

MINI INTERFACE

FOR CHEETAH MK5
MIDI KEYBOARD

INSTRUCTION MANUAL



INTRODUCTION

Thank you for choosing the CHEETAH MK5 MINI INTERFACE.

The CHEETAH MK5 MINI INTERFACE is an interface to allow connection of the CHEETAH MK5 MIDI KEYBOARD to a suitable computer, creating a powerful musical instrument with many exciting capabilities.

To assure you that your MINI INTERFACE will give you many years of enjoyment, please be sure to read this owners manual carefully before attempting to operate it.

FEATURES

- *
64 memories
- *
Fully programmable ADSR.
- *
Split keyboard function.
- *
Graphical envelope display.
- *
Programmable pitch functions.
- *
Noise mixing.
- *
Fully programmable tremolo with delay.
- *
Microdrive compatible.

EQUIPMENT REQUIRED

CHEETAH MK5 MIDI KEYBOARD.

CHEETAH MK5 MINI INTERFACE (supplied)

A suitable computer.

Optionally: (for superior sound quality)
A suitable amplifier.

Lead to connect amplifier to computer.

GETTING STARTED:

Turn all power to the computer off. Insert the MINI INTERFACE to the expansion connector on the rear of the computer, and then connect the MINI INTERFACE to the 5 pin DIN socket on the rear of the MK5 KEYBOARD marked MIDI OUT, with the lead supplied. The sound will be produced through the T.V. speaker in the normal way. Superior sound quality can be achieved by connecting the sound output to a suitable amplifier with an appropriate lead. On the Amstrad and Spectrum 128K/+2 computers, this output is via the stereo/sound socket. On the earlier Spectrum 128K via the Mic socket.

Next, switch on the computer and then the MK5 Keyboard, in that order. The MK5 Keyboard will not recognize the computer if this sequence is ignored.

Load the software supplied into the computer. The program is called "XMINI". When the software has loaded, you will see the main menu displayed on the computer screen.

USING THE MINI

To control the software, use the up & down arrow keys to move the cursor bar around the menu until it is positioned above the required option, and then press the enter key. This applies to all menus in the program.

At this point you may wish to load the sound data (approximately 20 sounds) which is supplied on the reverse of the software cassette.

Select the File option from the Main Menu and then select Load Patch (and press Enter of course). At this point you enter the filename of the voice data (which is called 'data') and press enter. The filename does not require quotes around it. Start your cassette player and wait. The data will take a few seconds to load and then the program will return you to the Main Menu, which overlays the previous File Menu.

PLAY.

Selecting the Play option will allow the chosen sound(s) to be played from the MK5 Keyboard. The sound generator microchip in the Amstrad and Sinclair computers for which this interface is suitable, can play a maximum of three notes simultaneously, plus a noise channel. Therefore single, double or triple notes and chords may be played, with noise mixed in if required.

Approximately 20 Sounds are already created for you, and around 40 more may be created by you and stored in the 64 Patch memory. How to do this will be explained further on in the manual.

Pressing the space bar will return you to the main menu. If you press the space bar while you are playing some notes, the HOLD facility becomes operational and the notes will continue to sound (even if the keys are released) until the Play option is selected again. The notes will then die away according to the chosen sound envelope.

SELECT SOUND.

There are 64 available memories which may be selected to be played on the keyboard. As you will see, a different sound may be played on the upper octaves, from that which is played on the lower octaves. The split point is approximately two octaves up from the bottom key of the keyboard.

L or H selects which part of the keyboard you wish to select the sound for and the arrow keys change the numbers. Pressing enter returns you to the Main Menu.

It is also possible to change sound directly from the MK5 Keyboard, when you have selected the Play option from the Main Menu, without having to select the Select Sound option.

Use the program change facility on the Key board as detailed in the MK5 Manual.

Programs 1-64 control the lower octaves and programs 65-128 control the upper octaves.

Thus if you transmit program 64 from the MK5, sound 64 will be selected for the lower octaves of the Keyboard.

If you transmit program 1, then sound 1 will be selected on the lower octaves.

If you transmit program 128 from the MK5, sound 64 will be selected for the upper octaves of the keyboard.

If you transmit program 65, the sound 1 will be selected for the upper octaves.

EDIT SOUND

Selecting this option, allows editing of one of the 64 sounds you have selected. The Edit Sound option edits the Patch which is being played on the upper keyboard. To change the Patch to be edited, re-enter the Select Sound option and select the required patch on the upper keyboard and then choose the Edit Sound option.

There are seven parameters which may be programmed and a graphical display of the envelope for that Patch. The duration of the sound envelope is also displayed below the graph, in 1/50th of a second units.

Select the parameter you wish to change by pressing the corresponding number key. The arrow keys change the value of the selected parameter within maximum limits as listed below:

PARAMETER No.	FUNCTION	RANGE
1	Attack rate	1 to 127
2	Attack step	1 to 15
3	Decay rate	1 to 127
4	Decay step	-1 to -15
5	Sustain level	0 to 15
6	Release rate	1 to 127
7	Release step	-1 to -15

The best way to get started in creating your own sounds is to edit some of the patches supplied on the tape. If you experiment with changing the values of each parameter, you will quickly learn the function they control and then be able to start designing your own sounds. Pressing enter stores the values selected for that patch number and returns you to the Main Menu.

EDIT PITCH.

Select this option to produce pitch changes for the chosen Patch, selected in the same way as for Edit Sound.

There are eight Stages at which pitch changes can be made, during the sound envelope. These Stages will perform their functions in order 1 to 8, sequentially.

Three functions apply to each Stage. These are:

- Delay. (How long in 50ths. of a second before each cycle of the Stage)
- Rate. (By how much the pitch changes each cycle)
- Repeat. (How many cycles before moving on to the next Stage)

If the Delay value is set to 0 the Stage is turned "off". Stage 1 must be used first, as if the delay for this stage is set at 0, then the whole Pitch Envelope function is "off".

Values over which these functions may be set are as follows:

- Delay. 0 to 255
- Step. -127 to 127
- Repeat. 0 to 255

Negative Step values will result in the pitch going down as the Stage progresses. Positive values will raise the pitch.

Select the Stage by numbers 1 to 8, and select the required function by the letter keys D, S, or R. The function currently being edited is displayed in the upper right hand corner of the screen, as D, S, or R. Change values by use of the arrow keys. Enter stores the values in that Pitch Envelope, and returns you to the Main Menu.

MIXER OPTIONS

With this function, it is possible to have noise produced simultaneously or independently of the sounds generated by the previous methods. Use the T or N keys to switch on or off the Tone or Noise functions as required. Enter returns you to the Main Menu.

NOISE OPTIONS

With this function, if you have selected noise to be sounded in the previous options menu, a modulation effect which alters with the pitch of the note played may be produced over certain sections of the keyboard. Use the space bar to turn this option on or off. Enter returns you to the Main Menu.

PITCH SWITCH

This function enables or disables the Pitch Bend Wheel on the MK5 Keyboard. Press any key to change the current setting (the default setting is "off"), and Enter to return you to the Main Menu.

TREMOLO SETUP.

Select this function to produce Tremolo and other effects. Three functions may be programmed:

- Delay. How long in 50ths. of a second before the effect begins.
- Rate. How fast the effect cycle is carried out.
- Step. By how much the effect changes the sound output.

These functions are variable over the following range:

- Delay. 1 to 255
- Rate. 1 to 255
- Step. 0 to 15

The T key switches the effect on or off. Enter returns you to the Main Menu.

FILE

The File Menu allows you to save and load voice Patch data, and/or use microdrives. Select Save Patch to save a bank of sounds to tape or microdrive. Load Patch will load a bank of sounds from tape or microdrive. Change Media calls up a sub-menu in which you can change from one data device to the other, or exit back to the File Menu with no change. Select Main Menu to return to the Main Menu. This function also refreshes the screen to remove the previously used menus from display.

SERVICE INFORMATION

ONE YEAR GUARANTEE

Your new **Cheetah** product has been tested and inspected before leaving the factory. It is guaranteed against defective materials or workmanship for a period of one year from the original purchase date provided it has been properly operated and maintained.

During the above guarantee period, any defects in parts or workmanship will be repaired by Cheetah Marketing Limited at no charge, except for a handling and return transportation charge of £1.50 which must be enclosed when returning your unit for service. Make remittance by cheque or postal order payable to Cheetah Marketing Limited. Do not send cash or stamps. Return your unit postpaid to Cheetah Service Department, (C.O.D. packages will not be accepted).

Please pack your unit carefully with proper wrapping to avoid breakage as no liability can be accepted for damage or loss in transit. To expedite processing, please ensure nature of failure is indicated.

At its option, Cheetah Marketing Limited, may elect to replace the entire unit, rather than repair it.

This guarantee does not cover replacements of cases or screws.

This guarantee is void if the defect is due to use of the product for other than the purpose it is designed for, or to accidental damage (whether in transit or otherwise), misuse, neglect or repair other than by the manufacturer.

Cheetah Marketing Limited disclaim any liability for incidental or consequential damages.

This guarantee becomes effective only if a letter is completed and mailed within ten days of purchase giving the following details:—

When and where purchased, with copy of receipt.
These statements in no way prejudice the statutory rights of the purchaser.

This applies to UK only.

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