



MEGAEnhancer ver.1.4

Owner's Manual

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- Click on the [blue-colored text](#) to jump to the related item in this manual.

NOTE

This owner's manual assumes that you are already familiar with basic Windows operations. If you are not, please refer to the owner's manual that came with your Windows OS software before using MEGAEnhancer.

NOTE

Note that the example screens shown in this manual are in English.

What is the MEGAEnhancer?

MEGAEnhancer ver.1.4 (“MEGAEnhancer” hereafter) is a software program that converts XG/GM song data (Standard MIDI File) to song data specially enhanced to be played back using an instrument or tone generator containing MegaVoices. With the use of the sophisticated MegaVoices, MEGAEnhancer automatically makes conventional song files — with guitar and bass parts — sound much more realistic and authentic. The converted song data can be used only on the model which you selected before converting.

■ Terminology

• What is XG?

XG is a new Yamaha MIDI specification which significantly expands and improves on the GM System Level 1 standard with greater voice handling capacity, expressive control, and effect capability while retaining full compatibility with GM.

• What is a Standard MIDI File?

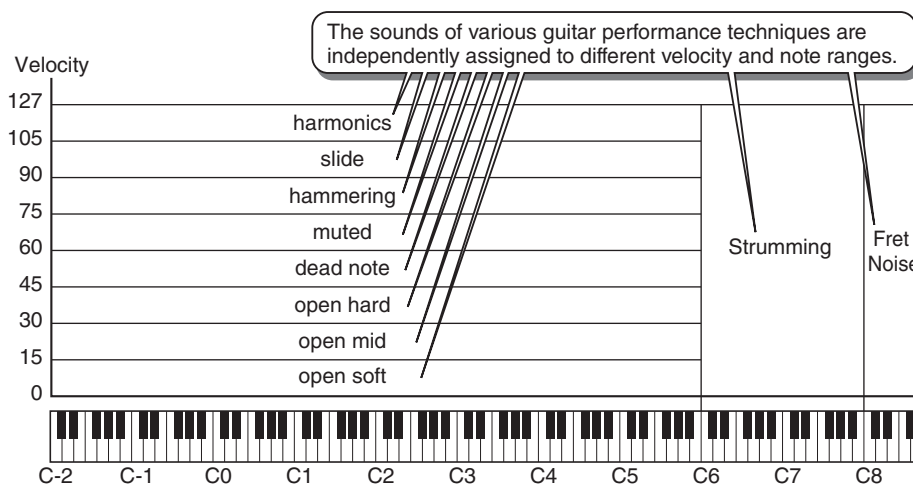
The SMF (Standard MIDI File) format for sequence files allows you to exchange song data between different sequencers. There are two types of SMF: Format 0 and Format 1.

Format 0: All data for all MIDI channels are combined into a single track. Files in this format can be played back on the MIDI instruments.

Format 1: There are multiple tracks, with each track containing data for individual MIDI channels.

• What is MegaVoice?

What makes MegaVoices special is their use of velocity switching. Normal voices use velocity switching, too — to change the sound quality and/or level of a voice according to how strongly or softly you play it. This makes the voice sound authentic and natural. With MegaVoices, however, each velocity range (the measure of your playing strength) has a completely different sound. For example, a Mega guitar voice includes the sounds of various performance techniques (as shown below). In conventional instruments, different voices having those sounds would be called up via MIDI and played in combination to achieve the desired effect. With MegaVoices a convincing guitar part can be played with just a single voice, using specific velocity values to play the desired sounds. Because of the complex nature of these voices and the precise velocities needed to play the sounds, they are not intended to be used for keyboard performance. They are, however, very useful and convenient when creating MIDI data — especially when you want to avoid using several different voices just for a single instrument part.



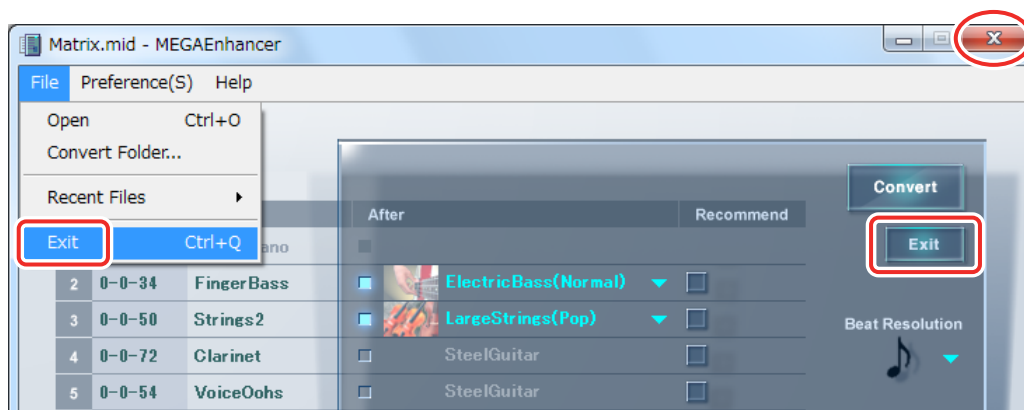
NOTE

The illustration above is only an example. Actual sound maps for the MegaVoices are given in the Owner's Manual or the separate Data List booklet that comes with your instrument.

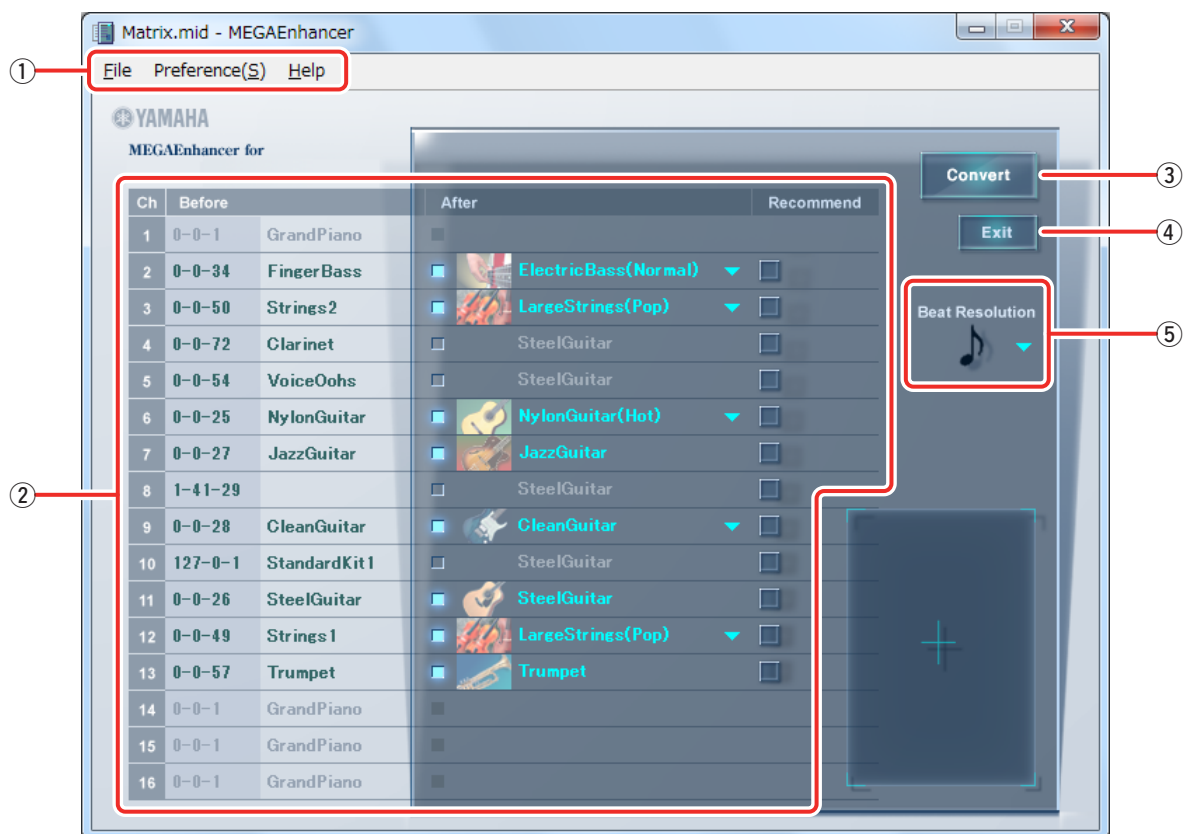
■ What events are changed by MEGAEnhancer?

MEGAEnhancer converts MIDI events which specify voices, such as Program Change and Bank Select in XG/GM songs to MIDI events which specify MegaVoices. It also changes velocity values of note events so that the sound of the appropriate performance techniques will be used. Furthermore, MEGAEnhancer decides whether it is necessary to add the sound of a certain performance technique by analyzing the phrase (note events) in the song data. If the decision is made to add the sound, MEGAEnhancer searches for the note number and velocity to which the appropriate sound is assigned and adds these events to the song data.

3. Quit the application by selecting “Exit” from the “File” menu, clicking the “Exit” button in the right corner of the main window, or by clicking the close button at the top right of the main window.



Main window



① Menu Bar

See [page 6](#) for details.

② Voice Conversion List by Channel

The Before columns indicate the name/number of the current voices for each channel, while the After column indicates the corresponding MegaVoice to which the voice is to be converted. The MegaVoice can be set for each channel. Channels in the After column that appear in gray will not be converted.

When the program is started and the main window opened, the After column shows the most appropriate default settings for each channel.

③ Convert

Click this button to start the data conversion according to the settings in the Voice Conversion List and Beat Resolution.

④ Exit

Quits this application.

⑤ Beat Resolution

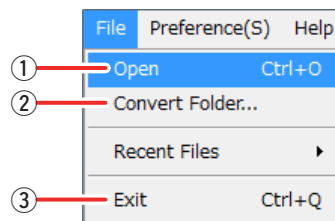
Specifies the standard note type on which the data conversion will be based. When the application starts and the main window opens, this section displays the default settings that are assumed to be most appropriate. Depending on the song file to be converted, however, the default settings may not result in the expected sound. If this occurs, change the note type and try the conversion again.

HINT

Generally, it's best to set the Beat Resolution to the denominator value of the song meter: i.e. ♩ (1/4 note when the song meter is 4/4) or ♪ (1/8 note when the song meter is 6/8). However, the most appropriate setting will depend on the data structure of the selected song. For example, setting the Beat Resolution to ♪₃ (1/8 note triplet) may produce good results if the song data is based on a triplet rhythm (even if the meter is 4/4).

Menu bar

■ File



① Open

Opens a song file to be converted.

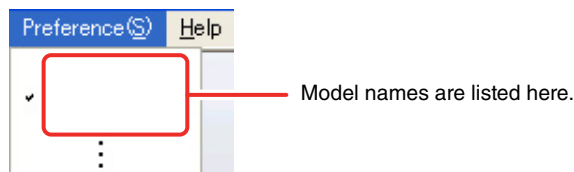
② Convert Folder

In addition to converting single files, MEGAEnhancer can batch convert all song files contained in a specified folder. This menu lets you select a folder containing the song files to be converted.

③ Exit

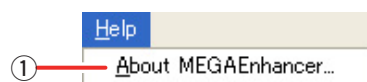
Quits the application.

■ Preference



Select the model name of your particular instrument. The converted song data may not sound or playback correctly on models other than the one you selected here. Make sure to select the correct model name.

■ Help



① About MEGAEnhancer

Displays the version number and other information about the application.

Converting Song Data

Two methods are provided for converting song data: single song file conversion and batch conversion of all song files contained in a specified folder.

NOTE

Note the following conditions for converting song data:

- Data of channels that do not contain note events will not be converted.
- Data of channels that contain program change events in the middle of the song will not be converted.
- Data of channels that contain program change events for MegaVoices will not be converted.
- GS song data may not be properly converted in some cases.

■ Converting a certain song file

1. Start the MEGAEnhancer and open the main window by following the instructions on [page 3](#).

2. Set the voice conversion parameters for each channel as necessary.

When the main window is opened, the After column of the Voice Conversion List shows the most appropriate default settings for each channel; e.g., the most appropriate MegaVoice for conversion, or no conversion. Gray (or “ghosted”) sections in the After column indicate that the corresponding channels will not be converted. Although you can generally execute the conversion using the default settings, you can manually change the settings as described below.

2-1. When you click any channel’s checkbox in the After column, the item becomes active and you can select a MegaVoice for the corresponding channel. If you click the checkbox again, the item will appear in gray, indicating that the corresponding channel will not be converted.

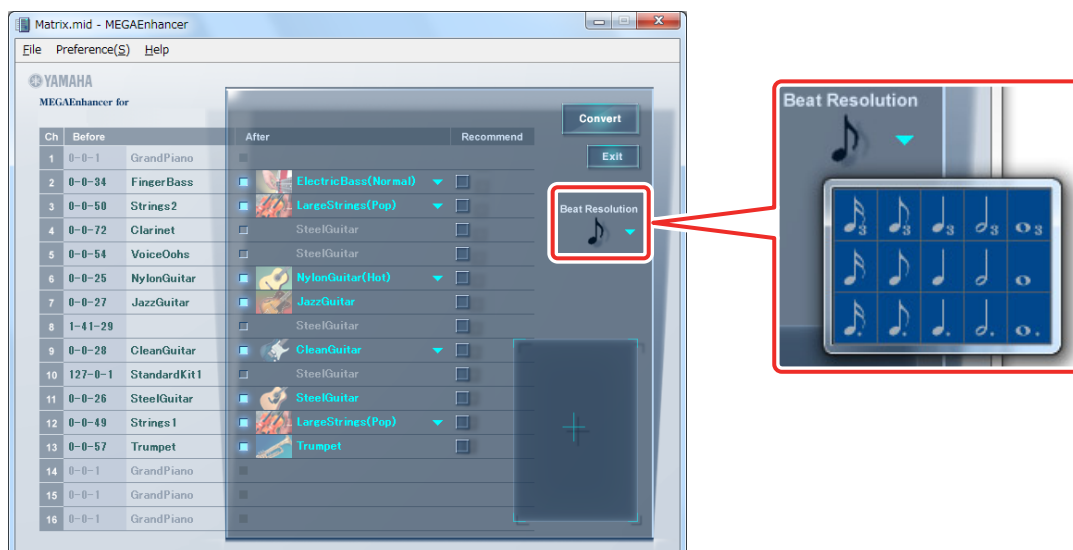
- 2-2.** After clicking an active MegaVoice item (the MegaVoice List appears), select the desired MegaVoice. The MegaVoice List includes some Voice names and an “Other” menu. The Voice names show the recommended MegaVoice. The “Other” menu contains all MegaVoices. When you select the “Other” menu, all Voices are displayed and you can select one of them.
- Some MegaVoices have several conversion types. The type of conversion is shown in parentheses with the relevant MegaVoice name.



Click the “Recommend” checkbox to reset the settings of a channel to the defaults (most appropriate MegaVoice for conversion, or no conversion).

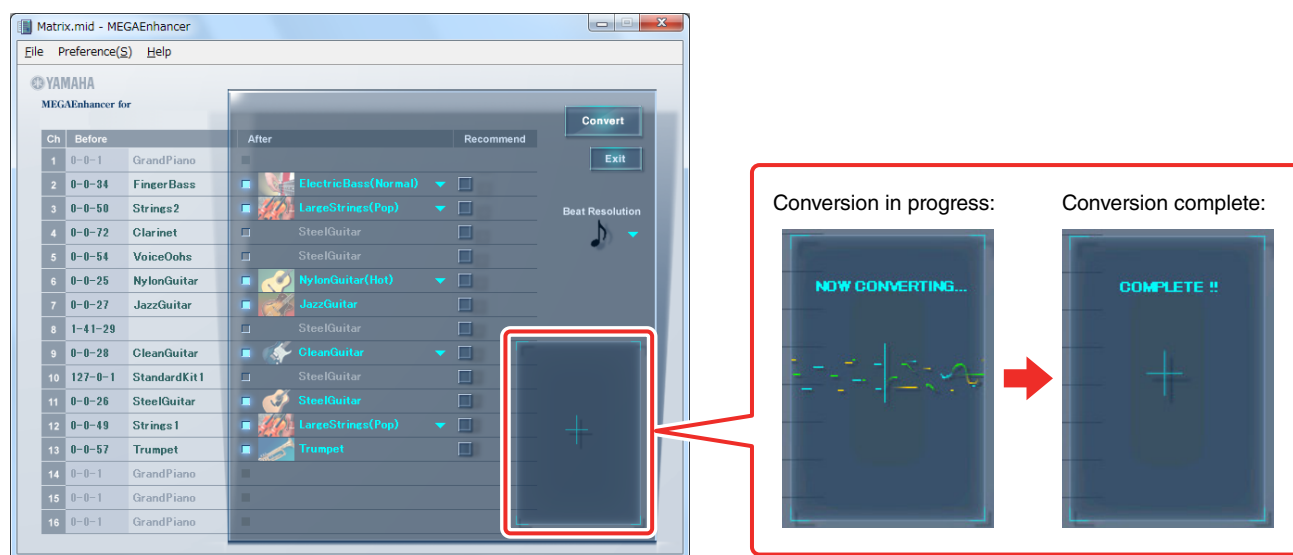
3. Set the Beat Resolution (for all channels) as necessary.

After clicking the Beat Resolution item (the note type list appears), select the desired type. See [page 5](#) for details about Beat Resolution.



4. Click [Convert] to start the song data conversion.

“NOW CONVERTING...” will appear in the lower right corner of the main window during the song data conversion. When conversion is finished, a “COMPLETE” message appears followed by a dialog prompting you to specify the location (path) for saving the converted song data.

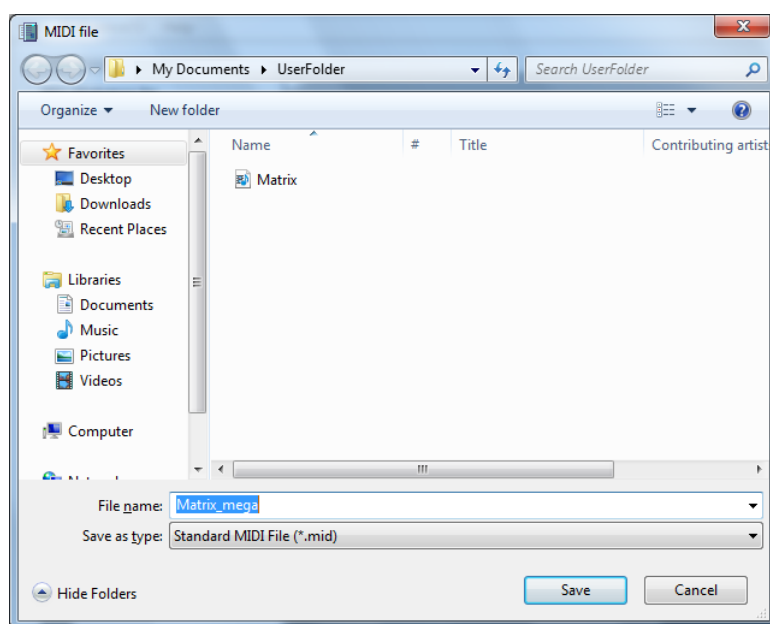


IMPORTANT

Please note that it may take a few minutes to convert the song data. Larger files and more channels will result in longer conversion times.

5. Save the converted song file.

Specify the location (path) to which the converted song file is saved, enter the file name, then click [Save].



6. Try out the converted song by playing it back on an instrument compatible with the MegaVoices.

Copy the converted song file to a storage device compatible with your instrument, such as USB Flash memory, then play it using the song playback function on the instrument.

■ Batch converting song files in a specified folder

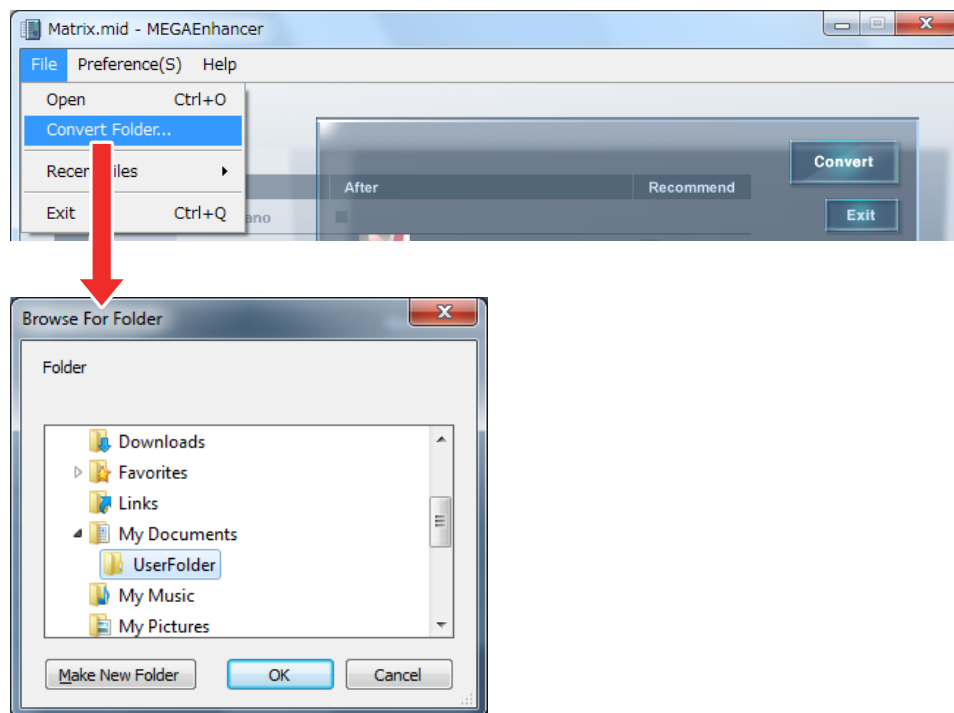
MEGAEnhancer lets you batch convert all song files contained in the specified folder.

NOTE

With this method, you cannot select the MegaVoice for each channel or set Beat Resolution. Data conversion will be executed using the default settings.

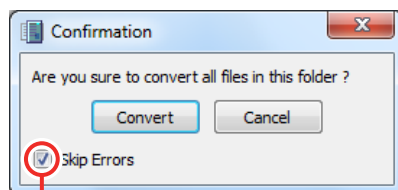
1. Save all the song files to be converted to one folder.
2. Start the MEGAEnhancer and open the main window following the instructions on [page 3](#).
3. Select “Convert Folder” from the “File” menu.

The folder selection dialog will appear.



4. Select the folder (set in step #1) containing the song files to be converted, then click [OK].

A message appears prompting you to confirm the data conversion operation.

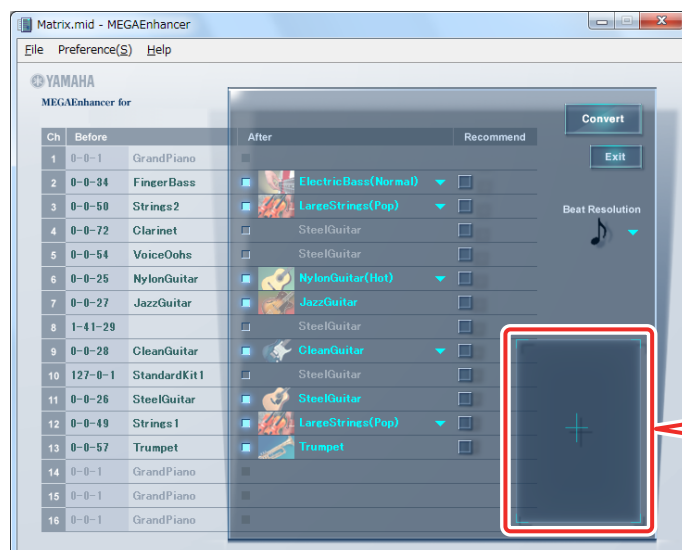


If the Error Skip checkbox is checked, conversion of all song files will continue even if an error occurs. If the Error Skip checkbox is not checked, a confirmation dialog will appear whenever an error occurs.

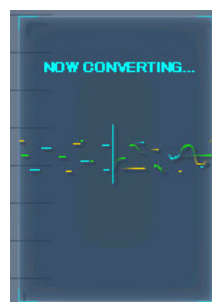
5. Click [Convert] to start the song data conversion.

“NOW CONVERTING...” will appear in the lower right corner of the main window during conversion.

The name of the song file currently being converted will be displayed in the upper left corner of the main window. When the conversion is finished, a “COMPLETE” message appears.



Conversion in progress:



Conversion complete:



IMPORTANT

Please note that it may take a few minutes to convert the song data. Larger files and more channels will result in longer conversion times.

6. Try out the converted song by playing it back on an instrument compatible with the MegaVoices.

Copy the converted song file to a storage device compatible with your instrument, such as USB Flash memory, then play it using the song playback function on the instrument.