



# MOXF6/MOXF8 Editor Owner's Manual

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This owner's manual assumes that you are already familiar with basic Windows/Mac operations. If you are not, please refer to the owner's manual which came with your Windows/Mac software before using the MOXF6/MOXF8 Editor.

For information about hardware requirements, the interconnection of devices and the installation of the MOXF6/MOXF8 Editor software, refer to the separate Installation Manual as well as the Owner's Manual for the respective MIDI device.

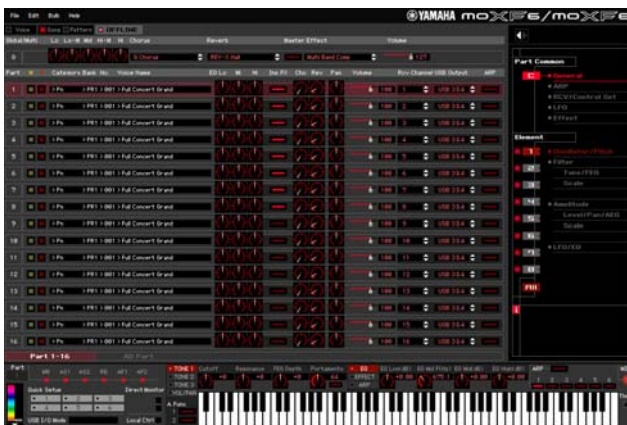
## What is the MOXF6/MOXF8 Editor?

MOXF6/MOXF8 Editor is a convenient tool which lets you edit and save the various parameters of your MOXF6/MOXF8 tone generator. These include Voice and Mixing parameters (edited in the Voice or Mixing mode of the MOXF6/MOXF8) 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 MOXF6/MOXF8 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 MOXF6/MOXF8 instrument.

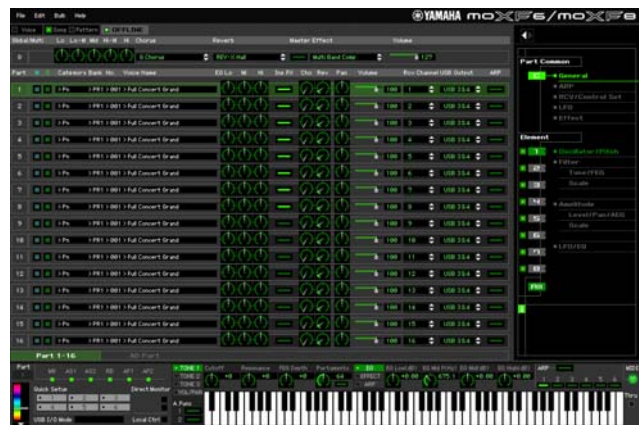
The MOXF6/MOXF8 Editor, based on the “VST3 technology” by Steinberg, works as a VST3 plug-in with the Cubase series. The MOXF6/MOXF8 Editor also works the same way as other VST instrument software, allowing you to save the edited settings of the MOXF6/MOXF8, or use them for another project. In addition, you can handle the MOXF6/MOXF8 Voices in the Media Bay window in Cubase series when using the MOXF6/MOXF8 Editor with Cubase series, allowing you to search for, listen, and load the MOXF6/MOXF8 Voices within Media Bay in Cubase series. The MOXF6/MOXF8 Editor provides a comprehensive and seamless music production environment — making the use of hardware and software both easier and much more efficient. And, the MOXF6/MOXF8 Editor can also be used as a stand-alone application.

The MOXF6/MOXF8 Editor lets you adjust the hue as desired ([page 6](#)). This manual uses example screen shots having the most universal color visibility, allowing the manual to be easily viewed by many people having different types of color recognition.

Default



Adjusted to universal hue



# Data Structure of the MOXF6/MOXF8 Editor

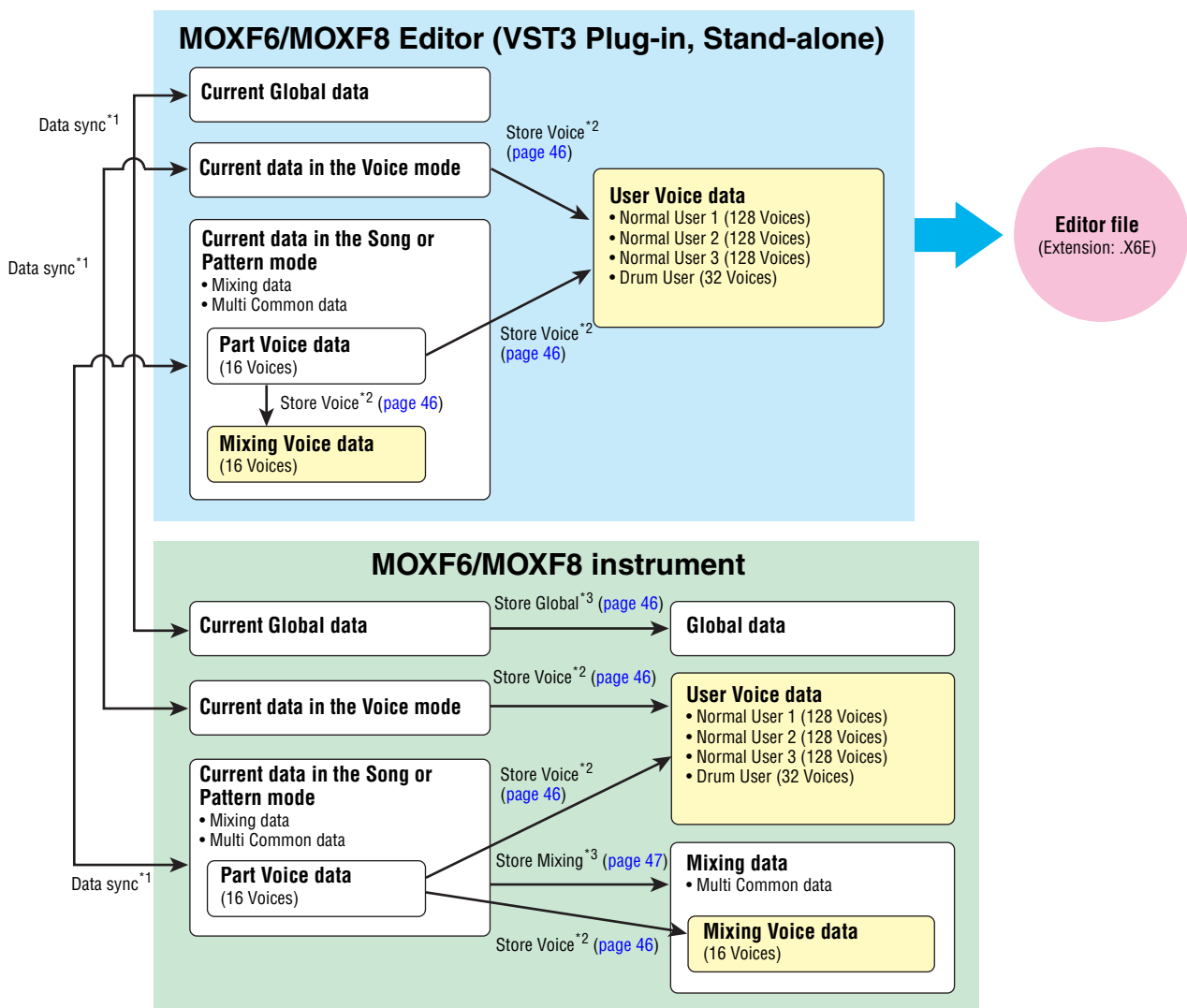
The MOXF6/MOXF8 Editor lets you create the following data and save them as a single file (extension: .X6E).

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

Current settings includes 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 MOXF6/MOXF8 Editor 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 MOXF6/MOXF8 Editor 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 19 and 27).

The diagram illustrated below indicates the structure of the data created via the MOXF6/MOXF8 Editor, the structure of the data stored in the internal memory of the MOXF6/MOXF8 instrument and the relationship between those two types of data.



\*1 When the MOXF6/MOXF8 instrument is connected to the computer properly with the ONLINE status, editing a parameter on the MOXF6/MOXF8 Editor affects the same parameter on the MOXF6/MOXF8 itself, and vice versa.

\*2 The Store Voice operation on the Editor will store the Voice data to the memory of the MOXF6/MOXF8 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 MOXF6/MOXF8 instrument.

# Starting the MOXF6/MOXF8 Editor (VST version)

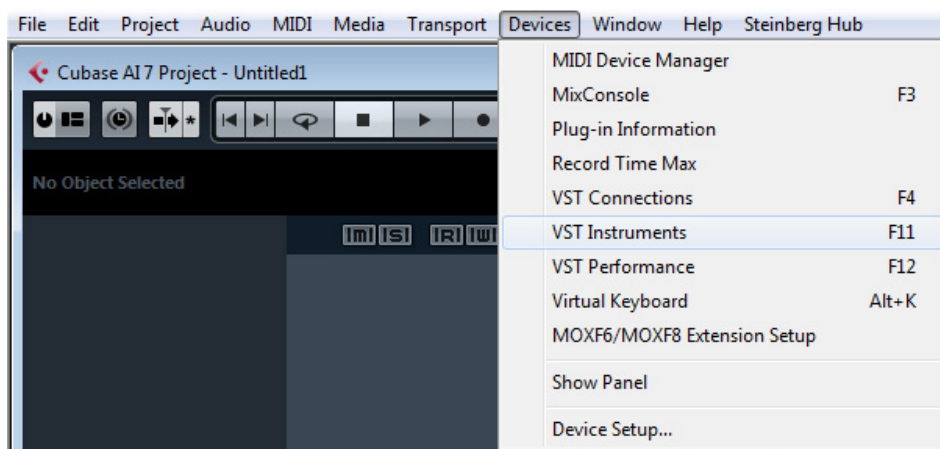
Install the Yamaha Steinberg USB Driver and MOXF6/MOXF8 Editor VST by following the respective Installation Guides. After making the required connection and setting the MIDI IN/OUT parameter to “USB” in the Utility mode, follow the instructions below to start the MOXF6/MOXF8 Editor VST.

This example describes the operation steps for Cubase with the MOXF6/MOXF8 instrument connected to a computer via an USB cable.

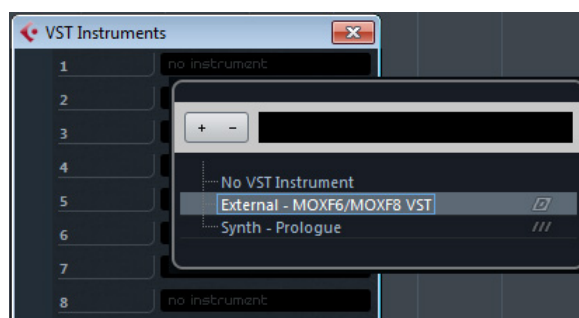
**NOTE** For details about connection between the MOXF6/MOXF8 and a computer, refer to the Owner’s Manual of the MOXF6/MOXF8.

**NOTE** On the MOXF6/MOXF8, press the [UTILITY] to enter the Utility mode, then press the [F6] MIDI followed by the [SF4] OTHER. On this display, set the MIDI In/Out parameter to “USB”, then press the [STORE] button to store this Utility setting.

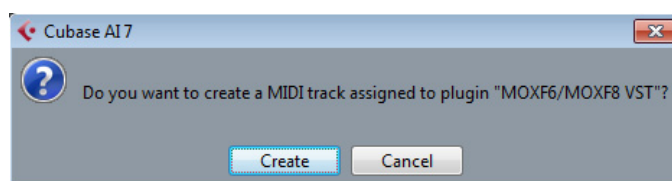
1. Open the VST Instrument window via [Devices] → [VST Instruments] in the Cubase series menu.



2. Click the Instrument Slot in the VST Instrument Rack, then select [External] → [MOXF6/MOXF8 VST].



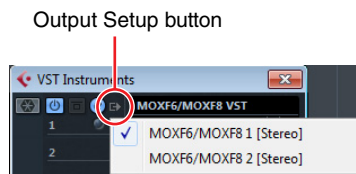
3. When the dialog box asking “Do you want to create a MIDI track assigned to plug-in “MOXF6/MOXF8 VST”?” appears, click [Create].



A MIDI track will be created and the MOXF6/MOXF8 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 select [Activate All Outputs].

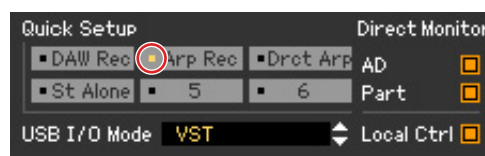


After this operation, the MOXF6/MOXF8 1 – 2 Busses appear in the project window of the Cubase series.

- Call up the Editor Setup window in the MOXF6/MOXF8 Editor VST via [File] → [Editor Setup].
- Select “MOXF6/MOXF8” at the [USB Device] column.



- Click [OK] button at the bottom.
- Call up the VSTi Setup window in the MOXF6/MOXF8 Editor VST via [File] → [VSTi Setup].
- Click the [Auto] button then all the audio ports are assigned automatically.
- Click the [OK] button at the bottom.
- If the MOXF6/MOXF8 Editor VST is “OFFLINE,” click the [ONLINE/OFFLINE] button to go “ONLINE.”
- In Quick Setup, select the desired one.



**NOTE** Step 5 through 10 are required when starting MOXF6/MOXF8 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 MOXF6/MOXF8 Editor can be started also from Media Bay via the following steps. From the “Media” menu of Cubase series, select “MediaBay” to call up the MediaBay window. Select a Voice from the MediaBay, right-click to call up “Property,” then select “Create Track.” Press the “Edit Instrument” button on the created Instrument track to start the MOXF6/MOXF8 Editor VST.

## Adjusting the hue of the display

The MOXF6/MOXF8 Editor lets you adjust the hue as desired.

**1. At the left bottom of the Editor window, click the triangle button to call up the slider.**

Click the triangle button again to close the slider.



**2. Drag or click the slider to adjust the hue.**



In Windows, to reset the hue to its default, simultaneously hold down the <Ctrl> key and click on the slider.

On the Mac, to reset the hue to its default, simultaneously hold down the <Command> key and click on the slider.

For details about slider operation, refer to [page 34](#).

## An Example of MOXF6/MOXF8 Editor in Use

There is no single way to use the many components in the MOXF6/MOXF8 Editor. Your editing needs and preferences may differ; however, the following example gives you a simple step-by-step guide in how to use the MOXF6/MOXF8 Editor. As an example, this section explains how to edit a Voice in the Voice mode, edit a Mixing program in the Song mode, then store the edited data to the memory of the MOXF6/MOXF8 instrument and save the final results of your editing to a file.

### Editing in the Voice mode

**NOTE** If the [Song] or [Pattern] 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.

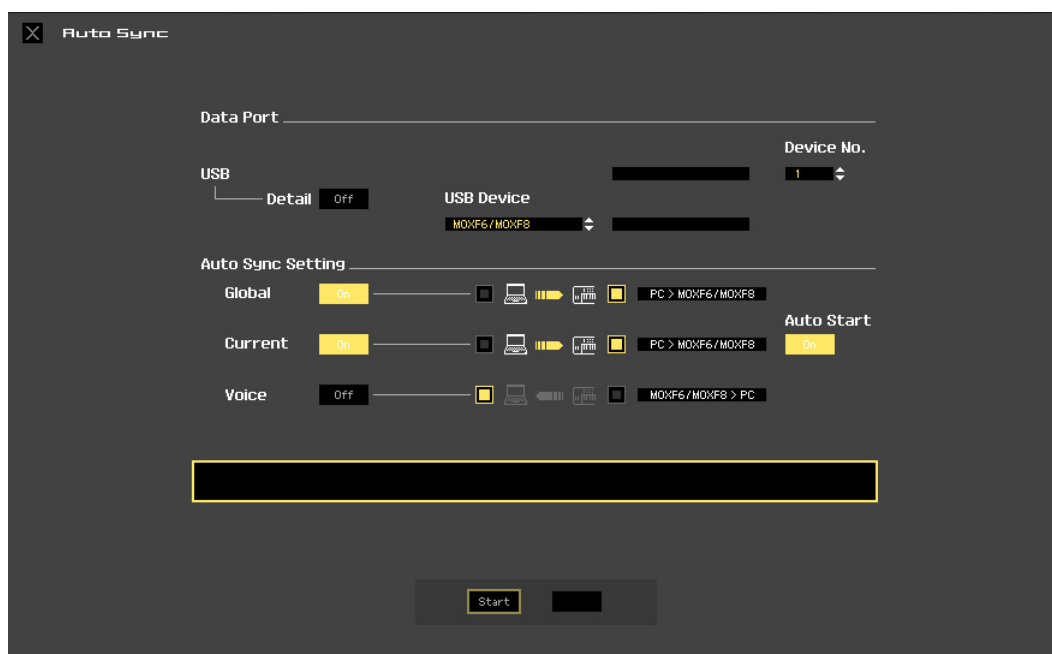
**1. Change the mode to the Voice mode by clicking the [Voice] indication (at the top left of the display).**

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 MOXF6/MOXF8 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 MOXF6/MOXF8 Editor as starting data, set both Global, Current and Voice to the opposite, so that the arrow indicates data flow from the computer to the keyboard. For details, see [page 37](#).

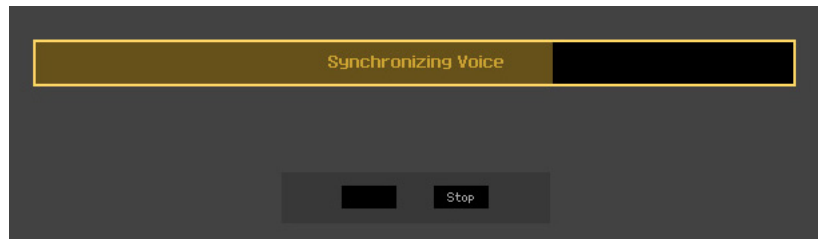


**NOTICE**

- Keep in mind that when you set Global, Current and Voice to On, enable data sync from the computer to the MOXF6/MOXF8 (instrument), and then click the [Start] button at the bottom, this operation transmits these types of data currently on the Editor to the MOXF6/MOXF8 itself, automatically overwriting and erasing all the corresponding data already existing on memory of the MOXF6/MOXF8 instrument. When you want to use the settings on the MOXF6/MOXF8 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.
- Make sure to set the desired data transfer direction in order to avoid data loss.
- Any data which was overwritten and lost accidentally cannot be recovered.

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

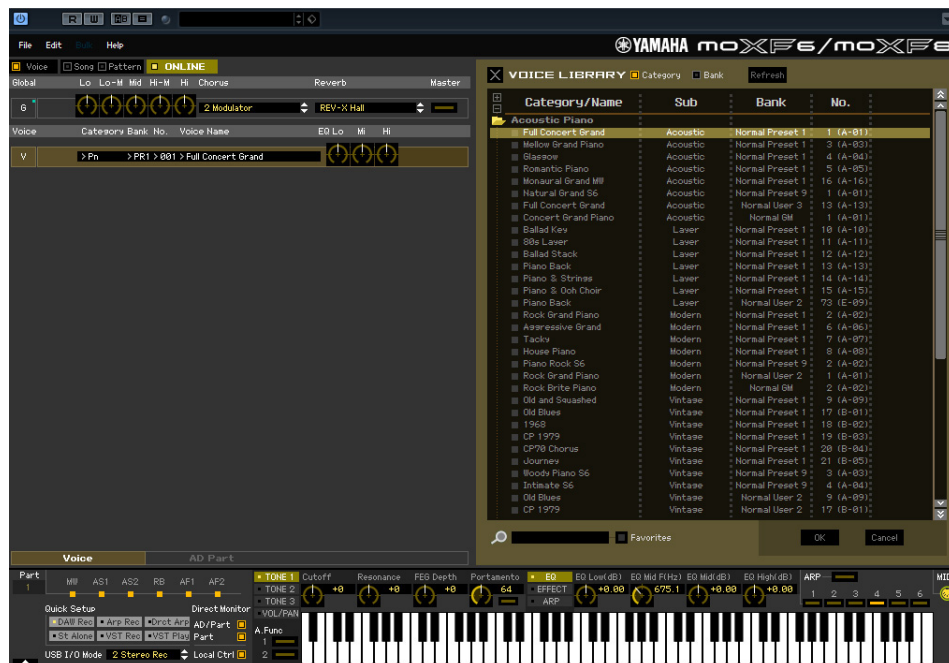
The data synchronization will be started if the Port settings are correct. As soon as data synchronization is completed, the Auto Sync window is closed, then the OFFLINE indication is changed to ONLINE indication automatically. In this ONLINE status, editing a parameter on the MOXF6/MOXF8 Editor affects the same parameter on the MOXF6/MOXF8 itself, and vice versa.



For more information, refer to “ONLINE/OFFLINE” on [page 13](#).

#### 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 MOXF6/MOXF8 keyboard.

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

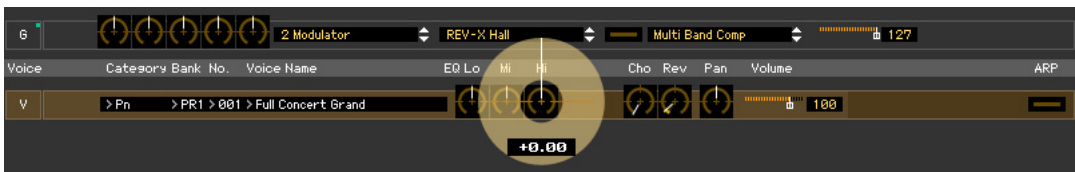
You can cancel the Voice selection by clicking the Close (X) button or [Cancel] button at bottom right of the window. By executing this operation, the Voice selection is reset to the original status and the VOICE LIBRARY window closes.

#### NOTICE

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 46](#)) before changing the Voice.


## 5-4 Edit the Voice parameters as desired.

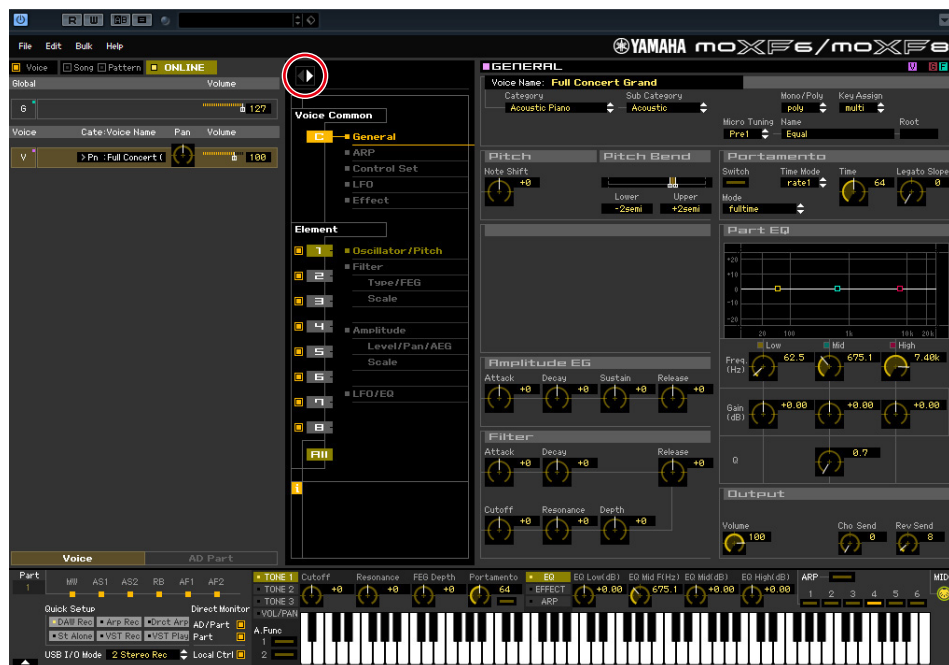
Edit the parameters (EQ, chorus, reverb, etc.) in the “V” row by clicking them.



To confirm how the parameter edit affects the Voice sound, click any note on the virtual keyboard or the MOXF6/MOXF8 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.



**NOTE** For details about Voice parameters, refer to “Editing a Normal Voice” and “Editing a Drum Voice” in the Reference Manual.

## 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 46).

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

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

**NOTE** Normal User 1 – 3 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.

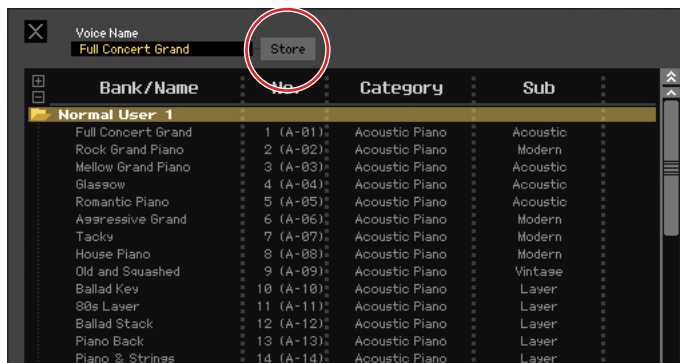
**6-3** Open the selected Bank, select the desired number as destination, then enter the name of the Voice in the box at the top of this window.

### 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 MOXF6/MOXF8 instrument as well as that within the Editor.

#### NOTICE

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. For this reason, important data should always be saved to a separate USB storage device.



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

## Mixing edit in the Song or Pattern mode

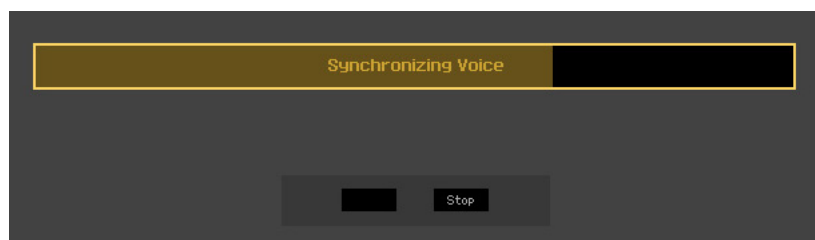
This section explains how to edit a Mixing program in the Song mode.

### 1. Change the mode to the Song mode by clicking [Song] of the [Voice]/[Song]/[Pattern] indication.

The Auto Sync appears automatically during ONLINE status.

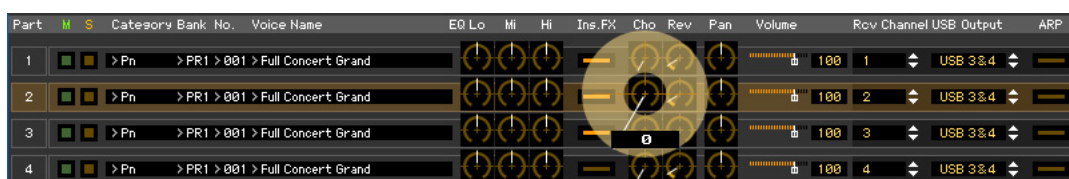
### 2. From the Auto Sync window, click [Start] at the bottom.

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



### 3. 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 Song or Pattern, 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.



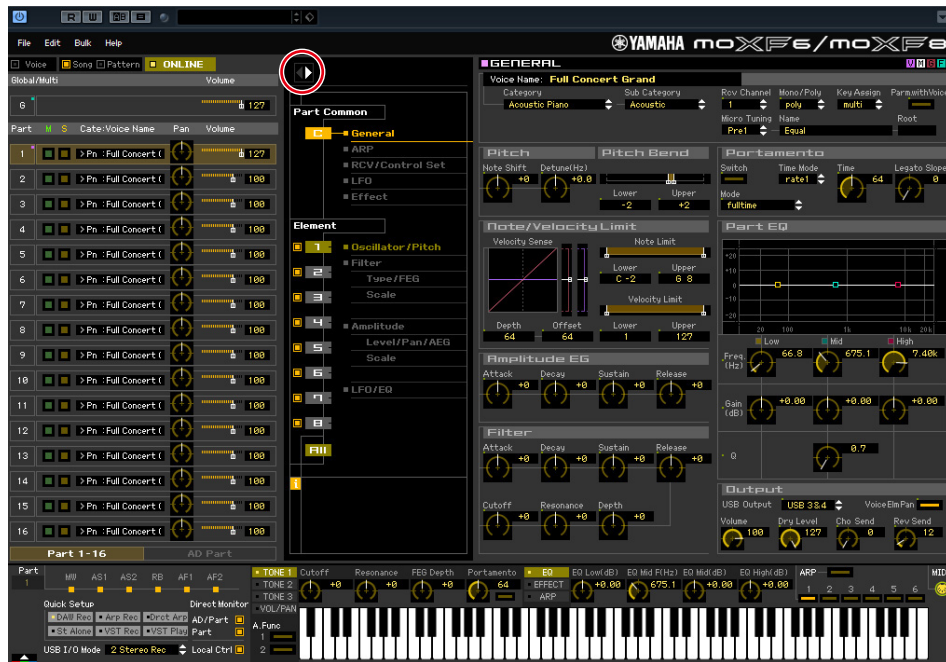


To confirm how the parameter edit affects the Voice sound, click any note on the virtual keyboard.



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 MOXF6/MOXF8 Editor lets you edit the Voice parameters in the Song or Pattern mode as well as Voice mode. In the Voice mode, you can edit only the selected Voice. In the Song or Pattern 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.



#### 4. Store the edited Voice or a Mixing, as necessary.

**4-1** Select the [Mixing Store] under [Edit] in the menu bar then store the edited Mixing.

**4-2** 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 46) then store the Voice via the same operations as in steps 6-1, 6-2, 6-3 and 6-4.

#### 5. Select [Save] or [Save As] under [File] on the menu bar to save the edited data as a file (extension: \*.X6E).

All the settings you made and the Voice data you stored to the User Banks will be saved as a single file (extension: .X6E). 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 MOXF6/MOXF8 Editor and the MOXF6/MOXF8 instrument.

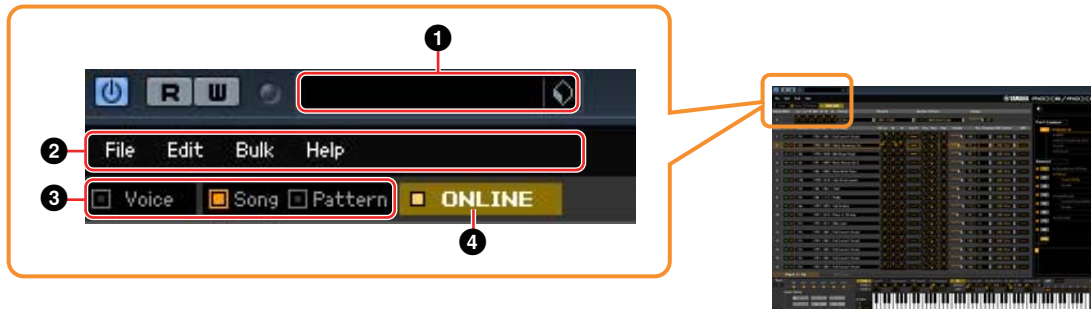
The Save operation from the Cubase series File menu will save the Project file including the settings made via the MOXF6/MOXF8 Voice Editor VST. This means that opening the same Project file next time will call up the settings lastly made via the MOXF6/MOXF8 Voice Editor VST.

■ **NOTICE** ■

It is recommended that Auto Save be set to off in the Preferences - General window of Cubase series. If Auto Save is set to on, a backup of the Cubase series Project file will be created automatically, resulting in the Indicators showing the Editing Status being turned off, even though the Voice Edit settings have not been saved yet. This allows you to open a new file or different file, resulting in the settings being lost. In other words, to best avoid losing your editing data, set Auto Save to off.

# MOXF6/MOXF8 Editor Window

## Overall section



### 1 VST Preset (only for VST version)

This box lets you store the settings made on the MOXF6/MOXF8 Editor VST as VST Preset or recall it. Click the icon (📁) at right of this box, select “Save Preset,” enter the desired name of the new VST Preset on the “Save Preset” window then store the settings. The currently edited Voice will be stored in the Voice mode while the edited Mixing setup will to be stored in the Song or Pattern mode. The stored settings can be recalled by clicking the icon (📁) at right of this box, selecting “Load Preset” then selecting the VST Preset. The name of the selected VST Preset will be shown in this box. No name is shown in this box if no Preset VST is recalled.

**NOTE** The data of the MOXF6/MOXF8 stored as VST Preset can be handled like the other VST Presets in the Media Bay of Cubase series.

#### NOTICE

Note that recalling the VST Preset will overwrite or erase the current settings of the MOXF6/MOXF8 Editor VST.

### 2 File, Edit, Bulk, Help

Refer to [page 35](#).

### 3 Voice/Song/Pattern mode

Determines the mode of the MOXF6/MOXF8, Voice, Song or Pattern. As soon as “Voice,” “Song” or “Pattern” is selected here, the mode of the MOXF6/MOXF8 instrument changes accordingly and the Auto Sync window ([page 50](#)) opens. After setting parameters as necessary on this window, click [Start] to execute data synchronization between the MOXF6/MOXF8 Editor and the MOXF6/MOXF8 instrument.

### 4 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 MOXF6/MOXF8 Editor and the MOXF6/MOXF8 instrument, meaning that any parameter edit you make on the MOXF6/MOXF8 Editor is reflected in the same parameter on the MOXF6/MOXF8 instrument and vice versa. When OFFLINE is selected, editing on the MOXF6/MOXF8 Editor will not affect the MOXF6/MOXF8 instrument and vice versa even if the MOXF6/MOXF8 instrument is connected to a computer.

Note that the indication here is automatically changed according to the status of communication between the MOXF6/MOXF8 Editor and the MOXF6/MOXF8 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 MOXF6/MOXF8 instrument is not properly connected to a computer.

#### 2 OFFLINE

This OFFLINE indication shows that the MIDI Port is set properly and the MOXF6/MOXF8 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 MOXF6/MOXF8 Editor and the MOXF6/MOXF8 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.

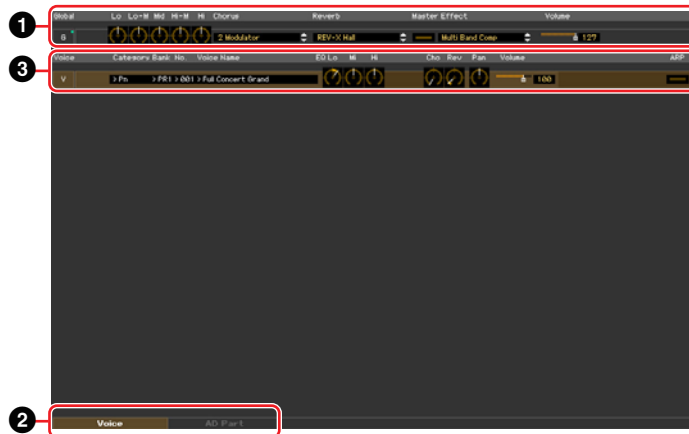
**NOTE** When the Global, Current and Voice settings are set to “Off” and Auto Start is set to “On” in the Auto Sync window, clicking here changes the Editor status from OFFLINE to ONLINE without opening the Auto Sync window.

③ ■ **OFFLINE**

This OFFLINE indication shows that the MIDI Port is not set properly or the MOXF6/MOXF8 instrument is not connected to a computer properly. Clicking this calls up the Auto Sync window. After making sure to connect the MOXF6/MOXF8 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 MOXF6/MOXF8 Editor and the MOXF6/MOXF8. 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.

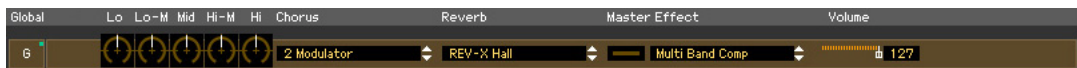
## When the Voice/Song/Pattern is set to “Voice”

### Mixer section



#### 1 Global

This strip lets you edit the main parameters in the Voice mode, such as effect-related ones.



**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 [F] indicator ([page 22](#)).

Before editing



After editing



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

Edits the Master EQ parameters.

#### Chorus

Selects the Chorus type.

#### Reverb

Selects the Reverb type.

#### Master Effect

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

#### 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.



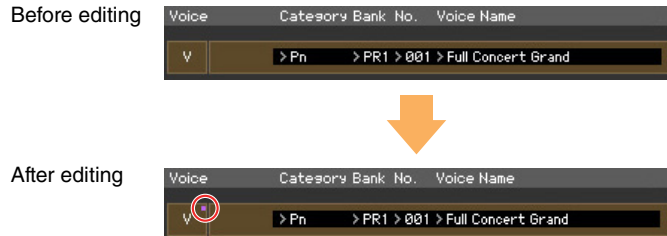
### 3 Voice

#### When the [Voice] is selected:

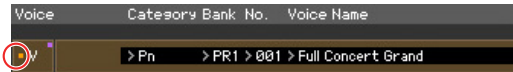
Edits the Voice parameters. Clicking the “V” row turns this section on as illustrated below.



**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 [V] indicator (page 29).



**NOTE** The MIDI monitor mark is at the left side of the “V” mark. A small LED lights when the specific MIDI channel receives MIDI messages.



#### 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 MOXF6/MOXF8 Editor.
- 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.

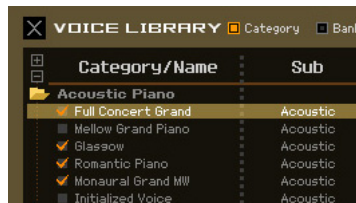
**④ Folder (Category or Bank)**

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.

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 Mac 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 (Mac) on the Voice Library > Save VST presets
- Click the “Save a VST preset” button on the Cubase series

“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 Cubase series will save all settings of the MOXF6/MOXF8 Editor 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**

When the VOICE LIBRARY is shown in the Editor and you store the Voice(s) on the MOXF6/MOXF8 itself, the name(s) of the Voice(s) in the VOICE LIBRARY may be different from the Voice name(s) on the MOXF6/MOXF8. 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 AD Part in the Voice mode.

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


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

**NOTE** The Chorus Send and Reverb Send for the AD Part affect only when the USB I/O Mode parameter in the Utility mode is set to “1 StereoRec.”

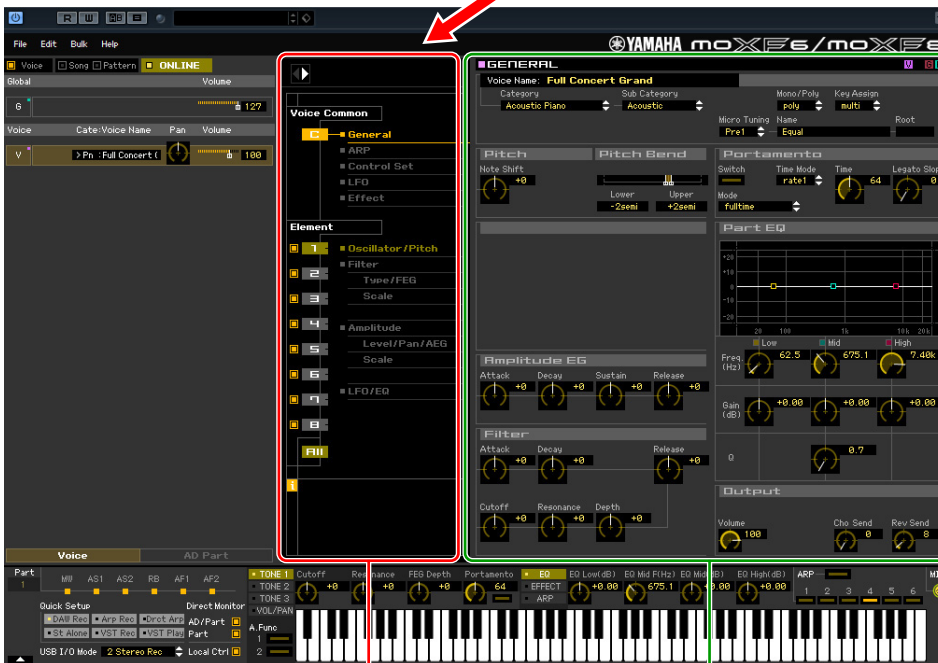
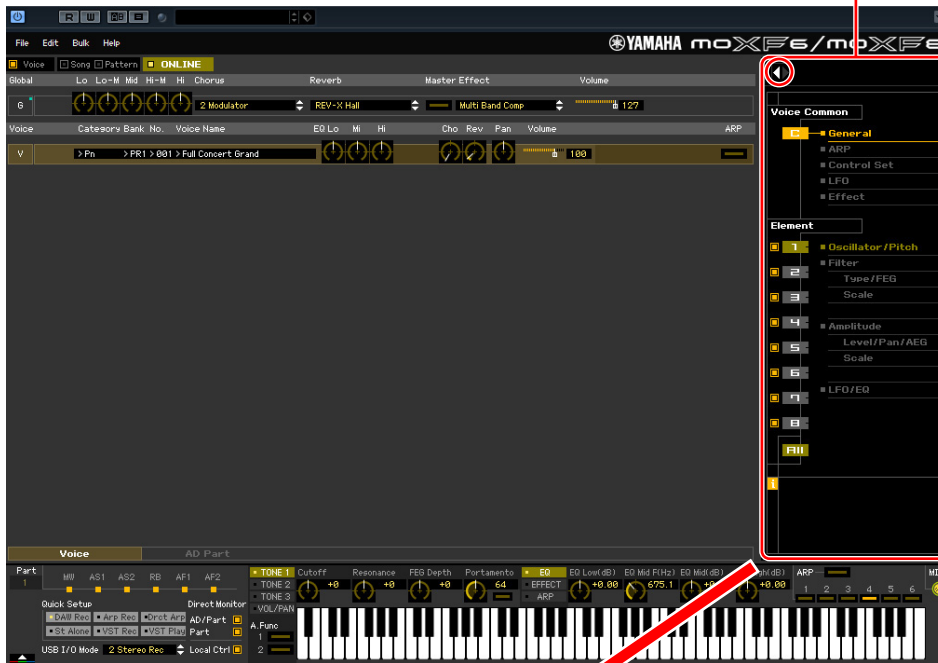
### **Volume**

Adjusts the Volume for the AD Part.

## Parameter Category section

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.

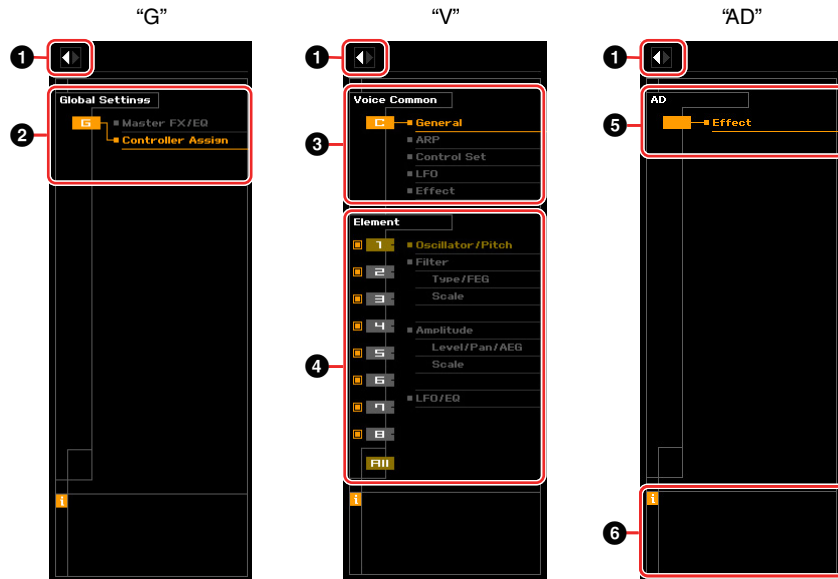
Parameter Category section



Parameter Category section

Detailed Parameter section

The indicated categories in the Parameter Category section differs 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.

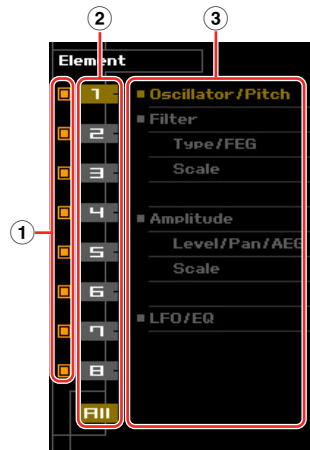
## 3 Voice Common

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, 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.

When the Normal Voice is selected:



When the Drum Voice is selected:



##### 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

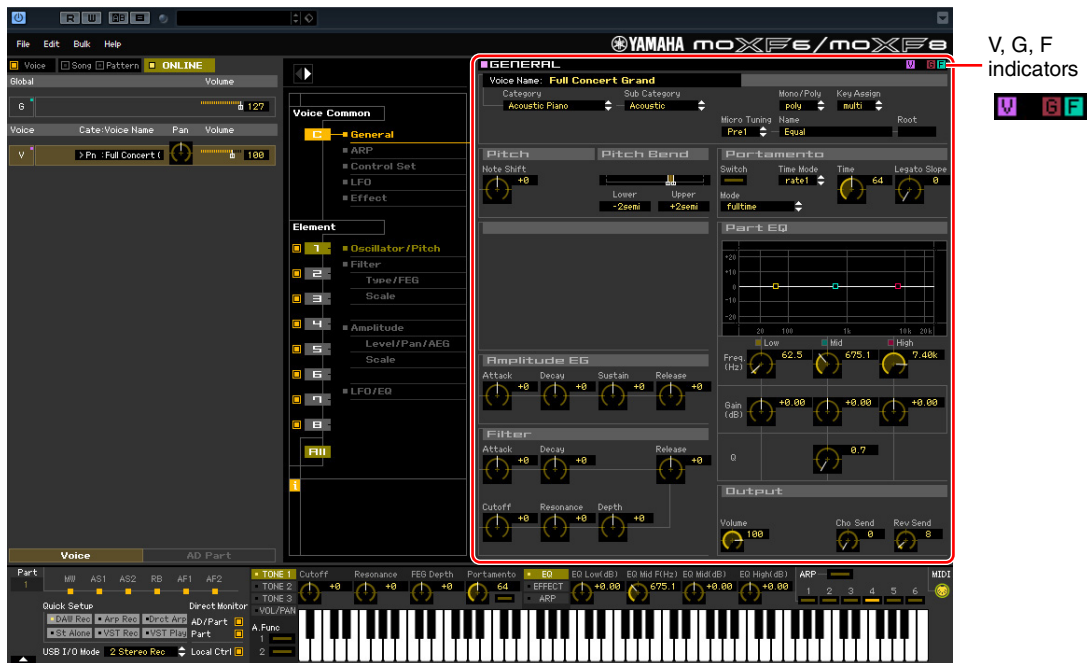
This is shown when the AD Part is selected in the Mixer section. The Detailed Parameter section shows the Effect-related parameters.

#### 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.

## Detailed Parameter section

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 MOXF6/MOXF8.



V, G, F indicators

### 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 or Mixing Voice. This indicator disappears when you execute Voice Store (page 46).



Indicates that the Global edits are not stored yet. This indicator disappears when you execute Global Store (page 46).



Indicates that the parameter edits are not saved yet as a file.



These indicators, “V,” “G” and “F” are linked with the small squares at the top right of “1” – “16” boxes 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.

#### Controller Assign

Clicking this in the Parameter Category section calls up the Controller Assign parameters in the Detailed Parameter section.



## 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.

### ARP (Arpeggio)

Clicking this in the Parameter Category section calls up the Arpeggio-related parameters in the Detailed Parameter section. 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 16](#)).

### Controller Set

Clicking this in the Parameter Category section calls up the Controller Set parameters in the Detailed Parameter section.

### LFO (Low Frequency Oscillator)

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

### Effect

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

## 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 21](#). For information about the Drum Key (note name) and checkbox, refer to [page 21](#).

### 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

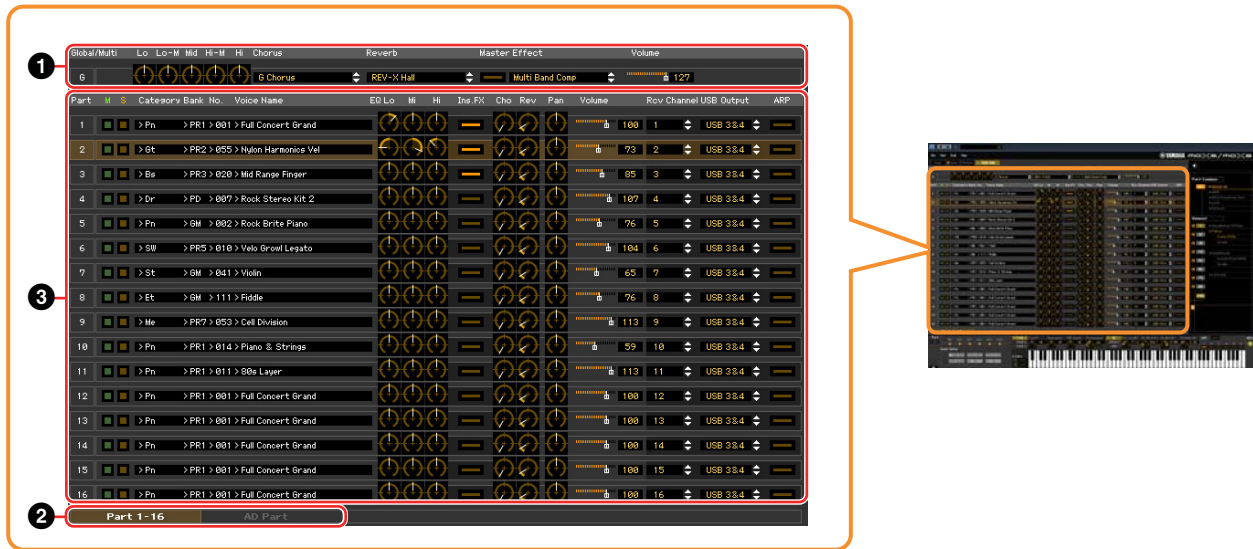
This Parameter Category is called up by selecting the “AD” row in the Mixer section. The parameters belonging to this category lets you make the settings applied to the AD Part in the Voice mode. The following sub category is included.

### Effect

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

## When the Voice/Song/Pattern is set to “Song” or “Pattern”

### Mixer section



#### 1 Global

This strip lets you edit the main parameters in the Song or Pattern mode, such as effect-related ones.



**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 [F] indicator (page 29).

Before editing



After editing



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

Adjusts the Master EQ setting.

#### Chorus

Selects the Chorus type.

#### Reverb

Selects the Reverb type.

#### Master Effect

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

#### 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 [V] indicator (page 29).



### 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 MOXF6/MOXF8 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 MOXF6/MOXF8 with the one in the Editor, change the Part number via the panel controls of the MOXF6/MOXF8.

### 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 16.

### 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.

### USB Output

Determines the USB Port for audio output of each Part.

### 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 AD Part in the Song or Pattern mode.



### Ins FX (Insertion Effect)

Switches the Insertion Effect on or off.

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

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

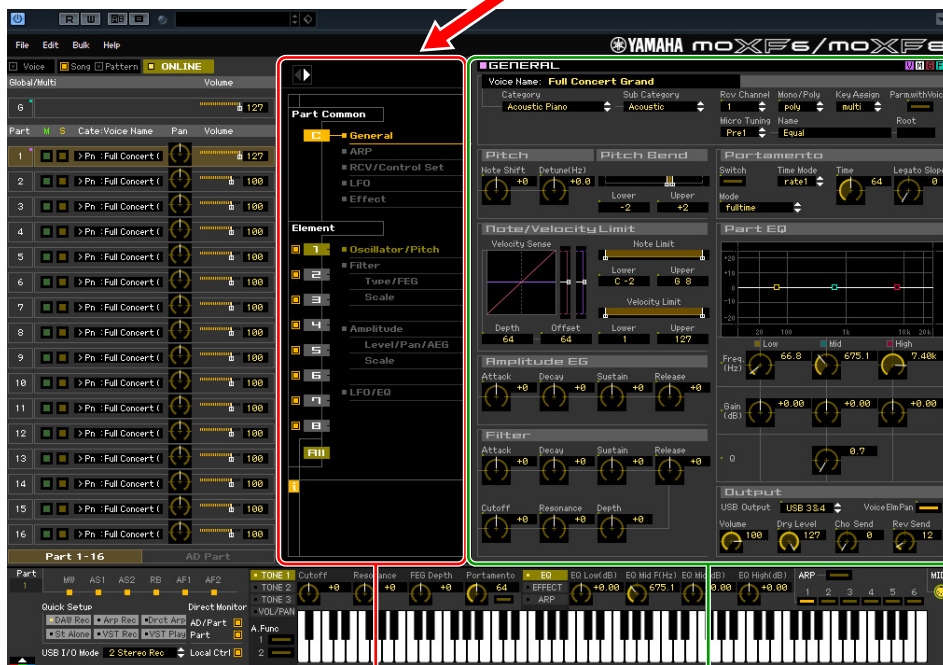
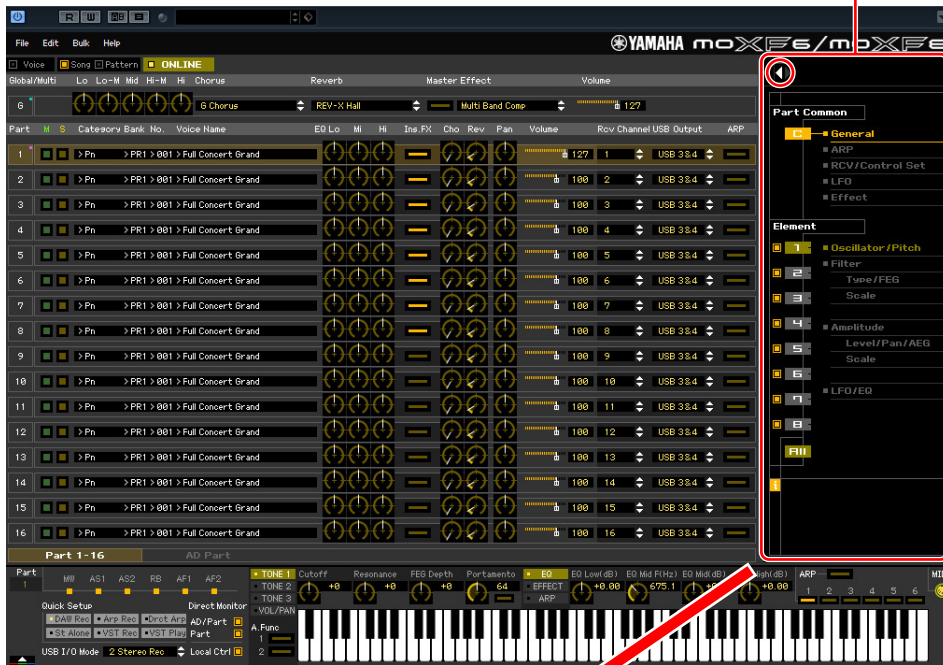
### Volume

Adjusts the Volume for the AD Part.

## Parameter Category section

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.

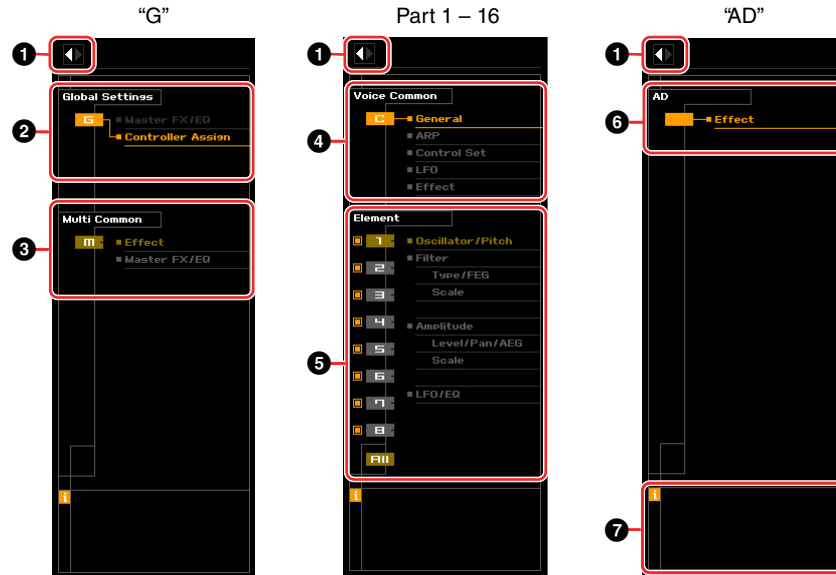
Parameter Category section



Parameter Category section

Detailed Parameter section

The indicated categories in the Parameter Category section differs depending on the selected Part type: M, 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 20).

**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 Multi Common**

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

**4 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.

**5 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, 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 21).

**6 AD**

Same as in the Voice mode (page 21).

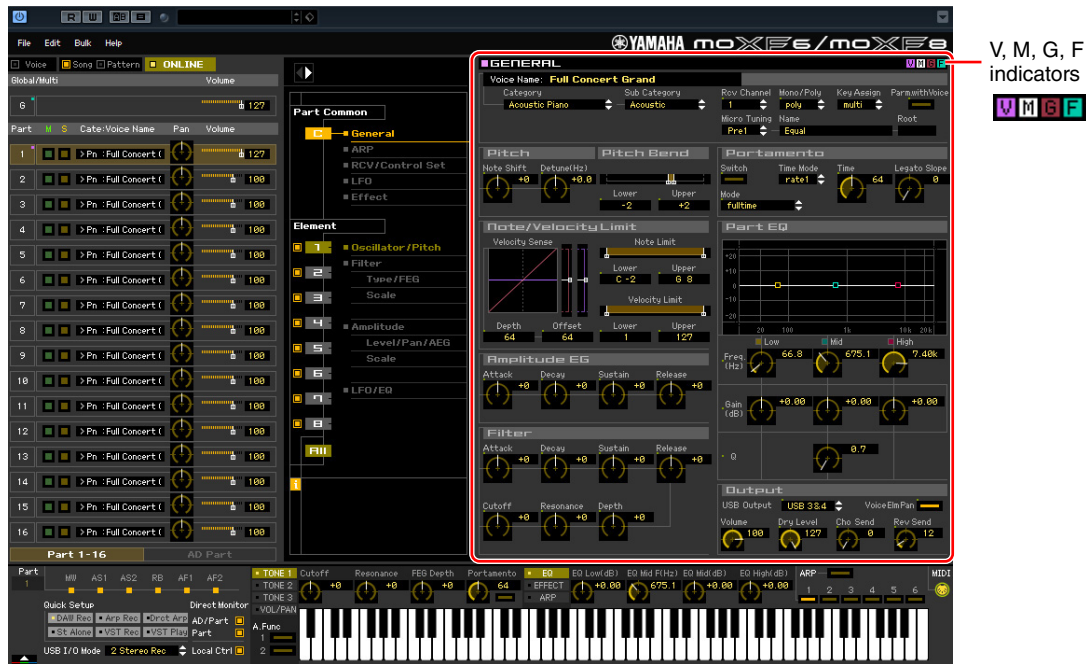
**7 i (Information)**

Same as in the Voice mode (page 21).







## Detailed Parameter section

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 parameters, refer to the Owner’s Manual of the MOXF6/MOXF8.



### 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 46).
-  Indicates that the Multi edits are not stored yet. This indicator disappears when you execute Mixing Store (page 47).
-  Indicates that the Global edits are not stored yet. This indicator disappears when you execute Global Store (page 46).
-  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 “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.

## 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.

### 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.

## 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.

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 16](#)).

### RCV/Control Set (Receive/Control Set)

Clicking this calls up the RCV/CONTROLLER SET ASSIGN 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.

### 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.

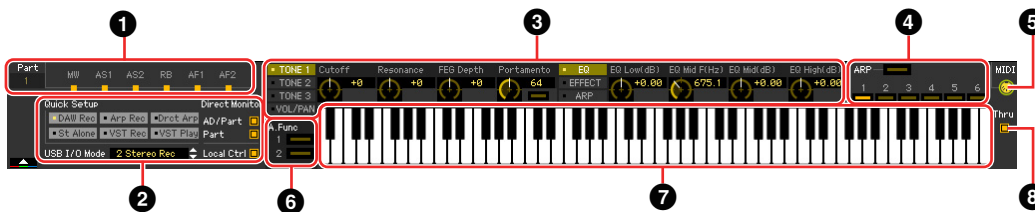
## AD

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 AD Part in the Song or Pattern mode. The following sub category is included.

### Effect

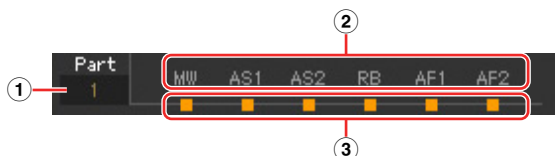
Clicking this in the Parameter Category section calls up the parameters related to the Effect applied to the AD Part of the Song or Pattern mode in the Detailed Parameter section.

## Bottom section



### 1 Controller Set status

This section indicates which controller on the MOXF6/MOXF8 instrument is used as the Control Source of the Controller Set.



#### 1 Part

Indicates the current Part.

#### 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

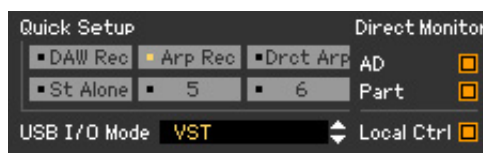
### 3 On/Off status

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, USB I/O Mode, Direct Monitor, Local Ctrl

On the MOXF6/MOXF8, up to 6 parameter settings for the computer connection can be stored as Quick Setups. The stored Quick Setups can be recalled from the Quick Setup section of this Editor as well as via the [QUICK SETUP] button of the MOXF6/MOXF8.

**NOTE** This Editor cannot edit or store each setup.



From among the parameters included in Quick Setup, you can confirm the status of “USB I/O Mode”, “Direct Monitor” and “Local Ctrl” with the indicators. By clicking these indicators, you can also edit these parameters.

### 3 Quick Edit Knobs

This section lets you adjust various parameters assigned to the Knobs on the front panel of the MOXF6/MOXF8 instrument.



#### 1 [TONE 1]/[TONE 2]/[TONE 3]/[VOL/PAN] buttons and Knobs 1 – 4

Clicking the [TONE 1]/[TONE 2]/[TONE 3]/[VOL/PAN], selects the set of functions assigned to the four knobs on the right.

You can click each of the four knobs to adjust the value of the assigned function.

#### 2 [EQ]/[EFFECT]/[ARP] buttons and Knobs 5 – 8

Clicking the [EQ]/[EFFECT]/[ARP], selects the set of functions assigned to the four knobs on the right.

You can click each of the four knobs to adjust the value of the assigned function.

### 4 ARP (Arpeggio)

Allows you to change the Arpeggio related setup (on/off status and selecting 1 – 6).

### 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 MOXF6/MOXF8 will be shown on the virtual keyboard at the bottom of the Editor window. Turn the MIDI monitor on if you want to confirm the edit result by playing the MOXF6/MOXF8 or the MIDI keyboard connected to the computer.

### 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 MOXF6/MOXF8.

### 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 37) as the MIDI OUT parameter.

**NOTE** The velocity when clicking a key is determined by the setting of the Keyboard Velocity parameter (page 39) 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 (Mac) on the virtual keyboard. From the menu called up by right-clicking (Windows) / <control> key + clicking (Mac), 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.



### 8 MIDI Thru (only for stand-alone version)

Supports the MIDI Thru (Port1 MIDI In → Port1 MIDI OUT) function. Data are transmitted to and affect the currently selected part.

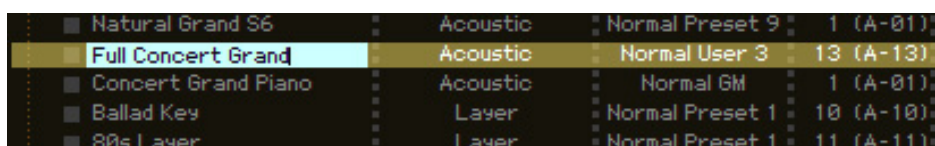
## Basic Operations

This section covers basic operations of the MOXF6/MOXF8 Editor.

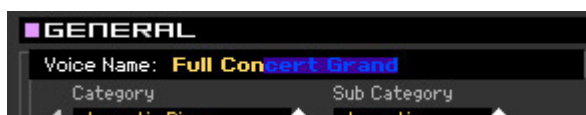
### Naming a Voice

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.

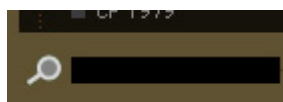
From the VOICE LIBRARY window ([page 16](#)), select a User Voice or Mixing Voice then click the selected Voice so that you can edit the name. After editing the Voice name, pressing the <Enter> key or locating the cursor to another parameter finalizes the edited name while pressing the <Esc> key aborts it.



From the GENERAL window (below) and Store window ([page 46](#)), 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 and Arpeggio type on the VOICE LIBRARY window ([page 16](#)) 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 35](#)).

### 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 Mac, 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.

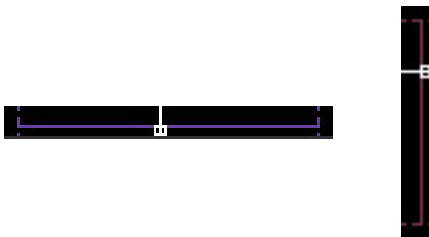
## Using a knob



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 37](#)). In Windows, to reset the value to its default, simultaneously hold down the <Ctrl> key and click on the knob. On the Mac, to reset the value to its default, simultaneously hold down the Command key and click on the knob.

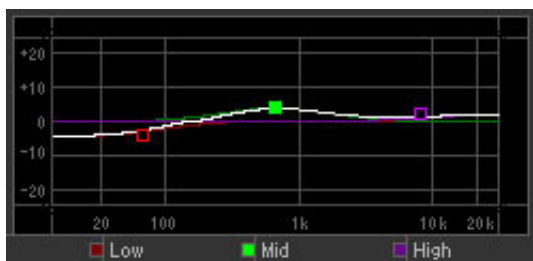
## Using a slider



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 37](#)). In Windows, to reset the value to its default, simultaneously hold down the <Ctrl> key and click on the slider. On the Mac, to reset the value to its default, simultaneously hold down the Command key and click on the slider.

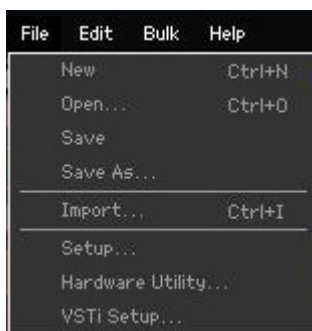
## Using a graph



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 Mac, 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 MOXF6/MOXF8 Editor.

#### ■ NOTICE ■

Unlike files of other applications such as word processors, only a single file can be opened and edited on the MOXF6/MOXF8 Editor. 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.

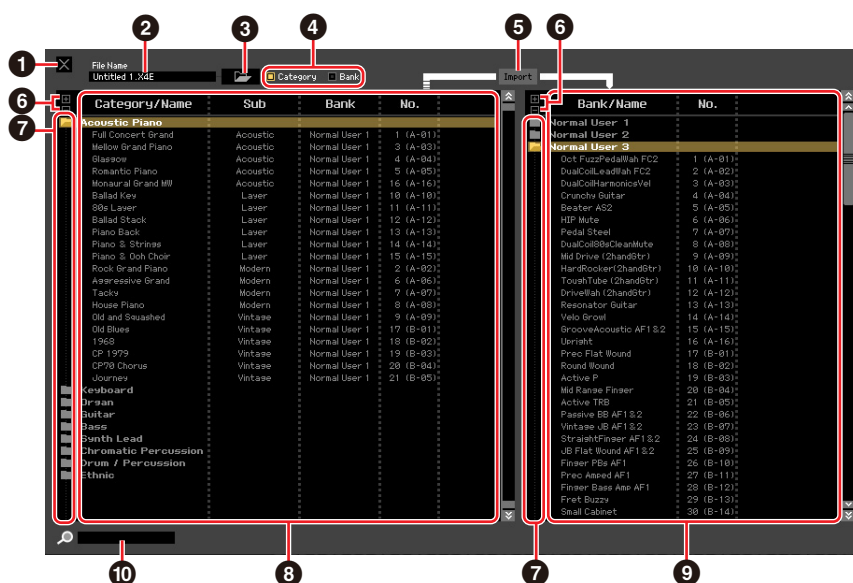
### Save As...

Saves the current settings as a MOXF6/MOXF8 Editor file (.X6E) under a new or different name.

### Import

Imports the Voice data from another MOXF6/MOXF8 Editor file (.X6E) to the current file.

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





**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 (Mac) 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 MOXF6/MOXF8 Editor.

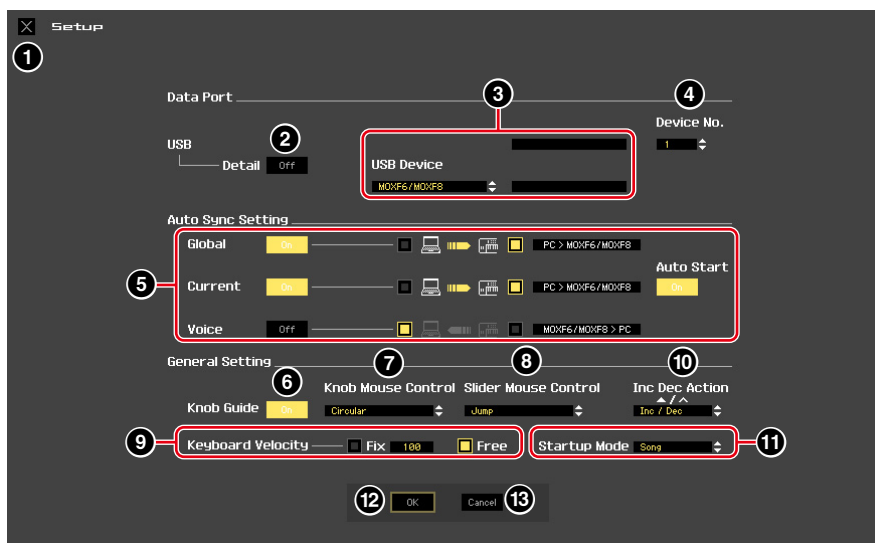
**NOTE** By right-clicking (Windows) / <control> key + clicking (Mac) this section and selecting a menu, you can open or close all the folders.

**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 MOXF6/MOXF8 Editor. After setting necessary parameters, click [OK] to actually apply the settings to the MOXF6/MOXF8 Editor.



### 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 MOXF6/MOXF8 Editor and the MOXF6/MOXF8 instrument. When the [Detail] button (2) is set to "Off," select a value such as "Yamaha USB 0" or "MOXF6/MOXF8" at the top left column. When the [Detail] button (2) is set to "On," select Port 4 for the MIDI In setting, then select Port 1 and Port 4 for the MIDI Out settings.

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

**NOTE** Keep in mind that setup on the Cubase series 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 MOXF6/MOXF8 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 MOXF6/MOXF8 itself. When the Device number on the MOXF6/MOXF8 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 MOXF6/MOXF8 Editor and the MOXF6/MOXF8 instrument is executed when “OFFLINE” is changed to “ONLINE.” Actual data synchronization is executed from the Auto Sync window (page 50) called up automatically under certain circumstances such as clicking the [OFFLINE] button, starting the MOXF6/MOXF8 Editor and opening a new file on the Editor.

### Global

Determines whether or not the Global data (see page 3) is synchronized and which data (MOXF6/MOXF8 Editor or MOXF6/MOXF8 itself) is synchronized with the other.

### Current

Determines whether or not the Current data (see page 3) is synchronized and which data (MOXF6/MOXF8 Editor or MOXF6/MOXF8 itself) is synchronized with the other.

### Voice

Determines whether or not the Voice data (see page 3) is synchronized and which data (MOXF6/MOXF8 Editor or MOXF6/MOXF8 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 MOXF6/MOXF8, setting the MIDI Ports correctly on the computer, and making a proper connection.
- When the connection between the MOXF6/MOXF8 and a computer are corrected after appropriately correcting the setup of the MOXF6/MOXF8 and the computer.
- When the settings on the MOXF6/MOXF8 instrument and the computer are corrected after appropriately reconnecting the devices.
- When the settings on the MOXF6/MOXF8 instrument and the computer are corrected after appropriately launching the MOXF6/MOXF8 Editor.

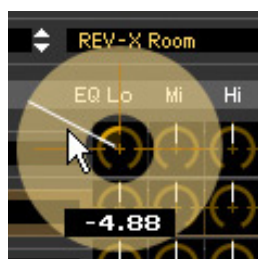
**NOTE** The parameters set here apply also to the parameters having the same names in the Auto Sync window.

### NOTICE

**When the Auto Start parameter is set to “On,” data synchronization is started automatically under certain circumstances (page 50) 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 MOXF6/MOXF8 Editor or the MOXF6/MOXF8 itself, since new data automatically overwrites old data upon data synchronization. Make sure to save your important data before using the MOXF6/MOXF8 Editor.**

## 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 MOXF6/MOXF8 Editor.

**Voice**

The editor will start in the Voice mode.

**Pattern**

The editor will start in the Pattern mode.

**Song**

The editor will start in the Song mode.

**NOTE** Launching the MOXF6/MOXF8 Editor from an instrument track will set the MOXF6/MOXF8 to the Voice mode.

**NOTE** Launching the MOXF6/MOXF8 Editor from the Media Bay will set the MOXF6/MOXF8 to the mode specified in the selected VST Preset.

**12 [OK] button**

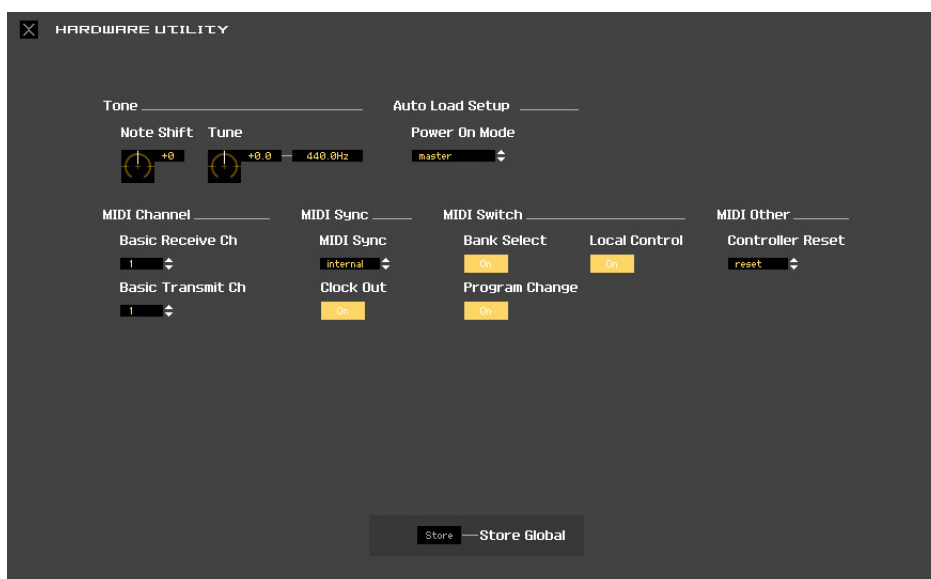
Click this to actually apply the settings to the MOXF6/MOXF8 Editor and close the Setup window.

**13 [Cancel] button**

Click this to close the Setup window without applying the settings to the MOXF6/MOXF8 Editor.

## 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 MOXF6/MOXF8. Editing the parameter on this window will affect the parameter having the same name of the MOXF6/MOXF8 instrument. After making the settings, click [Store] at the bottom of this window to store the settings as Global data.

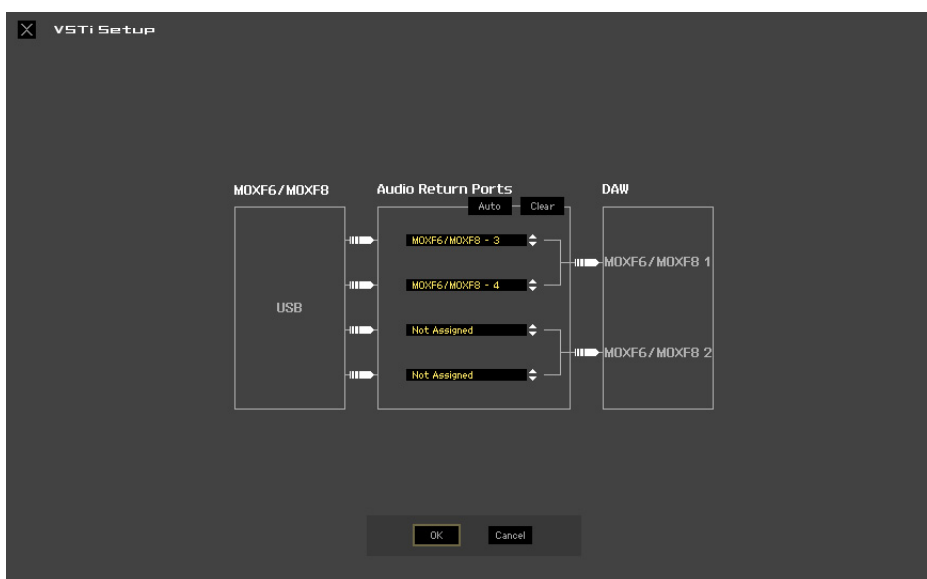


## VSTi Setup (only for VST version)

This determines the setup of the audio routing from the MOXF6/MOXF8 instrument to the Cubase series via the VSTi Setup window in the menu of the MOXF6/MOXF8 Editor VST.

Click the [AUTO] button to set all the audio ports automatically when connecting the MOXF6/MOXF8 instrument to the computer via USB cable. 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 MOXF6/MOXF8 instrument is connected when using the audio interface to connect a computer.



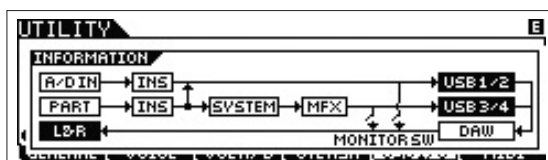
## Example of VSTi Setup for USB Connection

This section describes a setup example in which the audio signal is transmitted via USB between the MOXF6/ MOXF8 and the computer.

In the following example, two audio channels are reserved for the stereo part (indicated by PART) of the MOXF6/MOXF8, the other two channels are for the stereo A/D input part, and all four of those channels are input to Cubase.

1. On the MOXF6/MOXF8, set the Mode parameter to “VST” on the [UTILITY] → [F5] USB I/O display.

To confirm the audio signal configuration created via this operation, press the [SF6] to call up the INFORMATION window. You can see there that USB audio channels 1 and 2 are used for the A/D IN while USB audio channels 3 and 4 are used for the stereo part of the MOXF6/MOXF8.

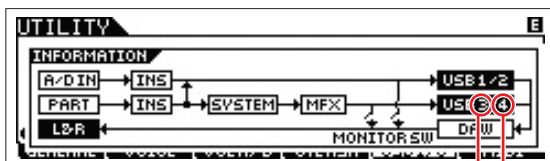


2. On the VSTi Setup display of the Editor VST, set how the audio signal is input from the MOXF6/MOXF8 to the Cubase Mixer.

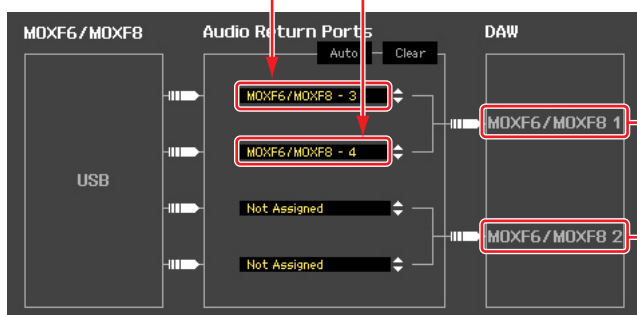
Yamaha MOXF6/MOXF8-1 to 4 in the VSTi Setup display corresponds to USB 1 to 4 on the INFORMATION window of the MOXF6/MOXF8.

In the following example, only the PART audio (USB 3 and 4) are input to the Cubase mixer and A/D IN (USB 1 and 2) are not input.

UTILITY USB I/O INFORMATION window of MOXF6/MOXF8



Cubase mixer instrument channels

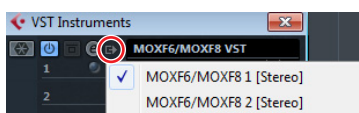


VSTi Setup window of the Editor VST



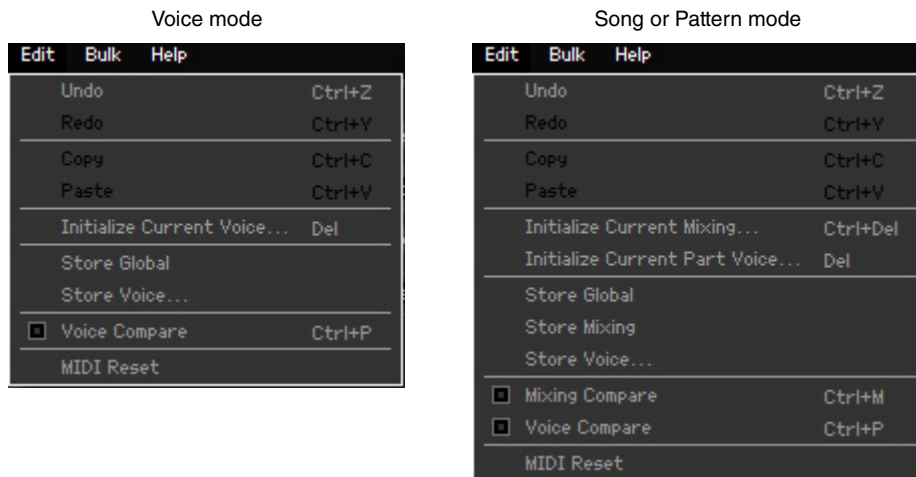
You can enable the instrument channels on the VST instrument rack.

When you start the Editor VST from an instrument track, only MOXF6/MOXF8 1 becomes available.





## [Edit] menu



### Undo

Cancels the changes you made in your most recent editing. [Undo] menu 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.

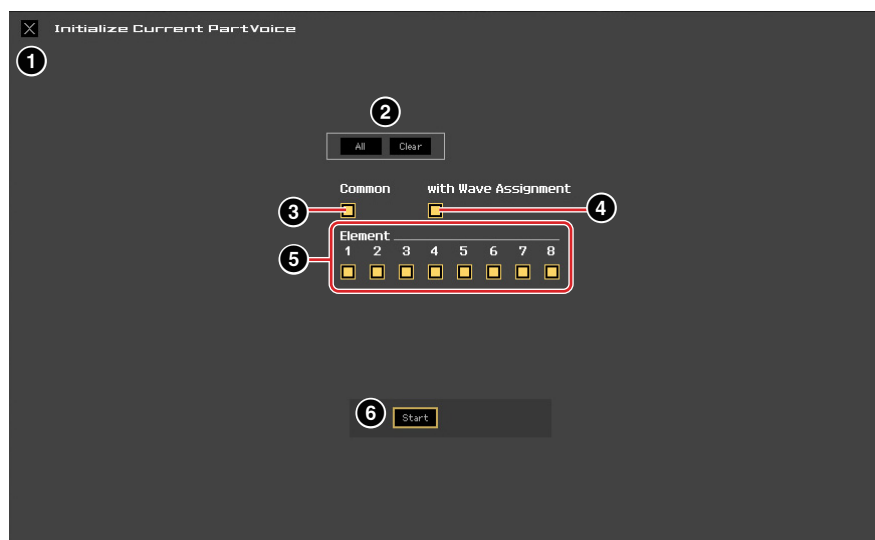
### Paste

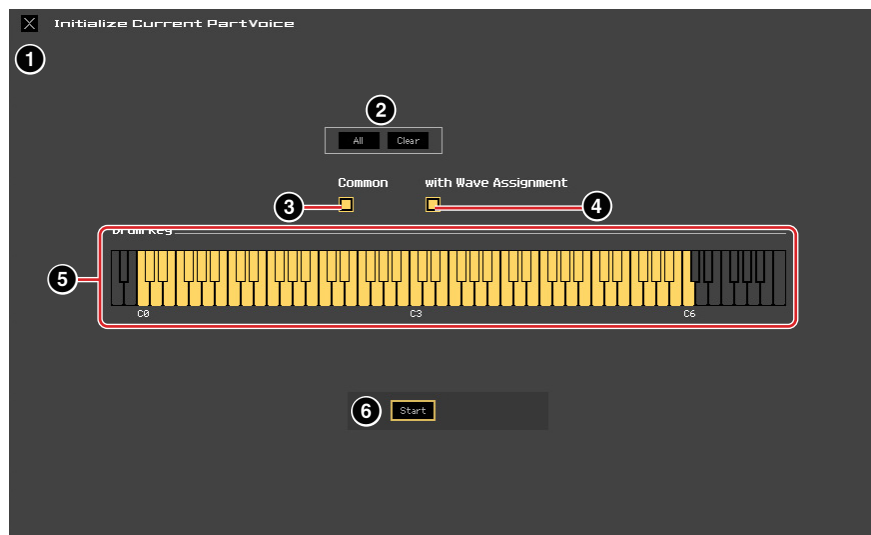
Pastes the Voice(s), entire Part setup, and characters from the clipboard to the specified location.

### Initialize Current Voice (in the Voice mode)/Initialize Current Part Voice (in the Song or Pattern 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 Song or Pattern 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 Song or Pattern 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**

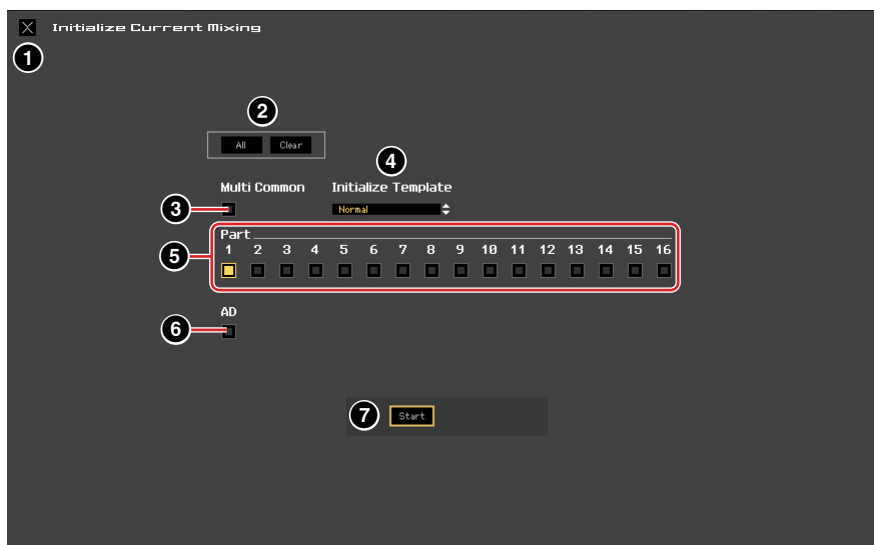
When a Normal Voice is edited, clicking [Start] initializes the settings of all parameters for the Elements which are turned on here. When a Drum Voice is edited, clicking [Start] initializes the settings of all parameters for the drum keys which are turned on here.

**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 Song or Pattern mode)

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



### 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 [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 MOXF6/MOXF8 can be used as a GM tone generator.

### 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 AD Part.

### 7 [Start] button

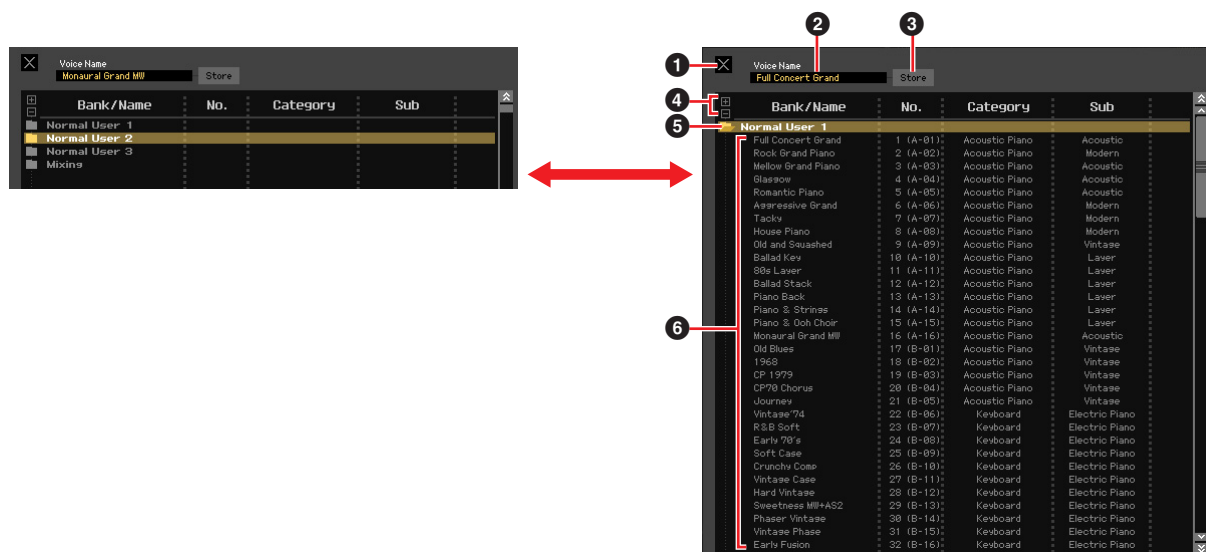
After setup is completed, click [Start] to initialize the Mixing setup and close the window.

## Store Global

Simply selecting this menu will store the Global settings. The Global settings will be stored only to the internal memory of the MOXF6/MOXF8 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 Song or Pattern 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 Song or Pattern 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.

### NOTICE

Like other parameters, the Voice data is synchronized with the MOXF6/MOXF8 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 MOXF6/MOXF8 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
- 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 Song or Pattern 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 Song or Pattern mode). Likewise, the Normal User Bank and Mixing Bank are shown only when the Normal Voice is selected (in the Voice mode) or the Normal Voice is assigned to the current Part (in the Song or Pattern 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 (Mac) 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 Song or Pattern mode)

Simply selecting this menu will store the Mixing settings in the Song or Pattern mode. The Mixing settings will be stored to the internal memory (overwritten to the Mixing setup of the currently selected Song or Pattern) of the MOXF6/MOXF8 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 MOXF6/MOXF8 instrument is maintained even if you enable the Voice Compare mode on the MOXF6/MOXF8 Editor.

### Mixing Compare (only in the Song or Pattern mode)

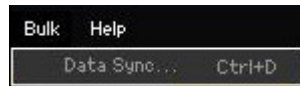
This menu lets you switch between the just-edited Mixing and its original, unedited condition, allowing you to hear how your edits affect the sound. Select “Mixing Compare” to enter the Mixing Compare mode. In this mode, you can hear the sound of the original Mixing setup and none of the parameters in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

**NOTE** The status of the MOXF6/MOXF8 instrument is maintained even if you enable the Mixing Compare mode on the MOXF6/MOXF8 Editor.

### MIDI Reset (only for stand-alone version)

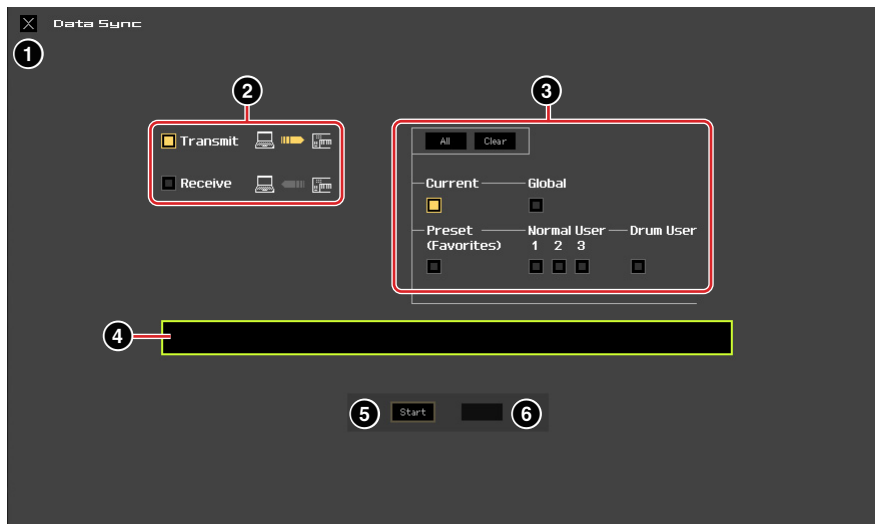
If the sound continues without stopping, perform this operation.

## [Bulk] menu



### Data Sync

Select this menu to call up the Initialize Data Sync window, set the parameters as necessary, then click [Start] to transmit the specified data from/to the MOXF6/MOXF8 Editor to/from the MOXF6/MOXF8 instrument.



#### 1 [X] (Close) button

Click this to close this window without executing Data Sync.

#### 2 [Transmit]/[Receive] checkboxes

Determines whether the MOXF6/MOXF8 Editor transmits data to the MOXF6/MOXF8 or receives data from the MOXF6/MOXF8.

##### [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 – 3

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

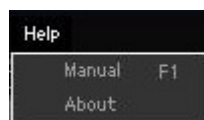
**5 [Start] button**

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 MOXF6/MOXF8 Editor.



## 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 MOXF6/MOXF8 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 MOXF6/MOXF8 instrument in the Online status of the Editor.
- When the connection between the MOXF6/MOXF8 and a computer are corrected after appropriately correcting the setup of the MOXF6/MOXF8 and the computer.
- When the settings on the MOXF6/MOXF8 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 38](#).

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 37](#).

### 6 Progress Bar

### 7 [Start] button

### 8 [Stop] button

These parameters are same as in the Data Sync window. See [page 49](#).

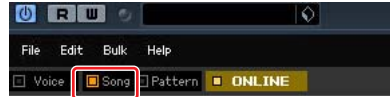
# Tips

## Recording to Cubase MIDI tracks with the MOXF6/MOXF8 Editor VST

The following instructions show you how to record to Cubase MIDI tracks with the MOXF6/MOXF8 Editor VST.

### 1. Create a MIDI track and start the MOXF6/MOXF8 Editor VST in Cubase by executing the steps on pages 4 – 5.

On the Editor VST, set the mode to “Song” or “Pattern.”



### 2. Make the settings for recording.

#### On the MOXF6/MOXF8:

Create a Quick Setup including the following settings on the MOXF6/MOXF8, then select the created Quick Setup.

The Quick Setup can be selected from the Editor VST as well as on the MOXF6/MOXF8 itself.

MIDI	Local Ctrl	off
	MIDI Sync	auto (Enables MOXF6/MOXF8 playback to be synchronized with Cubase.)
	Clock Out	off
	ArpOutSw	all off (Disables MIDI output of Arpeggio playback data from MOXF6/MOXF8.)
AUDIO	Mode	VST
	Direct MonitorSw Part	on (Enables you to monitor the MOXF6/MOXF8 sound directly.)

- NOTE** • Local Control should be set to “off” to prevent a “double” sound from both the MOXF6/MOXF8 keyboard and Cubase. This is because Cubase receives MIDI data from the MOXF6/MOXF8, then “echoes” (sends it as is) back to the MOXF6/MOXF8 (page 55).
- The Direct MonitorSw Part should be set to “on” so that you can monitor the recording sound without latency (page 55).

#### On Cubase:

Set the Instrument channel of the Editor VST to “mute on” so that you monitor the sound directly.

#### On the Editor VST:

Select a Voice for the Recording Part.

- NOTE** When the Editor VST is set to “Song” or “Pattern,” the Part which is connected to the current Editor VST track (MIDI track) of Cubase will be automatically selected on the Editor VST. For example, when you select the Cubase MIDI track which is connected to Part 1 of the MOXF6/MOXF8, Part 1 is automatically selected on the MOXF6/MOXF8 Editor VST.

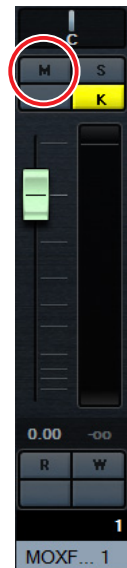
### 3. Start recording to the Cubase MIDI track.

For details about this operation, see the Cubase manual.

Simply play the MOXF6/MOXF8 following the Cubase tempo click or the sound of another audio track.

#### IMPORTANT

If you want to monitor the already recorded MOXF6/MOXF8 Editor VST track (MIDI track) on recording, it is recommended to convert the MIDI track data to audio data beforehand. If you do not so, playback of your recorded performance may not be synchronized with playback of the MOXF6/MOXF8 Editor VST track.



**4. Play back the recorded data.**

Make the following settings then listen to the playback sound through the Cubase mixer.

**MOXF6/MOXF8 Instrument**

Direct MonitorSW Part: off

**Cubase Mixer**

MOXF6/MOXF8 Editor VST instrument channel: mute off

You can enhance the sound by applying EQ or effects to the Editor VST track (MIDI track). For detailed instructions, refer to the Cubase manual.

**5. Convert the recorded MIDI track to audio data.**

On Cubase, select [File] → [Export] → [Audio Mixdown] to convert the recorded MIDI data to audio data. For details, see Cubase manual.

**6. Create an additional MIDI track for Editor VST.**

On Cubase, select [Project] → [Add Track] → [MIDI] to add the MIDI track. Set the Input routing of the track to “All MIDI Inputs” and Output to “MOXF6/MOXF8 VST.” You can record additional tracks by repeating steps 2 to 6 above.



**7. Save the Cubase Project.**

On Cubase, select [File] → [Save] or [Save As...] to save the Cubase Project.

**Recording/Editing Arpeggio playback as MIDI data on Cubase**

If you set the Arpeggio to “on” on the Editor VST in step 2 on [page 51](#), you can record your performance including the Arpeggio playback as audio. If you only want to record Arpeggio playback as audio data, then follow the previous instructions. However, if you want to edit the MIDI events of the recorded Arpeggio, follow the instructions here below.

**1. Create a MIDI track and start the MOXF6/MOXF8 Editor VST in Cubase by executing the steps on pages 4 – 5.**

On the Editor VST, set the mode to “Song” or “Pattern.”

**2. Make the settings for recording.**

**On the MOXF6/MOXF8:**

Create a Quick Setup including the following settings on the MOXF6/MOXF8, then select the created Quick Setup.

The Quick Setup can be selected from the Editor VST as well as on the MOXF6/MOXF8 itself.

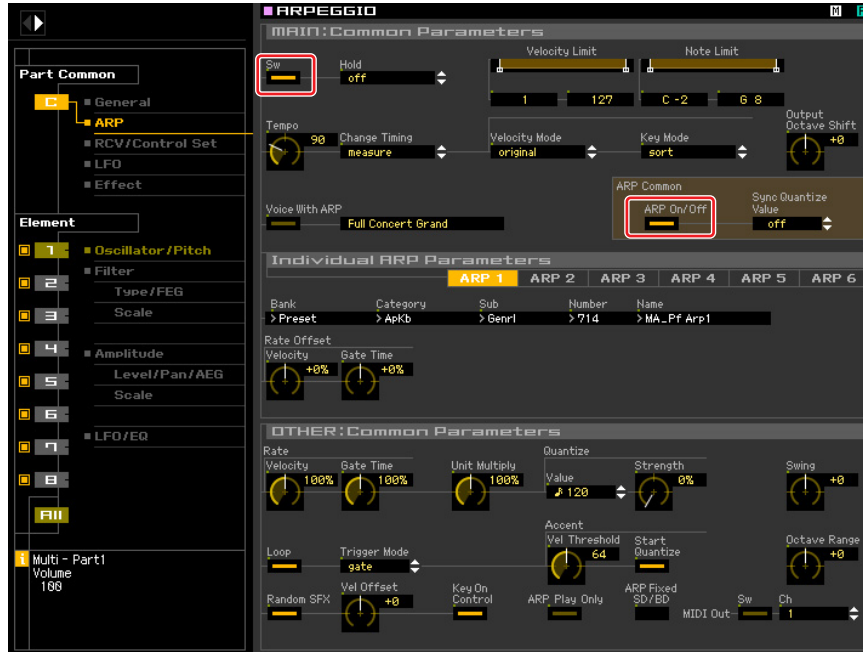
MIDI	Local Ctrl	on
	MIDI Sync	auto
	Clock Out	off
	ArpOutSw	all on (Enables MIDI output of Arpeggio playback data from the MOXF6/MOXF8)
	TrExtSw	When the Key Mode is set to other than “direct,” “sortdirect,” or “thrudirect”: all off (Disables MIDI output of played notes) When the Key Mode is set to “direct,” “sortdirect,” or “thrudirect”: all on (Enables MIDI output of played notes)
AUDIO	Mode	VST
	Direct MonitorSw Part	on (Enables you to monitor the MOXF6/MOXF8 sound directly.)

**NOTE** The above settings are for the Song or Pattern mode. If you want to record in the Voice mode, the following settings are necessary.

- “KBD TxCh=off” instead of “TrExtSw=all off”
- “KBD TxCH=1” instead of “TrExtSw=all on”

**On the Editor VST:**

For the Recording Part, select a Voice and Arpeggio Type, then set Arpeggio to on.



**NOTE** When the Editor VST is set to “Song” or “Pattern,” the Part which is connected to the current Editor VST track (MIDI track) of Cubase will be automatically selected on the Editor VST. For example, when you select the Cubase MIDI track which is connected to Part 1 of the MOXF6/MOXF8, Part 1 is automatically selected on the MOXF6/MOXF8 Editor VST.

**On Cubase:**

Set the Instrument channel of the Editor VST to “mute on” so that you can monitor the sound directly.

Set the Output routing of the MIDI track to “Not Connected” so that the MIDI data from MOXF6/MOXF8 instrument would not echo back.



**IMPORTANT**

When the **ArpOutSw** is set to “all on” in Quick Setup, make sure to set the Output routing of the MIDI track to “Not Connected” before playing the MOXF6/MOXF8 keyboard.

This is very important—if you fail to do so, Arpeggio playback data will be echoed back from Cubase to the MOXF6/MOXF8 in an endless loop, generating excessive amounts of data, and causing operation of Cubase and the Editor to almost completely freeze.

However, keep in mind that this should be set to “Connected” while operating the Editor VST window, since otherwise the Editor settings will not be correctly applied to the MOXF6/MOXF8.

**3. Start recording to the Cubase MIDI track.**

For details about this operation, see the Cubase manual.

Simply play the MOXF6/MOXF8 following the Cubase tempo click or the sound of another audio track.

**IMPORTANT**

If you want to monitor the already recorded MOXF6/MOXF8 Editor VST track (MIDI track) during recording, you should convert the MIDI track data to audio data beforehand. Otherwise, playback of your recorded performance may not be synchronized with playback of the MOXF6/MOXF8 Editor VST track.

#### 4. Play back the recorded data.

Make the following settings then listen to the playback sound through the Cubase mixer. You can enhance the sound by applying EQ or effects to the Editor VST track (MIDI track). For detailed instructions, refer to the Cubase manual.

##### On Cubase:

Set the MOXF6/MOXF8 Editor VST instrument channel to “mute off.”

Set the Output Routing of the Editor VST track (MIDI track) to “1-MOXF6/MOXF8 VST.”

##### On the MOXF6/MOXF8:

Select the Quick Setup including the following settings on the MOXF6/MOXF8 or from the Editor VST.

Local Ctrl	off
Direct MonitorSw Part	off
ArpOutSw	all off

##### On the Editor VST:

Set Arpeggio to “off.”

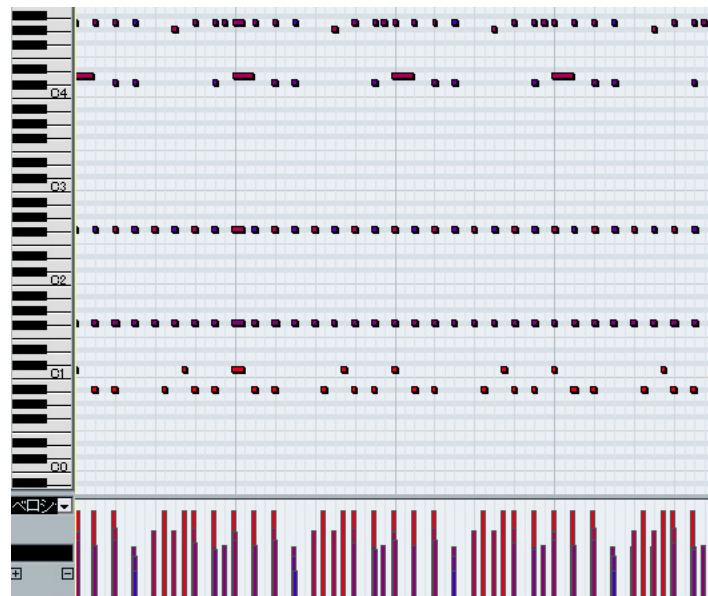
**NOTE** When operating the Editor VST window, make sure to set the Output Routing of the Editor VST track (MIDI track) to “Connected” on Cubase. Otherwise, the settings on the Editor VST will not be applied to the MOXF6/MOXF8.

**NOTE** Depending on the Arpeggio Type, different sound may be monitored compared with the one that you monitored in step 3. In such a case occurs, edit the MIDI events as described in step 5.

#### 5. Edit the MIDI events of the recorded Arpeggio.

On Cubase, select the MIDI track including the recorded events, then select [MIDI] → [Open Key Editor] from the menu to call up the Key Editor window. On this window, edit the MIDI events of Arpeggio playback. For details about the Key Editor window, see the Cubase manual.

Key Editor Window

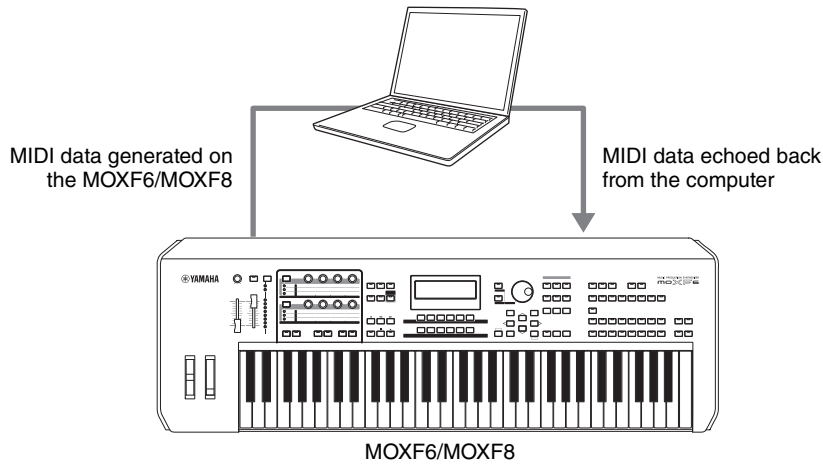


### MIDI echo back of Cubase and local control of the instrument

Cubase returns the MIDI events that received from the connected MIDI instrument simultaneously back to the instrument. This is referred to as “Echo Back.”

However, this produces an undesirable “double” sound — that of the MIDI data coming from the instrument keyboard and the same MIDI data being returned back from the computer. To prevent this, the Local Control parameter should be set to “off.” In this situation, only MIDI data from the computer will produce the sound.

Local Control is set on the [UTILITY] → [F6] MIDI → [SF2] SWITCH display or by selecting a Quick Setup on the instrument. For details, see the MOXF6/MOXF8 Owner’s Manual.

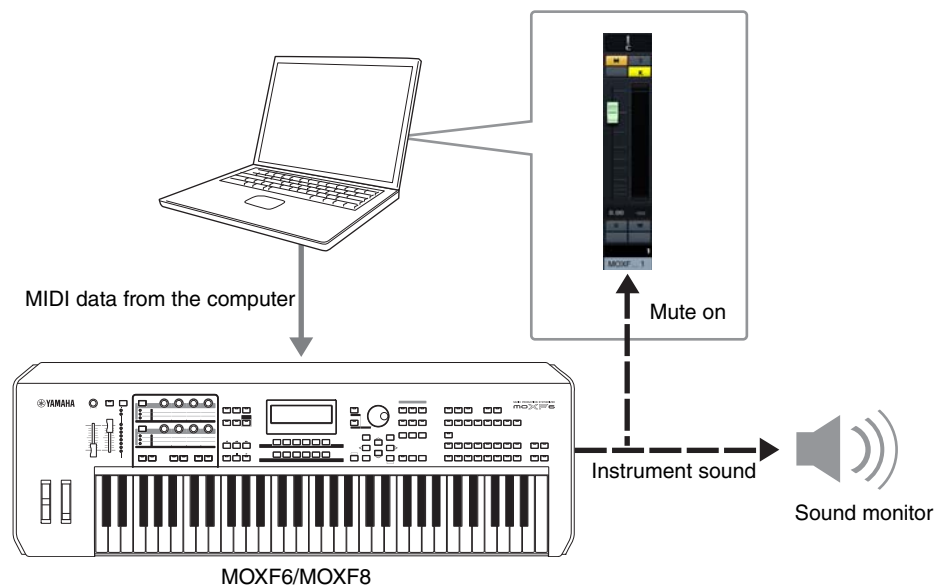


### Monitoring the instrument sound

When recording to Cubase, there are two methods of monitoring: Direct Monitor “on” and “off.” This Direct Monitor parameter can be set on the [UTILITY] → [F5] USB I/O display or by selecting the Quick Setup on the MOXF6/MOXF8. For details, see the Owner’s Manual of the MOXF6/MOXF8.

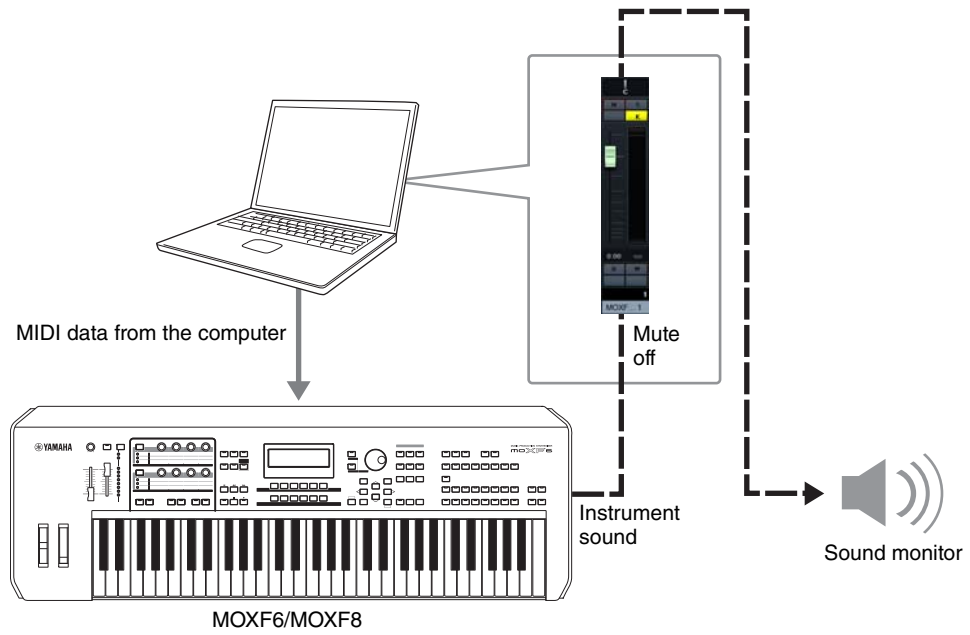
#### Direct Monitor on

With the Direct Monitor on, you can monitor the instrument sound directly from the instrument without latency.



**Direct Monitor off**

With the Direct Monitor off, you can monitor the sound transmitted to the computer and returned back to the instrument. This method lets you monitor the sound to which the volume level/effect/EQ parameters have been applied on the Cubase mixer.





# 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 MOXF6/MOXF8 and a computer may be wrong. Check the MIDI Port setting (page 37) on the MOXF6/MOXF8 Editor, the MIDI IN/OUT parameter setting in the MIDI display of the Utility mode on the MOXF6/MOXF8 instrument, or the cable connection between the MOXF6/MOXF8 and the computer.
- Check the MIDI Port setting and Device No. setting (page 37).

## 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 Cubase series. Check the MIDI Port settings in the Cubase series.
- 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 Cubase series.

## The sounds of the MOXF6/MOXF8 do not come to the Audio Mixer in the Cubase series.

- Set up the audio ports connected the MOXF6/MOXF8 in the VSTi Setup window (page 41).

## The current audio ports do not appear when clicking the [AUTO] button in the VSTi Setup window.

- Make sure to put checkmarks to the “Display” for the current audio ports in the “Devices” menu → “Device Setup” → “VST audio system” in the Cubase series.

## Cannot be set to ONLINE or “Port Open Error” is shown.

- Check whether or not the MOXF6/MOXF8 is connected to the computer properly, and check whether or not the power of the MOXF6/MOXF8 is turned on.
- On Windows, quit any application software which may be using the MOXF6/MOXF8 Port. If the application software closes unexpectedly without user input, restart the computer.

## “Time Out Error” or “Communication Time Out Error” is shown.

- This message appears when the computer cannot get the response from the MOXF6/MOXF8 and another error occurs. Check whether or not the Receive Bulk parameter and the MIDI In/Out parameter of the MOXF6/MOXF8 are set properly in the Utility display called up via [UTILITY] → [F6] → [SF2] RcvBulk or [UTILITY] → [F6] → [SF4] MIDI IN/OUT.

The MOXF6/MOXF8 Editor may be revised and updated without prior notice.

For details and the latest information on the Editor, refer to the following URL:

<http://download.yamaha.com/>