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You can read the recommendations in the user guide, the technical guide or the installation guide for M-AUDIO MIDISPORT 8X8/S. You'll find the answers to all your questions on the M-AUDIO MIDISPORT 8X8/S in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual M-AUDIO MIDISPORT 8X8/S
User guide M-AUDIO MIDISPORT 8X8/S
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Manual abstract:

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..... @@@@The MIDISPORT performs SMPTE read/write functions using either the front panel control switches or the included remote control software, which will also control patchbay settings for your new MIDISPORT 8x8/s. Follow the installation instructions in this manual and you will be up and running in no time. The MIDISPORT installs externally to your computer, requiring no computer disassembly. Expansion is easy too -- just plug in additional MIDISPORT units for more MIDI ports (USB only). Features The MIDISPORT 8x8/s USB MIDI Interface has the following features: 8 independent in / 8 independent out MIDI Interface (128x128 MIDI channels) in professional 19" single height rack mount chassis.

High-speed connection to USB-equipped PC or Mac computers. Alternate "legacy" serial connection to non-USB PC or Mac computers. MIDI in and out activity indicators for each port. Includes 6 ft. USB cable. When disconnected from the PC, unit operates as a stand-alone MIDI patchbay, as well as a SMPTE to MTC synchronizer. Built-in "MIDI cable tester" mode. Windows 98 compatible -- true Plug-and-Play installation requires no IRQ, I/O Address or DMA channel setup Mac OMS Compatible. Works with Mac OS 8.6 and above. Includes Windows and Mac Control Panel software. Reads and writes 24, 25, 29.97, 30 drop or 30 non-drop frame LTC SMPTE formats. Any SMPTE time write offset may be set-up via included control panel software Converts LTC SMPTE to MIDI Time Code (MTC) for syncing any MTC capable software. Selectable "flywheel" that can be set to any value from 1 frame to 255 frames, or infinite flywheel.

2 SMPTE Time Code Writer/Reader · · Can perfectly regenerate even the worst SMPTE Time Code. Performs "JAM" sync in all modes. Please read the installation instructions thoroughly before physically installing your MIDISPORT 8x8/s. For software driver installation information please refer to the section "Software Installation." Package Contents Included in the MIDISPORT 8x8/s package are: · This manual.

· · · · MIDISPORT 8x8/s Interface. 1 Standard USB A/B Cable for Mac or PC. 1 serial adapter cable for the PC. 1 Power Supply, 9V DC 500mA "wall wart." Driver Software diskette/CD for Windows 95/98/2000 and MacOS. The CD also includes Opcode's OMS v.2.3.7 for use with MacOS. IMPORTANT: IF YOU RECEIVED A FLOPPY DISK INSTEAD OF A CD, USE THE INSTALLATION INSTRUCTIONS AND DRIVERS ON THE FLOPPY DISK.

All of the latest driver software, including Opcode's OMS, is also downloadable from our website at www.midiman.net - Click on the "Drivers" page, then select "MIDISPORT 8x8/s." Product Layout Front Panel 1. MIDI In 8 - This standard MIDI jack connects the MIDISPORT Port 8 input to the output of a MIDI device using a standard MIDI cable. 2. MIDI Out 8 - This standard MIDI jack connects the MIDISPORT Port 8 output to the input of a MIDI device using a standard MIDI cable. 3. MIDI Reset button - This button, when pressed, acts as a "panic button," sending an "all notes off" and "all controllers off" messages to the 3 MIDISPORT outputs in the event of a stuck note or other confusion from too much MIDI information. 4. MIDI In Indicator LEDs 1 through 8 - These LEDs will light to indicate activity on each MIDI Input port, in response to MIDI data received from external devices.

5. MIDI Out Indicator LEDs 1 through 8 - These LEDs will light to indicate activity on each MIDI Out port, in response to MIDI data being sent from the computer. 6. Write button - Starts and stops the SMPTE writer, and can also be used to set the Write Offset time. 7.

"Writing" and "Locked" LEDs - the "Writing" LED indicates SMPTE writer status, lighting when SMPTE Write mode is engaged; The "Locked" LED indicates SMPTE reader/regenerator status, lighting when a valid SMPTE code is recognized at the SMPTE In jack. 8. Format button - Manually selects the format of SMPTE Output. Push repeatedly until the proper format is set. 9.

SMPTE Format LEDs - Indicates the current SMPTE output format. "24" indicates 24 fps (frames per second), "25" indicates 25 fps, "29.97" indicates 29.97 fps, "30D" indicates 30 fps drop-frame, and "30" indicates 30 fps. 10. Mode button - Manually selects the mode in which the MIDISPORT will operate. Push repeatedly until the proper mode is selected. 11. Mode indicator LEDs - When lit, these LEDs indicate which mode is currently selected.



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Back Panel 12.

Power Jack - this 2.5 mm jack is used to connect the MIDISPORT to the "wall wart" 9vDC power supply included with the unit. Only the proper value power supply should be used with the MIDISPORT. 13. SMPTE In and Out Jacks - these 1/4" phone jacks receive or send a SMPTE timecode signal, respectively.

14. PC / Mac Host Connector - this 8 pin mini-DIN connector is used to connect the MIDISPORT to the host computer's serial port, should the user choose to operate in this mode. 4 15. USB Connector - used to connect the MIDISPORT to the host computer's USB port. 16.

MIDI In Jacks 1 through 7 These jacks receive MIDI input from any MIDI device sending information from its MIDI output jack (or Thru' jack, in some cases). 17. MIDI Out Jacks 1 through 7 These jacks send MIDI information received from the host computer to the input of any MIDI capable device.

Overview The MIDISPORT 8x8/s provides eight independent MIDI input ports and eight independent MIDI output ports. Each individual MIDI port supports 16 MIDI channels; therefore the MIDISPORT is capable of receiving 128 channels (16x8) and transmitting 128 channels.

MIDI is the acronym for "Musical Instrument Digital Interface" and is the protocol used when MIDI keyboards and devices that record and playback the MIDI information, such as computers and hardware sequencers, communicate with each other. The MIDISPORT may be connected to your computer using either USB or "legacy" serial connection. USB (Universal Serial Bus) is a powerful new technology that allows easy connection between a computer and its peripherals. USB allows connection of multiple peripheral devices running simultaneously -- all without having to open your computer and configure jumpers, I/O addresses, DMA channels, etc. It also allows "hot plugging," i.

e. connecting and/or disconnecting a peripheral while the computer is powered up. Although USB is the more modern, faster transfer mechanism, you may choose instead to use the "legacy" serial connection if your computer does not meet the requirements for USB operation, which will be outlined below. Legacy serial connection may be made between the MIDISPORT and a PC's serial (also known as "COM") port, or between the MIDISPORT and an (older)

Macintosh computer's printer or modem port. When using the legacy serial connection, different software drivers must be installed from when you use the USB connection. However, the MIDISPORT remote control software is the same regardless of USB or legacy serial connection. PC USB Requirements: You must be running Windows 98 to properly install the MIDISPORT 8x8/s. Also, either your motherboard must support USB or you will need to install a PCI-to-USB host adapter to provide the USB ports. It is possible for a motherboard to support USB and yet not have the physical port connectors installed. A simple USB back panel extender can be purchased at a computer supply store and can be easily installed and connected to the motherboard to provide USB port connectors.

5 Apple Computer USB Requirements: Your Apple must support USB with the physical ports present. Standard iMac's, G3's and G4's with USB ports will work just fine. IMPORTANT: For the Mac, an OMS MIDI driver is provided. You MUST have a sequencer that supports OMS, and have OMS properly installed in order to use the MIDISPORT. While operating as a MIDI interface, the MIDISPORT 8x8/s also provides SMPTE time code read/write capability. SMPTE time code is converted by the MIDISPORT to MIDI time code (MTC), allowing you to synchronize your sequencer or recording software to incoming SMPTE. Remote Control software included with your MIDISPORT may be used to configure and control the SMPTE funcSPORT, or find a space in your 19" rack and secure the unit to it. Plug the MIDISPORT's wall wart power supply into a convenient power outlet, and plug the other end into your MIDISPORT.

Keep the wall wart transformer away from unbalanced audio cables to prevent the possibility of unwanted noise. 2a.

For USB operation: The USB port on your computer is a small (1/8" x 3/8"), rectangular female connector and is usually grouped in one or more sets of two. Take the male end of the USB cable that matches the size of your host computer's USB port and plug it into the USB port on the back of your 7 computer. Take the other end of the USB cable and plug it into the USB port on the back panel of the MIDISPORT. This male end of your USB cable is more square (1/4" x 1/4") and should fit easily into the female USB connector on your MIDISPORT. 2b.

For PC serial operation: using the provided PC serial cable, connect the MIDISPORT's "PC/MAC HOST" port to one end of the cable and the computer's serial port (which you have already determined is available) to the other end. 2c. For Apple serial operation: using a standard Mac serial cable, connect the MIDISPORT's "PC/MAC HOST" port to one end of the cable and the computer's modem or printer port (which you previously selected) to the other end. 3.

Next, power up your MIDISPORT.

Each LED will light one-by-one, in sequence from left to right, as the MIDISPORT performs a self-test. Then the MIDISPORT will set itself to its stored settings, in this case the factory settings. After this any setting changes you make will be saved each time the MIDISPORT is turned off, and restored whenever the MIDISPORT is turned back on. Proceed to the next section, "USB Driver Installation," or "Serial Driver Installation" for Windows or Mac. Driver Software Installation MIDI application software communicates with devices such as the MIDISPORT via software known as "drivers." A software driver is a special, dedicated program that makes a MIDI interface accessible to an application in a standard manner. On the included CD (or diskette), Midiman supplies the software drivers that enable you to use the MIDISPORT on your USB port with either Windows 98, Windows 2000, or Opcode's OMS for Mac OS 8.6 or higher (required). For serial port operation, Win 95 or higher is required for PC, and Mac OS 7.5 or higher is recommended for the Mac.

Different PC and Mac software drivers are supplied for installation on both the USB port and legacy serial port. Both installation procedures are covered in this section. All MIDISPORT drivers are supplied on the included media. If your MIDISPORT 8x8/s came with a floppy disk, there is a "readme" file that will give you instructions on how to install the driver software from the floppy. Locate the file on the floppy entitled "#install8x8Mac" for Mac users, or "#install8x8.txt" for PC users. Double-click on the filename to open it. Carefully follow the instructions given to properly install your driver software (we assume all Mac owners can read a PC formatted floppy disk).



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NOTE: You may need to download the proper driver software from our website if you received a floppy disk and have no floppy drive. 8 To do this, go to [www.](http://www.midiman.net)

midiman.net and click on the "Drivers" button. Locate the MIDISPORT 8x8/s in the list and then click on either the PC or the Mac driver. These are self-extracting files and must be expanded to a folder or floppy for installation. USB Driver Installation for Windows 98 and Higher This driver for the MIDISPORT 8x8/s USB interface requires Windows 98 or higher.

Please make sure that the Windows operating system is installed on your system, and that your USB port is enabled. Check your computer manual for more information. Make sure that USB mode is selected on the MIDISPORT by pressing the front panel Mode button until the USB LED blinks before proceeding. USB Driver Installation for Windows 98 1. Boot Windows 98 or with the MIDISPORT connected or connect it after Windows has been booted.

2. When the Add New Hardware Wizard reports that it detected an Unknown Device, click "Next." 3. On the next screen select the "Search for the best driver for your device" item & click "Next". 4. Indicate to Windows where to look for the driver installation files. Select "Choose Path," then type in (or browse until you locate) [your CD ROM drive letter]:\8x8MidiSport\win98&w2k. In most cases this will be d:\8x8MidiSport\win98&w2k, but your CD drive may be a different drive letter. If your unit came with a floppy disk, use the drive letter of your floppy drive, most often A:\8x8MidiSport\win98&w2k. 5.

On the next screen, Windows will indicate it has searched for the driver files for the "Midiman USB Midisport 8x8/s Loader" and is now ready to install the driver. Click the "Next" button to continue. 6. Windows will copy files and then indicate it has finished installing the software that your new hardware device requires. Click the "Finish" button. 7. Next you will see Windows indicate that it has found another Unknown Device & then see it automatically install the software for the "Midiman USB Midisport 8x8/s Midi Driver". Hold on, we're not done yet. 8. The Add New Hardware Wizard will once again report it has detected an Unknown Device, click "Next".

9. On the next screen select the "Search for the best driver for your device." item & click "Next". 10. Indicate to Windows where to look for the driver installation files (this should be the exact same place you had Windows look for the previous 9 software), then click the "Next" button.

11. On the next screen, Windows will indicate it has searched for the driver files for the "Midiman USB Midisport 8x8/s Midi Driver" and is now ready to install the driver. Click the "Next" button to continue. 12. Windows will copy files and then once again indicate it has finished installing the software that your new hardware device requires.

Click the "Finish" button. The software drivers are now all loaded and functional. If you look in the Device Manager, you will find 2 parts for the Midisport driver; one under the "Universal Serial Bus" controller group and the other under the "Sound, video, & game controllers" group. Your MIDISPORT is ready for use. Refer to the sections "Setting Up Your MIDI Studio" and "Using the MIDISPORT in your Application Software" for more information. USB Driver Installation for Windows 2000 1. Boot Windows 2000 with the Midisport connected or connect it after Windows 2000 has been booted. 2. Windows will detect the presence of a USB Device and will start the Found New Hardware Wizard. 3.

Click the "Next" button on the first screen. 4. 6. 7. Select the "Search for suitable driver for my device" item and push the "Next" button. The Drive File Search Results screen will indicate that it has found a driver for this device; push the "Next" button to install the driver. After Windows copies the loader portion of the driver, two things will happen rather quickly: a) The Found New Hardware Wizard will display a screen indicating it has finished installing the software for this device and requesting you to click the "Finish" button. b) An "Unsafe Removal of Device" screen will be shown indicating the "Midiman USB Midisport 8x8 Loader" has been unplugged. This is because after the loader has completed loading firmware into the Midisport, the hardware reconfigures itself as a new device, reporting this to Windows over the USB interface. 8.

Click the "OK" button on "Unsafe Removal of Device" screen. 9. Click the "Finish" button on the Completing the Found New Hardware Wizard screen.

10. You will then see Windows indicate that it has found another new USB Device for which it will automatically install the Midiman USB MidiSport8x8 Midi Driver.

10.5. Select the appropriate source for the driver files. Before you can use the USB Midisport under Windows 2000, you must manually install another portion of the Midisport drivers. 11. Click on the "Start" button in the task bar.

12. Click open the "Settings" item. 13. Select the "Control Panel". 14. Click open the "Add/Remove Hardware" icon. 15. Click the "Next" button on the first Add/Remove Hardware Wizard screen. 16. Select the "Add/Troubleshoot a device" item and push the "Next" button.

17. After searching for a new hardware device you will be shown a screen from which to choose a hardware device; select the "Add a new device" item and push the "Next" button. 18. On the next screen select the "No, I want to select the hardware from a list" item and push the "Next" button. 19. Select the "Sound, video and game controllers" from the hardware type list and push the "Next" button. 20. Click on the "Have Disk..."

" button. 21. You will be prompted for the location of the manufacturer's driver diskette; browse to or enter the appropriate disk drive specification and click "OK". 22. When the "Digital Signature Not Found" window pops up push the "Yes" button to indicate that you want to continue the installation.

23. On the "Select a Device Driver" screen select the "Midiman USB Midisport8x8 Midi" entry & click "Next". 24. Click "Next" button to Start Device Driver Installation. 25.

When the "Digital Signature Not Found" window pops up push the "Yes" button to indicate that you want to continue the installation. 26. When the files have been copied click the "Finish" button on the "Completing the Found New Hardware Wizard" screen. 27. In order for the driver installation to be completed you will be required to exit and restart Windows. USB Driver Installation on the Mac You must first install Opcodes's OMS.



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This is available on the MIDISPORT drivers page of our website, or can be installed from the driver CD by opening the OMS folder and then double clicking the OMS install icon. This release version of the MIDISPORT drivers requires Macintosh operating system OS 8.6 or higher. This is offered by Apple as a free update to OS 8.

5 11 owners. Please check the Apple website at <http://asu.info.apple.com> for update information. NOTE: As of yet, only two MIDISPORTs can be configured and used with OMS in USB operation. Please check the MIDIMAN website for driver updates at www.midiman.net. OMS is a MIDI manager program that is made by Opcode.

We have included it on the CD disk for your convenience, and also offer it as a free download from our website's Midisport drivers page. OMS is required to run the MIDISPORT, and it is important that you install OMS before running the MIDISPORT Installer. Locate the OMS installer program on this CD in the OMS 2.3.7 folder, and simply double click its icon to install OMS.

Once this has been successfully completed, you can move on to the the next step- the MIDISPORT 1.0 Installer. FOR FIRST TIME INSTALLS: If you power up your Mac with the MIDISPORT attached, you will receive a message that an "unknown USB device has been detected. Click OK and proceed with the driver installation. You may also install the drivers first, and then plug in the MIDISPORT.

Make sure that USB mode is selected on the MIDISPORT by pressing the front panel Mode button until the USB LED blinks. 1. Insert the Driver Software CD. Open the MIDISPORT8x8 folder, then the USB8x8 folder. There, you will find the MIDISPORT Installer program. If your unit came with a floppy, you will first find an MS8x8Mac folder, then the USB8x8 folder. 2. Run the MIDISPORT Installer by double clicking on it. This installs all of the MIDISPORT's extensions as well as the MIDISPORT OMS Driver. However, YOU MUST HAVE OMS INSTALLED FIRST BEFORE YOU RUN THIS INSTALLER PROGRAM.

Otherwise, the MIDISPORT OMS Driver will not be placed in the OMS folder. Once installed, you should have 2 MIDISPORT extensions in your extensions folder, which resides in your System folder. They are: 1) MIDISport8Driver; 2) MIDISport8Shim. The installer will also place the MIDISPORT OMS Driver in the OMS folder, which also resides in your system folder. Now it is time to configure OMS. Go to the Control Panel or Chooser under the Apple Menu, and make sure AppleTalk is turned off (this is recommended, although OMS will sense that it is on and prompt you to turn it off). If you are installing your MIDISPORT driver and configuring OMS for the first time, follow these instructions to configure OMS. First Time OMS Configuration Instructions: 1. In the Opcode folder, which you will find on your hard drive, locate the OMS 12 Applications folder, then OMS Setup. Double click on OMS Setup.

2. OMS will inform you that it has not yet been configured. Click OK. 3. The Create A New Studio Setup dialog box now appears.

Click OK. 4. The "OMS Driver Search" box asks you to choose the port on which you've attached the MIDISPORT (either Modem or Printer). DO NOT choose a port, just click "Search." OMS begins Searching.

IMPORTANT: If the USB cable is not correctly hooked up to the MIDISPORT, setup will fail. 5. "OMS Driver Setup" shows the MIDISPORT in a list when OMS successfully finds the driver. Click OK. OMS will now define (shows "Identifying") all eight of the MIDISPORT output ports. 7. The "OMS MIDI Device Setup" dialog box will appear showing the MIDISPORT's eight available output ports with open check boxes to the left of each port. You will now have to check these open boxes to enable each of the output ports. Now click on OK. 8.

Next, the "My Studio Setup" appears with a file save dialog box over it. You will now need to name and save your new Studio Setup (or use the default name) before you can assign various instruments to the MIDISPORT's outputs and inputs. Assign your various instruments and you are done. 9. Your MIDISPORT is ready for use. Pressing the front panel Mode switch until the USB LED begins to pulse will make the MIDISPORT available as a USB interface. You can run the OMS 'Test Studio' utility by going to the 'Studio' menu and releasing the mouse on "Test Studio". Playing a note on your keyboard will give you an audio message from your computer, "MIDI received," while the arrow pointing to the keyboard icon flashes. Clicking on a keyboard icon with the mouse pointer will send a tone cluster to the corresponding MIDISPORT output port. The LED will light, and your sound module should play the chord.

You may now exit OMS Setup by quitting the application. The rest is up to configuration within your music software. Generally, this means selecting "OMS Compatibility," or "Open Music System" for your MIDI system setup. Serial Driver Installation for Windows 98 or 2000 Connect the MIDISPORT to the chosen serial port on your computer. Power up the MIDISPORT, then boot your computer.

1. From the Windows Start menu, select Settings \ Control Panel \ Add New Hardware. 2. Select the Next> button. 3.

Once again, select the Next> button. The system will now search for Plug and Play (PnP) hardware. 13 4. If Windows does find one or more PnP devices, select No, the device isn't in the list and select Next>. (The MIDISPORT 8x8/s is not PnP on the serial port, and will never show up in this list.) 5. Windows then asks if you would like it to search for the new hardware. Select "No, I want to select the hardware from a list" and press the Next> button. 6. Windows wants you to select the type of hardware you are installing.

Scroll down the list and highlight Sound, video and game controllers. Then click on Next>. 7. When the next dialog appears, click on the Have Disk... button.

8. Insert the Driver Software CD or diskette in the proper drive and click on OK. Type in (or browse until you locate) [your CD ROM drive letter]:\8x8MIDISPORT\win98&w2k.

In most cases this will be d:\8x8MIDISPORT\win98&w2k, but your CD drive may be a different drive letter. If your unit came with a floppy disk, use the drive letter of your floppy drive, most often A:\. 9. When the next dialog appears, click on OK to the MIDISPORT 8x8/s. 10.

When the next dialog appears, click on Finish. Windows will copy and install the Windows driver files. 11. Next you will be prompted for the MIDISPORT 8x8/s setup. The driver COM Port setting defaults to Disable.

Click on the arrow to select the proper COM port. Click on OK. 12. Your MIDISPORT drivers are installed! Pressing the front panel Mode switch until the PC LED lights and begins to blink will make the MIDISPORT available as a serial port interface. To test the MIDISPORT functionality on your PC's COM port, see section "PC Diagnostics Application." Serial Driver Installation for Windows 95 Connect the MIDISPORT to the chosen serial port on your computer.



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Power up the MIDISPORT, then boot your computer. 1. From the Windows95 Start menu, select Settings | Control Panel | Add New Hardware. 2.

Press the Next> button. 3. Click radio button No because you do not want Windows to search for new hardware. Click on Next>. 4. Scroll down in the box and select Sound, video and game controllers. Click on the Next> button. 5. Click on Have Disk..

. button. 14 6. Insert the Driver Software CD or diskette in the proper drive and click on OK. Type in (or browse until you locate) [your CD ROM drive letter]:\8x8MIDISPORT\win98&w2k.

In most cases this will be d:\8x8MIDISPORT\win98&w2k, but your CD drive may be a different drive letter. If your unit came with a floppy disk, use the drive letter of your floppy drive, most often A:\. 7. When the next dialog appears, click on OK to the MIDISPORT 8x8/s. 8.

When the next dialog appears, click on Finish. Windows will copy and install the Windows driver files. 9. Next you will be prompted for the MIDISPORT 8x8/s setup. The driver COM Port setting defaults to Disable. Click on the arrow to select the proper COM port. Click on OK. 10. Your MIDISPORT drivers are installed! Pressing the front panel Mode switch until the PC LED lights and begins to blink will make the MIDISPORT available as a serial port interface. To test the MIDISPORT functionality on your PC's COM port, see section "PC Diagnostics Application.

" Serial Port Configuration in Windows In order to communicate with the MIDISPORT 8x8/s, the Windows driver needs to know what serial (COM) port you are connecting the MIDISPORT 8x8/s to. The MIDISPORT driver is smart enough to detect which COM ports are installed in your system. This helps you to select the proper one from the "COM Port" list box. You also have the option of disabling the MIDISPORT driver from the Device Manager, which is handy if you would like to leave the driver installed while the MIDISPORT hardware is not physically connected to your system. If at a later time you encounter problems using the MIDISPORT 8x8/s on a serial port with Windows, verify that Windows has loaded the MIDISPORT 8x8/s driver. The MIDISPORT appears in the Device Manager, under Sound, video and game controllers. To verify that the driver is loaded, from the Windows Start menu, select Settings | Control Panel | System | Device Manager. You should see a Midiman MIDISPORT 8x8/s entry under Sound, video and game controllers (you may have to click on the "+" sign to display the devices under Sound, video and game controllers). The MIDISPORT outputs will also show up under Settings | Control Panel | Multimedia | MIDI, as well as the MIDI Devices & Instruments list from the Devices tab in Windows98 or 2000 (the Advanced tab in Windows95). At any time, you may reconfigure your MIDISPORT 8x8/s Windows driver setup.

To do so, from the Windows Start menu, select Settings | Control Panel | System | Device Manager | Sound, video and game controllers | Midiman MIDISPORT 8x8/s | Midiman Driver Setup. 15 The "COM Port" listbox allows you to select the COM port that is connected to the MIDISPORT 8x8/s unit. For proper operation, this setting must match the actual COM port that is connected to the MIDISPORT 8x8/s. The "Configure Input Connection" section allows you to operate the MIDISPORT MIDI inputs in the typical fashion, or merged together into one stream. Most commercially available MIDI programs will accept the default setup, which makes the MIDISPORT 8x8/s look like 9 MIDI input devices: MIDI In-1 through MIDI In-8, and SMPTE In (Sync/Status information).

On the other hand, some older commercial and some shareware MIDI applications can only handle one MIDI stream. In this case, select "Merge All." IMPORTANT: Only select the "Merge All" feature if your MIDI application allows only one input to be selected at a time in its MIDI setup. The "Merge All" can affect SMPTE sync performance adversely because the MIDI Time Code (MTC) from the SMPTE port must be merged with any other MIDI data that is coming in on In-1 through In-8. This incoming MIDI data can "jitter" the MTC and make the timing look irregular to the receiving MIDI application.

Serial Driver Installation on the Mac You must first install Opcodes's OMS. This is available on the MIDISPORT drivers page of our website, or can be installed from the driver CD by opening the OMS folder and then double clicking the OMS install icon. OMS is a MIDI manager program that is made by Opcode. OMS is required to run the MIDISPORT, and it is essential that you install OMS before installing the MIDISPORT OMS Driver. Locate the OMS installer program on this CD in the OMS 2.3.7 folder, and simply double click its icon to install OMS. Make sure that "Mac" mode is selected on the MIDISPORT by pressing the front panel Mode button until the "Mac" LED blinks. Once this has been successfully completed, you can move on to the next step. 1.

Insert the supplied Driver Software CD or diskette. Have your System Folder open, with the OMS Folder accessible. Double click on the disk icon when it appears and open the MIDISPORT8x8 folder for Macintosh (if your unit came with a floppy disk, this folder will be MS8x8Mac). Open the Serial8x8 folder, then drag the MIDISPORT OMS Driver icon into the OMS Folder. 2. Within your Hard Drive files, find the Opcode folder. In the Opcode folder, find the OMS Applications folder, then OMS Setup. Double click on OMS Setup. 3. OMS will inform you that it has not yet been configured.

Click OK. 4. The Create A New Studio Setup dialog box now appears. Click OK. 5.

The "OMS Driver Search" box asks you to choose the port on which you've attached the MIDISPORT (either Modem or Printer). Choose a port, click 16 "Search." OMS begins Searching. 6. "OMS Driver Setup" now shows the MIDISPORT (and the port to which it is attached) in a list when OMS successfully finds the driver.

Click OK. OMS will now define (shows "Identifying") all of the MIDISPORT output ports. OMS will see the MIDISPORT ports 1 through 8. 7. The "OMS MIDI Device Setup" dialog box will appear showing the MIDISPORT's eight available output ports with check boxes to the left of each port. Make sure that all of these boxes are checked to enable each of the output ports. Now click on OK. 8. Next, the "My Studio Setup" appears with a file save dialog box over it.

You will now need to name and save your new Studio Setup before you can assign various instruments to the MIDISPORT's outputs and inputs.

Assign your various instruments and you are done. You may now exit OMS Setup by quitting the application. MIDI Interface Modes The MIDISPORT 8x8/s operates in three different MIDI interface modes, which are selected from the front panel via the "MODE" pushbutton. When "USB" is selected, the MIDISPORT operates as a USB MIDI interface for the Mac or PC.



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When "PC" is selected, the MIDISPORT operates as a legacy serial MIDI interface for the PC. When "MAC" is selected, the MIDISPORT operates as a legacy serial MIDI interface for the Apple computers with legacy serial ports. In all MIDI interface modes, the MIDISPORT performs the following functions:

- Operates as a MIDI interface with 8-input and 8-output ports. Data is routed between the host and all MIDI ports simultaneously. Each port is capable of independent 16-channel MIDI operation.
- Operates as a SMPTE writer.

The SMPTE writer may be configured, started and stopped by either the front panel controls or by Remote Control software. The SMPTE output signal appears at the SMPTE Out jack.

- Operates as a SMPTE reader/regenerator. The MIDISPORT continually monitors the incoming signal at the SMPTE In jack and locks to it whenever valid SMPTE time code is detected. Once locked to this code, the MIDISPORT will regenerate the SMPTE code and transmit the repaired code at the SMPTE Out jack.

- Outputs MIDI Time Code (MTC) to the host. Whenever the MIDISPORT is reading or writing SMPTE it will convert the SMPTE information to MTC. This MTC is transmitted to the host computer via the host USB or serial cable. Software applications may use this MTC to synchronize themselves with the external time base.
- Monitors the host port for SYSEX control information.

This is where commands are accepted from the Remote Control software.

17 To command the MIDISPORT into Interface Mode using the USB connection and drivers:

1. Power up the MIDISPORT while connected to the PC or Mac host computer's USB port, then select USB mode by pressing the Mode switch on the front panel. The USB LED will blink, indicating that the MIDISPORT is not yet in Interface Mode, but rather in stand-alone (Patchbay) mode.
2. Power up the host computer. Once the computer's USB port recognizes the MIDISPORT and starts communicating with it, the MIDISPORT USB LED will begin to pulse. The MIDISPORT then exits its patchbay operation. To command the MIDISPORT into Interface Mode using the serial port connection and drivers:

1. With the host computer's power off, power up the MIDISPORT while connected to the PC or Mac host computer's serial (COM) port.

2. Then select PC or Mac mode (according to the computer in use) by pressing the Mode switch on the front panel. The PC or Mac LED will blink, indicating that the MIDISPORT is not yet in Interface Mode, but rather in stand-alone (Patchbay) mode.
3. Power up the host computer. The MIDISPORT will be commanded into Interface Mode by that host computer only by launching a MIDI application that utilizes the MIDISPORT driver. Launching the Remote Control software will also put the MIDISPORT into Interface mode. Once in Interface Mode, the patchbay functions turn off. Stand-Alone Modes When not in use as a MIDI interface, the MIDISPORT 8x8/s operates in "StandAlone" mode. The stand-alone mode is active whenever:

1. the MIDISPORT is powered up but disconnected from the computer, or

2. the MIDISPORT front panel mode is set to "Cable Test" or "Thru Mode", or
3. the MIDISPORT is connected to the computer but the front panel USB, PC, or MAC mode does not match the driver installation/settings on the host computer.

When standing alone, the MIDISPORT provides several functions:

- MIDI Patchbay. When the MIDISPORT mode is not set to "Cable Test" it provides MIDI patchbay functions, routing any combination of MIDI Input streams to each MIDI Output port.

- THRU Mode. This mode is selected via the front panel Mode pushbutton. It is actually a special case of the MIDI patchbay, where every MIDI message received at any MIDI In port on the MIDISPORT will be output on all MIDISPORT MIDI Out ports. This is useful in diagnosing a system connection problem.

18 · CABLE TEST Mode. This allows you to test a MIDI cable by connecting it between IN-8 and OUT-8 on the MIDISPORT front panel.

- SMPTE Writer. The MIDISPORT may be used to stripe a tape with SMPTE time code by pressing the SMPTE Write button. Each of these functions is described in detail in later sections of this manual.

MIDISPORT Mode Assignments The five primary modes of MIDISPORT operation are selected via the front panel "Mode" pushbutton, and indicated by the 5 green LED's to the right of that button. Each time the Mode button is pressed, the MIDISPORT will progressively cycle through its modes. Some of these modes allow MIDI patchbay operation. This information will also be covered in this section.

USB Mode When USB Mode is selected, the MIDISPORT 8x8/s will function in one of two ways: either as a USB MIDI interface or a stand-alone MIDI patchbay. These modes are indicated by the USB LED on the MIDISPORT front panel.

When this LED is blinking on/off, the MIDISPORT is a MIDI patchbay. When not blinking, but instead glowing and steadily pulsing, the unit is a USB MIDI interface. Below are the steps required to put the MIDISPORT into these modes:

1. Connect the MIDISPORT to the computer for USB operation, as outlined in the installation section of this manual.
2. Power up the MIDISPORT. If the MIDISPORT was in USB mode when it was last used, it will power up to USB mode. If not, press the front panel MODE pushbutton until "USB" is displayed. The USB LED will start to blink, indicating that the MIDISPORT is acting as a patchbay and has not yet been commanded into USB MIDI mode by the computer.

3. Power up the host computer. Once the operating system is up and running, and assuming the USB software drivers are properly installed, the USB LED will begin to pulse steadily, indicating that the MIDISPORT is now functioning as a USB MIDI Interface. When USB Mode is selected, you may select the MIDISPORT patchbay program via the Remote Control software, or the MIDISPORT front panel RESET pushbutton. Patchbay operation is described in detail in the "Patchbay Operation" section of this manual. All SMPTE functions are also available when the unit is operating as a USB MIDI interface. SMPTE Operation is described in detail in the "SMPTE Operation" section of this manual.

19 PC Mode When PC Mode is selected, the MIDISPORT 8x8/s will function in one of two ways: either as a PC serial MIDI interface or a stand-alone MIDI patchbay. These modes are indicated by the PC LED on the MIDISPORT front panel. When this LED is blinking on/off, the MIDISPORT is a MIDI patchbay. When the LED is continuously lit, the unit is a PC serial MIDI interface.

Below are the steps required to put the MIDISPORT in these modes:

1. Connect the MIDISPORT to the computer for serial operation, as outlined in the installation section of this manual.
2. Power up the MIDISPORT. If the MIDISPORT was in PC mode when it was last used, it will power up to PC mode. If not, press the front panel MODE pushbutton until "PC" is displayed. The PC LED will start to blink, indicating that the MIDISPORT is acting as a patchbay and has not yet been commanded into PC MIDI mode by the computer.



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3. Power up the host computer. Once the operating system is up and running, and assuming the PC serial software drivers are properly installed, the PC LED will light steadily, indicating that the MIDISPORT is now functioning as a PC serial MIDI Interface.

When PC serial mode is selected, you may select the MIDISPORT patchbay program via the Remote Control software, or the MIDISPORT front panel RESET pushbutton. Patchbay operation is described in detail in the "Patchbay Operation" section of this manual. All SMPTE functions are also available when the unit is operating as a PC MIDI interface. SMPTE Operation is described in detail in the "SMPTE Operation" section of this manual. Mac Mode When MAC Mode is selected, the MIDISPORT 8x8/s will function in one of two ways: either as an Apple serial MIDI interface or a stand-alone MIDI patchbay. These modes are indicated by the MAC LED on the MIDISPORT front panel. When this LED is blinking on/off, the MIDISPORT is a MIDI patchbay. When the LED is continuously lit, the unit is a MAC serial MIDI interface. Below are the steps required to put the MIDISPORT in these modes: 1. Connect the MIDISPORT to the computer for MAC serial operation, as outlined in the installation section of this manual.

2. Power up the MIDISPORT. If the MIDISPORT was in MAC mode when it was last used, it will power up to MAC mode. If not, press the front panel MODE pushbutton until "MAC" is displayed. The PC LED will start to blink, indicating that the MIDISPORT is acting as a patchbay and has not yet been commanded into MAC MIDI mode by the computer.

3. Power up the host computer. Once the operating system is up and running, and assuming the MAC serial software drivers are properly installed, the MAC 20 LED will light steadily, indicating that the MIDISPORT is now functioning as a MAC serial MIDI Interface. When MAC serial mode is selected, you may select the MIDISPORT patchbay program via the Remote Control software, or the MIDISPORT front panel RESET pushbutton. Patchbay operation is described in detail in the "Patchbay Operation" section of this manual.

All SMPTE functions are also available when the unit is operating as a PC MIDI interface. SMPTE Operation is described in detail in the "SMPTE Operation" section of this manual. Cable Test Mode When the MIDISPORT is in Cable Test Mode, it will not function as a MIDI Interface or MIDI patchbay, nor will it communicate with the host computer. Cable Test mode is a stand-alone mode of the MIDISPORT. Consequently, the remote control software will not be able to communicate with the MIDISPORT either. The MIDISPORT may be set to Cable Test mode by successively pressing the MIDISPORT front panel Mode pushbutton switch until the Cable Test LED lights. If you left one of the MIDI interface modes (USB, PC or MAC) to get to Cable Test mode, it may be necessary if returning to that MIDI interface mode from Cable Test mode, to restart your MIDI application or the remote control. Once in Cable Test mode, the front panel MIDI In-8 and Out-8 ports can be used to test a standard MIDI cable. Basically if the Cable Test, In-8 and Out-8 LED's are flashing, the MIDI cable is bad or not connected properly between In-8 and Out-8. If the cable is good, the LED's will turn on and remain on with no blinking until either the cable is disconnected or has an error.

Thru Mode Thru mode is actually a special case of the MIDI patchbay, where the program is set to "all ins are available at all outs". In other words every MIDI message received at any MIDI input port on the MIDISPORT will be output on all MIDISPORT MIDI output ports. This is useful in diagnosing a system connection problem. When the MIDISPORT is in Thru Mode, it will not function as a MIDI Interface. To enter this mode, press the "Mode" pushbutton on the MIDISPORT front panel until the "Thru Mode" LED is lit. Thru mode can be selected on the MIDISPORT 8x8 at any time, either from an Interface mode or a stand-alone mode. It may be necessary, if returning to Interface mode from Thru mode, to restart your MIDI application or the remote control.

Although Thru Mode essentially overrides all other patchbay settings, the MIDISPORT will still respond to patchbay program changes (On MIDI In-8 channel 16) or to the Reset button program change commands. When the MIDISPORT has returned to Patchbay mode, this program change can be utilized.

21 Patchbay Operation The MIDISPORT functions as a MIDI patchbay that is capable of routing and/or merging MIDI data from any MIDI input port to any MIDI output port.

This integrated MIDI patchbay is active whenever: · the MIDISPORT is in a MIDI Interface Mode (USB, PC or MAC) but not in use as a MIDI interface. This is indicated by a blinking Mode LED (USB, PC or MAC), or the MIDISPORT is in Thru Mode. · Eight patchbay programs are stored internally within the MIDISPORT. A ninth program which connects all ins to all outs is activated when the MIDISPORT is placed in Thru Mode. The MIDISPORT remembers each of these programs internally and will recall them each time it powers up.

It will also remember the current patchbay program number as it powers up. The eight programs may be modified via the Remote Control software. The current patchbay program may be selected in either of three ways: via the Remote Control software, via the RESET pushbutton on the front panel of the MIDISPORT, or in response to MIDI program change messages sent to MIDI In-8 on channel 16 (this last option is only available when the MIDISPORT is not in MIDI interface mode). The RESET pushbutton on the MIDISPORT front panel is actually a dualfunction pushbutton. If you press and release the button within a second, you will send "reset" MIDI messages out all output ports.

However, if you press the RESET button in and continue to hold it beyond one second, it will allow you to view and/or change the patchbay program. To simply view the current program number, press the RESET button until 7 of the 8 MIDI IN LED's light up. The one LED that is not lit will indicate the program number (1-8). Quickly release the RESET button and no changes will occur. However if you continue to hold the RESET button in, the unit will step through the programs until you release the RESET button. This is how you manually select a program from the front panel. As mentioned earlier, when the MIDISPORT is in a stand-alone mode (not being used currently as a MIDI interface) it may accept patchbay program changes from an external source such as a MIDI controller keyboard. To do so, simply attach the MIDI out of the external controlling device to the MIDI In-8 of the MIDISPORT. Then send program change messages on MIDI channel 16. This will set the MIDISPORT program to one of its internally stored programs, 1-8.

SMPTE Operation The MIDISPORT contains an integrated SMPTE reader/writer/regenerator that may be used by your computer's application to synchronize itself to the outer 22 world.



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Outputs 1 through 8 correspond to the physical MIDI Out connectors 1 through 8, and the SMPTE Control corresponds to the SMPTE processor command port. Although the SMPTE/Status driver transfers MIDI Time Code data into the program, the SMPTE Control driver does not actually transfer SMPTE data out of the program. Instead, it is used by applications like the Remote Control to configure and control (Start Writing, Stop Writing, User Bits, SMPTE format, etc.) the SMPTE processor that resides inside the MIDISPORT 8x8/s.

If you wish to transmit MTC through the MIDISPORT, do it through one of the MIDI output devices. This, however, will ultimately be up to your music application and its capacity to send MIDI sync or MIDI timecode while the MIDISPORT is in Interface mode. Some MIDI applications may limit the total number of input and output ports that may be used at one time, but you should have no trouble enabling and 27 using all eight MIDISPORT input ports and the eight output ports in most up-to-date programs. The output port that you select on a specific MIDI track within your sequencer will output MIDI information to the keyboard or sound module that is attached to that port. MIDISPORT Remote Control Software Included with your MIDISPORT 8x8/s is Remote Control software for both Windows and Macintosh that enables you to configure and control the MIDISPORT 8x8/s SMPTE functions from your computer. The software enables you to set user bits, frame format, flywheel and write start time (offset), as well as start and stop SMPTE writing. Different Remote Control software settings may be saved to disk as "configurations" and reloaded at a later time. Additionally, MIDI patchbay configurations can be set from the remote software, giving you numerous routing possibilities when using the MIDISPORT and your MIDI keyboards in "Patchbay" mode. NOTE: The MIDISPORT retains all SMPTE and Patchbay settings in its internal memory. After changing settings externally (via front panel format or offset settings, user bits read externally, or even setting patchbay configurations on another computer), the Remote Control software will read these settings when launched and configure itself to reflect the current MIDISPORT settings.

Remote Control Windows Installation To install the MIDISPORT 8x8/s Remote Control application into Windows, insert the Midiman MIDISPORT 8x8/s Driver Software CD or diskette into your disk drive. Next, under the Windows Start menu, select "Run...". When prompted to enter a command line, type either D:\8X8MIDISPORT\REMOTE.EXE if your CD drive letter is D, or A:\8X8MIDISPORT\REMOTE.EXE if you're using a diskette in drive A, or whichever drive letter is appropriate for your CD or floppy disk drive. Next, select the OK button. The SETUP program will automatically guide you through the installation and create a MIDIMAN group with a MIDISPORT 8x8/s Remote Control icon.

By default, the Remote Control setup program installs the MIDISPORT Remote Control to C:\Program Files\Midiman\MIDISPORT8x8-s Remote. You might want to create a shortcut to it that you can place on your desktop. To do this, open the Windows Explorer by Start | Programs | Windows Explorer. Under the C drive list, click on the plus sign next to Program Files, click the plus sign next to Midiman, and then click the MIDISPORT8x8-s Remote folder. In the list of Contents (the right column of Explorer), right click on the file named MSport88 Remote and select "Create Shortcut."

"This will create a shortcut file in the Contents list that you can then click and drag to your desktop. 28 Remote Control Mac Installation To install the MIDISPORT 8x8/s Remote Control application onto your Macintosh, first insert the Drivers Software CD or diskette into the appropriate disk drive. When the disk icon appears, double click on it. Next, locate the file "MIDISPORT8x8 Remote" within the MIDISPORT8x8 Mac folder (if using a floppy disk, this folder will be called "MS8x8Mac"), then click on it and drag it onto your hard drive. Double clicking on the MIDISPORT Remote application from your hard drive will then open the MIDISPORT 8x8/s Remote Control.

You can create a shortcut by highlighting the remote software file on your hard drive, then holding the Apple key + M. After doing so, you may drag your new "alias" to the desktop for easy access. Remote Control Operation The primary screen of the MIDISPORT Remote Control Software gives you complete control over all of the SMPTE sync functions of the interface. MIDISPORT Patchbay configurations are set from within the remote control software (see "Remote Control Patchbay Operation" section). If you haven't worked with SMPTE/MTC sync before, we suggest that you read the section of the MIDISPORT manual entitled "SMPTE/MIDI Time Code Tutorial." The controls are fairly self-explanatory. Format sets the SMPTE frame rate for the MIDISPORT SMPTE generator. Flywheel sets the number of frames the reader/regenerator will automatically "time out" on and correct when receiving either bad or no time code (slide the Flywheel fader towards 0 to set "Jam Sync" mode). The "Start Writer" button starts and stops the SMPTE writer. The Start Writer button will change to "Stop Writer" after it has been clicked to begin writing.

The "Start Time" and "User Bits" buttons allow you to set, respectively, SMPTE start time and the outgoing user bits. 29 NOTE: The MIDISPORT Remote Control software loads with a preset for each of the SMPTE frame rates. These presets are appropriately named for the way in which the frame rate is used. You may use these as they are, or modify them and save them as desired. To Set SMPTE Frame Rate Click the button next to the SMPTE frame rate that you wish to use. The LEDs on the MIDISPORT front panel to the right of the Format button should reflect these changes. To Set Flywheel Click on the slide fader and drag it until the desired setting is reached. The number selected represents the number of frames that will be "tolerated" if a dropout in the SMPTE that is being read has occurred. To Set SMPTE Start Time The SMPTE start time defaults to 1 hour. To change the SMPTE start time, click on the box that contains the start time settings.

Highlight the numbers in the area you wish to change (Hours, Minutes, etc.) and enter the desired start time values. The "Tab" key will move you to the next field. Click OK when you are finished selecting the new start time. To Set User Bits User Bits are set to all zeros as the default.

To change the user bit setting, click on the User Bits box. Highlight the User Bits area you wish to change (there are eight bits that can be encoded with information) and enter the desired single digit. The "Tab" key will move you to the next field. Click on OK when you have created the desired setting.



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