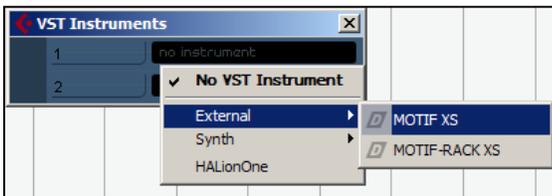


You now have two different versions of the Motif XS Editor. One that runs in Studio Manager and one if you are going to take advantage of audio integration, called the Motif XS Editor VST. We cannot strongly enough recommend that the first thing to do before using the Motif XS Editor VST is to read through the 54 page online (PDF) HELP manual that comes with it.

Since the Studio Manager version of the Motif XS Editor cannot be run simultaneously with the VST version, you may wish to close and REMOVE the Motif XS Editor as a default from the Studio Manager Workspace. Studio Manager is not required to use the VST version.

- Launch Cubase
- Go to DEVICES > STUDIO MANAGER
- If you have the Motif XS Editor as the default in the Workspace, highlight it and click REMOVE, then APPLY
- Close Studio Manager
- Start a NEW PROJECT
- Use the EMPTY Template
- Once the empty Track View window is showing:
- Go to DEVICES > VST INSTRUMENTS



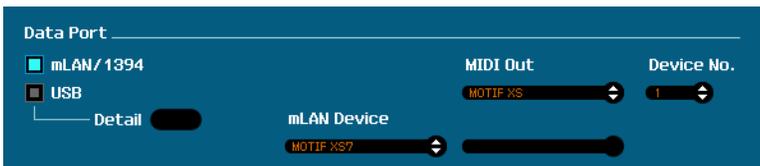
In the first space in the VST Instruments Rack click and select "External" > "D – Motif XS VST"

This is how you access the new "Motif XS Editor VST". In a similar scenario as you would in setting up an VSTi, you will be asked if you want to create a MIDI track.

Create the MIDI track.

The MIDI track for Motif data and a VST Folder for the audio lane will appear. The number of audio lanes will depend on the number of audio Outputs you activate for the Motif XS. The Editor will launch. If it does not automatically find the ports and communicate with your Motif XS take the following steps:

- Make sure the Motif XS is set to communicate via either USB or mLAN (depending on what you are using for MIDI communication).
- On the menu bar of the Motif XS Editor VST click FILE > SETUP



Make appropriate Device and Port settings on the Setup screen and click OK. Shown at left is the **mLAN/1394** configuration. MLAN is a perfect situation for this Motif XS Editor VST because it will allow you to use as many as 8 pair of audio outputs simultaneously from the Motif XS.



If you are using the **USB-MIDI** port for MIDI, you will need to additionally connect your external audio interface in order to successfully use this new Editor.

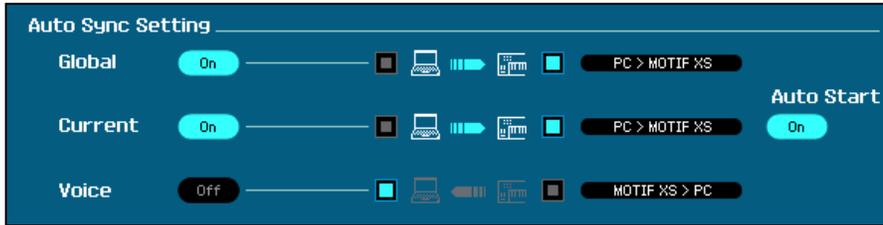
The VST version of the Editor works by establishing both the MIDI path between your computer software applications (Cubase) and an audio path for the returning audio signal. Often on the forums you will see reappearing question where the answer outlines the difference between MIDI and audio. We will repeat that discussion, here, as it is pertinent. MIDI data cannot be heard. It only represents the music as notes on staff paper represent the music; as holes punched in the paper of a piano-roll... these must be reinterpreted and translated back to the instrument of origin in order to be turned back into music (audible to the human ear).

By establish a signal path that routes the MIDI data to the Motif XS tone engine and then returns the audio to Cubase we can establish the same kind of relationship that a computer-based VSTi has. When you launch a computer-based VST Instrument, you establish a MIDI track for the data that is routed to the VSTi engine, because its audio path is known (within the computer) you can process the signal using VST Effects and use AUDIO MIXDOWN to render your MIDI data to audio tracks.

The VST EDITOR allows you to establish this type of communication by enabling the returning audio path. Each of the assignable (mLAN) outputs and the stereo L&R outputs are made available.

**Auto Sync parameter:**

To really start enjoying your Motif XS Editor VST it will be important to get a handle on the Auto Sync function. This deals with the *direction of the flow of information*. You have two choices: Data can flow from the Motif XS to the computer, or vice versa, from the computer to the Motif XS. Thinking this through, if you start work in the hardware Motif XS, and want to capture what you have done as far as setup data, you want the arrow pointing **from** the XS to the computer. However, when you have archived a session and wish to recall your work, this is when you want the arrow pointing **from** the computer towards the XS. This is the case with the Project file supplied with this tutorial:



Stating this sounds so very obvious, but you will not appreciate it until you wipe out some work that you have done by replacing it with all piano Voices in all 16 PARTS. Even if this happens to you, do not panic. Remember the hardware

XS can be returned to the last stored state by simply recalling the current program. So even if you have a setup you've made in the XS and you have the Editor's AUTO SYNC setup to go in the wrong direction, all may not be lost. You can simply recall the current Program in the hardware XS and then set the Auto Sync in the correct direction.

Also learning to use the ONLINE/OFFLINE function will be important. Anytime you want to make a change in the hardware without the software documenting it, you can simply click the ONLINE option. This will take the Editor OFFLINE. You can try out your change. If you like it and want to keep it you can bring the Editor back online.

- ONLINE (active) data will automatically be synchronized in hardware and software
- OFFLINE (active) data will not automatically be synchronized
- OFFLINE (non-active) you have a problem to *troubleshoot* as you have no communication.

The BULK > DATA SYNC function is also an important tool. This tool allows you to initiate Bulk dumps from the Editor to the Motif XS (TRANSMIT) or to receive bulk dumps from the XS into the Editor (RECEIVE). This can be accomplished with the Editor in the active OFFLINE status.

