

# VLF-MA3

(FM Voice Library for MA-3)

Version 1.0.0

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Yamaha Corporation

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### <History>

Ver.	Date	Description
1.0.0	2002/12/23	Newly release

## Introduction of VLF-MA3 (FM Voice Library for MA-3)

This voice library extends the voice data of MA-3 authoring tool.

All the voices of this voice library are constituted from FM voice of 4 operator. Please use them in the FM16 mode.

By reading this on [VoiceList window] of MA-3 authoring tool, the voice which is different from default voice, is easily realizable.

There are two kinds of vm3 voice list file, all voices data type(All) and Bank unit data type (Bank).

The reading methods of each file on [VoiceList window] are different. Please refer to “Reading procedure of voice list” of next page.

(Please refer to the document “Users Manual”, attached to the authoring tool, for the detail of procedure.)

Bank unit data type file can be imported to favorite Bank. It is possible to use together with the voices created by yourself until now, and favorite voices.

Moreover, there are two kinds Bank set of the vm3 voice list file in this library, the file arranged along with the list of GM, and the file arranged according to the category of musical instrument.

At creating music data, it can also be used properly according to the work method or situation.

(Even if the array method and data type are different, the voice data of a same name are the same contents.)

“When you feel the voice array of general GM more intelligible and usable”, it is recommend that you use the data type arranged along with the list of GM.

“When you want to try listening various voices of each series and select”, it is recommend that you use the data type arranged according to the category.

## Reading procedure of a voice list

- All voice reading

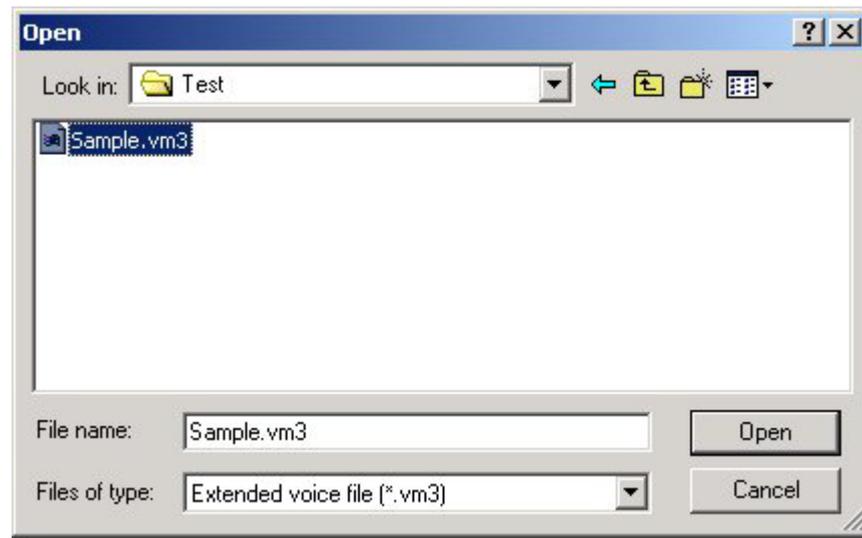
The all voices data type of this voice library, [GMSetAll.vm3] and [CategorySetAll.vm3], can be read on [VoiceList window] by the following method.

Select [OpenMA3VoiceFile] from [File] menu of the menu bar on the application window.

Dialog box <Figure 1.1 MA3 voice file / open dialog> is displayed.

Select the name of the extended voice list file to read and click the button [Open].

Then, the voice list file will be read.



<Figure 1.1 MA3 voice file / open dialog>

- Bank unit reading

The Bank unit data type of this voice library, (except [GMSetAll.vm3] and [CategorySetAll.vm3]), can be read on [VoiceList window] by the following method.

Do right-click on the BankMSB column of VoiceList.

Select [ImportFromBank Voice] from the pop up window. <Figure 1.2 ImportFromBank Voice>

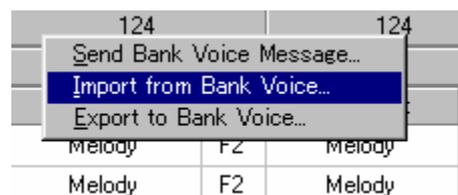
Dialog box <Figure 1.1 MA3 voice file / open dialog> is displayed.

Select the name of the extended voice list file to read and click the button [Open].

Then, the voice list file will be read.

Please import each [DrumsBank.vm3] and [07\_DrumsBank.vm3] to Drum Bank (MSB#125).

When Bank is different, it cannot be imported.



<Figure 1.2 ImportFromBank Voice>



GMBankSet

Pch Origin=1

GMSetAll								
MSB#	124	124	124	124	124	124	124	125
Pch#/ Note#	VoiceBank-1	VoiceBank-2	VoiceBank-3	VoiceBank-4	VoiceBank-5	VoiceBank-6	VoiceBank-7	DrumsBank
65	SprnoSax 2	SprnoSax 3						
66	Alto Sax 2	Alto Sax 3	Alto Sax 4					
67	TenorSax 2	TenorSax 3						
68	Bari.Sax 2	Bari.Sax 3						
69	Oboe 2	Oboe 3						
70	Eng.Horn 2							Maracas 2
71	Bassoon 2	Bassoon 3						Samba Whistle H2 @
72	Clarinet 2							Samba Whistle L2 @
73	Piccolo 2							Guiro Short 2
74	Flute 2	Flute 3	Flute 4					Guiro Long 2 @
75	Recorder 2	AtakRecorder	RecorderSus					Claves 2
76	PanFlute 2							WoodBlock H 2
77								WoodBlock L 2
78								
79								
80								
81	SquareLd 2	SquareLd 3	SquareLdSus	CosmicLd				
82	Saw.Lead 2	Saw.Lead 3	Saw.LeadSus					
83	CaliopLd 2	BlowLead	CaliopLdSus					
84	Chiff Ld 2	Chiff Ld Sus						
85	CharangLd 2	StrinLd	CharanLdSus					
86	VoiceLdSus							
87	Fifth Ld 2	Third Ld	Fifth Ld Sus					Chinese Cymbal 2
88	Bass &Ld 2	Bass &Ld 3	Bass &Ld Sus					
89	NewAgePd 2	NewAgePd 3	NewAgePd 4					
90	Warm Pad 2	Warm Pad 3						
91	PolySyPd 2	PolySyPd 3						
92	ChoirPad 2							
93	BowedPad 2							
94	MetalPad 2	MetalPad 3						
95	Haro Pad 2	Haro Pad 3						
96	SweepPad							
97	Rain 2							
98	SoundTrk 2	Astronaut	TimeTravel					
99	Crystal 2	CrystalBell 1	CrystalBell 2	CrystalBell 3	GlassBell			
100	Atmosphr 2	Atmosphr 3						
101	Bright 2	Sparkle						
102	Goblins 2							
103	Echoes 2							
104								
105	MiddleEastStr							
106	Banjo 2	Banjo 3						
107	Biwa							
108	Koto 2	Koto Fat	SynKoto					
109	Kalimba 2	Kalimba 3						
110	Bagpipe 2							
111								
112								
113	TnklBell 2							
114	Agogo 2							
115								
116								
*1 117	GranCassa							
118								
119								
120								
121								
122	BrthNoiz 2							
*2 123	Seashore Short							
124								
125								
126								
*3 127	Applause 2							
*2 128	Gunshot 2							

\*1 : 50cent / semitone, #69=A2  
 \*2 : 20cent / semitone  
 \*3 : 5cent / semitone  
 Voice attached \* is treated as drum voice  
 by key-control judging.

Voice attached @ in Drum Voices  
 reacts to KeyOff.

# VLF-MA3 (FM Voice Library for MA-3) Voice Map

## CategoryBankSet

Pch Origin=1

CategorySetAll						
MSB#	124	124	124	124	124	124
Pch#	Pno-CP-Org	Gtr-Bass	Str-Ensemble	Brs-Rd-Pipe	Lead-Pad-FX	Eth-Perc-SE
1	GrandPno 2	NylonGtr 2	Violin 2	Trumpet 2	SquareLd 2	MiddleEastStr
2	GrandPno 3	NylonGtr 3	Violin 3	Trumpet 3	SquareLd 3	
3	GrandPnoSus	MellowNylonGtr	ViolinSus	Trumpet 4	SquareLdSus	Banjo 2
4					CosmicLd	Banjo 3
5	BrightPno 2	SteelGtr 2	Viola 2	Trombone 2		
6	BrightPnoSus 1		Viola 3	Trombone 3	Saw.Lead 2	Biwa
7	BrightPnoSus 2	JazzGtr 2		MellowTrombone	Saw.Lead 3	
8		JazzGtr 3	Cello 2		Saw.LeadSus	Koto 2
9	E.GrandP 2			Tuba 2		Koto Fat
10	E.GrandP 3	CleanGtr 2	ContraBs 2	Tuba 3	CaliopLd 2	SynKoto
11	E.GrandP 4		ContraBs 3		BlowLead	
12	MellowGrand	Mute.Gtr 2		Mute.Trp 2	CaliopLdSus	Kalimba 2
13		Mute.Gtr 3	Pizz.Str 2			Kalimba 3
14	HnkyTonk 2	HalfMute.Gtr		Fr.Horn 2	Chiff Ld 2	
15	HnkyTonk 3		Harp 2	Fr.Horn 3	Chiff Ld Sus	Bagpipe 2
16	HnkyTonk 4	Overdrive 2				
17		Overdrive 3	Strings1-2	BrasSect 2	CharangLd 2	TnklBell 2
18	E.Piano1 Heavy	Overdrive Heavy	Strings1-3	BrasSect 3	StrinLd	
19	E.Piano1 Mid			BrasScet 4	CharanLdSus	Agogo 2
20	E.Piano1 Light	Dist.Gtr 2	Strings2-2	BrasSect Soft		
21		Dist.Gtr 3			VoiceLdSus	
22	E.Piano2-2		Syn.Str1-2	SynBras1-2		
23	E.Piano2-3	GtrHarmo 2		SynBras1-3	Fifth Ld 2	
24	E.Piano 3	GtrHarmo 3	Syn.Str2-2		Third Ld	
25	E.PianoSus			SynBras2-2	Fifth Ld Sus	
26		Aco.Bass 2	ChoirAah 2			
27	Harpsi. 2	Aco.Bass 3		SprnoSax 2	Bass &Ld 2	
28	Harpsi. 3		VoiceOoh 2	SprnoSax 3	Bass &Ld 3	
29	SynHarpsi.	FngrBass 2	SynVoice 2		Bass &Ld Sus	
30		FngrBass 3		Alto Sax 2		
31	Clavi. 2	FngrBass 4	Orch.Hit 2	Alto Sax 3	NewAgePd 2	
32	Clavi. 3			Alto Sax 4	NewAgePd 3	
33	Clavi. 4	PickBass 2			NewAgePd 4	
34		PickBass 3		TenorSax 2		
35	Celesta 2	PickBass 4		TenorSax 3	Warm Pad 2	
36	SolidCelesta				Warm Pad 3	
37	SolidCelestaSu	Fretless 2		Bari.Sax 2		
38		Fretless 3		Bari.Sax 3	PolySyPd 2	
39	Glocken 2	Fretless 4			PolySyPd 3	
40	BellPiano 1			Oboe 2		
41	BellPiano 2	SlapBass1-2		Oboe 3	ChoirPad 2	Pad
42	BellPiano 3					
43	MelodicBell	SlapBass2-2		Eng.Horn 2	BowedPad 2	
44	StringBell 1					
45	StringBell 2	SynBass 3		Bassoon 2	MetalPad 2	
46		SynBass 4		Bassoon 3	MetalPad 3	
47	MusicBox 2	SynBass 5				
48	MusicBox 3	SynBass 6		Clarinet 2	Haro Pad 2	
49	MusicBox 4				Haro Pad 3	
50	MusicBox 5	SynBass 7		Piccolo 2		
51	TinyMusicBox 1	SynBass 8			SweepPad Deep	
52	TinyMusicBox 2	SynBass 9		Flute 2		
53	TinyMusicBox 3	SynBass 10		Flute 3	Rain 2	
54				Flute 4		
55	Vibes 2				SoundTrk 2	
56	Vibes 3			Recorder 2	Astronaut	
57				AtakRecorder	TimeTravel	
58	Marimba 2			RecorderSus		
59	Ei.Marimba				Crystal 2	
60					CrystalBell 1	
61	Xylophon 2			PanFlute 2	CrystalBell 2	
62					CrystalBell 3	
63	TubulBell 2				GlassBell	
64	TubulBell 3					

CategoryBankSet

Pch Origin=1

CategorySetAll						
MSB#	124	124	124	124	124	124
Pch#	Pno-CP-Org	Gtr-Bass	Str-Ensemble	Brs-Rd-Pipe	Lead-Pad-FX	Eth-Perc-SE
65	TubulBell 4				Atmosphr 2	
66	Carillon				Atmosphr 3	
67						
68	Dulcimer 2				Bright 2	
69					Sparkle	FX
70	DrawOrgn 2					
71					Goblins 2	
72	PercOrgn 2					
73	PercOrgn 3				Echoes 2	
74						
75	RockOrgn 2					
76	RockOrgn 3					
77						
78	ChrchOrg 2					
79	ChrchOrg 3					
80						
81	ReedOrgn 2					
82						
83	Acordion 2					
84						
85	Harmonica 2					
86	Harmonica 3					
87						
88						
89						
90						
91						
92						
93						
94						
95						
96						
97						
98						
99						
100						
101						
102						
103						
104						
105						
106						
107						
108						
109						
110						
111						
112						
113						
114						
115						
116						
*1 117						GranCassa
118						
119						Per
120						
121						
122						BrthNoiz 2
*2 123						Seashore Short
124						
125						
126						
*3 127						Applause 2
*2 128						Gunshot 2

\*1 : 50cent/ semitone, #69=A2  
 \*2 : 20cent/ semitone  
 \*3 : 5cent/ semitone  
 Voice attached \* is treated as drum  
 by key-control judging.

# VLF-MA3 (FM Voice Library for MA-3) Voice Map

## CategoryBankSet

CategorySetAll	
MSB#	125
Note#	Drums
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	WhipSlap
17	
18	
19	
20	
21	
22	
23	Seq Click L
24	Seq Click H2
25	
@ 26	Brush Swirl 2
27	
@ 28	BrushTapSwirl 2
@ 29	Snare Roll 2
30	Castanet 2
31	
32	Sticks 2
33	Kick Analog
34	OpenRimShot 2
35	Kick Analog S
36	Bass Drum H2
37	ClosedRimShot 2
38	
39	
40	Snare H 2
41	TomAnalog 6
42	
43	TomAnalog 5
44	
45	TomAnalog 4
46	
47	TomAnalog 3
48	TomAnalog 2
49	Crash Cymbal 3
50	TomAnalog 1
51	
@ 52	Reverse Cymbal
53	RideCymbalCup 2
54	Tambourine 2
55	
56	Cowbell 2
57	Crash Cymbal 4
58	
59	
60	Bongo H 2
61	Bongo L 2
62	CongaAnalog H
63	CongaAnalog M
64	CongaAnalog L

Dr

**CategoryBankSet**

CategorySetAll	
MSB#	125
Note#	Drums
65	
66	
67	
68	
69	
70	Maracas 2
@ 71	Samba Whistle H2
@ 72	Samba Whistle L2
73	Guiro Short 2
@ 74	Guiro Long 2
75	Claves 2
76	WoodBlock H 2
77	WoodBlock L 2
78	
79	
80	
81	
82	
83	
84	
85	
86	
87	Chinese Cymbal 2
88	
89	
90	
91	
92	
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94	
95	
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97	
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128	

Dr

Voice attached @ in Drum Voices reacts to KeyOff.

## Description of VLF-MA3 (FM Voice Library for MA-3) Sample SMAF

The recorded demonstration music are created with the voices in VLF-MA3.

(About the drum voices, the default voices are used.)

The following shows what voice is used for which music data.

Please make them reference at creating music data.

### • Classic\_MA3.mmf

Fanfare style which imagined orchestra.

The used vm3 file
GMSetAll.vm3
Voice Name
Trumpet 3
Flute 2
Clarinet 2
Oboe 2
Fr.Horn 2
Trombone 3
Bassoon 3
Strings1-3
Strings1-2
ContraBs 2
Strings2-2

### • MusicBox1

Techno dance style with the thrilling, impressive sound.

The used vm3 file
GMSetAll.vm3
Voice Name
BrightPno 2
DrawOrgn 2
SynBass 10
Bass &Ld 2
Echoes 2
Sparkle
Violin 2
Violin 3

### • Fusion\_MA3.mmf

16beat Fusion style featuring Overdrive Guitar.

The used vm3 file
GMSetAll.vm3
Voice Name
Alto Sax 3
Overdrive 2
FngrBass 2
E.Piano2-2
BrasSect 3
TenorSax 2
NewAgePd 3

### • Latin\_MA3.mmf

Latin style with slow rhythm makes cool down.

The used vm3 file
GMSetAll.vm3
Voice Name
Flute 2
Trumpet 3
Aco.Bass 2
NylonGtr 2
Strings1-2
Strings2-2

### • MusicBox\_MA3.mmf

Music box style featuring Bell sound.

The used vm3 file
GMSetAll.vm3
Voice Name
Celesta 2
Crystal 2
MusicBox 4
WarmPad 3

## File configuration VLF-MA3 (FM Voice Library for MA-3)

VLF-MA3

Version: 1.0.0

### ■ GMBankSet

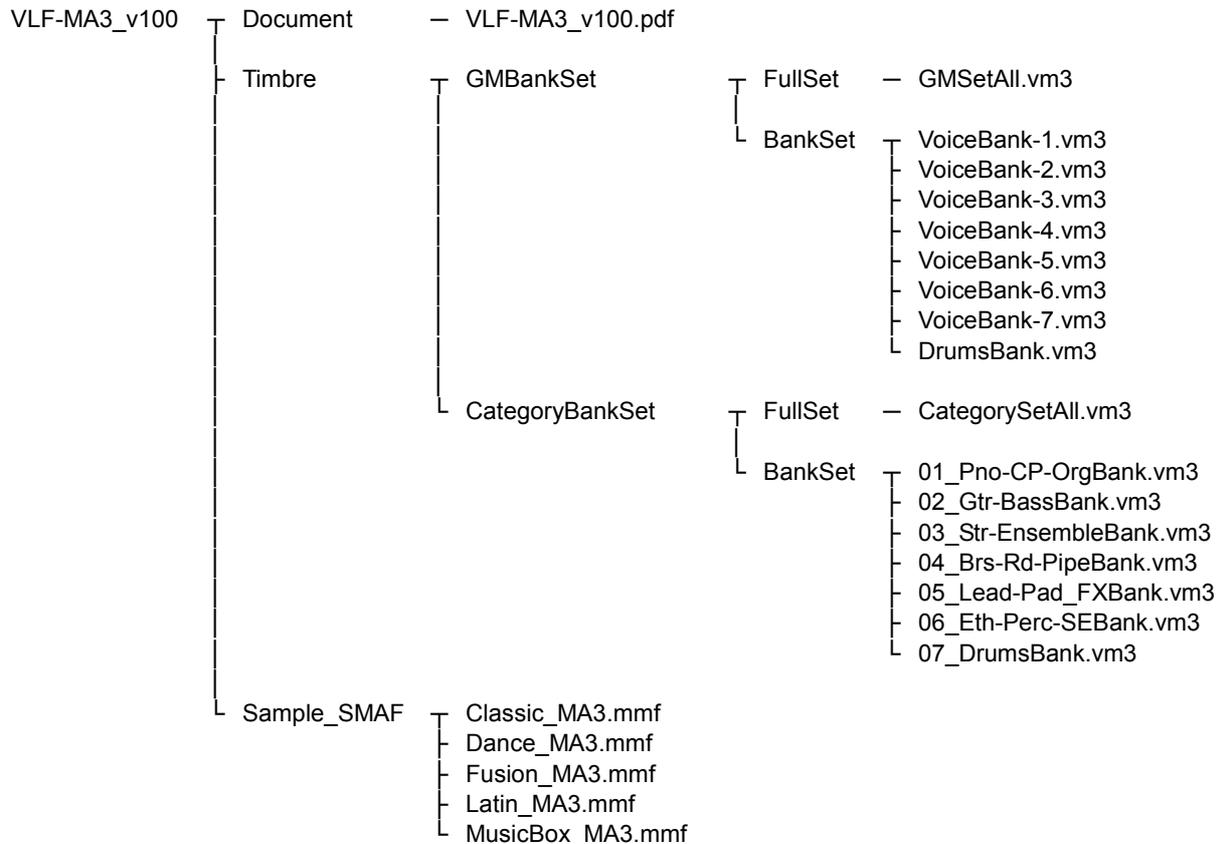
- FullSet ..... Arranges the whole voices recorded in this library along with the list of GM, and records them by the type of [All].
- BankSet ... Records the voice arranged along with the list of GM for Bank unit.

### ■ CategoryBankSet

- FullSet ..... Arranges the whole voices recorded in this library in according to category of musical instrument, and records them by the type of [All].
- BankSet ... Records the voice arranged by according to category of each musical instrument for Bank unit.

In any vma file, only the array methods are different. The voice with the same name is the same contents.

[/Timbre/GMBankSet/BankSet/DrumsBank.vm3] and  
[/Timbre/CategoryBankSet/BankSet/07\_DrumsBank.vm3] are DrumVoice.  
Please use them importing into BankSelectMSB[125].



\* [/Timbre/GMBankSet/BankSet/DeumsBank.vm3] and  
[/Timbre/CategoryBankSet/BankSet/07\_DrumsBank.vm3] are same contents.