



S90 XS/S70 XS Editor VST Owner's Manual

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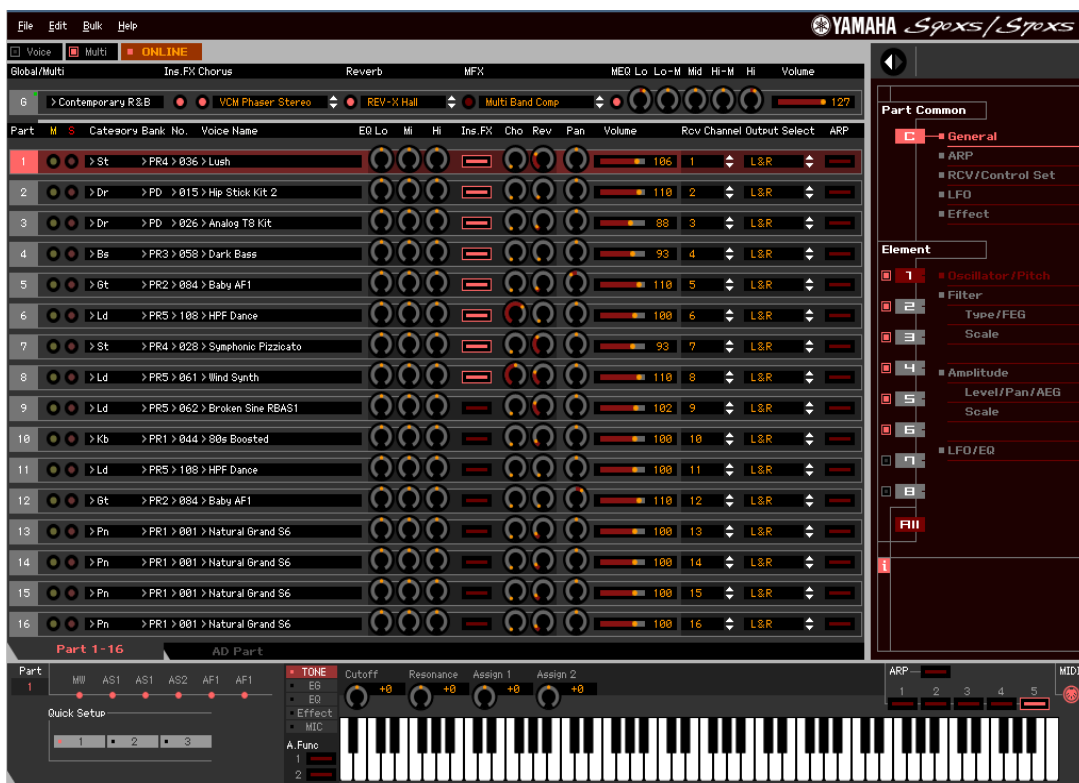
This owner's manual assumes that you are already familiar with basic Windows/Macintosh operations. If you are not, please refer to the owner's manual which came with your Windows/Macintosh software before using the S90 XS/S70 XS Editor VST.

For information about hardware requirements, the interconnection of devices and the installation of the S90 XS/S70 XS Editor VST software, refer to the separate Installation Manual as well as the Owner's Manual for the respective MIDI device.

What is the S90 XS/S70 XS Editor VST?

S90 XS/S70 XS Editor VST is a convenient tool which lets you edit and save the various parameters of your S90 XS/S70 XS Music Synthesizer. These include Voice and Mixing parameters (edited in the Voice or Multi mode of the S90 XS/S70 XS) such as Volume, Pan, EG, and Cutoff and other settings. Thanks to its easy-to-understand graphical interface, you can edit various parameters of the S90 XS/S70 XS right from your computer—using the mouse to adjust the virtual knobs, sliders, and buttons and entering values from the computer keyboard. Finally, all the changes you have made can be saved to your computer or transmitted to the S90 XS/S70 XS instrument.

The S90 XS/S70 XS Editor VST, based on the “VST3 technology” by Steinberg, works as a VST3 plug-in with Cubase series 4.5 or later (DAW application). The S90 XS/S70 XS Editor VST also works the same way as other VST instrument software, allowing you to save the edited settings of the S90 XS/S70 XS, or use them for another project. In addition, you can handle the S90 XS/S70 XS Voices in the Media Bay window in Cubase when using the S90 XS/S70 XS Editor VST with Cubase 4.5 or later, allowing you to search for, listen, and play the S90 XS/S70 XS Voices within Media Bay in Cubase. The S90 XS/S70 XS Editor VST provides a comprehensive and seamless music production environment—making the use of hardware and software both easier and much more efficient.



Data Structure of the S90 XS/S70 XS Editor VST

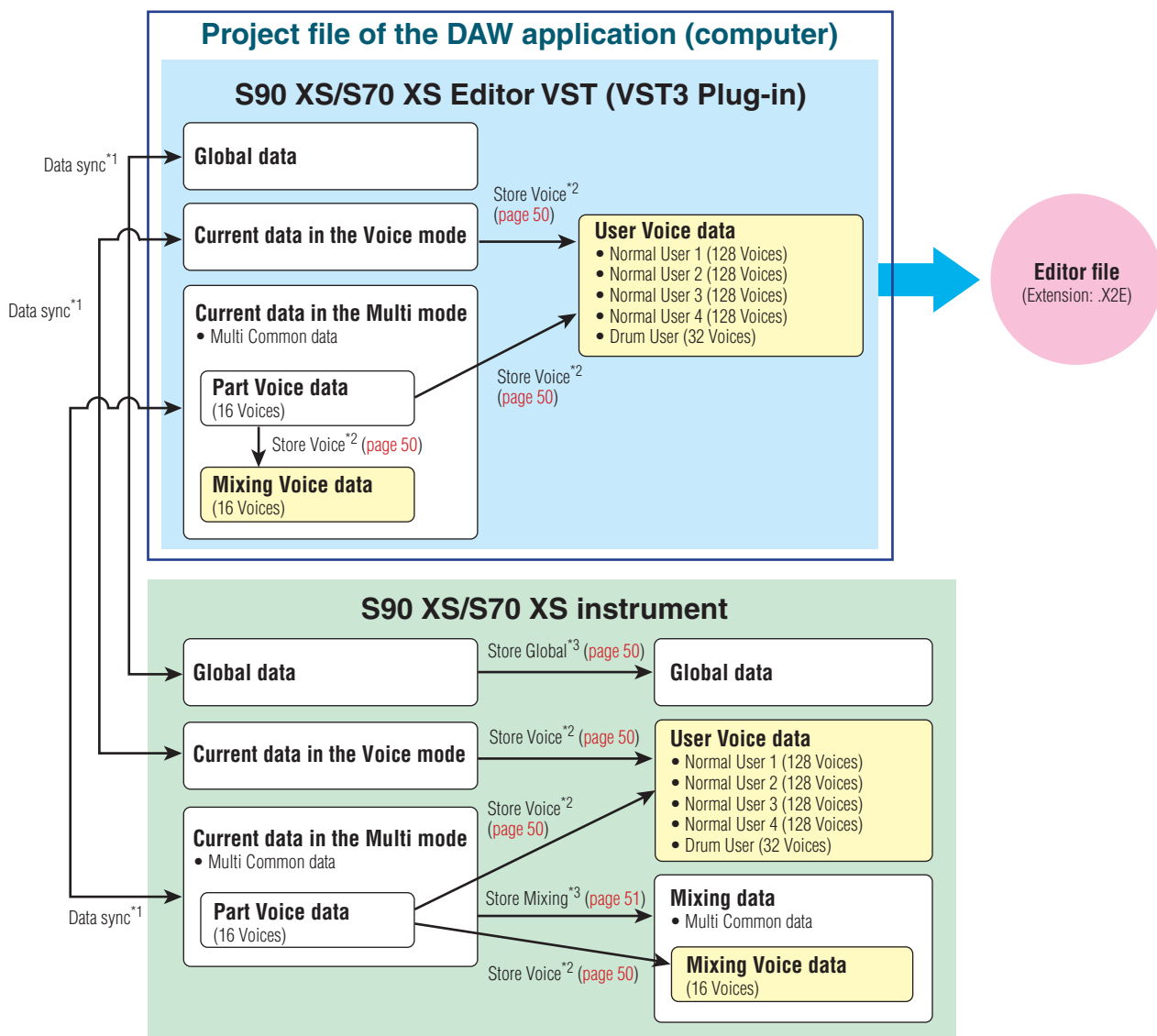
The S90 XS/S70 XS Editor VST lets you create the following data and save them as a single file (extension: .X2E).

- Global data (latest status of edited global parameters)
- Current data in the Voice mode (latest status of edited Voice)
- Current data in the Multi mode (consisting of Mixing setup, latest status of edited Voice and 16 Mixing Voices)
- User Voice data (consisting of four Normal Voice Banks and one Drum Voice Bank)

Current settings include the latest settings of the Common and Element parameters for the Voice last assigned to each of Parts 1 – 16, as well as Mixing parameter settings such as Voice assignment, pan, volume and effect for each Part. Among the Voice Banks, only the Mixing Voice Bank data belongs to the Current settings. The S90 XS/S70 XS Editor VST lets you edit parameters (including Element parameters) of the Voice assigned to each Part and save the latest edit status as a file without storing it as a User Voice or a Mixing Voice. This means that you can easily recall the latest status of the previous edit simply by opening the file.

NOTE The S90 XS/S70 XS Editor VST handles the Global data which includes some of the parameters shown on the “G” row in the Mixer section and all the parameters in the Global Settings of the Parameter Category section (pages 22 and 25).

The diagram illustrated below indicates the structure of the data created via the S90 XS/S70 XS Editor VST, the structure of the data stored in the internal memory of the S90 XS/S70 XS instrument and the relationship between those two types of data.



*1 When the S90 XS/S70 XS instrument is connected to the computer properly with the ONLINE status, editing a parameter on the S90 XS/S70 XS Editor VST affects the same parameter on the S90 XS/S70 XS itself, and vice versa.

*2 The Store Voice operation on the Editor will store the Voice data to the memory of the S90 XS/S70 XS instrument as well as the memory of the Editor.

*3 The Store Global operation and Store Mixing operation will store the data only to the memory of the S90 XS/S70 XS instrument.

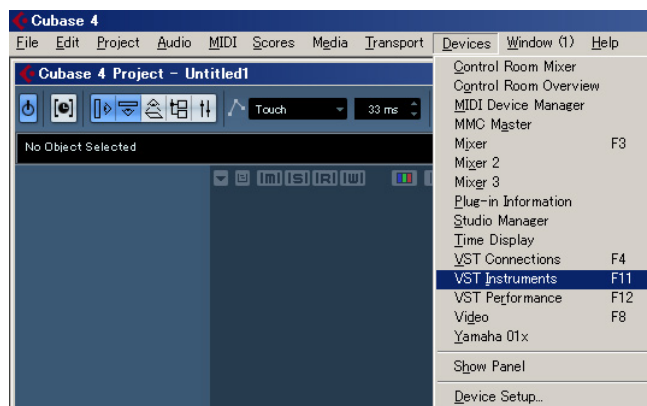
Starting the S90 XS/S70 XS Editor VST

Install the USB-MIDI Driver, and S90 XS/S70 XS Editor VST by following the respective Installation Guides. After making the required connection and setting the MIDI IN/OUT parameter to “USB” in the Utility mode, follow the instructions below to start the S90 XS/S70 XS Editor VST.

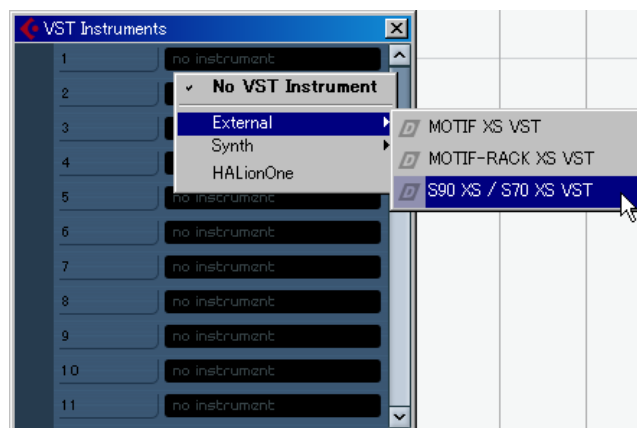
This example describes the operation steps for Cubase 4.5 with the device connected to a computer via a USB cable.

- [NOTE]** For details about connection between the S90 XS/S70 XS and a computer, refer to the Owner’s Manual of the S90 XS/S70 XS.
- [NOTE]** If you want to use audio signals from the S90 XS/S70 XS instrument on the DAW application, make sure to connect the OUTPUT jacks or ASSIGNABLE OUTPUT jacks of the S90 XS/S70 XS to your audio interface.
- [NOTE]** On Windows Vista, make sure to remove the checkmark of Port 4 at the “All MIDI Input” section in the [Device] menu → [Device Setup].

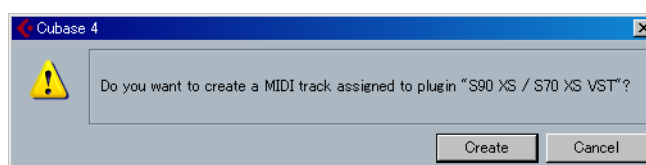
- 1. Open the VST Instrument window via [Devices] → [VST Instruments] in the DAW application menu.**



- 2. Click the Instrument Slot in the VST Instrument Rack, then select [External] → [S90 XS/S70 XS VST].**

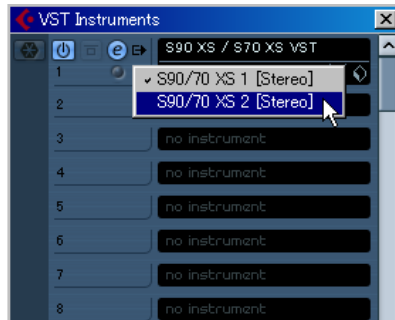


- 3. When the dialog box asking “Do you want to create a MIDI track assigned to plug-in “S90 XS/S70 XS VST”?” appears, click [Create].**



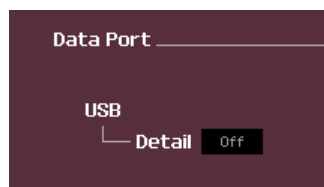
A MIDI track will be created and the S90 XS/S70 XS Editor VST window will appear.

- Click the **Output Setup** button at the right side of the **Edit** button (E) in the VST Instrument Rack, then verify that “S90/S70 XS 1 [stereo]” is selected. If you want to use the **ASSIGNABLE OUTPUT L/R** jacks for Cubase project, also check (enable) “S90/S70 XS 2 [stereo].”

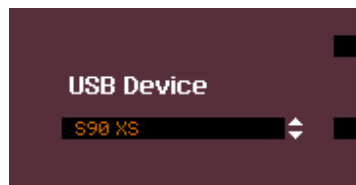


After this operation, the S90 XS/S70 XS Busses appear in the project window of the DAW application.

- Call up the **Editor Setup** window in the S90 XS/S70 XS Editor VST via [File] → [Editor Setup].
- Set the “Detail” column to “off” at the USB in the Data Port section.



- Select “S90 XS/S70 XS” at the [USB Device] column.



- Click [OK] button at the bottom.
- Call up the **VSTi Setup** window in the S90 XS/S70 XS Editor VST via [File] → [VSTi Setup].
- Set signal input ports of your audio interface that is connected with the S90 XS/S70 XS in the **Audio Return Ports** column.
- Click the [OK] button at the bottom.
- If the S90 XS/S70 XS Editor VST is “OFFLINE,” click the [ONLINE/OFFLINE] button to go “ONLINE.”

13. In Quick Set Up, select [1] or [2].



- NOTE** For more details about MIDI button group in the Quick Set Up, refer to the Owner's Manual of the S90 XS/S70 XS instrument.
- NOTE** Step 5 through 11 are required when starting S90 XS/S70 XS Editor VST for the first time. These steps are saved in the editor and do not need to be repeated each time it is started.
- NOTE** The S90 XS/S70 XS Editor VST launch procedure is the same as for other VST instruments. Refer to the manual supplied with your DAW application for information on other launch procedure.

An Example of S90 XS/S70 XS Editor VST in Use

There is no single way to use the many components in the S90 XS/S70 XS Editor VST. Your editing needs and preferences may differ; however, the following example gives you a simple step-by-step guide in how to use the S90 XS/S70 XS Editor VST. As an example, this section explains how to edit a Voice in the Voice mode, edit a Mixing program in the Multi mode, then store the edited data to the memory of the S90 XS/S70 XS instrument and save the final results of your editing to a file.

NOTE If the [Multi] indication (at the top left of the display) is on, perform the instructions below from step 1. If the [Voice] indication is on, perform the instructions below from step 2.

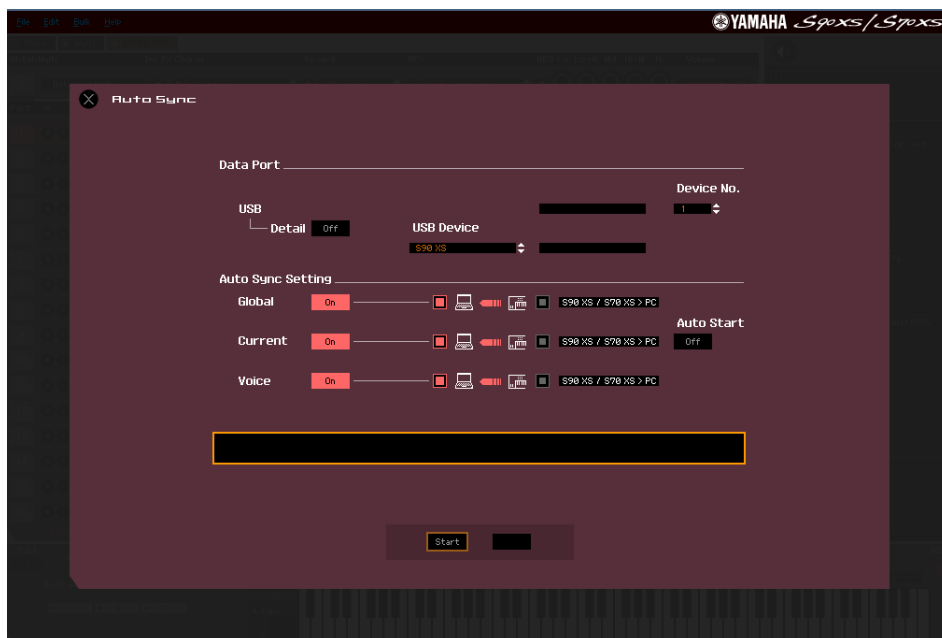
1. Change the mode to the Voice mode by clicking the [Voice] indication (at the top left of the display).

If the [ONLINE]/[OFFLINE] indication is set to [ONLINE] before changing the mode, the Auto Sync window will be called up automatically when this step is executed. As step 2 is thus unnecessary, you should proceed to step 3.

2. Click the [OFFLINE] to call up the Auto Sync window if the [ONLINE]/[OFFLINE] indication is set to [OFFLINE].

3. On the Auto Sync window, set communication-related parameters such as Input Port, Output Port and Device Number in the Data Port section, then set the direction of Data Auto Synchronization (Global, Current and Voice) in the Auto Sync Setting section.

When you want to use the settings on the S90 XS/S70 XS itself as starting data for editing, set the boxes of Global, Current and Voice in the Auto Sync Setting to on so that the data flows from the instrument to the computer. To use the settings on the S90 XS/S70 XS Editor VST as starting data, set both Global, Current and Voice to the opposite, so that the arrow indicates data flow from the computer to the instrument. For details, see [page 41](#).



CAUTION

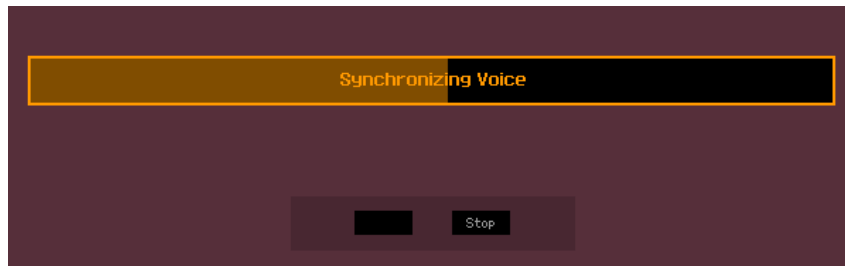
Keep in mind that when you set Global, Current and Voice to On, enable data sync from the computer to the S90 XS/S70 XS (instrument), and then click the [Start] button at the bottom, this operation transmits these types of data currently on the Editor to the S90 XS/S70 XS itself, automatically overwriting and erasing all the corresponding data already existing on memory of the S90 XS/S70 XS instrument. When you want to use the settings on the S90 XS/S70 XS itself as starting data for editing, set the boxes of Global, Current and Voice in the Auto Sync Setting to on so that the data flows from the instrument to the computer.

CAUTION

Make sure to set the desired data transfer direction in order to avoid data loss.

4. From the Auto Sync window, click [Start] at the bottom.

The data synchronization will be started if the Port settings are correct. As soon as data synchronization is completed, the Auto Sync window is closed, then the OFFLINE indication is changed to ONLINE indication automatically. In this ONLINE status, editing a parameter on the S90 XS/S70 XS Editor VST affects the same parameter on the S90 XS/S70 XS itself, and vice versa.



5. Edit the Voice in the Voice mode.

5-1 On the “V” row of the Voice section, click the Bank name or Voice name to call up the VOICE LIBRARY window.



5-2 From the list in the VOICE LIBRARY, select the desired Voice to assign it temporarily to the current Part.

You can confirm the sound of the selected Voice by clicking any note on the virtual keyboard or the S90 XS/S70 XS keyboard.

5-3 Click the Voice name or [OK] at bottom right of the window to close the VOICE LIBRARY window.

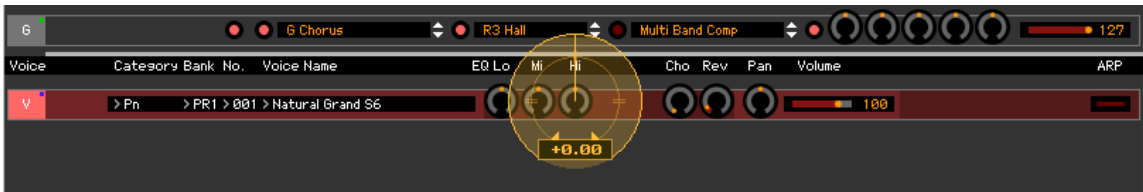
You can cancel the Voice selection by clicking the Close (X) button or [Cancel] button at bottom right of the window. By executing this operation, the Voice selection is reset to the original status and the VOICE LIBRARY window closes.

⚠ CAUTION

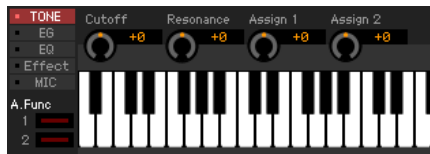
When a different Voice has been selected, your edits of the previously selected Voice will be lost. If you want to store the edits, make sure to store the Voice by using the Store window (page 50) before changing the Voice.

5-4 Edit the Voice parameters as desired.

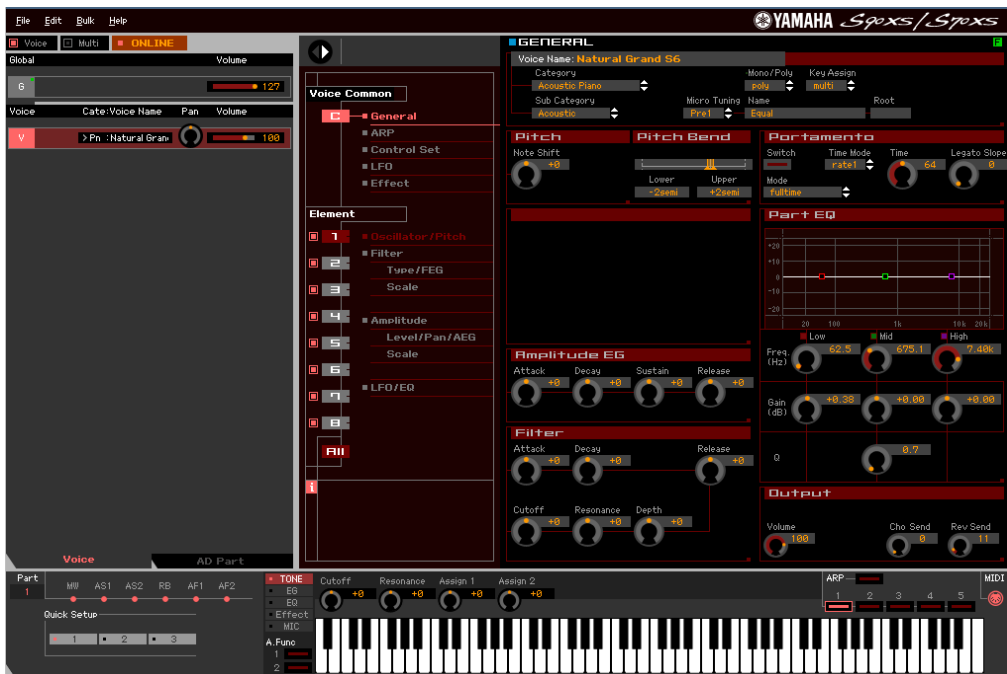
Edit the parameters (EQ, chorus, reverb, etc.) in the “V” row by clicking them.



To confirm how the parameter edit affects the Voice sound, click any note on the virtual keyboard or the S90 XS/S70 XS keyboard.



To make detailed settings of the selected Voice, click the arrow button  at the top of the right panel next to the main window to call up the Detailed Parameter section.



6. Store the edited settings as a User Voice, as necessary.

6-1 Click [Store Voice] under [Edit] in the menu bar to open the Store window (page 50).

6-2 Select a Voice Bank from the following list:

- Normal User 1
- Normal User 2
- Normal User 3
- Normal User 4
- Drum User

NOTE Normal User 1 – 4 are shown in the Store window when editing the Normal Voice while Drum User is shown in the Store window when editing the Drum Voice.

6-3 Open the selected Bank, select the desired number as destination, then enter the name of the Voice in the box at the top of this window.

6-4 Click [Store] to store the edited Voice to the selected number in the selected Bank.

Performing this operation will store the Voice data to the User Voice Bank in the S90 XS/S70 XS instrument as well as that within the Editor.

⚠ CAUTION

When you execute the Store operation, the settings for the destination memory (of both the Editor and instrument) will be overwritten. Select the destination Voice number carefully to prevent important data from being erased accidentally.

| Bank/Name | No. | Category | Sub |
|-------------------|----------|----------------|-----------|
| Normal User 1 | | | |
| Normal User 2 | | | |
| Normal User 3 | | | |
| Normal User 4 | | | |
| Natural Grand S6 | 1 (A-01) | Acoustic Piano | Acoustic |
| Initialized Voice | 2 (A-02) | No Assian | No Assian |
| Initialized Voice | 3 (A-03) | No Assian | No Assian |
| Initialized Voice | 4 (A-04) | No Assian | No Assian |
| Initialized Voice | 5 (A-05) | No Assian | No Assian |
| Initialized Voice | 6 (A-06) | No Assian | No Assian |
| Initialized Voice | 7 (A-07) | No Assian | No Assian |
| Initialized Voice | 8 (A-08) | No Assian | No Assian |
| Initialized Voice | 9 (A-09) | No Assian | No Assian |

NOTE You can store the settings of the parameters in the “G” row by clicking [Store Global] under [Edit] in the menu bar.

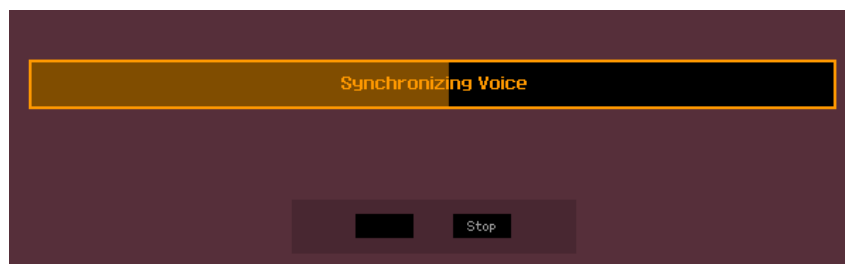
7. Edit the Mixing parameters in the Multi mode.

7-1 Change the mode to the Multi mode by clicking [Multi] of the [Voice]/[Multi] indication.

The Auto Sync appears automatically during ONLINE status.

7-2 From the Auto Sync window, click [Start] at the bottom.

Data synchronization will be started if the Port settings are correct. As soon as data synchronization is completed, the Auto Sync window is closed.



7-3 On the “G” row of the Global/Multi section, click the Multi name or Voice name to call up the MULTI LIBRARY window.

The MULTI LIBRARY lists the Multi programs which are stored in the S90 XS/S70 XS instrument when the S90 XS/S70 XS Editor is in ONLINE status.

NOTE The MULTI LIBRARY is not available when the S90 XS/S70 XS Editor is in “OFFLINE” status.

You can call up the Multi setup simply by selecting one of these listed template programs.

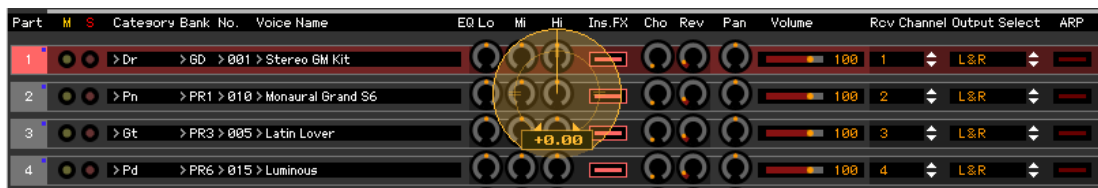


7-4 From the list in the MULTI LIBRARY, select the desired Multi program to be edited.

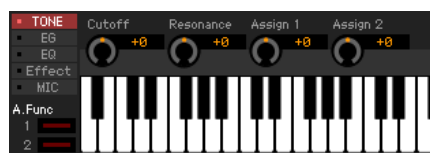
All the Multi parameters such as the Voice assignment to Part 1 – 16 are set automatically only via this operation.


7-5 Edit the parameters of the Mixing and Voice assigned to each Part.

If you want to change the parameter values from the original ones of the selected Multi, click (drag and drop) each of the parameters such as EQ and effect lined up to the right of “G” in the Global/Multi section and “1” – “16” in the Part section.

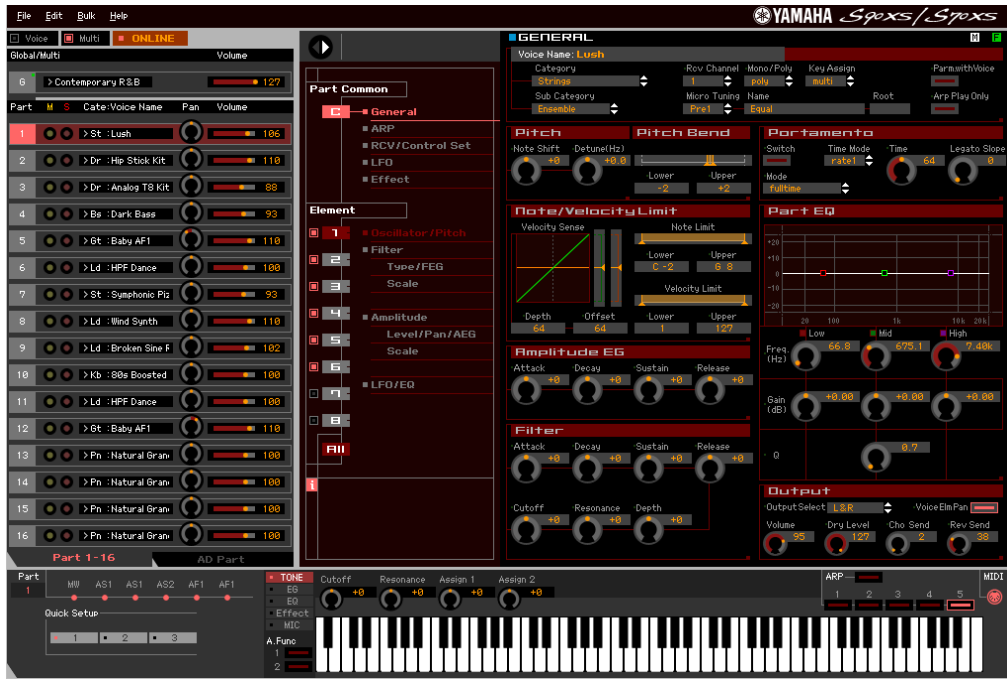


To confirm how the parameter edit affects the Voice sound, click any note on the virtual keyboard or the S90 XS/S70 XS keyboard.



To make detailed settings of the selected Multi, click the arrow button  at the top of the right panel next to the main window to call up the Detailed Parameter section.

NOTE The S90 XS/S70 XS Editor VST lets you edit the Voice parameters in the Multi mode as well as Voice mode. In the Voice mode, you can edit only the selected Voice. In the Multi mode, on the other hand, you can edit the parameters of the Voice assigned to each Part as well as the Mixing parameters. The edited Voice can be stored to the same Voice Bank as a User Voice regardless of the mode used for editing.



8. Store the edited Voice or a Multi, as necessary.

8-1 Select the [Store Mixing] under the [Edit] menu to store the edited Multi.

NOTE You can also store the edited Multi with the Store operation on the S90 XS/S70 XS instrument. For details, refer to the Owner's Manual of the S90 XS/S70 XS.

8-2 Select the Part to which the desired Voice is assigned, select [Store Voice] under [Edit] in the menu bar to call up the Store window (page 50) then store the Voice via the same operations as in steps 6-1, 6-2, 6-3 and 6-4.

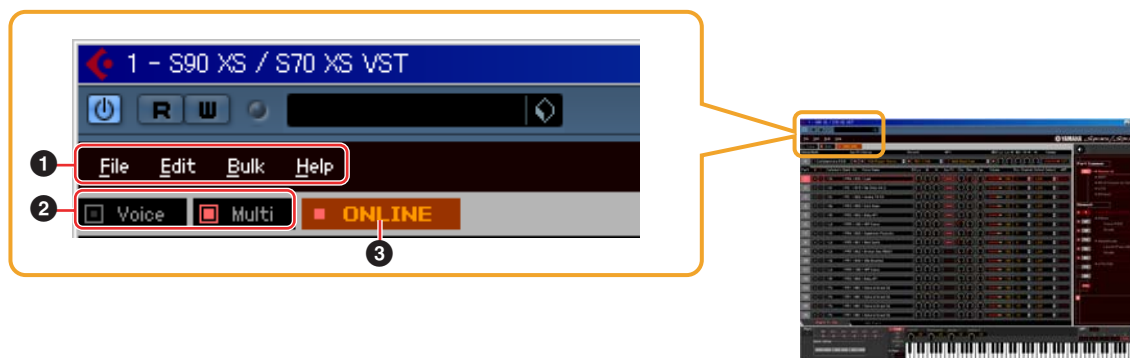
9. Select [Save] or [Save As] under [File] on the menu bar to save the edited data as a file (extension: *.X2E).

All the settings you made and the Voice data you stored to the User Banks will be saved as a single file (extension: .X2E). When you open this file next time to call up the Auto Sync window, click [Start] to synchronize the status of the parameter settings between the S90 XS/S70 XS Editor VST and the S90 XS/S70 XS instrument.

The S90 XS/S70 XS Editor VST data can be saved into a project file of the DAW application.

S90 XS/S70 XS Editor VST Window

Overall section



1 File, Edit, Bulk, Help

Refer to [page 38](#).

2 Voice/Multi mode

Determines the mode of the S90 XS/S70 XS, Voice or Multi. As soon as “Voice” or “Multi” is selected here, the mode of the S90 XS/S70 XS instrument changes accordingly and the Auto Sync window ([page 54](#)) opens. After setting parameters as necessary on this window, click [Start] to execute data synchronization between the S90 XS/S70 XS Editor VST and the S90 XS/S70 XS instrument.

3 ONLINE/OFFLINE

Clicking this switches the status of the Editor between “ONLINE” and “OFFLINE.” When “ONLINE” is indicated, the edited status is completely synchronized between the S90 XS/S70 XS Editor VST and the S90 XS/S70 XS instrument, meaning that any parameter edit you make on the S90 XS/S70 XS Editor VST is reflected in the same parameter on the S90 XS/S70 XS instrument and vice versa. When OFFLINE is selected, editing on the S90 XS/S70 XS Editor VST will not affect the S90 XS/S70 XS instrument and vice versa even if the S90 XS/S70 XS instrument is connected to a computer.

Note that the indication here is automatically changed according to the status of communication between the S90 XS/S70 XS Editor VST and the S90 XS/S70 XS instrument. For example, the ONLINE status changes automatically to OFFLINE when the cable is disconnected accidentally.

1 ONLINE

Indicates that the current status is set to ONLINE. Clicking this calls up OFFLINE (2) described below. Keep in mind that the ONLINE indication cannot be enabled when the MIDI Port is not set properly or the S90 XS/S70 XS instrument is not properly connected to a computer.

2 OFFLINE

This OFFLINE indication shows that the MIDI Port is set properly and the S90 XS/S70 XS is properly connected to a computer. Clicking this calls up the Auto Sync window. From the Auto Sync window, you can synchronize the settings between the S90 XS/S70 XS Editor VST and the S90 XS/S70 XS by clicking the [Start] button. As soon as data synchronization is completed, the Auto Sync window is closed and the status of the Editor changes from OFFLINE to ONLINE.

NOTE When the Global, Current and Voice settings are set to “Off” and Auto Start is set to “On” in the Auto Sync window, clicking here changes the Editor status from OFFLINE to ONLINE without opening the Auto Sync window.

3 OFFLINE

This OFFLINE indication shows that the MIDI Port is not set properly or the S90 XS/S70 XS instrument is not connected to a computer properly. Clicking this calls up the Auto Sync window. After making sure to connect the S90 XS/S70 XS instrument to a computer, set the MIDI Port properly then click the [Start] button in the Auto Sync window to execute data synchronization between the S90 XS/S70 XS Editor VST and the S90 XS/S70 XS instrument. As soon as data synchronization is completed, the Auto Sync window is closed and the status of the Editor is changed from OFFLINE to ONLINE.

Mixer section (when the Voice/Multi is set to “Voice”)

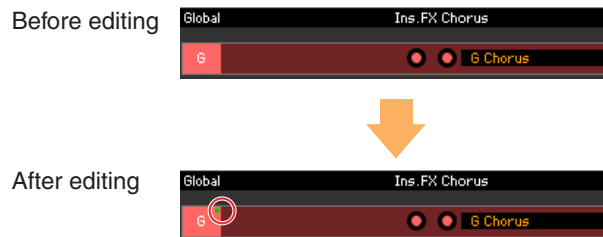


1 Global

This strip lets you edit the main parameters in the Voice mode, such as effect-related ones. Clicking “G” turns this section on as illustrated below.



NOTE When editing any of the Global parameters described below, a small square appears at the top right of the “G” box until you save the edited data as a file. This indication is the same as the green [F] indicator (page 27).



Ins.FX (Insertion Effect)

Turns the Insertion Effect on or off.

Chorus

Turns the Chorus on or off and selects the Chorus type.

Reverb

Turns the Chorus on or off and selects the Reverb type.

MFX (Master Effect)

Turns the Master Effect on or off and selects the Master Effect type.

MEQ Lo, Lo-M, Mid, Hi-M, Hi (Master EQ)

Turns the Master EQ on or off and edits the parameters.

Volume

Adjust the entire volume.

2 [Voice]/[AD Part] tab

Selects the Parts to be edited from [Voice] and [AD Part]. The illustration below indicates that the [Voice] tab is active.



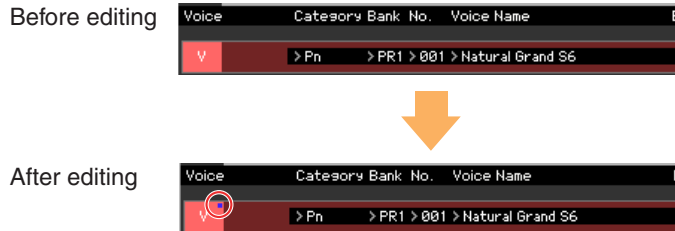
3 Voice

When the [Voice] is selected:

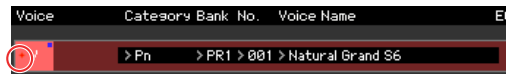
Edits the Voice parameters. Clicking the “V” row turns this section on as illustrated below.



NOTE When editing any of the Voice parameters described below, a small square appears at the top right of the “V” box until you save the edited data as a file or you store the edited data as a Voice. This indication is the same as the blue [V] indicator (page 30).



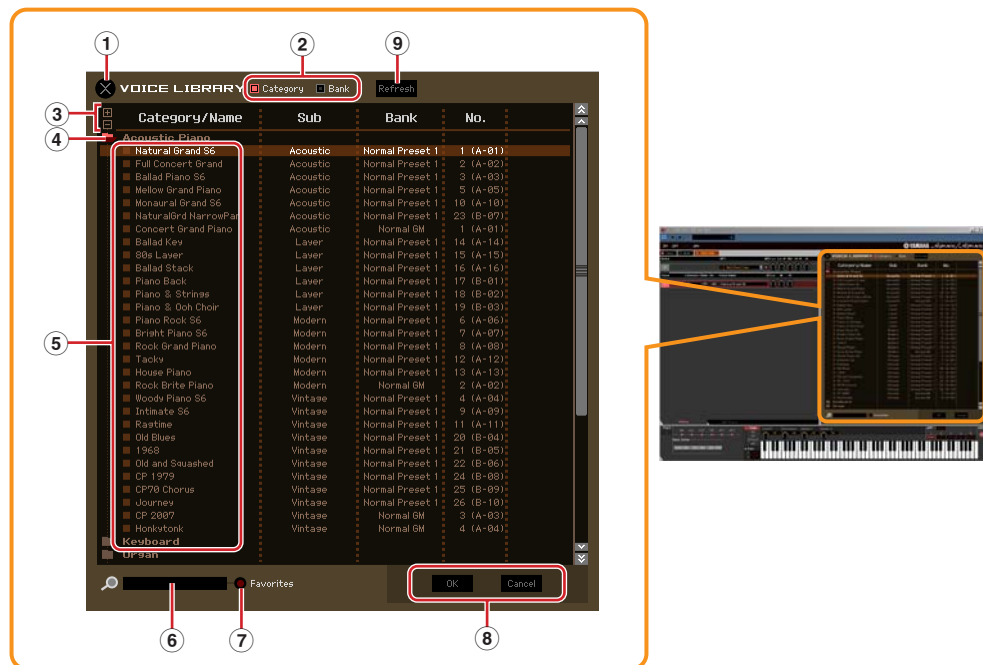
NOTE The MIDI monitor mark is at the left side of the “V” mark. A small red LED lights when MIDI messages are received.



Category, Bank, No., Voice Name

Indicates the Category Bank and name of the Voice. When clicking here, the VOICE LIBRARY window appears at the right half section, letting you select a different Voice for editing.

VOICE LIBRARY



1 Close button

Click this to close this window without applying the changes to the S90 XS/S70 XS Editor VST.

2 [Category]/[Bank] checkboxes

Click either of these boxes to determine whether the Voices listed here are divided into Category folders or Bank folders.

③ [+]/[-] buttons

Click the [+] button to open all the folders so that all Voices appear in all folders. Click the [-] button to close all folders.

④ Folder (Category or Bank)

Click each folder to open or close it.

⑤ Voices

Indicates the Voices included in the folder. You can select the Voice temporarily by clicking it. When double-clicking a Voice, the Voice is actually selected and this window closes. You can also copy the Preset Voice(s) and User Voice(s) from the original location to any location in the User Bank by dragging-and-dropping the Voice(s). In the User Bank, you can rearrange the Voices by dragging-and-dropping the Voice(s) to a new location.

A checkbox exists at left of each Voice. If you enter checkmarks to the checkboxes of your most-used or favorite Voice, you can call up a list of these Voices on the VOICE LIBRARY by setting the [Favorites] checkbox to on.



NOTE Selecting, copying, pasting or dragging-and-dropping multiple Voices is done in the same way as normal on your computer OS.

NOTE By right-clicking on Windows / <control> key + clicking on Macintosh this section and selecting a menu, you can use the following functions.

- Opening/closing all the folders
- Determining whether the Voices listed here are divided into Category folders or Bank folders.
- Copying/pasting
- Changing the Voice name
- Deleting all the checkmarks of the Favorites checkboxes at left of the Voices
- Saving the VST presets

NOTE There are two ways to save a VST preset.

- Right-click (Windows) / <control> key + click (Macintosh) on the Voice Library > Save VST presets
- Click the “Save a VST preset” button on the DAW application

“Save VST presets” on the right click menu allows you to save a voice of the User Bank separately. You need to save the voice of the Preset Bank to the User Bank when you want to save the Voice of the Preset Bank as a VST preset.

The “Save a VST preset” button on the DAW application will save all settings (e.g. Editor Setup, VSTi Setup) of the S90 XS/S70 XS Editor VST as a VST preset.

⑥ Search Box

You can search for your desired Voice by inputting a keyword here.

⑦ [Favorites] checkbox

By entering the checkmark to this checkbox, you can call up a list of your favorite Voices on the VOICE LIBRARY. You can select your favorite or most-used Voices for this list by entering checkmarks to the appropriate checkboxes at the left of each Voice.

⑧ [OK]/[Cancel] buttons

Click the [OK] button to apply the settings and close this window. Click the [Cancel] button to quit without applying the Voice selection.

⑨ [Refresh] button

When the VOICE LIBRARY is shown in the Editor and you store the Voice(s) on the S90 XS/S70 XS itself, the name(s) of the Voice(s) in the VOICE LIBRARY may be different from the Voice name(s) on the S90 XS/S70 XS. If this happens, click this button to update the Voice names of the VOICE LIBRARY.

EQ Lo, Mi, Hi (Part EQ)

Adjusts the equalizer settings for the current Voice.

Cho, Rev, Pan (Chorus, Reverb, Pan)

Adjusts the Chorus Send level, Reverb Send level and stereo Pan position for the current Voice by using the graphic knobs.

Volume

Adjusts the volume of the current Voice.

ARP (Arpeggio)

Turns Arpeggio playback on or off for the current Voice.

When the [AD Part] is selected:

This section lets you edit parameters for the A/D Part in the Voice mode. Clicking “AD” row turns this section on as illustrated below.

Cho, Rev, Pan (Chorus, Reverb, Pan)

Adjusts the Chorus Send level, Reverb Send level and stereo Pan position for the A/D Part in the Voice mode by using the graphic knobs.

Volume

Adjusts the Volume for the A/D Part.

Output Select

Determines the specific output(s) for the A/D Part.

| LCD | Output jacks | Stereo/Mono |
|---------|-----------------------------|-------------|
| L&R | OUTPUT L and R | Stereo |
| asL&R | ASSIGNABLE OUTPUT L and R | Stereo |
| asL | ASSIGNABLE OUTPUT L | Mono |
| asR | ASSIGNABLE OUTPUT R | Mono |
| vocoder | Insertion Effect for Part 1 | — |

Mixer section (when the Voice/Multi is set to “Multi”)



1 Global

This strip lets you edit the main parameters in the Multi mode, such as effect-related ones. Clicking “G” turns this section on as illustrated below.



NOTE When editing any of the Global parameters described below, a small square appears at the top right of the “G” box until you save the edited data as a file. This indication is the same as the green [F] indicator (page 30).

Before editing



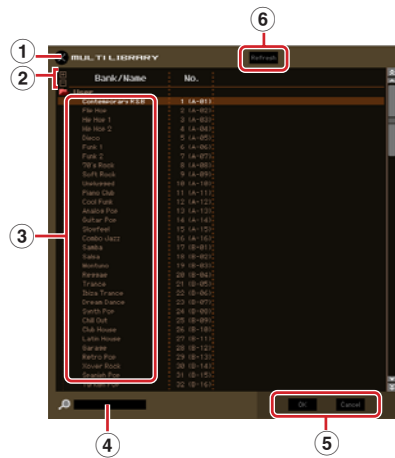
After editing



Multi program

At the right of the “G” indication, the name of the Multi program which includes the parameter settings for all the Parts 1 – 16 is shown when the [Part 1-16] tab (page 20) is selected. Clicking the Multi program name will call up the MULTI LIBRARY which lets you select the desired Multi program.

MULTI LIBRARY



① Close button

Click this to close this window without applying the changes to the S90 XS/S70 XS Editor VST.

② [+]/[-] buttons

Click the [+] button to open all the folders so that all Multi programs appear in all folders. Click the [-] button to close all folders.

③ Multi programs

Indicates the Multi programs included in the folder. When pressing the [OK] button after clicking or double-clicking on a Multi, the Multi is actually selected and this window closes.

NOTE By right-clicking on Windows / <control> key + clicking on Macintosh this section and selecting a menu, you can use the following function.

- Opening/closing all the folders

④ Search Box

You can search for your desired Multi by inputting a keyword here.

⑤ [OK]/[Cancel] buttons

Click the [OK] button to apply the settings and close this window. Click the [Cancel] button to quit without applying the settings.

⑥ [Refresh] button

When the MULTI LIBRARY is shown in the Editor and you store the Multi(s) on the S90 XS/S70 XS itself, the name(s) of the Multi(s) in the MULTI LIBRARY may be different from the Multi name(s) on the S90 XS/S70 XS. If this happens, click this button to update the Multi names of the MULTI LIBRARY.

Ins.FX (Insertion Effect)

Switches the Insertion Effect on or off.

Chorus

Turns the Chorus on or off and selects the Chorus type.

Reverb

Turns the Chorus on or off and selects the Reverb type.

MFX (Master Effect)

Turns the Master Effect on or off and selects the Master Effect type.

MEQ Lo, Lo-M, Mid, Hi-M, Hi (Master EQ)

Turns the Master EQ on or off and edits the parameters.

Volume

Adjusts the entire volume.

2 [Part 1-16]/[AD Part] tab

Selects the Parts to be edited from [Part 1-16] and [AD Part]. The illustration below indicates that the [Part 1-16] tab is selected.

**3 Part****When [Part 1-16] is selected:**

This section lets you edit parameters for each Part. Clicking any of 1 – 16 turns the corresponding Part on. In the example illustration below, Part 1 is active.

NOTE When editing any of the Voice parameters such as Element parameters for each Part, a small square appears at the top right of the “1” – “16” box until you store the edited Voice as a User Voice or Mixing Voice or you save the edited data as a file. This indication is the same as the blue [V] indicator (page 30).

**Part (Part number)**

Indicates the Part number. Clicking here turns the corresponding Part on.

NOTE In some situations, selecting a Part number on the Editor may not change a Part number on the S90 XS/S70 XS and vice versa, even if the Editor is in the ONLINE status. If you come across such a situation and you want to match the Part number of the S90 XS/S70 XS with the one in the Editor, change the Part number via the panel controls of the S90 XS/S70 XS.

Mute/Solo**1 Mute**

Sets the Mute status for each Part. Clicking “M” here changes the Mute status for all Parts simultaneously.

2 Solo

Selects the Solo Part. Only one Part can be soloed at a time.

Category, Bank, No. and Voice Name

Indicates the Category Bank and name of the Voice assigned to each Part. When clicking here, the VOICE LIBRARY window appears at the right half section, letting you select a different Voice for the current Part. Using the VOICE LIBRARY is the same here as in the Voice mode; for details, refer to page 15.

EQ Lo, Mi, Hi (Part EQ)

Adjusts the equalizer settings for each Part.

Ins.FX (Insertion Effect Switch)

Switches the Insertion Effect on or off.

NOTE Insertion Effects can be applied up to eight Parts.

Cho, Rev, Pan (Chorus, Reverb, Pan)

Adjusts the Chorus Send level, Reverb Send level, and stereo Pan position for each Part by using the graphic knobs.

Volume

Adjusts the Volume for each Part.

Rcv Channel (Receive Channel)

Determines the MIDI Receive Channel for each Part.

Output Select

Determines the specific output(s) for the individual Part. The following settings are available.

| LCD | Output jacks | Stereo/Mono |
|-------|---------------------------|-------------|
| L&R | OUTPUT L and R | Stereo |
| asL&R | ASSIGNABLE OUTPUT L and R | Stereo |
| asL | ASSIGNABLE OUTPUT L | Mono |
| asR | ASSIGNABLE OUTPUT R | Mono |
| drum | See below* | See below* |

* When a Normal Voice is assigned to the edited Part, this value is indicated as “L&R (dr)” and the sound will be output via the OUTPUT L and R jacks in stereo. When a Drum Voice is assigned to the edited Part, this value is indicated as “drum” and the sound will be output via the jacks set in the Drum Key Edit as the Output Select parameter on the S90 XS/S70 XS Editor VST.

ARP (Arpeggio)

Turns Arpeggio playback on or off for each Part.

NOTE Up to four Parts can play back the Arpeggio simultaneously.

When [AD Part] is selected:

This section lets you edit parameters for the A/D Part in the Multi mode. Clicking “AD” row turns this section on as illustrated below.



Ins.FX (Insertion Effect Switch)

Switches the Insertion Effect on or off.

NOTE Insertion Effects can be applied up to eight Parts.

Cho, Rev, Pan (Chorus, Reverb, Pan)

Adjusts the Chorus Send level, Reverb Send level and stereo Pan position for the A/D Part by using the knob icons.


Volume

Adjusts the Volume for the A/D Part.

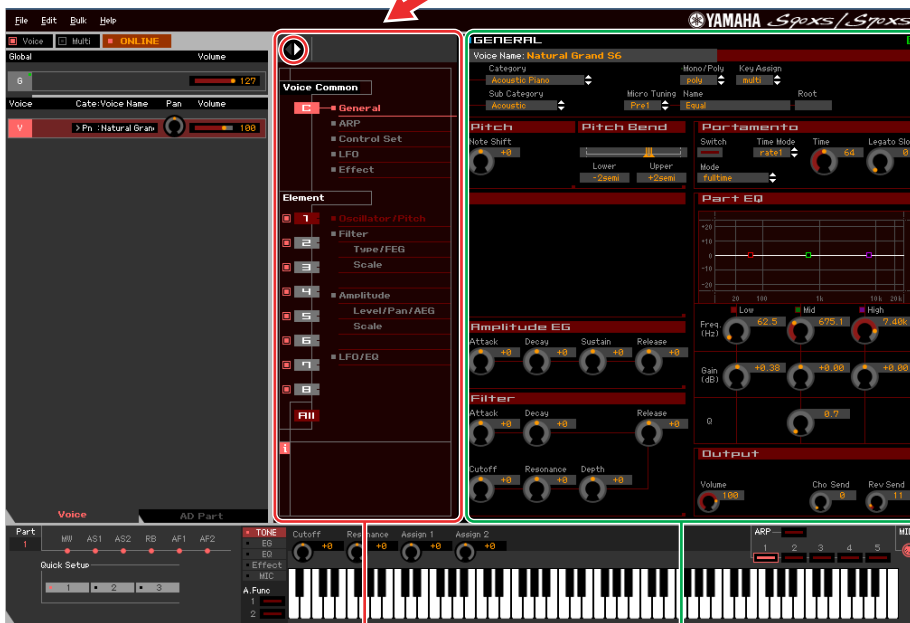
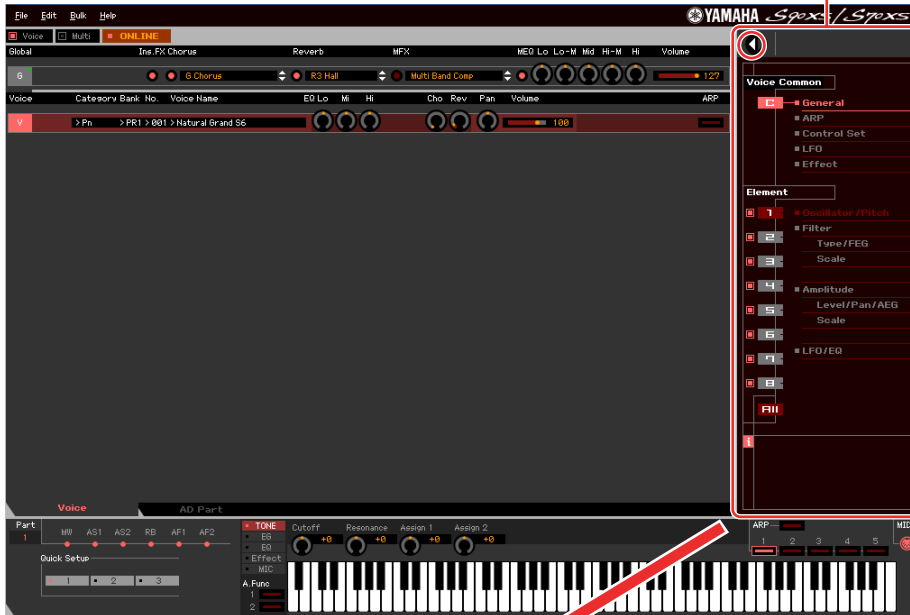
Output Select

Determines the specific output(s) for the A/D Part. The available settings are the same as those of the A/D Part in the Voice mode. Refer to [page 17](#).

Parameter Category section (when the Voice/Multi is set to “Voice”)

You can edit detailed parameters for the current Part by clicking the  button (located near the top right of the window, just below the model name) to call up the Detailed Parameter section. Calling up the Detailed Parameter section moves the Parameter Category Section rightward as shown below.

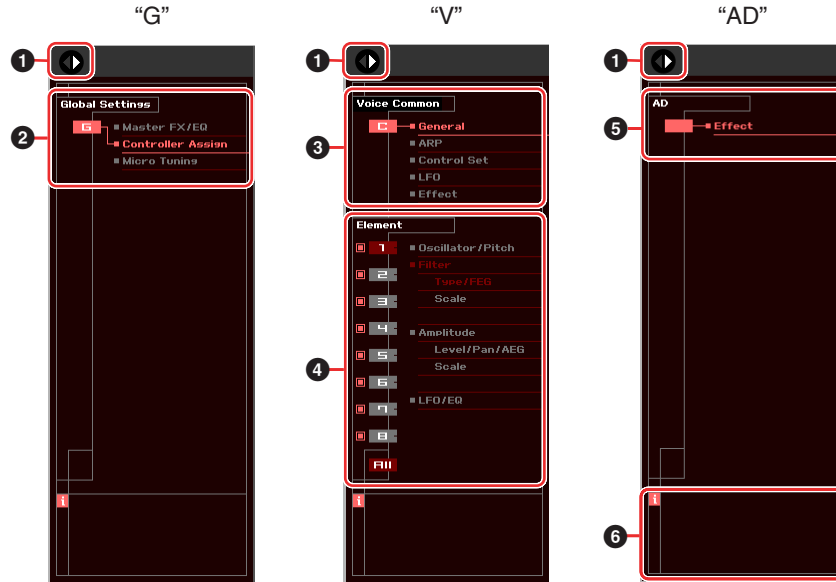
Parameter Category section



Parameter Category section

Detailed Parameter section

The indicated categories in the Parameter Category section differ depending on the selected row: G, V, or AD Part, as illustrated below. Clicking each of Categories calls up the corresponding parameters in the Detailed Parameter section. The “G” indication shown below appears when clicking the “G” row. The “V” indication shown below appears by clicking the “V” row appearing only when the [Voice] tab is selected at the bottom of the Mixer section. The “AD” indication shown below appears by clicking the “AD” row appearing only when the [AD Part] tab is selected at the bottom of the Mixer section.



1 Open/Close button



This button opens/closes the Detailed Parameter section. When only the left arrow is indicated in white, the Detailed Parameter section is hidden and you can call it up by clicking here. When only the right arrow is indicated in white, the Detailed Parameter section is shown on the display, allowing you to edit the displayed parameters. The Detailed Parameter section can be closed by clicking this button. You can also conveniently open and close the Detailed Parameter window from your computer keyboard. Hold down the <Ctrl> key (Command key for Mac) and simultaneously press the left arrow (←) key to open the window, or hold <Ctrl> key (Command key for Mac) and press the right arrow (→) key to close it.

2 Global Settings

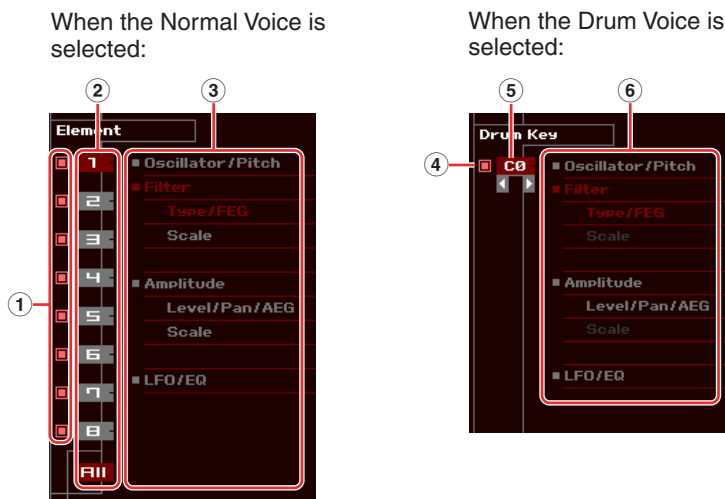
This is shown when the “G” row is selected in the Mixer section. Clicking each of the parameter categories calls up the corresponding Global parameters in the Detailed Parameter section.

3 Voice Common

This is shown when the “V” row is selected in the Mixer section. Clicking each of the parameter categories calls up the corresponding Voice Common parameters in the Detailed Parameter section.

4 Element or Drum Key

This is shown when the “V” row is selected in the Mixer section. When a Normal Voice is selected (“Element” is shown in the Parameter Category section) and you select an Element number (from 1 – 16), then clicking each of the parameter categories calls up the corresponding Element parameters in the Detailed Parameter section. When a Drum Voice is selected (“Drum Key” is shown in the Parameter Category section) and you select a key number (from C0 – C6), then clicking each of the parameter categories calls up the corresponding Drum Key parameters in the Detailed Parameter section.



1 Checkboxes for Elements (available when the Normal Voice is selected)

Turns each Element on or off.

2 [1] – [8], [All] buttons (available when the Normal Voice is selected)

Selects the Element to be edited. When [All] is selected, the Element Quick Setting window appears in the Detailed Parameter section. This window conveniently lets you edit frequently-used Element parameters of all Elements in a single window.

3 Element Parameter categories (available when the Normal Voice is selected)

Indicates the categories of Element parameters. Clicking each of the categories calls up the corresponding Element parameters in the Detailed Parameter section.

4 Checkbox for the Drum Key (available when the Drum Voice is selected)

Turns the current Drum Key on or off.

5 Drum Key (available when the Drum Voice is selected)

Indicates the current Drum Key to be edited. You can select the Drum Key to be edited by clicking either of the triangular buttons below the key indication.

6 Drum Key Parameter categories (available when the Drum Voice is selected)

Indicates the categories of Drum Key parameters. Clicking each of categories calls up the corresponding Drum Key parameters in the Detailed Parameter section.

5 AD

This is shown when the AD Part is selected in the Mixer section. The Detailed Parameter section shows the Effect-related parameters.

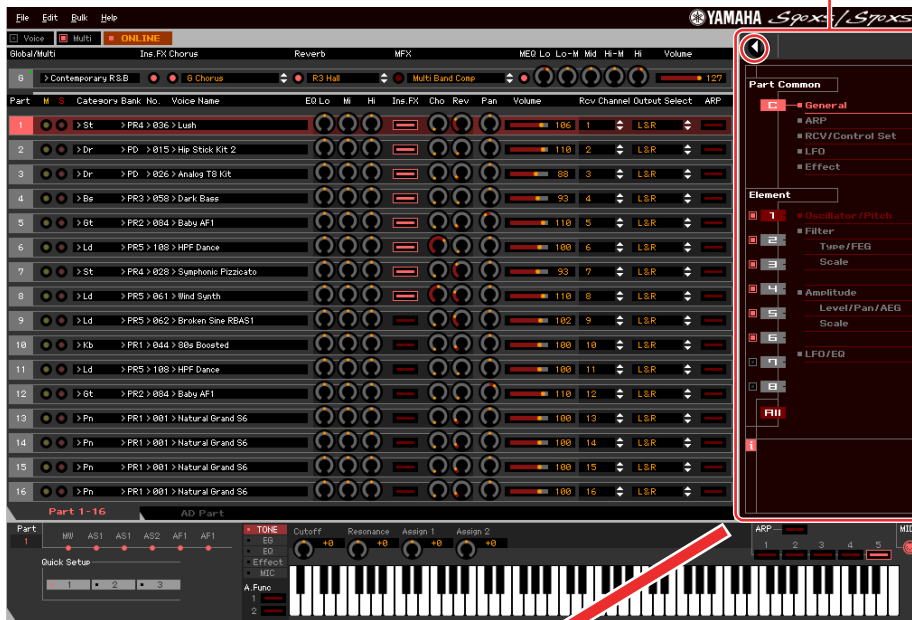
6 *i* (Information)

Indicates information about the parameter at the cursor arrow position. To view the information for a desired parameter, mouse-over the knob, slider or setting for that parameter. You can switch this Information feature on or off by clicking the “*i*” box.

Parameter Category section (when the Voice/Multi is set to “Multi”)

You can edit detailed parameters for the current Part by clicking the button (located near the top right of the window, just below the model name) to call up the Detailed Parameter section. Calling up the Detailed Parameter section moves the Parameter Category Section rightward as shown below.

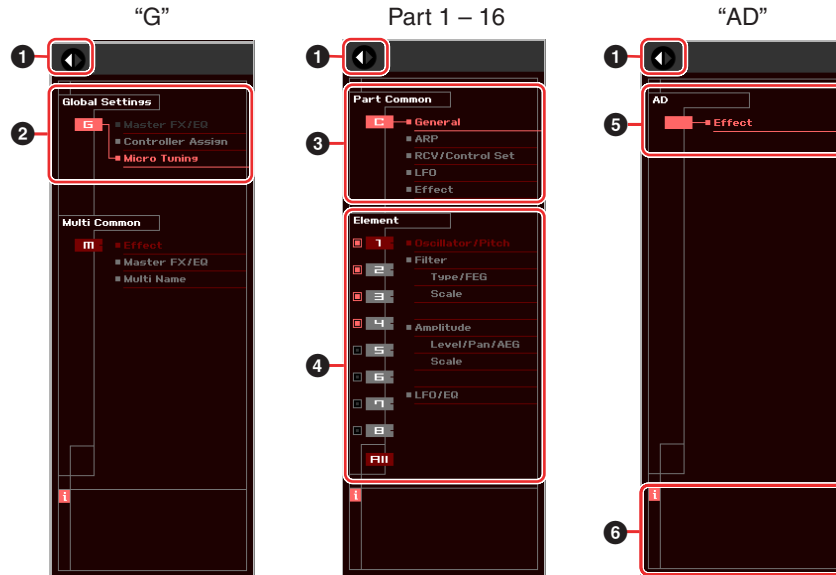
Parameter Category section



Parameter Category section

Detailed Parameter section

The indicated categories in the Parameter Category section differ depending on the selected Part type: G, Part 1 – 16, or AD Part. Clicking each of the Categories calls up the corresponding parameters in the Detailed Parameter section. The “G” indication shown below appears when clicking the “G” row. The “Part 1 – 16” indication shown below appears by clicking any place on the Part row appearing only when the [Part 1-16] tab is selected at the bottom of the Mixer section. The “AD” indication shown below appears by clicking the “AD” row appearing only when the [AD Part] tab is selected at the bottom of the Mixer section.



1 Open/Close button



Same as in the Voice mode (page 23).

2 Global Settings

This is shown when the “G” row is selected in the Mixer section. Clicking each of the parameter categories calls up the corresponding Global parameters in the Detailed Parameter section.

3 Part Common

This is shown when one of Parts 1 – 16 is selected in the Mixer section. Clicking each of the parameter categories calls up the corresponding Common parameters of the Voice/Part in the Detailed Parameter section.

4 Element or Drum Key

This is shown when one of Parts 1 – 16 is selected in the Mixer section. When a Normal Voice is assigned to the current Part (“Element” is shown in the Parameter Category section) and you select an Element number (from 1 – 16), then clicking each of the parameter categories calls up the corresponding Element parameters in the Detailed Parameter section. When a Drum Voice is assigned to the current Part (“Drum Key” is shown in the Parameter Category section) and you select a key number (from C0 – C6), then clicking each of the parameter categories calls up the corresponding Drum Key parameters in the Detailed Parameter section.

For details, see the Voice mode (page 24).

5 AD

Same as in the Voice mode (page 24).

6 *i* (Information)

Same as in the Voice mode (page 24).




Detailed Parameter section (when the Voice/Multi is set to “Voice”)

This section indicates the detailed parameters of the selected category for the current Voice or Global settings. This section introduces what parameters belong to each of the Parameter Categories. For details about each parameter, refer to the Owner’s Manual of the S90 XS/S70 XS.



Three Indicators showing the Editing Status

One or more of the following three indicators are shown at the right top of the window when you edit a parameter.

-  Indicates that the Voice edits are not stored yet as a User Voice. This indicator disappears when you execute Voice Store (page 50).
-  Indicates that the Global edits are not stored yet. This indicator disappears when you execute Global Store (page 50).
-  Indicates that the parameter edits are not saved yet as a file.

NOTE These indicators, “V,” “G” and “F” are linked with the small squares at the top right of “V” box and “G” box in the Mixer section. The “V” and “G” indicators disappear if you execute the Voice Store, Mixing Store and Global Store operation, respectively. The “F” indicator and the small squares at the top right of the “G” box in the Mixer section disappear only if you execute the File Save operation. All the indicators and the small squares disappear if you execute the File Save operation.

Global Settings

This Parameter category which is called up by selecting the “G” row in the Mixer section consists of the following sub categories.

Master FX/EQ (Master Effect/EQ)

Clicking this in the Parameter Category section calls up the Master Effect/EQ parameters in the Detailed Parameter section. On the S90 XS/S70 XS instrument, these parameters are the same as those called up by selecting “Master FX” or “Master EQ” on the Utility Voice Select display.

Controller Assign

Clicking this in the Parameter Category section calls up the Controller Assign parameters in the Detailed Parameter section. On the S90 XS/S70 XS instrument, these parameters are the same as those called up by selecting “Controller” on the Utility Select display.

Micro Tuning

Clicking this in the Parameter Category section calls up the Micro Tuning parameters in the Detailed Parameter section. On the S90 XS/S70 XS instrument, these parameters are the same as those called up by selecting “Micro Tune” on the Utility Select display.

Voice Common

This Parameter Category is called up by selecting the “V” row in the Mixer section. The parameters belonging to this category lets you make the settings applied to all the Elements or Drum Keys commonly. The following sub categories are included.

General

Clicking this in the Parameter Category section calls up the parameters such as Voice name and pitch-related parameters in the Detailed Parameter section. On the S90 XS/S70 XS instrument, these parameters are the same as those called up by selecting “Name,” “Play Mode,” “Filter/EG” and “3 Band EQ” on the Voice Edit Select display.

ARP (Arpeggio)

Clicking this in the Parameter Category section calls up the Arpeggio-related parameters in the Detailed Parameter section. On the S90 XS/S70 XS instrument, these parameters are the same as those called up by selecting “Arpeggio” on the Voice Edit Select display.

Clicking the row of the Bank/Category/Sub/Number/Name will call up the ARP LIBRARY window which lets you use the search function for the selecting Arpeggio Types, as with the VOICE LIBRARY window (page 15).

Control Set

Clicking this in the Parameter Category section calls up the Controller Set parameters in the Detailed Parameter section. On the S90 XS/S70 XS instrument, these parameters are the same as those called up by selecting “Controller” on the Voice Edit Select display.

LFO (Low Frequency Oscillator)

Clicking this in the Parameter Category section calls up the LFO-related parameters in the Detailed Parameter section. On the S90 XS/S70 XS instrument, these parameters are the same as those called up by selecting “LFO” on the Voice Edit Select display. This Parameter Category is not available for Drum Voices.

Effect

Clicking this in the Parameter Category section calls up the Effect-related parameters in the Detailed Parameter section. On the S90 XS/S70 XS instrument, these parameters are the same as those called up by selecting “Effect” on the Voice Edit Select display.

Element or Drum Key

This Parameter Category is called up by selecting the “V” row in the Mixer section. The “Element” is shown when the Normal Voice is selected while the “Drum Key” is shown when the Drum Voice is selected. The parameters belonging to this category lets you make the settings applied to each of the Elements or Drum Keys individually. The following sub categories are included.

NOTE For information about the checkboxes at left of each Element number 1 – 8 and “All,” refer to [page 24](#). For information about the Drum Key (note name) and checkbox, refer to [page 24](#).

NOTE The Element parameters of the Normal Voice and Drum Key parameters of the Drum Voice can be edited only on the Editor. Note that these cannot be edited on the S90 XS/S70 XS instrument.

Oscillator/Pitch

Clicking this in the Parameter Category section calls up the parameters related to the Oscillator and Pitch in the Detailed Parameter section.

Filter

Clicking this in the Parameter Category section calls up the Filter-related parameters in the Detailed Parameter section.

Amplitude

Clicking this in the Parameter Category section calls up the Amplitude-related parameters in the Detailed Parameter section.

LFO/EQ (Low Frequency Oscillator/Equalizer)

Clicking this in the Parameter Category section calls up the parameters related to the LFO and EQ in the Detailed Parameter section.

AD

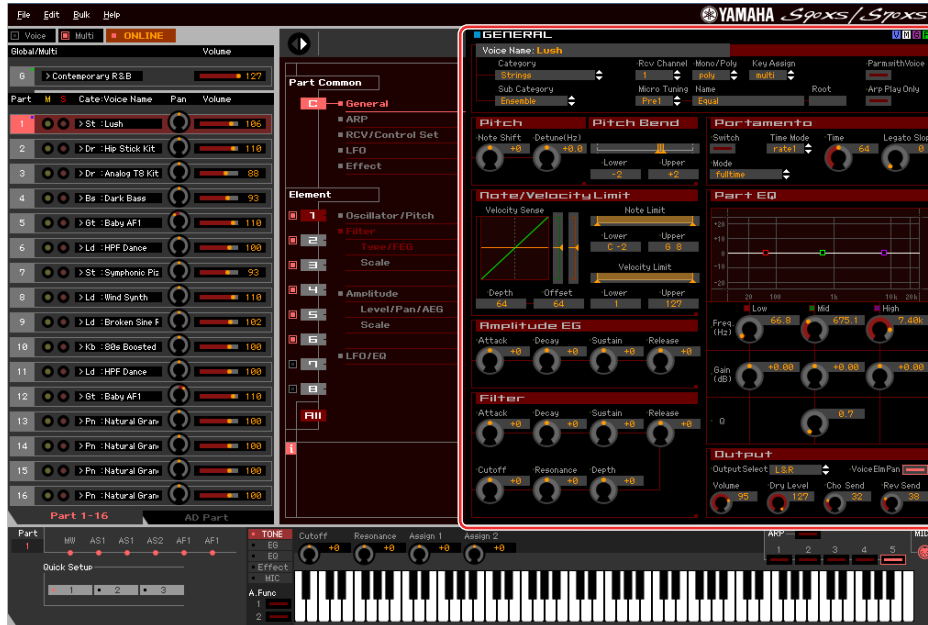
This Parameter Category is called up by selecting the “AD” row in the Mixer section. The parameters belonging to this category lets you make the settings applied to the A/D Part in the Voice mode. The following sub category is included.

Effect

Clicking this in the Parameter Category section calls up the parameters related to the Effect applied to the A/D Part of the Voice mode in the Detailed Parameter section.

Detailed Parameter section (when the Voice/Multi is set to “Multi”)

This section indicates the detailed parameters of the selected category for the current Part and the Voice assigned to the current Part, or the Global settings. This section introduces what parameters belong to each of the Parameter Categories. For details about each parameter, refer to the Owner’s Manual of the S90 XS/ S70 XS.







V, M, G, F indicators



Four Indicators showing the Editing Status

One or more of the following four indicators are shown at the right top of the window when you edit a parameter.

-  Indicates that the Voice edits are not stored yet as a User Voice or Mixing Voice. This indicator disappears when you execute Voice Store (page 50).
-  Indicates that the Multi edits are not stored yet. This indicator disappears when you execute Mixing Store (page 51).
-  Indicates that the Global edits are not stored yet. This indicator disappears when you execute Global Store (page 50).
-  Indicates that the parameter edits are not saved yet as a file.

NOTE These indicators, “V,” “M,” “G” and “F” are linked with the small squares at the top right of the “1” – “16” boxes and “G” box in the Mixer section. The “V,” “M” and “G” indicators disappear if you execute the Voice Store, Mixing Store and Global Store operations, respectively. The “F” indicator and the small squares at the top right of the “G” box in the Mixer section disappear only if you execute the File Save operation. All the indicators and the small squares disappear if you execute the File Save operation.

Global Settings

This Parameter category, called up by selecting the “G” row in the Mixer section, consists of the following sub categories.

Controller Assign

Clicking this in the Parameter Category section calls up the Controller Assign parameters in the Detailed Parameter section. On the S90 XS/S70 XS instrument, these parameters are the same as those called up by selecting “Controller” on the Utility Select display.

Micro Tuning

Clicking this in the Parameter Category section calls up the Micro Tuning parameters in the Detailed Parameter section. On the S90 XS/S70 XS instrument, these parameters are the same as those called up by selecting “Micro Tune” on the Utility Select display.

Multi Common

This Parameter category, called up by selecting the “G” row in the Mixer section, consists of the following sub categories.

Effect

Clicking this in the Parameter Category section calls up the Effect-related parameters in the Detailed Parameter section. On the S90 XS/S70 XS instrument, these parameters are the same as those called up by selecting “Effect” on the Multi Common Edit Select display then selecting “Reverb” and “Chorus.”

Master FX/EQ (Master Effect/EQ)

Clicking this in the Parameter Category section calls up the parameters related to the Master Effect and EQ in the Detailed Parameter section. On the S90 XS/S70 XS instrument, the Master Effect parameters are the same as those called up by selecting “Effect” on the Multi Common Edit Select display then selecting “Master,” while the Master EQ parameters are the same as those called up by selecting “Master EQ” on the Multi Common Edit Select display.

Multi Name

Clicking this in the Parameter Category section calls up the box which lets you edit the Multi name in the Detailed Parameter section. On the S90 XS/S70 XS instrument, this is the same as the display called up by selecting “Name” on the Multi Common Edit Select display.

Part Common

This Parameter category which is called up by selecting any of the “1” – “16” rows in the Mixer section consists of the following sub categories.

General

Clicking this calls up the GENERAL window in the Parameter Category section. This window lets you edit the Voice Common parameters such as naming and the Mixing Part parameters such as Pitch, Portamento, Note/Velocity Limit and Part EQ. In the Part Common General section, both the Mixing Part parameters (the “M” indicator appears at the top right during editing) and Voice Common parameters (the “V” indicator appears at the top right during editing) can be edited. To distinguish between them, a small dot is shown at the immediate left of the parameters.

ARP (Arpeggio)

Clicking this in the Parameter Category section calls up the parameters related to the Arpeggio assigned to the current Part in the Detailed Parameter section. On the S90 XS/S70 XS instrument, these parameters are the same as those called up by selecting “Arpeggio” on the Multi Common Edit Select display or Multi Edit Select display.

Clicking the row of the Bank/Category/Sub/Number/Name will call up the ARP LIBRARY window which lets you use the search function for the selecting Types, as with the VOICE LIBRARY window ([page 15](#)).

Rcv/Control Set (Receive/Control Set)

Clicking this calls up the Rcv/Control Set window in the Parameter Category section. This window lets you edit the Receive Switch parameters for the current Part and the Controller Set Assign parameters for the current Part and the Voice. On the S90 XS/S70 XS instrument, these parameters are the same as those called up by selecting “RcvSw” on the Multi Edit Select display.

LFO (Low Frequency Oscillator)

Clicking this in the Parameter Category section calls up the LFO-related parameters of the Voice assigned to the current Part in the Detailed Parameter section. This Parameter Category is not available if the Drum Voice is assigned to the current Part.

Effect

Clicking this in the Parameter Category section calls up the parameters related to the Insertion Effect for the current Part and System Effect applied to all the Parts in the Detailed Parameter section.

Element or Drum Key

This Parameter Category is called up by selecting any of the “1” – “16” rows in the Mixer section. The “Element” indication appears when the Normal Voice is assigned to the current Part while the “Drum Key” is shown when the Drum Voice is assigned. The parameters belonging to this category lets you make the settings applied to each of the Elements or Drum Keys individually. For details, see the Voice mode section.

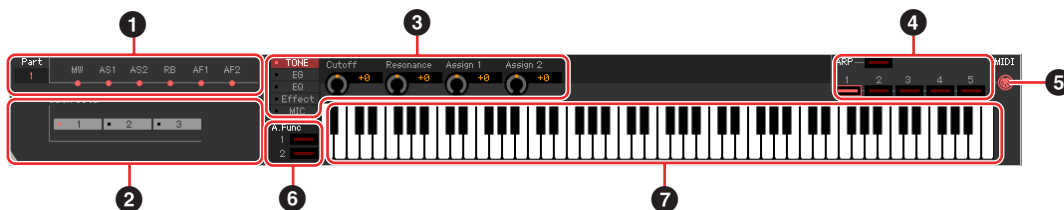
AD

This Parameter Category is called up by selecting the “AD” row in the Mixer section. The parameters belonging to this category lets you make the settings applied to the A/D Part in the Multi mode. The following sub category is included.

Effect

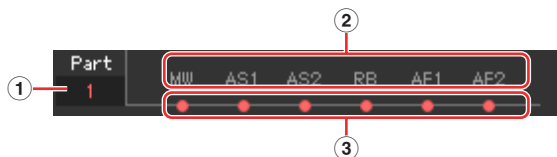
Clicking this in the Parameter Category section calls up the parameters related to the Effect applied to the A/D Part of the Multi mode in the Detailed Parameter section.

Bottom section



1 Controller Set status

This section indicates which controller of the S90 XS/S70 XS (either built-in or connected) is used as the Control Source of the Controller Set edited in the RCV/Control Set window.



1 Part

Indicates the current Part. When [Voice]/[Multi] is set to “Voice” (Voice mode is enabled), in the Voice mode, this indication is fixed to “1.” When the [Voice]/[Multi] is set to “Multi” (Multi mode is enabled), in the Multi mode, this indication is determined by selecting the Part in the Mixer section.

2 Control Source (Controller)

Indicates the six controllers as source of the Controller Set. The abbreviations for the Controllers are as follows:

| Indication | Control Source |
|------------|------------------------|
| PB | Pitch Bend Wheel |
| MW | Modulation Wheel |
| AT | After Touch (keyboard) |
| FC | Foot Controller |
| FS | Foot Switch |
| RB | Ribbon Controller |

| Indication | Control Source |
|------------|------------------------------|
| BC | Breath Controller |
| AS1 | ASSIGN 1 knob |
| AS2 | ASSIGN 2 knob |
| FC2 | Foot Controller 2 |
| AF1 | ASSIGNABLE FUNCTION 1 button |
| AF2 | ASSIGNABLE FUNCTION 2 button |

3 On/Off status

When a lamp is turned on, a certain function (Destination) is assigned to the corresponding Source (controller). When a lamp is turned off, no function (Destination) is assigned to the corresponding Source (controller).

2 Quick Setup

From this section, you can instantly call up appropriate settings related to the MIDI parameters.

NOTE The settings of the S90 XS/S70 XS instrument made via the operation here cannot be saved as an Editor file.



You can select a template from 1 – 3. On the S90 XS/S70 XS instrument, this section is the same as the Quick Setup parameter on the first page of the display called up by selecting "Quick Set" in the Utility Select display.

NOTE The parameters set via the Quick Setup can be edited on the Hardware Utility window (page 45).

3 Knobs

This section lets you adjust various parameters assigned to the Knobs on the front panel of the S90 XS/S70 XS instrument.



1 [TONE]/[EG]/[EQ]/[Effect]/[MIC]

Same as the Knob Function buttons on the panel of the S90 XS/S70 XS.

2 Knobs 1 – 4

Same as the four knobs on the panel of the S90 XS/S70 XS.

4 ARP (Arpeggio)

Allows you to change the Arpeggio related setup (on/off status and selecting 1 – 5).

5 MIDI monitor



Turns the MIDI monitor function on or off. By turning this MIDI jack icon on, the note on/off messages transmitted to the S90 XS/S70 XS will be shown on the virtual keyboard at the bottom of the Editor window.

NOTE When using the MIDI monitor function, make sure to set the audio ports of the audio interface connected to the S90 XS/S70 XS instrument on the VSTi Setup window (page 46). The VSTi Setup is not determined, or no audio device is installed, the MIDI monitor function is limited when no audio port is selected.

6 [A.Func] (Assignable Function) button

This button is related to "all AF off," "AF1 on" and "AF2 on" selected as a value of the XA Control parameter on the Oscillator/Pitch window of the Normal Voice Element Edit. For details, refer to the Owner's Manual of the S90 XS/S70 XS.

7 Keyboard

Allows you to audition the edited sound. Note on/off messages corresponding to the keys you click or drag will be transmitted to the external device via the MIDI port specified in the Editor Setup window (page 41) as the MIDI OUT parameter.

NOTE The velocity when clicking a key is determined by the setting of the Keyboard Velocity parameter (page 43) in the Setup window.

NOTE When a Drum Voice is edited, you can initialize the parameter settings of each key by right-clicking (Windows) / <control> key + clicking (Macintosh) on the virtual keyboard. From the menu called up by right-clicking (Windows) / <control> key + clicking (Macintosh), selecting “Initialize key” will initialize all the parameter settings except for the waveform assignment of the currently selected drum key, while selecting “Initialize key (with Wave)” will initialize all the parameter settings including the waveform assignment.



Basic Operations

This section covers basic operations of the S90 XS/S70 XS Editor VST.

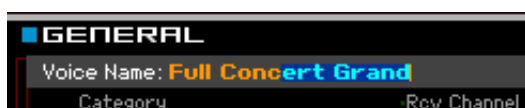
Naming a Voice

You can assign an original name of your choice to the edited Voice on the VOICE LIBRARY window, GENERAL window in the Part Common General, and the Store window.

From the VOICE LIBRARY window (page 15), select a User Voice or Mixing Voice then click the selected Voice so that you can edit the name. After editing the Voice name, pressing the <Enter> key or locating the cursor to another parameter finalizes the edited name while pressing the <Esc> key aborts it.

| | | | |
|---------------------------|----------|-----------------|-----------|
| NaturalGrd NarrowPan | Acoustic | Normal Preset 1 | 23 (B-07) |
| Full Concert Grand | Acoustic | Normal User 3 | 13 (A-13) |
| Concert Grand Piano | Acoustic | Normal GM | 1 (A-01) |
| Ballad Key | Layer | Normal Preset 1 | 14 (A-14) |
| 80s Layer | Layer | Normal Preset 1 | 15 (A-15) |

From the GENERAL window (below) and Store window (page 50), locate the cursor in the text box of “Voice Name” at the top of this window, then edit the name in the text box as desired. After editing, pressing the <Enter> key or locating the cursor to another parameter finalizes the edited name.



Searching for a Voice/Arpeggio Type



You can search for the desired Voice, Multi and Arpeggio type on the VOICE LIBRARY window (page 15), MULTI LIBRARY window (page 19) and ARP LIBRARY window just by inputting a keyword in the text box at the bottom of these windows respectively. Likewise, the Search function is available on the Import window (page 39).

Inputting a numerical value



When double clicking a value box such as that shown above, the value box can be edited and you can input a numerical value directly by using numeric keys. After editing, pressing the <Enter> key or locating the cursor to another parameter finalizes the value while pressing the <Esc> key aborts it. You can edit the value also by using the Cursor key or <Page Up>/<Page Down> key after clicking this box.

In Windows, to reset the value to its default, simultaneously hold down the <Ctrl> key and click on the value box. On the Macintosh, to reset the value to its default, simultaneously hold down the Command key and click on the value box.

NOTE For certain parameters, the value can be edited only by using the mouse and cannot be input directly by using the numeric keys.

Selecting a value



Clicking inside the value box like such as that shown above calls up the list box, from which you can select the desired value. You can also select the value also by clicking the arrow at right end of this box.

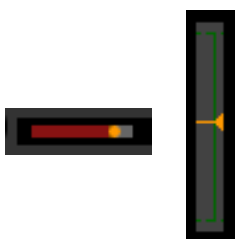
Using a knob



Dragging or clicking the knob such as that shown above changes the value of the corresponding parameter. After clicking this, you can edit the value by using the cursor key or <Page Up>/<Page Down> key. If you want to make fine adjustments to the value, drag the mouse while holding the <Shift> key.

The specific operation of the knob is determined by the settings of the Knob Guide parameter and Knob Mouse Control parameter in the Setup window (page 41). In Windows, to reset the value to its default, simultaneously hold down the <Ctrl> key and click on the knob. On the Macintosh, to reset the value to its default, simultaneously hold down the Command key and click on the knob.

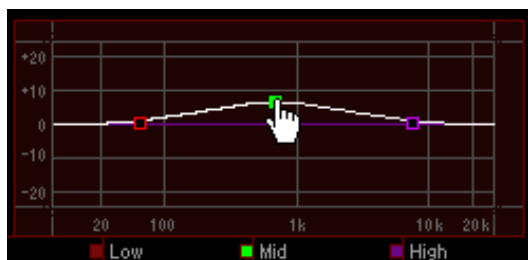
Using a slider



Dragging or clicking the slider such as that shown above changes the value of the corresponding parameter. After clicking this, you can edit the value by using the cursor key or <Page Up>/<Page Down> key. If you want to make fine adjustments to the value, drag the mouse while holding the <Shift> key.

The specific operation of the slider is determined by the setting of the Slider Mouse Control parameter in the Setup window (page 41). In Windows, to reset the value to its default, simultaneously hold down the <Ctrl> key and click on the slider. On the Macintosh, to reset the value to its default, simultaneously hold down the Command key and click on the slider.

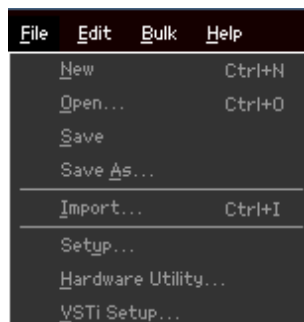
Using a graph



Dragging one of the boxes in the graph (as shown above) changes the value of the corresponding parameter. In Windows, simultaneously hold down the <Ctrl> key and click on the box to reset the corresponding value to the default setting. To reset the entire graph and its values to the default setting, simultaneously hold down the <Ctrl> key and click on any section in the graph (other than one of the boxes) to reset the entire graph and its values to the default setting. On the Macintosh, simultaneously hold down the Command key and click on the box to reset the corresponding value to the default setting. To reset the entire graph and its values to the default setting, simultaneously hold down the Command key and click on any section in the graph (other than one of the boxes) to reset the entire graph and its values to the default setting.

Menu

[File] menu



New

Creates and opens a new file containing the default Mixing setup and Voice data.

Open...

Opens an already saved file of the S90 XS/S70 XS Editor VST. The following file types can be selected and opened.

- S90 XS/S70 XS Editor (.X2E)
- S90 ES Multi Part Editor (.M6E)
- S90 XS/S70 XS All Files (.X2A)

CAUTION

Unlike files of other applications such as word processors, only a single file can be opened and edited on the S90 XS/S70 XS Editor VST. Before opening a new file, make sure to save the edited settings as a file to avoid losing data.

Save

Saves the current settings by overwriting the current file.

Save As...

Saves the current settings as a S90 XS/S70 XS Editor file (.X2E) under a new or different name.

Import

Imports the Voice data (a specific Voice in a specific folder or all Voices in a specific folder) from a different file to the current file.

Click the File Select button (3), select a file including your desired Voice(s) so that the folders in the selected file are listed as the Source Voice list (8), select a Voice or Voices or a folder or folders in the list (8), select a destination location in the Destination Voice list (9) of the current file, then click [Import] (5) to execute the Import operation.

The following file types can be selected.

- S90 XS/S70 XS Editor (.X2E)
- MOTIF XS Editor (.X0E)
- MOTIF-RACK XS Editor (.X1E)
- S90 ES Voice Editor (.S7E)
- S90 ES Multi Part Editor (.M6E)
- S90 XS/S70 XS All (.X2A)
- S90 XS/S70 XS All Voice (.X2V)
- MOTIF XS All (.X0A)
- MOTIF XS All Voice (.X0V)



1 [X] (Close) button

Click this to close this window without importing.

2 File name (Indication only)

Indicates the currently selected file.

3 File selection button

Click this to open the dialog for file selection.

4 [Category]/[Bank] checkboxes

Click either of these boxes to determine whether the Voices in the Source Voice list (8) are divided into Categories or Banks.

5 [Import] button

Click this to actually import the Voice(s) selected in the Source Voice list (8) to the specified location in the Destination Voice list (9).

NOTE You can also import Voice data without the use of this button by dragging the desired Voice or folder from the Source Voice list then dropping it to the Destination Voice list.

NOTE A Normal Voice cannot be imported to the User Drum Voice Bank. Likewise, a Drum Voice cannot be imported to the User Normal Voice Bank. No Voices can be imported to the Preset Voice Bank.

6 [+]/[-] buttons

Click the [+] button to open all the folders so that all Voices appear in all folders. Click the [-] button to close all folders.

7 Folder button (Bank or Category)

Double click here to open or close the folder.

8 Source Voice list

Indicates the Voices or folders of the selected file to be imported.

By right-clicking (Windows) / <control> key + clicking (Macintosh) this section and selecting a menu, you can perform the following functions.

- Opening/Closing all the folders
- Determining whether the Voices listed here are divided into Category folders or Bank folders

9 Destination Voice list

Indicates the Voices or folders currently edited on the S90 XS/S70 XS Editor VST.

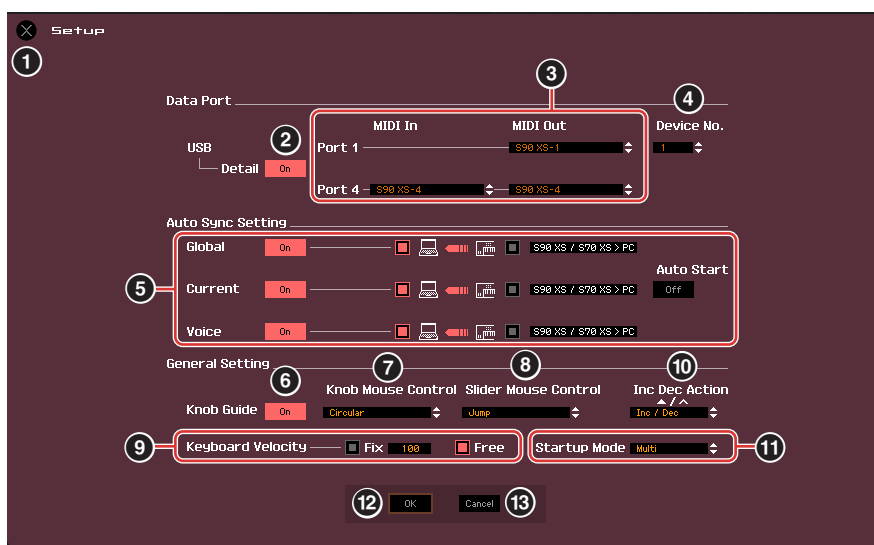
NOTE By right-clicking (Windows) / <control> key + clicking (Macintosh) this section and selecting a menu, you can open or close all the folders.

10 Search box

You can search for your desired Voice from the Source Voice list (8) by inputting a keyword here.

Setup

Determines the basic setup of the S90 XS/S70 XS Editor VST. After setting necessary parameters, click [OK] to actually apply the settings to the S90 XS/S70 XS Editor VST.



1 [X] (Close) button

Click this to close this window without applying the settings. This button is the same as the [Cancel] button (13).

2 [Detail] button

You can make detailed settings for the Input Port and Output Port by setting this button to “On.” This setting is necessary if the Port name is changed on a computer.

3 MIDI

Set the MIDI Port for communication between the S90 XS/S70 XS Editor VST and the S90 XS/S70 XS instrument. When the [Detail] button (2) is set to “Off,” select a value such as “S90 XS” or “S70 XS” at the “USB Device” column. When the [Detail] button (2) is set to “On,” select Port 4 for the S90 XS/S70 XS in the MIDI In setting, then select Port 1 and Port 4 for the S90 XS/S70 XS in the MIDI Out settings.

NOTE When “!” is shown at left of the Port name (e.g., “! Yamaha USB IN 0-1”), this indicates that the previously used Port cannot be found or some Ports are not set properly. Check the MIDI Port settings in the DAW application.

NOTE Keep in mind that setup on the DAW application is necessary before making settings here.

NOTE Make sure to set the MIDI IN/OUT parameter to “USB” in the MIDI display of the Utility mode on the S90 XS/S70 XS instrument.

4 Device No.

Set the Device number to the same as the value specified in the MIDI display of the Utility mode on the S90 XS/S70 XS itself. When the Device number on the S90 XS/S70 XS is set to “All,” set the Device No. here to “1.”

5 Auto Sync Setting

This section lets you set how the data synchronization between the S90 XS/S70 XS Editor VST and the S90 XS/S70 XS instrument is executed when “OFFLINE” is changed to “ONLINE.” Actual data synchronization is executed from the Auto Sync window (page 54) called up automatically under certain circumstances such as clicking the [OFFLINE] button, starting the S90 XS/S70 XS Editor VST and opening a new file on the Editor.

Global

Determines whether or not the Global data (see page 3) is synchronized and which data (S90 XS/S70 XS Editor VST or S90 XS/S70 XS itself) is synchronized with the other.

Current

Determines whether or not the Current data (see page 3) is synchronized and which data (S90 XS/S70 XS Editor VST or S90 XS/S70 XS itself) is synchronized with the other.

Voice

Determines whether or not the Voice data (see page 3) is synchronized and which data (S90 XS/S70 XS Editor VST or S90 XS/S70 XS itself) is synchronized with the other.

Auto Start

When this is set to “On” and one of the following operations is executed, data synchronization will be started automatically as soon as the Auto Sync window is opened.

- When clicking “OFFLINE” after setting the MIDI IN/OUT parameter correctly in the Utility mode on the S90 XS/S70 XS, setting the MIDI Ports correctly on the computer, and making a proper connection.
- When the connection between the S90 XS/S70 XS and a computer are corrected after appropriately correcting the setup of the S90 XS/S70 XS and the computer.
- When the settings on the S90 XS/S70 XS instrument and the computer are corrected after appropriately reconnecting the devices.
- When the settings on the S90 XS/S70 XS instrument and the computer are corrected after appropriately launching the S90 XS/S70 XS Editor VST.

NOTE The parameters set here apply also to the parameters having the same names in the Auto Sync window.

CAUTION

When the Auto Start parameter is set to “On,” data synchronization is started automatically under certain circumstances (page 54) such as clicking the [OFFLINE] button, starting the Editor and opening a new file on the Editor. Keep in mind that this will cause unexpected data loss on the S90 XS/S70 XS Editor VST or the S90 XS/S70 XS itself, since new data automatically overwrites old data upon data synchronization. Make sure to save your important data before using the S90 XS/S70 XS Editor VST.

6 Knob Guide

Determines whether or not the Knob Guide (knob editing area) appears when adjusting a knob. Setting this to On conveniently enlarges the knob editing area (as shown), making it much easier to edit a knob’s parameter.



Knob Guide: On



Knob Guide: Off

7 Knob Mouse Control

Determines how the knob illustrated at right responds to your mouse control.

**Circular**

When this is selected, you can jump to a specific value by clicking at a point within the Knob editing area. You can edit the value also by dragging the mouse in a circular direction—in much the same way as turning an actual knob.

Relative Circular

When this is selected, you can edit the value by dragging the mouse in a circular direction—in much the same way as turning an actual knob.

Linear

When this is selected, you can edit the value by dragging any point in the knob editing area (the mouse pointer disappears) and moving it vertically or horizontally—in much the same way as operating a slider.

8 Slider Mouse Control

Determines how the Slider illustrated at right responds to your mouse control.

**Jump**

When this is selected, clicking any location in the slider jumps the slider pointer to that location.

Touch

When this is selected, you can edit the value by dragging and moving the slider pointer horizontally—in much the same way as operating an actual slider. Clicking at any location in the slider (other than the orange pointers) does not affect the slider.

Ramp

When this is selected, clicking at any location in the slider (other than the orange pointers) moves the nearest pointer to that location. Dragging any point in the slider moves the slider pointer accordingly.

Relative

When this is selected, you can edit the value by dragging any point (the mouse pointer disappears) and moving it horizontally.

9 Keyboard Velocity

Determines the Velocity value generated when clicking any note on the virtual keyboard at the bottom of the Editor window. When “Fix” is turned on, clicking any key generates the same velocity value which can be specified in the box at right of “Fix.” When “Free” is turned on, the generated Velocity value differs depending on the click location. The lower on the key graphic you click, the higher the Velocity.

10 Inc/Dec Action

Determines how the triangular buttons ([▲]/[▼]/[^]/[V]) located at the parameter boxes as illustrated below work.

**Inc/Inc:**

When this is selected, clicking the [▲] button increases the value by 1 while clicking the [^] button moves the cursor downward by one item.

Inc/Dec:

When this is selected, clicking the [▲] button increases the value by 1 while clicking the [^] button moves the cursor upward by one item.

Dec/Inc:

When this is selected, clicking the [▲] button decreases the value by 1 while clicking the [^] button moves the cursor downward by one item.

Dec/Dec:

When this is selected, clicking the [▲] button decreases the value by 1 while clicking the [^] button moves the cursor upward by one item.

11 Startup Mode

This section lets you set the startup mode when launching the S90 XS/S70 XS Editor VST.

Voice

The editor will start in the Voice mode.

Multi

The editor will start in the Multi mode.

NOTE When using Cubase 5.0.1 or later, if the S90 XS/S70 XS Editor VST is opened from the Instrument Track or the Media Bay window, the editor will start in the Voice mode.

12 [OK] button

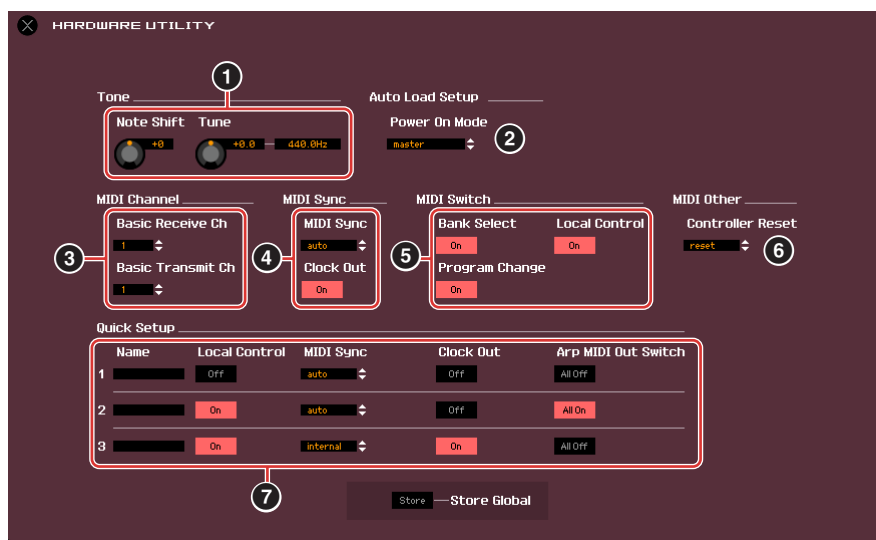
Click this to actually apply the settings to the S90 XS/S70 XS Editor VST and close the Setup window.

13 [Cancel] button

Click this to close the Setup window without applying the settings to the S90 XS/S70 XS Editor VST.

Hardware Utility

From the Hardware Utility window called up by selecting this menu, you can make the settings related to the parameters in the Utility mode of the S90 XS/S70 XS. Editing the parameter on this window will affect the parameter having the same name of the S90 XS/S70 XS instrument. After making the settings, click [Store] at the bottom of this window to store the settings as Global data.



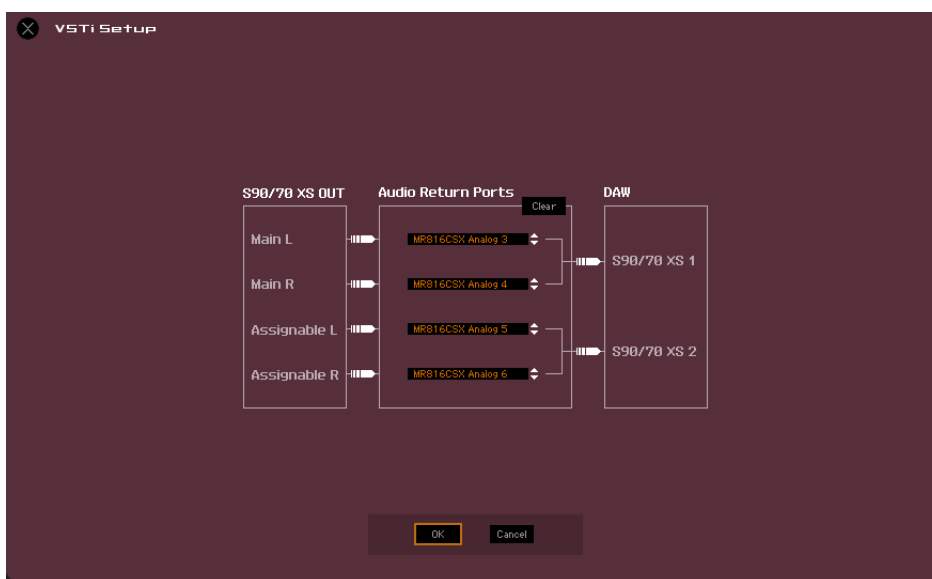
| S90 XS/S70 XS Editor VST (parameters on the above window) | | S90 XS/S70 XS instrument |
|--|-------------------|---|
| ① Tone | Note Shift | [UTILITY] → General → Note Shift |
| | Tune | [UTILITY] → General → Tune |
| ② Auto Load Setup | Power On Mode | [UTILITY] → General → Power On Mode |
| ③ MIDI Channel | Basic Receive Ch | [UTILITY] → MIDI → Basic Receive Ch |
| | Basic Transmit Ch | [UTILITY] → MIDI → Keyboard Transmit Ch |
| ④ MIDI Sync | MIDI Sync | [UTILITY] → MIDI → MIDI Sync |
| | Clock Out | [UTILITY] → MIDI → Clock Out |
| ⑤ MIDI Switch | Bank Select | [UTILITY] → MIDI → Bank Select Sw |
| | Program Change | [UTILITY] → MIDI → Prg Change Sw |
| | Local Control | [UTILITY] → MIDI → Local Control |
| ⑥ MIDI Other | Controller Reset | [UTILITY] → MIDI → Controller Reset |
| ⑦ Quick Setup | 1, 2, 3 | [UTILITY] → Quick Set → Quick Setup |

VSTi Setup

This determines the setup of the audio routing from the S90 XS/S70 XS instrument to the DAW application via the VSTi Setup window in the menu of the S90 XS/S70 XS Editor VST.

All connections of the audio ports will be cleared when clicking the [Clear] button.

Select the audio ports of the audio interface to which the S90 XS/S70 XS instrument is connected.

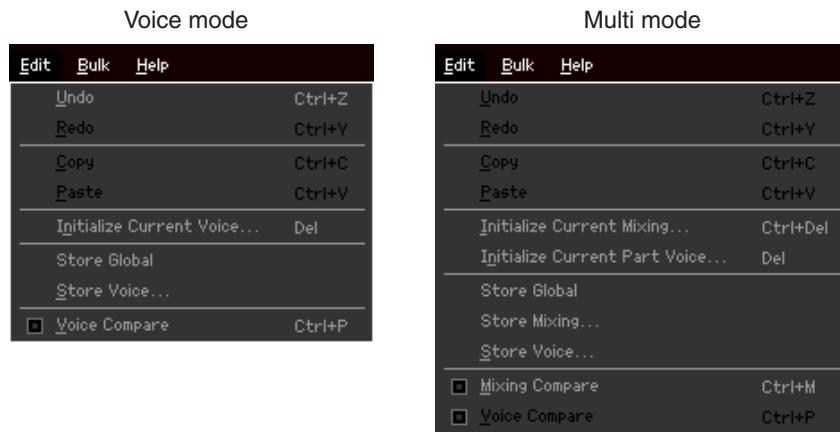


NOTE When the VSTi Setup is not determined, or no audio device is installed, an error message appears on the S90 XS/S70 XS Editor VST. The following functions are limited when no audio port is selected.

- Automation
- Keyboard ([page 35](#))

Make sure to set the audio ports of the audio interface connected to the S90 XS/S70 XS instrument on the VSTi Setup window.

[Edit] menu



Undo

Cancels the changes you made in your most recent editing. [Undo] menu will be black and cannot be selected depending on the most recent edited parameter.

Redo

Redo is available only after using Undo, and lets you restore the changes you made before undoing them.

Copy

Copies the selected items such as characters of the Voice name in the text box, Voice(s) in the VOICE LIBRARY window and entire Part setup to the clipboard.

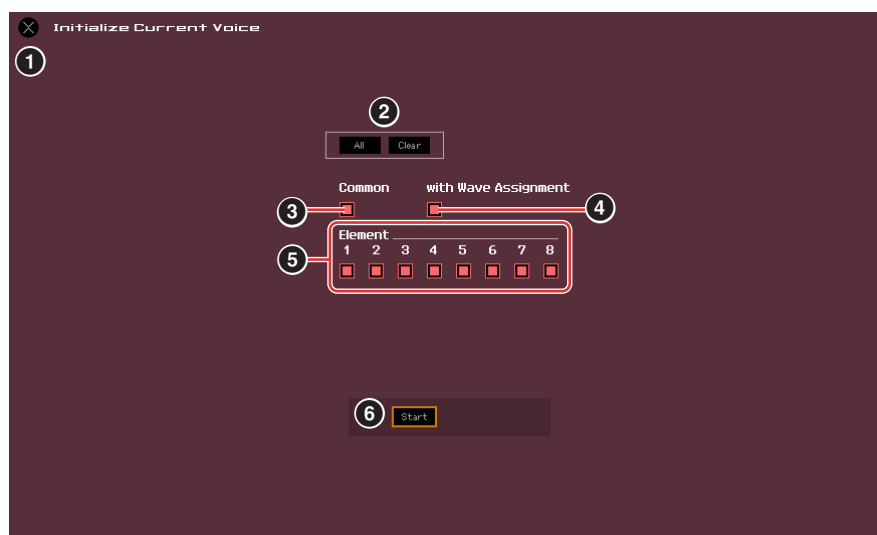
Paste

Pastes the Voice(s), entire Part setup, and characters from the clipboard to the specified location.

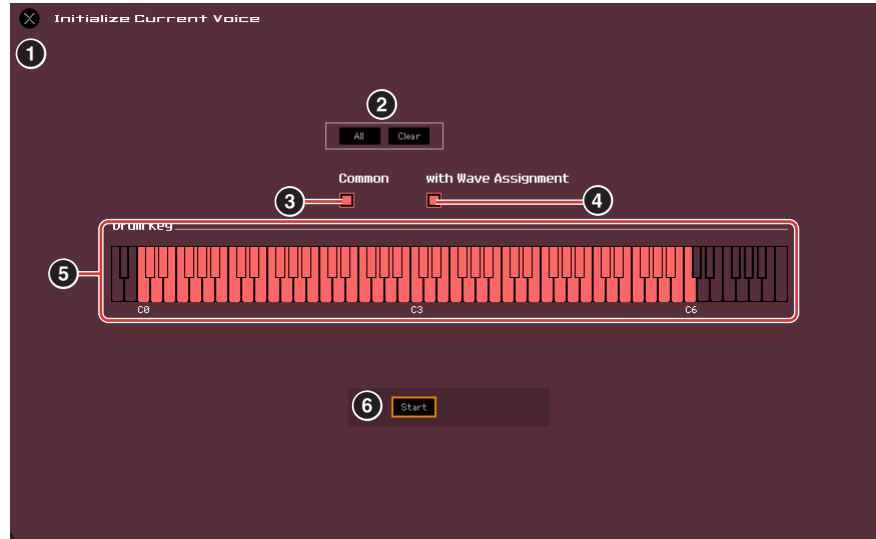
Initialize Current Voice (in the Voice mode)/Initialize Current Part Voice (in the Multi mode)

In the Voice mode, select [Initialize Current Voice] under [Edit] to call up the Initialize Current Voice window from which you can initialize the current Voice by clicking [Start]. In the Multi mode, select [Initialize Current Part Voice] under [Edit] to call up the Initialize Current Part Voice window from which you can initialize the Voice assigned to the current Part by clicking [Start].

When a Normal Voice is edited:



When a Drum Voice is edited:



1 [X] (Close) button

Click this to close the window without executing Initialization.

2 [All]/[Clear] button

Clicking [All] turns all the checkboxes in this window on while clicking [Clear] turns them off.

3 [Common] checkbox

When this is turned on, clicking [Start] initializes the settings of all the Common parameters (Voice Common parameters when the Editor is set to the Voice mode or Part Common parameters when the Editor is set to the Multi mode).

4 with Wave Assignment

When this is turned on, clicking [Start] initializes the Waveform assignment for all Elements of the current Voice.

5 Element [1] – [8] or Drum Key C0 – C6 checkboxes

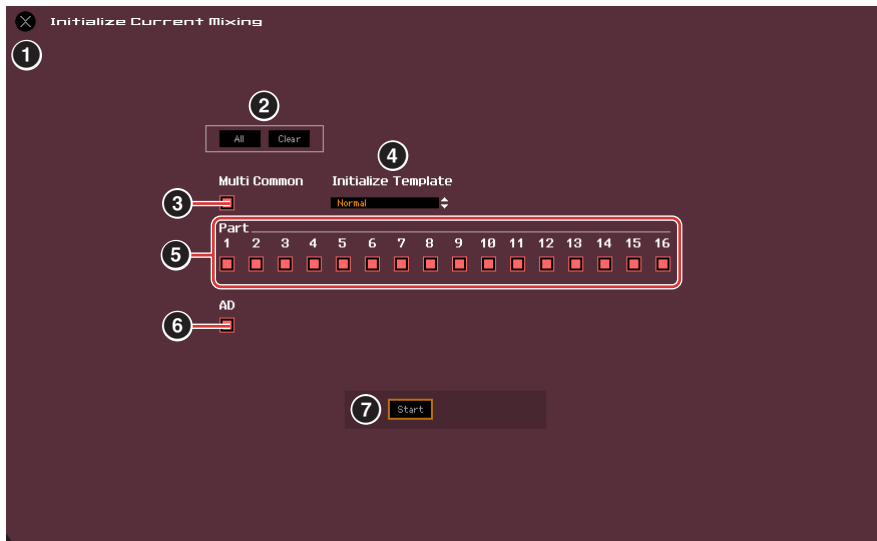
When a Normal Voice is edited, clicking [Start] initializes the settings of all parameters for the Elements which are turned on here. When a Drum Voice is edited, clicking [Start] initializes the settings of all parameters for the drum keys which are turned on here.

6 [Start] button

After the setup is completed, click [Start] to initialize the parameter settings and close the window.

Initialize Current Mixing (only in the Multi mode)

Select this menu to call up the Initialize Current Mixing window, set the parameters as necessary, then click [Start] to initialize the Mixing data.



1 [X] (Close) button

Click this to close the window without executing Initialization.

2 [All]/[Clear] button

Clicking [All] turns all the check boxes in this window on while clicking [Clear] turns them off.

3 [Multi Common] checkbox

When this is turned on, clicking [Start] initializes the settings of all the Multi Common parameters.

4 Initialize Template

The following templates for initializing are available.

Normal:

When this is selected, clicking [Start] initializes the Editor Setup to the normal default settings.

GM:

When this is selected, clicking [Start] initializes the Editor Setup so that the S90 XS/S70 XS can be used as a GM tone generator.

Contemporary R&B – TurkishPop:

When one of these templates is selected, clicking [Start] initializes the Editor Setup so that the S90 XS/S70 XS can be used as a tone generator which matches the name of the selected template.

5 Part [1] – [16] checkboxes

Clicking [Start] initializes the settings of all parameters for the Parts which are turned on here.

6 [AD] checkbox

When this is turned on, clicking [Start] initializes the settings of all parameters for the A/D Part.

7 [Start] button

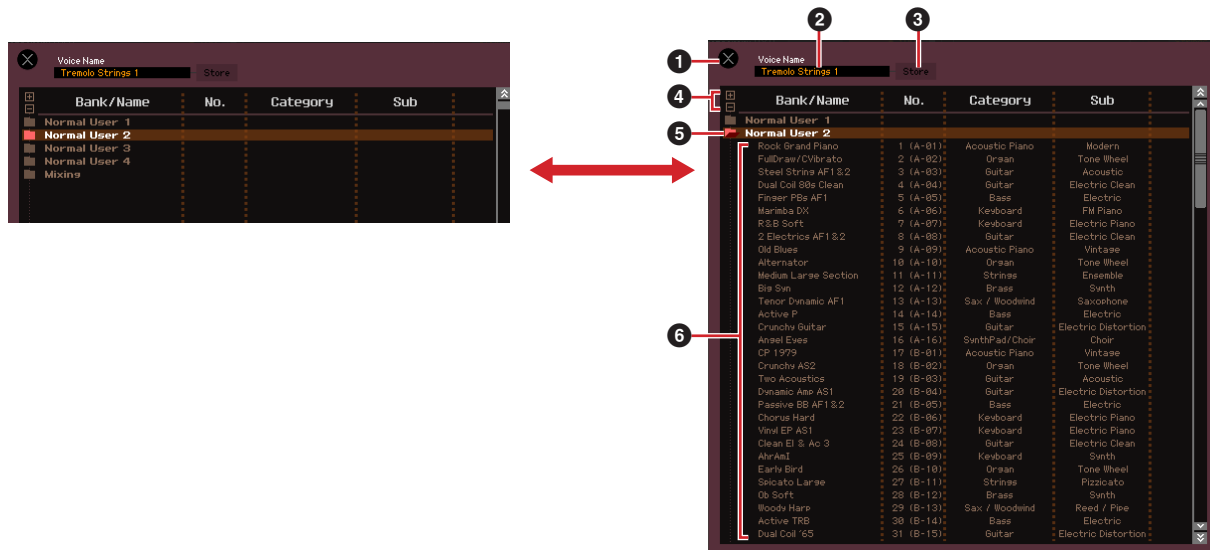
After setup is completed, click [Start] to initialize the Mixing setup and close the window.

Store Global

Simply selecting this menu will store the Global settings. The Global settings will be stored only to the internal memory of the S90 XS/S70 XS instrument.

Store Voice

From the window selected via this menu, you can store the edited Voice. The current Voice is stored in the Voice mode while the Voice assigned to the current Part is stored in the Multi mode. Select the desired Bank folder (5), select the number of the destination Voice (6), input the Voice name (2), then click the [Store] button to store the Voice as a User Voice or Mixing Voice (available only in the Multi mode).



1 [X] (Close) button

Click this to close this window without executing the Store operation.

2 Voice Name

Enter an original name for the Voice to be stored.

3 [Store] button

Click this to store the edited Voice to the specified Bank and number.

⚠ CAUTION

Like other parameters, the Voice data is synchronized with the S90 XS/S70 XS instrument when ONLINE (page 13) is indicated. This means that clicking [Store] in this window stores the edited Voice to the corresponding Bank in the internal memory of the S90 XS/S70 XS instrument. Be careful not to overwrite any important data.

4 [+]/[-] buttons

Pressing the [+] button opens all the Bank folders, while pressing the [-] button closes them.

5 Bank folder

This section indicates the following Banks to which you can store the edited Voice.

- Normal User 1
- Normal User 2
- Normal User 3
- Normal User 4
- Drum User
- Mixing

Clicking on each Bank folder opens it and all the Voices stored in the Bank appear as illustrated above (from the left illustration to the right one). When clicking the Bank folder again, it closes as illustrated above (from the right illustration to the left one).

Note that the indicated Bank differs depending on the current mode and current Voice type. The Mixing Bank is shown only in the Multi mode. The Drum User Bank is shown only when the Drum Voice is selected (in the Voice mode) or the Drum Voice is assigned to the current Part (in the Multi mode).

Likewise, the Normal User Bank is shown only when the Normal Voice is selected (in the Voice mode) or the Normal Voice is assigned to the current Part (in the Multi mode).

6 Voices

The Voices in the selected Bank are listed. Before clicking the [Store] button, you need to select the number of the destination Voice here. Right-clicking (Windows) / <control> key + clicking (Macintosh) on this section calls up the menus “All Open” and “All Close,” letting you open or close all the Bank folders.

Store Mixing (only in the Multi mode)

This menu lets you store the Mixing settings in the Multi mode. Select the desired Multi number and enter the desired name, then click the [Store] button to store the Mixing settings to internal memory (overwritten to the currently selected Multi) of the S90 XS/S70 XS instrument.

Voice Compare

This menu lets you switch between the just-edited Voice and its original, unedited condition, allowing you to hear how your edits affect the sound. Select “Voice Compare” to enter the Voice Compare mode. In this mode, you can hear the sound of the original Voice and none of the parameters in the window can be edited. Select “Voice Compare” again to return to the original status.

NOTE The status of the S90 XS/S70 XS instrument is maintained even if you enable the Voice Compare mode on the S90 XS/S70 XS Editor VST.

Mixing Compare (only in the Multi mode)

This menu lets you switch between the just-edited Mixing and its original, unedited condition, allowing you to hear how your edits affect the sound. Select “Mixing Compare” to enter the Mixing Compare mode. In this mode, you can hear the sound of the original Mixing setup and none of the parameters in the window can be edited. Select “Mixing Compare” again to return to the original status.

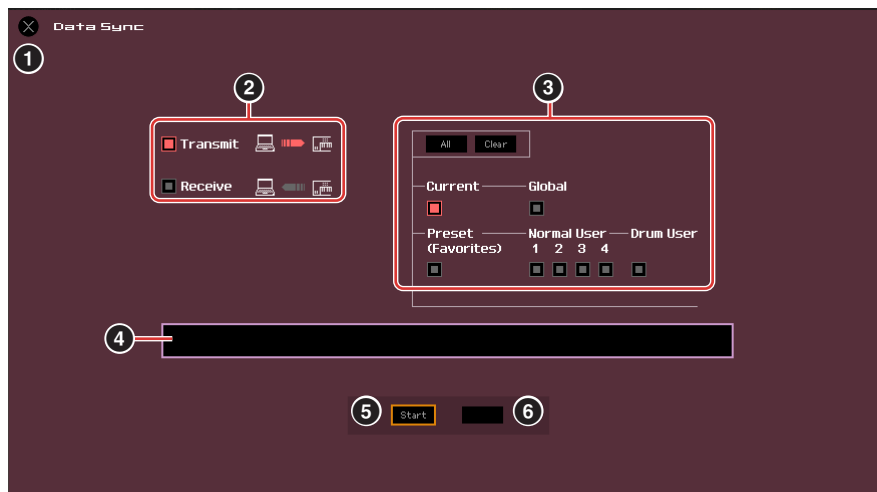
NOTE The status of the S90 XS/S70 XS instrument is maintained even if you enable the Mixing Compare mode on the S90 XS/S70 XS Editor VST.

[Bulk] menu



Data Sync

Select this menu to call up the Data Sync window, set the parameters as necessary, then click [Start] to transmit the specified data from/to the S90 XS/S70 XS Editor VST to/from the S90 XS/S70 XS instrument.



1 [X] (Close) button

Click this to close this window without executing Data Sync.

2 [Transmit]/[Receive] checkboxes

Determines whether the S90 XS/S70 XS Editor VST transmits data to the S90 XS/S70 XS or receives data from the S90 XS/S70 XS.

[Transmit] checkbox:

When this is checked, clicking [Start] button transmits data from the Editor to the instrument.

[Receive] checkbox:

When this is checked, clicking [Start] button transmits data from the instrument to the Editor.

3 Data type to be transmitted/received

Here, you can set which data type is to be transmitted or received. Clicking the [All] button turns all the data types on while clicking the [Clear] button turns all the data types off.

Current

Turn this on then click the [Start] button to transmit or receive the Current settings.

Global

Turn this on then click the [Start] button to transmit or receive the Global settings.

Preset (Favorites)

Turn this on then click the [Start] button to transmit or receive the Favorites-related settings of the Preset Voice(s).

Normal User 1 – 4

Turn this on then click the [Start] button to transmit or receive the data of the Normal User Voice Bank 1, 2, 3, and 4 respectively.

Drum User

Turn this on then click the [Start] button to transmit or receive the data of the Drum User Voice Bank.

4 Progress Bar

Shows how much of the data has been transmitted.

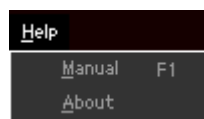
5 [Start] button

After setup is completed, click the [Start] button to actually execute data transmission.

6 [Stop] button

This button is available only when data transmission is being executed and allows you to cancel the transmission.

[Help] menu

**Manual**

Selecting this menu calls up this manual in PDF format.

About

Selecting this menu calls up information such as the version number of the S90 XS/S70 XS Editor VST.

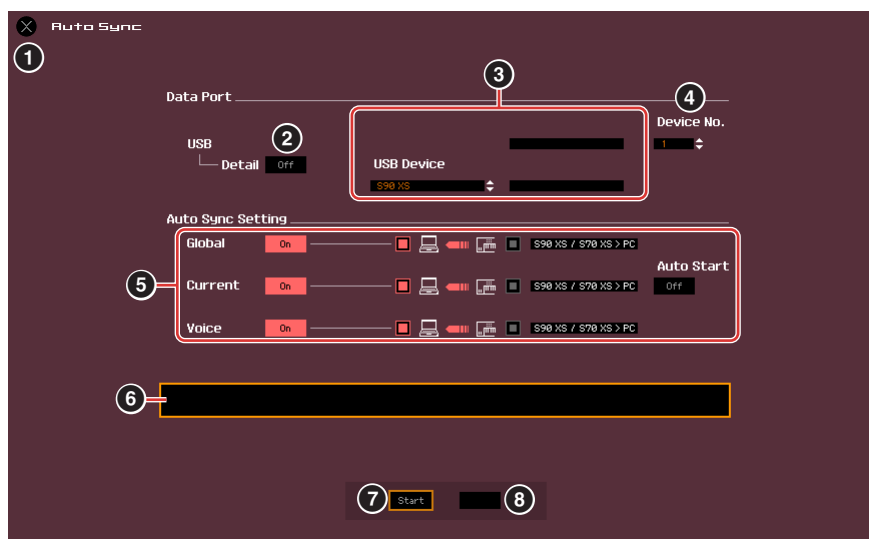
Auto Sync window

This window is used for changing the status of the Editor from “OFFLINE” to “ONLINE.” While editing a parameter on the Editor affects the same parameter on the S90 XS/S70 XS instrument and vice versa in the Online status, you can disable the “mirroring” of parameter changes between the devices by switching to Offline status. The Auto Sync window can be called up by clicking “OFFLINE” on the Editor window when the Editor is in the Offline status. The Auto Sync window can also be called up automatically (without clicking “OFFLINE”) under the following circumstances:

- When opening a file.
- When creating a new file by selecting “New” under the File menu.
- When changing the mode on the Editor in the Online status of the Editor.
- When changing the mode on the S90 XS/S70 XS instrument in the Online status of the Editor.
- When the connection between the S90 XS/S70 XS and a computer are corrected after appropriately correcting the setup of the S90 XS/S70 XS and the computer.
- When the settings on the S90 XS/S70 XS instrument and the computer are corrected after appropriately reconnecting the devices.

NOTE If the Auto Start parameter is set to “On” in the Auto Sync window, data synchronization may be started automatically as soon as the Auto Sync window is opened in certain conditions. For details, see [page 42](#).

On the Auto Sync window, set the Data Port properly then click [Start] button to execute data synchronization. As soon as the data synchronization is completed, the Auto Sync window is closed then the OFFLINE indication changes to ONLINE automatically.



1 [X] (Close) button

Click this to close this window without executing data synchronization.

2 [Detail] button

3 Port

4 Device No.

5 Auto Sync Setting

These parameters are same as in the Setup window. See [page 41](#).

6 Progress Bar

7 [Start] button

8 [Stop] button

These parameters are same as in the Data Sync window. See [page 53](#).

Troubleshooting

If you encounter problems such as no sound output or abnormal behavior, verify the connections before checking the following.

Sound does not change when using the knobs or sliders.

- Is “ONLINE” indicated on the Editor window?
- Is the lamp at left of “ONLINE” indicator turned on?
If it is turned off, the settings related to communication between the S90 XS/S70 XS and a computer may be wrong. Check the MIDI Port setting (page 41) on the S90 XS/S70 XS Editor VST, the MIDI IN/OUT parameter setting in the MIDI display of the Utility mode on the S90 XS/S70 XS instrument, or the cable connection between the S90 XS/S70 XS and the computer.
- Check the MIDI Port setting and Device No. setting. (page 41)

Bulk data is not transmitted/received successfully.

- Check the same points as above such as “ONLINE” indication and MIDI Port settings.

The appropriate Port is not shown in the Setup window.

- The MIDI Port in the Setup window can be selected from the Ports specified in the DAW application. Check the MIDI Port settings in the DAW application.
- When “!” is shown at left of the Port name (e.g., “! Yamaha USB IN 0-1”), this indicates that the previously used Port cannot be found or some Ports are not set properly. Check the MIDI Port settings in the DAW application.

“No Audio Port Connection” error message appears.

- Set up the audio ports of your audio interface connected to the S90 XS/S70 XS in the VSTi Setup window (page 46).

The sounds of the S90 XS/S70 XS do not come to the Audio Mixer in the DAW application.

- Set up the audio ports of your audio interface connected to the S90 XS/S70 XS in the VSTi Setup window (page 46).

The multi port audio from S90 XS/S70 XS does not come to the DAW application.

- Refer to “Starting the S90 XS/S70 XS Editor VST” (page 4).