

MATRI *one* EXP

Features & Quick Guide



ESS thanks You for purchasing Matrix One and is confident the unit will fully satisfy your needs giving you also, in the future, increasing great satisfactions, and invites you to read this quick guide to the main characteristics and functions. You will be able to go through every issue by consulting the on-line guide directly on MatrixOne, while the unit is on, by pressing the HELP key, that you will find on the front panel, bottom right, and the manual video in dvd format. A phone number and an email address specifically dedicated to MatrixOne will also be available to answer your questions.

Matrix One is a powerful and versatile MIDI/Audio workstation which integrates:

- MIDI Player with non-destructive editing functions, which imports .min and .kar formats and is compatible with Kar, Tune1000, M-live and Solton lyrics formats, so you can input lyrics from any song type. A “click” function is also available.
- Audio Player/Recorder with editing function. Supported formats are wav, mpeg 1/2/3 ogg and mod. The lyrics format used in mp3 files is “Lyr 200 tag”, Karaoke 5. You can also use mp3/wma/wav + G files. High quality Time Stretching/Pitch Shifting are also available, you can apply them in real time and in “non destructive” mode to uncompressed wav files and to mp3 files also. To obtain better quality transpose function, especially with mp3 compressed files, an “off line” (non real time) function is also available, to have the best result in quality even with low quality mp3 files (i.e. low bitrate).
- “Vocal Remover” function, to delete, or at least to reduce, vocal in an audio file (reduction quality depends on original file characteristics).
- You can record up to 8 audio tracks synchronizing them with a MIDI song, and using “Matrix One MultiTrack Composer” (optional) PC software, you can import up to 8 audio synchronized tracks. You can use this function also to have a “click” on an audio song.
- 4 mono XLR/Jack input mixer, with auto gain and individually adjustable SFX, and auxiliary mixer, to obtain different signals from main outputs (L/R), on Monitor/Phones outputs.
- Audio Loop Player, recordable inside Matrix One, or taken from external source, always available through 9 easy-to-use pads.
- Expander, for MIDI linked keyboard, independent, so you can easily create layers (keyboard areas) and assign different instruments to each of 4 available areas.
- 256-note polyphonic sound generator. You can have up to 4 soundfonts (SF2) at the same time, individually assignable even on a single MIDI song tracks.

- Easy and user-friendly arranger with styles support in “.sty” format.

Please note also:

- 10.4" 640x480 colour display touch screen, with various lyrics visualization modes (2/4/12 lyrics lines, if included in the song). Please remember to adopt normal display touch screen instructions (i.e. use plastic rounded pointed objects or recommended tools for this kind of display, as an alternative to finger pressure, but never use metallic or pointed tools). Same care must be taken for the whole unit.
- Presence of effects available for audio inputs (Reverb / Chorus / Compressor / Guitar amp simulator with drive / Delay regulation), with new implementations on future SW versions.
- Audio playing through 24 bit 44.1 KHz codec, 32 bit internal sound processing.
- You can tilt the unit in 3 positions, to optimize visualization.
- ROM flash card operative system.
- Linking inputs wide availability (4 USB 2.0 / Lan Ethernet 10/100 / LPT (to import songs from Charlie Lab Megabeat Pro) / Serial Port / VGA video outputs and Composite Video, etc.), if you use a Mini ITX motherboard.
- “Real Time” operativity for most of the functions.
- You can create many completely independent archives * (only sounds and samples sets will be in common), so you can divide the different repertoires, and they will be easily recognizable through different colour background assignment.
 - * *Every archive can contain a maximum song number between 10.000 and 60.000, depending on quantity of characters used for song.*
- “IMPORT” function from audio CD (CDA grabbing).

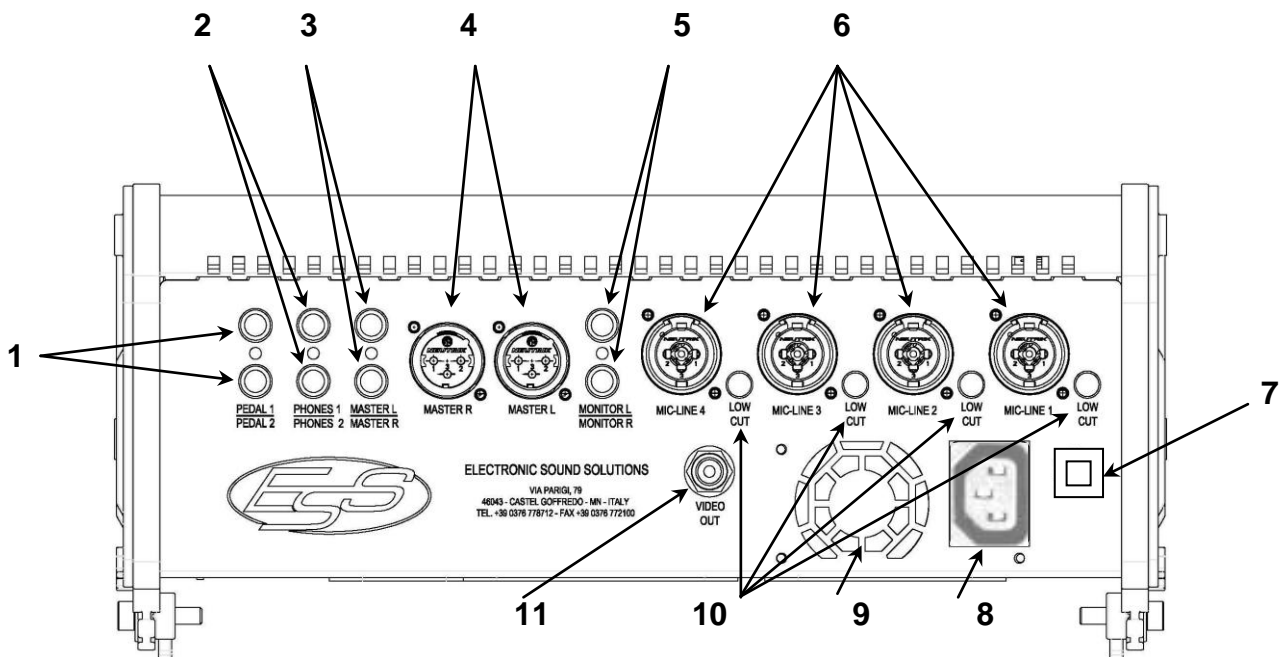
Getting Started

First connect the supplied cable with the VDE connection, to the correspondent plug placed on MatrixOne rear panel. Connect the other end of the cable to the 220 V electric plug.

Any damage depending on use of damaged cables or of a cable different from the one included in MatrixOne package, will not be accepted in warranty.

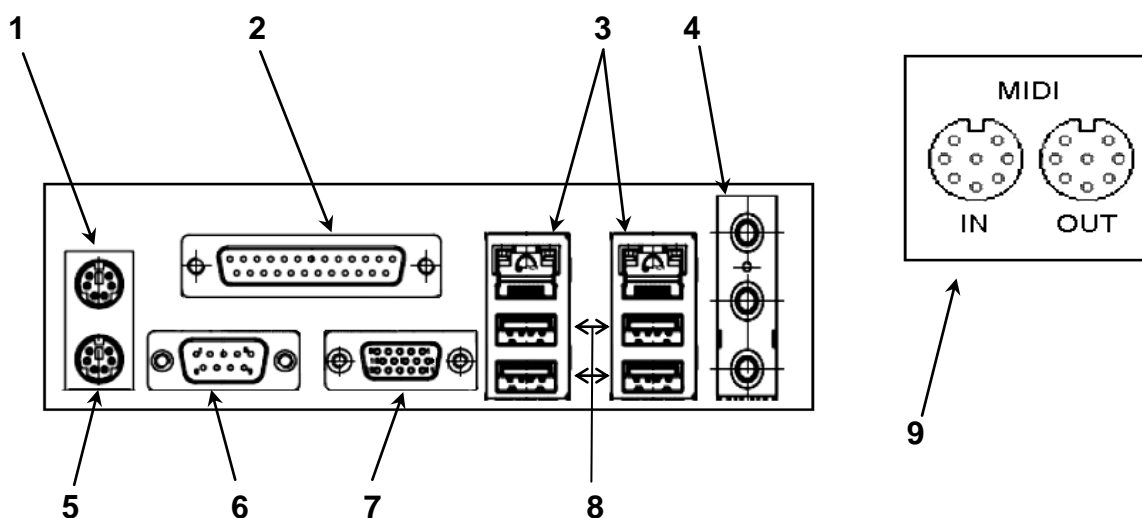
Connect the audio cables, not included in the package, to balanced Cannon signal outputs or to unbalanced Jack outputs, placed on MatrixOne rear panel, to your audio P.A. inputs (amplified speakers, power amplifier, mixer line input, your home HI-FI AUX or TAPE inputs). Please remember to keep audio P.A. volume levels to zero before turning MatrixOne on or off through the button on rear panel. ESS rejects any responsibility for any damage caused if this important rule is not observed.

Rear panel. Audio In/Out connections



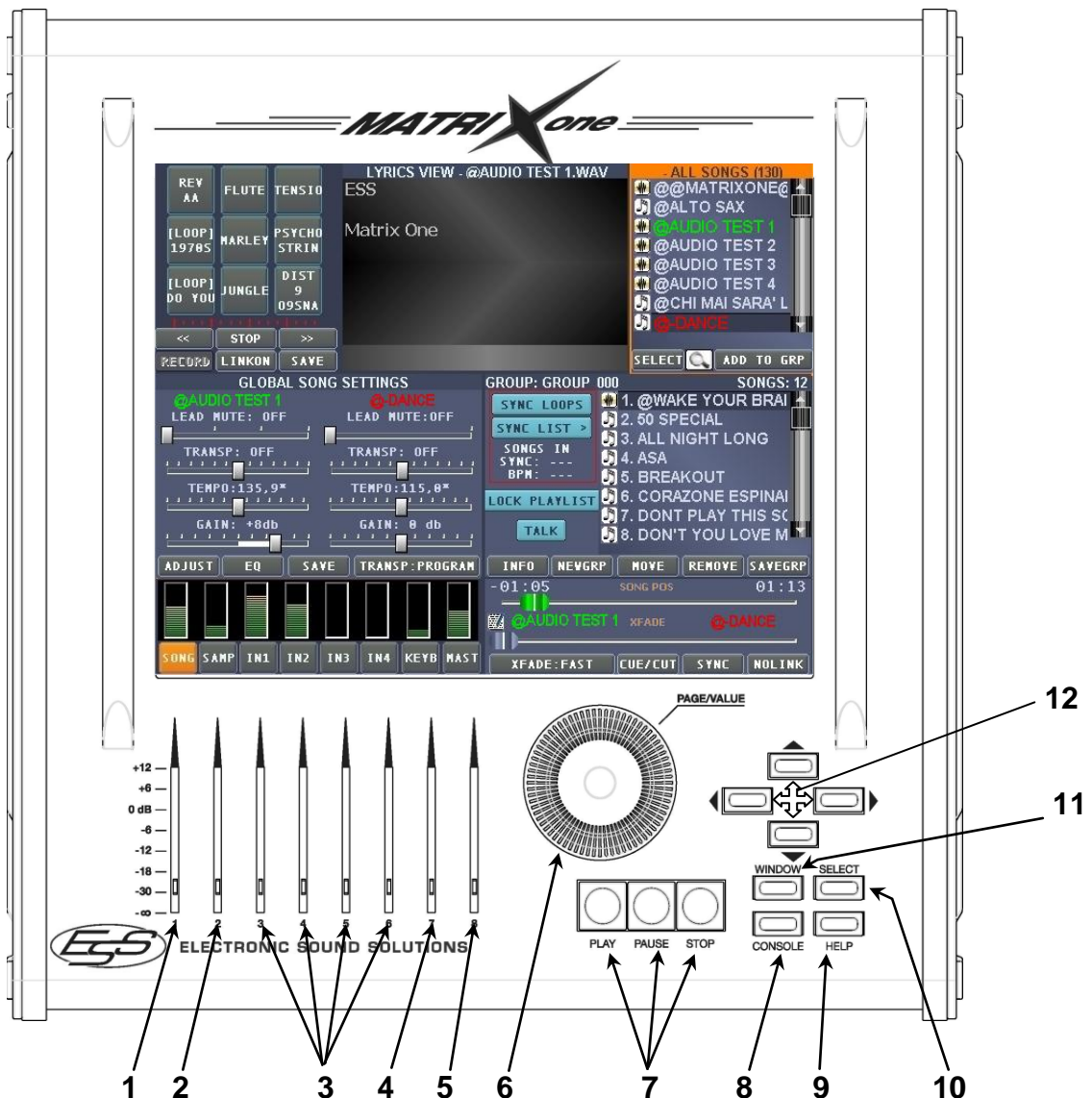
- 1) Connections for pedal switch. Using the special ESS pedal switch (optional) you can choose function assignment between SONG + or – and Play&Stop, or input patch change, or keyboard performance change. You can choose the various options in CONSOLE→UTILITY→GLOBAL→ PEDAL1/2 MODE.
- 2) Pre-amplified headphones outputs. If in “MAST” MON=LR” is lighted (default, red button background) the signal will be the same as “MASTER R/L”, while if “MAST” MON=LR” is not lighted (white button background) you will be able to individually adjust the different sound sources (Song - Samples - In 1/2/3/4 - Keyboard and reverb percentage regarding Audio inputs.
- 3) Main outputs Left/Right, unbalanced Jack 1/4”.
- 4) Main outputs Left/Right, balanced XLR Neutrik™ .
- 5) Independent monitor outputs L+R. Same regulation as the headphones one.
- 6) 4 audio inputs, mono XLR/Jack Neutrik™ balanced.
- 7) MatrixOne On/Off Button.
- 8) VDE power cord.
- 9) Cooling fan grid. To have a correct internal ventilation, please be careful not to obstruct it with objects or other. Same care has to be taken also with air grid on the bottom of the unit.
- 10) 4 hardware filters 12 dB/oct. at 100 Hz, individually adjustable for each of the 4 analog audio inputs. It can be used, for example, as an “antipop” filter using sound sources as a voice.
- 11) RCA connector output, to be connected to any TV set or any other video unit, compatible with “Video Composite” type signal.

Right side panel. Connections



- 1) PS/2 mouse input, activated combining keys when MatrixOne is turned on, (see included “Emergency Keys” document)
- 2) Parallel port (LPT1), to import files, via cable, from “Charlie Lab Megabeat Pro”
- 3) 2 Ethernet RJ45 Ports (currently disabled)
- 4) Integrated sound card connections (currently disabled)
- 5) Input PS/2 keyboard Pc always active (first connect the keyboard then turn MatrixOne on)
- 6) COM1 serial connector (currently disabled)
- 7) VGA Connector, to connect to an external video monitor, with 2 display modes:
 - TV/VGA (Only text, with or without chords display, if included)
 - TV/VGA Clone (copies what is displayed on MatrixOne display)
- 8) 4 USB 2.0 ports
- 9) MIDI Ports

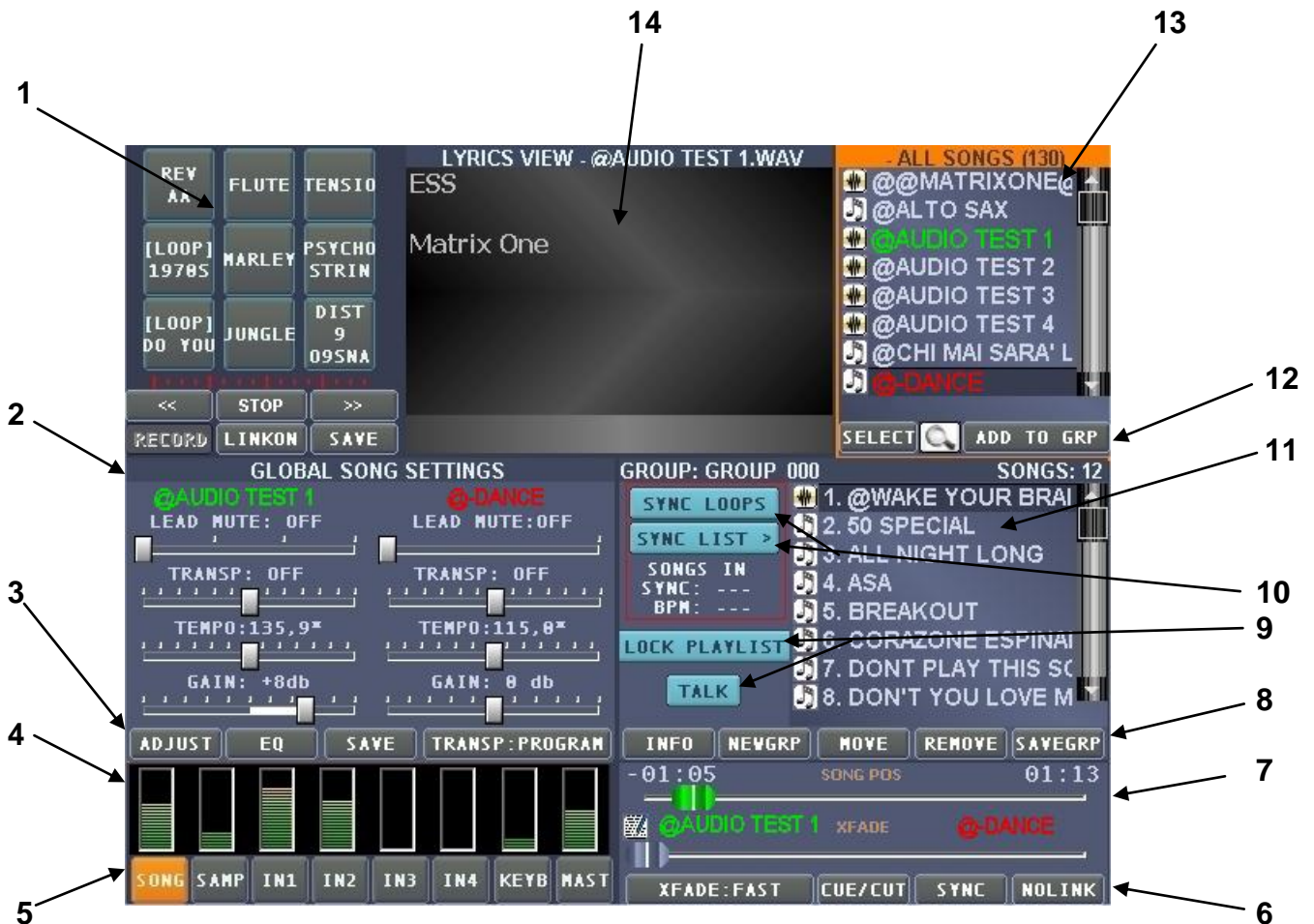
Front Panel



- 1) MIDI and Audio player volume.
- 2) Samples player volume.
- 3) 4 audio inputs independent volumes.
- 4) MIDI connected keyboard volume.
- 5) Main Volume. Intervenes on all volume levels 1/2/3/4.
- 6) Knob to adjust values and to make regulations depending on selected display.
- 7) Play/Pause/Stop buttons (Pressing stop and then Play the selected song will be played from the beginning).
- 8) Button to access the virtual keyboard and to functions like Lyrics Editor, to insert lyrics in MIDI or Audio songs.
- 9) Button to enter Help function. Selecting this mode, the description of functions regarding the selected screen will be displayed.
- 10) Selection button, in alternative to touch screen use
- 11) Button to select one of the available screens, in alternative to touch screen use.
- 12) Cursor keys to select parameters depending on selected screen and to browse songs list without using touch screen. The buttons can be used also to enter (Dx) or to exit (Sx) from various folders that are in "BROWSER" screen , in the right upper corner, and for other functions.

Main screen description & quick guide to use

Before turning MatrixOne on, please check no devices are connected to USB ports. Once you press power button, after a brief delay (~30 sec.) the display, touch screen, will show the main unit display.



- 1) Samples section, which consists of 9 buttons you can assign 9 samples you can choose from the folder with the same name in the BROWSER display. You can also load, through the two buttons on the right and of the left of the “STOP” button, the list of 9 user-saved samples . Another special function is you can insert samples synchronized with a loop (LINKON)
- 2) Section regarding the song currently playing (CURRENT SONG, or song title if currently playing) and the song you want to play next (NEXT SONG or pre-selected song title).

You can also MUTE a MIDI song melody track (ch4), while for audio song you can choose between “MALE” Lead Mute, useful with male voice, and “FEMALE”, in the case of a female voice, or “HYBRID”, generic voice canceler.

Note: Please remember, about Vox Remove function (“Lead Mute” on audio), the end result depends on file quality. The most important parameters which affect the result are:

- If the main voice is heavily reverberated, the reverberation will be audible
- If the main voice has been processed with stereo effects, the result will be the partial voice removal
- The result will be qualitatively better if you work with non-compressed files (“.wav, but please note that converting from mp3 to wav does not improve initial file quality level.)

With both MIDI or Audio song you can change key, without altering tempo, or modify tempo without changing key. For every song you can also modify and save GAIN (volume) for each single song.

The screenshot shows the 'GLOBAL SONG SETTINGS' screen with two columns of controls. The left column is for 'AUDIO TEST 1' and the right for 'DANCE'. Each column has a 'LEAD MUTE' toggle, a 'TRANSP' (transpose) toggle, a 'TEMPO' slider, and a 'GAIN' slider. At the bottom are buttons for 'ADJUST', 'EQ', 'SAVE', and 'TRANSP: PROGRAM'. Callout boxes provide instructions for each control.

GLOBAL SONG SETTINGS

AUDIO TEST 1 **DANCE**

LEAD MUTE: OFF LEAD MUTE: OFF

TRANSP: OFF TRANSP: OFF

TEMPO: 135,9* TEMPO: 115,8*

GAIN: +8db GAIN: 0 db

ADJUST EQ SAVE TRANSP: PROGRAM

To apply tonal transpose. Regarding audio files, “FIX TRANSCOPE” function is also available (page 17)

To mute channel 4, for MIDI files. To activate Vocal Remover (audio files)

To modify tempo, both in audio and in MIDI files

To increase or decrease GAIN (volume) for every single song (press SAVE to save)

To go to ADJUST screen

To apply equalization to:

- All MIDI files
- All audio files
- Every single MIDI or audio file (press SINGLE button in displayed screen after pressing “EQ”. See images in next page)

To apply tonal transpose global modifications

To save changes made. Modifying a parameter, SAVE button flashes to remind you to save the change you made



Ex.: In this case equalization will be applied to single MIDI song (or audio song if an audio song has been selected)



Ex.: In this case equalization will be applied to all MIDI songs (or audio songs if an audio song has been selected)

- 3) Buttons group including “ADJUST” (see specific following section), “EQ”, which lets you apply and save equalization for each song (SINGLE button), “SAVE” to save the changes you made, and “TRANSP”, where you can choose between various pre-loaded song transpose presets (“NEXT SONG”).
- 4) Section where, through touch screen pression, you can alternate level indicators display for each of 8 available sound sources, a frequency spectrum analyzer or a useful and easy to use clock.
- 5) 8 buttons, to access to parameters for each of 8 available sound sources. Pressing and holding one of the “IN 1/2/3/4” buttons, a tuner will be turned on.
- 6) A buttons group including :

➤ “XFADE”, to select the cross fade type between a song and another. In “XFADE:OFF” position the selected song will begin playing immediately, then 3 different fade velocities are available:

- “SLOW”=6 sec
- “MED”=3 sec.
- “FAST”=0.8 sec.

Note about XFade function: It's highly recommended to not execute a preselection of a song, while a cross fade between 2 other songs, is in act. So, wait until the fade is finished, before selecting another song.

- “CUE/CUT” (see brief note page 22).
- “SYNC”, to match the currently playing song tempo (green) with the song waiting to be played (red)

- “NOLINK”, button useful for various song loop in a group:
 - “NOLINK“, no link, when a song is finished Matrix One will wait for next operation
 - “LINK”, the group songs will be played one after another and when the last song is played Matrix One will wait for next operation
 - “LOOPALL”, like in LINK, but when the last song is played, play will automatically resume from group first song
 - “LOOP1”, repeats the same song (both the group or the browser one)
 - “RANDOM”, repeats group songs randomly
 - “SELNEXT”, plays a song, then selects the following one, and remains in pause, waiting for the user to press play



7) This display is divided between two parallel virtual sliders. The upper one, “SONG POS”, lets you know the current song play position (you can drag the green slider cursor, as you like, forward and backwards during play). The lower slider, “XFADE”, lets you display the selected fade type or to activate it manually. The text symbol which appears on the right of the song title currently playing (green) or on the left of the next song (red) is very useful. In this way you will be able to know in advance if the song waiting to be played includes text data.

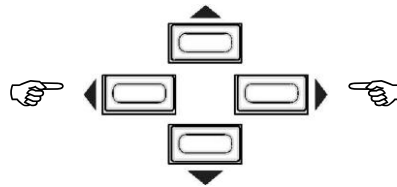
8) Buttons group including:

- “INFO” which displays info on songs (current/next), and on any selected songs group. Pressing this button, the VIEWTAG key is also available, to display any other info about the selected song (Tags Mp3)
- “NEW GROUP”, to create a group from scratch
- “MOVE”, to modify a song position inside a group
- “REMOVE”, to remove a song from a group
- “SAVEGRP”, to save the displayed group
-

9) These two buttons can operate the following functions:

- LOCK PLAYLIST, to temporarily disable the preselection, this is useful for example, during songs search, so they are not automatically preselected. When activated, the key will flash, to warn you that the function is on.
- TALK, function also known as “ducking”, reduces instantly the volume of the song currently playing and removes temporarily reverb and any other effect in IN 1/2/3/4 analog inputs. This function can be very useful in case you want to make a very loud and clear vocal announcement. When this function is on, the key will be flashing, to warn you the function is on.

- 10)** Two buttons with synchro functions: “SYNC GROUP LIST” assigns a common medium bpm to songs with compatible tempo (+/-15% differences, max 100 songs), “SYNC SAMPLE LOOPS”, samples synchro function (currently non available).
- 11)** Songs list included in a group.
- 12)** “SELECT” to select a song, “ADD SONG” to insert a selected song in the underlying group list (11). The number of songs included in a group is theoretically unlimited, anyway, to avoid randomly mixing songs and so creating problems in songs management, it is advisable not to create groups with more than 150 songs.
- 13)** “ALL SONGS” list containing all the songs (MIDI/Audio) transferred on MatrixOne. Beside ALL SONGS you can see the songs number. You can browse the list through the side bar, or using cursor keys “▲▼”. Pressing icon , the songs list will be extended, occupying the display right half. Press icon  one more time to go back to standard display. As an option to touch screen, use ► key to enter and ◀ key to exit from the folders.



Pressing the cursor key “◀” you can enter in “BROWSER”, where you can find the following folders:

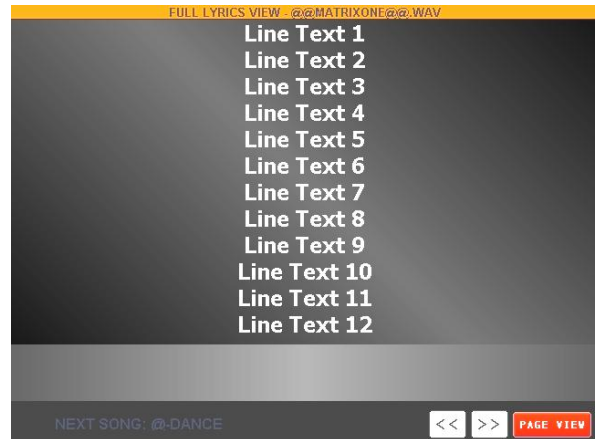
- -ALL SONGS (all songs (MIDI+Audio))
- -AUDIO SONGS (only Audio songs)
- -MIDI SONGS (only MIDI songs)
- GROUPS (saved songs groups)
- INPUT SCENES (saved presets of 4 Inputs regarding EQ, Rev, and all the effects parameters of channel input single channel)
- LYRICS (txt files to input MIDI or Audio songs lyrics)
- MASTER SCENES (saved presets regarding “MASTER” display (monitor, graphic EQ etc.))
- PERFORMANCES (saved presets regarding “KEYB” display)
- SAMPLES (5 folders divided by audio samples type)
- SOUNDFONTS (SF2 format sound presets)
- STYLES (styles for integrated arranger, in “.sty” format)

(About BROWSER folders, please see at the end of this document)

- 14) Section about visualization of lyrics and chords if they are included in the songs. The little red “dot”, in the display lower left, flashes depending on events contained in MIDI 4 track, usually the one with the melody.

Pressing anywhere in “LYRICS VIEW” display you can take the display visualization in “FULL LYRICS VIEW”, that’s the full screen visualization mode, where you can also find the “Music-stand” mode, that you can activate through the “PAGE VIEW” button that lets you display up to 12 lyrics lines

Through the “ << | >> ” arrows, or the Dx/Sx cursor keys, you can also manually browse the lyrics. To exit the “Music-stand” mode, press “PAGE VIEW” button one more time, while to go back to normal visualization, “LYRICS VIEW”, press anywhere in the display.



A quick look to the main functions and screens

Pressing the “CONSOLE” key, in the lower left, the underlying screen will appear, occupying the display lower half.



To exit CONSOLE press the said key one more time, or press “EXIT” directly from CONSOLE. The keys are similar to a PC keyboard, with the exception of some buttons we’ll talk about later. You can also use a PC keyboard, connecting it to the Ps2 connector on the unit left side (point 5/page 5), and you must reboot Matrix or turn it on with the external PC keyboard connected, or use one of the 4 USB connectors, always on MatrixOne left side, if you have a PC keyboard with the said connector.

The available keys and the related functions are:

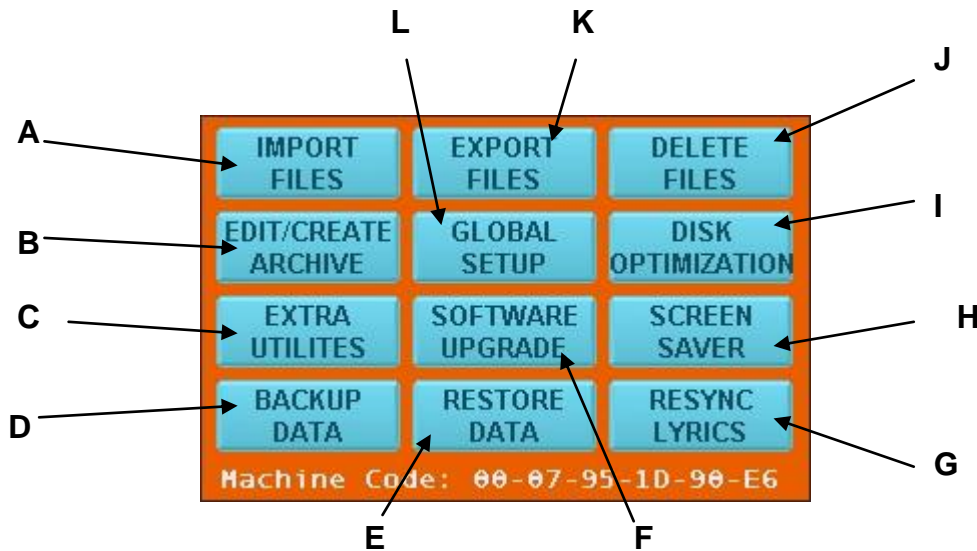
- Search by title always active from any window.
- Keys from **F1** to **F8** select the 8 square lower keys in the display.
- **F9** enlarges/reduces the LYRICS window
- **F10** enlarges/reduces BROWSER window
- **F11** performs PLAY
- **F12** performs STOP
- **ESC** opens/exits CONSOLE
- **TAB** browses through the various windows
- **PAG UP/DW** increases/decreases the value (PAGE/VALUE).
- The **1-9** keys (NUM PAD) perform the SAMPLES respectively from **1-9**
- The **CANC** key (NUM PAD) stops all the SAMPLES playing.
- The **+/-** keys (NUM PAD) browse through the available PRESET SAMPLES.
- The **HOME** key takes browser visualization back to “ALL SONGS”



- 1) Space reserved to insert characters, useful for song title alphabetical search, for Lyrics editor and for files renaming.
- 2) The search modes are 2:
 - Normal search, depending on characters starting from left

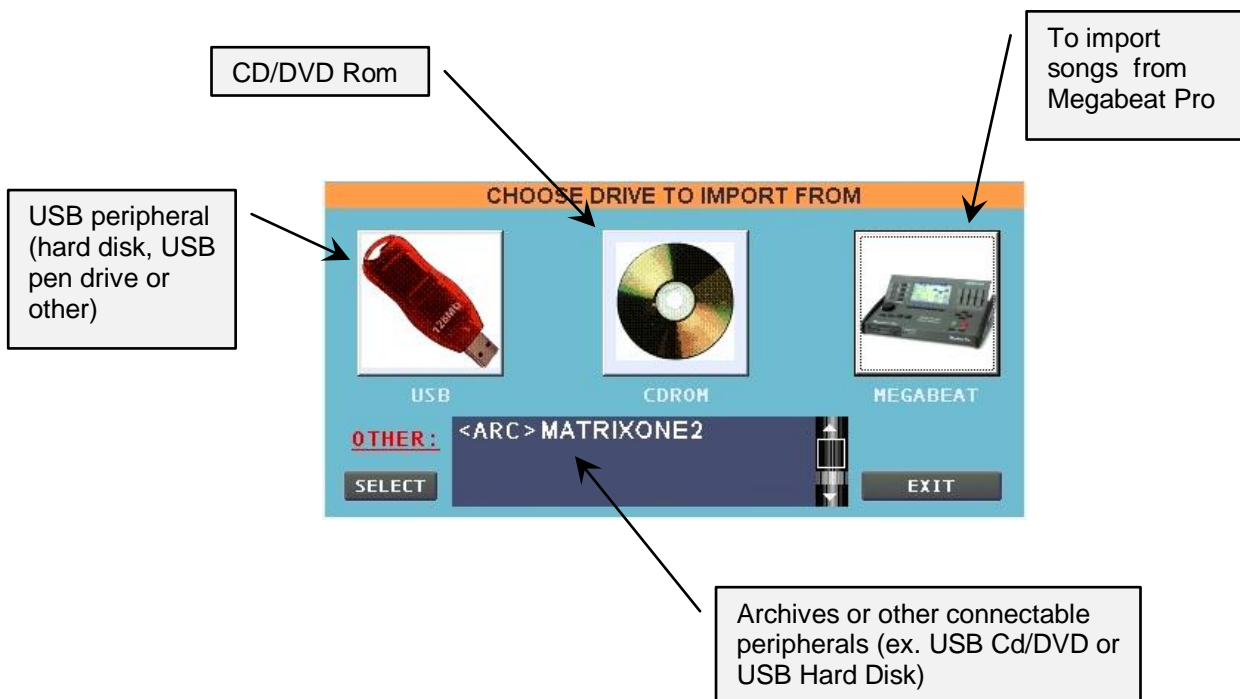
- Characters search (ex. one word) inside a song title. After inputting characters, pressing ENTER key, Matrix One will highlight, in a temporary list, all the songs containing the characters just written, displaying them in BROWSER screen

3) "UTILITY" Key. After pressing this key, the following screen will appear:



A) To import all compatible files.

Choose the kind of device from which import files. The following options are available:

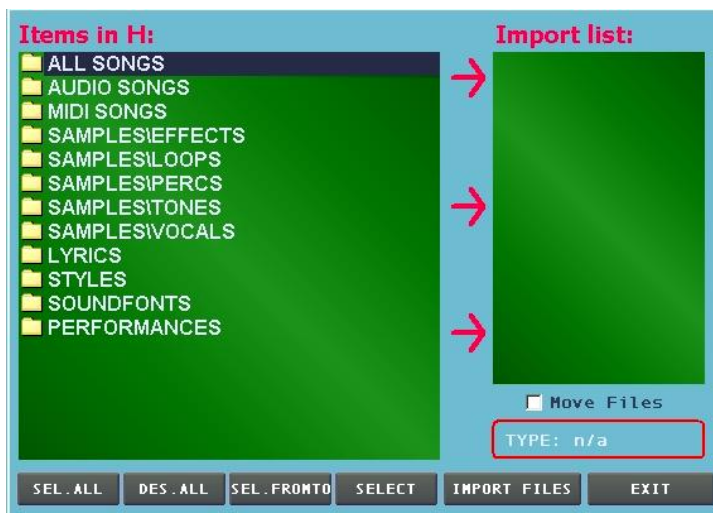


Please note that if one of these devices is connected, then the symbol will be clear and sharp, if not the symbol will be blurred, grey coloured. Regarding Cd/DvD and some USB Hard Disks, you must connect the device before turning Matrix One on. In case a CD/DVD Rom is connected, you will be able to directly import audio tracks on Matrix One.

The import format (Wav or Mp3) can be chosen in the RECORD display of “Master Monitor/Phones Sends” panel (to go there press the “MAST” button, in the display lower half).

After you press the button corresponding to the device you want to import the files from, you can choose the files you want to import.

For instance, pressing SELECT with “ALL SONGS” highlighted, all the compatible songs will be displayed, while “AUDIO SONG” will display only audio songs, “SAMPLE” Wav files to be assigned, then, to the 9 Samples buttons, “LYRIC” the lyrics (in TXT format), “SOUNDFONTS” the sounds in compatible format (Sf2), etc.



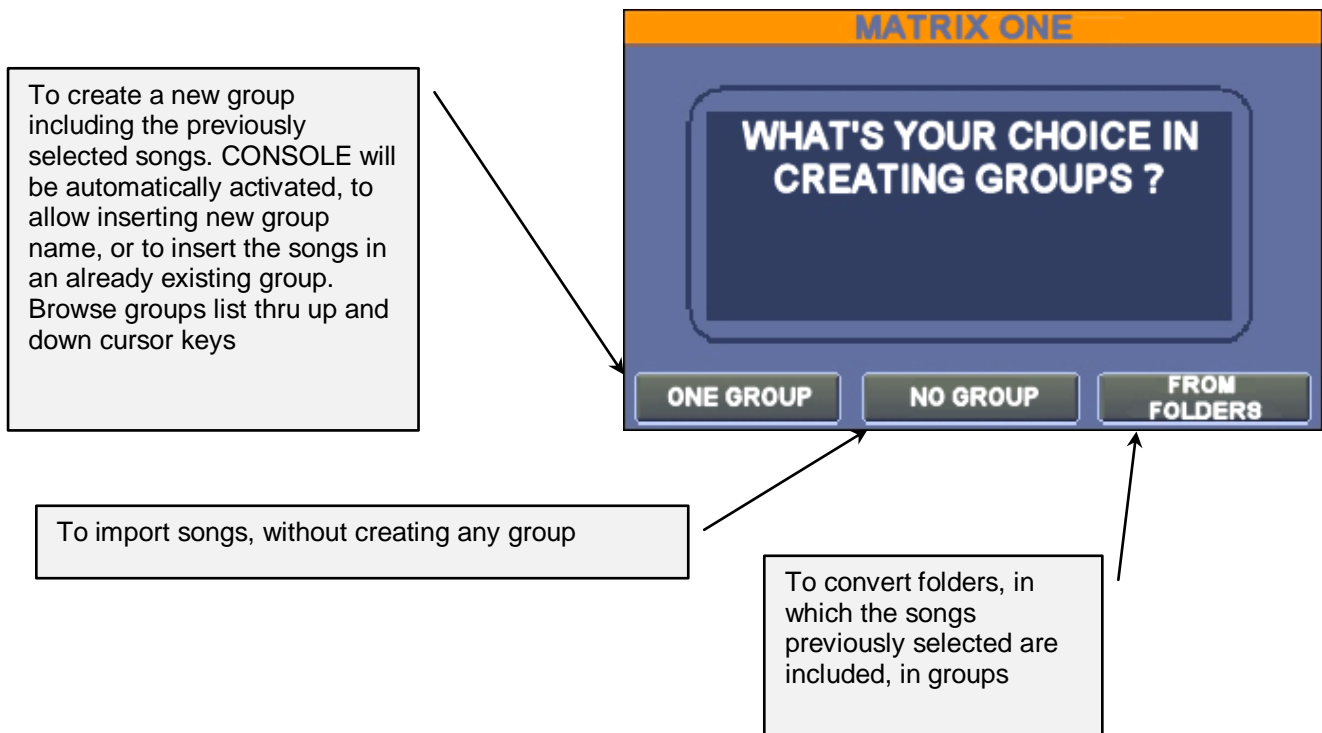
Matrix One will analyze the connected device, displaying, in the following screen, only the type of file previously selected, in the case of the image, all the compatible songs (All Songs). You can listen to the songs in advance before importing them, simply selecting the song, and pressing the PLAY key. During play, the “TYPE” screen gives you info about file type you are listening to (mid/kar/wav/mp3), and, displaying a little icon, if lyrics are included or not in the song

About the keys in the lower screen half:

- “SELL.ALL” to select all the elements
- “DES.ALL” to delete the selection
- “SELL.FROMTO” to select the elements between two, previously selected
- “SELECT” to select the highlighted element
- “IMPORT FILES” to start copying the selected files
- “EXIT” to exit from the screen



The selected elements will be summarized in “Import List” window, on the right. Importing songs, after pressing “IMPORT FILES” key to start copying, Matrix One will ask, before finishing transfer, if you want to create songs groups:



Regarding data transfer from MegabeatPro, the operation can be canceled in two modes:

- Through “Megalink” data transfer cable, connected to dedicated MegabeatPro port, and to LPT port available on Matrix One right side
- Copying on a USB device that you will later connect to Matrix One, the PC folder where the data backup from Meagabeat Pro to PC through the “Megalink” software has been done. The folder where data from MegabeatPro has been saved must be the Megalink software save default folder, i.e. C:/Programmi/Charlie Lab/Megalink/Songsdata. Alternatively, rename as “Songsdata” the PC folder where the MegabeatPro backup has been saved.

Once you press the MegabeatPro button, the following message will appear:

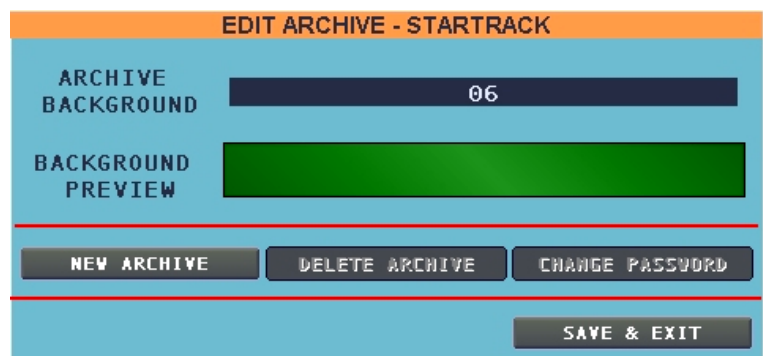


Notes regarding transfer from Megabeat Pro:

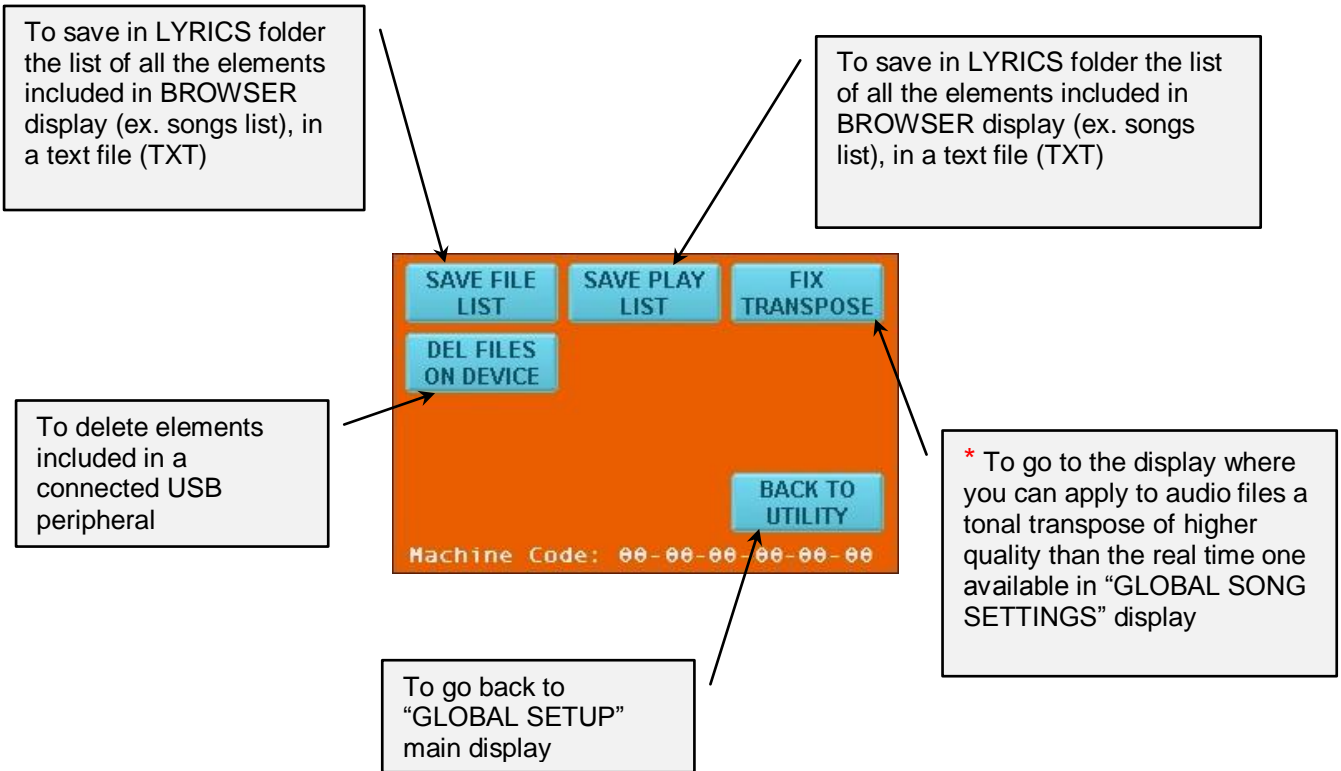
- *Transfer depends on Megabeat Pro hard disk condition*
- *Transfer includes songs and groups*
- *Regarding MIDI files transfer, channels "Mute" are preserved, but single channel levels are not (if optimized for reproduction with Megabeat Pro sound generator) and any tempo changes saved on Megabeat Pro*

When transfer is done, pres "EXIT" to go back to "CONSOLE".

B) To go to archives management display. In this section you can create a new archive (NEW ARCHIVE), delete an archive, and if you want you can insert an access password to an archive. You can also assign different background colours for each archive (through Page/Value knob). Please note you cannot delete the main archive (MATRIXONE).



C) Pressing “EXTRA UTILITIES” button you go to the following display



*** About FIX TRANSPOSE function**

This function, alternative to real time transpose (TRANSP:Off/On) in Global Song Settings , lets you apply tonal and tempo transpose to audio files, in case real time transpose does not work properly.

To use this function, apply real time transpose (in Global Song Settings display, and save), then go to “Fix Transpose” and select the song to be processed. The “Keep Original” parameter (activated by default) lets you decide whether to create a new file, or overwrite the existing one. We recommend to hold this parameter activated, to keep the original file, later you will be able to delete the original file, if it will be of no utility. The little underlying screen summarizes the parameters that have been set and that will affect processing (press play to display “TRANSP:”)



Pressing settings button you can go to the display where you can adjust processing optimization parameters:

| FIX TUNE/TEMPO SETTINGS | |
|-------------------------|----------------|
| MUSICAL GENRE | MODERN MUSIC 2 |
| OUTPUT FORMAT | WAV |
| OUTPUT BITRATE | 160 |
| SAVE & EXIT | |

The musical genre of the file you want to process:

- Generic : generic processing
- Single Instrument : specific processing for every instrument
- Modern Music 1: modern music, rhythmic (ex. Dance/Rock etc.)
- Modern Music 2: not so rhythmic music (ex. Ballad/Slow etc.)
- Classic Music 1: classical music with high harmonic content
- Classic Music 2: classical music with medium harmonic content

Format of the files after processing:

- Wav, non compressed
- Mp3, with compression level choice (“OUTPUT BITRATE”)

Press the “Process Files” button to start processing. As already said, if selected, the “Keep Original” parameter (activated by default) will create a new song, that will retain the original title, adding at the end of the name the chosen transpose. If “Keep Original” is not activated, the original file will be overwritten by the new one, which has been processed.

- D)** To perform BACKUP, in other words a copy of data contained in Matrix One on a USB connected device. Please note that regarding archives, the backup must be managed individually by archive..
- E)** To copy data regarding a backup just finished, or to bring Matrix One back to factory settings.
- F)** To install software upgrades
- G)** To re-synchronize lyrics, especially after importing from Megabeat Pro. After the key is pressed, a dialogue window will be displayed where you can choose between various options.
- H)** To activate scree-saver.
- I)** Perform this operation from time to time, remembering that the unit can be busy for a long time. This operation deletes the files you have canceled in a very long time, freeing space, and later performs a defrag on hard disk.
- J)** To delete files. The processing is similar to the import files one (See A)

- K) To export to a write-ready device, connected to Matrix One. The processing is similar to the import files one (See A)
- L) Display dedicated to adjustment of various parameters divided in several screens that you can browse with PREV (previous) and NEXT:

To enable/disable automatic preselection

To determine assignment of pedal switches

To adjust Matrix One display brightness

To enable/disable Hyphenation in Lyrics (if included)

GLOBAL SETUP - PAGE 1 OF 4

| | |
|--------------------|--------------------------------------------------------------------|
| SONG AUTO-SELECT | ENABLED |
| PEDAL 1 MODE | DISABLED |
| PEDAL 2 MODE | DISABLED |
| DISPLAY BRIGHTNESS | <input style="width: 80%; border: none;" type="range" value="10"/> |
| KARAOKE MODE | ENABLED |

< PREV
NEXT >
CANCEL
SAVE & EXIT

To select video output: TV (composite video signal) and VGA (digital monitor)
 Selecting TV/VGA on the connected video unit only the lyrics will be displayed (if included). Selecting TV/VGA CLONE the whole Matrix display will be replicated on the connected external video. Once you have adjusted the selected parameter, Matrix One will ask for rebooting. We recommend to connect the TV set or the monitor before modifying this parameter, i.e. before turning the power on.

To enable/disable songs preloading exclusively for "PAGE VALUE" knob

To enable/disable automatic selection in Browser display, after 10 seconds inactivity

To enable/disable the selection, on the same element, pressing two times in a row on the touch screen, the action is similar to double clicking with computer mouse

To automatically mute channel 4 and/or 10

- "OFF" : disabled
- "MELODY" : mute channel 4
- "DRUMS" : mute channel 10
- "MELODY+DRUMS" : mute channels 4&10

GLOBAL SETUP - PAGE 2 OF 4

| | |
|-------------------------|----------|
| VIDEO OUTPUT MODE | VGA |
| PAGE CHANGE PRELOAD | ENABLED |
| BROWSER AUTO-FOCUS | DISABLED |
| BROWSER DOUBLE-CLICK | ENABLED |
| DEFAULT MIDI TRACK MUTE | OFF |

< PREV
NEXT >
CANCEL
SAVE & EXIT

To determine whether in MatrixOne MIDI IN port all MIDI channels come in (EXPANDER), or only the ones selected for KEYBOARD mode

To choose messages and Help language

To select samples to be used with Click:
ACCENTED first beat of measure
UNACCENTED other beats of measure

To determine whether from MatrixOne MIDI OUT port all MIDI channels come out (EXPANDER), or only the channel selected in output thru "MIDI OUT" button, in ADJUST→EDIT

| GLOBAL SETUP - PAGE 3 OF 4 | |
|----------------------------|-------------------|
| MIDI-OUT MODE | HARMONIZER |
| MIDI-IN MODE | KEYBOARD |
| LANGUAGE | ITALIANO |
| ACCENTED CLICK SAMPLE | LINN HHCLOSE2.WAV |
| UNACCENTED CLICK SAMPLE | FM SHAKER2.WAV |

< PREV NEXT > CANCEL SAVE & EXIT

To select 2 or 4 lines text display

To display all songs lyrics (if included) in upper case

To select colour, background, characters and highlighting presets

To determine whether to display chords (if included) on the external video unit

To convert letters (A/B/C/D...) in notes (Do/Re/Mi ...)
If on "Keep Original" the chords will be displayed, if included, in the original version

| GLOBAL SETUP - PAGE 4 OF 4 | |
|----------------------------|---------------|
| LYRICS FORMAT | 4 LINES |
| LYRICS UPPER-CASE | DISABLED |
| LYRICS COLOR SCHEME | 005 |
| CHORDS ON VIDEO OUT | DISABLED |
| CHORD TRANSLATION | KEEP ORIGINAL |

< PREV NEXT > CANCEL SAVE & EXIT

To exit the display without saving changes press “CANCEL” key
 To exit the display saving changes press “SAVE & EXIT” key

Going back to “CONSOLE”:

- 4) To modify or insert lyrics in the songs. Inserting lyrics in the song is very simple. After inserting lyrics or importing them in TXT format, press PLAY to play the song and press SPACE key to insert lyrics lines that Matrix will display.

The screenshot shows the LYRICS EDITOR interface with the following callout boxes:

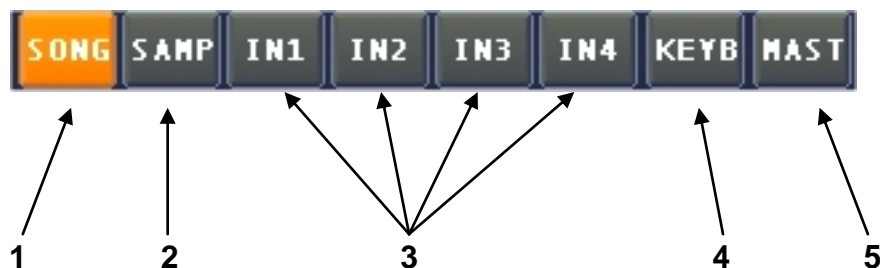
- To associate randomly lyrics to a song:** Points to the **LINK SONG** button in the top right corner.
- To display lyrics:** Points to the **VIEW** button in the top right corner.
- To insert a new lyrics line:** Points to the **INSERT PHRASE** button in the **EDITOR FUNCTIONS** menu.
- To delete a lyrics line:** Points to the **DELETE PHRASE** button in the **EDITOR FUNCTIONS** menu.
- To initialize the lyrics (ex. If you want to re-synchronize them):** Points to the **RESET ALL** button in the **EDITOR FUNCTIONS** menu.
- To export lyrics (ex. to synchronize them to another song). Lyrics will be saved in txt format, in LYRICS folder:** Points to the **EXPORT LYRICS** button in the **EDITOR FUNCTIONS** menu.
- To save changes made. Anyway, exiting LYRICS EDITOR, Matrix will ask you whether to save the changes you made:** Points to the **SAVE CHANGES** button at the bottom left.
- Song position indicator:** Points to the **SONGPOS: 14,8 / 84** indicator at the bottom.
- Lyrics line position indicator. Thru left and right cursor keys, you can move a single lyrics line forwards or backwards:** Points to the **PHRASE(n. 0): 0,3** indicator at the bottom.

The interface itself shows a central display area with the text "ESS" and "Matrix One". Below it is a virtual keyboard with various function keys like **UTILITY**, **LYRICS EDITOR**, **FILES RENAME**, **SPACE**, **Pg Up**, **Pg Dw**, **<**, **DW**, and **>**.

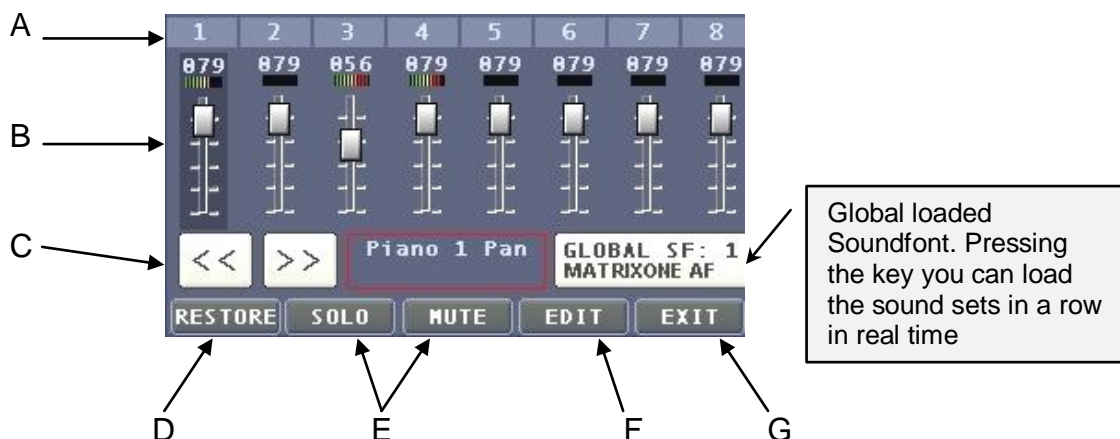
4) To rename songs. After pressing this key, select the song to be renamed. In the CONSOLE (1) dedicated space, the name of the song to be renamed will appear. The “Keep original” parameter will let you decide whether to modify the name of the selected song (parameter on “NO”, default) or to create a copy of the song with a new name (parameter on “YES”). Apply changes and press CONSOLE “ENTER” key.

5) To use other symbols

Let’s have a look now to the displays, and relative functions, of the 8 buttons bar you can find in the lower left corner, corresponding to the 8 sliders to adjust output volume. These buttons let you select the sound source to intervene on.

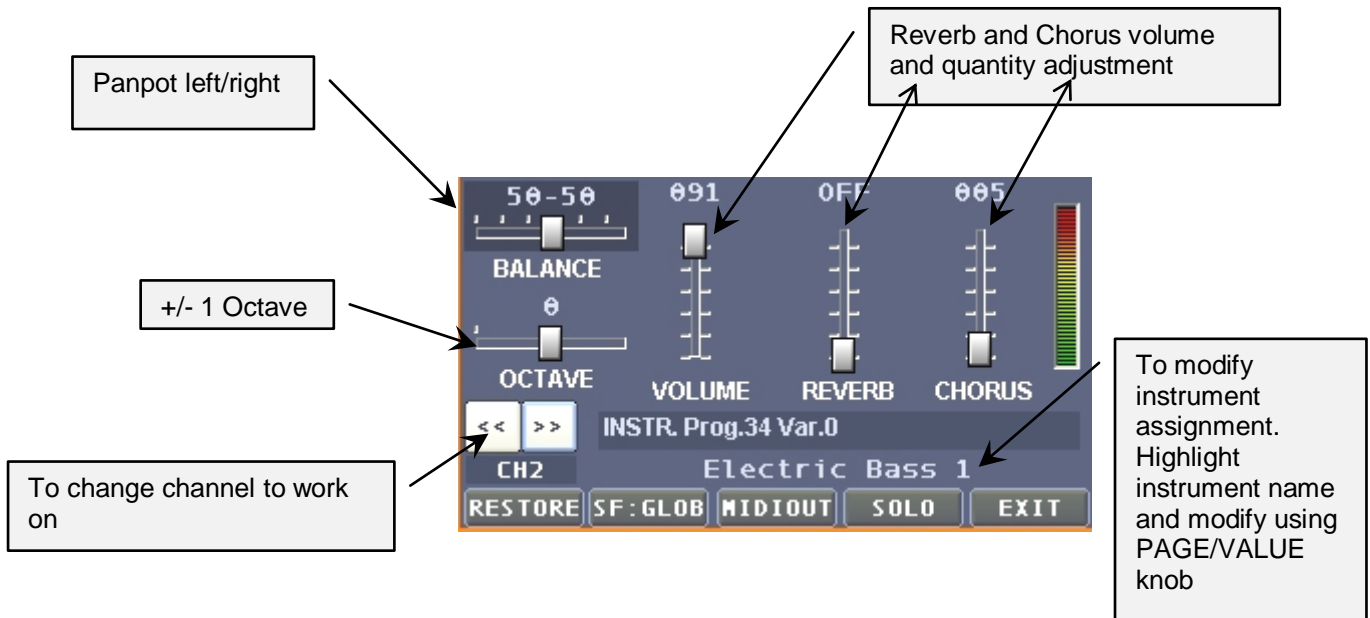


1) This display functions have already been shown in the main screen description, at point 2. Anyway it’s important to have a better knowledge about functions available when you press “ADJUST” key:



- A) MIDI channel number. Underneath you’ll find volume value and single track activity indicator
- B) Volumes Sliders
- C) To go to next channels screen

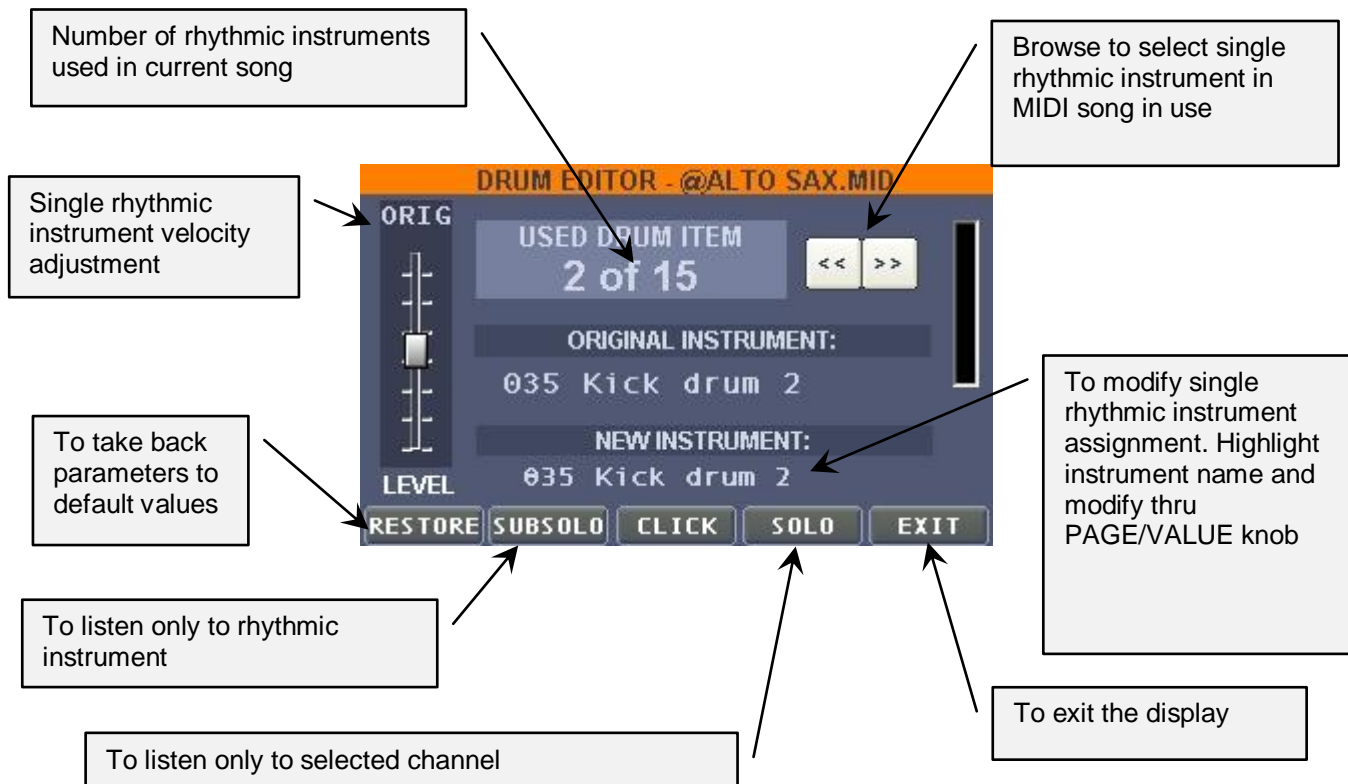
- D) To go back to original parameters values
- E) “SOLO” to listen only to the selected channel, “MUTE” to mute it
- F) After pressing “EDIT” key, the screen where you can make important changes to the selected track will be displayed:



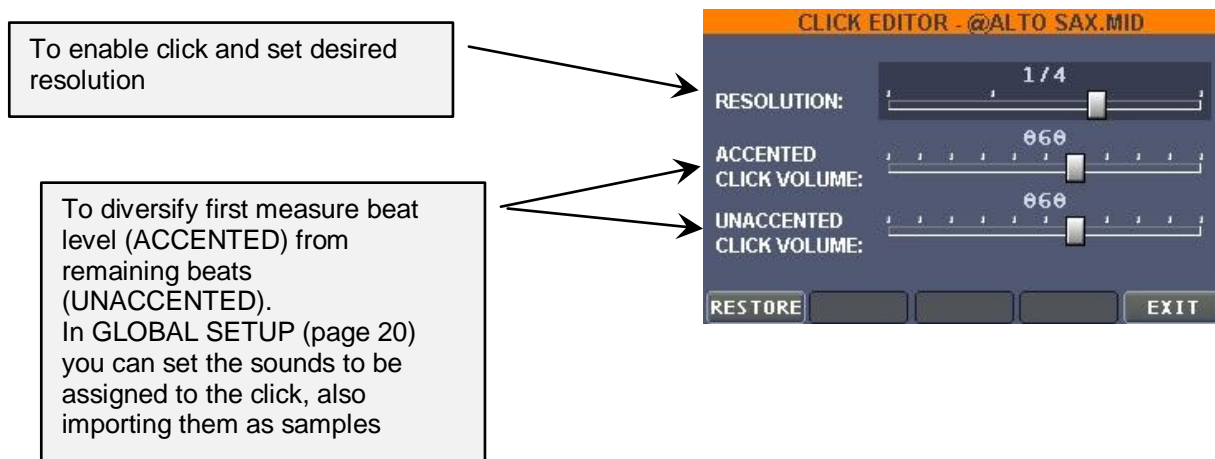
About buttons in the lower half, from left to right:

- “RESTORE”: To restore original values.
- “SF:GLOB”: To assign to the single MIDI channel an instrument generated by a soundfont different from the global one.
- “MIDIOUT”: To decide whether track events go out from MIDI OUT port (useful in case of an external harmonizer).
- “SOLO”: To listen only to the selected channel.
- “EXIT”: To exit from the screen. After pressing “EXIT” you will be asked, through the **DO YOU WANT TO SAVE CHANGES?** pop up, whether to save changes (Yes) or not to save them (No). Obviously, press “YES” to save changes or “No” to go back to the previous display without saving changes. Please note changes will be valid until “RESTORE” key will not be pressed, or after another song has been played.

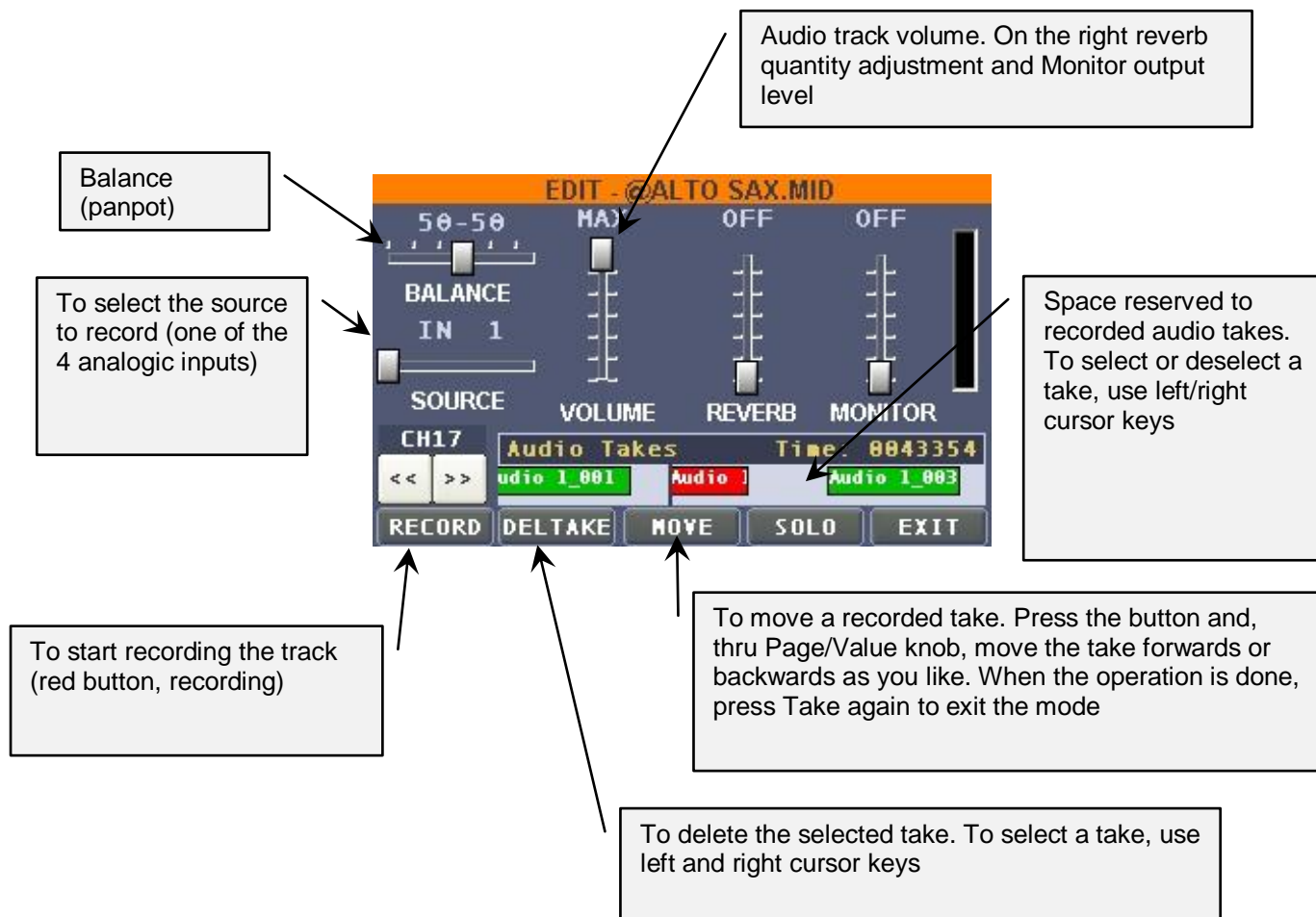
Selecting channel 10, the “MIDIOUT” key will change in “DRMEDIT”, where you will be able to change velocity and modify single drums sound inside the drum kit being used.



Pressing “CLICK” button will take you to another display, where you can activate the click for MIDI files.



Browsing through the channels, after the sixteenth, the last MIDI one, the screen has 8 sliders more, from 17 to 24, corresponding to 8 audio tracks available for recording, synchronized with a MIDI song.



Going back to the 8 buttons bar you find in the lower left corner:

2) In this screen you can individually modify volume, sampling frequency and panpot, for each of the 9 loaded samples.

3) This screen has individual settings for each of the 4 analog inputs. Once you press the button corresponding to the input you want to modify, (ex.IN1), the 4 bands equalizer is displayed, parametric on middle frequencies, and the reverb quantity adjustment.

The underlying buttons are the following:

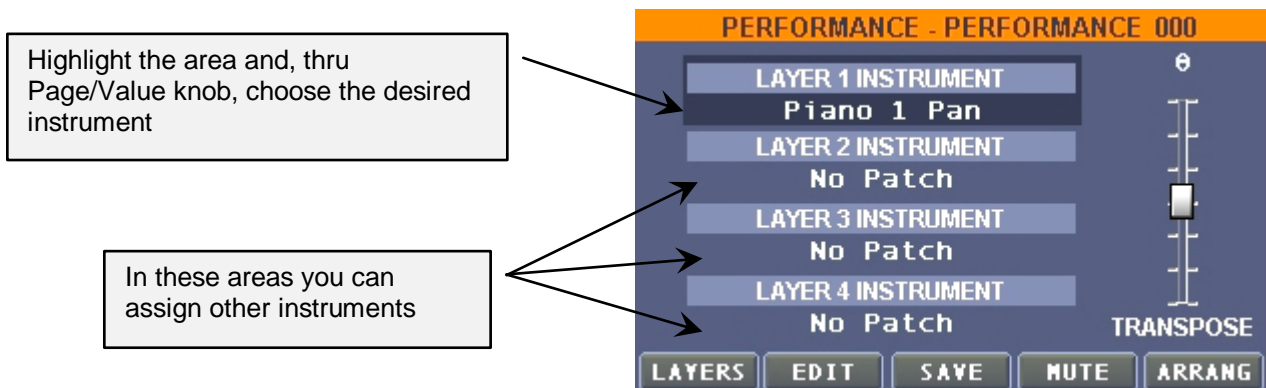
- “RESTORE”, to go back to neutral equalizer position and zero reverb.
- “FREQ”, to assign parametric EQ frequency intervention (active only on middle-low and middle-high frequencies).
- “SAVE”, to save all the settings, included the following parameters, in “SCENE” to whom you can assign a name through th CONSOLE that will automatically activate as the button will be pressed.

- “FX”, to access the available effects, currently: Compressor, Chorus, Combo (guitar amplifier simulator) and Delay. Select the desired effect through the FX – and FX + buttons. The “ACTIVE” button is also available to turn the effect on (red) or off (grey).
- “EXIT” to exit the screen

4) The other functions you can activate through this button are intended for a MIDI keyboard (not included) you can connect to MatrixOne MIDI IN port (connect the cable other end to keyboard MIDI OUT port) and to the available arranger.

The first screen is relative to the MIDI keyboard connected to MatrixOne.

You can assign up to 4 “LAYERS”, areas on the keyboard, 4 different instruments.



The buttons in the lower half of the display:

- “LAYERS”, to go to the display where you can decide the keyboard area to assign a specific instrument to
- “EDIT” to go to the display where you can adjust volume and balance (panpot), effects (Reverb/Chorus) and the soundfont to be used for every single layer
- “SAVE” to save the “PERFORMANCE”. As in similar cases, the CONSOLE will automatically activate so you can assign the name, in this case, to the PERFORMANCE you created
- “MUTE” to mute the selected layer
- “ARRANG” to go to the arranger functions, on this subject you’ll find more information hereby.

To use the integrated arranger in Matrix One, you must at first load a STYLE, then go on the ALL SONGS display, in the upper left corner, and then press the left cursor button to go to the BROWSER display.



Then you have to browse the various folders and enter, through the right cursor button or using the touch screen, in "STYLES" folder and load, pressing the "LOAD STYLE" button, one of the many STYLES preloaded on Matrix One. As we already said styles are in the very common STY Format, and you can also find them for free on internet.



Once you loaded a STYLE, the arranger is ready to be used. Please note that depending on the style you loaded, more or less variations will be available.

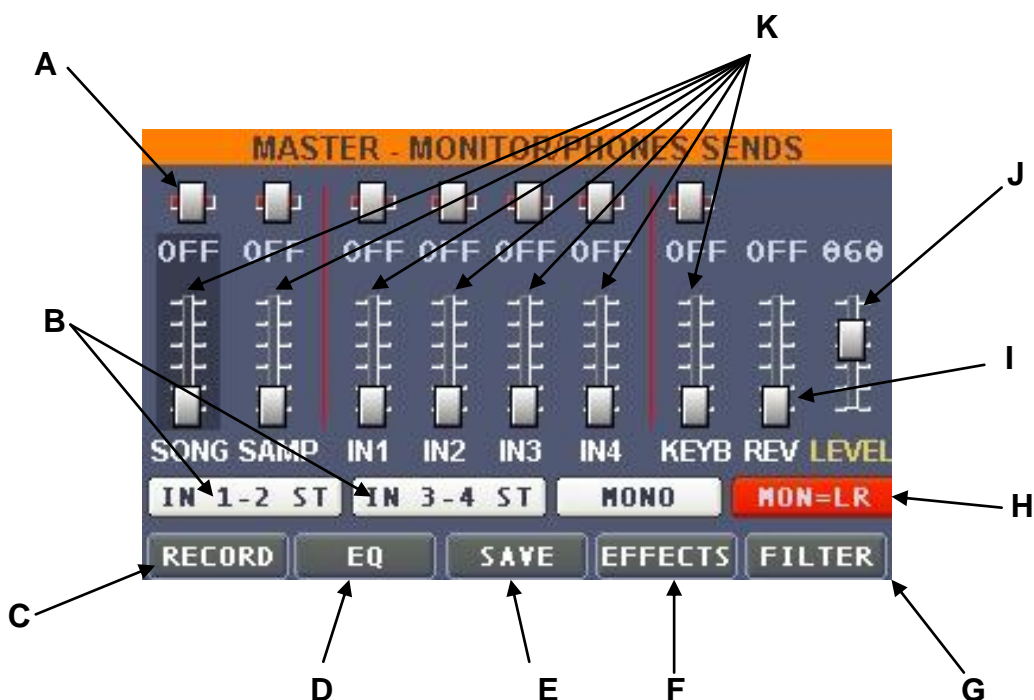
The screenshot shows the 'ARRANGER - 8BT WARM.STY' interface. It features a grid of buttons for different sections: INTRO (A, B, C), MAIN (A, B, C, D), FILL (A, B, C, D), BREAK (A, B), and END (A, B, C). There is also a 'STOP' button and an 'AUTO PLAY' button. Below the grid are buttons for 'SF:1', 'TEST', a rhythmic structure display (4/4), 'LAYER1', and 'EXIT'. Two vertical sliders are labeled 'LEVEL' and 'TEMPO'. Callouts provide the following information:

- Button to activate arranger thru a MIDI connected keyboard (points to 'AUTO PLAY')
- To select the soundfont to use, only for arranger playing (points to 'SF:1')
- Delivers a test chord for the arranger (points to 'TEST')
- Rhythmic structure display (points to the 4/4 display)
- Layer from which the arranger gets the input (harmonic information) (points to 'LAYER1')
- To exit arranger panel (points to 'EXIT')
- Arrangement tempo (points to the 'TEMPO' slider)
- Independent arranger volume (points to the 'LEVEL' slider)

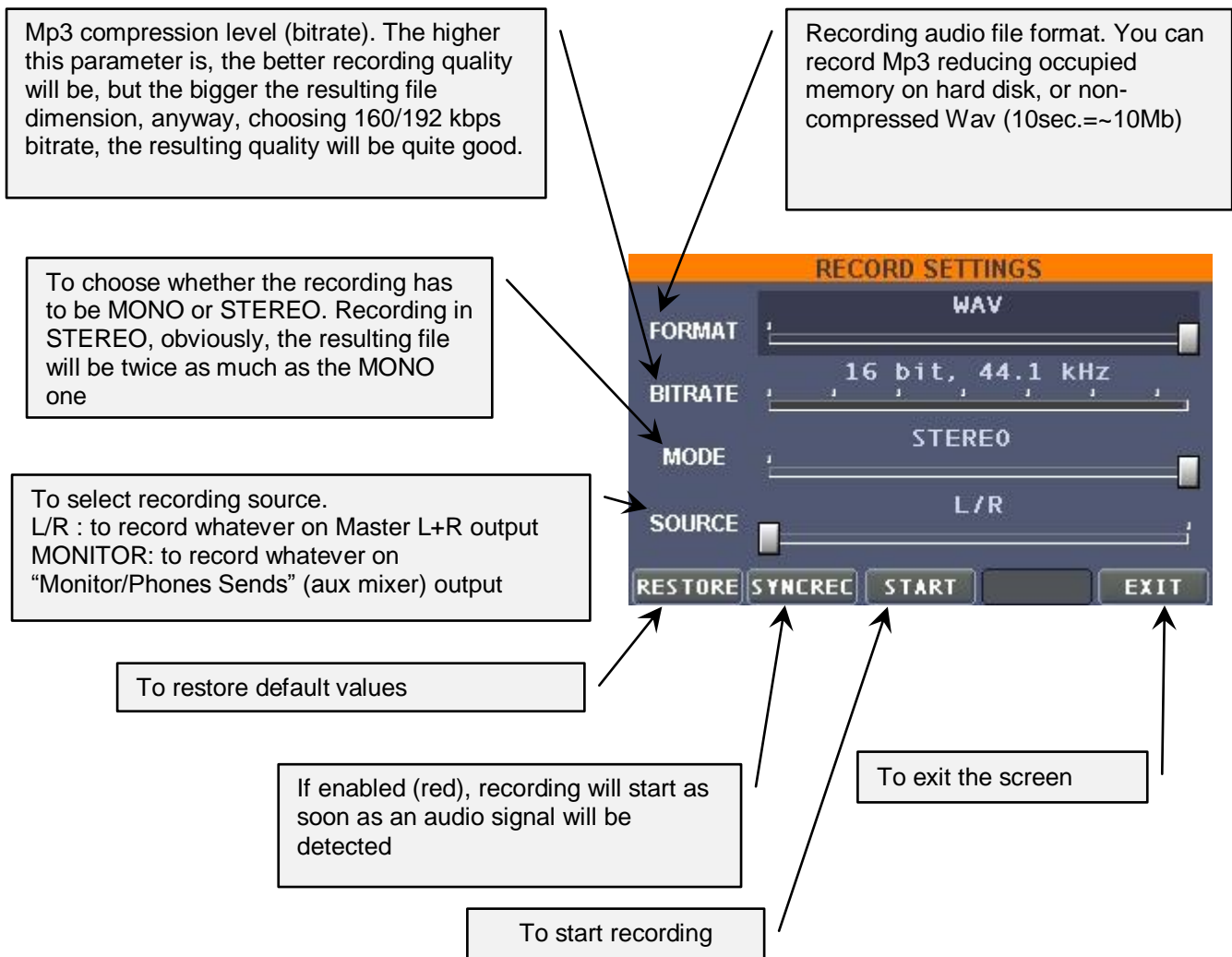
Going back to the last one of the 8 bar buttons you find on the lower left corner:

5) In this screen you can adjust monitor and headphones output sends of the 7 sound sources available (the MIDI&AUDIO songs, the samples, the 4 analog inputs and any keyboard connected thru MIDI), and also the reverb level, so you can customize and suit to your needs the main Left/Right outputs, from monitor signals, if they are connected, and of the headphones. Other functions connected to this panel are the audio recording, the global equalization in output and the effects..

After you pressed the “MAST” key the following screen will be displayed:



- A.** Balance (panpot) individual adjustment of every sound source.
- B.** Buttons to determine whether 1-2 inputs have to be considered as 1 stereo channel or 2 mono channels. Same as 3-4 inputs. If buttons are white channels will be considered singularly (4 mono channels), if red channels will be linked, becoming 1 stereo channel.
- C.** This button leads you in the specific panel to audio signal recording on Left/Right main outputs, or Monitor, so you can record, in real time, your live performances, a function always demanded on this kind of units.
About this panel, please find hereby a description of the available functions:



D. The portion of the screen dedicated has a 8 bands graphic equalizer for mail Left/Right outputs. The available frequencies are shown under the increase/decrease sliders. In the lower half three buttons:

- "Restore" to go back to default values
- "PNOISE" gives out a test signal.
- Important Note: be sure to keep the sliders on zero before activating this function. Then increase their value slowly before pressing "PNOISE" button. ESS declines any responsibility for any damage caused to audio P.A. systems due to non observance of this important use caution
- "EXIT" To exit the screen.

E. To save the mixing that has been set in scenes that will later be loaded, choosing them, in "BROWSER" screen, in "MASTER SCENES" folder.

F. Pressing "EFFECTS" button takes you to the screen on which you'll find the following settings:

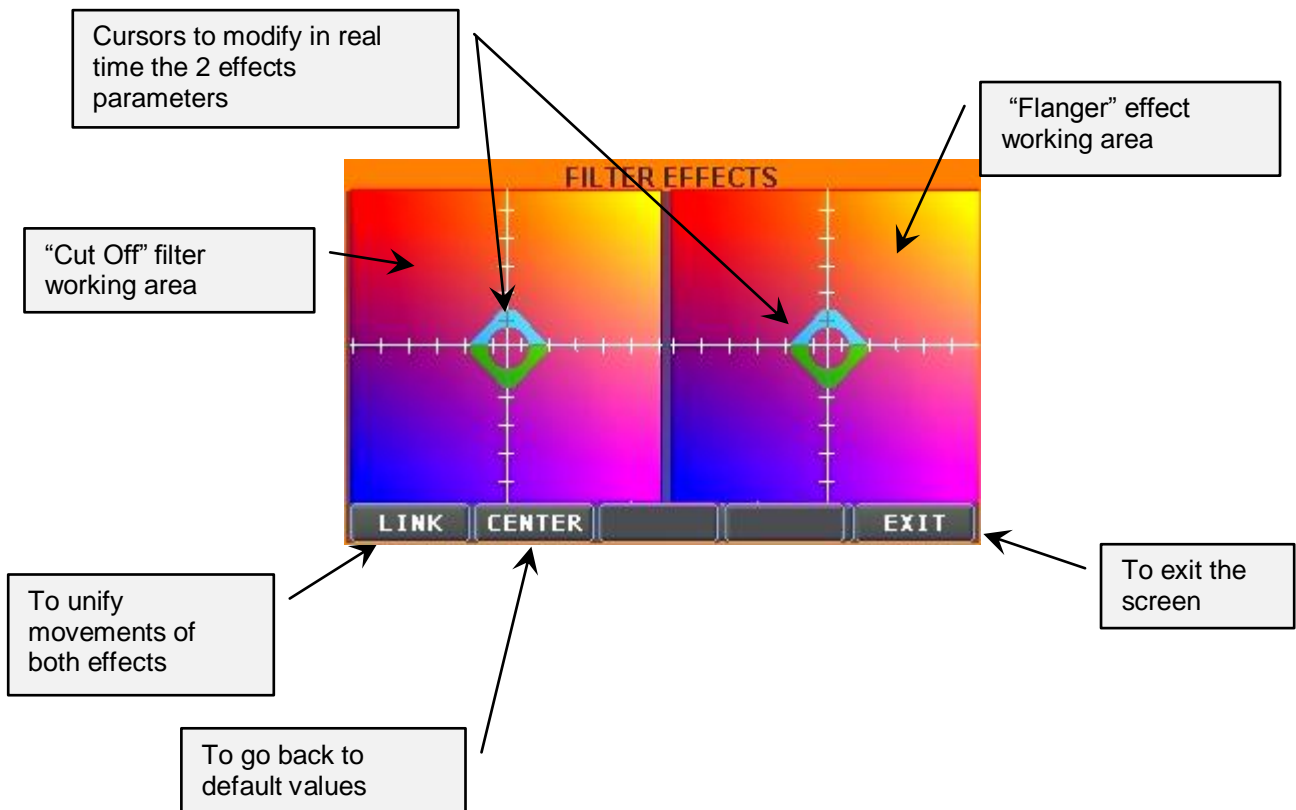
- "AUDIOREV", where you can adjust reverb parameters to be applied only to audio sources.
- "MIDREV", to adjust reverb parameters to be applied only to MIDI songs

- “MIDCHOR”, where you find chorus parameters to be applied only to MIDI songs

Note: It's at Matrix One user discretion to adjust levels as he likes, anyway we remind you that an excessive level (especially of MIDCHOR) can produce unpleasant results in MIDI playing. MIDREV and MIDCHOR default level settings (LEVEL) are respectively:

- MIDREV : 025
- MIDCHOR : 004

G. “FILTER” takes you to the colourful screen where you can modify in real time the parameters for 2 effects, a powerful Cut off filter and a rich flanger, simply moving with a finger, on the touch screen, the available cursors.



Note: Exiting the screen, the modification made thru “FILTER”, will be automatically canceled

H. If set on “MON=LR” (red), the signal on Monitor and Phones outputs will be the same as the one on main Left/Right outputs, otherwise the levels set in the screen (MASTER - MONITOR/PHONES SEND) will be active, giving you the chance to have on Monitor/Phones outputs diversified signals from main Master L+R outputs

- I. Reverb level in monitor and headphones outputs
- J. Monitor and Phones independent volume level (if Mon=L+R the volume will be affected from MASTER (MAST) slider level)
- K. Levels of the seven sound sources (active if "MON=LR" is coloured grey)

A look at the browser and at the folders and functions included:

- **_ALL SONGS:** Cursor key on this folder to go to the complete list of songs that are in the single archive. To play a song just highlight it (red) and press play to start playing (green). You can select the next song you want to play, simply highlighting it. The song title will become red, i.e. the song is preloaded and waiting for the Play button to be pressed. The selection can be made manually, pressing SELECT key (under the songs list) or pressing the hardware key SELECT (page 6 point 10)



- **_AUDIO SONGS:** Displays only audio songs (wav/mp3/ogg/mod)
- **_MIDI SONGS:** Displays only MIDI files, mid and kar, marking them by the colour
 - Midifiles: black icon
 - Kar files: red icon
- **GROUPS :** In this folder you can find the list of the songs groups created by the user when they are imported, or later. Placing on a group name, pressing the right cursor button, the list of the included songs is displayed, in alphabetical order, and you can play the songs from this position, anyway for an advanced group management (playlist), you must load the group in the underlying screen (GROUP), pressing the LOAD GROUP key on the group name. Once the group is loaded, using the buttons in the GROUP screen lower bar, you can:
 - Add songs to the group, choosing them from the browser **ADD TO GRP**
 - Remove a song from the group **REMOVE**
 - Move a song position inside a group, **MOVE** : press the key that will turn red, with left/right cursor buttons move it where you want, then press the button again to exit from this mode

- Create a new group **NEWGRP**: automatically CONSOLE will ask you the name to assign to the new group. Once you've inserted the name, press ENTER to confirm
- Save a group **SAVEGRP**: modify a group, remember to save the changes)
- Save one of the linking modes between songs contained in a group (see page 8)

Note about deleting a group:

_Deleting a group, remember that if it's loaded in the GROUP screen, Matrix will not delete the group (download it from GROUPS before deleting it, loading another one, or pressing NEW GROUP and further CONSOLE appears, without typing anything, close it, press CONSOLE key one more time)

_When you delete a group, Matrix One will ask you confirmation thru the message:

**SURE YOU WANT TO
DELETE?**

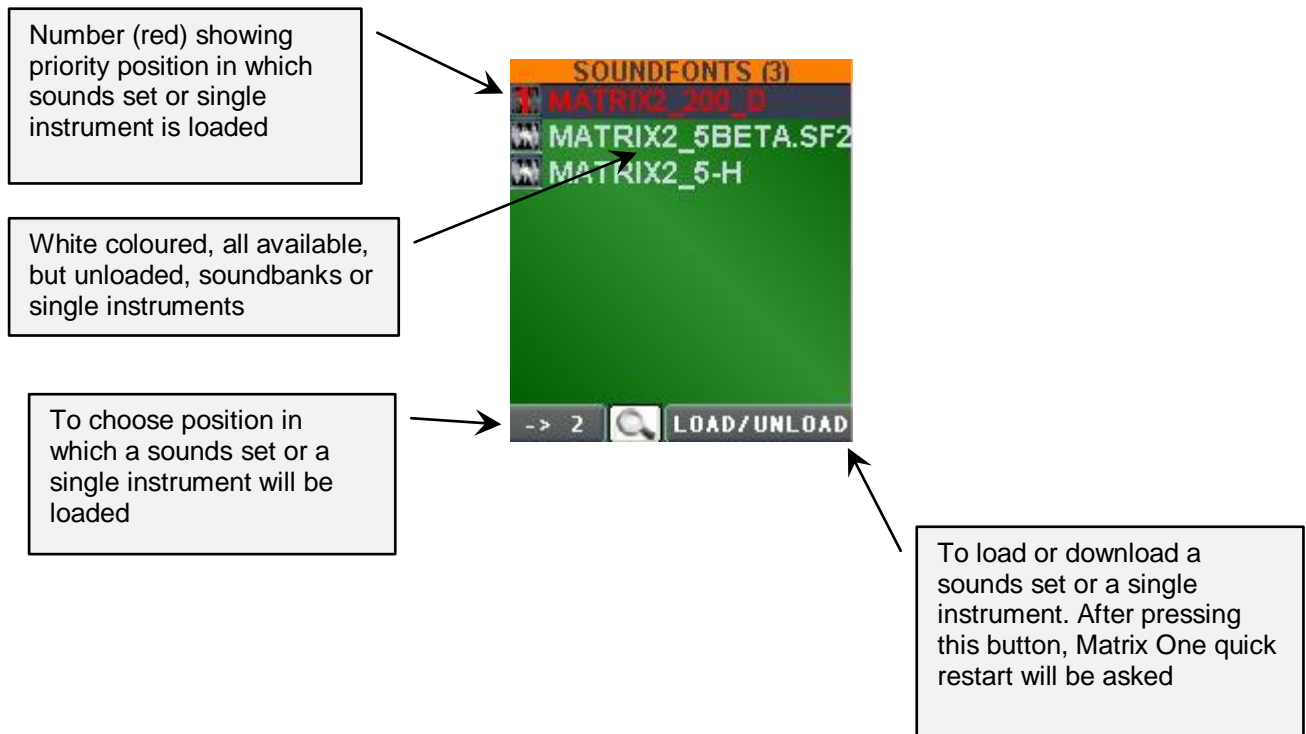
Once you press YES, the unit will ask:

**DO YOU WANT TO DELLETE
ALSO GROUP'S SONGGS
DEFINITELY ?**

If later "YES" is pressed, together with the group also the songs contained in it will be deleted by Matrix One, with no regard to the presence of these songs in other groups. If you only want to delete the group, and keep the songs in the archive, press "NO".

- INPUT SCENES: Where you can save and load equalization and effects presets regarding In1/2/3/4 single analogic inputs
- LYRICS: Where you can save and load text files (txt)
- PERFORMANCES: Where you can save and load PERFORMANCE section settings preset (KEYB key)
- SAMPLES: Where you can save and load samples divided in folders by type.
- SOUNDFONTS: Where you can manage soundfonts. The available positions are 4, anyway remember that "1" position is the main one for MIDI files playing.

The loaded soundfonts are highlighted in red colour, while the unloaded ones are highlighted in white.



Note:

_Normally, Matrix One with default preloaded sounds and 512 Mb Ram provided, uses about 180Mb RAM for managing the system, anyway it's advisable to check in "Console" the RAM parameter, verifying it is not less than 120Mb (for example when other soundfonts are loaded). Please remember that you can extend RAM memory to 1G for sounds loading reasons.

_We recommend you caution in managing sound presets, especially if "GLOBAL SF:" parameter has been saved, in ADJUST screen.

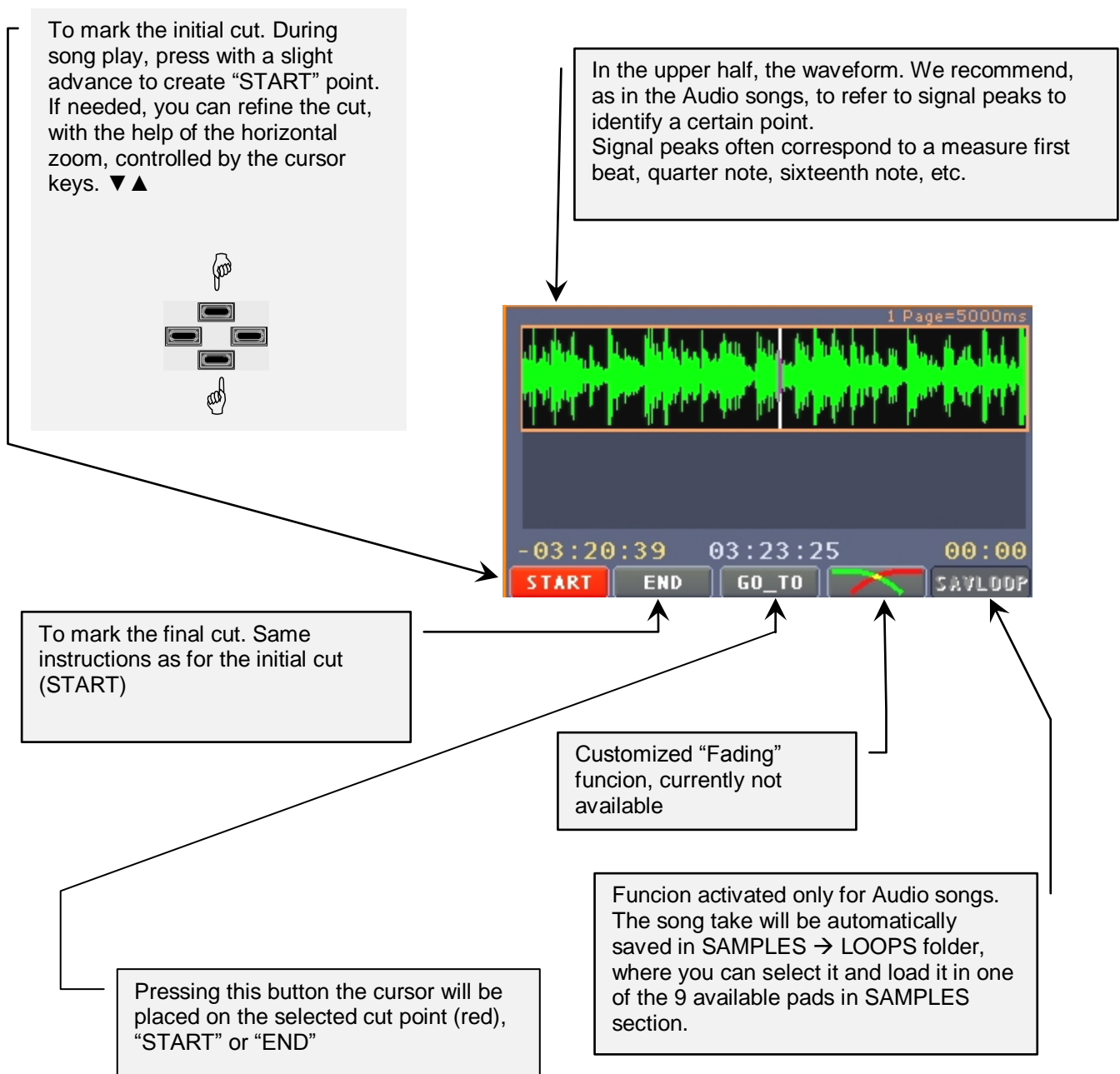
- STYLES: Where you can import and load styles in .sty format (Yamaha™)

“CUE/CUT” Function

Please note that in this function, very useful to “cut”, and more, the songs as you like, the display of MIDI and Audio songs is represented by a waveform, a common thing for audio files but a new concept for MIDI files. Therefore a specific point in a MIDI file will not be determined by way of musical measures, but instead graphically, as a waveform model.



Once a song is selected (green), pressing the “CUE/CUT” key, after the very short message “BUILDING WAVEFORM FROM FILE”, the display usually dedicated to groups management, will be substituted from the following panel:



Technical informations

| | | |
|-----------------------------|--------------------------------|------------------------------------------|
| Input channels sensitivity: | Micro -40 dBm | balanced (max 0 dBm) |
| | Line -10 | pseudo (max 0 dBm) |
| Input Low Cut filter | -12 dB oct. at 100 Hz | |
| Output Master/Monitor | 0 dBm | Pseudo-balanced |
| MIDI Connections | IN | Only for MIDI keyboards |
| | OUT | A channel at a time (selected from user) |
| Pedal jack | Stereo for three buttons pedal | |
| | Mono 1 button pedal | |

Available sounds list in “MATRIX 2_200” sound bank

CC0:Pc#

| | | |
|--------------------------|--------------------------|--------------------------|
| 000:001 Piano 1 Pan | 000:033 Acoustic Bass | 000:065 Soprano Sax |
| 000:002 Piano 2 | 000:034 Electric Bass 1 | 000:066 Alto Sax Vib |
| 000:003 Piano 3 | 000:035 Electric Bass 2 | 000:067 Tenor Sax Vib |
| 000:004 Honky Tonk | 000:036 Fretless Bass | 000:068 Baritone Sax Vib |
| 000:005 Ep 1 Rhodes | 000:037 Slap Bass 1 | 000:069 Oboe |
| 000:006 Ep 2 Dx7 | 000:038 Slap Bass 2 | 000:070 Eng. Horn |
| 000:007 Harpsichord | 000:039 Synth Bass 1 | 000:071 Bassoon |
| 000:008 Clavinet | 000:040 Synth Bass 2 | 000:072 Clarinet |
| 000:009 Celesta | 000:041 Violin | 000:073 Piccolo |
| 000:010 Glockenspiel | 000:042 Viola | 000:074 Flute |
| 000:011 Music Box | 000:043 Cello | 000:075 Recorder |
| 000:012 Vibraphone St | 000:044 Double Bass | 000:076 Pan Flute |
| 000:013 Marimba | 000:045 Tremolo Strings | 000:077 Bottle Chiff |
| 000:014 Xylophone | 000:046 Pizzicato | 000:078 Shakuhachi |
| 000:015 Tubular Bells | 000:047 Harp | 000:079 Whistler |
| 000:016 Santur | 000:048 Timpani | 000:080 Ocarina |
| 000:017 Organ 1 St | 000:049 Strings 1 St | 000:081 Square Wave |
| 000:018 Organ 2 | 000:050 Strings 2 St | 000:082 Saw Wave |
| 000:019 Organ 3 St | 000:051 Synth Strings 1 | 000:083 Calliope |
| 000:020 Church Organ St | 000:052 Synth Strings 2 | 000:084 Chiffer Lead |
| 000:021 Reed Organ | 000:053 Choir Aahs | 000:085 Charang |
| 000:022 Accordion | 000:054 Voice Oohs | 000:086 Solo Vox |
| 000:023 Harmonica Vib | 000:055 Synth Vox St | 000:087 5th Saw Wave |
| 000:024 Bandoneon | 000:056 Orchestra Hit | 000:088 Bass & Lead |
| 000:025 Nylon-str. Gt | 000:057 Trumpet St | 000:089 Fantasia |
| 000:026 Steel Gt 1 | 000:058 Trombone | 000:090 Warm Pad St |
| 000:027 Jazz Gt | 000:059 Tuba | 000:091 Poly Synth St |
| 000:028 Clean Gt | 000:060 Mute Trumpet | 000:092 Space Voice St |
| 000:029 Muted Gt | 000:061 French Horns | 000:093 Bowed Glass St |
| 000:030 Overdrive Gt | 000:062 Brass St | 000:094 Metal Pad St |
| 000:031 Distortion Gt | 000:063 Synth Brass 1 | 000:095 Halo Pad St |
| 000:032 Guitar Harmonics | 000:064 Synth Brass 2 St | 000:096 Sweep Pad St |

| | | |
|------------------------|---------------------------|------------------------------|
| 000:097 Ice Rain St | 002:121 String Slap | 008:051 Syn Strings3 St |
| 000:098 Soundtrack St | 002:123 Thunder | 008:053 Choir Aahs 2 St |
| 000:099 Crystal St | 002:124 Horse Gallop | 008:057 Flugel Horn |
| 000:100 Atmosphere St | 002:125 Door Creaking | 008:062 Brass 2 St |
| 000:101 Brightness St | 002:126 Car Stop | 008:063 Brass 3 St |
| 000:102 Goblin | 002:127 Screaming | 008:065 Soprano Sax NoVib |
| 000:103 Echo Drops | 002:128 Lasergun | 008:066 Alto Sax Growl NoVib |
| 000:104 Star Theme | 003:123 Wind | 008:067 Tenor Sax Growl Vib |
| 000:105 Sitar | 003:124 Bird 2 | 008:126 Starship |
| 000:106 Banjo | 003:125 Door Slam | 009:026 AcouGt-St |
| 000:107 Shamisen | 003:126 Car Pass | 009:027 Jazz Gt 2 St |
| 000:108 Koto | 003:127 Punch | 009:028 Clean Gt St |
| 000:109 Kalimba | 003:128 Explosion | 009:126 Burst Noise |
| 000:110 Bagpipe | 004:040 Hyper Hammer | 016:005 Wurly Vibrato |
| 000:111 Fiddle | 004:123 Stream | 016:025 Nylon Gt o Vib |
| 000:112 Shenai | 004:125 Scratch | 016:026 Mandolin |
| 000:113 Tinker Bell | 004:126 Car Crash | 016:028 Clean Gt Tremolo |
| 000:114 Agogo | 004:127 Heart Beat | 016:034 Dyna Bass |
| 000:115 Steel Drum | 005:123 Bubble | 016:040 Hyper Rubber |
| 000:116 Wood Block | 005:125 WindChime | 024:005 Wurly Clean |
| 000:117 Taiko Drum | 005:126 Siren | 024:026 Ovatian |
| 000:118 Melodic Tom | 005:127 Footsteps | 024:126 Burst Noise1 |
| 000:119 Synth Drum | 006:126 Train | 032:026 Steel Gt 2 |
| 000:120 Reverse Cymbal | 007:126 Jet Plane | 128:001 Standard Kit 1 |
| 000:121 Fret Noise | 008:001 Acou Piano 1 | 128:002 Standard Kit 2 |
| 000:122 Breath Noise | 008:004 Honky-Tonk w St | 128:003 Standard Kit 3 |
| 000:123 Seashore St | 008:005 Wurly Chorus | 128:004 Standard Kit 4 |
| 000:124 Bird St | 008:006 Soft Rhodes | 128:005 Standard Kit 4 |
| 000:125 Telephone | 008:011 AcouGt-St | 128:009 Room Kit |
| 000:126 Helicopter | 008:022 Accordion It | 128:017 Power Kit |
| 000:127 Applause St | 008:023 Harmonica NoVib | 128:025 Electronic Kit |
| 000:128 Gun Shot St | 008:026 12Strings Gt | 128:026 TR808 Kit |
| 001:057 Trumpet St Vib | 008:027 Funk Gt. | 128:027 TR909 Kit |
| 001:121 Gt Cut Noise | 008:028 Chorus Gt St | 128:033 Jazz Kit |
| 001:122 Fl. Key Click | 008:029 MuteGt2-Dist | 128:041 Brush Kit |
| 001:123 Rain | 008:034 Y-Fingered Bass | 128:049 Orchestra Kit |
| 001:124 Dog | 008:035 Y-Picked Bass | 128:051 Kick&Snare |
| 001:125 Telephone 2 | 008:036 Ale Bass | 128:057 Sfx Kit |
| 001:126 Car Engine St | 008:039 Synth Bass 3 | 128:128 CM-64/32L Kit |
| 001:127 Laughing | 008:040 Synth Bass 4 | |
| 001:128 Machine Gun | 008:050 Strings Sect 2 St | |

Available sounds list in “MATRIX 1” & “MATRIX L” sound bank

CC0:Pc#

| | | |
|-------------------------|---------------------------|----------------------|
| 000:001 Grand Piano | 000:046 Pizzicato Strings | 000:091 Polysynth |
| 000:002 Bright Piano | 000:047 Harp | 000:092 Space Voice |
| 000:003 Piano 3 | 000:048 Timpani | 000:093 Bowed Glass |
| 000:004 Honky | 000:049 String | 000:094 Metal Pad |
| 000:005 Rhodes Piano | 000:050 Slow Strings | 000:095 Halo Pad |
| 000:006 E. Piano 2 | 000:051 Synth Strings 1 | 000:096 Sweep Pad |
| 000:007 Harpsichord | 000:052 Synth Strings 2 | 000:097 Ice Rain |
| 000:008 Clavinet | 000:053 Choir Aahs | 000:098 Soundtrack |
| 000:009 Celesta | 000:054 Voice Oohs | 000:099 Crystal |
| 000:010 Glockenspiel | 000:055 Synth Voice | 000:100 Atmosphere |
| 000:011 Music Box | 000:056 Orchestra Hit | 000:101 Brightness |
| 000:012 Vibraphone | 000:057 Trumpet | 000:102 Goblin |
| 000:013 Marimba | 000:058 Trombone | 000:103 Echo Drops |
| 000:014 Xylophone | 000:059 Tuba | 000:104 Star Theme |
| 000:015 Tubular Bell | 000:060 Mute Trumpet | 000:105 Sitar |
| 000:016 Dulcimer | 000:061 French Horn | 000:106 Banjo |
| 000:017 Organ 1 | 000:062 Brass 1 | 000:107 Shamisen |
| 000:018 Organ 2 | 000:063 Synth Brass 1 | 000:108 Koto |
| 000:019 Organ 3 | 000:064 Synth Brass 2 | 000:109 Kalimba |
| 000:020 Church Organ | 000:065 Soprano Sax | 000:110 Bag Pipe |
| 000:021 Reed Organ | 000:066 Alto Sax | 000:111 Fiddle |
| 000:022 Accordion | 000:067 Tenor Sax | 000:112 Shenai |
| 000:023 Harmonica | 000:068 Bari Sax | 000:113 Tinker Bell |
| 000:024 Bandoneon | 000:069 Oboe | 000:114 Agogo |
| 000:025 Nylon Guitar | 000:070 English Horn | 000:115 Steel Drums |
| 000:026 Steel-str Gt | 000:071 Bassoon | 000:116 Woodblock |
| 000:027 Jazz Guitar | 000:072 Clarinet | 000:117 Taiko Drum |
| 000:028 Clean Guitar | 000:073 Piccolo | 000:118 Melodic Tom |
| 000:029 Muted Gtr | 000:074 Flute | 000:119 Synth Drum |
| 000:030 Overdrive Gt. | 000:075 Recorder | 000:120 Reverse Cymb |
| 000:031 Distortion Gt. | 000:076 Pan Flute | 000:121 Fret Noise |
| 000:032 Gtr Harmonics | 000:077 Bottle Blow | 000:122 Breath Noise |
| 000:033 Acoustic Bass | 000:078 Shakuhachi | 000:123 Seashore |
| 000:034 Finger Bass | 000:079 Whistle | 000:124 Bird Tweet |
| 000:035 Pick bass | 000:080 Ocarina | 000:125 Telephone |
| 000:036 Fretless Bass | 000:081 Square Wave | 000:126 Helicopter |
| 000:037 Slap Bass 1 | 000:082 Saw Wave | 000:127 Applause |
| 000:038 Slap Bass 2 | 000:083 Synth Calliope | 000:128 Gun Shot |
| 000:039 Synth Bass 1 | 000:084 Chiffer Lead | 128:001 Standard |
| 000:040 Synth Bass 2 | 000:085 Charang | 128:009 Room |
| 000:041 Violin | 000:086 Solo vox | 128:017 Power |
| 000:042 Viola | 000:087 5th Saw Wave | 128:025 Electronic |
| 000:043 Cello | 000:088 Bass & Lead | 128:026 TR 808 |
| 000:044 Contra Bass | 000:089 Fantasia | 128:033 Jazz |
| 000:045 Tremolo Strings | 000:090 Warm Pad | 128:041 Brush |
| | | 128:049 Orchestra |
| | | 128:057 SFX |

Only for “Matrix L” set: 008:022 Accordion Master

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