to the maximum value, because we will first try to convert the EMAX-II bank into multiple smaller EMAX-II banks *without any loss of sample quality*. We select item 9 and press ENTER.

MINIMUM ALLOWED SAMPLERATE OF TARGET EMAX-II SAMPLES	
[]	1. Original sample rate or minimum 10000 Hz
[]	2. Original sample rate or minimum 15625 Hz
[]	3. Original sample rate or minimum 20000 Hz
[]	4. Original sample rate or minimum 22050 Hz
[]	5. Original sample rate or minimum 27778 Hz
[]	6. Original sample rate or minimum 31250 Hz
[]	7. Original sample rate or minimum 39063 Hz
[]	8. Original sample rate or minimum 41667 Hz
[X]	9. Original sample rate or minimum 44100 Hz

1 → [X]

[SPACE|1-9]Select _____ [U/D]Scroll [ESC]Back [RET]Go

2 → [RET]

Please enter your choice: _

18) The next thing EMXP would like to know is how the target EMAX-II bank file name should be derived from the source EMAX-II file name or bank name. EMXP supports many naming rules, including regular expressions on source file names. In every copy/conversion process you can either choose for common naming rules or for source sampler-specific naming rules. The kind of rules is the same in both sets, but the actual values/parameters can be set differently. In our conversion process, the target file name(s) can be based on (or be equal to) the source file name, which is the default file naming rule in both rule sets (common rule set and EMAX-II specific rule set). We accept the current naming rule by selecting item 1 and pressing ENTER.

PLEASE SELECT THE FILE NAMING RULES FOR CONVERTING EMAX-II BANKS IN EMAX-II BANK FILE(S) TO EMAX-II BANKS IN EMAX-II BANK FILE(S)	
[X]	1. Use naming rules which are common for all source sampler formats File: <source file name>
[]	2. Change the above common naming rules
[]	3. Use naming rules which are specific for EMAX-II as source sampler File: <source file name>
[]	4. Change the above EMAX-II-specific naming rules

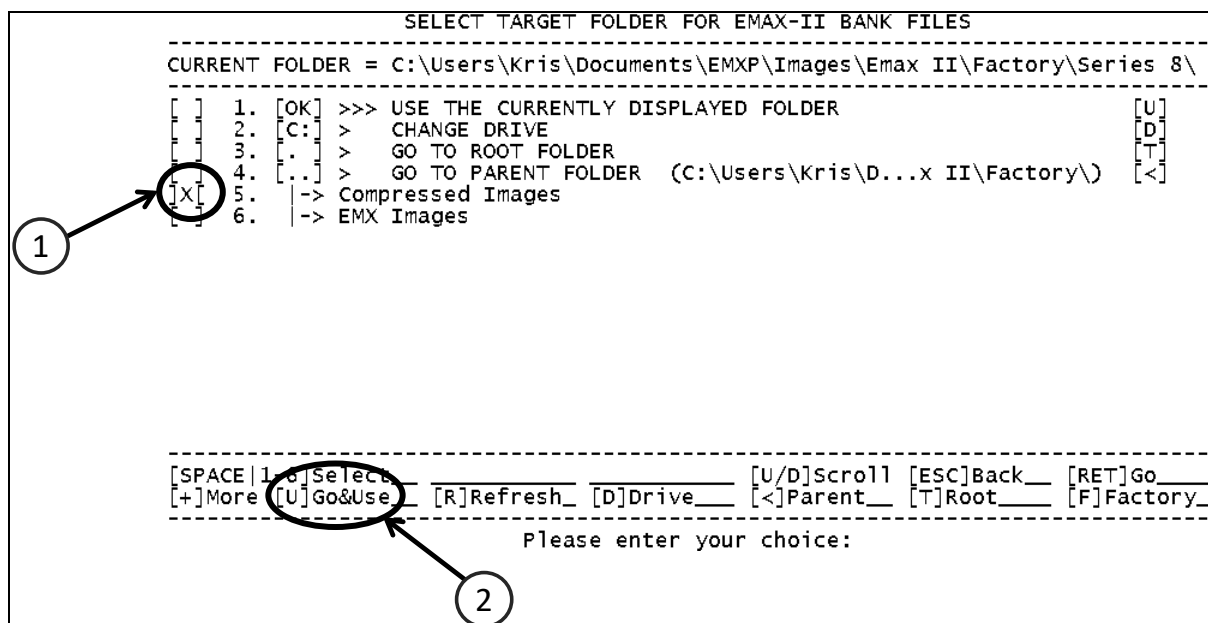
1 → [X]

[SPACE|1-4]Select _____ [U/D]Scroll [ESC]Back [RET]Go

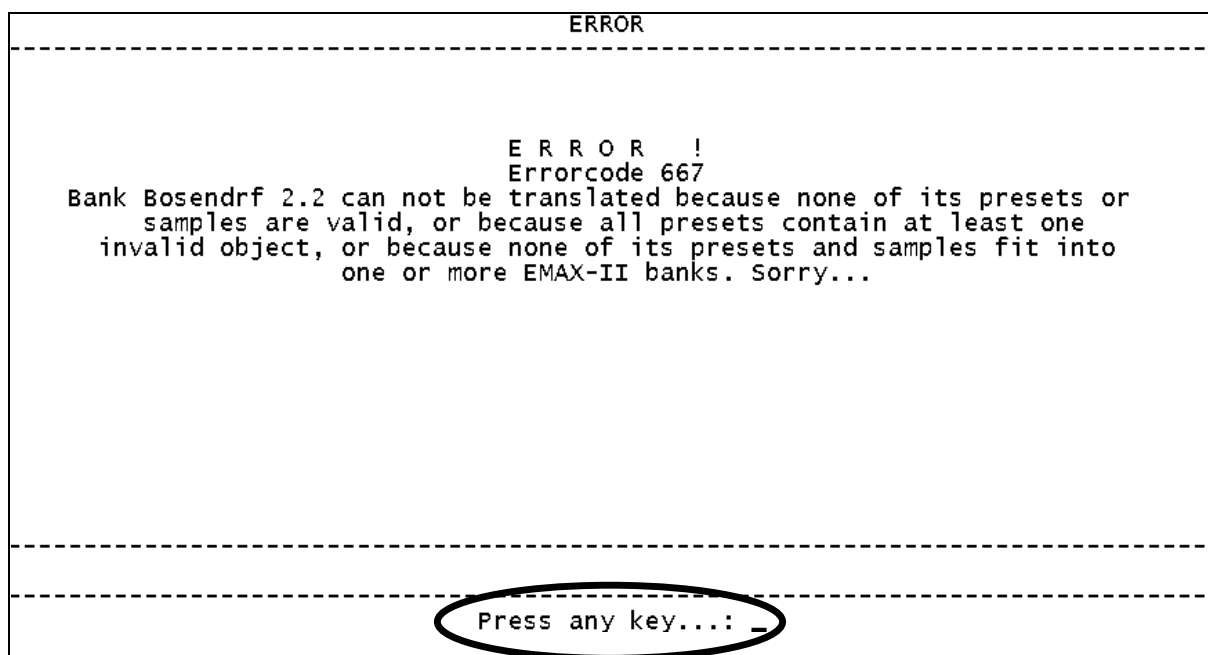
2 → [RET]

Please enter your choice: _

19) EMXP now launches the File Manager in which we have to select the folder in which EMXP should save the generated EMAX-II bank file. Since the current folder is not the target folder, we have to change the folder. In our example we will save the EMAX-II bank in folder "\\Images\\Emax II\\Factory\\Series 8\\Compressed Images". So we select item 5 and we press the shortcut key "U" to confirm that we will use this folder.



20) EMXP starts the conversion of the 8MB EMAX-II bank file into 4MB EMAX-II bank files; as expected however, the conversion fails because EMXP does not succeed in splitting the bank into multiple smaller banks. Each of the presets is larger than 4MB, so none of the presets can be saved into a 4MB bank file. We press any key to continue.



21) The conversion execution report is displayed now. The report contains the error message and clearly states that the conversion was not successful. We leave the report by pressing ESCAPE.

```

REPORT: COPY/CONVERSION TO EMAX-II BANK FILE(S)
-----
1 selected file has been processed
(not all files were processed succesfully, due to errors)
-----

EMAX-II bank file (Bank Bosendrf 2.2):
  Bosendrf 2.2.EB2
    in C:\Users\Kris\Documents\EMXP\Images\Emax II\Factory\Series 8\
...HAS BEEN PARTIALLY CONVERTED TO...
(no target objects have been created)
** This conversion process gave an error (errorcode 667) **
[Bank Bosendrf 2.2 can not be translated because none of its presets or
samples are valid, or because all presets contain at least one invali
d object, or because none of its presets and samples fit into one or m
ore EMAX-II banks. Sorry...]
-----

The full report has been written to file:
EMXPCOPY2EMAXIILOG_20180501170712082.TXT
-----

[UP/DOWN]      [PGUP/PGDN]      [HOME/END]      [ESC]
-----
Please enter your choice:
  
```

22) We are back in the bank file overview now. Let's start a second attempt to compress the bank. This time we will allow EMXP to reduce the sample rate. We select item 5 and press the "C" shortcut key.

```

EMAX-II BANK FILE OVERVIEW
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax II\Factory\Series 8\
-----
[ ] 01. -- CHANGE FOLDER --
[ ] 02. Arch Banjo8M          Arch Banjo #Pres: 16 #Samp: 18
[ ] 03. AutoHrpMaj8M         AutoHrpMaj #Pres: 15 #Samp: 14
[ ] 04. AutoHrpMin8M         AutoHrpMin #Pres: 21 #Samp: 16
[X] 05. Bosendrf 2.2         Bosendrf 2 #Pres: 4 #Samp: 34
[ ] 06. Boys Choir 8         Boys Choir #Pres: 14 #Samp: 18
[ ] 07. BsDrm&Timp8M         BsDrm&Timp #Pres: 16 #Samp: 20
[ ] 08. Celestes 8M          Celestes 8 #Pres: 26 #Samp: 15
[ ] 09. CelticHarp8M         CelticHarp #Pres: 15 #Samp: 18
[ ] 10. ChmbrlnVio8M         ChmbrlnVio #Pres: 13 #Samp: 18
[ ] 11. ColiseumCrd8         ColiseumCr #Pres: 13 #Samp: 8
[ ] 12. Crotales 8M          Crotales 8 #Pres: 16 #Samp: 20
[ ] 13. CumbusTrem8M         CumbusTrem #Pres: 14 #Samp: 30
[ ] 14. DobrosSlide8M        DobrosSlide #Pres: 13 #Samp: 16
[ ] 15. EMAXII 8M CD         EMAXII 8M #Pres: 1 #Samp: 0
[ ] 16. Flat Banjo8M         Flat Banjo #Pres: 15 #Samp: 18
-----
[SPACE] 01-46]Select [A]All_____ [M]Range_____ [ARW]SCRO_____ [ESC]Back___ [RET]Go_____
[+]More [P]Presets_ [S]Samples_ [Y]Copy_____ [C]Convert___ [W]ToWav___ [L]Play___
-----
Please enter your choice:
  
```

23) We select menu function 2 to convert the bank into EMAX-II format.

SELECT TARGET SAMPLER FORMAT	
1.	Convert to EMAX-I Sampler Format
2.	Convert to EMAX-II Sampler Format
3.	Convert to EMULATOR-I Sampler Format
4.	Convert to EMULATOR-II Sampler Format
5.	Convert to EMULATOR-III Sampler Format
6.	Convert to EMULATOR-IIIX/ESI-V3 Sampler Format
7.	Convert to SOUNDFONT2 Sampler Format
8.	Convert to AKAI S1000 Sampler Format
9.	Convert to SP-12 Sampler Format

[1]...[9]: menu option	ESC: Go back

Please enter a menu option:	

24) We select menu function 1 to create an EMAX-II bank file.

PLEASE SELECT A TARGET EMAX-II FILE/DISK TYPE	
1.	Convert to EMAX-II Bank in Bank File(s)
2.	Convert to EMAX-II Bank in EMX File(s)
3.	Convert to EMAX-II Bank on Floppy Disk Image File(s)
4.	Convert to EMAX-II Bank in HxC Floppy Image File(s)
5.	Convert to EMAX-II Bank on Hard Disk Image File
6.	Convert to EMAX-II Bank on Hard Disk
7.	Convert to EMAX-II Bank on Floppy Disk(s)

[1]...[7]: menu option	ESC: Go back

Please enter a menu option:	

25) EMXP asks whether the conversion of the EMAX-II bank should be done in an automated (batch) mode with minimal user intervention, or rather in a fully controlled manual mode. In steps 13 and 154 we have selected and configured the automation level by selecting the MANUAL mode. This configuration resulted in a SEMI-MANUAL mode, because we selected the automatic selection of target file names while opting for manually selecting the conversion parameters like memory size and sample rates. *To illustrate the custom automation level mode of EMXP* we will "freeze" now this previously configured SEMI-MANUAL mode for future conversions. This means that in the future we expect EMXP to launch only the conversion parameter screens and the target folder selection screen anymore. To achieve this, we select item 3 and press ENTER.

```

      DEFINE WHETHER EMXP SHOULD COPY/CONVERT ITEMS AUTOMATICALLY OR NOT
      -----
      [ ] 1. Yes, copy/convert items as automated as possible           (BATCH)
      [X] 2. No, user should have maximum control                     (MANUAL)
      [ ] 3. Use custom automation level                             (SEMI-MANUAL)

      1. BATCH: All selected items will be copied/converted
         automatically using the copy/conversion preferences, e.g.
         for sample rates. You only have to specify the folder/disk where
         the copied/converted items should be saved.
      2. MANUAL: You can define all copy/conversion parameters and
         you can specify the destination (e.g. target file names) for each
         copied/converted item. Define which parts of
         the copy/conversion process should be manual or automated.
      3. SEMI-MANUAL: The current copy/conversion settings can be a
         mix of manual and automated processing, as has been configured
         previously in MANUAL or SEMI-MANUAL mode.

      [ ] 4. Don't show this screen anymore

      [SPACE|1-4]Select_____ [U/D]Scroll [ESC]Back [RET]Go_____
      Please enter your choice:
  
```

26) We can define now which of the currently configured parameter "groups" should be "frozen" and which of them we would like to revisit/change now. Since we are happy with the SEMI-MANUAL mode that has been configured in step 14, but still want to be able to review/change the conversion parameters like memory size and sample rates, we select items 3 and 2. We select item 5 as well, but this parameter is not applicable in conversions from EMAX-II bank files to EMAX-II bank files.

Moreover we select item 7 as well. By doing this the next time we will start a conversion, we will *only* be requested to set the conversion parameters (memory size, sample rate, ...) and to set the target folder; no other screen will appear anymore, not even this screen. This means we have created a *custom* workflow which suits us best. Let's press ENTER to launch the conversion parameter screens now.

```

      SPECIFY IF PREFERENCES SHOULD BE USED OR IF THEY SHOULD BE DEFINED NOW
      -----
      ----USE COPY/CONVERSION PREFERENCES E.G. SAMPLERATE (IF APPLICABLE)-----
      1. Yes, use the existing copy/conversion preferences
      [X] 2. No, review or change the copy/conversion preferences now
      [X]
      ----USE AUTOMATIC PROCESSING PREFERENCES (IF APPLICABLE)-----
      3. Yes, use the existing automatic processing preferences
      [X] 4. No, review or change the automatic processing preferences now
      [X]
      ----USE TARGET OS HANDLING PREFERENCES (IF APPLICABLE)-----
      5. Yes, use the existing preferences about copying the OS
      [X] 6. No, review or change the preferences about copying the OS now
      [X]
      [X] 7. Don't show this screen anymore

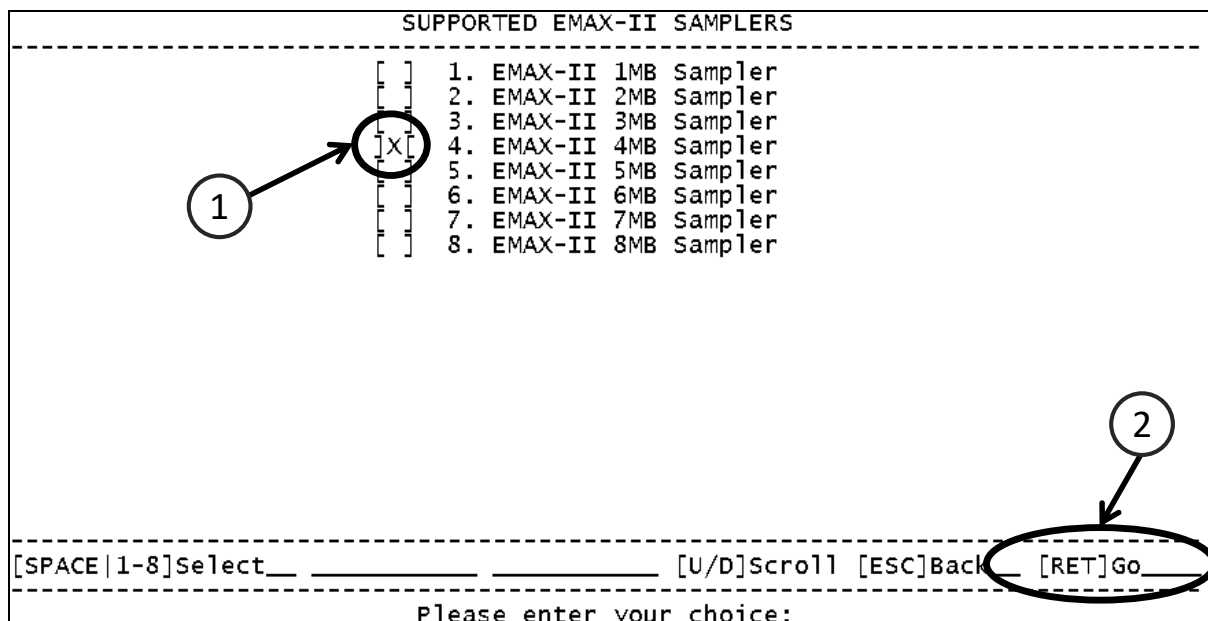
      [SPACE|1-7]Select_____ [U/D]Scroll [ESC]Back [RET]Go_____
      Please enter your choice: _
  
```

27) Just like in the previous conversion attempt, we set the target sampler memory size to 4MB by selecting item 4 and we press ENTER.

SUPPORTED EMAX-II SAMPLERS	
[]	1. EMAX-II 1MB Sampler
[]	2. EMAX-II 2MB Sampler
[]	3. EMAX-II 3MB Sampler
[X]	4. EMAX-II 4MB Sampler
[]	5. EMAX-II 5MB Sampler
[]	6. EMAX-II 6MB Sampler
[]	7. EMAX-II 7MB Sampler
[]	8. EMAX-II 8MB Sampler

[SPACE|1-8]Select__ [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice: _

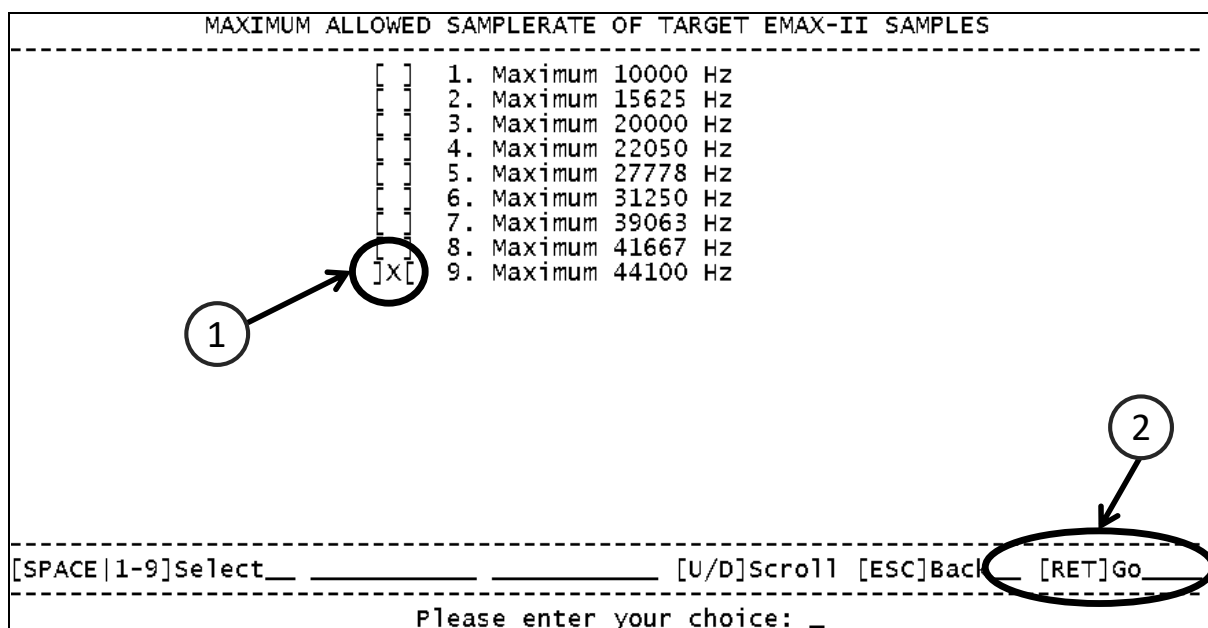


28) We will allow EMXP to decrease the sample rate during the conversion. We could define a lower *upper limit* for the sample rate, but we won't. We will still allow a maximum sample rate of 44100 Hz, but will allow EMXP to use a smaller sample rate by defining a lower *minimum sample rate*. See next step. We select item 9 and press ENTER.

MAXIMUM ALLOWED SAMPLERATE OF TARGET EMAX-II SAMPLES	
[]	1. Maximum 10000 Hz
[]	2. Maximum 15625 Hz
[]	3. Maximum 20000 Hz
[]	4. Maximum 22050 Hz
[]	5. Maximum 27778 Hz
[]	6. Maximum 31250 Hz
[]	7. Maximum 39063 Hz
[]	8. Maximum 41667 Hz
[X]	9. Maximum 44100 Hz

[SPACE|1-9]Select__ [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice: _



29) By lowering the *minimum sample rate*, we tell EMXP that it can use *any sample rate between the minimum rate and the maximum rate* in its attempts to decrease the size of the presets or bank to make them fit in 4MB of memory space. A good practice is to lower the minimum sample rate step-by-step. In the previous attempt we have tried the highest possible minimum sample rate (44100 Hz or original) but the conversion failed. So in a next attempt we should try the second-highest value (41667 Hz or original) and find out whether the conversion still fails. If it still fails, the next lower value (39063 Hz or original) should be tried. And so on. We have tried all values and only the lowest value (10000 Hz or original) resulted in a successful conversion. We don't illustrate all attempts here. We only show the final successful attempt: we select item 1 and press ENTER.

MINIMUM ALLOWED SAMPLERATE OF TARGET EMAX-II SAMPLES	
1. Original sample rate or minimum 10000 Hz	<input checked="" type="checkbox"/>
2. Original sample rate or minimum 15625 Hz	<input type="checkbox"/>
3. Original sample rate or minimum 20000 Hz	<input type="checkbox"/>
4. Original sample rate or minimum 22050 Hz	<input type="checkbox"/>
5. Original sample rate or minimum 27778 Hz	<input type="checkbox"/>
6. Original sample rate or minimum 31250 Hz	<input type="checkbox"/>
7. Original sample rate or minimum 39063 Hz	<input type="checkbox"/>
8. Original sample rate or minimum 41667 Hz	<input type="checkbox"/>
9. Original sample rate or minimum 44100 Hz	<input type="checkbox"/>

[SPACE|1-9]Select__ [U/D]Scroll [ESC]Back [RET]Go__

Please enter your choice:

30) EMXP is requesting for the file naming rule again. Our requirements haven't changed, so we take the same naming rule as in step 18 by selecting item 1 and pressing ENTER.

PLEASE SELECT THE FILE NAMING RULES FOR CONVERTING EMAX-II BANKS IN EMAX-II BANK FILE(S) TO EMAX-II BANKS IN EMAX-II BANK FILE(S)	
1. Use naming rules which are common for all source sampler formats File: <source file name>	<input checked="" type="checkbox"/>
2. Change the above common naming rules	<input type="checkbox"/>
3. Use naming rules which are specific for EMAX-II as source sampler File: <source file name>	<input type="checkbox"/>
4. Change the above EMAX-II-specific naming rules	<input type="checkbox"/>

[SPACE|1-4]Select__ [U/D]Scroll [ESC]Back [RET]Go__

Please enter your choice:

31) We have to select the target folder again. Since in our example we will save the EMAX-II bank in folder "\Images\Emax II\Factory\Series 8\Compressed Images", and this folder was already selected in our previous conversion attempt, EMXP remembered this folder so we can simply select the first item (">>> USE THE CURRENTLY DISPLAYED FOLDER") and press ENTER. *It's also possible to press ENTER without selecting any item, not even item 1.*

```

SELECT TARGET FOLDER FOR EMAX-II BANK FILES
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Ima...Series 8\Compressed Images\
-----
1. [X] >>> USE THE CURRENTLY DISPLAYED FOLDER [U]
2. [C:] > CHANGE DRIVE [D]
3. [.] > GO TO ROOT FOLDER [T]
4. [..] > GO TO PARENT FOLDER (C:\Users\Kris\D...ory\Series 8\) [<]

[SPACE|1-4]Select_ [U/D]Scroll [ESC]Back [RET]Go
[+]More [U]Go&Use_ [R]Refresh_ [D]Drive_ [<]Parent_ [T]Root_ [F]Factory_
-----
Please enter your choice:

```

32) EMXP is converting and compressing the EMAX-II bank now, and this time the conversion is successful. No error is raised anymore. EMXP has re-sampled all (or a subset of the) samples to samples with a sample rate of 10000Hz in order to make the target bank fit in 4MB of memory. Of course the quality of the samples will not be very good anymore - 10000 Hz is a pretty low sample rate !

At the end of the conversion process a conversion execution report is displayed. This report has been saved to disk as well; the folder and file in which the report has been saved can be found at the end of the report. The first part of the report explains which banks/files have been converted to which banks/files. We can browse the report by scrolling with the UP and DOWN keys or with the PAGE UP and PAGE DOWN keys.

```

REPORT: COPY/CONVERSION TO EMAX-II BANK FILE(S)
-----
1 selected file has been processed
-----

EMAX-II bank file (Bank Bosendrf 2.2):
  Bosendrf 2.2.EB2
  in C:\Users\Kris\Documents\EMXP\Images\Emax II\Factory\Series 8\
  ...HAS BEEN CONVERTED TO...
Bank Bosendrf 2.2 in EMAX-II bank file:
  Bosendrf 2.2.EB2
  in C:\Users\Kris\Documents\EMXP\Image...tory\Series 8\Compressed Images\
  .
  .
  .
CONVERSION REPORT:
EMAX-II bank "Bosendrf 2.2"
  has been translated to 1 EMAX-II banks.
- 0 presets have NOT been translated (see end of report).
- 0 samples have NOT been translated (see end of report).
-----
[UP/DOWN] [PGUP/PGDN] [HOME/END] [ESC]
-----
Please enter your choice:

```

33) After having scrolled down a few lines, we can find an overview of the presets generated in the target EMAX-II bank. We can scroll further down but we decide to leave the report now by pressing ESCAPE.

```
REPORT: COPY/CONVERSION TO EMAX-II BANK FILE(S)
-----
EMAX-II bank "Bosendrf 2.2"
has been translated to 1 EMAX-II banks.

- 0 presets have NOT been translated (see end of report).
- 0 samples have NOT been translated (see end of report).
- 0 voices have NOT been translated (see end of report).

All stereo voices have been preserved as PRI & SEC Emax voices.

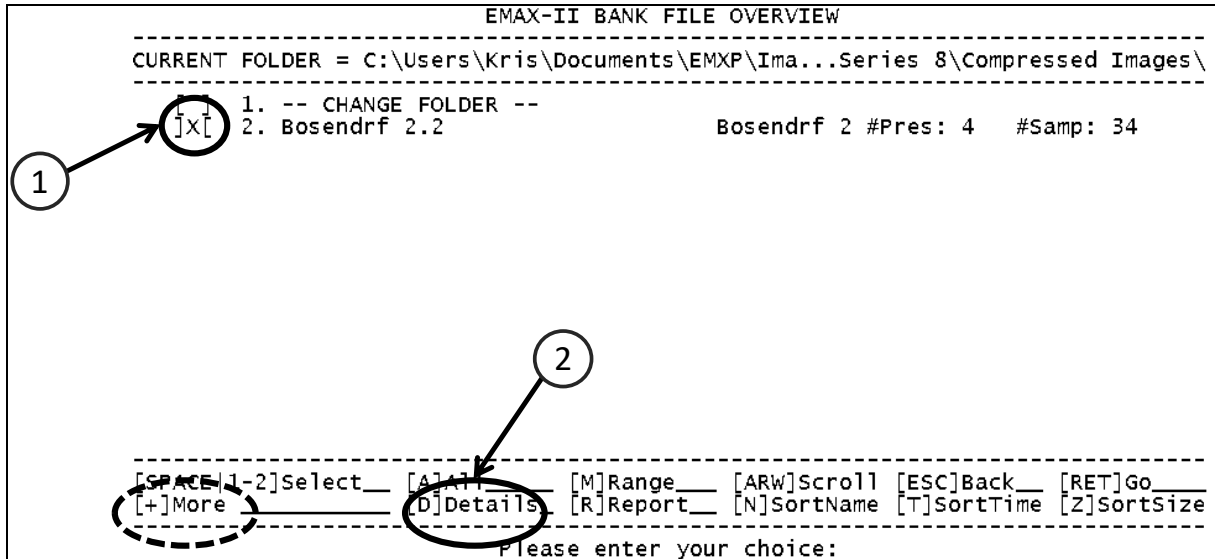
EMAX-II bank overview:

Bank 1: Bosendrf 2.2
Presets:
  P00 Bosendrf 2.2 (original: P000)
  P01 Bosndrfr Drk (original: P001)
  P02 Bosndrfr Med (original: P002)
  P03 Bosndrfr Brt (original: P003)
Samples:
  S01 SAMPLE 01 (original: S012)
-----
[UP/DOWN]      [PGUP/PGDN]      [HOME/END]      [ESC]
-----
Please enter your choice:
```

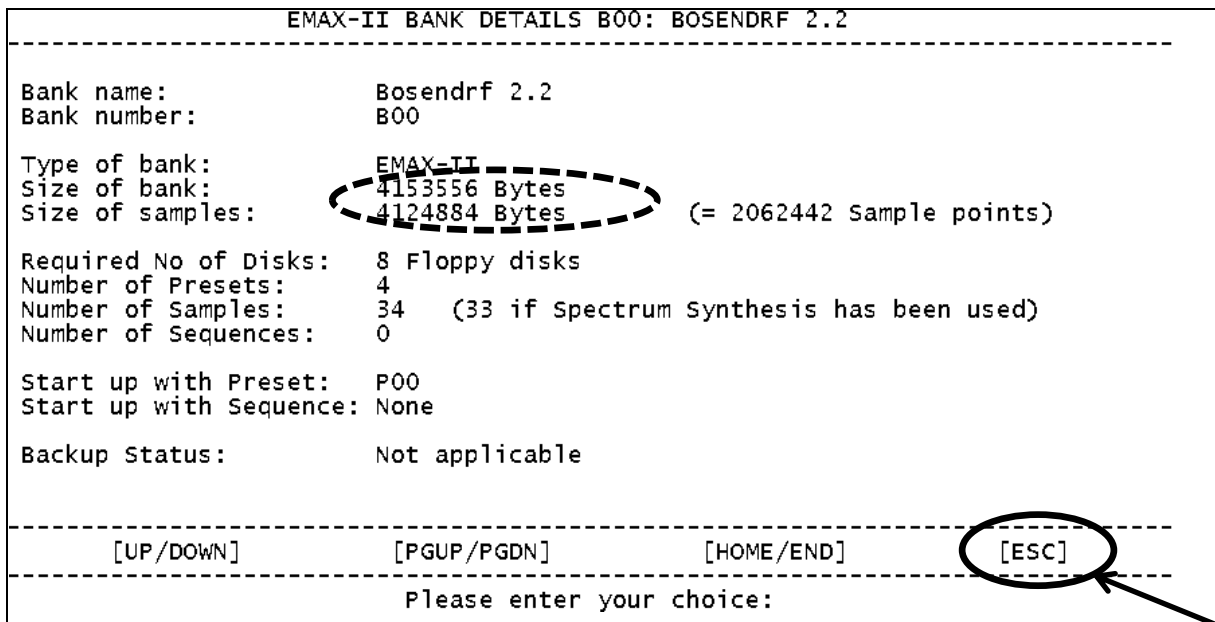
34) After having left the conversion execution report screen, EMXP returns to the EMAX-II sampler menu (*EMXP always returns to the main sampler menu if files/banks of the same type as the source files/banks have been created. This is true in our example, because we converted an EMAX-II bank file into an EMAX-II bank file*). Let's check now whether the generated EMAX-II bank file has indeed a size of 4MB or less... We select menu function 1 and press ENTER.

```
EMAX-II SAMPLER MENU
-----
1. Manage EMAX-II Bank Files
2. Manage EMAX-II EMX Files
3. Manage EMAX-II Operating System Files
4. Manage EMAX-II Hard Disk Images
5. Manage EMAX-II Hard Disks
6. Manage EMAX-II Floppy Disk Images
7. Manage EMAX-II HxC Floppy Disk Images
8. Manage EMAX-I/EMAX-II Floppy Disks
9. Receive Samples from EMAX-II via RS422/MIDI
-----
[1]...[9]: menu option      ESC: Go back
-----
Please enter a menu option:
```

35) In the EMAX-II bank file overview, we select the bank file that we have just created. In our example this is the file "Bosendrf 2.2" in the "\\Compressed Images" subfolder, so we select item 2 and press "D" to check the bank details (*we may have to press the "+" key to scroll through the available shortcut keys at the bottom of the screen and to find that a "D" = "Details" shortcut key is indeed available...*)



36) The bank details screen clearly indicates that the new bank is only 4MB in size, while still having the 4 presets and 34 samples. This means that the compression was successful ! We leave the screen by pressing ESCAPE.



37) This is the end of guided tour #11. To leave EMXP we have to press the ESCAPE button a few times.

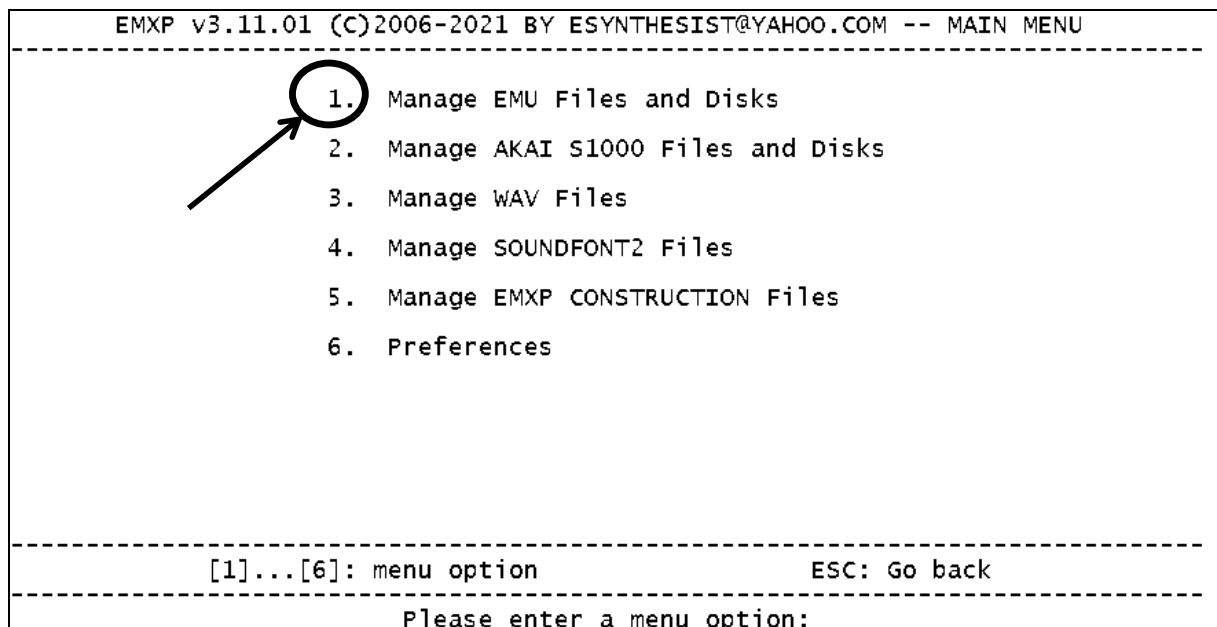
GUIDED TOUR #12: SENDING A BANK TO AN EMULATOR-II WITH RS422

In this guided tour, we will upload an Emulator-II bank file to an Emulator-II sampler by means of an RS422 communication link. We will use an EmuSer USB \leftrightarrow RS422 adapter.

When using the RS422 port of the Emulator-II you will need a special RS422 adapter connected to your computer. Off-the-shelf commercial RS232/RS422/RS485 adapters don't work with the Emulator-II and EMXP. The adapter must be capable of being externally clocked by means of a "set baud rate to 500000" instruction.

The EmuSer is a DIY adapter which can be used with the Emulator-II, the EMAX-I, the EMAX-II and the Oberheim DPX-1. If you are using an EmuSer, make sure it's connected to a HIGH powered USB port of your computer. Avoid LOW powered USB ports because they cause the communication link to be unreliable/unstable.

1) After having started EMXP the main menu will appear. Since we want to send an EMU Emulator-II bank file, we select menu function 1 by pressing "1" on the keyboard of the computer.



2) The Emu Sampler menu will appear. Since we want to send an Emulator-II bank file, we select menu function 4 by pressing "4" on the keyboard of the computer.

EMU SAMPLER MENU	
1.	Manage EMU EMAX-I Files and Disks
2.	Manage EMU EMAX-II Files and Disks
3.	Manage EMU EMULATOR-I Files
4.	Manage EMU EMULATOR-II Files and Disks
5.	Manage EMU EMULATOR-III/X/ESI Files and Disks
6.	Manage EMU SP-12 Files

[1]...[6]: menu option	ESC: Go back

Please enter a menu option:	

3) In the Emulator-II menu, we select the first menu function to get an overview of the Emulator-II bank files in the current folder.

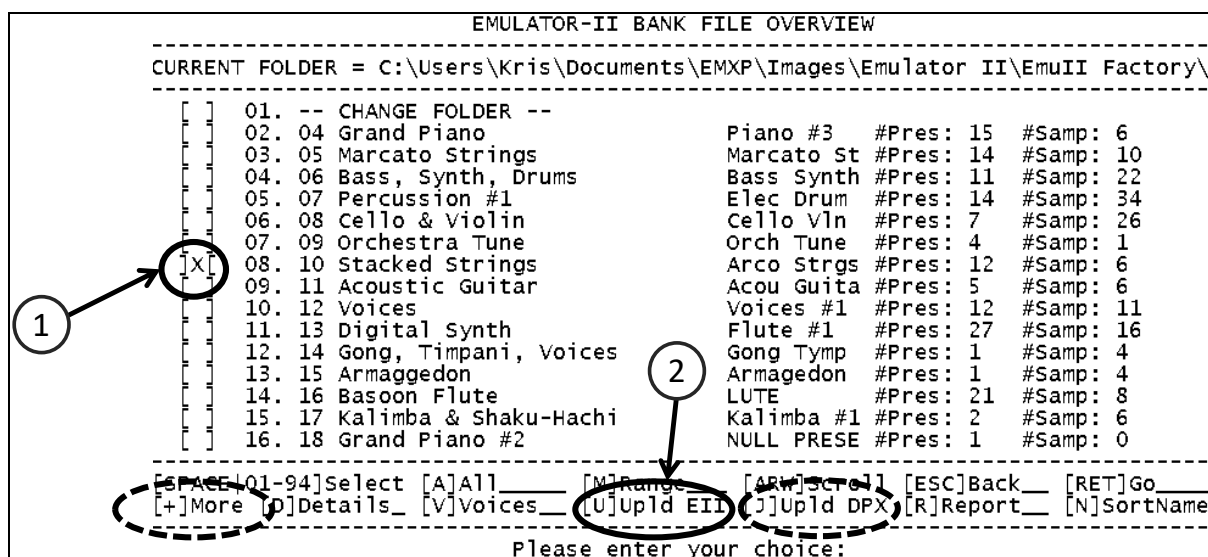
EMULATOR-II SAMPLER MENU	
1.	Manage EMULATOR-II Bank Files
2.	Manage EMULATOR-II Floppy Disk Images
3.	Manage EMULATOR-II HxC Floppy Disk Images
4.	Manage EMULATOR-II Hard Disk Images (e.g. DREM)
5.	Manage EMULATOR-II Hard Disks
6.	Manage EMULATOR-II Operating System Files
7.	Receive Banks from EMULATOR-II via RS422
8.	Receive Samples from EMULATOR-II via RS422

[1]...[8]: menu option	ESC: Go back

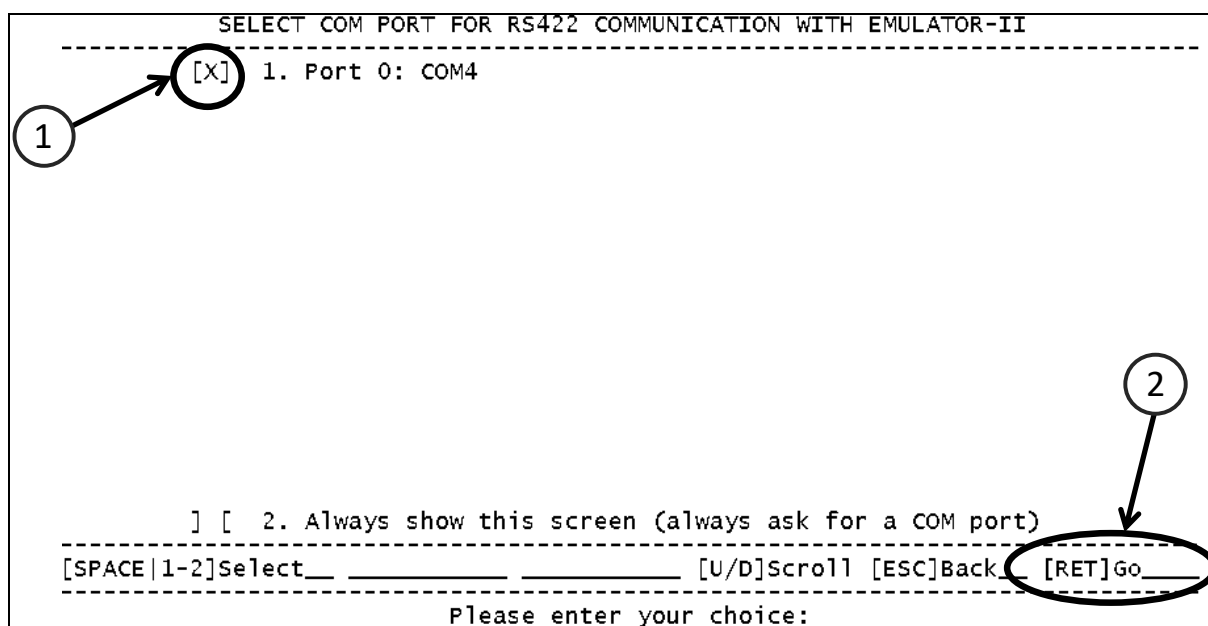
Please enter a menu option:	

4) EMXP is looking for all Emulator-II bank files in the current folder, and displays an overview of these files. We will upload the file named "10 Stacked Strings" so we select item 8 either by moving the cursor ("] [") with the UP and DOWN keys to the item and by pressing the SPACE bar, or simply by entering "08" on the keyboard (or "8" followed by ENTER). We press the "U" shortcut key to immediately upload the bank to the Emulator-II. Shortcut key "U" will indeed appear as one of the available shortcut keys after pressing the "+" key. Note that there's also a shortcut key for uploading the bank to the Oberheim DPX-1 (see key "J").

Hint: when using the Emulator-II in a gig/performance you may have a set list/track list which requires different banks to be uploaded one after another. You can prepare this bank list by copying the banks to a separate folder, and renaming the files by adding the track numbers in front of the file name (to enforce an alphabetical order which corresponds to the track list). Then select all banks files in the folder by entering "A" on the keyboard, and continue with steps 5 → 7. EMXP will be set in a loop, waiting for uploading the next bank while you are performing the current track. After each track, you simply have to press ENTER to start loading the next bank.



5) EMXP is now requesting the COM port of the RS422 adapter/port. This is done only once (EMXP will remember this port and will not ask for it anymore in the future, unless you select option 2). In our example we only have one COM port in use, so the COM port overview screen shows only one COM port. COM port 4 is the port number assigned to the EmuSer. We can check the COM ports in the Device Manager of Windows (see Control Panel). We select item 1 and press ENTER.



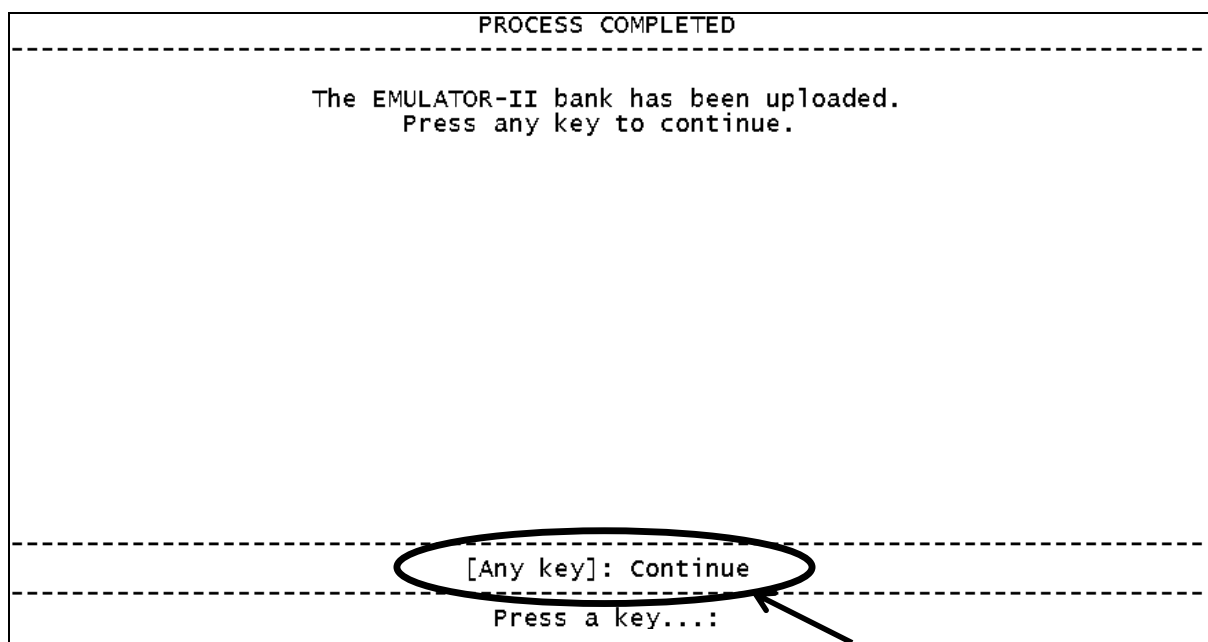
6) EMXP is ready now to upload the bank file. We can press any key (except ESCAPE) to start the upload.

PLEASE CONFIRM	
Ready to upload bank Arco Strgs 1 from 10 Stacked Strings.EII to the EMULATOR-II. Press any key to continue or [ESC] to cancel.	
[ESC]: Cancel	[Any other key]: Continue
Choose [ESC]ape or any other key:	

7) The bank is being uploaded by EMXP. This process takes less than 20 seconds and can not be interrupted.

UPLOADING EMULATOR-II BANK	
EMXP is uploading EMULATOR-II bank Arco Strgs 1 from 10 Stacked Strings.EII Please wait...	
PLEASE WAIT	

8) The bank upload is finished. If we would have selected multiple bank files in step 4, EMXP would now ask if we are ready to upload the next bank file (see step 6). We only selected one file, so we get a message that the bank file has been successfully uploaded. We press any key to leave this screen.



9) This is the end of guided tour #12. To leave EMXP we have to press the ESCAPE button a few times.

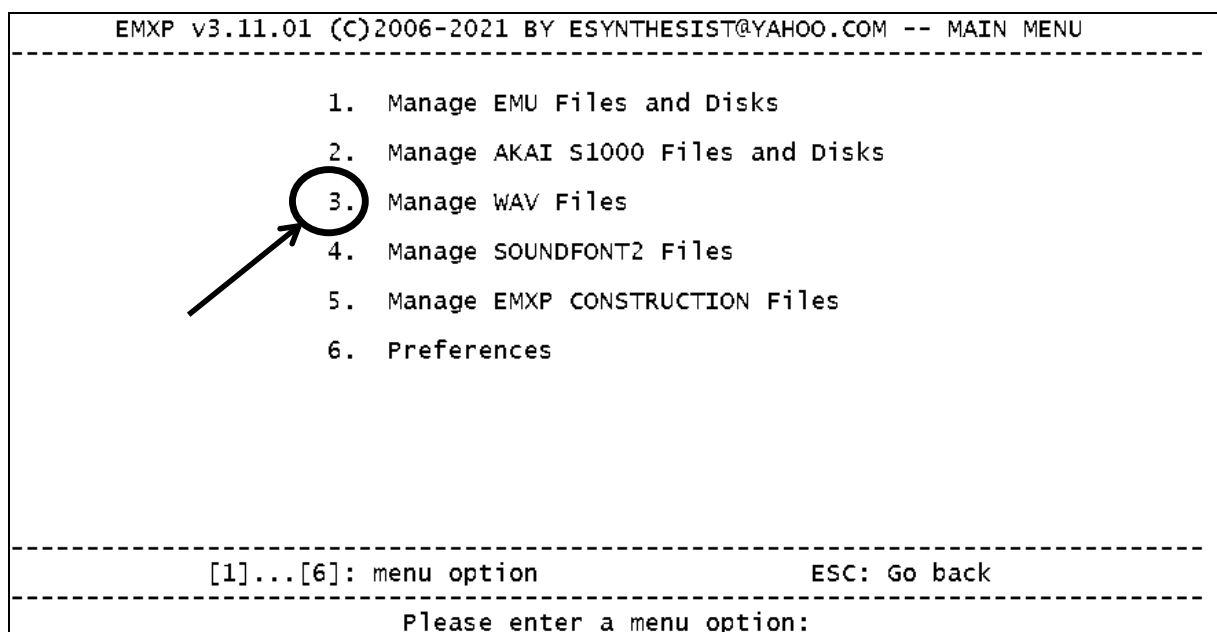
GUIDED TOUR #13: SENDING SAMPLES TO AN EMAX-I WITH RS422

In this guided tour, we will upload a stereo WAV file to an EMAX-I sampler by means of an RS422 communication link. In a second step we will replace one of the voices of this uploaded stereo sample by another WAV file (this time a mono WAV file), again by means of an RS422 communication link. None of the WAV files contain a loop. We will use an EmuSer USB \leftrightarrow RS422 adapter. Before starting uploading samples, we have booted the EMAX-I sampler with an empty bank in memory.

When using the RS422 port of the EMAX-I you will need a special RS422 adapter connected to your computer. Off-the-shelf commercial RS232/RS422/RS485 adapters don't work with the EMAX-I and EMXP. The adapter must be capable of being externally clocked by means of a "set baud rate to 500000" instruction.

The EmuSer is a DIY adapter which can be used with the Emulator-II, the EMAX-I, the EMAX-II and the Oberheim DPX-1. If you are using an EmuSer, make sure it's connected to a HIGH powered USB port of your computer. Avoid LOW powered USB ports because they cause the communication link to be unreliable/unstable.

1) After having started EMXP the main menu will appear. Since we want to send a WAV file to a sampler, we select menu function 3 by pressing "3" on the keyboard of the computer.



2) In the next menu, we select menu function 1 to get an overview of all WAV files.

WAV FORMAT MENU

1

Manage WAV Files

2.

Basic WAV-to-Sampler Conversion (automatic)

3.

Advanced WAV-to-Sampler Conversion (EMXP CONSTRUCTION)

[1]...[3]: menu option
ESC: Go back

Please enter a menu option:

3) EMXP displays an overview of all WAV files in the current folder. The folder is fine, so we don't have to change the folder by means of selecting item 1 labelled "-- CHANGE FOLDER --". We will send the WAV file named "GrandPiano_C#2", which is a stereo WAV file. We select item 9 either by moving the cursor ("] [") with the UP and DOWN keys to item 9 and pressing the SPACE bar, or simply by entering "09" on the keyboard (or "9" followed by ENTER). Then we press ENTER to launch the WAV file menu. *A faster way of starting the sample upload will be explained in step 13.*

WAV FILE OVERVIEW

CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Wav\

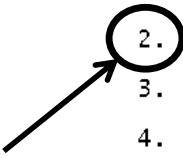
[]	01. -- CHANGE FOLDER --			
[]	02. B3 HAM1 A2	2347 ms	31000 Hz	mono
[]	03. B3 HAM1 B1	1771 ms	31000 Hz	mono
[]	04. B3 HAM1 C5	2219 ms	31000 Hz	mono
[]	05. B3 HAM1 D4	2248 ms	31000 Hz	mono
[]	06. B3 HAM1 G1	2025 ms	31000 Hz	mono
[]	07. B3 HAM1 G3	1569 ms	31000 Hz	mono
[]	08. B3 HAM1 G5	1327 ms	31000 Hz	mono
[X]	09. GrandPiano_C#2	2994 ms	22050 Hz	stereo
[]	10. GrandPiano_C3	2431 ms	22050 Hz	stereo
[]	11. GrandPiano_C5	1928 ms	30000 Hz	stereo
[]	12. GrandPiano_C6	1583 ms	36000 Hz	stereo
[]	13. GrandPiano_E4	2870 ms	30000 Hz	stereo
[]	14. HARP A#3	1367 ms	44100 Hz	mono
[]	15. HARP B4	1380 ms	44100 Hz	mono
[]	16. HARP C#7	574 ms	44100 Hz	mono

[SPACE]01-56]Select
[A]All_____
[M]Range_____
[ARW]Scroll
[ESC]Back
[RET]Go

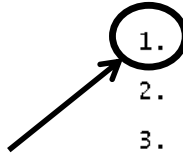
[+]More
[C]Convert_
[L]Play_____
[U]RS Emax_
[W]MidiEmax
[V]RS Emax2
[X]MidiEmx2

Please enter your choice:

4) In the WAV file menu, we select menu function 2 to send the selected WAV file to the EMAX-I sampler.

WAV FILE MENU	
<div>1. Convert selected WAV File(s) to Other Sampler Format</div> <div>2. Send WAV File(s) to EMAX via RS422/MIDI</div> <div>3. Send WAV File(s) to EMULATOR-II via RS422</div> <div>4. Send WAV File(s) to SP-12 via MIDI</div> <div>5. Play selected WAV File(s)</div>	
<div>[1]...[5]: menu option</div> <div>ESC: Go back</div>	
Please enter a menu option: _	

5) Since the target sampler is an EMAX-I and since we will use RS422 instead of MIDI, we select menu function 1 in the next menu screen.

EMAX RS422 OR MIDI SAMPLE UPLOAD MENU	
<div>1. Send WAV File(s) to EMAX-I via RS422</div> <div>2. Send WAV File(s) to EMAX-II via RS422</div> <div>3. Send WAV File(s) to EMAX-I via MIDI</div> <div>4. Send WAV File(s) to EMAX-II via MIDI</div>	
<div>[1]...[4]: menu option</div> <div>ESC: Go back</div>	
Please enter a menu option: _	

6) EMXP is now requesting the COM port of the RS422 adapter/port. This is done only once (EMXP will remember this port and will not ask for it anymore in the future, unless you select option 2). In our example we only have one COM port in use, so the COM port overview screen shows only one COM port. COM port 4 is the port number assigned to the EmuSer. We can check the COM ports in the Device Manager of Windows (see Control Panel). We select item 1 and press ENTER.

SELECT COM PORT FOR RS422 COMMUNICATION WITH EMAX-I

1. Port 0: COM4

] [2. Always show this screen (always ask for a COM port)

[SPACE|1-2]Select _____ [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice: _

7) EMXP is now connecting to the EMAX-I and retrieving information about all voices and all samples of the *current preset's* keys. Since we have booted the EMAX-I sampler with no bank in memory, the current preset is a NULL preset so it's empty. The key overview displayed by EMXP does not show any samples assigned to any of the preset's keys. We will upload the selected WAV file to key C#2, so we scroll down a few lines and select item 29 and press ENTER.

SELECT DESTINATION KEY FOR GrandPiano_C#2.WAV

20. E1	PRI: ---	----- smp1	SEC: ---	----- smp1
21. F1	PRI: ---	----- smp1	SEC: ---	----- smp1
22. F#1	PRI: ---	----- smp1	SEC: ---	----- smp1
23. G1	PRI: ---	----- smp1	SEC: ---	----- smp1
24. G#1	PRI: ---	----- smp1	SEC: ---	----- smp1
25. A1	PRI: ---	----- smp1	SEC: ---	----- smp1
26. A#1	PRI: ---	----- smp1	SEC: ---	----- smp1
27. B1	PRI: ---	----- smp1	SEC: ---	----- smp1
28. C2	PRI: ---	----- smp1	SEC: ---	----- smp1
29. C#2	PRI: ---	----- smp1	SEC: ---	----- smp1
30. D2	PRI: ---	----- smp1	SEC: ---	----- smp1
31. D#2	PRI: ---	----- smp1	SEC: ---	----- smp1
32. E2	PRI: ---	----- smp1	SEC: ---	----- smp1
33. F2	PRI: ---	----- smp1	SEC: ---	----- smp1
34. F#2	PRI: ---	----- smp1	SEC: ---	----- smp1
35. G2	PRI: ---	----- smp1	SEC: ---	----- smp1
36. G#2	PRI: ---	----- smp1	SEC: ---	----- smp1
37. A2	PRI: ---	----- smp1	SEC: ---	----- smp1

[SPACE|01-88]Select _____ [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice: _

8) EMXP detects that the selected WAV file is a stereo WAV file. As a result we can choose between

- converting the WAV file to mono and send it to either the PRImary or to the SECondary voice of the selected key, resulting in a mono sample on the EMAX-I, and
- sending one of the stereo channels to the PRImary voice and sending the other stereo channel to the SECondary voice, resulting in a "stereo" sample on the EMAX-I

In our example we will preserve the stereo nature of the sample, so we select item number 3 and we press ENTER. *If the WAV file would not have been stereo, only menu items 1 and 2 would have been available.*

SELECT DESTINATION VOICE FOR GrandPiano_C#2.WAV

1

→

[]	1.	Send WAV as MONO to PRI Voice on key C#2
[X]	2.	Send WAV as MONO to SEC Voice on key C#2
[]	3.	Send WAV as STEREO to PRI and SEC Voices on key C#2

2

→

[SPACE|1-3]Select_
[U/D]Scroll
[ESC]Back
[RET]Go_

Please enter your choice: _

9) The EMAX-I sampler only supports a limited number of sample rates, while the selected WAV file can have any sample rate. EMXP is now asking to which sample rate the WAV file should be converted. It indicates the EMAX-I sample rate which is closest to the WAV file's sample rate (here it's exactly the same: 22050 Hz). Since up-sampling the WAV file does not make a lot of sense, and down-sampling would result in loss of quality, we decide to go for the proposed sample rate of 22050 Hz by selecting item 4 and pressing ENTER. *The overview also indicates that all sample rates are allowed. If the available RAM memory in the EMAX-I would be limited, the highest sample rates would probably be disabled in this overview.*

SELECT DESTINATION SAMPLE RATE FOR GrandPiano_C#2.WAV

1

→

[]	1.	10000 Hz	Allowed
[]	2.	15625 Hz	Allowed
[]	3.	20000 Hz	Allowed
[X]	4.	22050 Hz (closest to WAV's 22050 Hz)	Allowed
[]	5.	27778 Hz	Allowed
[]	6.	31250 Hz	Allowed
[]	7.	41667 Hz	Allowed
[]	8.	44100 Hz	Allowed

2

→

[SPACE|1-8]Select_
[U/D]Scroll
[ESC]Back
[RET]Go_

Please enter your choice: _

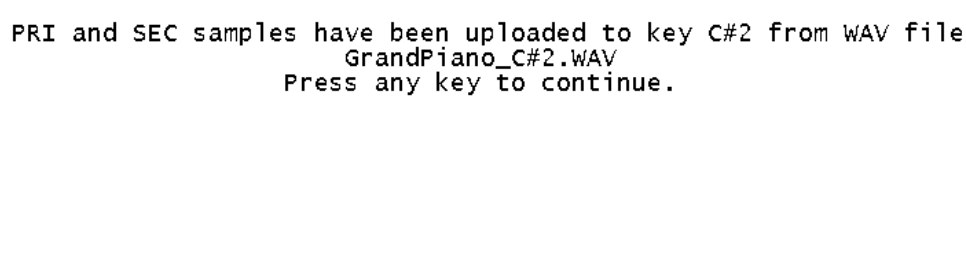
10) EMXP is uploading the sample now. This process can not be interrupted.

```

UPLOADING EMAX SAMPLE
-----
EMXP is uploading PRI and SEC samples from WAV file
GrandPiano_C#2.WAV
Please wait...

-----
PLEASE WAIT
-----
|||||
```

11) When the upload of the sample is finished, EMXP displays a message confirming that the sample has been successfully sent to the EMAX-I. We press any key to leave this screen.



```
PROCESS COMPLETED
PRI and SEC samples have been uploaded to key C#2 from WAV file
GrandPiano_C#2.WAV
Press any key to continue.

-----
[Any key]: Continue
Press a key...:
```

12) Let's press ESCAPE now for a few times, until we are back in the menu shown below. We will upload another WAV file now. For the sake of the example, this WAV file will replace one of the stereo channels of the GrandPiano_C#2 sample that we have uploaded in the previous steps. We select menu function 1 to get an overview of the WAV files.

```

                                WAV FORMAT MENU
-----
1. Manage WAV Files
2. Basic WAV-to-Sampler Conversion (automatic)
3. Advanced WAV-to-Sampler Conversion (EMXP CONSTRUCTION)

-----
[1]...[3]: menu option          ESC: Go back
-----
Please enter a menu option:
  
```

13) In the WAV file overview screen, we select the WAV file named "MARIMBA C3" by selecting item 30 (after having scrolled down a few lines, by means of the UP and DOWN or PAGE UP and PAGE DOWN keys). Please note that this WAV file contains a mono sound. We don't press ENTER but rather press the "U" shortcut key to directly start the sample upload via RS422 to the EMAX-I. *We may have to press the "+" key for scrolling through the available shortcut keys on the bottom line of the screen to discover that this shortcut key is indeed available. Note that there are also shortcut keys for uploading via MIDI and for uploading to the EMAX-II and to the Emulator-II.*

```

                                WAV FILE OVERVIEW
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Wav\
-----
[ ] 26. HARP HMC C4          761 ms    44100 Hz    mono
[ ] 27. HARP HMC C6          1004 ms   44100 Hz    mono
[ ] 28. HARP HMC F4           777 ms    44100 Hz    mono
[ ] 29. HARP HMC F5          1214 ms   44100 Hz    mono
[X] 30. MARIMBA C3           1512 ms   44100 Hz    mono
[ ] 31. MARIMBA C4           1362 ms   44100 Hz    mono
[ ] 32. MARIMBA C5            886 ms    44100 Hz    mono
[ ] 33. MARIMBA C6            568 ms    44100 Hz    mono
[ ] 34. MARIMBA E3          1589 ms    44100 Hz    mono
[ ] 35. MARIMBA E4            983 ms    44100 Hz    mono
[ ] 36. MARIMBA E6            545 ms    44100 Hz    mono
[ ] 37. MARIMBA G3          1475 ms    44100 Hz    mono
[ ] 38. MARIMBA G4            914 ms    44100 Hz    mono
[ ] 39. MARIMBA G5            500 ms    44100 Hz    mono
[ ] 40. MARIMBA G6            455 ms    44100 Hz    mono
[ ] 41. PULSE                 5 ms     44100 Hz    mono
-----
[SPACE]01-56]Select [A]All_____ [M]Range_____ [ARw]Scroll [ESC]Back___ [RET]Go_____
[+]More [c]Convert_ [L]Play_____ [U]RS Emax_ [w]MidiEmax [V]RS Emax2 [X]MidiEmx2
-----
Please enter your choice:
  
```

14) EMXP is now connecting to the EMAX-I and retrieving information about all voices and all samples of the *current preset's* keys. Since we have uploaded a stereo sample to the current preset in the previous steps, the key overview displayed by EMXP shows this sample in the PRI and SEC voice of key C#2. Before uploading the mono sample, we will first have a look at the details of the voices/samples currently assigned to key C#2. We select item 29 and press the "short cut key" "D" on the keyboard.

SELECT DESTINATION KEY FOR MARIMBA C3.WAV

[]	20. E1		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	21. F1		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	22. F#1		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	23. G1		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	24. G#1		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	25. A1		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	26. A#1		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	27. B1		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	28. C2		PRI: ---	----	smp1	SEC: ---	----	smp1
[X]	29. C#2		PRI: V00	66080	smp1	SEC: V01	66080	smp1
[]	30. D2		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	31. D#2		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	32. E2		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	33. F2		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	34. F#2		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	35. G2		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	36. G#2		PRI: ---	----	smp1	SEC: ---	----	smp1
[]	37. A2	PRI: ---	----	smp1	SEC: ---	----	smp1	

[SPACE|01-88]Select [D]Details_ [L]Play_ [U/D]Scroll [ESC]Back_ [RET]Go_

Please enter your choice:

15) EMXP is displaying now some details and parameters about the connected sampler, the current preset and the selected key area. By using the UP and DOWN keys or PAGE UP and PAGE DOWN keys we can scroll through the information. We scroll down to get more details about the voices and samples.

DETAILS KEY C#2 OF PRESET P00 Untitled

..CURRENT SAMPLER STATUS.....

Sampler: EMAX-I
Operating System: Emax Plus rev4.0
Available sample memory: 392127 sample points
Available preset memory: 27889 bytes
Current Preset: P00 Untitled
Current MIDI Channel: CH000

..KEY AREA DETAILS.....

Selected Key: C#2 (part of key area C#2 -> C#2)
Stereo Voice: Assumed
Crossfade: Off
Primary Voice on top of Secondary Voice

..VOICE AND SAMPLE DETAILS : See Next Page.....

[UP/DOWN] [PGUP/PGDN] [HOME/END] [ESC]

Please enter your choice:

```

DETAILS KEY C#2 OF PRESET P00 Untitled
-----
..PRIMARY VOICE DETAILS.....
Voice:           V00
Original Key:    C#2      Output Channel:  1 -> 8
Sample Rate:    22050 Hz  Sample Length: 66080      (sample points)
Sustain Loop:   Off       from 2           to 66036      (sample points)
Release Loop:   Off       from 2           to 66036      (sample points)
Backward Play:  Off
-----
..SECONDARY VOICE DETAILS.....
Voice:           V01
Original Key:    C#2      Output Channel:  1 -> 8
Sample Rate:    22050 Hz  Sample Length: 66080      (sample points)
Sustain Loop:   Off       from 2           to 66036      (sample points)
Release Loop:   Off       from 2           to 66036      (sample points)
Backward Play:  Off
-----
[UP/DOWN]      [PGUP/PGDN]      [HOME/END]      [ESC]
-----
Please enter your choice:

```

SELECT DESTINATION KEY FOR MARIMBA C3.WAV

	PRI	SMP	SEC			
20. E1	---	----	smp1	----	smp1	
21. F1	---	----	smp1	----	smp1	
22. F#1	---	----	smp1	----	smp1	
23. G1	---	----	smp1	----	smp1	
24. G#1	---	----	smp1	----	smp1	
25. A1	---	----	smp1	----	smp1	
26. A#1	---	----	smp1	----	smp1	
27. B1	---	----	smp1	----	smp1	
28. C2	---	----	smp1	----	smp1	
29. C#2	PRI: V00	66080	smp1	SEC: V01	66080	smp1
30. D2	---	----	smp1	----	smp1	
31. D#2	---	----	smp1	----	smp1	
32. E2	---	----	smp1	----	smp1	
33. F2	---	----	smp1	----	smp1	
34. F#2	---	----	smp1	----	smp1	
35. G2	---	----	smp1	----	smp1	
36. G#2	---	----	smp1	----	smp1	
37. A2	---	----	smp1	----	smp1	

[SPACE|01-88]Select [D]Details [L]Play [R]Refresh [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice:

18) EMXP detects that the selected WAV file is a mono WAV file, so it offers only the possibility to send the WAV file to either the PRImary or the SECondary voice of the selected key, resulting in a mono sample on the EMAX-I. We will replace the current stereo sample's PRI voice, so we select item 1 and press ENTER.

SELECT DESTINATION VOICE FOR MARIMBA C3.WAV

1

[X]

1. Send WAV as MONO to PRI Voice on key C#2
2. Send WAV as MONO to SEC Voice on key C#2

[SPACE|1-2]Select_
[U/D]Scroll
[ESC]Back_
[RET]Go_

Please enter your choice: _

2

19) EMXP detects that there is already a sample assigned to the PRI voice of key C#2 in the current preset. We have to choose now whether we would like to *add* the WAV file to the EMAX-I sampler's memory or *rather replace* the current sample in the EMAX-I sampler's memory. No matter what we choose, in our example the result will be the same. But in other examples, the sample of the select key may have been assigned to other keys and presets as well. If we would *add* the WAV file, only the selected key would get a new sample assigned; the other keys would still keep the current sample.

Since the new WAV file is *larger* then the currently assigned sample, we have to decide how EMXP should deal with the difference in size when *replacing* the current sample on key C#2. We don't want to truncate the WAV file to make it fit into the currently allocated sample's memory, so we instruct EMXP to increase the current sample's memory size in order to make sure that the whole WAV file can be uploaded. We select item 3 and press ENTER.

HOW SHOULD MARIMBA C3.WAV BE RECEIVED BY EMAX

1

[X]

1. Add new sample on key C#2
2. Replace sample on key C#2, truncate WAV if necessary
3. Replace sample on key C#2, change EMAX sample size if necessary

[SPACE|1-3]Select_
[U/D]Scroll
[ESC]Back_
[RET]Go_

Please enter your choice:

2

SELECT DESTINATION SAMPLE RATE FOR MARIMBA C3.WAV

[]	1. 10000 Hz	Allowed
[]	2. 15625 Hz	Allowed
[]	3. 20000 Hz	Allowed
[]	4. 22050 Hz	Allowed
[]	5. 27778 Hz	Allowed
[]	6. 31250 Hz	Allowed
[]	7. 41667 Hz	Allowed
[X]	8. 44100 Hz (closest to WAV's 44100 Hz)	Allowed

1

[SPACE][1-8]Select_ [U/D]Scroll [ESC]Back [RET]Go_

Please enter your choice: _

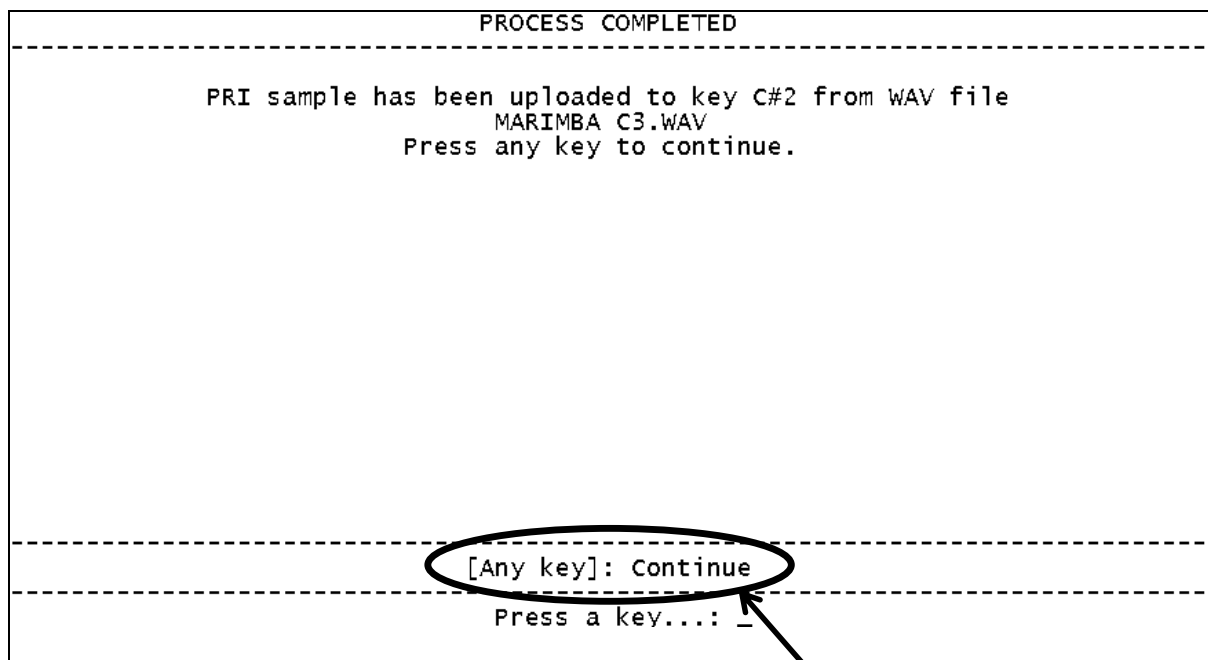
2

```
UPLOADED EMAX SAMPLE
```

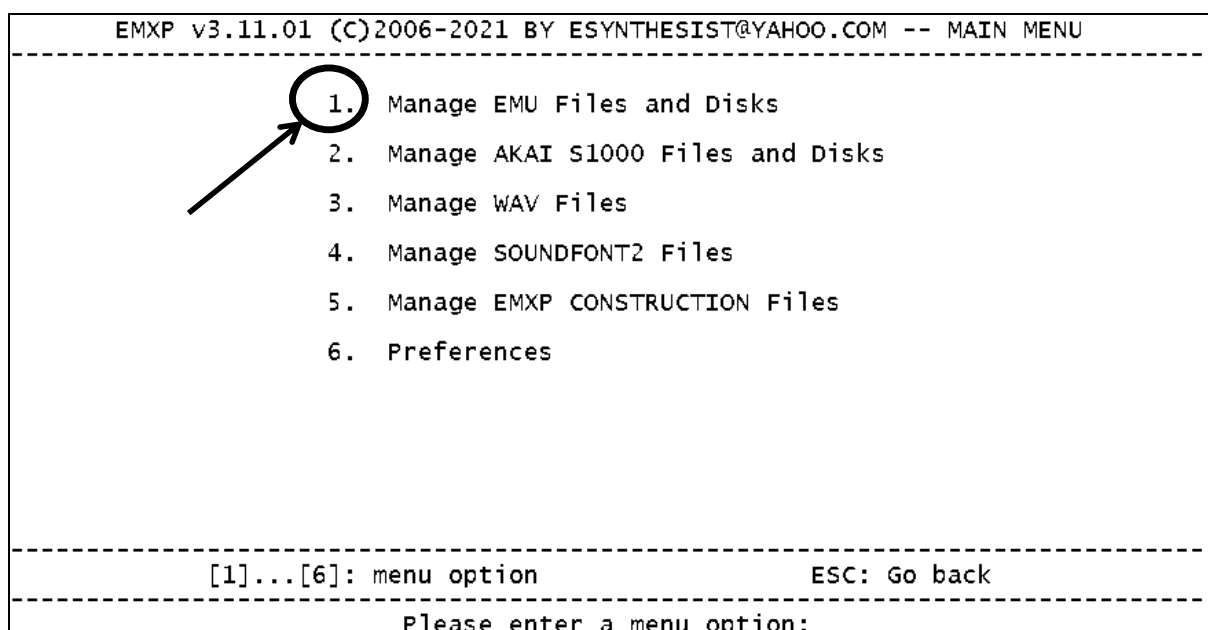
```
EMXP is uploading PRI sample from WAV file  
MARIMBA C3.WAV  
Please wait...
```

```
PLEASE WAIT
```

22) When the upload of the sample is finished, EMXP displays a message confirming that the sample has been successfully sent to the EMAX-I. We press any key to leave this screen.



23) Let's now check what samples are assigned to the C#2 key of the current preset in the EMAX-I sampler's memory after all steps we have taken so far. We press ESCAPE until we are back on the main menu screen, and we select menu function 1.



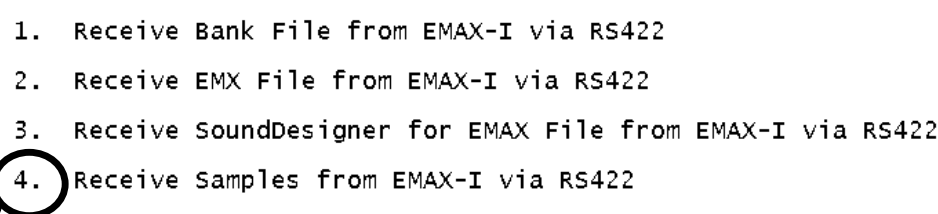
24) The computer is connected to an EMAX-I sampler, so we select menu function 1 in the next screen.

EMU SAMPLER MENU	
1.	Manage EMU EMAX-I Files and Disks
2.	Manage EMU EMAX-II Files and Disks
3.	Manage EMU EMULATOR-I Files
4.	Manage EMU EMULATOR-II Files and Disks
5.	Manage EMU EMULATOR-III/X/ESI Files and Disks
6.	Manage EMU SP-12 Files
[1]...[6]: menu option ESC: Go back	
Please enter a menu option:	

25) In the EMAX-I sampler menu screen, we select menu function 9. This function's primary objective is to download banks or samples from the EMAX-I, but we can also use it to have a look at the voices and samples of the current preset in the EMAX-I sampler's memory.

EMAX-I SAMPLER MENU	
1.	Manage EMAX-I Bank Files
2.	Manage EMAX-I EMX Files
3.	Manage EMAX-I Operating System Files
4.	Manage EMAX-I Hard Disk Images
5.	Manage EMAX-I Hard Disks
6.	Manage EMAX-I Floppy Disk Images
7.	Manage EMAX-I HxC Floppy Disk Images
8.	Manage other EMAX-I Files and Disks
9.	Receive Banks or Samples from EMAX-I via RS422/MIDI
[1]...[9]: menu option ESC: Go back	
Please enter a menu option:	

26) On the next screen we select menu function 4.



```
EMAX-I RS422 OR MIDI DOWNLOAD MENU
-----
1. Receive Bank File from EMAX-I via RS422
2. Receive EMX File from EMAX-I via RS422
3. Receive SoundDesigner for EMAX File from EMAX-I via RS422
4. Receive Samples from EMAX-I via RS422
5. Receive Samples from EMAX-I via MIDI
-----
[1]...[5]: menu option          ESC: Go back
-----
Please enter a menu option:
```

27) EMXP is now connecting to the EMAX-I and retrieving information about all voices and all samples of the *current preset's* keys.

```

COMMUNICATING WITH EMAX VIA RS422
-----
EMXP is retrieving current preset information from the EMAX via RS422
      This can take a few seconds
      Please wait...

-----
PLEASE WAIT
-----
|||||||

```

28) In the key overview we can see the result of the two sample upload processes that we have done in the previous steps (after scrolling down a few lines): key C#2 has two *different* samples assigned to its PRI and SEC voice. Let's have a look at the detailed parameters of key C#2 by selecting pressing "D".

SELECT SOURCE KEY(S) IN P0 - Untitled

20.	E1	PRI: ---	----	smp1	SEC: ---	----	smp1
21.	F1	PRI: ---	----	smp1	SEC: ---	----	smp1
22.	F#1	PRI: ---	----	smp1	SEC: ---	----	smp1
23.	G1	PRI: ---	----	smp1	SEC: ---	----	smp1
24.	G#1	PRI: ---	----	smp1	SEC: ---	----	smp1
25.	A1	PRI: ---	----	smp1	SEC: ---	----	smp1
26.	A#1	PRI: ---	----	smp1	SEC: ---	----	smp1
27.	B1	PRI: ---	----	smp1	SEC: ---	----	smp1
28.	C2	PRI: ---	----	smp1	SEC: ---	----	smp1
29.	C#2	PRI: V00	66730	smp1	SEC: V01	66080	smp1
30.	D2	PRI: ---	----	smp1	SEC: ---	----	smp1
31.	D#2	PRI: ---	----	smp1	SEC: ---	----	smp1
32.	E2	PRI: ---	----	smp1	SEC: ---	----	smp1
33.	F2	PRI: ---	----	smp1	SEC: ---	----	smp1
34.	F#2	PRI: ---	----	smp1	SEC: ---	----	smp1
35.	G2	PRI: ---	----	smp1	SEC: ---	----	smp1
36.	G#2	PRI: ---	----	smp1	SEC: ---	----	smp1
37.	A2	PRI: ---	----	smp1	SEC: ---	----	smp1

[SPACE]01-88]Select [A]All [M]Range [U/D]Scroll [ESC]Back [RET]Go
[+]More [D]Details [L]Play [U]Unload [V]UnldMono [P]UnldPRI [S]UnldSEC

Please enter your choice:

29) EMXP is displaying some details and parameters about the connected sampler, the current preset and the selected key area. By using the UP and DOWN keys or PAGE UP and PAGE DOWN keys we can scroll through the information. On the current screen, we can see that EMXP does *not* assume anymore that there is a stereo voice assigned to the key. We scroll down to get more details about the voices and samples.

DETAILS KEY C#2 OF PRESET P00 Untitled

..CURRENT SAMPLER STATUS.....

Sampler: EMAX-I
Operating System: Emax Plus rev4.0
Available sample memory: 391477 sample points
Available preset memory: 27889 bytes
Current Preset: P00 Untitled
Current MIDI Channel: CH000

..KEY AREA DETAILS.....

Selected Key: C#2 (part of key area C#2 -> C#2)
Stereo Voice: No
Crossfade: Off
Primary Voice on top of Secondary Voice

..VOICE AND SAMPLE DETAILS : See Next Page.....

[UP/DOWN] [PGUP/PGDN] [HOME/END] [ESC]

Please enter your choice:

30) After having scrolled down, we can see that both voices of the key have been assigned a sample having a *different* size and a *different* sample rate now. This is normal because first we have uploaded a stereo 22050 Hz WAV file to the PRI and SEC voice having a size of 66080 sample points per channel, and then we have replaced the PRI voice's sample by a larger mono 44100 Hz WAV file having a size of 66730 sample points. Note that the loop settings are identical in both voices and that they are based on the smallest sample. We leave the details screen by pressing ESCAPE.

DETAILS KEY C#2 OF PRESET P00 Untitled				
..PRIMARY VOICE DETAILS.....				
Voice:	V00	Output Channel:	1 -> 8	
Original Key:	C#2	Sample Length:	66730	(sample points)
Sample Rate:	44100 Hz	from 2	to 66036	(sample points)
Sustain Loop:	Off	from 2	to 66036	(sample points)
Release Loop:	Off	from 2	to 66036	(sample points)
Backward Play:	Off			
..SECONDARY VOICE DETAILS.....				
Voice:	V01	Output Channel:	1 -> 8	
Original Key:	C#2	Sample Length:	66080	(sample points)
Sample Rate:	22050 Hz	from 2	to 66036	(sample points)
Sustain Loop:	Off	from 2	to 66036	(sample points)
Release Loop:	Off	from 2	to 66036	(sample points)
Backward Play:	Off			

[UP/DOWN]	[PGUP/PGDN]	[HOME/END]	[ESC]	

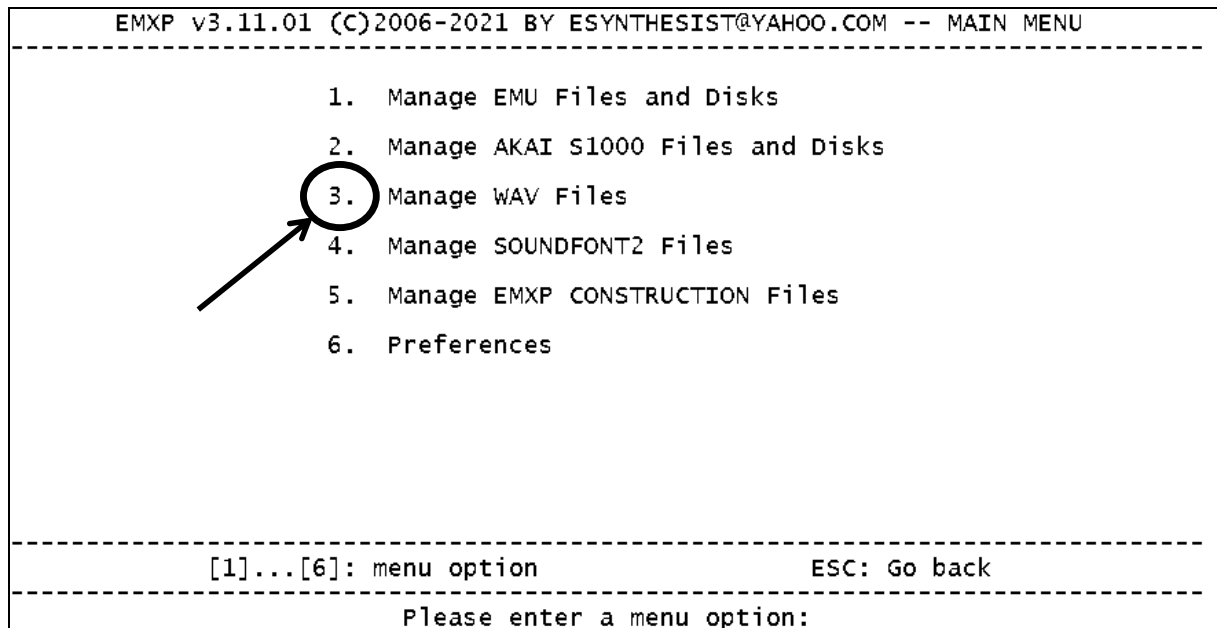
Please enter your choice:				

31) This is the end of guided tour #13. To leave EMXP we have to press the ESCAPE button a few times.

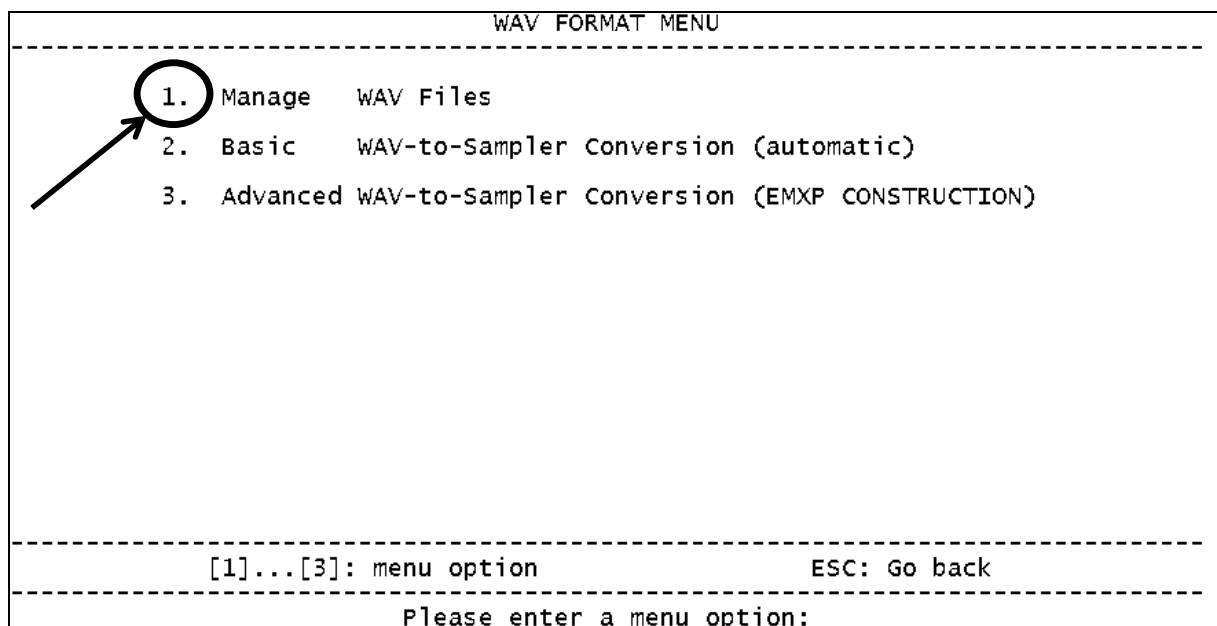
GUIDED TOUR #14: SENDING A WAV-FILE TO AN SP-12 WITH MIDI

In this guided tour, we will upload a mono WAV file to an SP-12 by means of a MIDI communication link. The WAV-file will be loaded into sound User 1. It is assumed that the SP-12 has sufficient available memory for loading the selected WAV-file.

1) After having started EMXP the main menu will appear. Since we want to send a WAV file to a sampler, we select menu function 3 by pressing "3" on the keyboard of the computer.



2) In the next menu, we select menu function 1 to get an overview of all WAV files.



3) EMXP displays an overview of all WAV files in the current folder. The folder is fine, so we don't have to change the folder by means of selecting item 1 labelled "-- CHANGE FOLDER --". We will send the WAV file named "BassDrum #1". We select item 10 either by moving the cursor ("] [") with the UP and DOWN keys to item 10 and pressing the SPACE bar, or simply by entering "10" on the keyboard. Then we press ENTER to launch the WAV file menu. *As an alternative and faster method to upload samples to the SP-12, it's also possible to press the "S" shortcut key (which may only appear on the bottom line or the screen after pressing the "+" key...)*

WAV FILE OVERVIEW					

CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\wav\					

[]	01. -- CHANGE FOLDER --				
[]	02. B3 HAM1 A2	2347 ms	31000 Hz	mono	
[]	03. B3 HAM1 B1	1771 ms	31000 Hz	mono	
[]	04. B3 HAM1 B1L	1771 ms	31000 Hz	mono	Lps
[]	05. B3 HAM1 C5	2219 ms	31000 Hz	mono	
[]	06. B3 HAM1 D4	2248 ms	31000 Hz	mono	
[]	07. B3 HAM1 G1	2025 ms	31000 Hz	mono	
[]	08. B3 HAM1 G3	1569 ms	31000 Hz	mono	
[]	09. B3 HAM1 G5	1327 ms	31000 Hz	mono	
[X]	10. BassDrum #1	313 ms	44100 Hz	mono	
[]	11. GrandPiano_C#2	2994 ms	22050 Hz	stereo	
[]	12. GrandPiano_C3	2431 ms	22050 Hz	stereo	
[]	13. GrandPiano_C5	1928 ms	30000 Hz	stereo	
[]	14. GrandPiano_C6	1583 ms	36000 Hz	stereo	
[]	15. GrandPiano_E4	2870 ms	30000 Hz	stereo	
[]	16. HARP A#3	1367 ms	44100 Hz	mono	

[SPACE]01-58]Select [A]All [M]Range [ARW]Scroll [ESC]Back [RET]Go					
[+]More [E]RS EII [S]MidisP12 [N]SortName [T]SortTime [Z]SortSize					

Please enter your choice:					

4) In the WAV file menu, we select menu function 4 to send the selected WAV file to the SP-12.

WAV FILE MENU	

1.	Convert selected WAV File(s) to Other Sampler Format
2.	Send WAV File(s) to EMAX via RS422/MIDI
3.	Send WAV File(s) to EMULATOR-II via RS422
4.	Send WAV File(s) to SP-12 via MIDI
5.	Play selected WAV File(s)

[1]...[5]: menu option	
ESC: Go back	

Please enter a menu option:	

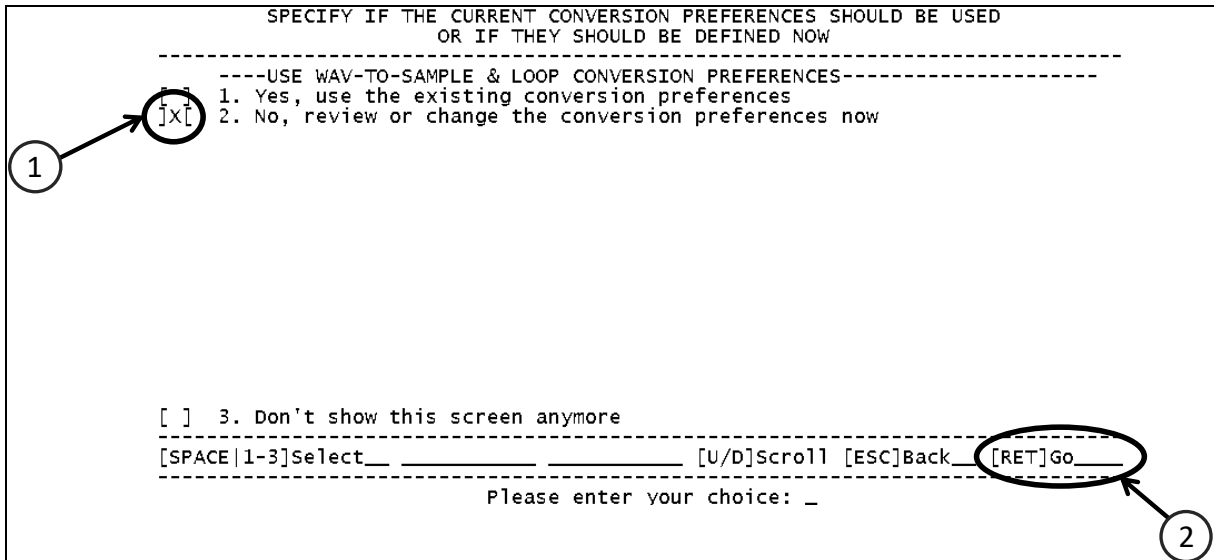
5) EMXP needs to know a few parameters that should be used for converting the selected WAV-file to an SP-12 sound. If the selected WAV-file would contain loops, we will be able to specify whether loops should be converted, and if multiple loops would exist in the WAV-file we can select which of them should be converted. Our WAV-file does not have any loops though. The only additional information EMXP needs to know is the total memory size of the SP-12 and whether the uploaded sound should be tuned or decayed. We have the choice to either use the preferences for these parameters, or to review and change these parameters right now. Let's go through them one by one. We select the second item and press ENTER.

```

SPECIFY IF THE CURRENT CONVERSION PREFERENCES SHOULD BE USED
OR IF THEY SHOULD BE DEFINED NOW
-----USE WAV-TO-SAMPLE & LOOP CONVERSION PREFERENCES-----
[ ] 1. Yes, use the existing conversion preferences
[X] 2. No, review or change the conversion preferences now

[ ] 3. Don't show this screen anymore
[SPACE|1-3]Select_ _____ [U/D]Scroll [ESC]Back [RET]Go_____
Please enter your choice: _

```



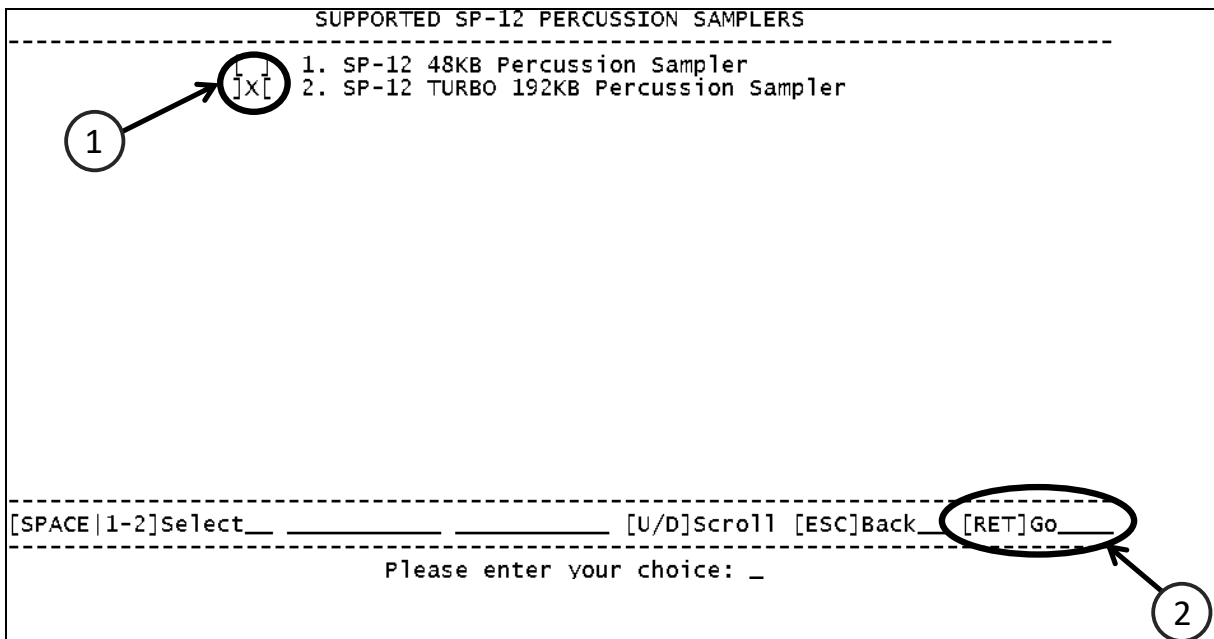
6) The first parameter EMXP is asking is the total memory size of the SP-12 which is connected to the computer. Our SP-12 is a Turbo version, so we select the second item and press ENTER. The memory size is only used to validate whether the WAV-file will fit in the SP-12 memory (if all memory would be available).

```

SUPPORTED SP-12 PERCUSSION SAMPLERS
-----
[ ] 1. SP-12 48KB Percussion Sampler
[X] 2. SP-12 TURBO 192KB Percussion Sampler

[SPACE|1-2]Select_ _____ [U/D]Scroll [ESC]Back [RET]Go_____
Please enter your choice: _

```



7) Each sound in the SP-12 is either *tuned* or *decayed*. If a sound is *tuned*, its decay is determined by the Default Decay setting in the SP-12. Although EMXP will always load a WAV-file without actually changing its pitch, we still have the possibility to make the sound *tuned* instead of *decayed*. The default setting is *tuned unless the WAV-file is looped and loops should be converted*. Since our WAV-file is not looped, option 1 and 2 result in the same setting (tuned sound), which is fine. We selected the first item and press ENTER.

```

      DEFINE WHETHER THE SP-12 SOUNDS GENERATED FROM WAV FILES
      SHOULD BE TUNED OR DECAYED
      -----
      WHEN SHOULD A TARGET SP-12 SOUND BE TUNED OR DECAYED ?
      1. DECAYED if the WAV file is looped, otherwise TUNED
      2. Always TUNED, based on the WAV file's original pitch
      3. Always DECAYED, based on MID setting
      [X]
      [ ]
      [ ]

      [SPACE|1-3]Select_ _____ [U/D]Scroll [ESC]Back [RET]Go_
      Please enter your choice: _
  
```

Diagram annotations: A circle with '1' points to the first option. A circle with '2' points to the '[RET]Go_' prompt.

8) EMXP is now requesting the MIDI IN port to which the MIDI OUT port of the SP-12 is connected, and the MIDI OUT port to which the MIDI IN port of the SP-12 is connected. This is done only once (EMXP will remember these ports and will not ask for them anymore in the future, unless you select option 6). In our example we will use MIDI ports A of the Midisport MIDI interface. We select items 1 and 4 and press ENTER.

```

      SELECT MIDI PORTS FOR COMMUNICATION WITH SP-12
      -----
      AVAILABLE MIDI IN PORTS:
      1. Port 0: MIDISPORT 2x2 Anniversary In A
      2. Port 1: MIDISPORT 2x2 Anniversary In B
      AVAILABLE MIDI OUT PORTS:
      3. Port 0: Microsoft GS Wavetable Synth
      4. Port 1: MIDISPORT 2x2 Anniversary Out A
      5. Port 2: MIDISPORT 2x2 Anniversary Out B
      [X]
      [X]

      [ ] 6. Always show this screen (always ask for MIDI ports)
      [SPACE|1-6]Select_ _____ [U/D]Scroll [ESC]Back [RET]Go_
      Please enter your choice:
  
```

Diagram annotations: A circle with '1' points to the first option under 'AVAILABLE MIDI IN PORTS'. A circle with '2' points to the '[RET]Go_' prompt.

9) EMXP is ready now to upload the WAV-file to the SP-12. We have to invoke a "Load Sound#" instruction on the SP-12 in order to complete the process. Once we have activated the Cassette/Disk module on the SP-12 and selected function 3.6 (Load Sound#), we need to select the target sound on the SP-12. Any sound can be selected. In our example we will load the WAV-file to sound User 1. After pressing ENTER twice on the SP-12, EMXP will automatically start loading the WAV-file (it's listening to the MIDI IN port).

```
PLEASE ACTIVATE THE "LOAD SOUND#" FUNCTION ON THE SP-12
-----
Ready to upload WAV file BassDrum #1

Please activate the Cassette/Disk module on the SP-12,
press 3, 6 and hit any pad followed by pressing Enter twice.

(be careful NOT to load ALL sounds [3->5->Enter] by accident !)

Press ESCAPE to leave the Upload Sound function.



[ESC] Leave



Select "Load Sound#" on the SP-12 or press Escape...:


```

10) EMXP is now loading the WAV-file. This can take a while.

```
UPLOADING WAV FILE
-----
EMXP is uploading WAV file
BassDrum #1.wav
Please wait...

PLEASE WAIT



|||||


```


11) Once the upload of the WAV-file has successfully been completed, a confirmation screen will be displayed in EMXP. We leave this screen by pressing ESCAPE.

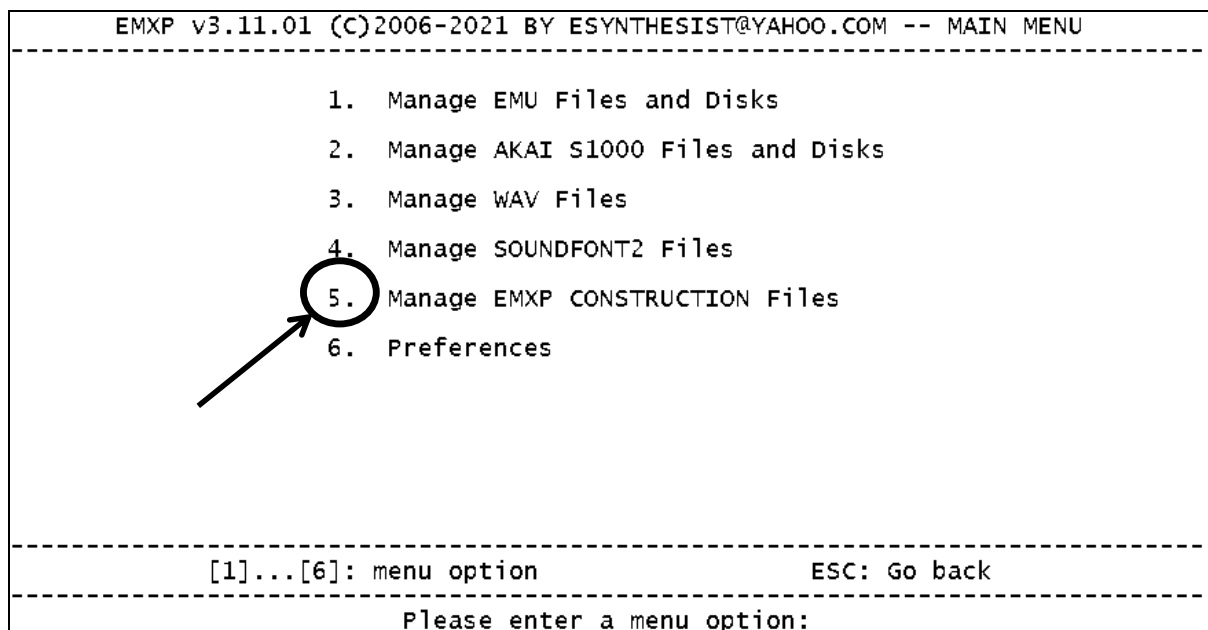
PROCESS COMPLETED
The selected WAV file has been uploaded to the SP-12. Press any key to continue.
[Any key]: Continue
Press a key...:

12) This is the end of guided tour #14. To leave EMXP we have to press the ESCAPE button a few times.

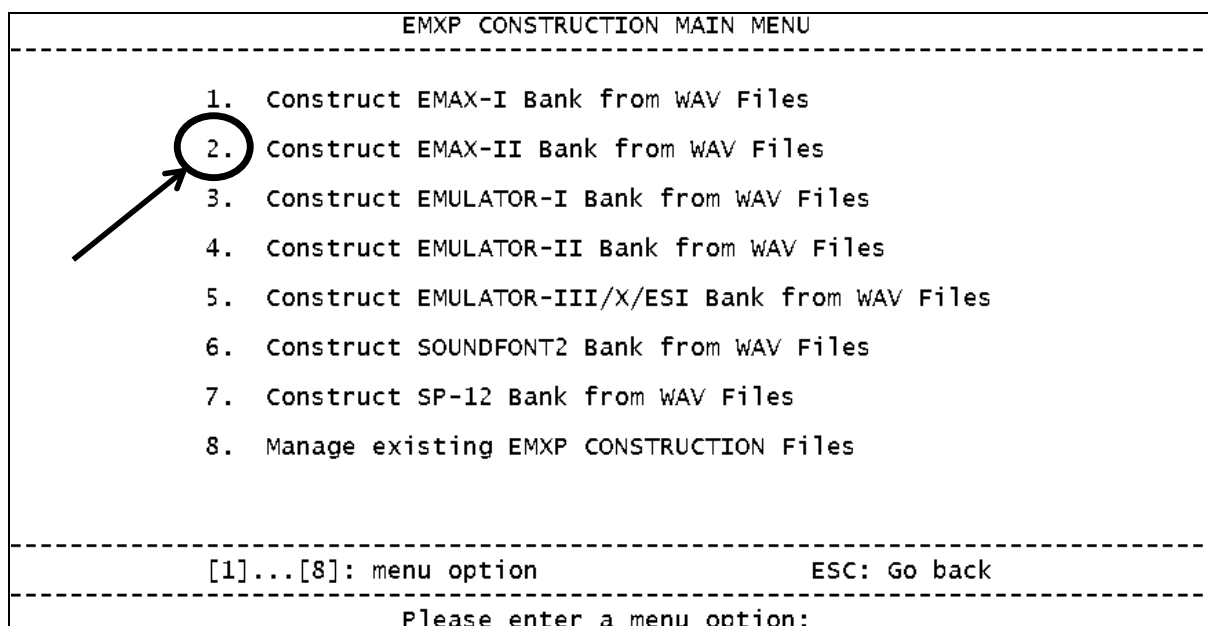
GUIDED TOUR #15: CONSTRUCTING AN EMAX-II BANK

In this guided tour, we will construct an EMAX-II bank file containing 2 presets, each containing a WAV file assigned to an area of multiple keys. One of the WAV files contains loops.

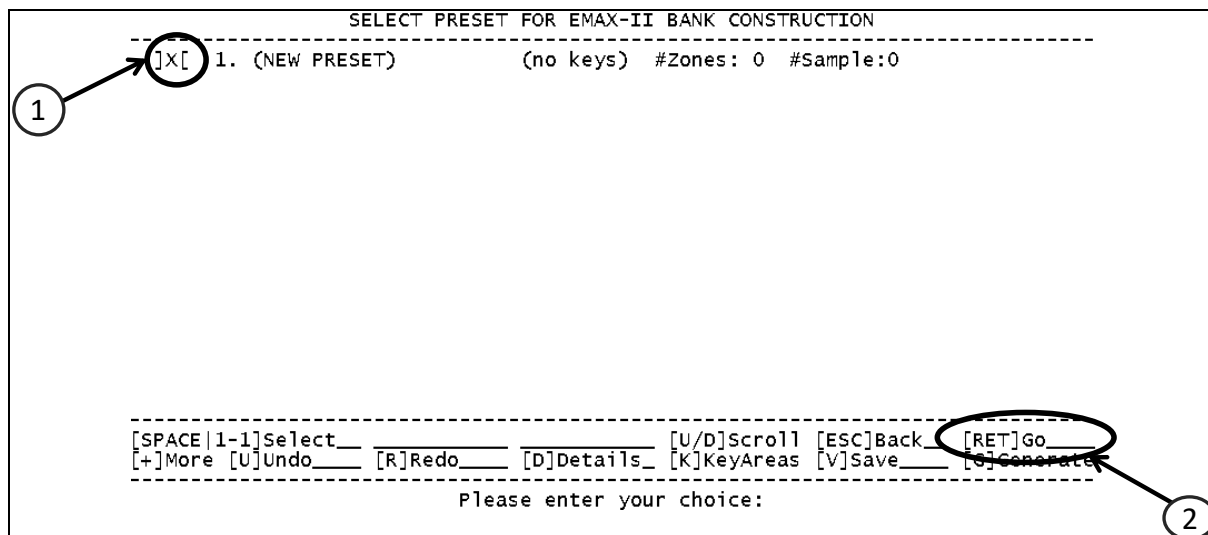
1) After having started EMXP the main menu will appear. Since we want to construct an EMAX-II bank file, we select menu function 5 by pressing "5" on the keyboard of the computer.



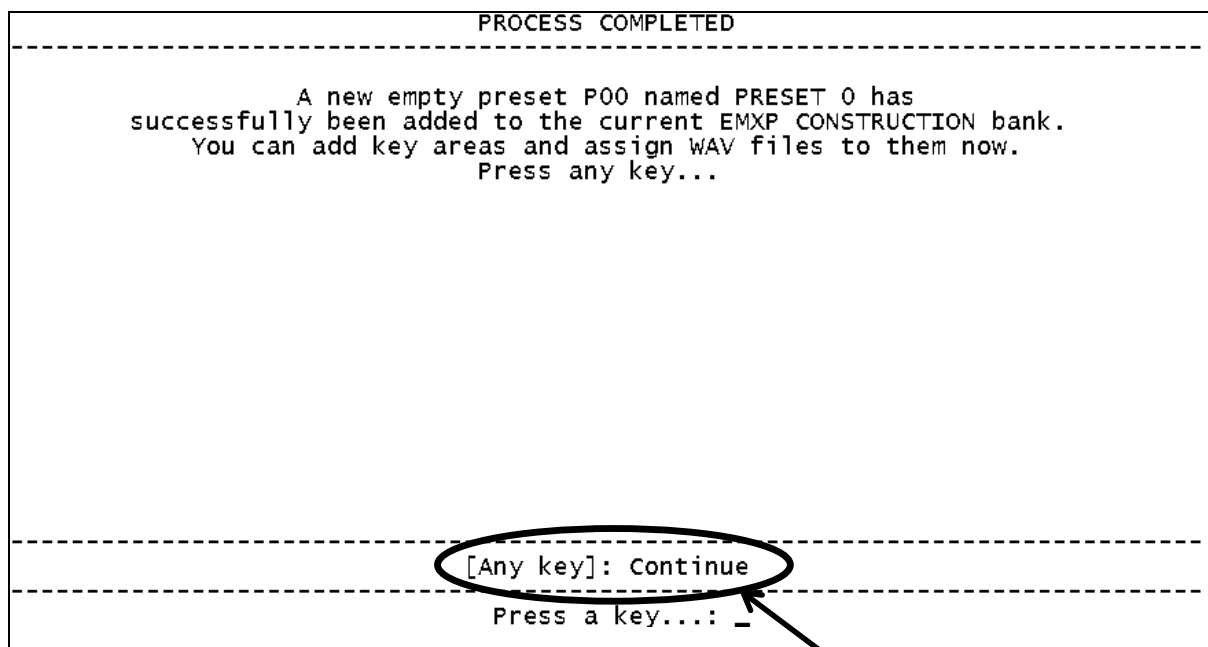
2) The following menu gives access to the different sampler types for which we can construct banks. We select menu function 2 since we will construct an EMAX-II bank. *It's always possible to change the target sampler while constructing the bank. EMXP will validate the construction against the chosen target sampler's limits at any time during the construction of the bank.*



3) In the next screen, EMXP shows an overview of all presets in the construction bank. The bank is new, so there's no preset yet. We will add a preset by selecting the first item labelled "(NEW PRESET)". If the item hasn't been pre-selected yet by EMXP, we can select the item by moving the cursor ("]X[") to that item with the UP and DOWN keys and pressing the SPACE bar, or by entering "1" on the keyboard. We press ENTER to complete the creation of the new preset.



4) EMXP confirms that a new preset has been created. By default this preset has been named "PRESET 0". Let's press any key to continue.



5) In the preset selection menu, we will first define some information regarding the *bank* before defining the contents of the *preset*. We select menu function 2 and we press ENTER. *The same can be achieved by pressing shortcut key "B" at any time in either the preset overview screen or in the key area overview screen.*

EMXP CONSTRUCTION PRESET SELECTION FOR BANK CONSTRUCTION MENU	
1.	Manage Key Areas / Assign WAV Files
2.	Manage Bank Details
3.	Manage Preset Details
4.	Manage other Presets or Add/Copy/Remove Preset
5.	Undo most recent Change
6.	Redo most recent undone Change
7.	Save Bank
8.	Save Bank as...
9.	Generate Bank in Target Sampler Format

[1]...[9]: menu option	ESC: Go back

Please enter a menu option:	

6) We can define different parameters which will be applicable for the whole bank/construction file. The construction file parameters that we will define now are (1) the name of the construction file, (2) the bank name and (3) how to deal with stereo WAV files. We select items 2, 3 and 7 either by entering "02", "03" and "07" on the keyboard, or by moving the cursor to items 2, 3 and 7 and pressing the SPACE bar on each item. After pressing ENTER, EMXP will successively launch the 3 screens in which we can define the 3 selected parameters.

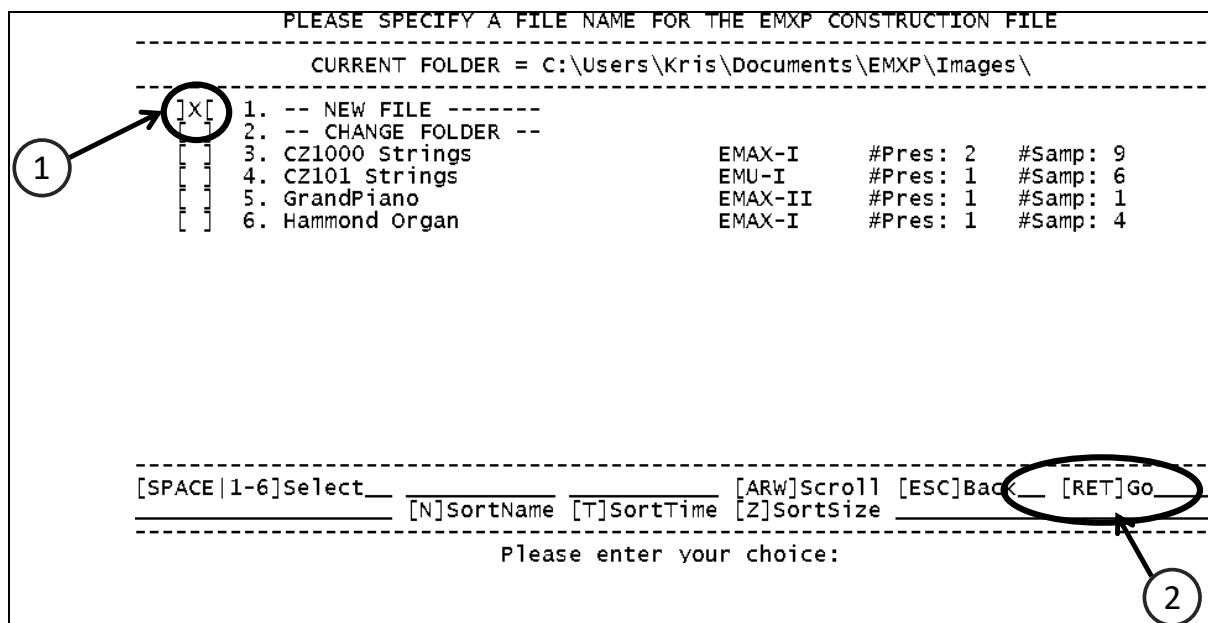
CONSTRUCTION FILE SETTINGS		
01.	Target Sampler Type	EMAX-II
02.	Construction File Name	
03.	Bank Name	
04.	Sampler Memory Size	8192 KB
05.	Lowest allowed Sample Rate	44100 Hz
06.	Highest allowed Sample Rate	44100 Hz
07.	Stereo Sample Handling	PRI & SEC or Mono
08.	Original Key Range determined by	Not Applicable
09.	Keyboard Layout	Standard
10.	Same WAV File is treated as same Sample	Yes

Total EMAX-II sample size (#sample points)		0 (<4194304)
Total number of generated EMAX-II samples		0 (<422)
Sample size at min smpl rate & min #channels		0 (<4194304)
Number of generated samples at min #channels		0 (<422)
File Version		03.10.01
Initially saved on		(not saved yet)
Last saved on		(not saved yet)
Modified in memory on		2020-06-26 18:11:36

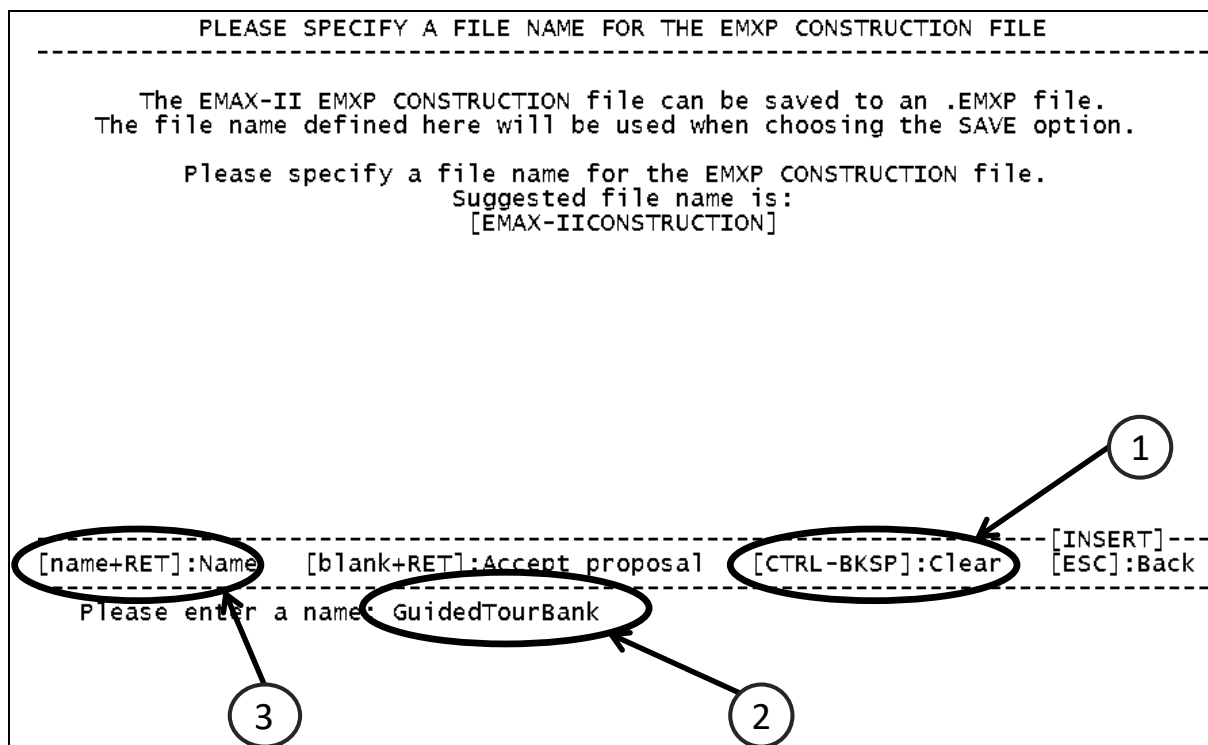
[SPACE 01-10]Select [A]All [M]Range [U/D]Scroll [ESC]Back [RET]Go		

Please enter your choice:		

7) The first parameter that we will define is the file name of the construction file. This file name will be used whenever we select the "Save Bank" menu function later. If we wouldn't define the file name now, EMXP will ask for that name the first time we will save the file using the "Save Bank" menu function. EMXP has launched the File Manager. We select the first item labelled "-- NEW FILE --" and we press ENTER.



8) EMXP requests a new file name now. We don't agree with the proposed file name, so we press the CTRL-Backspace key combination to clear the bottom line of the screen, and we enter a new file name (here: "GuidedTourBank"). EMXP will accept the name once we have pressed ENTER.



9) The next parameter that we will define is the bank name. We are constructing an EMAX-II bank though. The EMAX-II by default derives the bank name from the "current" preset's name and doesn't officially support an explicitly defined bank name. But we enter a bank name anyway because it's good practice and if we will generate the EMAX-II construction bank directly to a hard disk or hard disk image, EMXP is actually able to assign a bank name independent from the "current" preset name (see also *GUIDED TOUR #8: CONVERTING AN EMULATOR-III CDROM INTO AN EMAX-II HARD DISK*). Moreover we might also change the target sampler type to another sampler type which may be capable of dealing with explicitly defined bank names (e.g. SoundFont2). We enter the bank name "Guided Tour" and we press ENTER.

 DEFINE BANK NAME

A bank name can be assigned independent from the EMXP CONSTRUCTION file name.
 Please specify a bank name for the current EMAX-II EMXP CONSTRUCTION file.
 Suggested bank name is [GuidedTourBank]

2

[name+RET]:Name

[blank+RET]:Accept proposal

Please enter a name: Guided Tour

[CTRL-BKSP]:Clear [ESC]:Back

1

-----[INSERT]-----

10) The last parameter that we will define is how EMXP should deal with stereo WAV files whenever we assign a stereo WAV file to a key area. By default EMXP always tries to preserve the stereo nature of stereo WAV files by assigning one channel to the PRI layer and the other channel to the SEC layer, unless this would result in a bank which doesn't fit in the specified EMAX-II memory. We want to make sure the stereo nature is preserved (as illustrated in step 32). If the bank would exceed the EMAX-II memory size, we expect EMXP to give a validation error instead of converting the stereo WAV files to mono samples. So we select item 2 instead of item 3 and press ENTER.

 STEREO SAMPLE HANDLING

1

[X]

1. Always convert Stereo Samples to Mono Samples

2. Always use PRI and SEC voices for Stereo Samples

3. Preferably PRI and SEC voices but Mono allowed to save space

[SPACE|1-3]Select_

[U/D]Scroll

[ESC]Back

[RET]Go

Please enter your choice:

2

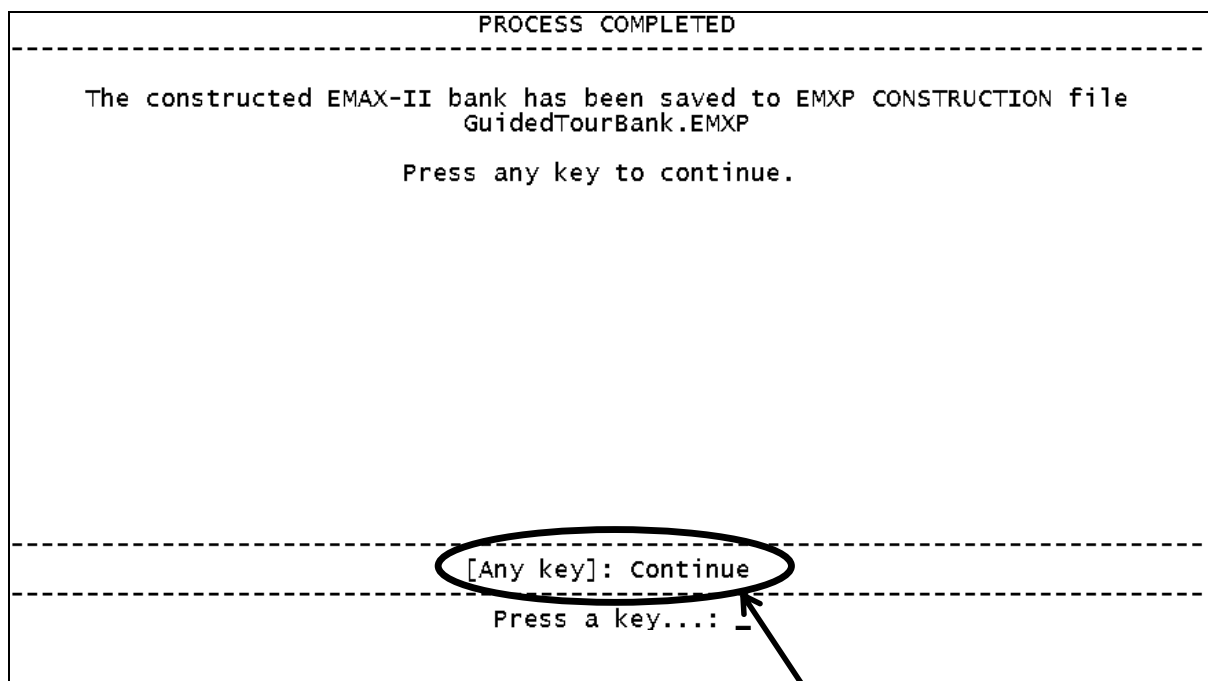
11) After having defined the parameters, EMXP displays the construction file parameters again - the screen has been refreshed with the information that we have just entered. We leave the screen by pressing ESCAPE and we return to the preset selection menu.

CONSTRUCTION FILE SETTINGS		
01. Target Sampler Type	EMAX-II	
02. Construction File Name	GuidedTourBank	
03. Bank Name	Guided Tour	
04. Sampler Memory Size	8192 KB	
05. Lowest allowed Sample Rate	44100 Hz	
06. Highest allowed Sample Rate	44100 Hz	
07. Stereo Sample Handling	PRI & SEC Voice	
08. Original Key Range determined by	Not Applicable	
09. Keyboard Layout	Standard	
10. Same WAV File is treated as same Sample	Yes	
Total EMAX-II sample size (#sample points)	0	(<4194304)
Total number of generated EMAX-II samples	0	(<422)
Sample size at min smpl rate & min #channels	0	(<4194304)
Number of generated samples at min #channels	0	(<422)
File Version	03.10.01	
Initially saved on	(not saved yet)	
Last saved on	(not saved yet)	
Modified in memory on	2020-06-26 18:23:38	
[SPACE 01-10]Select [A]All_____ [M]Range____ [U/D]Scroll [ESC]Back_____		
Please enter your choice:		

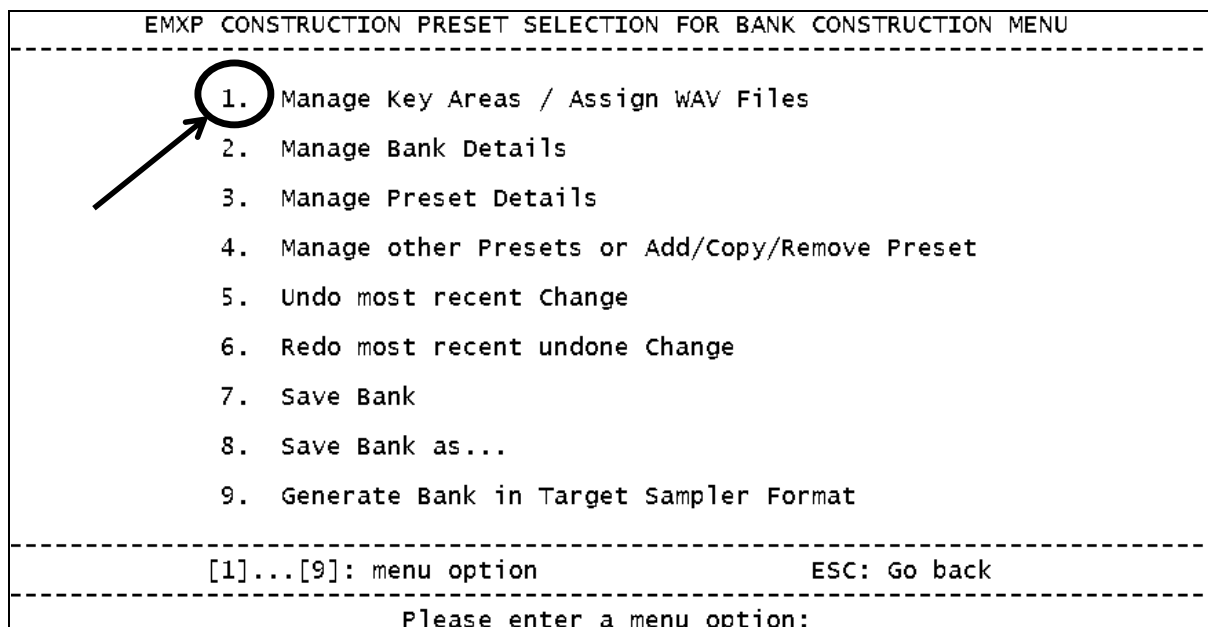
12) Let's save the construction file. We select menu function 7.

EMXP CONSTRUCTION PRESET SELECTION FOR BANK CONSTRUCTION MENU	
1. Manage Key Areas / Assign WAV Files	
2. Manage Bank Details	
3. Manage Preset Details	
4. Manage other Presets or Add/Copy/Remove Preset	
5. Undo most recent Change	
6. Redo most recent undone Change	
7. Save Bank	
8. Save Bank as...	
9. Generate Bank in Target Sampler Format	
[1]...[9]: menu option ESC: Go back	
Please enter a menu option:	

13) EMXP saves the construction file in the folder we have previously selected. The file is saved using the file name we have previously defined as well. If we wouldn't have selected the file name and folder in steps 7 and 8, EMXP would now launch the File Manager and we would have to select the folder and file name. After having saved the file, EMXP shows following message:



14) It's time to add WAV files to the preset now. Let's select menu function 1.



15) EMXP displays an overview of all keys available in the EMAX-II current preset. For each key, the overview shows which WAV file has been assigned to the PRIMary voice and to the SECondary voice, as well as the original notes that will be used for these voices. Since we didn't assign any WAV file yet, the overview is still empty. We will assign a WAV file to the key area from C1 to B1. We scroll down until we can see keys C1 till B1 on the screen. To select this key area, there are a few options:

- Enter all item numbers starting with "16", then "17", ... till "27" on the keyboard
- Move the cursor ("] [") with the UP and DOWN keys to all items from 16 till 27 and press the SPACE bar for each item
- Select the whole key area in 2 simple steps - this is illustrated below. The first step is to "mark" the start of the key area by entering "M", followed by moving the cursor to item 4 and pressing the SPACE bar.

SELECT KEY(S) FOR EMAX-II KEY AREA CONSTRUCTION									
[]	12.	G#0		00	P:	----	----	S:	----
[]	13.	A0		00	P:	----	----	S:	----
[]	14.	A#0		00	P:	----	----	S:	----
[]	15.	B0		00	P:	----	----	S:	----
[M]	16.	C1		00	P:	----	----	S:	----
[]	17.	C#1		00	P:	----	----	S:	----
[]	18.	D1		00	P:	----	----	S:	----
[]	19.	D#1		00	P:	----	----	S:	----
[]	20.	E1		00	P:	----	----	S:	----
[]	21.	F1		00	P:	----	----	S:	----
[]	22.	F#1		00	P:	----	----	S:	----
[]	23.	G1		00	P:	----	----	S:	----
[]	24.	G#1		00	P:	----	----	S:	----
[]	25.	A1		00	P:	----	----	S:	----
[]	26.	A#1		00	P:	----	----	S:	----
[]	27.	B1		00	P:	----	----	S:	----
[]	28.	C2		00	P:	----	----	S:	----
[]	29.	C#2		00	P:	----	----	S:	----

[SPACE|01-88]Select _____ [U/D]Scroll [ESC]Back_____

Enter end number of selection area: _____

16) To complete the selection of the key area, let's move the cursor to item 27 and press the SPACE bar. The whole key area is selected now (see "[X]" selectors in front of each item). To assign a WAV file to this key area, we press ENTER. A faster method for assigning WAV files and defining parameters like original note will be illustrated in step 31.

SELECT KEY(S) FOR EMAX-II KEY AREA CONSTRUCTION									
[X]	12.	G#0		00	P:	----	----	S:	----
[X]	13.	A0		00	P:	----	----	S:	----
[X]	14.	A#0		00	P:	----	----	S:	----
[X]	15.	B0		00	P:	----	----	S:	----
[X]	16.	C1		00	P:	----	----	S:	----
[X]	17.	C#1		00	P:	----	----	S:	----
[X]	18.	D1		00	P:	----	----	S:	----
[X]	19.	D#1		00	P:	----	----	S:	----
[X]	20.	E1		00	P:	----	----	S:	----
[X]	21.	F1		00	P:	----	----	S:	----
[X]	22.	F#1		00	P:	----	----	S:	----
[X]	23.	G1		00	P:	----	----	S:	----
[X]	24.	G#1		00	P:	----	----	S:	----
[X]	25.	A1		00	P:	----	----	S:	----
[X]	26.	A#1		00	P:	----	----	S:	----
[X]	27.	B1		00	P:	----	----	S:	----
[]	28.	C2		00	P:	----	----	S:	----
[]	29.	C#2		00	P:	----	----	S:	----

[SPACE|01-88]Select [A]All [M]Range [U/D]Scroll [ESC]Back [RET]Go
[+]More [U]Undo [R]Redo [P]PRI wav [X]PRI Note [Y]PRI Tran [Z]PRI Tune

Please enter your choice: _____

17) In the key selection menu, we select menu function 1.

EMXP CONSTRUCTION KEY SELECTION FOR KEY AREA CONSTRUCTION MENU	
1.	Assign WAV Files and other Key Area Parameters
2.	Manage Bank Details
3.	Manage Preset Details
4.	Manage other Key Areas
5.	Undo most recent Change
6.	Redo most recent undone Change
7.	Save Bank
8.	Save Bank as...
9.	Generate Bank in Target Sampler Format

[1]...[9]: menu option	ESC: Go back

Please enter a menu option:	

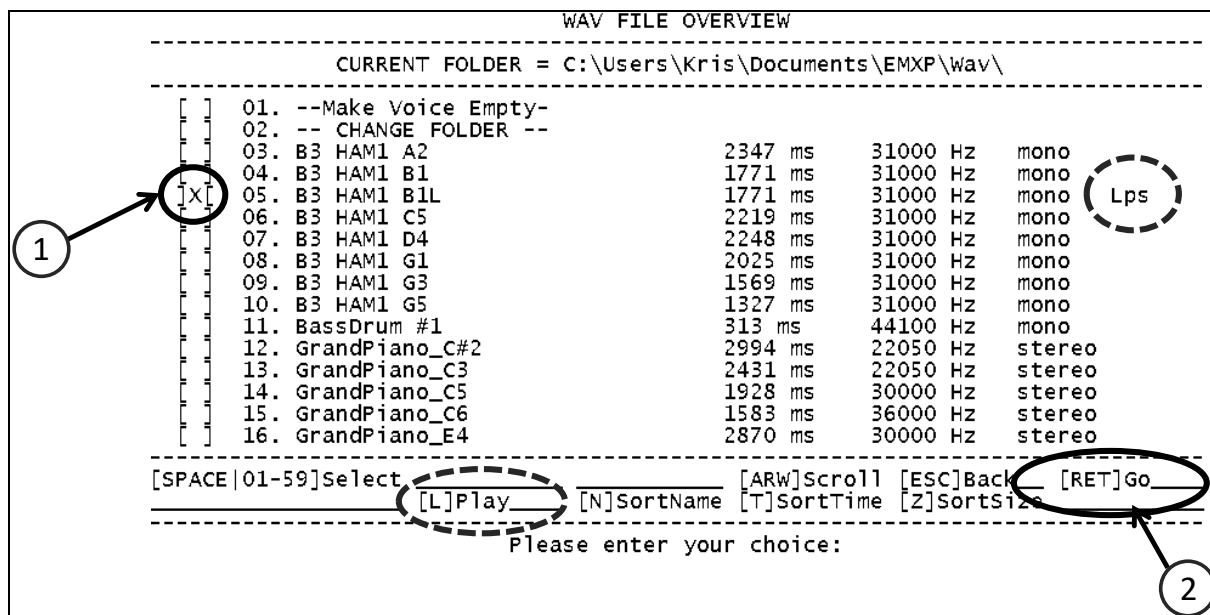
18) EMXP displays a screen now in which we can assign WAV files to both the PRI and the SEC voice. We will assign a mono WAV file to the PRI voice only, so we select item 1 and we press ENTER. *The same could have been achieved by entering the shortcut key "P" on the key overview screen in step 16, as will be illustrated in step 31.*

EMAX-II SETTINGS FOR P00 PRESET 0: KEY AREA C1 --> B1	
1.	PRI Voice: Assigned WAV File (not assigned yet)
2.	PRI Voice: Transposition (not assigned yet)
3.	PRI Voice: Original Note (not assigned yet)
4.	PRI Voice: Additional Tuning (not assigned yet)
5.	SEC Voice: Assigned WAV File (not assigned yet)
6.	SEC Voice: Transposition (not assigned yet)
7.	SEC Voice: Original Note (not assigned yet)
8.	SEC Voice: Additional Tuning (not assigned yet)

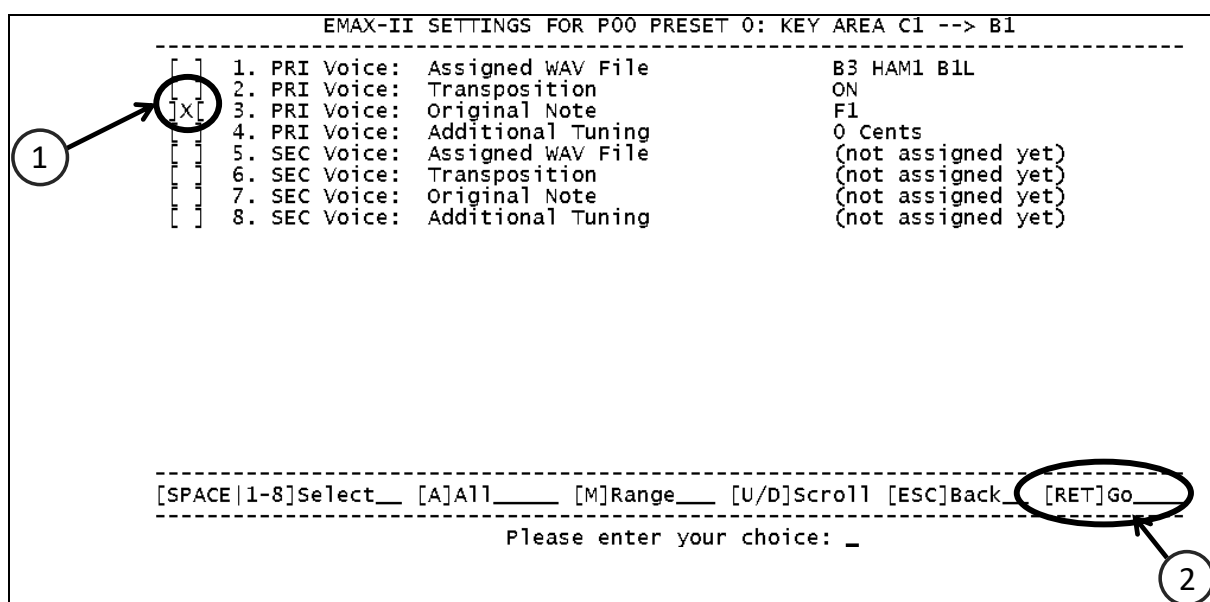
[SPACE 1-8]Select__	[A]All__ [M]Range__ [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice:	

19) The File Manager is launched now and we can select the WAV file that should be assigned to the selected keys. We can listen to a WAV file by selecting one and pressing "L". We select WAV file "B3 HAM1 B1L" in the WAV file overview and we press ENTER. Note that this WAV file contains some loops (the "Lps" flag at the right indicates that multiple loops have been defined in the WAV file). We can also navigate to another folder by selecting item 2. Alternatively we can decide NOT to assign any WAV file to the keys by selecting item 1 labelled "--Make Voice Empty--". This method can also be applied if we would already have assigned a WAV file but want to undo this assignment...



20) We are back on the key area settings screen now - EMXP has updated the screen with the WAV file we have just selected. A default value for the original note (here: F1) and the voice tuning (here: 0 cents) has been assigned as well. By default the transposition is enabled (ON). Since the WAV file has been sampled with pitch B1, we have to change the original note from F1 to B1. Let's select item 3 and press ENTER. The same could have been achieved by entering the shortcut key "X" on the key overview screen in step 16.



21) EMXP displays the EMAX-II preset key overview, in which we can select the original note. Let's move the cursor to item 27 which corresponds to key B1, and press ENTER. *For some target samplers, like the EMAX-I or the Emulator-II, not all keys will be selectable in this overview. EMXP takes into account the transposition constraints of these samplers and disables any key which is out of the transposition range. The EMAX-II does not have any transposition constraints, so all keys can be used as a candidate original note in our example.*

```

SELECT ORIGINAL KEY FOR PRI VOICE OF KEY AREA C1 --> B1
-----
[ ] 12. G#0  [X] 00 P:---- S:-----
[ ] 13. A0   [ ] 00 P:---- S:-----
[ ] 14. A#0  [ ] 00 P:---- S:-----
[ ] 15. B0   [ ] 00 P:---- S:-----
[ ] 16. C1   [ ] 01 P:F1 B3 HAM1 B1L S:-----
[ ] 17. C#1  [ ] 01 P:F1 B3 HAM1 B1L S:-----
[ ] 18. D1   [ ] 01 P:F1 B3 HAM1 B1L S:-----
[ ] 19. D#1  [ ] 01 P:F1 B3 HAM1 B1L S:-----
[ ] 20. E1   [ ] 01 P:F1 B3 HAM1 B1L S:-----
[ ] 21. F1   [ ] 01 P:F1 B3 HAM1 B1L S:-----
[ ] 22. F#1  [ ] 01 P:F1 B3 HAM1 B1L S:-----
[ ] 23. G1   [ ] 01 P:F1 B3 HAM1 B1L S:-----
[ ] 24. G#1  [ ] 01 P:F1 B3 HAM1 B1L S:-----
[ ] 25. A1   [ ] 01 P:F1 B3 HAM1 B1L S:-----
[ ] 26. A#1  [ ] 01 P:F1 B3 HAM1 B1L S:-----
[ ] 27. B1   [ ] 01 P:F1 B3 HAM1 B1L S:-----
[ ] 28. C2   [ ] 02 P:---- S:-----
[ ] 29. C#2  [ ] 02 P:---- S:-----
[ ] 30. D2   [ ] 02 P:---- S:-----
-----
[SPACE|01-88]Select _____ [U/D]Scroll [ESC]Back [RET]Go
Please enter your choice:
  
```

1 points to the 'X' in the selection column for item 27. 2 points to the '[RET]Go' button.

22) EMXP updates the key area settings screen with the new value for the original note. Let's leave this screen now by pressing ESCAPE.

```

EMAX-II SETTINGS FOR P00 PRESET 0: KEY AREA C1 --> B1
-----
[ ] 1. PRI Voice: Assigned WAV File      B3 HAM1 B1L
[ ] 2. PRI Voice: Transposition          ON
[ ] 3. PRI Voice: Original Note          B1
[ ] 4. PRI Voice: Additional Tuning      0 Cents
[ ] 5. SEC Voice: Assigned WAV File      (not assigned yet)
[ ] 6. SEC Voice: Transposition          (not assigned yet)
[ ] 7. SEC Voice: Original Note          (not assigned yet)
[ ] 8. SEC Voice: Additional Tuning      (not assigned yet)
-----
[SPACE|1-8]Select__ [A]All_____ [M]Range__ [U/D]Scroll [ESC]Back
Please enter your choice:
  
```

[ESC]Back is circled with an arrow pointing to it.

23) Let's also replace the current preset's default name ("PRESET 0") with a more meaningful name. In the key selection menu, we select menu function 3. *The same can be achieved by pressing shortcut key "P" at any time in either the preset overview screen or in the key area overview screen.*

EMXP CONSTRUCTION KEY SELECTION FOR KEY AREA CONSTRUCTION MENU	
1.	Assign WAV Files and other Key Area Parameters
2.	Manage Bank Details
3.	Manage Preset Details
4.	Manage other Key Areas
5.	Undo most recent Change
6.	Redo most recent undone Change
7.	Save Bank
8.	Save Bank as...
9.	Generate Bank in Target Sampler Format
[1]...[9]: menu option ESC: Go back	
Please enter a menu option: _	

24) We can enter another preset name by selecting item 1 in the preset settings screen and pressing ENTER.

EMAXII EMXP CONSTRUCTION PRESET SETTINGS	
1. Preset Name	PRESET 0
2. Preset Position in Bank	P000
[SPACE 1-2]Select__ [A]All____ [M]Range__ [U/D]Scroll [ESC]Back_ [RET]Go____	
Please enter your choice:	

25) EMXP asks for a preset name now. We don't agree with the suggested name, so we clear the bottom line of the screen by pressing CTRL-Backspace and we enter the new preset name (here: "Hammond"). EMXP accepts the preset name after we have pressed ENTER.

```

CHANGE EMAX-II PRESET NAME
-----
Please provide a new name for EMAX-II preset P00.
The current preset name is [PRESET 0]

-----
Please enter a name: Hammond_
-----
[ name+RET ]:Name  [ blank+RET ]:Accept proposal  [ CTRL-BKSP ]:Clear  [ INSERT ]:--
[ ESC ]:Back
  
```

26) The preset setting screen has been updated with the new preset name. Let's leave this screen by pressing ESCAPE.

```

EMAXII EMXP CONSTRUCTION PRESET SETTINGS
-----
] [ 1. Preset Name          Hammond
[ ] 2. Preset Position in Bank P000

-----
[SPACE|1-2]Select__ [A]All____ [M]Range__ [U/D]Scroll [ESC]Back__
-----
Please enter your choice:
  
```

27) We press ESCAPE one more time. The current preset's key overview is displayed again and contains the information regarding the WAV file and original note that we have just assigned to the selected key area. Let's leave this screen by pressing ESCAPE.

SELECT KEY(S) FOR EMAX-II KEY AREA CONSTRUCTION					
[]	13. A0		00 P:-----	S:-----	
[]	14. A#0		00 P:-----	S:-----	
[]	15. B0		00 P:-----	S:-----	
[X]	16. C1		01 P:F1	B3 HAM1 B1L	S:-----
[X]	17. C#1		01 P:F1	B3 HAM1 B1L	S:-----
[X]	18. D1		01 P:F1	B3 HAM1 B1L	S:-----
[X]	19. D#1		01 P:F1	B3 HAM1 B1L	S:-----
[X]	20. E1		01 P:F1	B3 HAM1 B1L	S:-----
[X]	21. F1		01 P:F1	B3 HAM1 B1L	S:-----
[X]	22. F#1		01 P:F1	B3 HAM1 B1L	S:-----
[X]	23. G1	01 P:F1	B3 HAM1 B1L	S:-----	
[X]	24. G#1	01 P:F1	B3 HAM1 B1L	S:-----	
[X]	25. A1	01 P:F1	B3 HAM1 B1L	S:-----	
[X]	26. A#1	01 P:F1	B3 HAM1 B1L	S:-----	
[X]	27. B1	01 P:F1	B3 HAM1 B1L	S:-----	
[]	28. C2	02 P:-----	S:-----		
[]	29. C#2	02 P:-----	S:-----		
[]	30. D2	02 P:-----	S:-----		

[SPACE|01-88]Select [A]All [M]Range [U/D]Scroll [ESC]Back [RET]Go
 [+]More [U]Undo [R]Redo [P]PRI Wav [X]PRI Note [Y]PRI Tran [Z]PRI Tune

Please enter your choice:

28) We press ESCAPE one more time. The bank's preset overview is displayed again and contains the updated information regarding the preset which we have just created. Let's now add a second preset. We select item 2 labelled "(NEW PRESET)" and we press "K" to create the preset and immediately start assigning WAV files to its keys (we bypass the menu).

SELECT PRESET FOR EMAX-II BANK CONSTRUCTION					
[]	1. P000 Hammond	C1->B1	#Zones: 3	#Sample:1	PRI
[X]	2. (NEW PRESET)	(no keys)	#Zones: 0	#Sample:0	

[SPACE|1-2]Select [U/D]Scroll [ESC]Back [RET]Go
 [+]More [U]Undo [R]Redo [D]Details [K]KeyAreas [V]Save [G]Generate

Please enter your choice:

29) EMXP confirms that a new preset has been created. By default this preset has been named "PRESET 1". Let's press any key to continue.

PROCESS COMPLETED

A new empty preset P01 named PRESET 1 has
successfully been added to the current EMXP CONSTRUCTION bank.
You can add key areas and assign WAV files to them now.
Press any key...

[Any key]: Continue

Press a key...:

30) We will assign a stereo GrandPiano WAV file to the key area C2 → F#2. To select this key area, we use the "marker" method. We scroll down until we see the keys C2 → F#2. Then we enter "M", we move the cursor to item 28 (after first having scrolled down a few lines by pressing the DOWN key) and we press the SPACE bar to mark the beginning of the key area.

SELECT KEY(S) FOR EMAX-II KEY AREA CONSTRUCTION

[]	24. G#1		00 P:-----	S:-----
[]	25. A1		00 P:-----	S:-----
[]	26. A#1		00 P:-----	S:-----
[]	27. B1		00 P:-----	S:-----
[]	28. C2		00 P:-----	S:-----
[]	29. C#2		00 P:-----	S:-----
[]	30. D2		00 P:-----	S:-----
[]	31. D#2		00 P:-----	S:-----
[]	32. E2		00 P:-----	S:-----
[]	33. F2		00 P:-----	S:-----
[]	34. F#2		00 P:-----	S:-----
[]	35. G2		00 P:-----	S:-----
[]	36. G#2		00 P:-----	S:-----
[]	37. A2		00 P:-----	S:-----
[]	38. A#2		00 P:-----	S:-----
[]	39. B2		00 P:-----	S:-----
[]	40. C3		00 P:-----	S:-----
[]	41. C#3		00 P:-----	S:-----

[SPACE|01-88]Select _____ [U/D]Scroll [ESC]Back_____

Enter end number of selection area: _____

33) The current preset's key overview is displayed again and contains the information regarding the WAV file we just assigned to the selected keys. Since we have selected a stereo WAV file, and since we have enabled the "Stereo to PRI and SEC voice" option (see step 10), the WAV file has been assigned to both the PRI voice and SEC voice. We press shortcut key "D" to change some preset parameters now (*we may have to press "+" a few time to scroll through the available shortcut keys at the bottom line of the screen and to find out that shortcut key "D" is indeed available*)

SELECT KEY(S) FOR EMAX-II KEY AREA CONSTRUCTION							
[]	19.	D#1	00	P:-----	S:-----		
[]	20.	E1	00	P:-----	S:-----		
[]	21.	F1	00	P:-----	S:-----		
[]	22.	F#1	00	P:-----	S:-----		
[]	23.	G1	00	P:-----	S:-----		
[]	24.	G#1	00	P:-----	S:-----		
[]	25.	A1	00	P:-----	S:-----		
[]	26.	A#1	00	P:-----	S:-----		
[]	27.	B1	00	P:-----	S:-----		
[X]	28.	C2	01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2
[X]	29.	C#2	01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2
[X]	30.	D2	01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2
[X]	31.	D#2	01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2
[X]	32.	E2	01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2
[X]	33.	F2	01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2
[X]	34.	F#2	01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2
[]	35.	G2	02	P:-----	S:-----		
[]	36.	G#2	02	P:-----	S:-----		

[SPACE|01-88]Select [A]All [M]Range [U/D]Scroll [ESC]Back [RET]Go
 [+More] [W]Save As [D]PresDet [B]BankDet
 Please enter your choice:

34) We can enter another preset name by selecting item 1 in the preset settings screen and we press ENTER.

EMAXII EMXP CONSTRUCTION PRESET SETTINGS		
1. Preset Name	PRESET 1	
2. Preset Position in Bank	P001	

[SPACE|1-2]Select [A]All [M]Range [U/D]Scroll [ESC]Back [RET]Go
 Please enter your choice:

35) EMXP asks for a preset name now. We don't agree with the suggested name, so we clear the bottom line of the screen by pressing CTRL-Backspace and we enter the new preset name (here: "GrandPiano"). EMXP accepts the preset name after we have pressed ENTER.

```

CHANGE EMAX-II PRESET NAME
-----
Please provide a new name for EMAX-II preset P01.
The current preset name is [PRESET 1]

Please enter a name: GrandPiano_

```

Annotations:

- 1: Arrow pointing to the [CTRL-BKSP]:Clear key.
- 2: Arrow pointing to the GrandPiano_ input.
- 3: Arrow pointing to the [name+RET]:Name key.

Legend:

- [name+RET]:Name
- [blank+RET]:Accept proposal
- [CTRL-BKSP]:Clear
- [INSERT]:
- [ESC]:Back

36) The preset setting screen has been updated with the new preset name. Let's leave this screen by pressing ESCAPE.

```

EMAXII EMXP CONSTRUCTION PRESET SETTINGS
-----
] [ 1. Preset Name          GrandPiano
[ ] 2. Preset Position in Bank P001

Please enter your choice: _

```

Legend:

- [SPACE|1-2]Select__
- [A]All__
- [M]Range__
- [U/D]Scroll__
- [ESC]Back__

37) We are back in the key area overview screen now. Let's save the changes we made to the construction file, by pressing shortcut key "V" (we may have to press "+" a few time to scroll through the available shortcut keys at the bottom line of the screen and to find out that shortcut key "V" is indeed available)

SELECT KEY(S) FOR EMAX-II KEY AREA CONSTRUCTION									
[]	19.	D#1		00	P:----		S:----		
[]	20.	E1		00	P:----		S:----		
[]	21.	F1		00	P:----		S:----		
[]	22.	F#1		00	P:----		S:----		
[]	23.	G1		00	P:----		S:----		
[]	24.	G#1		00	P:----		S:----		
[]	25.	A1		00	P:----		S:----		
[]	26.	A#1		00	P:----		S:----		
[]	27.	B1		00	P:----		S:----		
[X]	28.	C2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[X]	29.	C#2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[X]	30.	D2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[X]	31.	D#2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[X]	32.	E2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[X]	33.	F2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[X]	34.	F#2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[]	35.	G2		02	P:----		S:----		
[]	36.	G#2		02	P:----		S:----		

[SPACE]01-88]select [A]All [M]Range [U/D]Scroll [ESC]Back [RET]Go
 [+]More [V]Save [G]Generate [S]SEC Wav [I]SEC Note [J]SEC Tran [K]SEC Tune

Please enter your choice:

38) After having saved the file, EMXP shows following message:

PROCESS COMPLETED	
The constructed EMAX-II bank has been saved to EMXP CONSTRUCTION file GuidedTourBank.EMXP	
Press any key to continue.	
[Any key]: Continue	
Press a key....:	

39) We will generate the constructed bank now to an EMAX-II bank file. This can be done at any time by pressing the "G" shortcut key in either the preset overview screen or (as illustrated below) the key area overview screen. Alternatively it's also possible to start the generation by selecting function 9 in either the preset construction menu or the key area construction menu (not shown here)

SELECT KEY(S) FOR EMAX-II KEY AREA CONSTRUCTION									
[]	19.	D#1		00	P:----		S:----		
[]	20.	E1		00	P:----		S:----		
[]	21.	F1		00	P:----		S:----		
[]	22.	F#1		00	P:----		S:----		
[]	23.	G1		00	P:----		S:----		
[]	24.	G#1		00	P:----		S:----		
[]	25.	A1		00	P:----		S:----		
[]	26.	A#1		00	P:----		S:----		
[]	27.	B1		00	P:----		S:----		
[X]	28.	C2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[X]	29.	C#2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[X]	30.	D2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[X]	31.	D#2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[X]	32.	E2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[X]	33.	F2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[X]	34.	F#2		01	P:D#2	GRANDPIANO_C#2	s:D#2	GRANDPIANO_C#2	
[]	35.	G2		02	P:----		S:----		
[]	36.	G#2		02	P:----		S:----		

[SPACE|01-88]Select [A]All [M]Range [U/D]Scroll [ESC]Back [RET]Go
 [+]More [V]Save [G]Generate [S]SEC Wav [I]SEC Note [J]SEC Tran [K]SEC Tune

Please enter your choice:

40) EMXP now asks whether the generation of the bank should be done in an automated (batch) mode with minimal user intervention, or rather in a fully controlled manual mode. In our example we want to have full control of the generation process so we select the second item and we press ENTER.

DEFINE WHETHER EMXP SHOULD GENERATE SAMPLER BANKS AUTOMATICALLY OR NOT

1. Yes, generate sampler banks as automated as possible (BATCH)
 2. No, user should have maximum control (MANUAL)
 3. Use custom automation level (MANUAL)

BATCH: All selected sampler banks will be generated automatically using the generation preferences, e.g. for sample rates. You only have to specify the folder/disk where the generated sampler banks should be saved.
 MANUAL: You can define all generation parameters and you can specify the destination (e.g. target file names) for each generated sampler bank. Define which parts of the generation process should be manual or automated.
 SEMI-MANUAL: The current generation settings can be a mix of manual and automated processing, as has been configured previously in MANUAL or SEMI-MANUAL mode.

[] 4. Don't show this screen anymore

[SPACE|1-4]Select [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice:

41) In the next step we have to select the file type or disk type of the EMAX-II bank. We will generate an EMAX-II bank file, so we select item 1 and we press ENTER.

PLEASE SELECT THE TARGET EMAX-II FILE/DISK TYPE

① →

[X]

1. Generate to EMAX-II Bank in Bank File(s)
2. Generate to EMAX-II Bank in EMX File(s)
3. Generate to EMAX-II Bank on Floppy Disk Image File(s)
4. Generate to EMAX-II Bank in HxC Floppy Image File(s)
5. Generate to EMAX-II Bank on Hard Disk Image File
6. Generate to EMAX-II Bank on Hard Disk
7. Generate to EMAX-II Bank on Floppy Disk(s)

[SPACE|1-7]Select _____ [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice:

② →

42) We have to decide now whether EMXP can take decisions itself or whether we want to have manual control regarding:

- selecting the file name of the target EMAX-II bank file
- errors and exceptions which may occur during the generation process.

We want to have maximum user control, so we select items 1 and 3 and we press ENTER.

SPECIFY TO WHAT EXTENT EMXP CAN AUTOMATICALLY PROCESS SELECTED ITEMS

① →

[X]

PLEASE SPECIFY HOW THE TARGET FILES AND FILE NAMES SHOULD BE CHOSEN

1. Select target files and file names for storing banks yourself
2. Let EMXP automatically generate target files and file names

[X]

IN CASE OF AN ERROR OR A CONFLICT WITH SAMPLER LIMITS OR PREFERENCES

3. Always show a message or ask confirmation for solving the problem
4. EMXP can skip the item or decide itself how to solve the problem

[SPACE|1-4]Select _____ [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice:

② →

43) The WAV file that we have assigned to the "Hammond" preset contains loops. When generating the EMAX-II sound bank, EMXP can convert one of the WAV loops to an EMAX-II sample loop. Since that's exactly what we want, we select item 2 in the screen below and press ENTER. *The choice whether to convert WAV loops or not is true for all WAV files (all samples) in the construction file - it's not possible to define the loop conversion parameter for each WAV file individually.*

 DEFINE IF LOOP SETTINGS SHOULD BE CONVERTED

--- ----SHOULD LOOPS FROM THE WAV FILES BE CONVERTED INTO SAMPLER LOOPS ?-
 []
 1. No, ignore the loop settings of the WAV files
 2. Yes, convert the loops of the WAV files to sampler loops

① → [X]

 [SPACE|1-2]Select__ [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice: _

② → [RET]

44) Since the "B3 HAM1 B1L" WAV file contains three loops (two *forward* loops and one *alternating* loop), but EMXP can only convert *one loop* per WAV file, we have to define which loop EMXP should convert. In this example the selection process consists of two steps: (1) selecting which *loop type* should be converted, and (2) *which of the loops* from that loop type should be converted. Let's do step (1) now. We prefer the *forward* loops, so we select item 1 and press ENTER. *Although in our example only one WAV file contains loops, the selection of the loop type would be true for all WAV files of the construction file. Please note that in practice you will rarely have to select this parameter: most WAV files contain maximum one loop...*

 IF MULTIPLE LOOP TYPES HAVE BEEN DEFINED IN A WAV FILE, WHICH OF THE LOOP TYPES
 SHOULD BE USED BY EMXP FOR CONVERSION TO THE TARGET SAMPLE'S LOOP ?

[]
 1. FORWARD; if not defined: ALTERNATING; if not defined: BACKWARD
 2. FORWARD; if not defined: BACKWARD; if not defined: ALTERNATING
 3. ALTERNATING; if not defined: FORWARD; if not defined: BACKWARD
 4. ALTERNATING; if not defined: BACKWARD; if not defined: FORWARD
 5. BACKWARD; if not defined: FORWARD; if not defined: ALTERNATING
 6. BACKWARD; if not defined: ALTERNATING; if not defined: FORWARD

① → [X]

 [SPACE|1-6]Select__ [U/D]Scroll [ESC]Back [RET]Go

Please enter your choice:

② → [RET]

45) As a second step (2) we have to select *which* of the *forward loops* EMXP should convert. Indeed, the WAV file may contain multiple forward loops (as well as multiple backward loops and multiple alternating loops). The "B3 HAM1 B1L" WAV file contains two forward loops. We prefer the loop with the highest number of loop cycles, because we consider that loop to be the "main" loop of the WAV file. We select item 1 and press ENTER. Again, *this parameter will be used for all WAV files in the construction file - it's not possible to define this parameter for each WAV file individually. Please note that in practice you will rarely have to select this parameter: most WAV files contain maximum one loop...*

```

      DEFINE WHICH WAV LOOPS SHOULD BE CONVERTED
      IF MULTIPLE LOOPS HAVE BEEN DEFINED IN THE WAV FILES
-----
[ ] 01. Use the loop with the highest number of cycles (e.g. indefinite)
[ ] 02. Use the loop with the longest length (number of sample points)
[ ] 03. Use the first loop
[ ] 04. Select a specific loop number
[X] 05. Use the loop with the highest number of cycles (e.g. indefinite)
[ ] 06. Use the loop with the longest length (number of sample points)
[ ] 07. Use the first loop
[ ] 08. Select a specific loop number
[X] 09. Use the loop with the highest number of cycles (e.g. indefinite)
[ ] 10. Use the loop with the longest length (number of sample points)
[ ] 11. Use the first loop
[ ] 12. Select a specific loop number
-----
[SPACE|01-12]Select _____ [U/D]Scroll [ESC]Back [RET]Go
Please enter your choice:

```

Diagram annotations: A circle with '1' points to the '[X]' in line 05. A circle with '2' points to the '[RET]Go' prompt.

46) The last parameter we have to define is to what type of EMAX-II loop the WAV loops should be converted. There are two possibilities: *sustain loop* and *in release loop*. We will convert the Hammond loop to a sustain loop, so we select item 1 and press ENTER.

```

      DEFINE TO WHICH SAMPLER LOOP TYPE WAV LOOPS SHOULD BE CONVERTED
-----
[X] 1. Convert the WAV Loop(s) to SUSTAIN Loop(s)
[ ] 2. Convert the WAV Loop(s) to IN RELEASE Loop(s)
-----
[SPACE|1-2]Select _____ [U/D]Scroll [ESC]Back [RET]Go
Please enter your choice: _

```

Diagram annotations: A circle with '1' points to the '[X]' in line 1. A circle with '2' points to the '[RET]Go' prompt.

47) The next thing EMXP would like to know is how the EMAX-II bank file name should be derived. EMXP supports many naming rules (including regular expressions on source file names). In every copy/conversion process and every construction generation process you can either choose for common naming rules or for source sampler-specific naming rules (here: EMAX-II). The kind of rules is the same in both sets, but the actual values/parameters can be set differently. The default rule for assigning target file names is to simply derive them from the source file name (here the construction file name "GuidedTourBank"). But we would like to use the bank name "Guided Tour" as the basis for the EMAX-II bank file name. Let's have a look what naming rules are available when generating EMAX-II bank files. We will change and use the EMAX-II source sampler-specific rules, not the common rules. This can be done by selecting item 4 and pressing ENTER

```

PLEASE SELECT THE FILE NAMING RULES FOR CONVERTING
EMXP CONSTRUCTION FILE(S) TO EMAX-II BANKS IN EMAX-II BANK FILE(S)
-----
[ ] 1. Use naming rules which are common for all source sampler formats
      File: <source file name>
[ ] 2. Change the above common naming rules
[ ] 3. Use naming rules which are specific for EMAX-II as source sampler
      File: <source file name>
[ X ] 4. Change the above EMAX-II-specific naming rules
-----
[SPACE|1-4]Select_ _____ [U/D]Scroll [ESC]Back [RET]Go
-----
Please enter your choice:
  
```

48) Four possibilities are provided, including the possibility to apply rules (like regular expressions) on the source file name to construct a target EMAX-II file name (see option 2). The default setting is option 4, but we want the target EMAX-II bank file name to be based on the bank name, not the EMXP construction file name. So we select item 1 and press ENTER.

```

DEFINE EMAX-II-SPECIFIC FILE NAMING RULES APPLICABLE FOR CONVERTING
EMXP CONSTRUCTION FILE(S) TO EMAX-II BANKS IN EMAX-II BANK FILE(S)
-----
---TARGET FILE NAMES SHOULD BE BASED ON-----
[ X ] 1. Source bank names
[ ] 2. Source file names with additional rules applied [NEXT SCREEN]
[ ] 3. Target EMAX-II bank's current preset
[ ] 4. Source file names with no rules applied
-----
[SPACE|1-4]Select_ _____ [U/D]Scroll [ESC]Back [RET]Go
-----
Please enter your choice:
  
```

49) The screen of step 47 is displayed again, but the summary clearly shows that the rule has changed: the target file name will be based on the source bank name now. EMXP proposes to use this rule set now by pre-selecting item 3. This is indeed the goal, so we press ENTER to continue.

```

PLEASE SELECT THE FILE NAMING RULES FOR CONVERTING
EMXP CONSTRUCTION FILE(S) TO EMAX-II BANKS IN EMAX-II BANK FILE(S)
-----
[ ] 1. Use naming rules which are common for all source sampler formats
      File: <source file name>
[X] 2. Change the above common naming rules
[ ] 3. Use naming rules which are specific for EMAX-II as source sampler
      File: <source bank name>
[ ] 4. Change the above EMAX-II-specific naming rules

1 → [X]

-----
[SPACE|1-4]Select_ _____ [U/D]Scroll [ESC]Back_ [RET]Go_
-----
Please enter your choice:
2 → [RET]Go_

```

50) We have to select the target folder and target file name now. The current folder is fine in our example, so we press ENTER.

```

PROCESSING ITEM 1/1 - PLEASE SELECT A TARGET FOLDER
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax II\Other\
-----
1. [OK] >>> USE THE CURRENTLY DISPLAYED FOLDER [U]
2. [C:] > CHANGE DRIVE [D]
3. [.] > GO TO ROOT FOLDER [T]
4. [..] > GO TO PARENT FOLDER (C:\Users\Kris\Documents\EMXP\Images\Emax II\Other\>) [<]
5. [->] EMX Images
6. [->] Floppy Images
7. [->] HD Images

1 → [X]

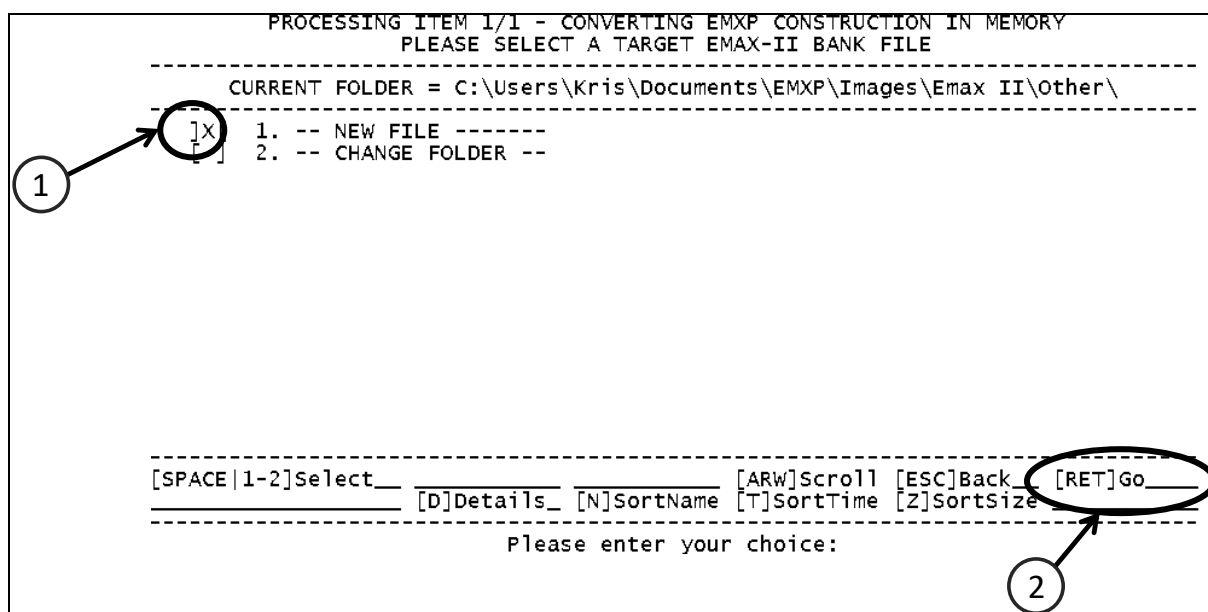
-----
[SPACE|1-7]Select_ _____ [U/D]Scroll [ESC]Back_ [RET]Go_
[+]More [U]Go&Use_ [R]Refresh_ [D]Drive_ [<]Parent_ [T]Root_ [F]Factory_
-----
Please enter your choice:
2 → [RET]Go_

```

51) We enter a new file name by selecting item 1 labelled "-- NEW FILE --" and pressing ENTER.

```
PROCESSING ITEM 1/1 - CONVERTING EMXP CONSTRUCTION IN MEMORY
PLEASE SELECT A TARGET EMAX-II BANK FILE
-----
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emax II\Other\
-----
1. -- NEW FILE -----
2. -- CHANGE FOLDER --
-----

[SPACE|1-2]Select_ [D]Details_ [N]SortName [ARW]Scroll [ESC]Back_ [RET]Go_
[T]SortTime [Z]SortSize
-----
Please enter your choice:
```



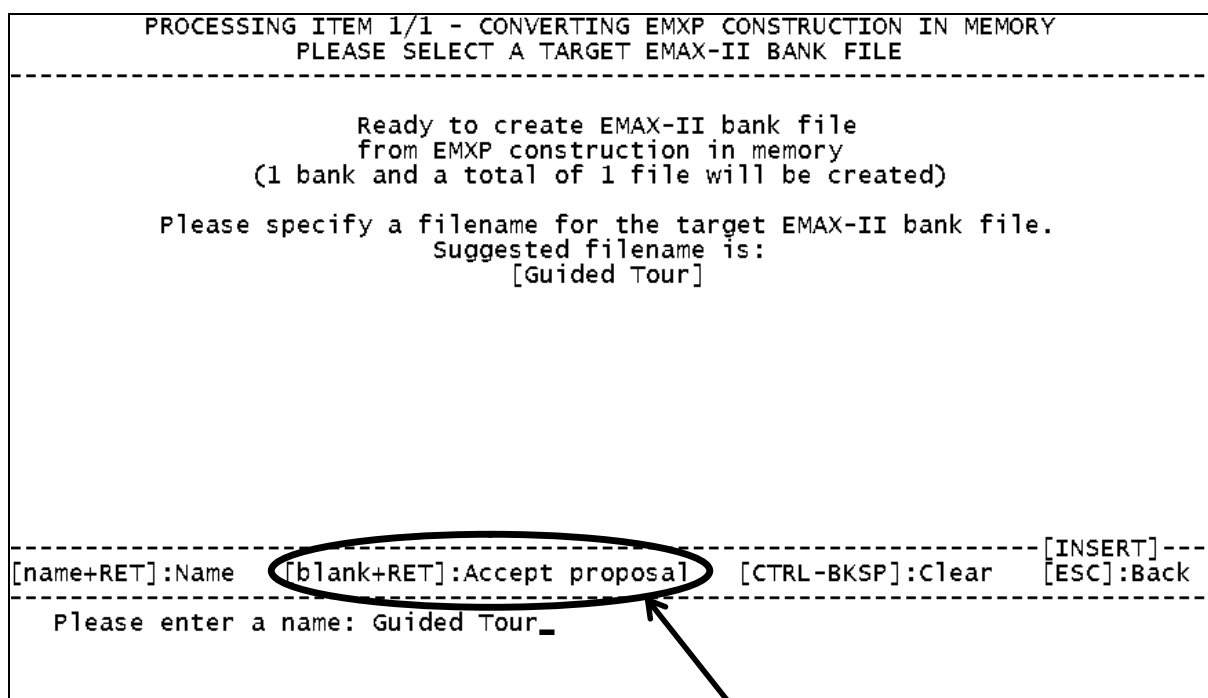
52) EMXP proposes a file name based on the bank name that we have defined in step 9 and the naming rule we have chosen in step 48. The proposed file name is fine, so we simply press ENTER to accept this file name.

```
PROCESSING ITEM 1/1 - CONVERTING EMXP CONSTRUCTION IN MEMORY
PLEASE SELECT A TARGET EMAX-II BANK FILE
-----

Ready to create EMAX-II bank file
from EMXP construction in memory
(1 bank and a total of 1 file will be created)

Please specify a filename for the target EMAX-II bank file.
Suggested filename is:
[Guided Tour]
-----

[name+RET]:Name [blank+RET]:Accept proposal [CTRL-BKSP]:Clear [INSERT]---
[ESC]:Back
-----
Please enter a name: Guided Tour_
```



53) The EMAX-II bank file is being generated now. When the generation is completed, EMXP displays a generation execution report containing details about the generation process. This report has also been saved to disk. The report name and location can be found at the end of the report. In the report we can see the generated bank and its presets, as well as the file name and file location of the generated bank file. *Note that the EMAX-II file name is based on the EMXP construction bank name ("Guided Tour"), but the EMAX-II bank name is based on the construction bank name. As explained, this is because EMAX-II bank names are derived from the current preset name (here "Hammond"). Only if the bank is saved on a hard disk or hard disk image, the name can be based on the construction bank name instead of the current preset name.* Let's browse through the report by using the UP and DOWN or PAGE UP and PAGE DOWN keys.

```

REPORT: EMXP CONSTRUCTION GENERATION TO EMAX-II
-----
1 selected bank has been processed
-----

EMXP construction in memory:
...HAS BEEN GENERATED TO...
Bank Hammond in EMAX-II bank file:
Guided Tour.EB2
in C:\Users\Kris\Documents\EMXP\Images\Emax II\Other\
.
GENERATION REPORT:
EMAXII BANK: Hammond
P00 Hammond :
KEY A-1 ->B0 PRI: ---
SEC: ---
KEY C1 ->B1 PRI: B3 HAM1 B1L.WAV (*)
SEC: ---
-----
[UP/DOWN] [PGUP/PGDN] [HOME/END] [ESC]
-----
Please enter your choice:

```

54) When we scroll down a few lines, we get an overview of the WAV files and the key areas and layers (PRI/SEC) to which these WAV files have been assigned in each preset. The (*) at the right of the "B3 HAM1 B1L.WAV" file name indicates that one of the WAV file's loops has been converted as well. Let's leave the report screen by pressing ESCAPE.

```

REPORT: EMXP CONSTRUCTION GENERATION TO EMAX-II
-----
GENERATION REPORT:
EMAXII BANK: Hammond
P00 Hammond :
KEY A-1 ->B0 PRI: ---
SEC: ---
KEY C1 ->B1 PRI: B3 HAM1 B1L.WAV (*)
SEC: ---
KEY C2 ->C7 PRI: ---
SEC: ---
P01 GrandPiano :
KEY A-1 ->B1 PRI: ---
SEC: ---
KEY C2 ->F#2 PRI: L-GrandPiano_C#2.WAV
SEC: R-GrandPiano_C#2.WAV
KEY G2 ->C7 PRI: ---
SEC: ---
-----
[UP/DOWN] [PGUP/PGDN] [HOME/END] [ESC]
-----
Please enter your choice:

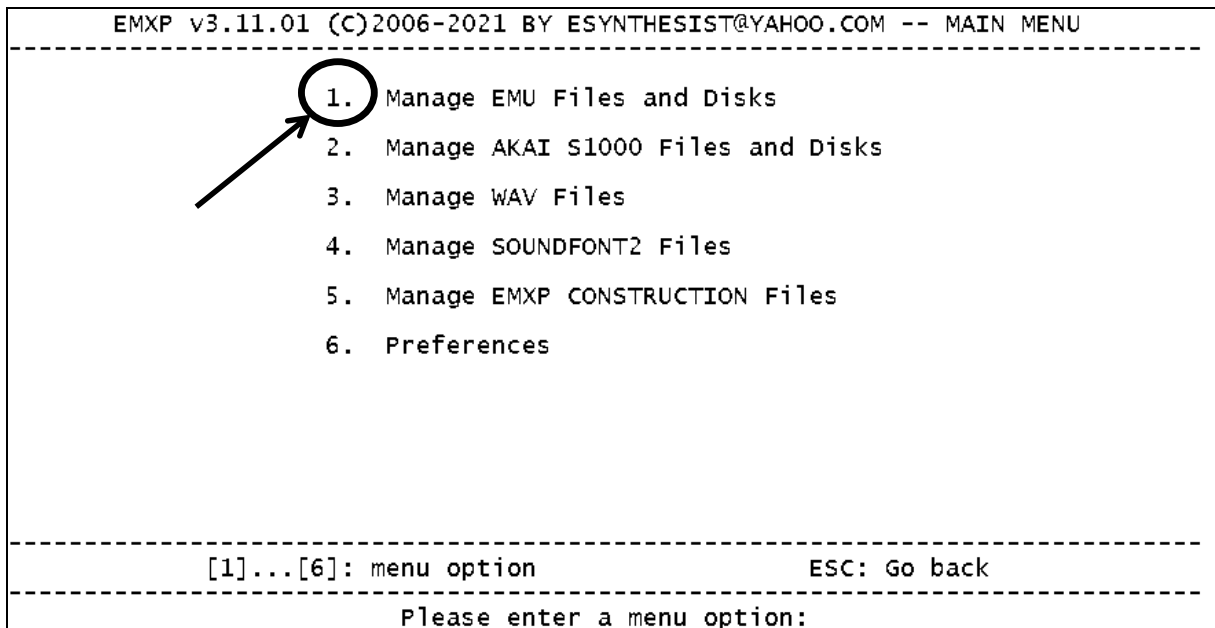
```

55) This is the end of guided tour #15. To leave EMXP we have to press the ESCAPE button a few times.

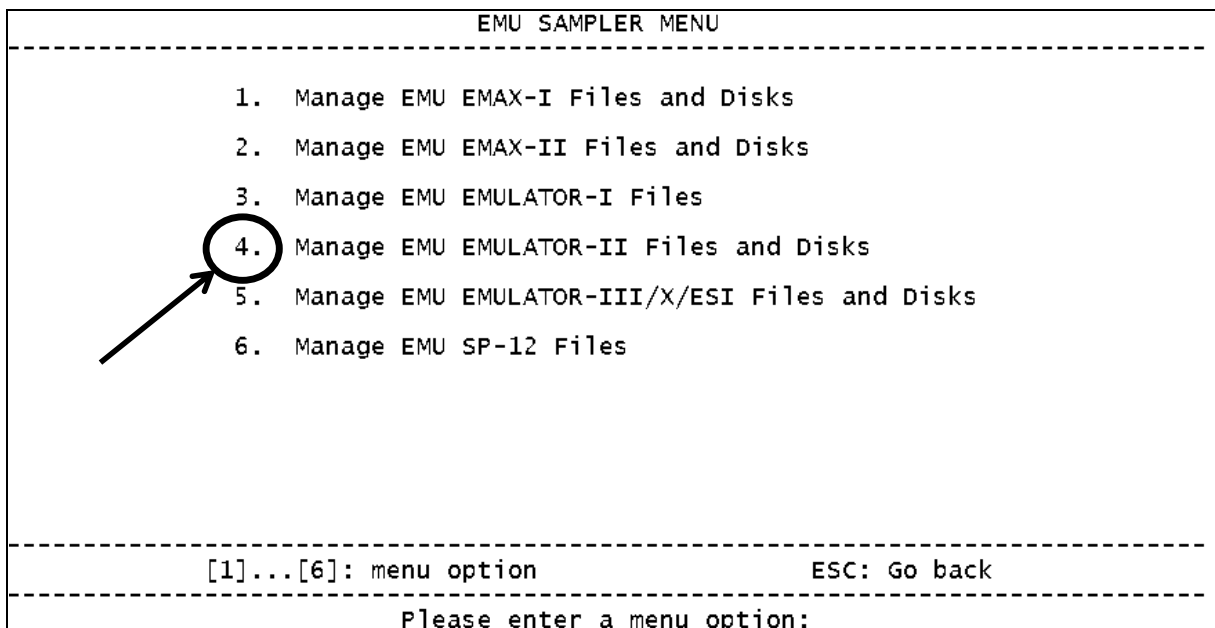
GUIDED TOUR #16: LISTENING TO EMULATOR-II BANKS

In this guided tour, we will listen to the samples of some Emulator-II sound banks. It is assumed that a WAVE compliant audio player device is available on the computer.

1) After having started EMXP the main menu will appear. Since we want to listen to samples of EMU Emulator-II files, we select menu function 1 by pressing "1" on the keyboard of the computer.



2) The Emu Sampler menu will appear. Since we want to listen to samples of Emulator-II files, we select menu function 4 by pressing "4" on the keyboard of the computer.



3) In the Emulator-II menu we select menu function 1 to get an overview of all Emulator-II bank files in the current folder.

EMULATOR-II SAMPLER MENU	
1.	Manage EMULATOR-II Bank Files
2.	Manage EMULATOR-II Floppy Disk Images
3.	Manage EMULATOR-II HxC Floppy Disk Images
4.	Manage EMULATOR-II Hard Disk Images (e.g. DREM)
5.	Manage EMULATOR-II Hard Disks
6.	Manage EMULATOR-II Operating System Files
7.	Receive Banks from EMULATOR-II via RS422
8.	Receive Samples from EMULATOR-II via RS422

[1]...[8]: menu option	ESC: Go back

Please enter a menu option:	

4) EMXP now shows a list of all Emulator-II bank files in the current folder, which in our example was already set to the correct folder (\\Images\\Emulator II\\EmuII Factory) so we don't have to navigate to that folder anymore. We want to listen to the samples of 3 files: "04 Grand Piano", "05 Marcato Strings" and "06 Bass, Synth, Drums". Selecting these files can be done in a few ways:

- (shown in picture) By entering "02", "03" and "04" successively on the keyboard (or "2", "3" and "4" each time followed by ENTER)
- (not shown in picture) By moving the cursor ("] [") with the UP and DOWN keys to each of the items 02 till 04 and for each item we press the SPACE bar to select the item. After having completed this action for the 3 items
- (not shown in picture) By marking the set of 3 files. To do this we first press "M" on the keyboard, then we move the cursor ("] [") with the UP and DOWN keys to item 2, and we press the SPACE bar. The selector in front of item 2 changes from "[]" to "[M]". Then we move the cursor to item 4 and press the SPACE bar again.

After having selected the 3 items, we press "L" to listen to the samples of these files.

EMULATOR-II BANK FILE OVERVIEW			
CURRENT FOLDER = C:\Users\Kris\Documents\EMXP\Images\Emulator II\EmuII Factory\			
[X]	01. -- CHANGE FOLDER --	Piano #3	#Pres: 15 #Samp: 6
[X]	02. 04 Grand Piano	Marcato St	#Pres: 14 #Samp: 10
[X]	03. 05 Marcato Strings	Bass Synth	#Pres: 11 #Samp: 22
[]	04. 06 Bass, Synth, Drums	Elec Drum	#Pres: 14 #Samp: 34
[]	05. 07 Percussion #1	Cello Vln	#Pres: 7 #Samp: 26
[]	06. 08 Cello & Violin	Orch Tune	#Pres: 4 #Samp: 1
[]	07. 09 Orchestra Tune	Arco Strgs	#Pres: 12 #Samp: 6
[]	08. 10 Stacked Strings	Acou Guita	#Pres: 5 #Samp: 6
[]	09. 11 Acoustic Guitar	Voices #1	#Pres: 12 #Samp: 11
[]	10. 12 Voices	Flute #1	#Pres: 27 #Samp: 16
[]	11. 13 Digital Synth	Gong Tymp	#Pres: 1 #Samp: 4
[]	12. 14 Gong, Timpani, Voices	Armagedon	#Pres: 1 #Samp: 4
[]	13. 15 Armageddon	LUTE	#Pres: 21 #Samp: 8
[]	14. 16 Bassoon Flute	Kalimba #1	#Pres: 2 #Samp: 6
[]	15. 17 Kalimba & Shaku-Hachi	NULL PRESE	#Pres: 1 #Samp: 0
[]	16. 18 Grand Piano #2		

[SPACE 01-94]Select	[A]All	[M]Range	[ARW]Scroll
[+]More	[Y]Copy	[C]Convert	[W]ToWav
			[L]Play

Please enter your choice:			

5) EMXP is now asking for an audio device player. This is done only once (EMXP will remember the device and will not ask for it anymore in the future, unless you select option 2). In our example we will use the on-board Realtek device player. We select item 1 and press ENTER.

```

-----
SELECT AUDIO DEVICE FOR PLAYING WAV-FILES AND SAMPLES
-----
1. Device 0: Speakers (Realtek High Definiti
[X]
1
-----
] [ 2. Always show this screen (always ask for an audio device)
[SPACE|1-2]Select_____ [U/D]Scroll [ESC]Back_____ [RET]Go_____
-----
Please enter your choice: _
-----
2

```

6) EMXP will prepare the audio data of the first selected Emulator-II bank file ("04 Grand Piano") and launch the audio player (unless we have explicitly defined in the Audio Preferences that we would like to select some audio conversion settings every time we want to listen to samples or WAV-files; by default this option is turned off. Note that EMXP uses the same conversion settings for audio playing as the ones that are applicable for sample-to-WAV and WAV-to-sample conversions).

When selecting multiple sound banks for audio play, EMXP will by default enable the *automatic sequential play* of all samples and all banks. The status area of the audio player shows that these options are indeed on, as well as that the audio of sample 1 of bank 1 is playing. The settings for automatically starting the audio player and enabling sequential play can be changed in the Audio Preferences.

```

-----
PLAYING EMULATOR-II SAMPLE 1/6 (OF BANK 1/3)
-----
Sample:  S001
Bank:    Piano #3
File:    04 Grand Piano.EII
Settings: MONO, 27778 Hz, 60998 sample points w/o offsets (voice settings)
          Loop (forw): 51206->60993
Playing:  on Speakers (Realtek High Definiti (32 buffers of 4096 bytes)
          MONO, 27778 Hz, 60998 sample points, Loop (forw): 51206->60993
-----
Status:  Started      Loop OFF      VOLUME
          Playing >>>  Play all samples ON  L: ||||| ( 80)
          Play all banks ON  R: ||||| ( 80)
Latest request: None
-----
SPACE:   Start/Pause   RIGHT:   Next sample   L: Short loop ON/Any loop OFF
R:       Restart       N/ENTER: Next bank     E: Long loop ON/Any loop OFF
S:       Stop          A: Play all samples ON/OFF
UP/PGUP: Volume Up    B: Play all banks ON/OFF
DN/PGDN: Volume Down
-----
[ESC] Leave audio player      [other] See above for other actions
-----
|||||

```

7) While EMXP is playing audio, we can lower the volume by pressing the PAGE DOWN or DOWN keys. The volume level in EMXP is *relative* to the volume of the audio device in the main audio mixer of Windows.

```

PLAYING EMULATOR-II SAMPLE 6/6 (OF BANK 1/3)
-----
Sample:  S006
Bank:    Piano #3
File:    04 Grand Piano.EII
Settings: MONO, 27778 Hz, 67285 sample points w/o offsets (voice settings)
          No loop defined or loops are OFF
Playing:  on Speakers (Realtek High Definiti (32 buffers of 4096 bytes)
          MONO, 27778 Hz, 67285 sample points, Loop (forw): 2->67280
-----
Status:   Started      Loop OFF
          Playing >>>  Play all samples ON
                               VOLUME
                               L: ||||| ( 50)
                               R: ||||| ( 50)
Latest request: Decrease volume with 10 pct
-----
SPACE:    Start/Pause   LEFT :   Prev sample   L: Short loop ON/Any loop OFF
R:        Restart      HOME/DEL: 1st sample  E: Long  loop ON/Any loop OFF
S:        Stop         N/ENTER: Next bank   A: Play all samples ON/OFF
UP/PGUP:  Volume Up    B: Play all banks  ON/OFF
DN/PGDN:  Volume Down
-----
[ESC] Leave audio player    [other] See above for other actions
-----
|||||

```

8) After the last sample of the first bank has been played, EMXP will prepare the next selected bank for being played in the audio player. During the preparation process is EMXP will display a message is for a short while (the required time for preparing audio can be higher if the sound bank is residing on a slower device, e.g. when listening to EMAX-II sound banks on a floppy disk or on an EMAX-II hard disk/CDROM).

```

SAMPLE PLAY PREPARATION IN PROGRESS
-----
EMXP is preparing the samples
of EMULATOR-II bank Marcato Strg from bank file
05 Marcato Strings
for being played on the selected audio device...

PLEASE WAIT
-----
|||||

```


9) While EMXP is playing the first sample of the second bank ("05 Marcato Strings"), we press SPACE to pause the audio play.

```

PLAYING EMULATOR-II SAMPLE 1/10 (OF BANK 2/3)
-----
Sample:  S001
Bank:    Marcato Strg
File:    05 Marcato Strings.EII
Settings: MONO, 27778 Hz, 38601 sample points w/o offsets (voice settings)
          Loop (forw): 15428->38596
Playing:  on Speakers (Realtek High Definiti (32 buffers of 4096 bytes)
          MONO, 27778 Hz, 38601 sample points, Loop (forw): 15428->38596
-----
Status:   Paused          Loop OFF          VOLUME
          Paused >>>      Play all samples ON      L: ||||| ( 50)
          Play all banks ON      R: ||||| ( 50)
Latest request: Pause playing sample
-----
SPACE:    Start/Pause      RIGHT:    Next sample      L: Short loop ON/Any loop OFF
R:        Restart         N/ENTER: Next bank       E: Long loop ON/Any loop OFF
S:        Stop            P/BACKSP: Prev bank      A: Play all samples ON/OFF
UP/PGUP:  Volume Up       F:        1st bank       B: Play all banks  ON/OFF
DN/PGDN:  Volume Down
-----
[ESC] Leave audio player      [other] See above for other actions
-----
|||||

```

10) Since the current sample has a loop defined, we enable the loop play function of EMXP by pressing "L". The sample will be restarted (even if it was paused), and when the start sample point of the loop is reached, the audio player will start cycling through the loop. The number of cycles is determined by EMXP and can be seen in the status area. *Note that we can also ask EMXP to play the loop for an infinite number of cycles by pressing "E" instead of "L".* The loop player can be stopped at all times by pressing "L" or "E" again. If no loop would have been defined in the sample, the loop player will re-play the *whole sample*.

```

PLAYING EMULATOR-II SAMPLE 1/10 (OF BANK 2/3)
-----
Sample:  S001
Bank:    Marcato Strg
File:    05 Marcato Strings.EII
Settings: MONO, 27778 Hz, 38601 sample points w/o offsets (voice settings)
          Loop (forw): 15428->38596
Playing:  on Speakers (Realtek High Definiti (32 buffers of 4096 bytes)
          MONO, 27778 Hz, 38601 sample points, Loop (forw): 15428->38596
-----
Status:   Started          Loop ON, 5 cycles  VOLUME
          Playing >>>      Play all samples ON      L: ||||| ( 50)
          In loop          Play all banks ON      R: ||||| ( 50)
Latest request: Enable loop (5 cycles)
-----
SPACE:    Start/Pause      RIGHT:    Next sample      L: Short loop ON/Any loop OFF
R:        Restart         N/ENTER: Next bank       E: Long loop ON/Any loop OFF
S:        Stop            P/BACKSP: Prev bank      A: Play all samples ON/OFF
UP/PGUP:  Volume Up       F:        1st bank       B: Play all banks  ON/OFF
DN/PGDN:  Volume Down
-----
[ESC] Leave audio player      [other] See above for other actions
-----
|||||

```

11) We press "S" to stop the audio player. Note that the automatic sequential play of samples and banks is disabled after having pressed "S". Whether this should be done or not can be configured in the Audio Preferences. After the audio player has stopped playing, we press ENTER to jump to the next selected sound bank. To jump to the next sample within the same sound bank, use the RIGHT arrow key. To reverse to previous samples, use the LEFT arrow key.

```

PLAYING EMULATOR-II SAMPLE 2/10 (OF BANK 2/3)
-----
Sample:  S002
Bank:    Marcato Strg
File:    05 Marcato Strings.EII
Settings: MONO, 27778 Hz, 39685 sample points w/o offsets (voice settings)
          Loop (forw): 13240->39680
Playing:  on Speakers (Realtek High Definiti (32 buffers of 4096 bytes)
          MONO, 27778 Hz, 39685 sample points, Loop (forw): 13240->39680
-----
Status:   Stopped      Loop ON, 5 cycles      VOLUME
          Play all samples OFF      L: ||||| ( 50)
          Play all banks OFF        R: ||||| ( 50)
Latest request: Stop playing sample
-----
SPACE:    Start/Pause      RIGHT:    Next sample      L: Short loop ON/Any loop OFF
R:        Restart         LEFT:     Prev sample      E: Long loop ON/Any loop OFF
S:        Stop            HOME/DEL: 1st sample      A: Play all samples ON/OFF
UP/PGUP:  Volume Up       N/ENTER: Next bank       B: Play all banks  ON/OFF
DN/PGDN:  Volume Down     /BACKSP: Prev bank
          F:              1st bank
-----
[ESC] Leave audio player      [other] See above for other actions
-----
Press one of the keys listed above: _

```

Diagram annotations: A circle with the number '1' has an arrow pointing to the 'S' key in the controls section. A circle with the number '2' has an arrow pointing to the 'N/ENTER' key in the controls section.

12) Since we have pressed ENTER, EMXP will prepare the audio of the third bank and launch the audio player. The player will not automatically start playing the samples of that bank though, since the automatic sequential play has been disabled.

```

PLAYING EMULATOR-II SAMPLE 1/10 (OF BANK 2/3)
-----
Sample:  S001
Bank:    Marcato Strg
File:    05 Marcato Strings.EII
Settings: MONO, 27778 Hz, 38601 sample points w/o offsets (voice settings)
          Loop (forw): 15428->38596
Playing:  on Speakers (Realtek High Definiti (32 buffers of 4096 bytes)
          MONO, 27778 Hz, 38601 sample points, Loop (forw): 15428->38596
-----
Status:   Not started   Loop ON, 5 cycles      VOLUME
          Play all samples OFF      L: ||||| ( 50)
          Play all banks OFF        R: ||||| ( 50)
Latest request: Go to next bank (3/3)
-----
SPACE:    Start/Pause      RIGHT:    Next sample      L: Short loop ON/Any loop OFF
R:        Restart         P/BACKSP: Prev bank       E: Long loop ON/Any loop OFF
S:        Stop            F:        1st bank        A: Play all samples ON/OFF
UP/PGUP:  Volume Up       B: Play all banks  ON/OFF
DN/PGDN:  Volume Down
-----
[ESC] Leave audio player      [other] See above for other actions
-----
Press one of the keys listed above:

```

Diagram annotations: A circle with a dashed border around the text 'Not started' in the status section. A circle with a dashed border around the text 'Go to next bank (3/3)' in the latest request section.

13) Most samples of the third bank are not looped, so we disable loop playing by pressing "L".

```

PLAYING EMULATOR-II SAMPLE 1/22 (OF BANK 3/3)
-----
Sample:  S001
Bank:    Bass Synth 1
File:    06 Bass, Synth, Drums.EII
Settings: MONO, 27778 Hz, 29644 sample points w/o offsets (voice settings)
          Loop (forw): 27959->29639
Playing:  on Speakers (Realtek High Definiti (32 buffers of 4096 bytes)
          MONO, 27778 Hz, 29644 sample points, Loop (forw): 27959->29639
-----
Status:   Not started  Loop OFF          VOLUME
          Play all samples OFF      L: ||||| ( 50)
          Play all banks OFF       R: ||||| ( 50)
Latest request: Disable loop
-----
SPACE:    Start/Pause   RIGHT:    Next sample  L: Short loop ON/Any loop OFF
R:        Restart      P/BACKSP: Prev bank  E: Long loop ON/Any loop OFF
S:        Stop         F:        1st bank  A: Play all samples ON/OFF
UP/PGUP:  Volume Up
DN/PGDN:  Volume Down
          B: Play all banks ON/OFF
-----
[ESC] Leave audio player      [other] See above for other actions
-----
Press one of the keys listed above:

```

14) We want to listen to all samples of the third bank, so we enable the sequential play mode by pressing "A". By pressing "B" as well, we would not only enable the sequential play of samples within the same bank, but also the sequential play of all selected banks. Note that we didn't re-start the audio player yet.

```

PLAYING EMULATOR-II SAMPLE 1/22 (OF BANK 3/3)
-----
Sample:  S001
Bank:    Bass Synth 1
File:    06 Bass, Synth, Drums.EII
Settings: MONO, 27778 Hz, 29644 sample points w/o offsets (voice settings)
          Loop (forw): 27959->29639
Playing:  on Speakers (Realtek High Definiti (32 buffers of 4096 bytes)
          MONO, 27778 Hz, 29644 sample points, Loop (forw): 27959->29639
-----
Status:   Not started  Loop OFF          VOLUME
          Play all samples ON      L: ||||| ( 50)
          Play all banks OFF       R: ||||| ( 50)
Latest request: Enable playing all samples
-----
SPACE:    Start/Pause   RIGHT:    Next sample  L: Short loop ON/Any loop OFF
R:        Restart      P/BACKSP: Prev bank  E: Long loop ON/Any loop OFF
S:        Stop         F:        1st bank  A: Play all samples ON/OFF
UP/PGUP:  Volume Up
DN/PGDN:  Volume Down
          B: Play all banks ON/OFF
-----
[ESC] Leave audio player      [other] See above for other actions
-----
Press one of the keys listed above:

```

15) We re-start the audio player by pressing SPACE. As an alternative we could also have pressed "R".

```

PLAYING EMULATOR-II SAMPLE 2/22 (OF BANK 3/3)
-----
Sample:  S002
Bank:    Bass Synth 1
File:    06 Bass, Synth, Drums.EII
Settings: MONO, 27778 Hz, 25819 sample points w/o offsets (voice settings)
          Loop (forw): 25534->25814
Playing:  on Speakers (Realtek High Definiti (32 buffers of 4096 bytes)
          MONO, 27778 Hz, 25819 sample points, Loop (forw): 25534->25814
-----
Status:   Started      Loop OFF      VOLUME
          Playing >>>  Play all samples ON  L: ||||| ( 50)
          Play all banks OFF  R: ||||| ( 50)
Latest request: Start playing sample
-----
SPACE:   Start/Pause   RIGHT:   Next sample   L: Short loop ON/Any loop OFF
R:       Restart      LEFT:    Prev sample   E: Long loop ON/Any loop OFF
S:       Stop         HOME/DEL: 1st sample   A: Play all samples ON/OFF
UP/PGUP: Volume Up    P/BACKSP: Prev bank   B: Play all banks ON/OFF
DN/PGDN: Volume Down  F:       1st bank
-----
[ESC] Leave audio player      [other] See above for other actions
-----
|||||

```

16) While listening to the samples of the last sound bank, we decide to go back to the second sound bank and listen to those samples again. We press BACKSPACE to jump to the second bank. Note that the audio preparation message for the second bank will not be shown anymore, because the audio data of the previous banks are still in the disk cache of EMXP.

```

PLAYING EMULATOR-II SAMPLE 1/10 (OF BANK 2/3)
-----
Sample:  S001
Bank:    Marcato Strg
File:    05 Marcato Strings.EII
Settings: MONO, 27778 Hz, 38601 sample points w/o offsets (voice settings)
          Loop (forw): 15428->38596
Playing:  on Speakers (Realtek High Definiti (32 buffers of 4096 bytes)
          MONO, 27778 Hz, 38601 sample points, Loop (forw): 15428->38596
-----
Status:   Started      Loop OFF      VOLUME
          Playing >>>  Play all samples ON  L: ||||| ( 50)
          Play all banks OFF  R: ||||| ( 50)
Latest request: Go to previous bank
-----
SPACE:   Start/Pause   RIGHT:   Next sample   L: Short loop ON/Any loop OFF
R:       Restart      N/ENTER: Next bank    E: Long loop ON/Any loop OFF
S:       Stop         P/BACKSP: Prev bank   A: Play all samples ON/OFF
UP/PGUP: Volume Up    F:       1st bank    B: Play all banks ON/OFF
DN/PGDN: Volume Down
-----
[ESC] Leave audio player      [other] See above for other actions
-----
|||||

```

17) We leave the audio player by pressing ESCAPE. By leaving the audio player, the disk cache will be flushed. This means that if we want to listen to multiple sound banks, it's better to select all sound banks upfront and navigate through the banks *within the audio player* (by pressing ENTER and BACKSPACE) instead of returning to the bank overview list screen and selecting the next or previous bank(s).

```

                                PLAYING EMULATOR-II SAMPLE 4/10 (OF BANK 2/3)
-----
Sample:  S004
Bank:    Marcato Strg
File:    05 Marcato Strings.EII
Settings: MONO, 27778 Hz, 36109 sample points w/o offsets (voice settings)
          Loop (forw): 12795->36104
Playing:  on Speakers (Realtek High Definiti (32 buffers of 4096 bytes)
          MONO, 27778 Hz, 36109 sample points, Loop (forw): 12795->36104
-----
Status:   Started      Loop OFF      VOLUME
          Playing >>>  Play all samples ON  L: ||||| ( 50)
                                Play all banks OFF  R: ||||| ( 50)
Latest request: Go to previous bank
-----
SPACE:   Start/Pause   RIGHT:   Next sample   L: Short loop ON/Any loop OFF
R:       Restart       LEFT:    Prev sample   E: Long loop ON/Any loop OFF
S:       Stop          HOME/DEL: 1st sample  A: Play all samples ON/OFF
UP/PGUP: Volume Up     N/ENTER: Next bank   B: Play all banks ON/OFF
DN/PGDN: Volume Down   P/BACKSP: Prev bank
                   F:    1st bank
-----
[ESC] Leave audio player      [other] See above for other actions
-----
|||||

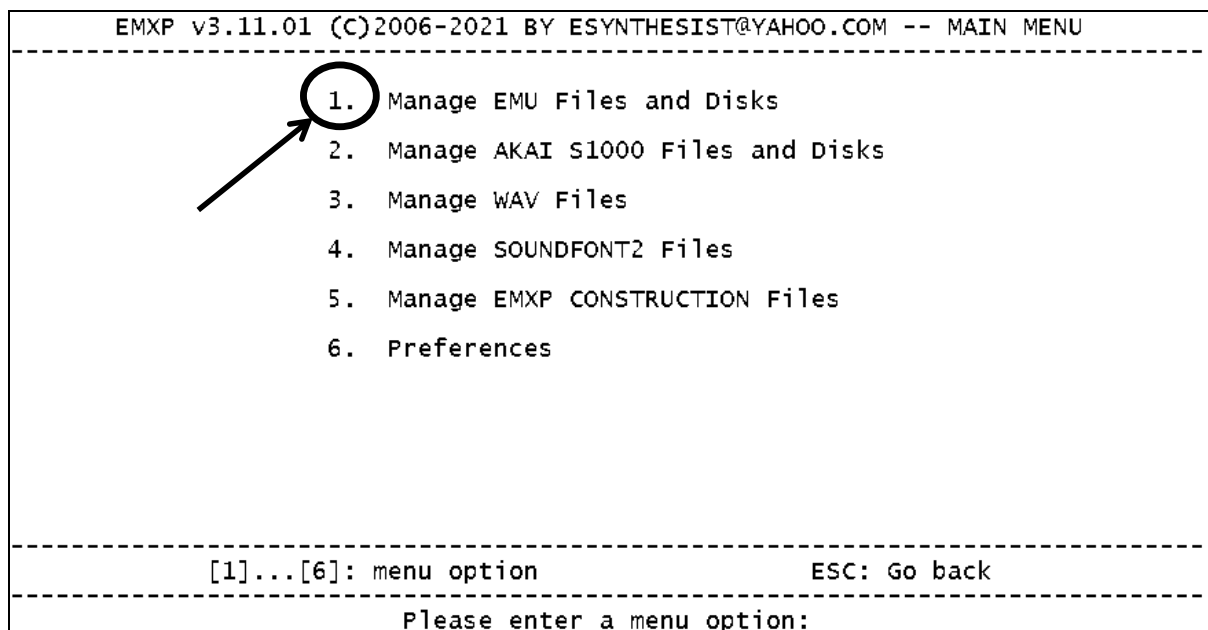
```

18) This is the end of guided tour #16. To leave EMXP we have to press the ESCAPE button a few times.

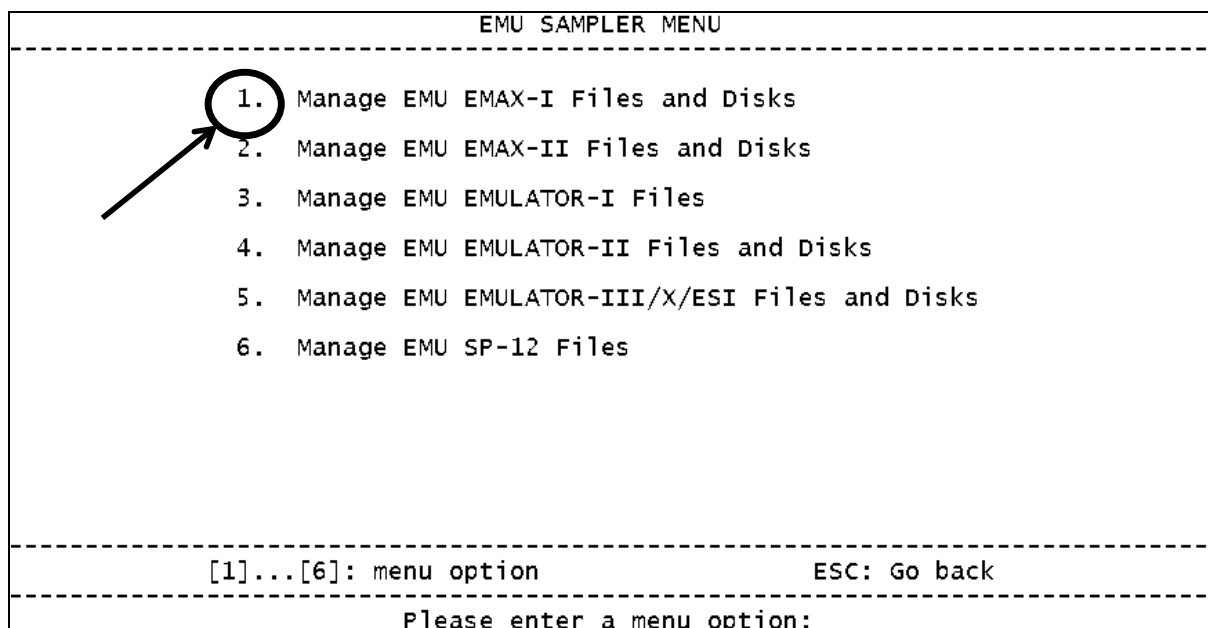
GUIDED TOUR #17: CHANGING BANK NAMES ON AN EMAX-I HARD DISK

In this guided tour, we will change the names of some sound banks on an EMAX-I hard. This capability is supported for EMAX-I, EMAX-II, Emulator-II, Emulator-III, Emulator-III-X and ESI hard disks and hard disk images, as well as for Emulator-III, Emulator-III-X, ESIv3 and SoundFont2 bank files.

1) After having started EMXP the main menu will appear. Since we want to change EMU EMAX-I bank names, we select menu function 1 by pressing "1" on the keyboard of the computer.



2) The following menu gives access to all EMU objects. We will change bank names on an EMAX-I hard disk, so we select the first menu function.



3) In the EMAX-I menu, we select menu function 5 to "do something with" EMAX-I hard disks.

EMAX-I SAMPLER MENU	

1.	Manage EMAX-I Bank Files
2.	Manage EMAX-I EMX Files
3.	Manage EMAX-I Operating System Files
4.	Manage EMAX-I Hard Disk Images
5.	Manage EMAX-I Hard Disks
6.	Manage EMAX-I Floppy Disk Images
7.	Manage EMAX-I HxC Floppy Disk Images
8.	Manage other EMAX-I Files and Disks
9.	Receive Banks or Samples from EMAX-I via RS422/MIDI

[1]...[9]: menu option	ESC: Go back

Please enter a menu option:	

4) We have to select the hard disk drive with the EMAX-I banks. EMXP displays an overview of all drives that are available in the computer. To check the type of the disk in/of each drive, we press the "S" shortcut key. EMXP will now check the format/structure of each disk and will show the type of disk in the rightmost column on the overview screen (see step 5).

PLEASE SELECT AN EMAX-I HARD DISK DRIVE							

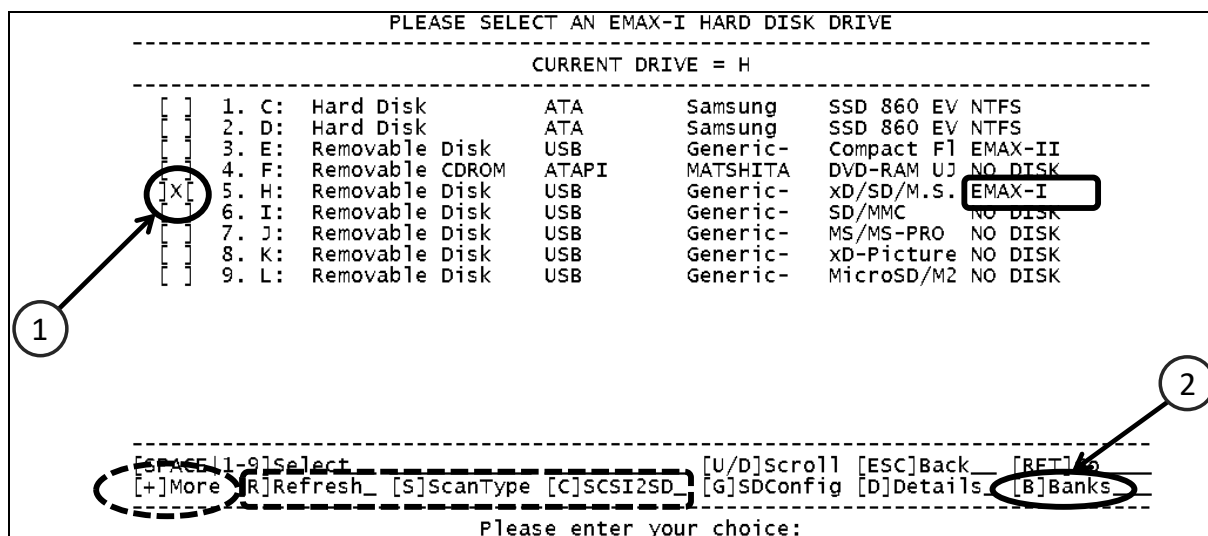
CURRENT DRIVE = H							

[]	1.	C:	Hard Disk	ATA	Samsung	SSD 860 EV	DISK FOUND
[]	2.	D:	Hard Disk	ATA	Samsung	SSD 860 EV	DISK FOUND
[]	3.	E:	Removable Disk	USB	Generic-	Compact F1	DISK FOUND
[]	4.	F:	Removable CDROM	ATAPI	MATSHITA	DVD-RAM UJ	NO DISK
[]	5.	H:	Removable Disk	USB	Generic-	xD/SD/M.S.	DISK FOUND
[]	6.	I:	Removable Disk	USB	Generic-	SD/MMC	NO DISK
[]	7.	J:	Removable Disk	USB	Generic-	MS/MS-PRO	NO DISK
[]	8.	K:	Removable Disk	USB	Generic-	xD-Picture	NO DISK
[]	9.	L:	Removable Disk	USB	Generic-	MicroSD/M2	NO DISK

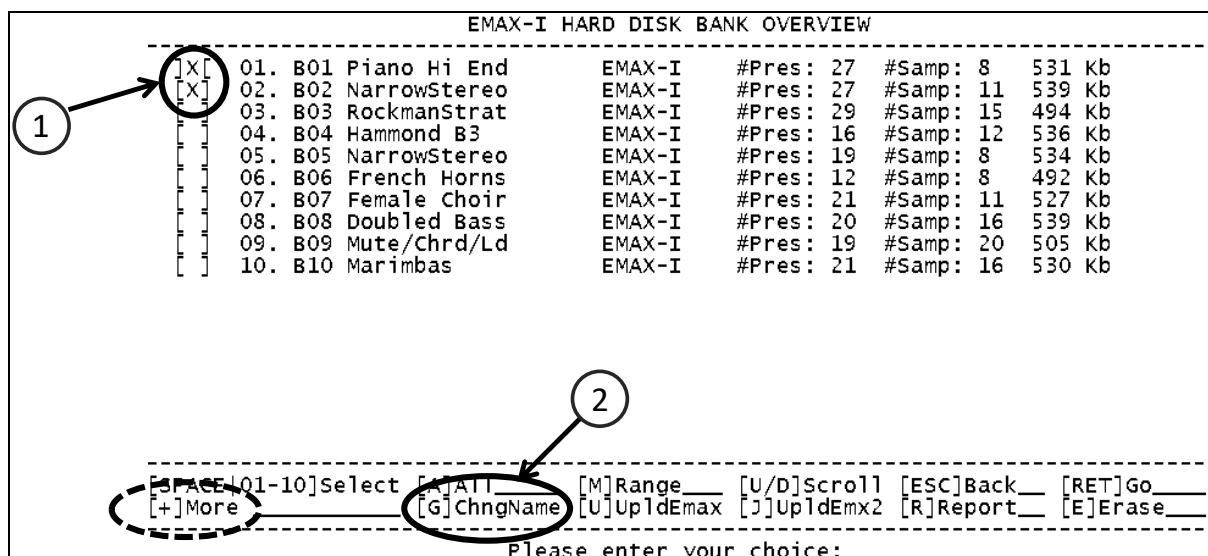
[SPACE 1-9]Select_		[S]ScanType		[U/D]Scroll		[ESC]Back_	
[R]Refresh_		[C]SCSI2SD_		[G]SDConfig_			

Please enter your choice:							
2							

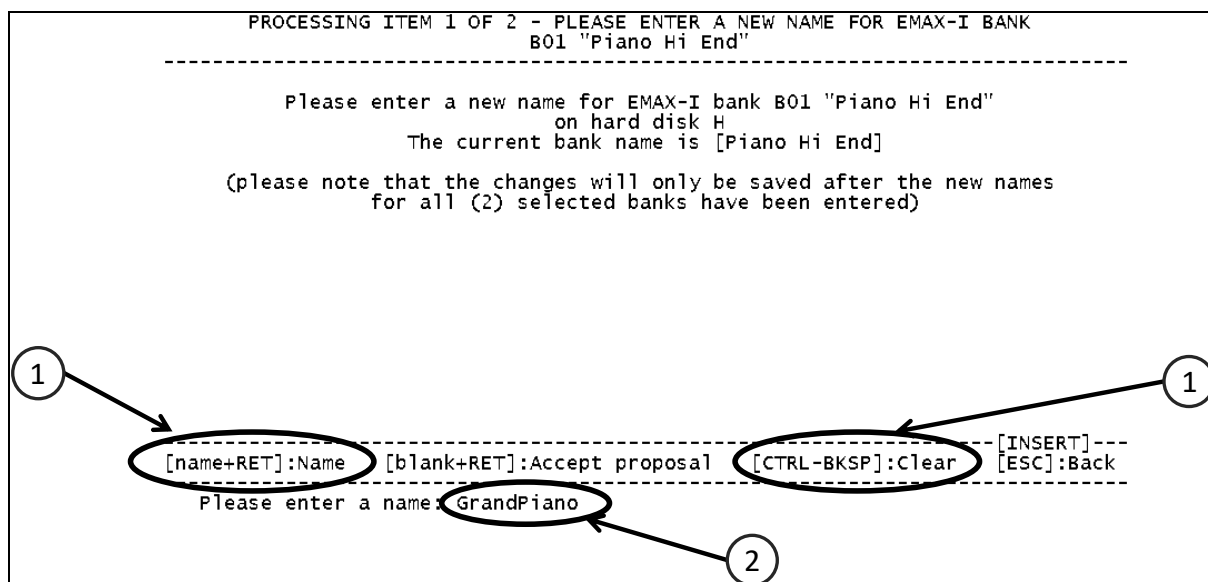
5) In our example the SD card in drive H (which us a card reader) is our EMAX-I disk which can be inserted into a SCSI SD card reader that has been installed in the EMAX-I sampler, so we select item 5. This can be done by moving the cursor ("] [") to the fifth line with the UP and DOWN keys on the keyboard, and pressing the SPACE bar to select the item. Alternatively we can simply enter "5" on the keyboard to select the H-drive. Once the drive is selected, we press the shortcut key "B" to immediately get an overview of the banks on the disk.. Alternatively we could also press ENTER to go to the EMAX-I hard disk menu, and then select menu option1 to get the bank overview. *Note: all menu functions can be accessed directly via these shortcut keys. We can press "+" to scroll through all available shortcut keys at the bottom line of the screen. In addition we can also press "R" to refresh the drive overview (e.g. after we plugged another hard disk drive into an USB port) and we can press "S" to let EMXP detect which type of disk is inserted in each of the drives (like we did in step 4). It's also possible to scan for SCSI2SD partitions on a drive by pressing "C", but that feature is explained in "GUIDED TOUR #5: COPYING AN EMAX-II BANK FROM ONE SCSI2SD PARTITION TO ANOTHER SCSI2SD PARTITION".*



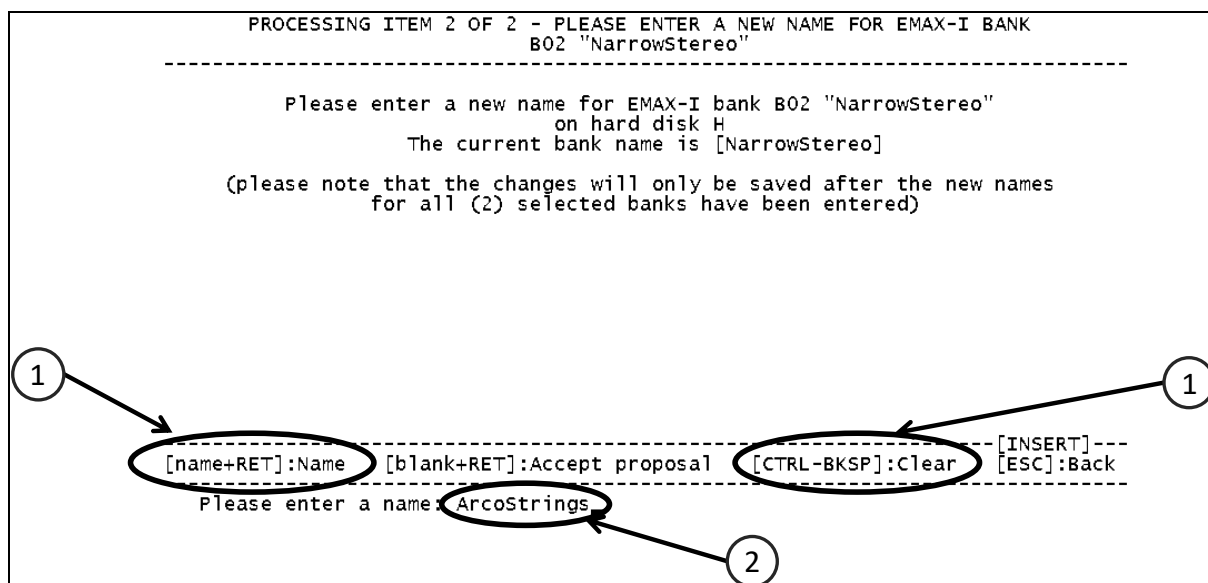
6) The disk contains 10 factory EMAX-I banks. Their names are currently derived from the names of their "current preset" at the time the bank was saved, which is the default (and only) bank naming option natively supported by the EMAX-I sampler. The same is true for EMAX-II and Emulator-II banks. But with EMXP, we can assign alternative bank names on EMAX-I, EMAX-II and Emulator-II hard disks and hard disk images. We will replace the name of the first two banks, by selecting items 01 and 02 and pressing the shortcut key "G" (alternatively we could also press ENTER to go to the EMAX-I hard disk bank menu, and select menu option 8 to change the bank names). *If the "G" shortcut key is not displayed on the bottom line, it will appear after pressing "+", but this is not required to use this shortcut key.*



7) For each selected bank, EMXP will show a screen now with the current bank name and with the possibility to change this bank name. Let's replace the bank name of bank B01 "Piano Hi End" with the name mentioned on the original EMU EMAX-I floppy disk: "GrandPiano". We press CTRL-BACKSPACE to remove the original name on the bottom line of the screen, and type the new bank name. Then we press ENTER. *Note: the new bank name is not saved immediately to the hard disk - this will only be done after all selected bank names have been changed/accepted (see step 9).*



8) We can now replace the bank name of bank B02 "NarrowStereo" with the name mentioned on the original EMU EMAX-I floppy disk: "ArcoStrings". We press CTRL-BACKSPACE to remove the original name on the bottom line of the screen and type the new bank name, followed by ENTER.



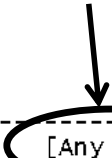
9) EMXP will save now the 2 new bank names to the EMAX-I hard disk bank catalog. This is confirmed by the screen shown below. To leave this screen, we press ENTER (or any other key).

PROCESS COMPLETED

2 bank names have been changed
on the EMAX-I hard disk.
Press any key to continue.

[Any key]: Continue

Press a key...:



10) EMXP returns to the drive overview screen now, because the contents of the disk (its bank overview) has changed. We select item 5 again and press the "B" shortcut key to get the updated bank overview of the disk in drive H.

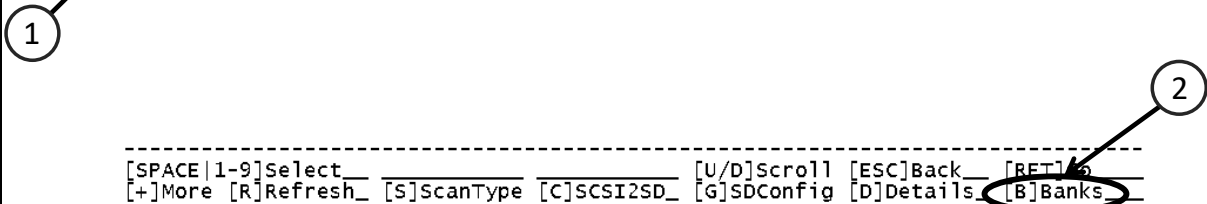
PLEASE SELECT AN EMAX-I HARD DISK DRIVE

CURRENT DRIVE = H

[]	1.	C: Hard Disk	ATA	Samsung	SSD 860 EV NTFS
[]	2.	D: Hard Disk	ATA	Samsung	SSD 860 EV NTFS
[]	3.	E: Removable Disk	USB	Generic-	Compact F1 EMAX-II
[]	4.	F: Removable CDROM	ATAPI	MATSHITA	DVD-RAM UJ NO DISK
[X]	5.	H: Removable Disk	USB	Generic-	xD/SD/M.S. EMAX-I
[]	6.	I: Removable Disk	USB	Generic-	SD/MMC NO DISK
[]	7.	J: Removable Disk	USB	Generic-	MS/MS-PRO NO DISK
[]	8.	K: Removable Disk	USB	Generic-	xD-Picture NO DISK
[]	9.	L: Removable Disk	USB	Generic-	MicroSD/M2 NO DISK

[SPACE|1-9]select_ [U/D]Scroll [ESC]Back_ [RET]Go
 [+]More [R]Refresh_ [S]ScanType [C]SCSI2SD_ [G]SDConfig [D]Details_ [B]Banks_

Please enter your choice:



11) The names of the first two banks have indeed been replaced ! These new names will also be shown on the EMAX-I sampler's LCD display when browsing through the banks on the disk. *Be aware however that the EMAX-I will replace these names by the "current preset" names again as soon as you decide to use the "Save bank" function of the EMAX-I Preset Management module. This is because the EMAX-I does not formally support bank names which differ from the current preset name (although differences seem to be tolerated as long as the bank is used in read-only mode)*

EMAX-I HARD DISK BANK OVERVIEW						
] [01.	B01 GrandPiano	EMAX-I	#Pres: 27	#Samp: 8	531 Kb
	02.	B02 ArcoStrings	EMAX-I	#Pres: 27	#Samp: 11	539 Kb
	03.	B03 RockmanStrat	EMAX-I	#Pres: 29	#Samp: 15	494 Kb
	04.	B04 Hammond B3	EMAX-I	#Pres: 16	#Samp: 12	536 Kb
	05.	B05 NarrowStereo	EMAX-I	#Pres: 19	#Samp: 8	534 Kb
	06.	B06 French Horns	EMAX-I	#Pres: 12	#Samp: 8	492 Kb
	07.	B07 Female Choir	EMAX-I	#Pres: 21	#Samp: 11	527 Kb
	08.	B08 Doubled Bass	EMAX-I	#Pres: 20	#Samp: 16	539 Kb
	09.	B09 Mute/Chrd/Ld	EMAX-I	#Pres: 19	#Samp: 20	505 Kb
	10.	B10 Marimbas	EMAX-I	#Pres: 21	#Samp: 16	530 Kb

[SPACE 01-10]Select [A]All_____ [M]Range____ [U/D]Scroll [ESC]Back____						

Please enter your choice:						

12) This is the end of guided tour #17. To leave EMXP we have to press the ESCAPE button a few times.

GNU FREE DOCUMENTATION LICENSE

GNU Free Documentation License
Version 1.2, November 2002

Copyright (C) 2000,2001,2002 Free Software Foundation, Inc.
51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA
Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

0. PREAMBLE

The purpose of this License is to make a manual, textbook, or other functional and useful document "free" in the sense of freedom: to assure everyone the effective freedom to copy and redistribute it, with or without modifying it, either commercially or noncommercially. Secondly, this License preserves for the author and publisher a way to get credit for their work, while not being considered responsible for modifications made by others.

This License is a kind of "copyleft", which means that derivative works of the document must themselves be free in the same sense. It complements the GNU General Public License, which is a copyleft license designed for free software.

We have designed this License in order to use it for manuals for free software, because free software needs free documentation: a free program should come with manuals providing the same freedoms that the software does. But this License is not limited to software manuals; it can be used for any textual work, regardless of subject matter or whether it is published as a printed book. We recommend this License principally for works whose purpose is instruction or reference.

1. APPLICABILITY AND DEFINITIONS

This License applies to any manual or other work, in any medium, that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. Such a notice grants a world-wide, royalty-free license, unlimited in duration, to use that work under the conditions stated herein. The "Document", below, refers to any such manual or work. Any member of the public is a licensee, and is addressed as "you". You accept the license if you copy, modify or distribute the work in a way requiring permission under copyright law.

A "Modified Version" of the Document means any work containing the Document or a portion of it, either copied verbatim, or with modifications and/or translated into another language.

A "Secondary Section" is a named appendix or a front-matter section of the Document that deals exclusively with the relationship of the publishers or authors of the Document to the Document's overall subject (or to related matters) and contains nothing that could fall directly within that overall subject. (Thus, if the Document is in part a textbook of mathematics, a Secondary Section may not explain any mathematics.) The relationship could be a matter of historical connection with the subject or with related matters, or of legal, commercial, philosophical, ethical or political position regarding

them.

The "Invariant Sections" are certain Secondary Sections whose titles are designated, as being those of Invariant Sections, in the notice that says that the Document is released under this License. If a section does not fit the above definition of Secondary then it is not allowed to be designated as Invariant. The Document may contain zero Invariant Sections. If the Document does not identify any Invariant Sections then there are none.

The "Cover Texts" are certain short passages of text that are listed, as Front-Cover Texts or Back-Cover Texts, in the notice that says that the Document is released under this License. A Front-Cover Text may be at most 5 words, and a Back-Cover Text may be at most 25 words.

A "Transparent" copy of the Document means a machine-readable copy, represented in a format whose specification is available to the general public, that is suitable for revising the document straightforwardly with generic text editors or (for images composed of pixels) generic paint programs or (for drawings) some widely available drawing editor, and that is suitable for input to text formatters or for automatic translation to a variety of formats suitable for input to text formatters. A copy made in an otherwise Transparent file format whose markup, or absence of markup, has been arranged to thwart or discourage subsequent modification by readers is not Transparent. An image format is not Transparent if used for any substantial amount of text. A copy that is not "Transparent" is called "Opaque".

Examples of suitable formats for Transparent copies include plain ASCII without markup, Texinfo input format, LaTeX input format, SGML or XML using a publicly available DTD, and standard-conforming simple HTML, PostScript or PDF designed for human modification. Examples of transparent image formats include PNG, XCF and JPG. Opaque formats include proprietary formats that can be read and edited only by proprietary word processors, SGML or XML for which the DTD and/or processing tools are not generally available, and the machine-generated HTML, PostScript or PDF produced by some word processors for output purposes only.

The "Title Page" means, for a printed book, the title page itself, plus such following pages as are needed to hold, legibly, the material this License requires to appear in the title page. For works in formats which do not have any title page as such, "Title Page" means the text near the most prominent appearance of the work's title, preceding the beginning of the body of the text.

A section "Entitled XYZ" means a named subunit of the Document whose title either is precisely XYZ or contains XYZ in parentheses following text that translates XYZ in another language. (Here XYZ stands for a specific section name mentioned below, such as "Acknowledgements", "Dedications", "Endorsements", or "History".) To "Preserve the Title" of such a section when you modify the Document means that it remains a section "Entitled XYZ" according to this definition.

The Document may include Warranty Disclaimers next to the notice which states that this License applies to the Document. These Warranty Disclaimers are considered to be included by reference in this License, but only as regards disclaiming warranties: any other implication that these Warranty Disclaimers may have is void and has no effect on the meaning of this License.

2. VERBATIM COPYING

You may copy and distribute the Document in any medium, either commercially or noncommercially, provided that this License, the copyright notices, and the license notice saying this License applies to the Document are reproduced in all copies, and that you add no other conditions whatsoever to those of this License. You may not use technical measures to obstruct or control the reading or further copying of the copies you make or distribute. However, you may accept compensation in exchange for copies. If you distribute a large enough number of copies you must also follow the conditions in section 3.

You may also lend copies, under the same conditions stated above, and you may publicly display copies.

3. COPYING IN QUANTITY

If you publish printed copies (or copies in media that commonly have printed covers) of the Document, numbering more than 100, and the Document's license notice requires Cover Texts, you must enclose the copies in covers that carry, clearly and legibly, all these Cover Texts: Front-Cover Texts on the front cover, and Back-Cover Texts on the back cover. Both covers must also clearly and legibly identify you as the publisher of these copies. The front cover must present the full title with all words of the title equally prominent and visible. You may add other material on the covers in addition. Copying with changes limited to the covers, as long as they preserve the title of the Document and satisfy these conditions, can be treated as verbatim copying in other respects.

If the required texts for either cover are too voluminous to fit legibly, you should put the first ones listed (as many as fit reasonably) on the actual cover, and continue the rest onto adjacent pages.

If you publish or distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along with each Opaque copy, or state in or with each Opaque copy a computer-network location from which the general network-using public has access to download using public-standard network protocols a complete Transparent copy of the Document, free of added material. If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies in quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly or through your agents or retailers) of that edition to the public.

It is requested, but not required, that you contact the authors of the Document well before redistributing any large number of copies, to give them a chance to provide you with an updated version of the Document.

4. MODIFICATIONS

You may copy and distribute a Modified Version of the Document under the conditions of sections 2 and 3 above, provided that you release the Modified Version under precisely this License, with the Modified Version filling the role of the Document, thus licensing distribution and modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things in the Modified Version:

- A. Use in the Title Page (and on the covers, if any) a title distinct from that of the Document, and from those of previous versions (which should, if there were any, be listed in the History section of the Document). You may use the same title as a previous version if the original publisher of that version gives permission.
- B. List on the Title Page, as authors, one or more persons or entities responsible for authorship of the modifications in the Modified Version, together with at least five of the principal authors of the Document (all of its principal authors, if it has fewer than five), unless they release you from this requirement.
- C. State on the Title page the name of the publisher of the Modified Version, as the publisher.
- D. Preserve all the copyright notices of the Document.
- E. Add an appropriate copyright notice for your modifications adjacent to the other copyright notices.
- F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this License, in the form shown in the Addendum below.
- G. Preserve in that license notice the full lists of Invariant Sections and required Cover Texts given in the Document's license notice.
- H. Include an unaltered copy of this License.
- I. Preserve the section Entitled "History", Preserve its Title, and add to it an item stating at least the title, year, new authors, and publisher of the Modified Version as given on the Title Page. If there is no section Entitled "History" in the Document, create one stating the title, year, authors, and publisher of the Document as given on its Title Page, then add an item describing the Modified Version as stated in the previous sentence.
- J. Preserve the network location, if any, given in the Document for public access to a Transparent copy of the Document, and likewise the network locations given in the Document for previous versions it was based on. These may be placed in the "History" section. You may omit a network location for a work that was published at least four years before the Document itself, or if the original publisher of the version it refers to gives permission.
- K. For any section Entitled "Acknowledgements" or "Dedications", Preserve the Title of the section, and preserve in the section all the substance and tone of each of the contributor acknowledgements and/or dedications given therein.
- L. Preserve all the Invariant Sections of the Document, unaltered in their text and in their titles. Section numbers or the equivalent are not considered part of the section titles.
- M. Delete any section Entitled "Endorsements". Such a section may not be included in the Modified Version.
- N. Do not retitle any existing section to be Entitled "Endorsements" or to conflict in title with any Invariant Section.
- O. Preserve any Warranty Disclaimers.

If the Modified Version includes new front-matter sections or appendices that qualify as Secondary Sections and contain no material copied from the Document, you may at your option designate some or all of these sections as invariant. To do this, add their titles to the list of Invariant Sections in the Modified Version's license notice. These titles must be distinct from any other section titles.

You may add a section Entitled "Endorsements", provided it contains nothing but endorsements of your Modified Version by various parties--for example, statements of peer review or that the text has been approved by an organization as the authoritative definition of a standard.

You may add a passage of up to five words as a Front-Cover Text, and a passage of up to 25 words as a Back-Cover Text, to the end of the list of Cover Texts in the Modified Version. Only one passage of Front-Cover Text and one of Back-Cover Text may be added by (or through arrangements made by) any one entity. If the Document already includes a cover text for the same cover, previously added by you or by arrangement made by the same entity you are acting on behalf of, you may not add another; but you may replace the old one, on explicit permission from the previous publisher that added the old one.

The author(s) and publisher(s) of the Document do not by this License give permission to use their names for publicity for or to assert or imply endorsement of any Modified Version.

5. COMBINING DOCUMENTS

You may combine the Document with other documents released under this License, under the terms defined in section 4 above for modified versions, provided that you include in the combination all of the Invariant Sections of all of the original documents, unmodified, and list them all as Invariant Sections of your combined work in its license notice, and that you preserve all their Warranty Disclaimers.

The combined work need only contain one copy of this License, and multiple identical Invariant Sections may be replaced with a single copy. If there are multiple Invariant Sections with the same name but different contents, make the title of each such section unique by adding at the end of it, in parentheses, the name of the original author or publisher of that section if known, or else a unique number. Make the same adjustment to the section titles in the list of Invariant Sections in the license notice of the combined work.

In the combination, you must combine any sections Entitled "History" in the various original documents, forming one section Entitled "History"; likewise combine any sections Entitled "Acknowledgements", and any sections Entitled "Dedications". You must delete all sections Entitled "Endorsements".

6. COLLECTIONS OF DOCUMENTS

You may make a collection consisting of the Document and other documents released under this License, and replace the individual copies of this License in the various documents with a single copy that is included in the collection, provided that you follow the rules of this License for verbatim copying of each of the documents in all other respects.

You may extract a single document from such a collection, and distribute it individually under this License, provided you insert a copy of this License into the extracted document, and follow this License in all other respects regarding verbatim copying of that document.

7. AGGREGATION WITH INDEPENDENT WORKS

A compilation of the Document or its derivatives with other separate and independent documents or works, in or on a volume of a storage or distribution medium, is called an "aggregate" if the copyright resulting from the compilation is not used to limit the legal rights of the compilation's users beyond what the individual works permit. When the Document is included in an aggregate, this License does not

apply to the other works in the aggregate which are not themselves derivative works of the Document.

If the Cover Text requirement of section 3 is applicable to these copies of the Document, then if the Document is less than one half of the entire aggregate, the Document's Cover Texts may be placed on covers that bracket the Document within the aggregate, or the electronic equivalent of covers if the Document is in electronic form. Otherwise they must appear on printed covers that bracket the whole aggregate.

8. TRANSLATION

Translation is considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections with translations requires special permission from their copyright holders, but you may include translations of some or all Invariant Sections in addition to the original versions of these Invariant Sections. You may include a translation of this License, and all the license notices in the Document, and any Warranty Disclaimers, provided that you also include the original English version of this License and the original versions of those notices and disclaimers. In case of a disagreement between the translation and the original version of this License or a notice or disclaimer, the original version will prevail.

If a section in the Document is Entitled "Acknowledgements", "Dedications", or "History", the requirement (section 4) to Preserve its Title (section 1) will typically require changing the actual title.

9. TERMINATION

You may not copy, modify, sublicense, or distribute the Document except as expressly provided for under this License. Any other attempt to copy, modify, sublicense or distribute the Document is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

10. FUTURE REVISIONS OF THIS LICENSE

The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See <http://www.gnu.org/copyleft/>.

Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License "or any later version" applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free Software Foundation. If the Document does not specify a version number of this License, you may choose any version ever published (not as a draft) by the Free Software Foundation.

LAST PAGE