GRANDSUITE

OWNER'S MANUAL

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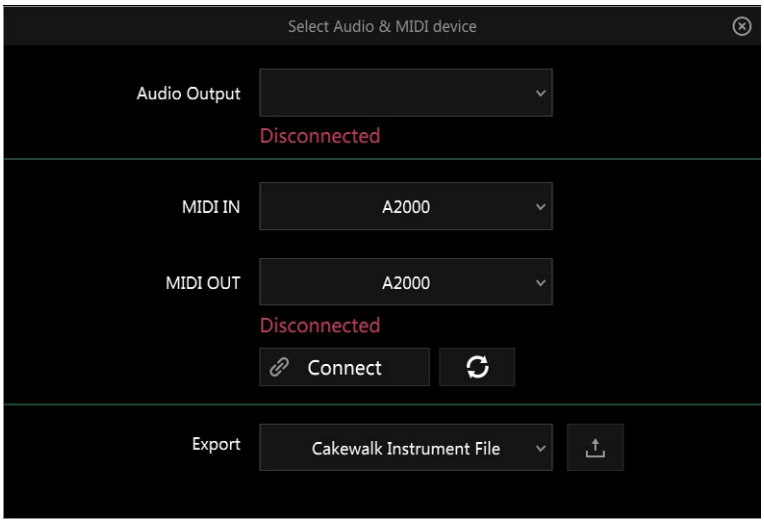
Connecting the Device

With the GrandSuite connected to the instrument, you can edit and audition more easily and quickly.

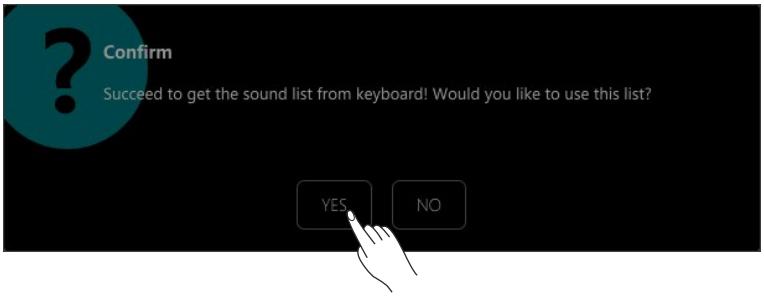
1. Connect keyboard to the computer with USB cable.

2. Click on GrandSuite's " Device " button. Select "Audio Output", "MIDI IN" and "MIDI OUT" as your keyboard.



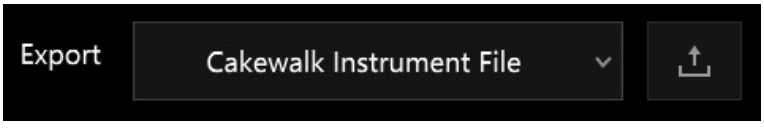
3. Click on the " Connect " button to start connecting the device.

4. During the connection process, you will be asked if you would like to use the sound list from the keyboard.
If you choose "Yes", GrandSuite will use the sound list from the keyboard.



5. When " " appears after each device selection box and the "Connected" prompt appears, the current keyboard connection is successful. At this point you can play on the keyboard to input notes or use it to audition the output.

6. Click on the " " button to export the sound list to the instrument files of some commonly used DAW.

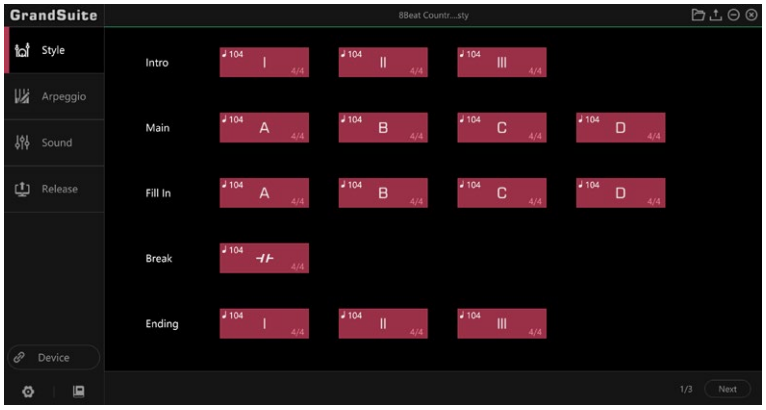


Note:
When GrandSuite is working with an incompatible keyboard, the keyboard may only work as a MIDI keyboard input, so please select the appropriate audio device to hear the sound.

Style -> MIDI

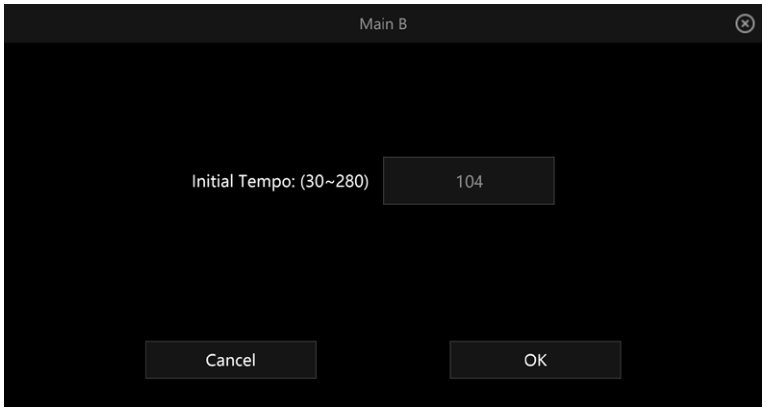
1. Open a *.sty file.

Click on “ ” to select and open a *.sty file from the local disk. When the file is opened, it will display all the sections (Intro ~ Ending) contained in the file, as well as the tempo and time signature of each section.

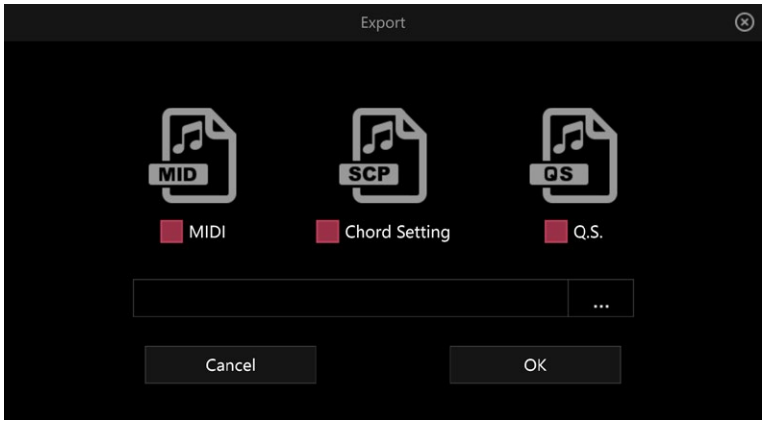


Note: The file must include at least one Intro, one Main and one Ending.

2. Click on the section to call up the popup, enter the tempo value you want to change.



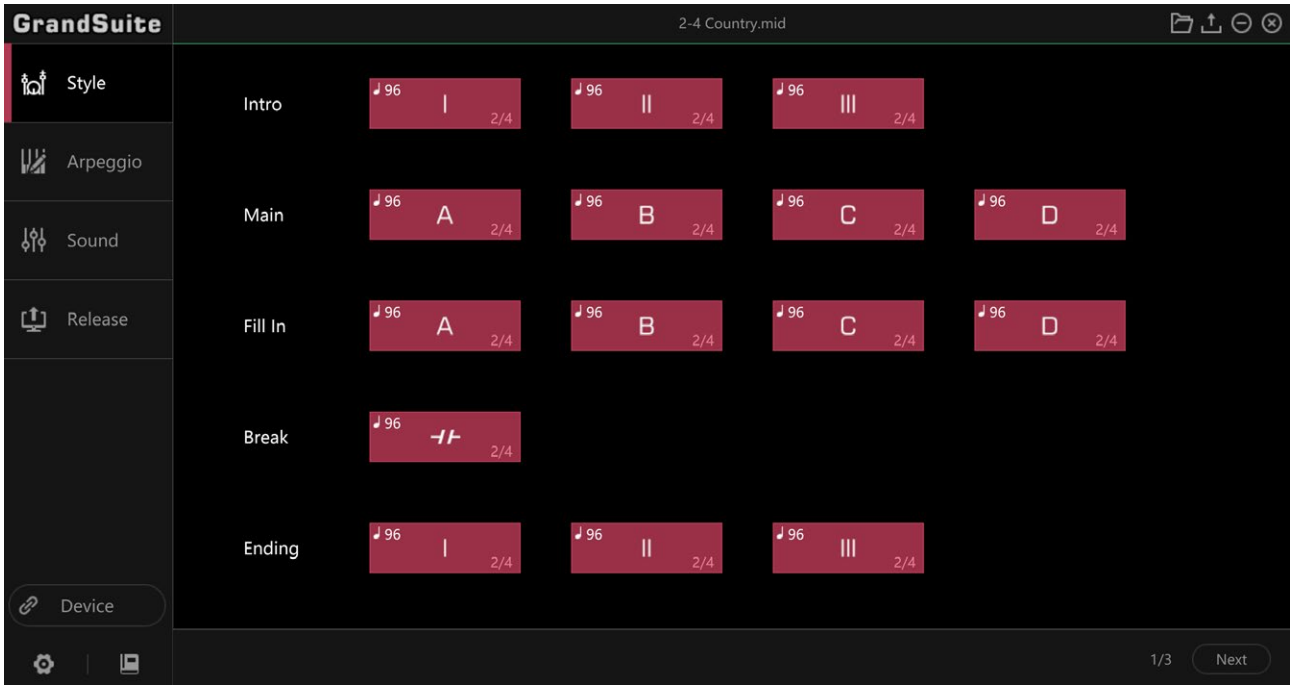
3. Click on “ ” to save the current settings and select the type of file to save.



MIDI -> Style

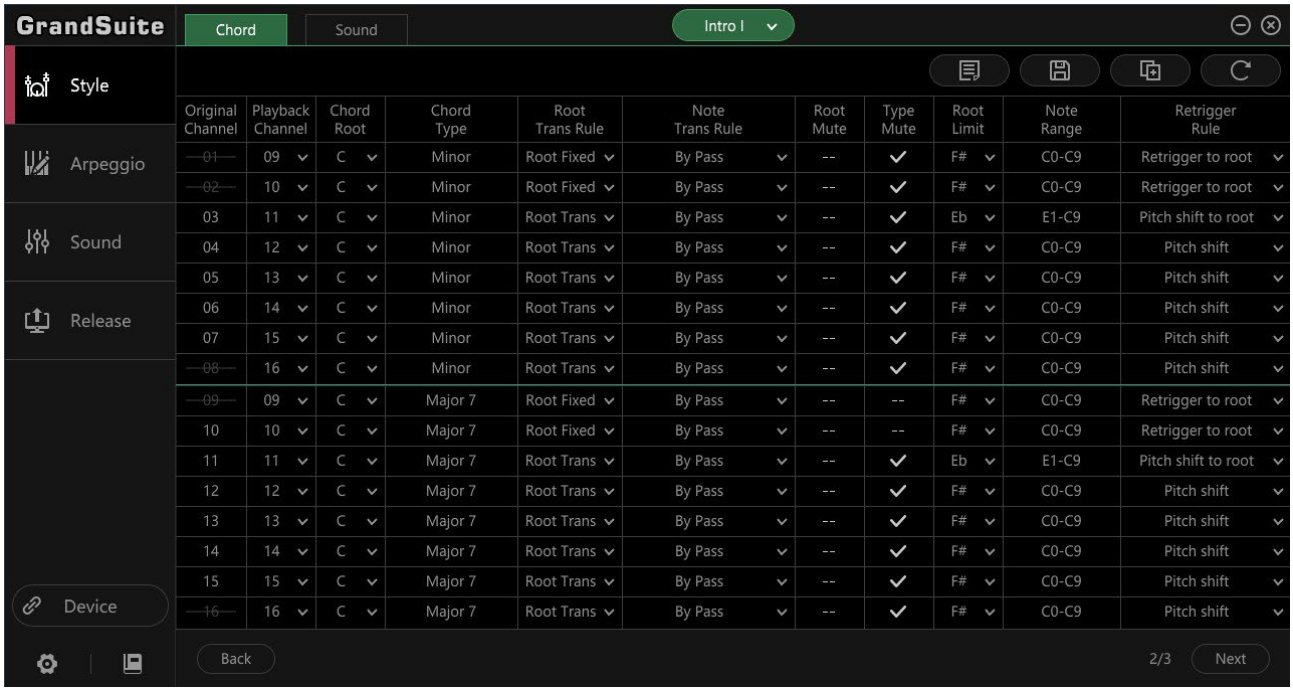
1. Open a MIDI file.

Click on “ ” to select and open a MIDI file from the local disk. When the file is opened, it will display all the sections (Intro ~ Ending).

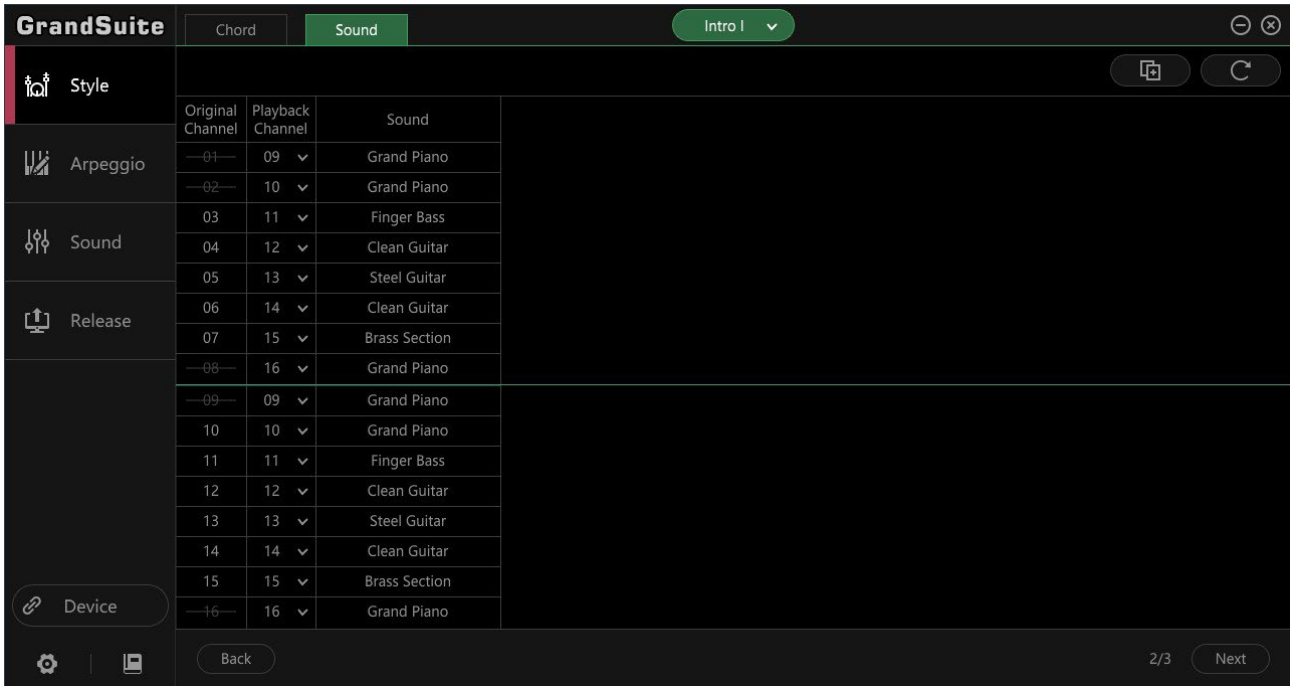


Note: The file must include at least one Intro, one Main and one Ending.

2. Configure playback parameters and sound, please refer to “*Configure Playback Parameter and Save the *.scp File*”.



Original Channel	Playback Channel	Chord Root	Chord Type	Root Trans Rule	Note Trans Rule	Root Mute	Type Mute	Root Limit	Note Range	Retrigger Rule
~~01~~	09	C	Minor	Root Fixed	By Pass	--	✓	F#	C0-C9	Retrigger to root
~~02~~	10	C	Minor	Root Fixed	By Pass	--	✓	F#	C0-C9	Retrigger to root
03	11	C	Minor	Root Trans	By Pass	--	✓	Eb	E1-C9	Pitch shift to root
04	12	C	Minor	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
05	13	C	Minor	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
06	14	C	Minor	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
07	15	C	Minor	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
~~08~~	16	C	Minor	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
~~09~~	09	C	Major 7	Root Fixed	By Pass	--	--	F#	C0-C9	Retrigger to root
10	10	C	Major 7	Root Fixed	By Pass	--	--	F#	C0-C9	Retrigger to root
11	11	C	Major 7	Root Trans	By Pass	--	✓	Eb	E1-C9	Pitch shift to root
12	12	C	Major 7	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
13	13	C	Major 7	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
14	14	C	Major 7	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
15	15	C	Major 7	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
~~16~~	16	C	Major 7	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift



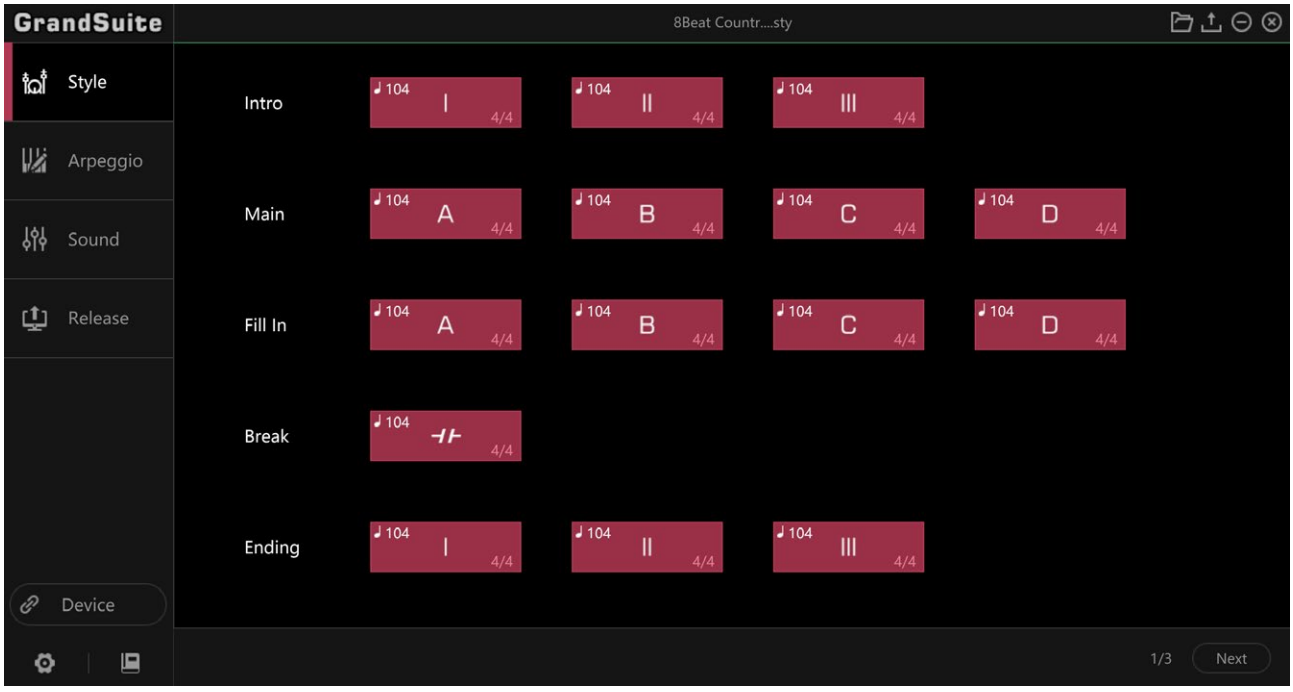
3. Setting the Q.S., please refer to "*Set Q.S. and Save *.qs File*".

4. Click on " Finish " to export it as *.sty file.

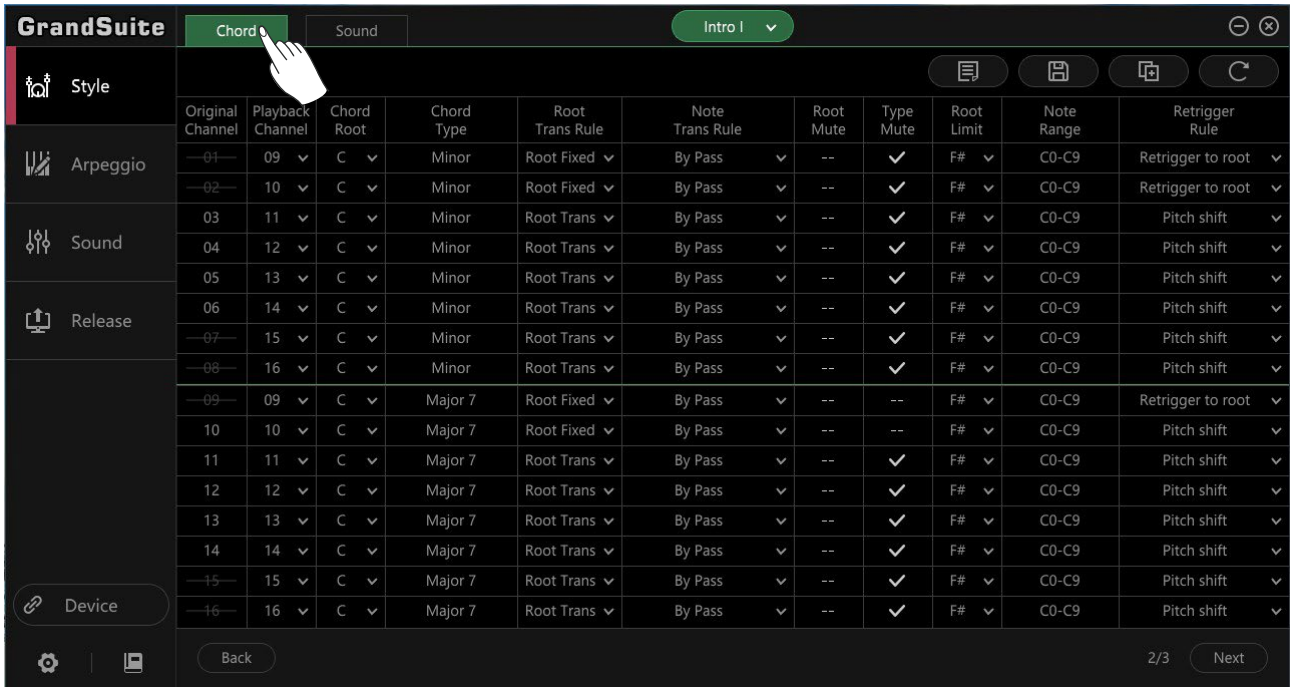
Configure Playback Parameter and Save the *.scp File

- **Configure Playback Parameter**

1. Click on “ ” to select and open a style file from the local disk. Click on “ Next ” to enter the play back parameter setting menu.



2. Click on “Chord” tab to enter the menu and set the playback rules.



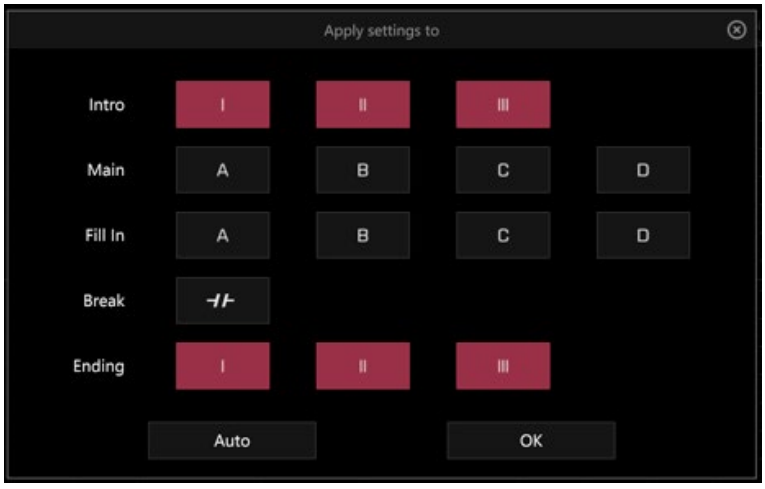
Original Channel	Playback Channel	Chord Root	Chord Type	Root Trans Rule	Note Trans Rule	Root Mute	Type Mute	Root Limit	Note Range	Retrigger Rule
01	09	C	Minor	Root Fixed	By Pass	--	✓	F#	C0-C9	Retrigger to root
02	10	C	Minor	Root Fixed	By Pass	--	✓	F#	C0-C9	Retrigger to root
03	11	C	Minor	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
04	12	C	Minor	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
05	13	C	Minor	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
06	14	C	Minor	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
07	15	C	Minor	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
08	16	C	Minor	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
09	09	C	Major 7	Root Fixed	By Pass	--	--	F#	C0-C9	Retrigger to root
10	10	C	Major 7	Root Fixed	By Pass	--	--	F#	C0-C9	Pitch shift
11	11	C	Major 7	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
12	12	C	Major 7	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
13	13	C	Major 7	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
14	14	C	Major 7	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
15	15	C	Major 7	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift
16	16	C	Major 7	Root Trans	By Pass	--	✓	F#	C0-C9	Pitch shift

3. Select the section you want to edit (Intro ~ Ending) from the drop-down menu “ Intro I ” at the top.

4. Click on “ ” to import *.scp file.

5. Set the playback parameters. You can click on “ ” to reset the parameters.

6. Click on “ ” to apply the current parameter settings to other sections.
In the popup, click to select the section where the rule applies. Click “Auto” to automatically select the same type of section. When the current section is Intro or Ending, select all Intros and Endings. When the current section is the Main/Fill In/Break, select all the Main, Fill In and Break sections.



7. Click on “ ”to save the playback parameter settings as *.scp file.
A Style contains 16 channels, we have already provided the suitable preset settings in the software.

Note: The *.sty file only keep the settings of the channels having contents, the settings of empty channels will not be saved. But the settings of empty channels can be saved in *.scp file.

Here are the parameters:
37 chords:

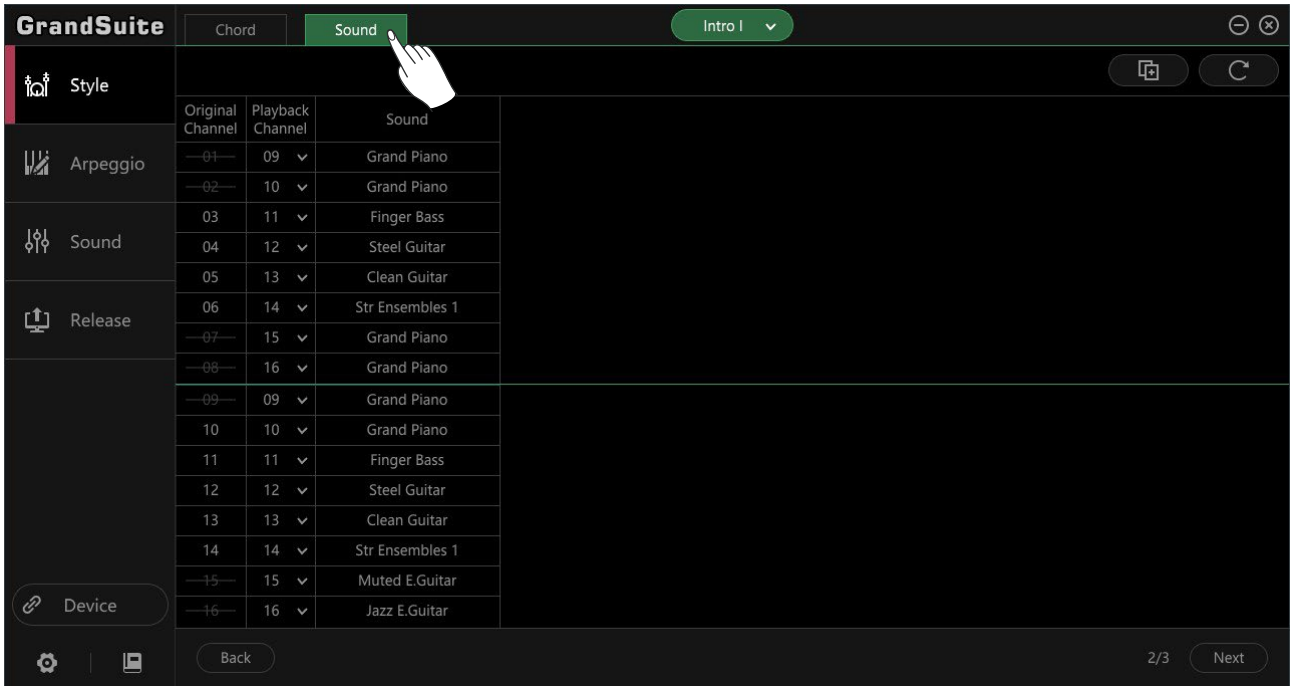
Parameter List:

Controls	Description	Range and Meaning
Original Channel	Original Chanel	
Playback Channel	Define the playback channel of the track.	Only channel 09 to 16 are available for style.
Chord Root	The chord root notes used in this channel	C~B
Chord Type	The chord used in this channel	37 Chords
Root Trans Rule	Specify the transposition rule to be used by the transposition table. Two settings are available.	**Root Trans:** Suitable for melody and bass channels. Root Trans Rule: Keep the pitch relationship between notes. **Root Fixed:** Suitable for percussion channels containing a chord channel. Root Trans Rule: Keep the note as close as possible to the root note of the previous chord.
Note Trans Rule	Specify the note transposition table to be used for source pattern transposition.	**By Pass:** Suitable for percussion channel. **Melody:** Suitable for melody and bass channels. **Chord:** Suitable for chord transposition. **Melodic minor:** Suitable for Intros and Endings. Scale change: Third. **Melodic Minor 5th:** Suitable for Intros and Endings. Scale change: Third, Fifth. **Harmonic Minor:** Suitable for Intros and Endings. Scale change: Third, Sixth. **Harmonic Minor 5th:** Suitable for Intros and Endings. Scale change: Third, Fifth, Sixth. **Natural Minor:** Suitable for Intros and Endings. Scale change: Third, Sixth, Seventh. **Natural Minor 5th:** Suitable for Intros and Endings. Scale change: Third, Fifth, Sixth, Seventh. **Dorian:** Suitable for Intros and Endings. Scale change: Third, Seventh. **Dorian 5th:** Suitable for Intros and Endings. Scale change: Third, Fifth, Seventh.
Root Mute	Muted Root	If a chord root is selected, the channel will be muted when this chord root is used in style playback.
Type Mute	Muted chords	If a chord type is selected, the channel will be muted when this chord type is used in style playback.
Root Limit	Shift down root limit	(C~B) The notes of the current channel will shift down by an octave if the input chord root in style playback is higher than this parameter.
Note Range	Output note range	The output notes of the current channel will be limited in this range in style playback.

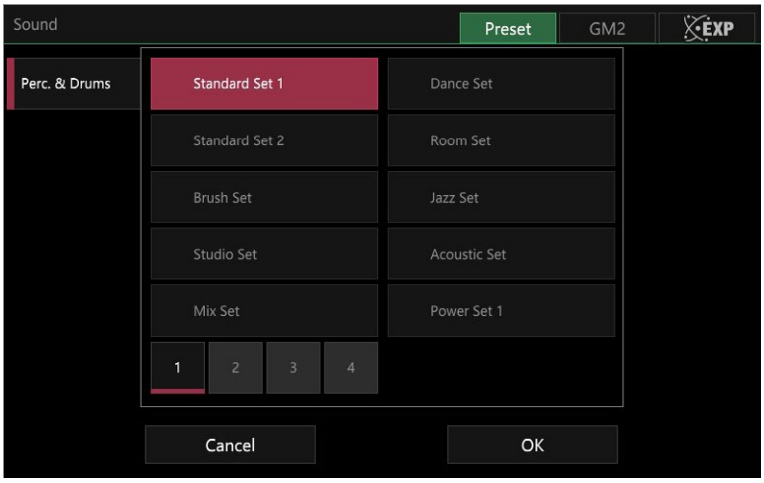
Retrigger Rule	Specify how notes held through chord changes will be handled.	**Stop:** When a new chord is played, the notes played will be stopped. **Pitch Shift:** When a new chord is played, the notes played will bend to the new pitch instead of re-trigger with new attacks to match the new chord type. **Pitch Shift to Root:** When a new chord is played, the notes played will bend to the new pitch to match the new chord root. **Retrigger:** When a new chord is played, the notes played will be stopped, then new notes will be re-triggered to match the new chord root. **Retrigger to Root:** When a new chord is played, the notes played will be stopped, then new notes will be re-triggered to match the new chord root in the same octave.

- **Change the Style Sound**

1. Click on “Sound” tab to enter the menu and change the channel sounds.



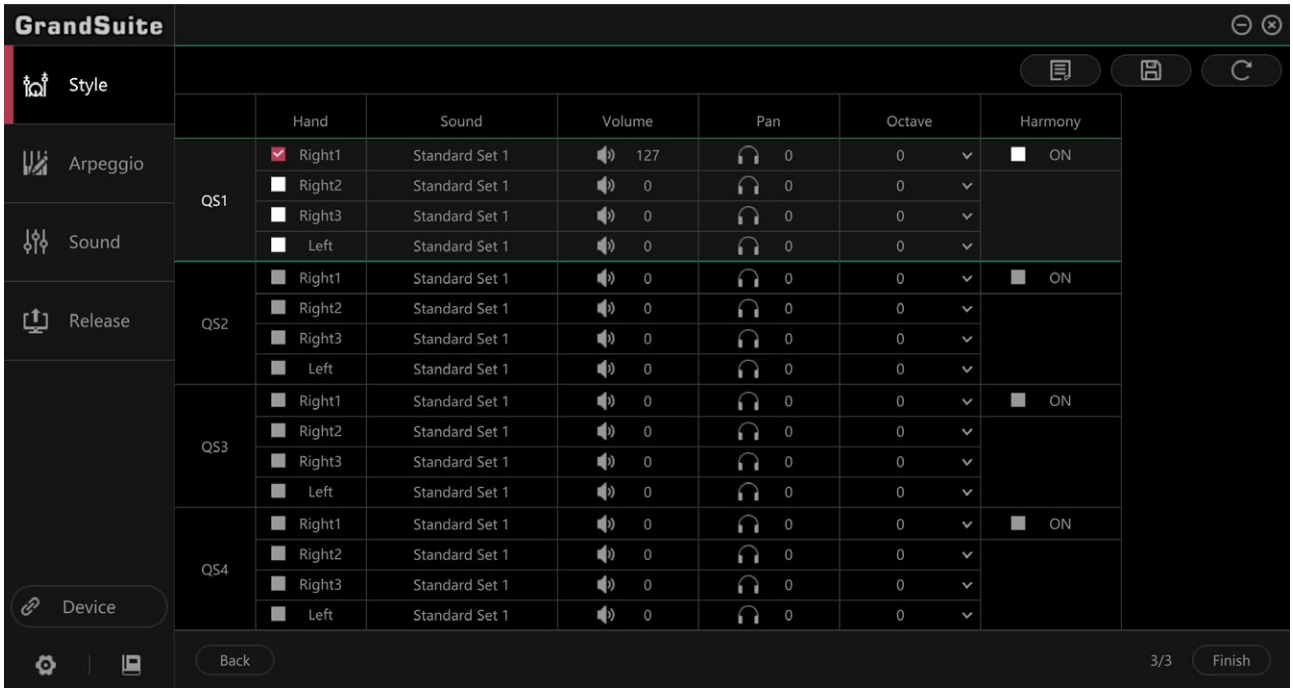
2. Click on the sound name to call up the popup window and select sounds. You can click on “ ” to reset the sound settings.



3. Click on “ ” to apply the current parameter settings to other sections.
In the popup, click to select the section where the rule applies. Click on “Auto” to automatically select the same type of section. When the current section is Intro or Ending, select all Intros and Endings. When the current section is the Main/Fill In/Break, select all the Main, Fill In and Break sections.

Set Q.S. and Save *.qs File

1. Click on “ Next ” to enter the Q.S. menu, there are 4 groups of quick setting.



2. Click on “ ” to import *.qs file.

3. Set the Q.S. parameters. You can click on “ ”to reset selected Q.S. settings to default values.

4. Click on “ ” to save the Q.S. settings as *.qs file.

Q.S. Parameters:

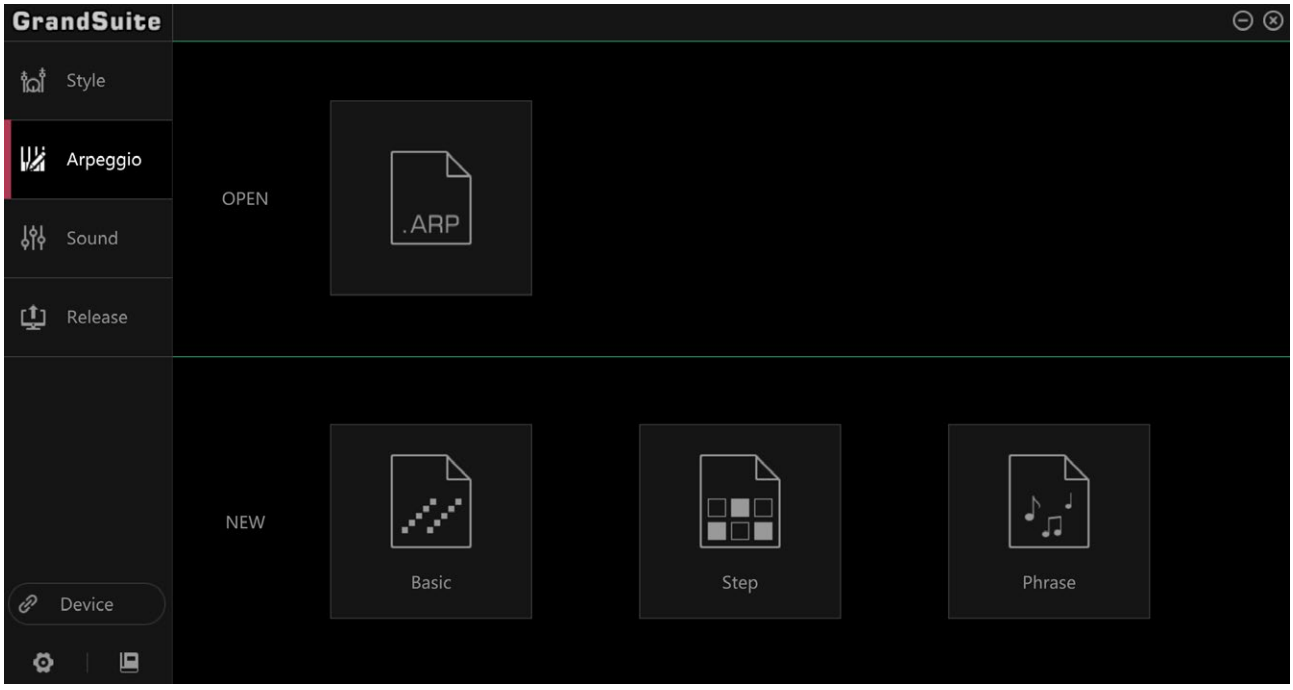
Controls	Description	Range
Part	Part Switch(R1/R2/R3/L)	On/Off
Sound	Sound Selection	
Volume	Volume	0~127
Pan	Pan	-64~63
Octave	Octave	-2~2
Harmony	Turn On/Off the Harmony	On/Off

Create, Edit and Save the Arp Patterns

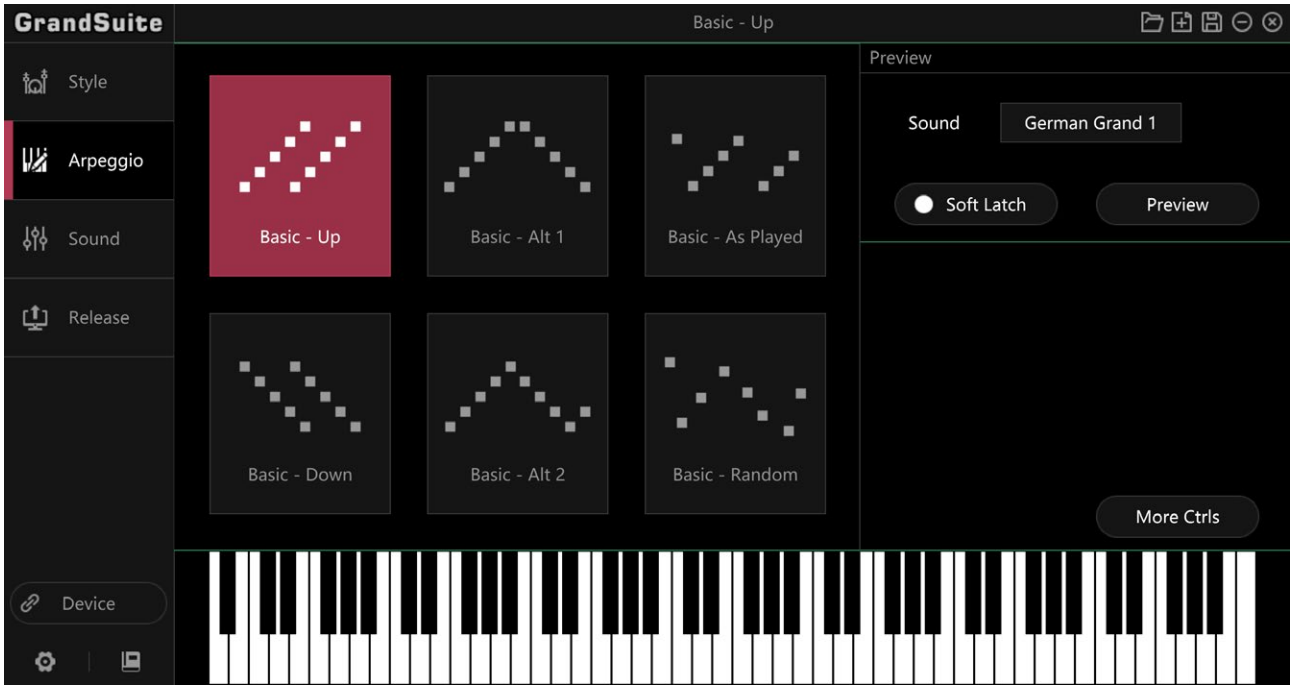
Arpeggio (Arp) convert one or more keys you play on a keyboard into a series of notes that are played in chronological order according to certain settings. Arpeggios can be applied to all keyboard parts.

This software provides the control function of arpeggios, you can change the parameters through the control menu, and use the “keyboard latch” to make the keys on the virtual keyboard keep pressing and try the arpeggios effect.

1. Create a new Arp or open an Arp file.
The software supports three types of arpeggios: Basic, Step and Phrase. Let’s take Basic as an example:

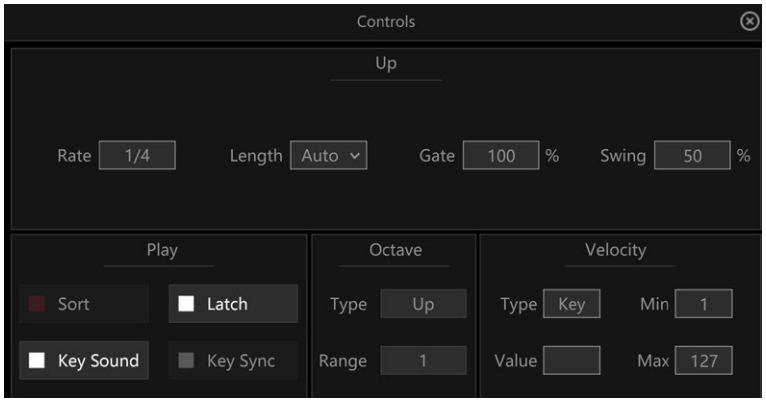


2. Select the Arp type to edit.



3. Select the Arp sound: Click on “ Sound German Grand 1 ” and select the sound in the popup window.

4. Click on “ More Ctrls ” to call up the popup window and set the parameters.



5. Click to turn on the “ Soft Latch ” switch, and click on the keys on the virtual keyboard to select the notes in the arpeggio sequence. Click on “ Preview ” to listen to the effect.

6. Click on “ ” to save the Arp patterns.

Arp Type Instruction

Arp Types: 1. Basic 2. Step 3. Phrase

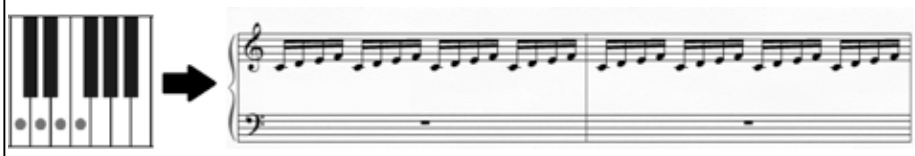
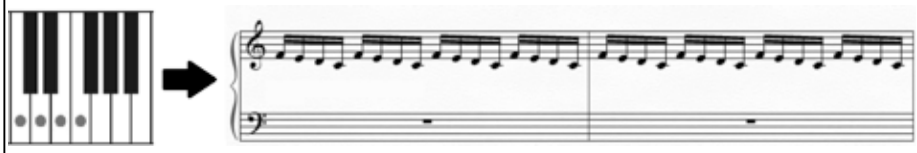
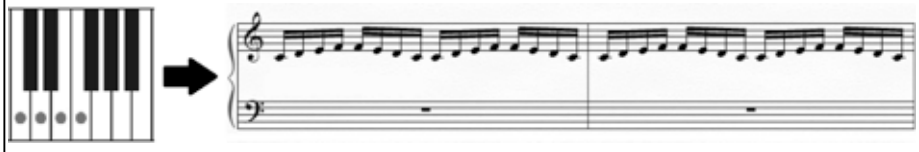
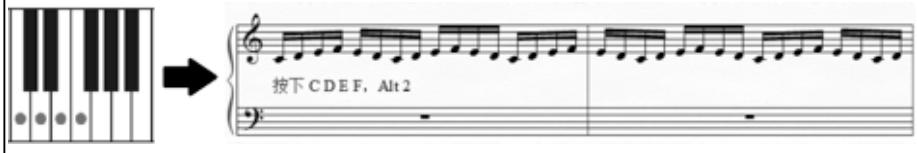
- **Basic:** The most basic type of arpeggio. According to the pitch of all keys currently pressed by the user or the order of pressing the keys, the arpeggio note sequence is played in real time according to the rules of up, down, up and down, alternately, randomly and so on. Basic types contain Up, Down, Alt 1, Alt 2, As Played, Random.

- **Step:** Type of arpeggio in sequential. Set an order of the pitch of all keys currently pressed by the user (from low to high) or set an order of the keys as you pressed, and the arpeggios sequence is played according to the pattern which has certain rules.

- **Phrase:** Phrase arpeggio which contains Mono Phrase and Poly Phrase.

1. Basic

6 Types: Up, Down, Alt 1, Alt 2, As Played, Random

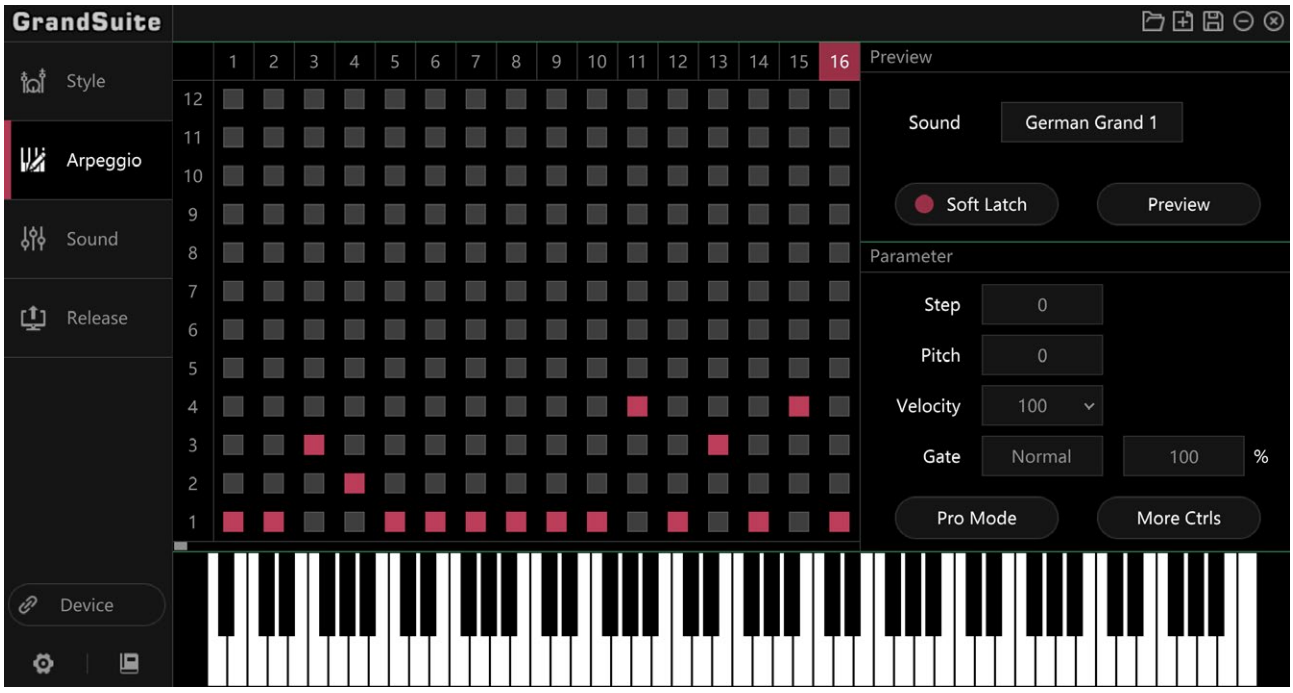
Up	Sort all pitches of currently played notes from low to high. 
Down	Sort all pitches of currently played notes from high to low. 
Alt 1	Sort all pitches of currently played notes from low to high, then high to low. 
Alt 2	Sort all pitches of currently played notes from low to high, then high to low. But the highest note of the “up” sequence and the lowest note of the “down” sequence will not play again. 
As Played	Sort all pitches of currently played notes according to the order they were played.
Random	Sort all pitches of currently played notes randomly.

2. Step

In Step arpeggios, the system set the order of the notes pitch pressed by the user from low to high, or in order from first to last.

- The vertical axis 1~12 are the maximum number of keys that arpeggio can respond to.
- The horizontal axis 1~64 are the number of steps that arpeggio can respond to the most.

Eg. Synth1. It can be seen that the maximum number of keys that this Arp can respond to is 4, which means the number of notes is 4, and the maximum number of steps can be responded to is 16.



Parameters of every step are as following:

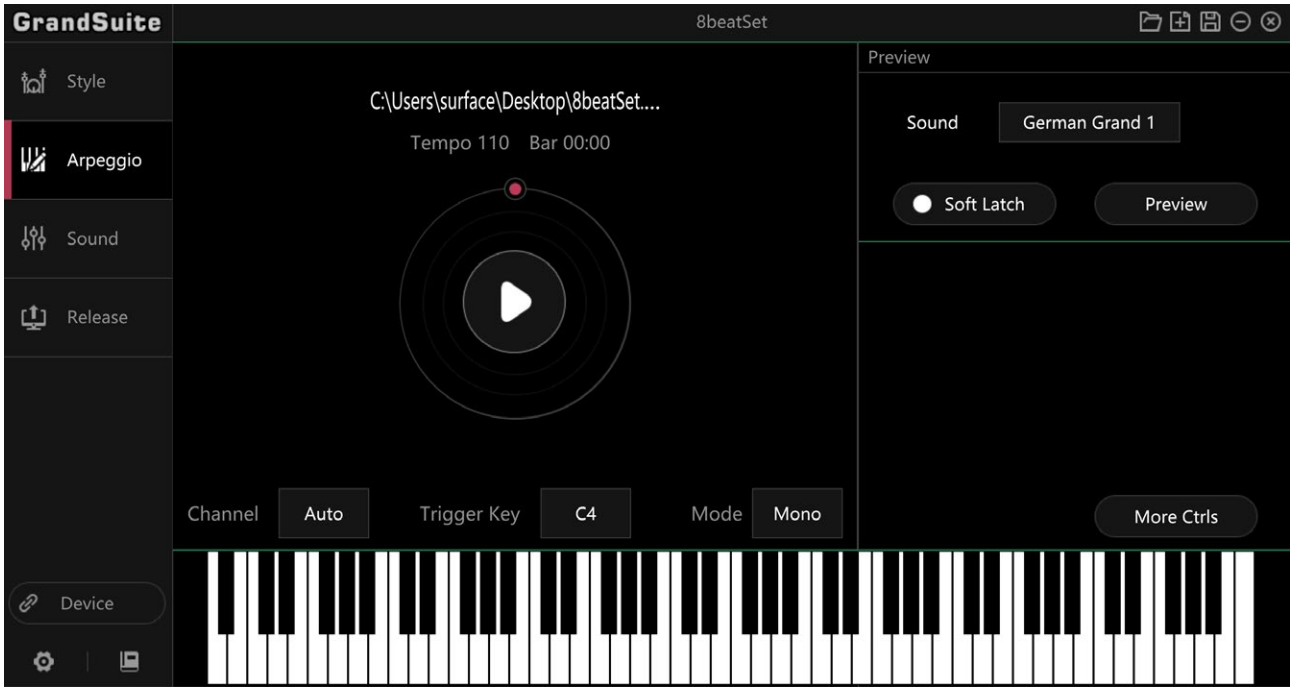
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Pitch	0	-12	-12	0	-12	-12	0	-12	-12	0	-12	-12	0	-12	0	0
Velocity	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
Gate	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100

For every step, the editable parameters are as following:

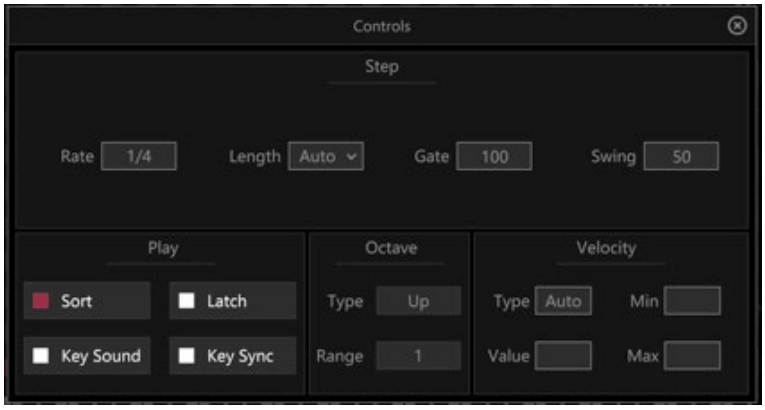
Pitch	The relative pitch of each step in an arpeggio sequence.	-48~48
Velocity	The velocity of each step in the arpeggio sequence.	Key, 1~127
Gate	The length of each step in the arpeggio sequence.	**Normal:** Set the length of the note as a percentage of the step length (1%~100%). **Tie:** Set how many steps the length of the note lasts. **LGT:** Notes continue to be pronounced until a note of the same pitch appears or until the template cycle begins.

3. **Phrase**
   If you are creating a phrase arpeggio, you need to use the Midi phrase arpeggio. In the Phrase type, press a key to trigger a Phrase.

   Mono Phrase: With this type of arpeggio, a phrase is triggered by pressing the lowest note in all keys.
   Poly Phrase: With this type of arpeggio, when multiple notes are pressed, multiple phrases are triggered in parallel based on all keys pressed.



Arp Parameter List



Step:

Rate	The Rate parameter is used to adjust the arpeggio tempo. This parameter is related to the current system tempo. The adjustable values are: 1/4, 1/4 triplet, 1/8, 1/8 triplet, 1/16, 1/16 triplet. When the value is set to 1/4, the current arpeggio plays the quarter note based on the current system tempo as the minimum unit.
Length	Used to limit the number of minimum units. The range is 1~64 and Auto. Arpeggios can support up to 64 minimum units. When the Length value reaches the upper limit in an arpeggio loop, it is then forced back to the first step. When the parameter is set to Auto, arpeggios are played according to the number of notes that you actually play or according to the arpeggio's pattern.
Gate	Used to adjust the length of each tone in the arpeggio. The Gate range is 1% ~ 100%. At the highest, every sound in the arpeggio is played continuously. As the Gate value lowers, the sounds become shorter.
Swing	Swing is used to add a swaying effect to the arpeggios. Swing range is from 50% to 75%. 50% indicates that there is no Swing effect. The larger the value, the greater the Swing range, and as the value is set higher, the Swing effect becomes more obvious.

Play:

Sort switch	When this switch is turned on, the current arpeggio will arrange the pitch from low to high. When the switch is turned off, the current arpeggio will arrange the note according to keys you play.
Latch ON/OFF	When this switch is turned on, the arpeggio played when keys are pressed will continue playing when the keys are released. When the switch is off, the arpeggios will stop playing when the keys are released.
Key Sound ON/OFF	When this switch is turned on, the key sound will be played simultaneously when you press the keys. When the switch is off, only arpeggios are played.
Key Sync ON/OFF	When this switch is turned on, the arpeggio plays from the loop position every time the key are played. When this switch is turned off, each time the key is played, the arpeggio plays from the beginning.

Octave:

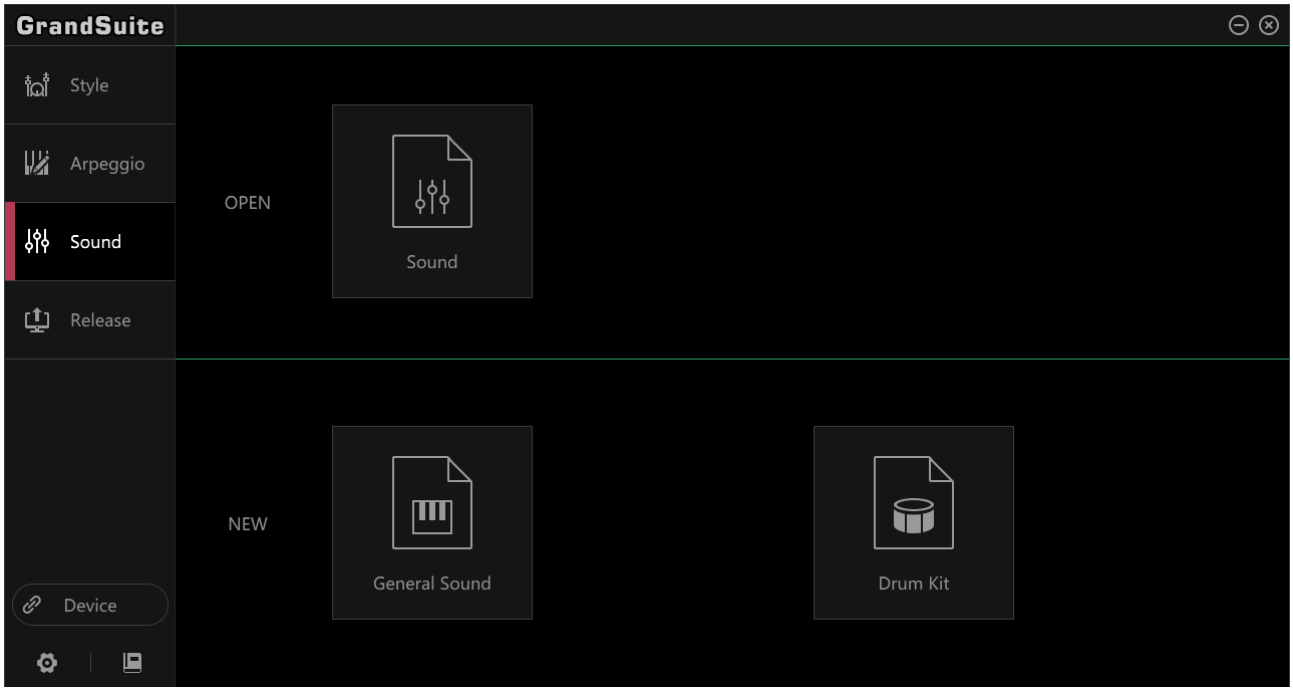
Octave Type	
Up	From the first octave you play, arpeggios are played from low to high and loop.
Down	From the first octave you play, arpeggios are played from high to low and loop.
Up&Down	From the first octave you play, arpeggios are played from low to high and then from high to bottom and loop. Arpeggios are not repeated for the beginning and highest octaves.
Alt 1	From the first octave you play, arpeggios are played from low to high until they reach the highest octave, and then from high to low.
Alt 2	From the first octave you play, arpeggios are played from low to high until they reach the highest octave, and then from high to low. Arpeggios do not repeat the lowest and highest notes.
Paralled	From the first octave you play, arpeggios stack the notes of each octave up parallel and play in a loop.

Velocity:

Auto	When this item is selected, arpeggios are played according to the velocity value of each minimum unit in the arpeggios template.
Key	When this item is selected, arpeggios are played based on your actual performance velocity. You can set the maximum and minimum value. When your playing velocity is outside of this range, the arpeggio will not start.
Fixed	Arpeggios are played with fixed velocity values. You can set a value that arpeggios respond to.

Create, Edit and Save the Sounds

1. Create or open a *.voi file.



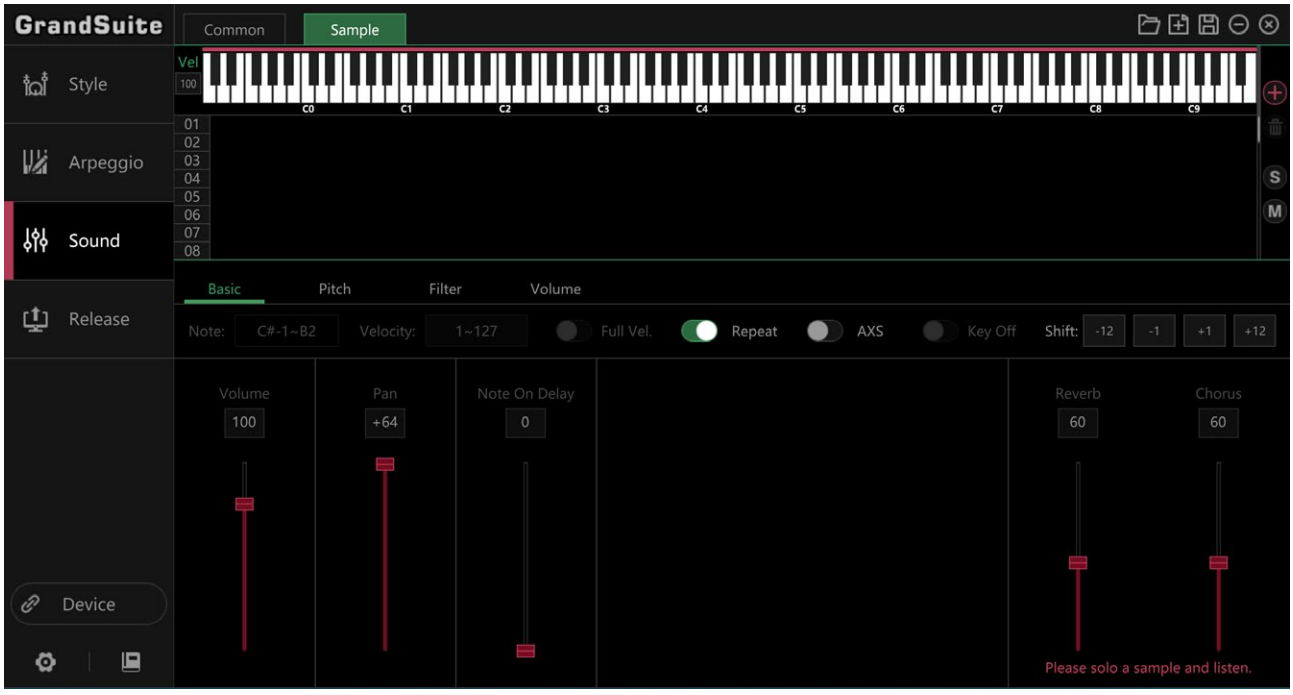
2. Edit the sound.
Please refer to “General Sound Edit” and “Drum Kit Edit”.

3. Save the sound.
Click on “ ” to save and name the sound file.

General Sound Edit

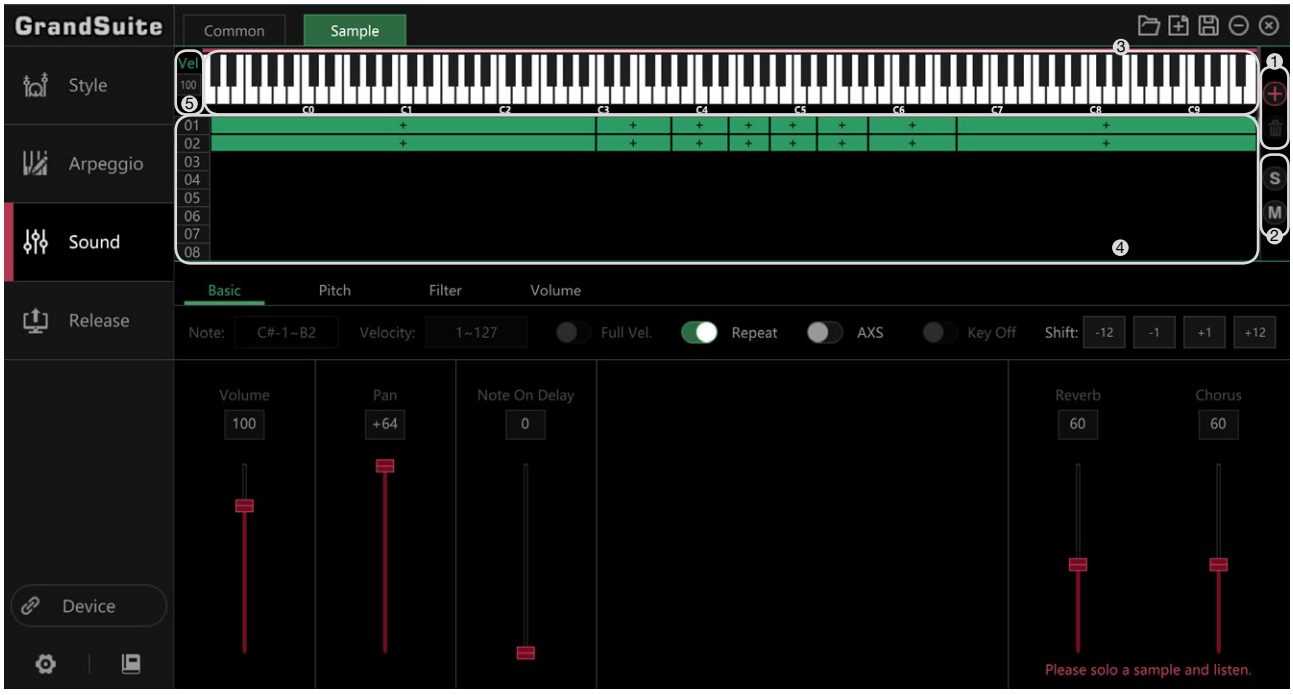
1. Create or open a general sound file.

Click on “ ” to create a new general sound, or click on “ ” to open a file.



2. Edit the samples.

Edit the parameters of one or more samples.



1. Import/Delete: Import or delete the selected sample.

2. Solo/Mute: Solo or Mute the selected sample.

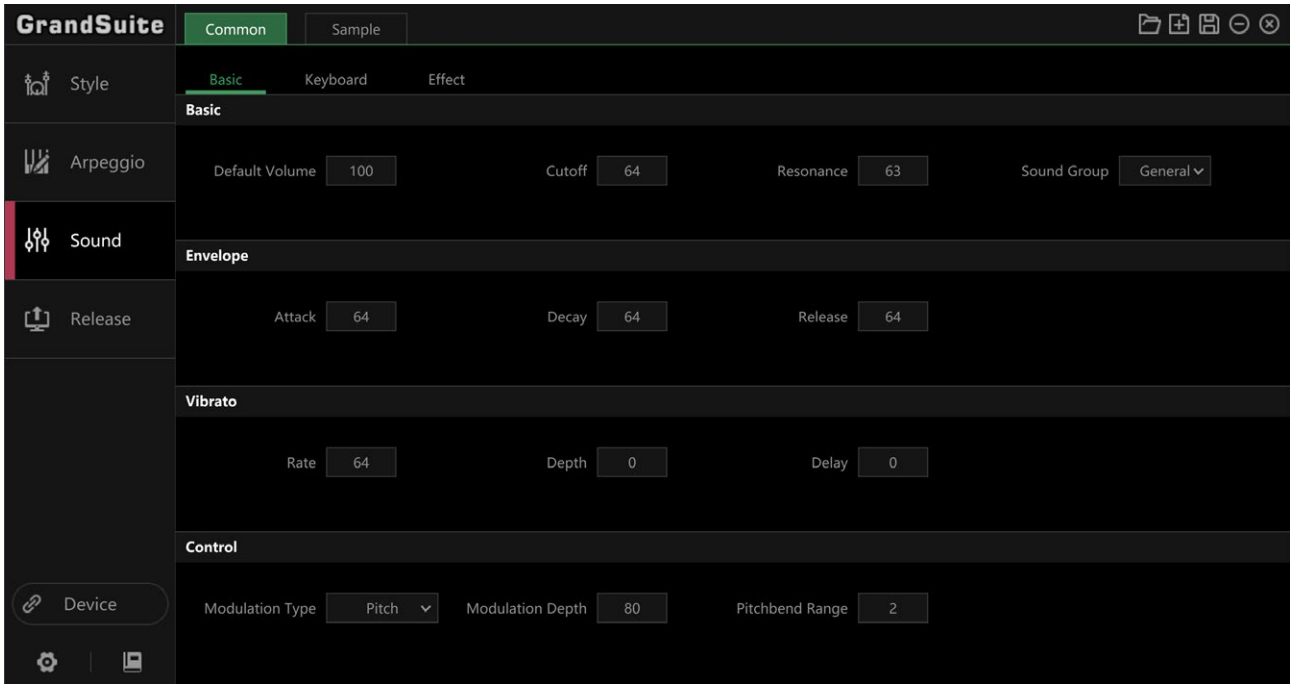
3. Keyboard area: Click on the key in the menu or press the key of the connected keyboard to listen to the sound. The red bar on the top shows the actual range of the connected keyboard.

4. Layer area: Supports dragging the sample edge for range adjustment and holding down “+” to move the sample. Click on the leftmost number, such as “01”, to select all samples in the row corresponding to the number. Select any sample and hold on the “Ctrl” key to select multiple samples at the same time.

5. Real time velocity: Set the velocity value when click on the virtual keyboard with mouse. If an external hardware keyboard is connected, it will show the velocity of the keyboard you pressed.

Note: Please refer to the “Sample Parameter” for more details.

3. Edit the sound.
Click on the “Common” tab and edit the parameters of the sound.



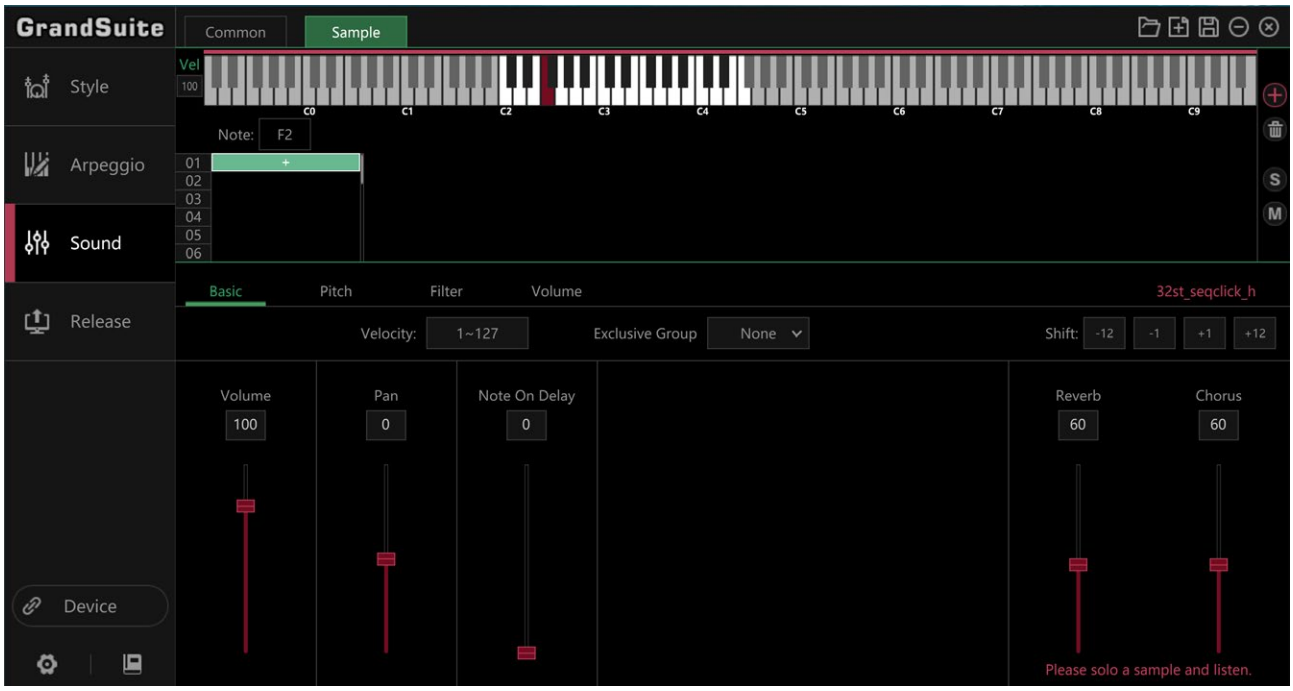
Note: The keyboard effect (Harmony, Arp) only can be listened after importing to the keyboard.

Drum Kit Edit

A drum kit sound is a set of sounds applied to the entire keyboard.
Each key corresponds to a sound. Right clicking can import a sound and define it to a key, export the sound as a sound file or delete it.

Import a sound
Export as a sound
Delete the sound

To edit the sample and sound, please refer to “General Sound Edit” for more details.



Note: The parameters in Common tab will be applied to the entire drum kits sounds.

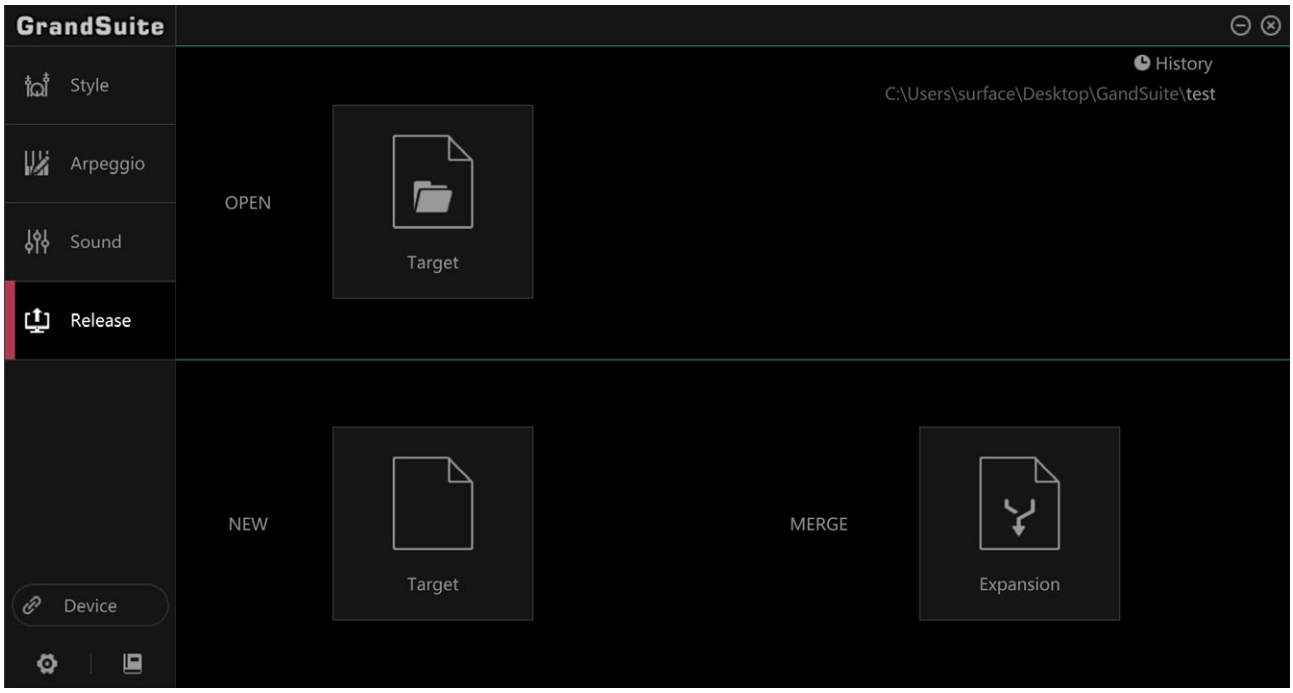
Sample Parameter:

Parameters	Description	Range & Meaning
	Basic	
Note	Note range.	C#-1~G9
Velocity	Velocity range.	1-127
Full Velocity	Output the full velocity response within the range of the input velocity.	ON/OFF
Key Off * General sound Only	Turn on the switch, the sample begin to pronounce after releasing the key.	ON/OFF
Acoustic Expression * General sound Only	Set Acoustic Expression sample on G9, triggered by Pedal 2. Eg. Guitar stringing, breathing.	
Repeat	Turn on the switch, when the same pitch pronounced, the newer note will not close the previous note.	
Shift	Shift	-12,-1,+1,+12
Volume	Sample volume.	0-127
Pan	Sample pan.	-64~64
Note on Delay	Note on Delay Time	0-127
Reverb	Reverb level.	0-127
Chorus	Chorus level	0-127
Exclusive Group *Drum Kit Only	The sound in the same group cannot be pronounced at the same time.	1-8, None
	Pitch	
Pitch	Pitch	Fixed, Standard, Assign
Transpose	Transpose	-64~63
Cent	Sample Tune	-50~50
Refer Note	Center Key of Pitch Control	C-1~G9
Pitch Sensitivity	Sensitivity of Pitch Control	-199~199
PEG	Enable PEG.	On/Off
Depth	Depth of Pitch Envelop.	0-12
H,A,D,S,R*L	Level Adjustment of Hold, Attack, Decay, Sustain, Release.	-128-127
H,A,D,S,R*T	Time Adjustment of Hold, Attack, Decay, Sustain, Release.	0-127
PLFO	Enable PLFO.	On/Off
Depth	Depth of LFO Working on the Pitch.	-128-127
Type	LFO Type.	Sine wave, Square wave, Triangle wave, Sawtooth wave, Random wave
Speed	LFO Frequency.	0-127
Delay	LFO Delay Time.	0-127
Fade In	Fade In Time (Start > Max).	0-126
	Filter	
Refer Note	Center Key of Filter Control.	C-1~G9

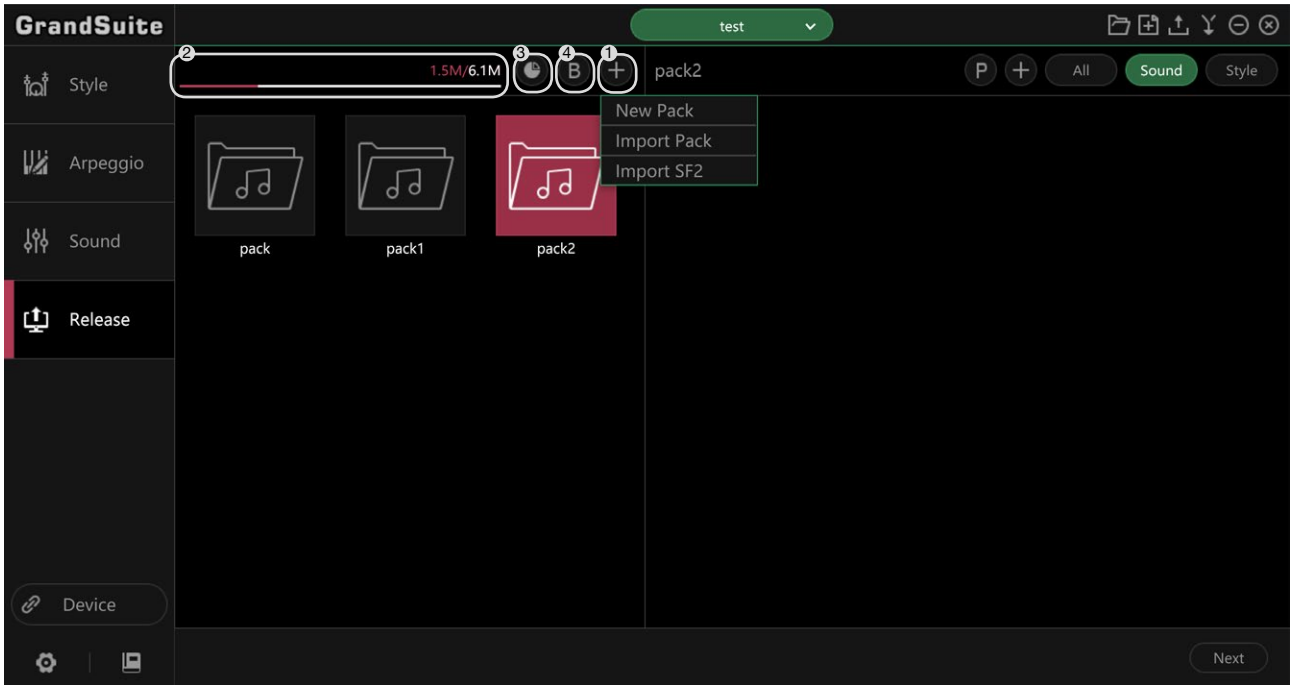
Filter Sensitivity	Sensitivity of Filter Control.	-199~199
VC	Ratio of Playing Velocity Affecting Cut-off Frequency Filter.	-128~127
Filter	Algorithm Type.	12db LPF+Pre, 12db HPF, 12db BPF, 6db LPF
C	Cutoff Filter.	0-7350 Hz
R	Band width of filter.	0-128
FEG	Enable FEG.	On/Off
Depth	Depth of Filter Envelop.	0-127
H,A,D,S,R*L	Level Adjustment of Hold, Attack, Decay, Sustain, Release.	-128-127
H,A,D,S,R*T	Time Adjustment of Hold, Attack, Decay, Sustain, Release.	0-127
FLFO	Enable FLFO.	On/Off
Depth	Depth of LFO Working on the Cut-off Frequency.	-128-127
Type	LFO Type.	Sine wave, Square wave, Triangle wave, Sawtooth wave, Random wave
Speed	LFO Frequency.	0-127
Delay	LFO Delay Time.	0-127
Fade In	Fade In Time (Start > Max).	0-126
Volume		
KFS	Mode of Key-Follow Controlling Volume.	Full Gradient, Left Keep and Right Gradient, Left Keep and Right Gradient
Refer Note	Center Key of Volume Control.	C-1~G9
Volume Sensitivity	Sensitivity of Volume Control.	-199-199
Velocity	Sensitivity of Playing Velocity Affecting Velocity Curve Type.	5 types
Offset	Volume of Velocity 0.	0-127
AEG	Enable AEG.	On/Off
Refer Note	Center Key of Volume Envelop Time.	C-1~G9
Envelop Time	Sensitive of Volume Envelop Time.	-128~127
H,A,D,S,R*L	Level Adjustment of Hold, Attack, Decay, Sustain, Release.	0-127
H,A,D,S,R*T	Time Adjustment or Hold, Attack, Decay, Sustain, Release	0-127
ALFO	Enable ALFO.	On/Off
Type	LFO Type.	Sine wave, Square wave, Triangle wave, Sawtooth wave, Random wave
Depth	Depth of LFO Working on the Volume.	-128-127
Delay	LFO Delay Time.	0-127
Fade In	Fade In Time (Start > Max).	0-126
Speed	LFO Frequency.	0-127

Target

1. Create or open a Target.



2. Import or create a new resource Pack in the Target.



1) Create/import resource Packs or import SF2 format sound library files.
   * When importing SF2 files, the automatically generated resource Packs will use the same names as the SF2 files.
2) Displays: the capacity of the selected resource Pack / Target.
3) Capacity Calculation button.
4) Set the Bank LSB of the resource Packs.

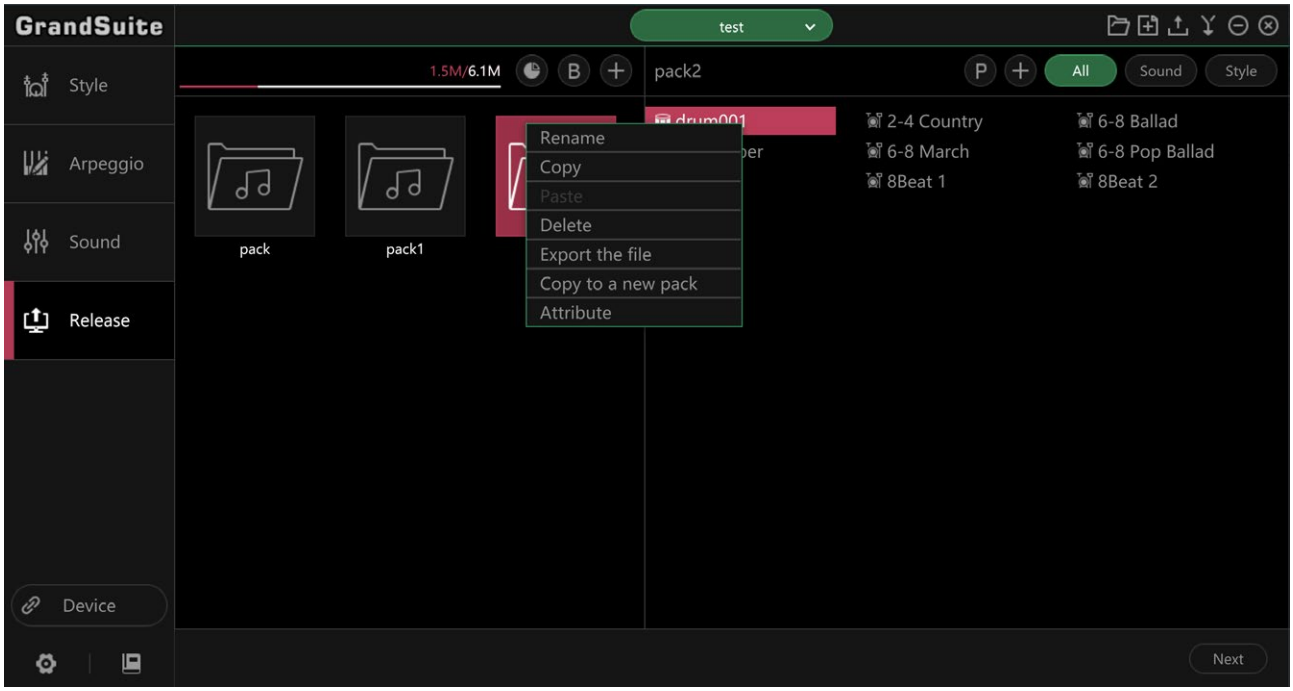
3. Adding sound or style files to a resource Pack.

1) Click on " + " to add the sound or style files.

2) Click on " All "/ " Sound "/ " Style " to select a category and display the files by category.

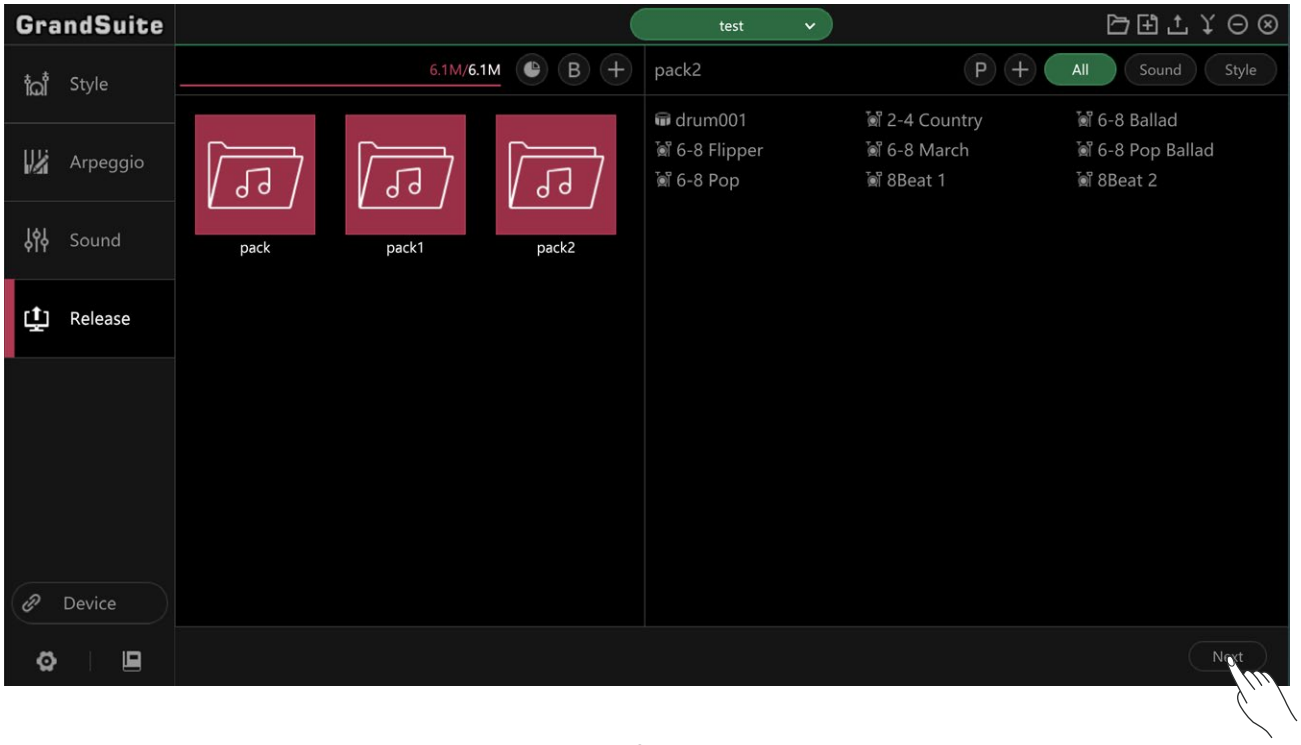
3) Click on " P " to set the program for the sounds in the Pack.

4) Right-click on a file to rename it, copy it or check its attribute.



4. Generate expansion install file.

Select the correct Target, then click on the " Next " button.

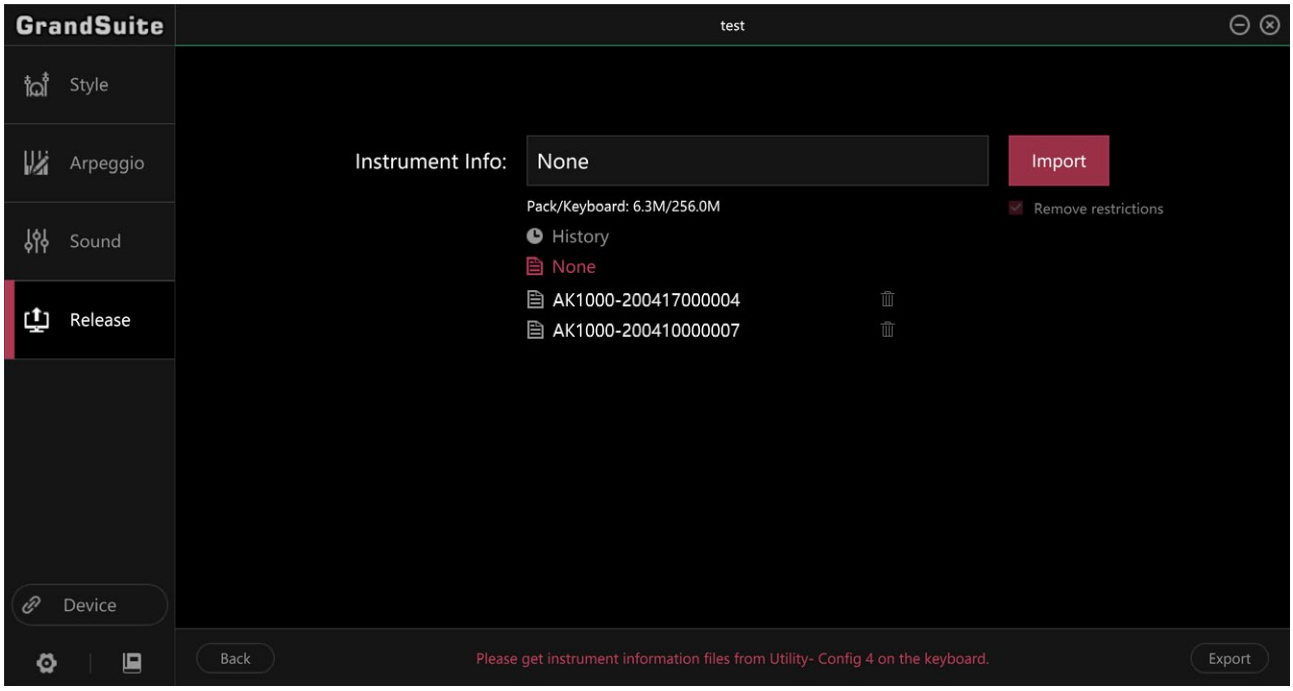


5. Import the instrument information (.mif) file.

1) If you want the expansion data can be installed to a specific keyboard. Click on “ Import ” to import the information file generated by the target keyboard.

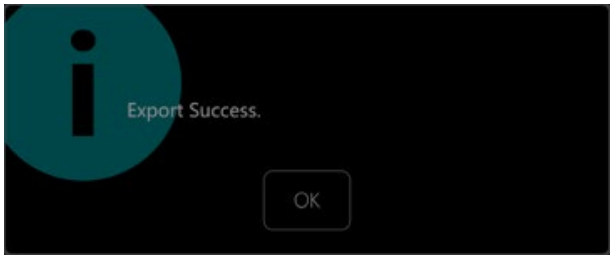
2) If you want the expansion data without installation restrictions, please select “None”.

3) Click on “ ” to delete the corresponding instrument information file.



6. Generate the expansion installation (.mpk) file.

Click on “ Export ” to generate the *.mpk file. If the file exports successfully, it will pop up.



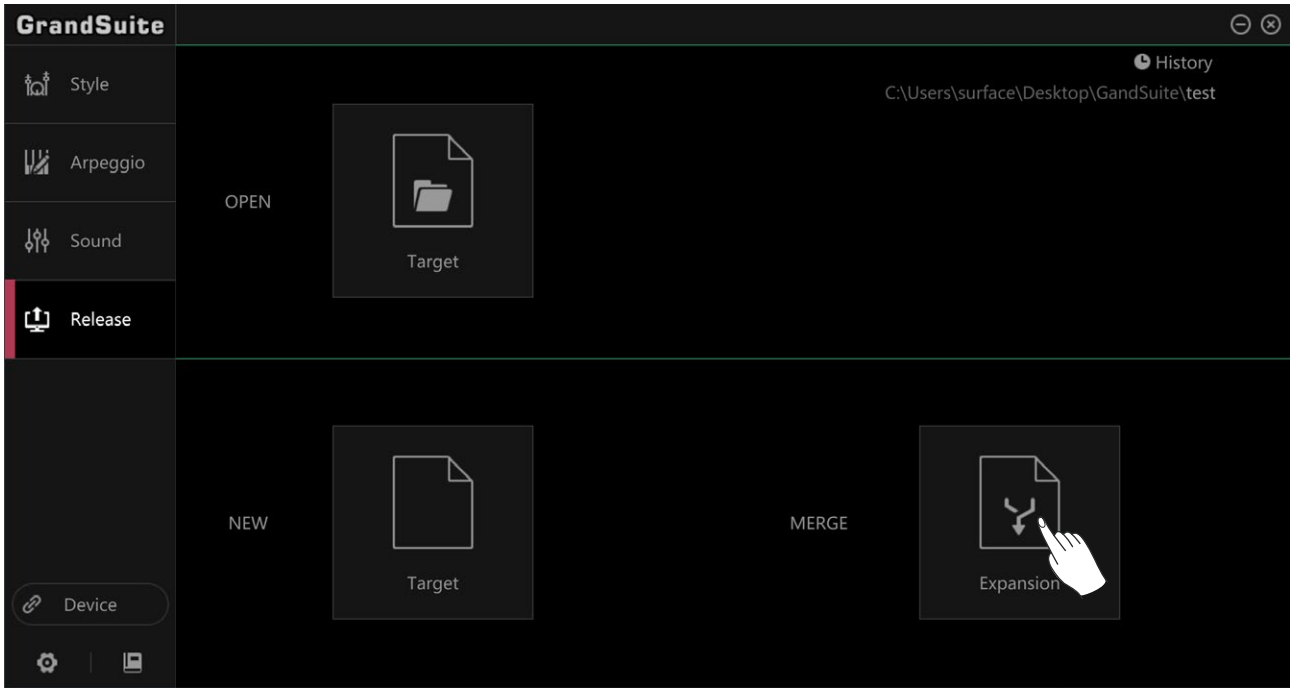
7. You can use the expansion data by installing the file to the keyboard through the USB drive.

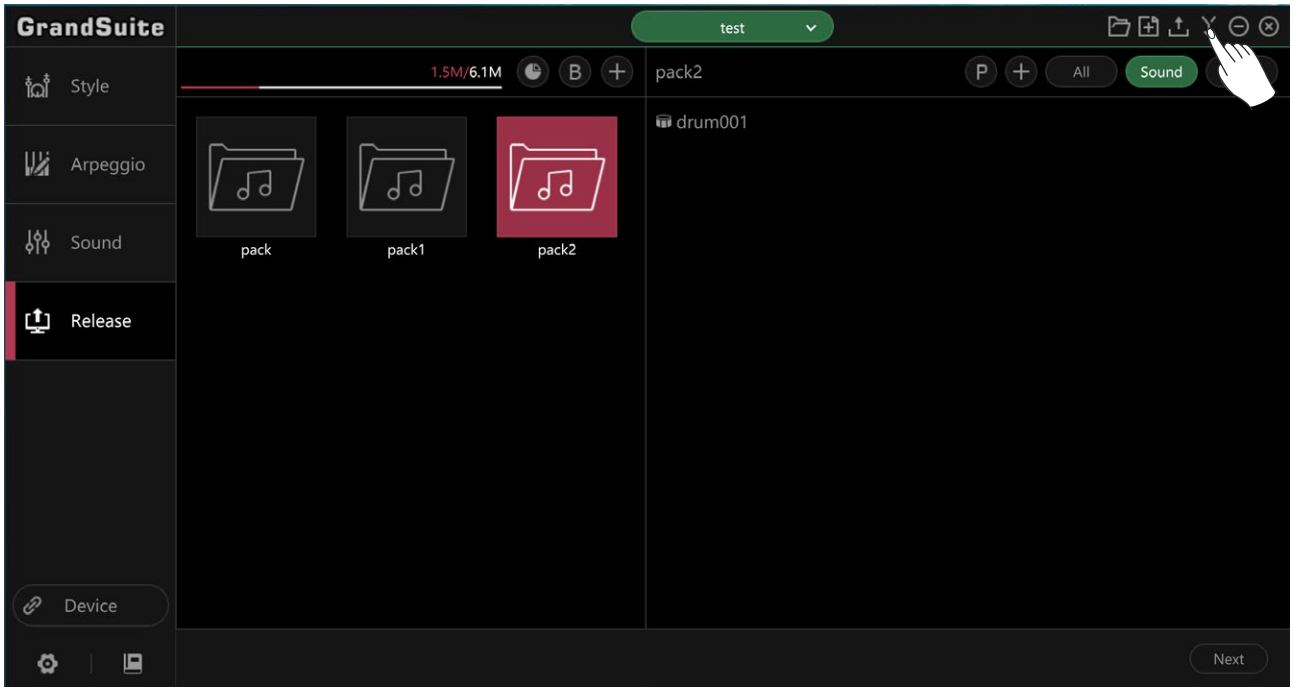
Note:

If you select to ouput an expansion file without installation restrictions, the file extension will be *.dpk. The *.dpk file may not be directly installed to a hardware product. You can manually rename the file to *.mpk to install it, if you decide to release a file without installation restrictions.

Merge Expansion

1. Click on “Merge Expansion” or “ ” to display the pop-up window***.***



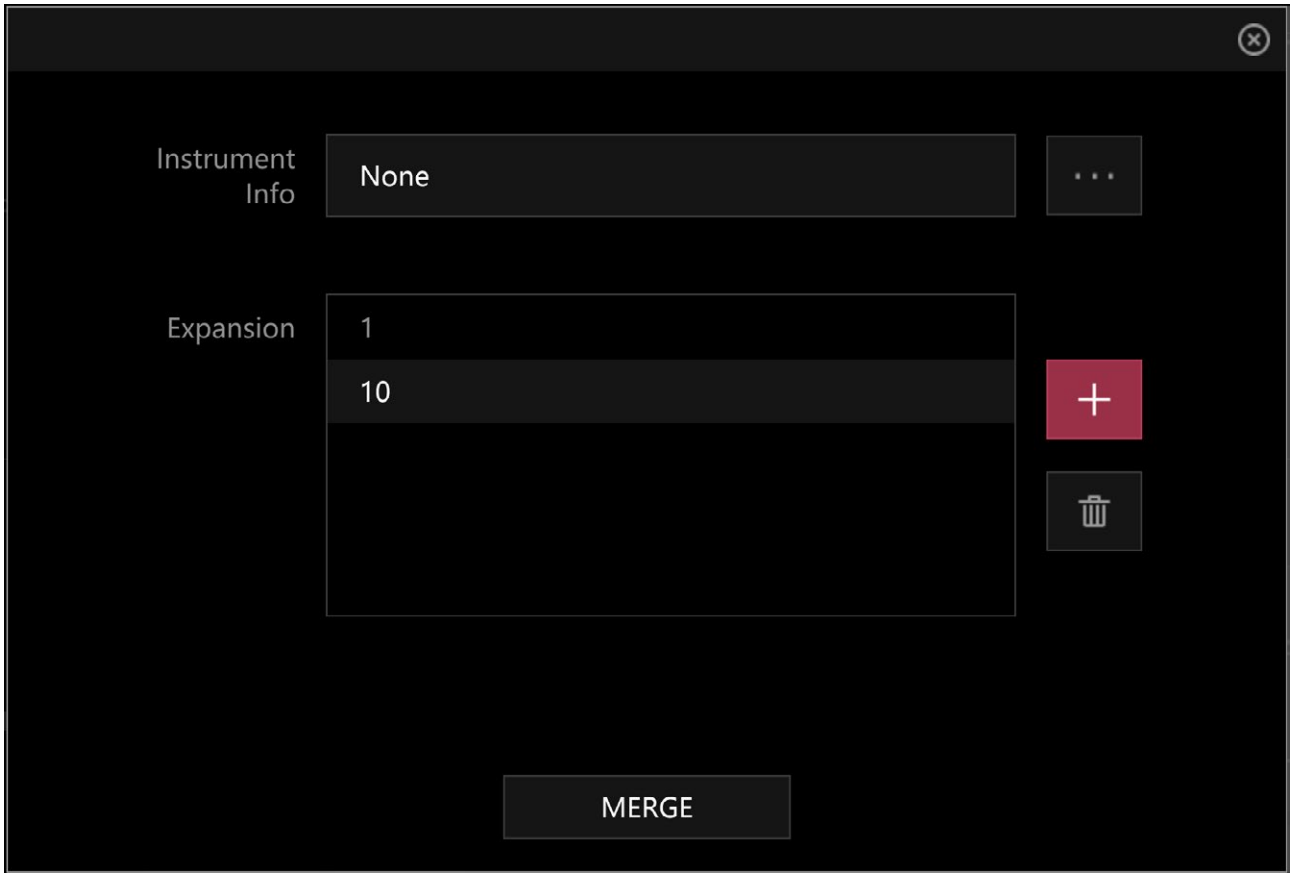


2. Merge Expansion

1) Click on “ ··· ” to select the information file corresponding to the keyboard, or not.

2) Click on “ + ” to select and add the expansion install files that need to be merged. You can add up to 5 files each time.

3) Click on “ 🗑 ” to delete the added expansion install files.



3. Generate the expansion installation file.

Click on “ MERGE ” to generate the new file. If the files merge successfully, it will pop up.