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SongList V1.4.4 / 2024

Translated with www.DeepL.com/Translator (free version)

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3. no person or company may distribute or use any part of the package.
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Webseite: Fritz-tools.de
Kontakt: kontakt@fritz-tools.de
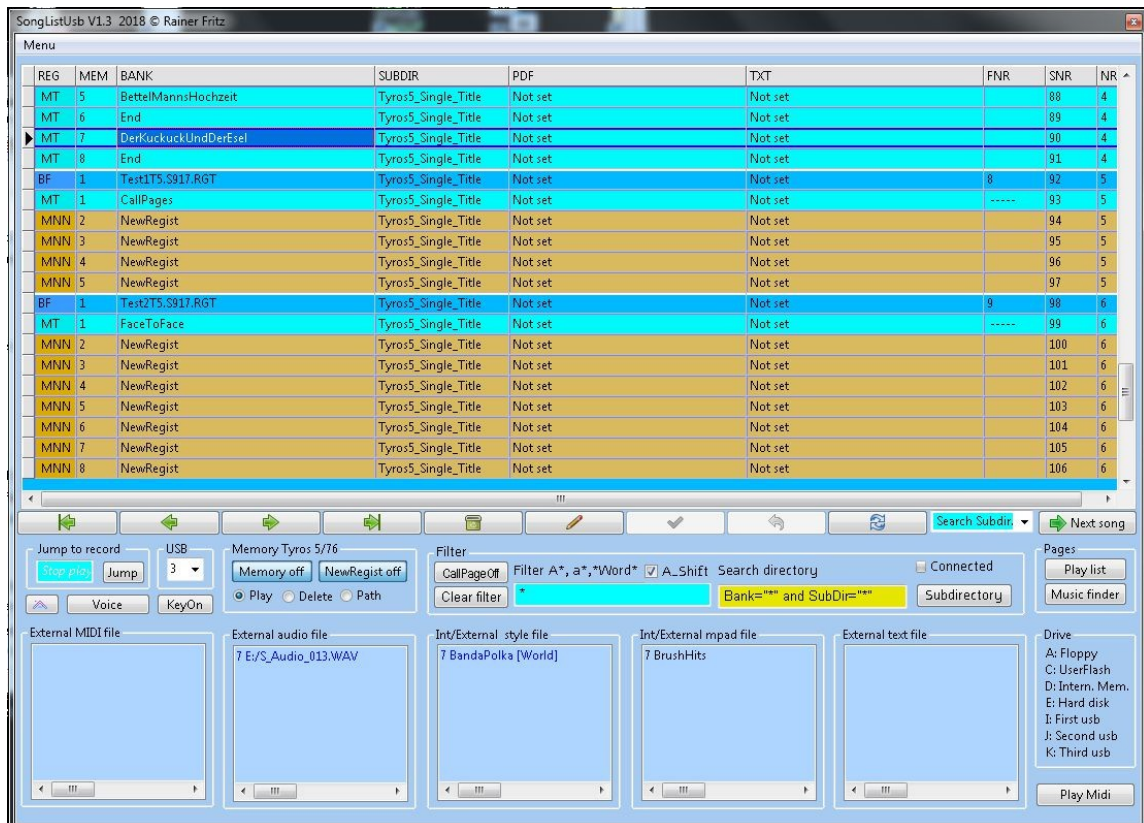
SongList Update Win7/10/11 64Bit

This SongList version V1.4.4 is not compatible with versions below V1.3.2.
If you already use version V1.3.2, just install version V1.4.4 a second time in the same directory.
Your data and settings will remain unchangs.

If problems occur during the update, please quit SongList and delete the following files
from the installation directory:
SongList.ini, SongListV13.ini and all databases regs.dbf, regsi.dbf, regs.mdx
C:\SongList\Hd0\DB\ regs.dbf, regsi.dbf, regs.mdx
C:\SongList\USB0\DB\ regs.dbf, regsi.dbf, regs.mdx

Alternatively, you can create new databases or uninstall SongList and then delete the installation
directory. Then simply reinstall SongList and reconfigure it.
But you should backup your banks and files first !!

Foreword

"**SongList**" provides support for Yamaha keyboards when playing MIDI, style, notes, lyrics, as well
as viewing and flipping through associated Word and PDF files using the mouse or foot switch.
Registration banks from other Yamaha workstations can be displayed or played with their preset
values. This allows you to learn from other registrations and use these settings for your game.
SongList is based on the keyboard's bank registrations, which are read into a database and auto-
matically linked to PDF, Word & FNR files if possible.
Several thousand bank files can be managed in several user-defined directories. The selected
registration or music finder entry is sent to the keyboard via MIDI and activated there. Notes and
documents are displayed and can be controlled by mouse or foot pedal.
The program also supports a bank, title, directory and style search using the mouse keyboard, so
that everything necessary can be done without a keyboard using the virtual mouse keyboard.
The following keyboard types are supported:
Yamaha Genos,Tyros 1-5 and PSR-S700 - PSR-SX900.
The creation of the required database and the assignment of the PDF and Word files is done auto-
matically by the respective file name "**SongTitel.S623.RGT**" "**SongTitel.PDF**" "**SongTitel.TXT**",
SongTitel@S835.mid. The control MIDI-File **@S835.mid** are automatically generated and stored
in the respective bank directory. The entry of the control MIDI file into the bank is done automatical-
ly without directories to allow moving the banks and control MIDI.
Arbitrary playlists can be created as simple text files by mouse click and can be sorted. Their num-
ber is not limited. The number of titles within a playlist should not exceed 100 for performance rea-
sons Batch processing functions enable extensive bank operations. Music finder data can be im-
ported, edited or newly created using CSV (Excel Export) The **CSV,TXT** and **MFD** files created du-
ring export are compatible with Excel and the "**MusikFinderView**" by Michael P.Bedesem (Freewa-
re). They can thus be further processed and exchanged with Digital Workstations in both directi-
ons.
Tested on Win7/10/11 64Bit.

SongListUsb V1.4.4 / 2024 Win7/10/11 64Bit

What is "SongListUsb.exe" ?

"SongListUsb.exe" is fully compatible with "SongList", but activates additional functions for drive detection and customization. This allows "SongList" to be used immediately on a stick on any computer running Windows, regardless of the drive letter used.

The functional speed is lower compared to a hard disk, but sufficient for testing or not too large data volumes.
It can also be used as a backup by simply copying it immediately to another disk. All information is 100% identical with "SongList".

In order to save web space and costs, "SongList V1.3.4" and higher no "SongListUsb" package is offered for download anymore. However, users who want to use "SongListUsb.exe" can do so by simply renaming the current "SongList.exe".

The additional functions for drive detection and directory customization within "SongListUsb.exe" are activated when the program detects the name "SongListUsb.exe" at startup. So first quit "SongList" if it is started!

How do I create "SongListUsb.exe"?

To do so, install "SongList" on your computer and copy the directory to a USB stick (X:\SongList\). Copy your registration banks and all necessary files into the designated directories. Then rename the "SongList.exe" on the USB stick to "SongListUsb.exe", then start "SongListUsb.exe". It is also possible to install directly on the USB stick.

If you have already edited your data with "SongList" and therefore there is a "SongListV13.ini" and "0_DirectoryV13.ini" in the installation directory, a window may pop up at startup asking for a drive adjustment. You should always answer this query with Yes! The "0_" stands for the configuration 1-99. If you have not yet edited any data with "SongList", follow the installation instructions "Install-Help-De.pdf" or "InstallHelp-En.pdf".

If you have already used "SongListUsb.exe", simply replace it with the newer version.

Language support

As of V1.4.2, SongList now supports several languages for help and programme queries, initially English and German. (English is the default) The programme interface remains in English, however, as many of the terms used are identical to the keyboard and are clearer.

The installation setup sets a language setting depending on the selected language, which you can change at any time as follows. First select button 1 (?) then button 2!
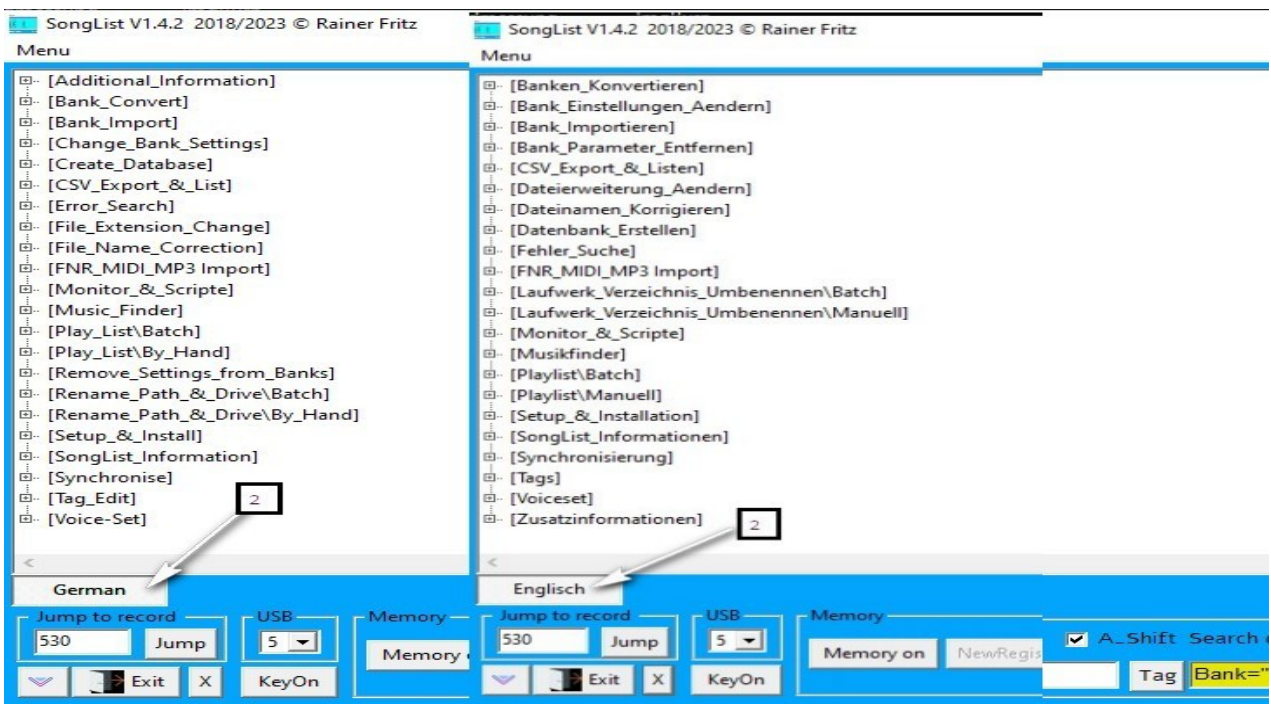
Requirements for the use of the program

"**SongLis**t" requires the same sort order of banks (registrations) in the bank directory of the computer and the digital workstation. You should not use the following special characters or umlauts in **bank** or **memory names**: "**Ä ä Ö Ö Ü ü ß", "~ _ " # % & * : < > ? ! / \ { | }**"
The **"+"** character is used by "**SongList**" as a flag and should not be used by the user.
Use only ASCII characters for bank and memory name**s "A-Z,a-z,0-9,-"**.
Example: **"This is a beautiful day-123"**. This shortens the bank names in a clearly legible way to show more on the display. *See the table of contents:* "**Check and automatically change registration names"** or "**InstallHelp-En.Pdf"**

For better usability, external programs of your choice are used, which display or play a file. You must be able to call these programs with parameters to pass a file name. The author used only freeware programs which you must download and install separately. Depending on the functionality used, these are for example the following:

Required external programs

Standard-Installation. (minimal)

Doc Reader e.g. **Microsoft Word Viewer** / **WordPad.exe** (Win7 intern) / Notepad++ Win10
https://ccm.net/download/download-50-word-viewer

PDF Reader e.g. **SumatraPDF.exe** / Foxit Reader
https://www.sumatrapdfreader.org/download.html

Advanced installation (full)

Mp3,Wav Player e.g. **Mplayer** oder. small-player-x64-rc
http://download.igorware.com/small-player-x64.rar

MIDI Player e.g. **Timidity**
https://netcologne.dl.sourceforge.net/project/twsynth/Originarl%20TiMidity%2B%2B/
TiMidityCVS060306/TiMidity-CVS060306_setup_en.exe

Style,Mpad Player e.g. **StyleMagicYAdemo.exe** Demo is sufficient to listen to
http://www.midisoft.pl/en/

Midi Port „LoopBe1" - **Internal MIDI Port** (If no workstation is connected)
https://www.nerds.de/data/setuploopbe1.exe

The following programs were used for testing
All programs must accept a file as transfer parameter.
Wordview.exe d:\DasIstEinSchoenerTag.doc
SumatraPDF.exe d:\DasIstEinSchoenerTag.pdf (also supports books)
Player.exe d:\DasIstEinSchoenerTag.mp3
timw32g.exe d:\DasIstEinSchoenerTag.mid
StyleMagicYAdemo.exe d:\DasIstEinSchoenerTag.sty

Thank you

Thank you for your support in the development of the "**SongList**" program. At:

 Heidrun Dolde (https://soundwonderland.de/pages/de/start.php)

Tester:

Norbert Gawlik	Germany	Mac with Paralells Virtualized Win10/11, Genos 1
Edgar Kinsinger	Germany	Win10/11, Genos 1
Alexander Walter	Germany	Win10/11, Genos 2
Herbert Schmitt	Germany	Win10/11, Genos 2
Helmut Zimmermann	Germany	Win10/11, Genos 2

Important notes on using "SongList"

Important things first
Required minimum screen resolution 1152×864 better is 1600×900

Be sure to create a backup and back up your data!
By a wrong operation it is quite possible to damage or even delete your data!

You can now use German umlauts for file names and memory names. However, this does not apply to registrations of the older keyboards (Tyros and PSR-SXXX). These require an identical sorting on the computer and the keyboard, which is carried out differently by umlauts. For the registrations of older keyboards, please do not use keyboards, please do not use umlauts. All other files used, including internally linked files, can use umlauts.

Attention: Due to the MIDI commands used, SongList can manage a maximum of 499 banks per directory, even if the newer workstations can handle more (Genos,SX).

For quick familiarisation with "SongList", you can now download a quick help for the most important functions. Unpack it into any directory and then simply follow the respective sequence of the described function in German or English.
Always start the keyboard first and only when Windows has recognized the keyboard, start the program "SongList". Exit "SongList" first and only then the keyboard!

Let's start with the way "**SongList**" works, for a better understanding. The calling of parameters via MIDI is based on numeric code. For example the position of a bank in the current bank directory or a voice/style code etc. This requires that the directory contents on the computer and on the workstation are absolutely identical! For example, if "**Load the 3rd file of the current workstation directory**" is sent, the workstation will do exactly that, regardless of the file name. So it reads the 3rd file in the directory. For this reason it is important that the directories are the same and have the same sorting! No umlauts or special characters should be used for the file names, because they influence the sorting order. (In Genos, this already led to problems.) The most important thing here is the bank directory, because the banks (registrations) should be loaded on the keyboard.

What's new in this version?

- Create directories automatically according to your specifications for banks, MIDI, style, text, Mpad or any other type. (e.g. Aa-Am, An-Az, Ba-Bm, Bn-Bz, Aa-Dz, Ea-Hz)

- Automatically sort files in a directory into existing directories. e.g. C:\MIDI*.*   to C:\MIDI\Aa-Am, C:\MIDI\An-Az

- The music finder has been expanded to include Genos2.

- The cursor can now flash and be displayed as a "hand cursor" to improve visibility.

- The SX-600, SX720 and SX920 keyboards are now fully supported.

- Script extension to control the "Vocal Harmony", "Chorus & Effects".

- Display of registration sequences in the content overview and additionally in the "shortcut bar" during a PDF/Word display.

- Extension of the "Convert Registrations" function to include the additional setting of "ACMP=ON", "Standard Split Point F#2", and the removal of "Voice Right 3" for target models that do not have R3.

- Furthermore, the "Delete Content" function has been renamed "Delete / Import Content" and extended to include the option of replacing Voice and Style (R1, R2, R3, Left & Style). With the help of the "Voice Filter", you can now selectively exchange Voice & Style in batch mode for other Voice & Style with the associated effects using the settings of the buttons and sliders or add new ones.

- Patch: Various bugs have been fixed.

Functions SongList V1.4.4

- Display of banks with their occupied memory locations and contents.
- Quick display of the most important parameters of a registration: MIDI, Audio, Style, Mpad, Lyrics, Voice Left Right1-3 with the corresponding settings: Volume, Tempo or Stretch, Intro, Main, Break, Ending, Stop, SyncStart, Echo, Touch, Sustain, Mono, DSP and Variation.
- Automatic and manual linking/deletion of PDF & Word files to registrations.
- Synchronization between Workstation/USB-Stick and "SongList".
- Beat display for different time signatures with associated functions.
- Display of workstations split points, ACMP and finger ring variant .
- Color selection of the most important windows and tables.
- Limiting the display to a selected workstations directory.
- Jumping to a selected directory in the database.
- Adding empty banks, from a default bank predefined with the workstation.
- Support up to 99 USB stick configurations or hard disks.
- Labeling of each USB stick with its corresponding configuration number.
- Any configuration (USB/HD) can be switched to at any time without rebooting.
- SongList or workstation control via SysEx MIDI commands for Genos and SX.
- SongList control via MIDI file using the Memory or MIDI Play button on the workstation.
- Loading of a registration or style on the workstation by simple double click in the SongList table for PSR775, PSR975, PSRSX700/PSRSX900, Tyros2-5, Genos.
- Integrated music finder with approx. 64000 possible titles and set the keyboard setting
- Support of displaying a specific page, from a PDF or songbook.
- Turning PDF pages with mouse/trackball/foot switch/keyboard. (Previous/ Next/ Stop)
- Disable all displays to load only the registrations on the keyboard.
- Calling the music finder during PDF note display by scrolling the mouse scroll wheel.
- Required programs can be freely selected. e.g. Freeware PDF/Word/MIDI Player
- support of up to 3 screens for program, PDF and Word display
- Display of registrations of other workstation by the directory "_FOREIGN_". which are not synchronized to your workstation Hd (stick).
- Display of large online help can be turned off.
- Fast temporary interruption of the script on the "SongList" start page.
- Checking and correction for illegal characters in bank/MIDI names (Ä,Ö,Ü,ß $,")
- Add, display, search, change and check "Playlists" with manual sorting or by clicking on the directory columns. (Title, SubDir)
- Direct exchange of playlists with the newer digital workstations
- Automatic creation of registrations and directories by linking the "FNR-MIDI / MIDI / MP3" file into the registration with customised volume.
- The used MIDI channels for "FNR-MIDI", "Voice R1, R2, R3 and Left" are freely selectable.
- Used FNR-MIDI files can be created automatically and linked in registrations.
- A MIDI monitor for recording and sending MIDI sequences between keyboard and computer, Voice, OTS, and short MIDI files read out. Create your own sequences.
- 10 different freely selectable MIDI sequences (commands or functions) can be triggered manually via a number pad while playing to the keyboard.
- Control of accompaniment by chords, memory, intros, main, ending, multipad , turning the sheet of music and many other commands without MIDI knowledge.
- Switching between 2 screen resolutions for editing data at high resolutions.
- Page turning with an external footswitch like Behringer FCB 1010 via the keyboard using another integrated MIDI interface.
- Recording note positions while playing without a displayed beat. These can then be assigned functions afterwards.

- Automatic creation of voice set (OTS) without MIDI knowledge. These scripts are read from the "OTS" of the style and can be sent to the keyboard at any time with a double click.

- Add markers to the beat line '#' in the script documentation section. When playing a MIDI song or YouTube video to mark a main, break or any other action. These markers will be shown in the beat display when playing later.
- Convert registrations for other keyboard types.
- Registration „Tag", search and edit for all keyboard types.
- View and edit additional information for each registration.
- Integrated help for all functions in English and German.

Manual changes to banks

- Renaming banks, memory locations, PDF or Word files.
- Renaming, removing, adding directories or deleting file entries within a registry bank.
- Adding or removing memory locations from the bank.
- Add or remove the FNR-MIDI link to a bank for calling a PDF/Word document with a memory key of the workstation.
- Automatically add a missing memory during database creation in empty banks.
- Create, edit, delete maximum 5 „Tag" in registrations or additional files.

Batch processing

- Create a number of "Switching" MIDI (CallPages) for manual linking.
- Linking the "CallPages" for calling a track from the workstation using memory.
- Removal of all Switchend "CallPage" entries from all banks.
- Delete, rename, insert a directory for Style, MIDI, Audio, Mpad, Text.
- Move, delete, swap MemoryA/B, Style, MIDI, Audio, MPad, Text.
- Move, delete, swap, insert memory
- Check all banks for errors with automatic correction option.
- Export of registrations when using Preset Styles, into a "CSV File" for the the "SongList" music finder or other external programs.
- CSV list export for MIDI, Audio, Style, Mpad and Text files possible.
- Direct music finder export as CSV or Mfd file with selection of desired sections.
- Checking and correction for illegal characters in bank names or file contents.
- Create/extend/edit/delete/review playlists.

Music Finder

Integrated music finder with about 64000 possible titles and the following functions:
Create, manage, view, search, compress, in/export a "**CSV**" or "**MFD**" file with activation of a style on the workstation.

- Create any number of "**MFD**" files for use on older workstations.
- Create any number of "**CSV**" files for use in Excel or other programs.
- Copy the song titles for possible pasting in EDIT mode.
- Integrated jumping to the predecessor of the last edited record.

Clock display (Beat)

Display of a switchable, workstation-controlled beat display to assist in playing notes. One of the following time signatures can be selected for the beat display: 2/4, 3/4/, 4/4, 5/4 and 6/8-12/8 Off.

Digital workstations from other manufacturers

All digital workstations that play MIDI, send MIDI data and are connected to your computer can use SongList. Workstation MIDI port 1 must be configured for MIDI commands! See: "MIDI Setup Settings on the Workstation.

This allows you to use the "**Beat Display**" to view PDF/WORD files, flip pages and use the Music Finder data.

The necessary registrations can be created quickly and automatically as explained in the chapter "**Tips**". You can download the required "**default.S917.rgt**" from the download area (Tyros5) and store it in the "Installationdirectory\WorkSt\DefaultBank**default.S917.rgt**".

At the next "**Create Database**" the Word/PDF/FNR files will be automatically linked to the registry, if they have the same name as the registries carry and are available in the respective directories. e.g. "TheIstEin.rgt", "TheIstEin.pdf", "TheIstEin.doc", "TheIstEin@0.S835.mid".

If the "**PDF/WORD**" files are not yet available with the respective names, link them manually to the corresponding bank. You can create an "FNR" assignment manually or automatically. See below:
"Adding your own data".
"Adding the FNR MIDI control".

Now you only have to delete the files stored under the respective bank subdirectory **xxxxx@0.S835.mid** to a stick or hard disk of your workstation. You can then simply access this on the workstation. A command is silently sent to the which calls up linked PDF/WORD on your computer!

Installation „SongList"

SetupSongList.exe execute

First install the required additional software **PDF** and a Word viewer.
Then please start "**SetupSongList.exe**" . After you have read the license agreement
follow the instructions on the screen.
Now start "**SongList.exe**" from the start menu or the installation directory.

Please do not select the "**C:\Programs (x86)**" directory, as write permissions are not permitted there. Please select the default or "**C:\SongList**" or select your user profile like
"**C:\Users\User Name\Application Data\SongList**"! or **C:\Programs\SongList**
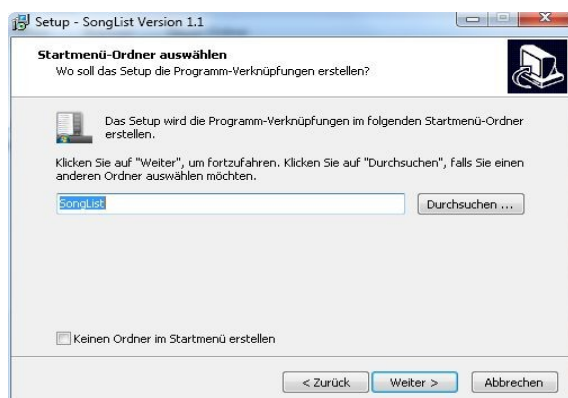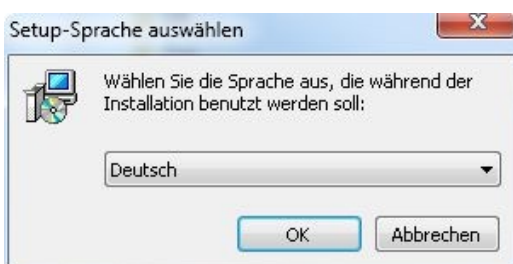
A step-by-step installation guide can be found in the file "**InstallHelp-en.pdf**." I recommend you to follow these steps first to be able to use all functions without problems. Please have your digital workstation stick ready. Take a look at your file structure on your stick to see if it fits your and "**SongList**" requirements. You can see the required structure below.

Integrated help for all functions in German and English.
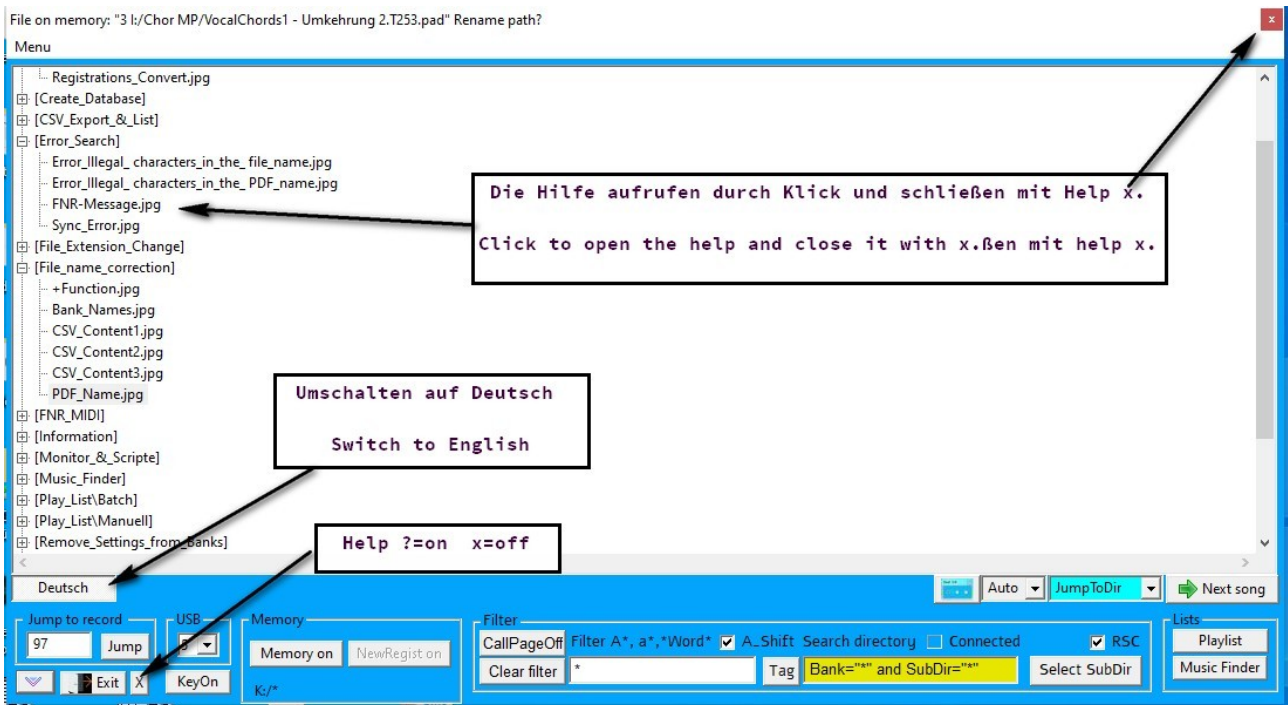
For your support, a help function for all functions has been integrated into "SongList", which you can call up and activate simply by clicking from the main page. In the displayed pictures, simply follow the numbers to execute the respective function. Please change the required parameters to your required values.

Activate this help with the "?" button and close the help with the "X" button. Then select the required category from the categories listed and open this directory. The "Function" screen shows which "SongList" function is required for the selected processing. The individual screens then show the respective procedure to achieve the desired result. Simply follow the numbers in sequence and set the required parameters that you have customized.

Create directories

Think of a reasonable variant of the subfolders of your main directories.
Later on, directories can only be changed with considerable effort, because the directories are part of the registrations. If you change them, all registrations with the folders in question are no longer or only partially usable. SongList requires in the standard
Install only a few directories and files you need to synchronize.

Attention!
Make changes only on the workstation or in "SongList" and synchronize before making changes on the remote side! The reason for this is simple. In a synchronization one side is the source and the other side is the destination. Everything on the other side is set up as it is on the source, i.e. super-fluous files are removed and changed ones are overwritten! If you changed on both sides, you will lose the changes on one side.

Program directories

"SongList" requires due to the limitation of files per directory of the workstation
following structure! Each directory contains a maximum of 250, 500, 2500 files depending on the workstation. Starting with this version, an additional directory for playlists is required. This directory is located in the following picture not yet available. **..\USB0\Playlist \WorkstationStick\Playlist**
Further information can be found in the table of contents, under "**Adding your own data**"
or SongList function "**Help for importing registrations**".

All functions in "SongList" require the following directory structure, which is automatically created by the setup based on your USB/HD directory names after the \USBx\ directory.

For Banks, Styles, MIDI, Audio, Multipad, Text, OldTag, InfoFile:
Drive:\ Installation Directory\ Configuration\ Main Directory \ Sub Directory .

Ex. C:\SongListFiles\ USB0\ Bank\ A---Z
    C:\SongListFiles\ USB0\ Bank\ B---Z
    C:\SongListFiles\ USB1\ Bank\ A---Z
    C:\SongListFiles\ USB1\ Bank\ B---Z
    C:\SongListFiles\ USB1\ DB (without subdirectory)

For **PDF, Textfile, Mfd, Playlists, DB, YMS\Bank, YMS\Scripts, NPS\Bank, NPS\Scripts**
no subdirectories are necessary, because they are not needed on the workstation (keyboard)!

Example:
C:\SongListFiles\PDF
C:\SongListFiles\DOC
C:\SongListFiles\Mfd
C:\SongListFiles\YMS\Bank
C:\SongListFiles\YMS\Scripts
C:\SongListFiles\NPS\Bank
C:\SongListFiles\NPS\Scripts

Since Yamaha Workstation allows all files to reside in one directory, SongList supports this. Song-List sorts the files with the synchronization function
to the correct program directories.

An example for the stick is then e.g. "Data\dance opening" "Data\main part".

Example of a USB stick directory structure!
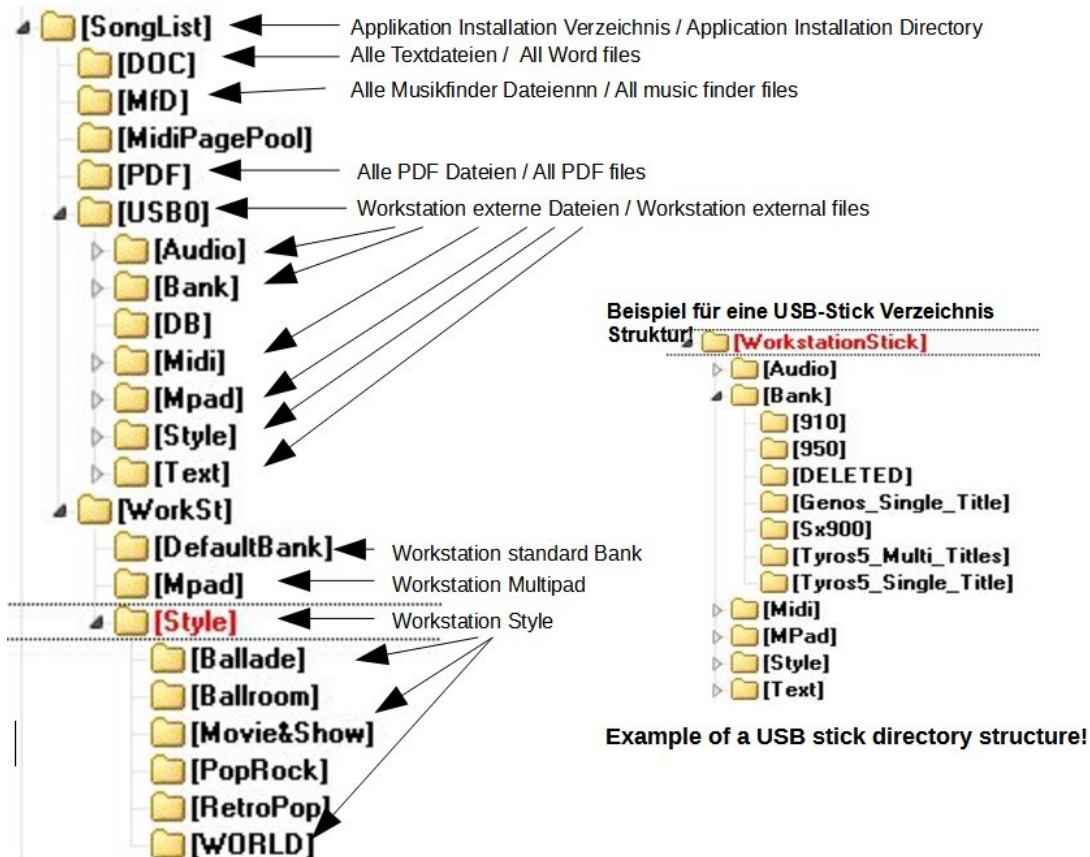
Each workstation file type requires its own subdirectory in the "SongList" directory. (USB0) These are assigned by the setup on the basis of your USB stick. The files under the directory ..\WorkSt\ are exported standard files of your keyboard, but are not mandatory. They are only used for playback on the PC if they are used in registrations. 99 independent configurations (USB sticks) can be created. Each directory on the workstation contains a maximum permitted number of files per directory! To be able to manage more files of the same type, you therefore need additional subdirectories on your keyboard and computer. See picture.

The nesting depth is maximum 1, that means Bank/A_-z each maximum 250, 500 or 2500 files depending on the workstation. To manage more files then further subdirectories in this directory are necessary. e.g. Bank/B_-z

However, the file under ..\WorkSt\DefaultBank\Default.S917.RGT is mandatory for various functions. It should contain all the default settings of your keyboard. If this file is missing, it is automatically created when the database is created by adopting the content of a registration you have specified.

Directory on the computer Hd0, USB1,USB2 identical to the respective sticks.

Directories with additional subdirectories identical to the sticks:
Bank\A-z   Style\A-z   MIDI\A-z   Audio\A-z   Multipad\A-z   Text\A-z
Bank\B-z   Style\B-z   MIDI\B-z   Audio\B-z   Multipad\B-z   Text\B-z

Directories without subdirectories:

PlayList | All PlayList files (Only with setup setting Genos and SX.. also required on the stick)
Directories only required on the computer:

Directories without subdirectories:

\PDF | All PDF Song Sheeds (Sheet Music)

\Doc | All Word Lyrics

\MDF | All Music Finder files

\NPS\Bank | Automatically load number block title files
\NPS\Script | Manuel loadable numbers pad files (Button "NPS" in Music Finder)

\YMS\Bank\A .. Z | YMS scripts to be loaded automatically   „A"..„Z" „0-9"
\YMS\Script | Manuel loadable scripts (Button "NPS" in Music Finder)

The configuration for the banks is taken from your USB stick as in the following picture.

E:\MyUsbData \Bank\A-Z the main directory to be selected is Bank.
E:\MyUsbData \Style\A-Z the main directory to select is Style.
Etc.   Playlist is only required when using a Genos or PSR-SX.
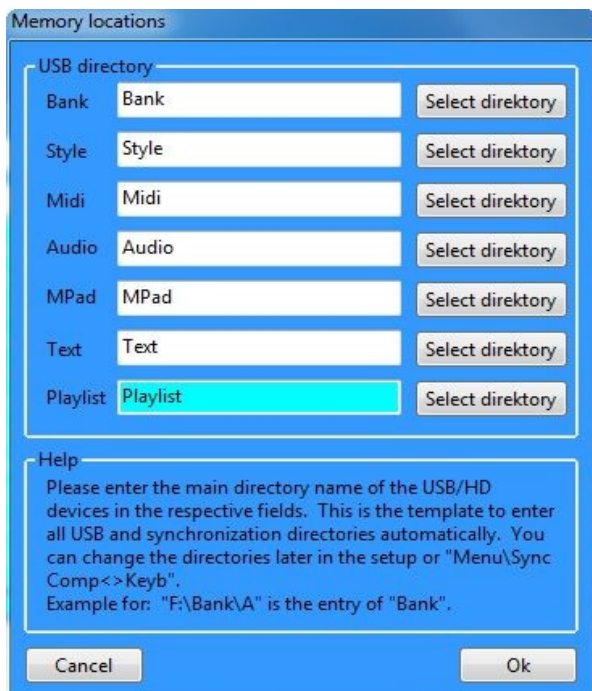
These selected USB or Keyboard HD0 directories are then automatically used and created in "SongList" for the hard disk configuration.

Setup in SongList

The Setup Configuration

1. For a standard installation please fill in all green and white fields.
For an extended installation please fill out all fields.

If you do not send or receive **MIDI data** (offline operation), you do not need a MIDI port.
MIDI port "**Tyros5-Unten**" or „**Digital-Workstation**". Then deactivate the
Output & Input switch!

Using an External Footswitch

If you want to use an external foot switch, enter the corresponding MIDI device in the window
"**MIDI Foot switch device**" in the window "**MIDI Foot switch device**". In the 3 fields "**Previous**",
"**End**" and "**Next**", please enter the MIDI commands that the **foot switch** sends when the respecti-
ve button is pressed. When activating the „**check**" switch, a **beep** sounds when a valid command
arrives to check the configuration. If you do not have such an accessory, simply leave the window
and the **3 input fields blank**. If you want to use the keys of the keyboard to turn the pages, enter
the corresponding commands in the three fields without entering any letters commands in the 3
fields without a corresponding footswitch device.

2. Mark the Input and Output Device according to the workstation you are using
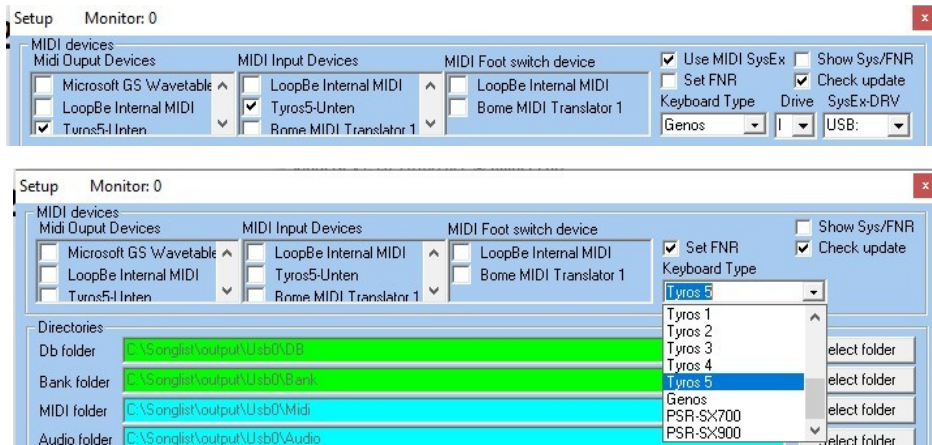
Switch "**Set FNR:**" (default is ON)
If you want to insert the control FNR MIDI files manually with the workstation into the banks, deactivate this switch. (However, ON is recommended)
The respective FNR MIDI files (PageFiles) are located in the subdirectory "**\MidiPagePool**" after they have been created using the function "**Create file number MIDI**".
Copy the selected PageMidi files into the corresponding bank directory with the name of the respective bank and the extension @**0.S835.mid**.

The name of the FNR Midi file is set as follows
Bankname@0.S835.mid = MIDI bank files (1 bank per track)
Bank name @ memory number.S835.mid = Memory MIDI file. (Multiple titles per bank)

If the switch "**Set FNR**:" is activated, the **FNR Midi** are automatically generated and entered into the respective bank
"**On Mfd**" activates the call of the Music Finder during PDF display.
"**Beep**" disables all warning or query signals.
If "**Help Off**" is activated, the large help displays are switched off.
The following number applies to all "**Help**" displays. A value of 0 completely deactivates the help, another digit delays the display by this value in seconds. (Not in the picture)

3. Create a configuration with the "ADD Button"

Set the workstation directories (**USB/HD**) (see point.Program directories)
You can delete a configuration with the "**Delete USB**" button.
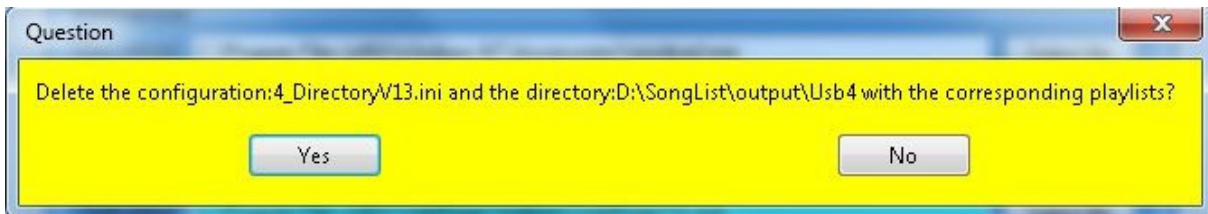
 After fil- ling out the set-

up, you can now copy your data to your computer.
Start by inserting a standard bank as described in
"**Creating a Standard Bank"** (Registration) is described.

For an easy installation the bank directory with its subdirectories is sufficient.
The other directories can remain empty, but should be available for an error-free program function!
All directories need at least 1 subdirectory.
The maximum directory depth of the relevant directories is 1. e.g. Bank\A-z

Explanations of the directory structure and its assignment can be found below.

Please copy or synchronize your files into these directories for the following
Directories:

Bank, MIDI, Style, Audio, Mpad, Text , Playlist

Playlist only with **Genos** or **SX**.

For the function of the SongList programme, only the **banks**
are mandatory. The **Midi, Style, Audio, Mpad, Text**
and Playlist are only synchronised for a display or as a backup.
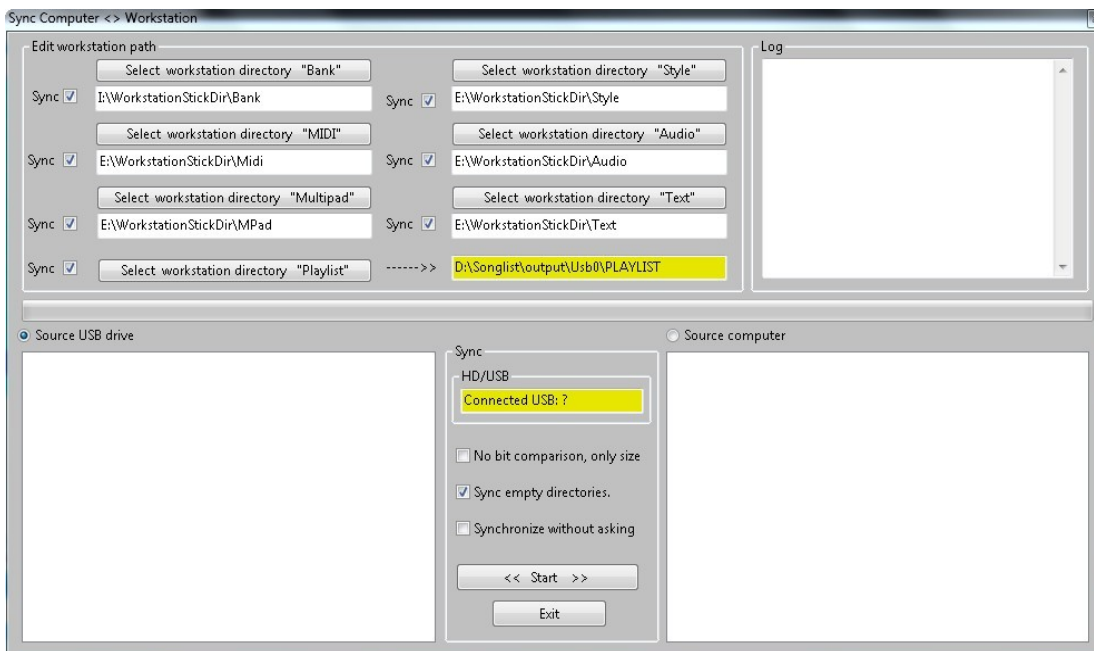
Setup "Set Color"

Definition of terms:

ManPathEntrie

Manipulate Path Entries

File Type
- Midi
- Audio
- Style
- Mpad
- Text

Change Device
Old external device
- A: Floppy
- C: User Flash
- D: Inter.Mem
- E: Hard Disk
- I: First Usb
- J: Second Usb
- K: Third Usb

New external device
- A: Floppy
- C: User Flash
- D: Inter.Mem
- E: Hard Disk
- I: First Usb
- J: Second Usb
- K: Third Usb

Edit Path
- *   Old Path
- Choose new directory   New Path
- *   SubDir

Cancel | Reset all | Del entry | Delete path | Rename path

ManEntries

Manipulate Entries

Select Memory
Source 1   Target 2   All
Manipulate Entries for: Tyros 5 bank

Existing Memory
1 2 3 4 5 6 7 8 9 10

Select Entry
- Midi PSR/Tyros
- Audio PSR/Tyros
- A Genos, Midi SX
- B Genos, Audio SX
- A-B Genos
- Memory

Function
- Move
- Copy
- Delete
- Exchange
- Insert
- Del. FNR

Directory
\T_--z\TakeItToTheLimit.S917.RGT

File Select | Get SubDir | All

Cancel | Ok

SyncCompWork

Sync Computer <> Workstation

Edit workstation path
Select workstation directory "Bank"
Sync F:\WorkstationStick\Bank
Select workstation directory "MIDI"
Sync F:\WorkstationStick\Midi
Select workstation directory "Multipad"
Sync F:\WorkstationStick\MPad
Select workstation directory "Style"
Sync F:\WorkstationStick\Style
Select workstation directory "Audio"
Sync F:\WorkstationStick\Audio
Select workstation directory "Text"
Sync F:\WorkstationStick\Text

Log

Setup

Target digital workstation

Workstation/USB <-- Select the source --> Computer
Source Computer
Sync
HD/USB
Connected USB: ?
- No bit comparison, only size
- Sync empty directories.
- Synchronize without asking
<< Start >>
Exit

ExportBank

Select for export

Select checkbox for export !
- Export all bank files
- Export for missing "PDF" link
- Export for missing "Word" link
- Export "Bank" to "MusicFinderExport.csv"

OK

SyncCompWork

Import file number MIDI

Import for: Tyros 5
0 Import Memory number   Everybody
- One page MIDI per bank. (1 FNR/Bank)
- Overwrite existing MIDI entries
- Insert missing memory

*   SubDir filter

Get SubDir | All
Cancel | Ok

Setup

Color
Set color   Ok
- TableDefault
- TablesLineBF
- TablesLineMT
- TablesLineMNM
- TablesCellBF
- TablesCellMT
- TablesCellMNM
- TablesPlayList
- TablesMusicFir
- EditBackgr
- InfoBackgr

Bank Files *.RG

Color select

Farbe
Grundfarben:
Benutzerdefinierte Farben:
Farben definieren >>
OK | Abbrechen | Farben hinzufügen
Farbt.: 120 Rot: 128
Sätt.: 240 Grün: 255
Hell.: 180 Blau: 255

Add USB | Delete USB | Create Dir   Color TableDefault Ok   Program check - Internal player - External player

WarningBackgr = Warning messages background.
WarningFont   = Warning messages font color.
EditBackgr   = Edit field background.
InfoBackgr   = Information messages background.

MemoryContent
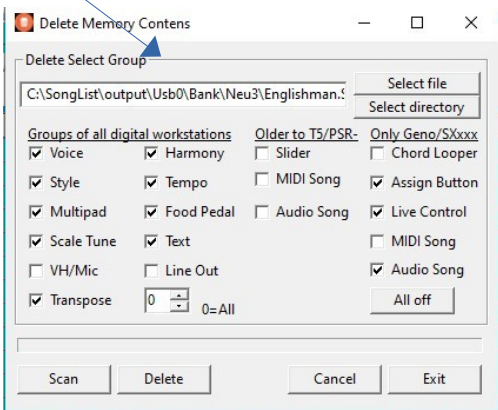
Monitor/Create
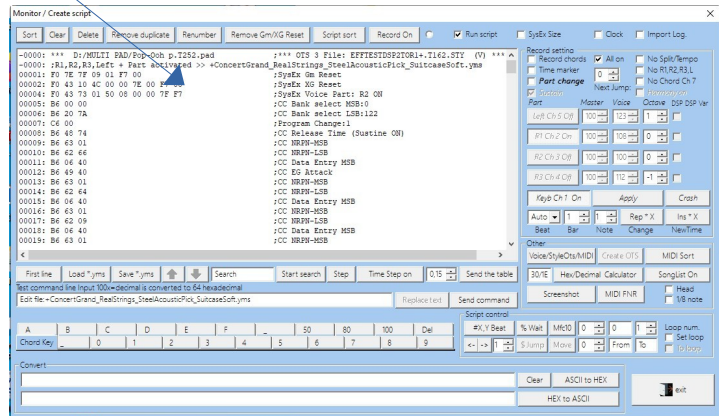
More tables Colors for selection and frames

TableMemLine: Memory limits (white)

TableFont: Font color of the tables (black)

TableSelFrame: Frame marked row (black)

TableSelFont: font color of the selected cell (White)

TableSelBackGr: color of the selected cell (Blue)

TableGridLines: GridGridLines
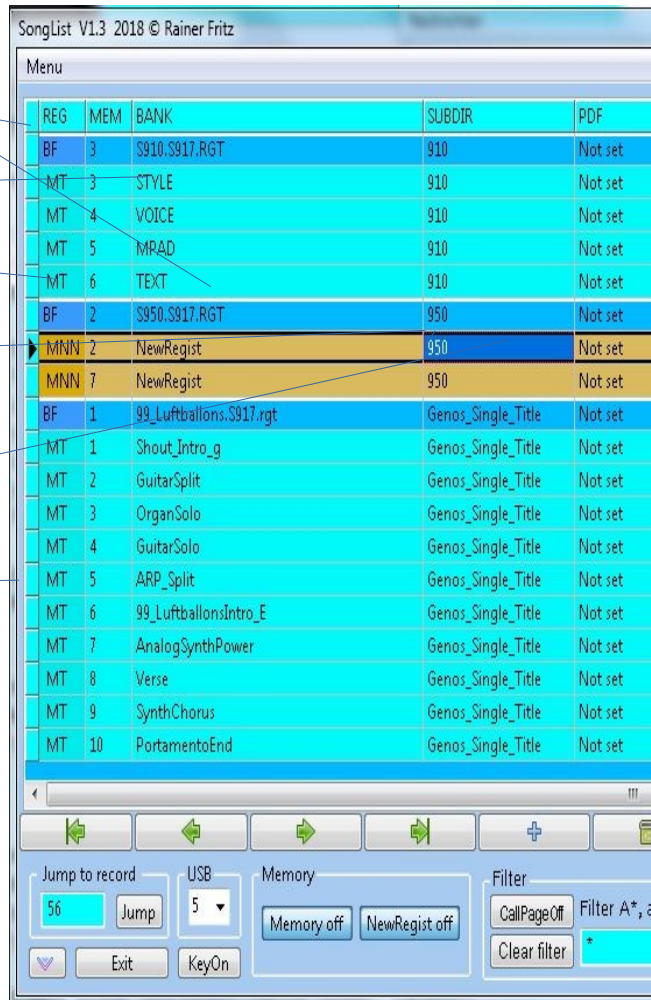
The frames "TableSelFrame", grid lines "TableGridLines" and memory boundary lines "TableMem-Line" can be switched off by selecting the color black. So set all 3 basic colors on the right to 0.

However, if you want to use the color black as well, set at least one of the basic colors not equal to zero.

All table colors, borders, gridlines and lines affect all tables.

The background colors of the playlist and
Music finder cells can be set separately.
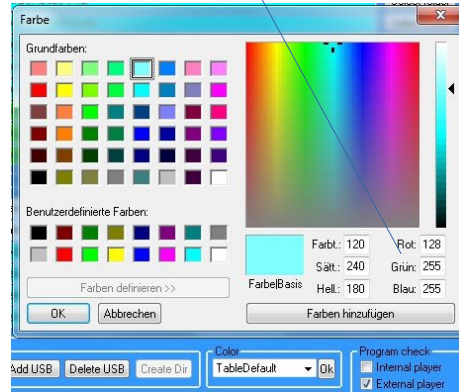
Predefined color settings

You can choose between 3 predefined color sets or replace them with your own. The color sets can be found in 3 files "ColSetting-1.ini", "ColSetting-2.ini" and "ColSetting-3.ini" in your installation directory. You can easily exchange these files with other users to apply a user color set.
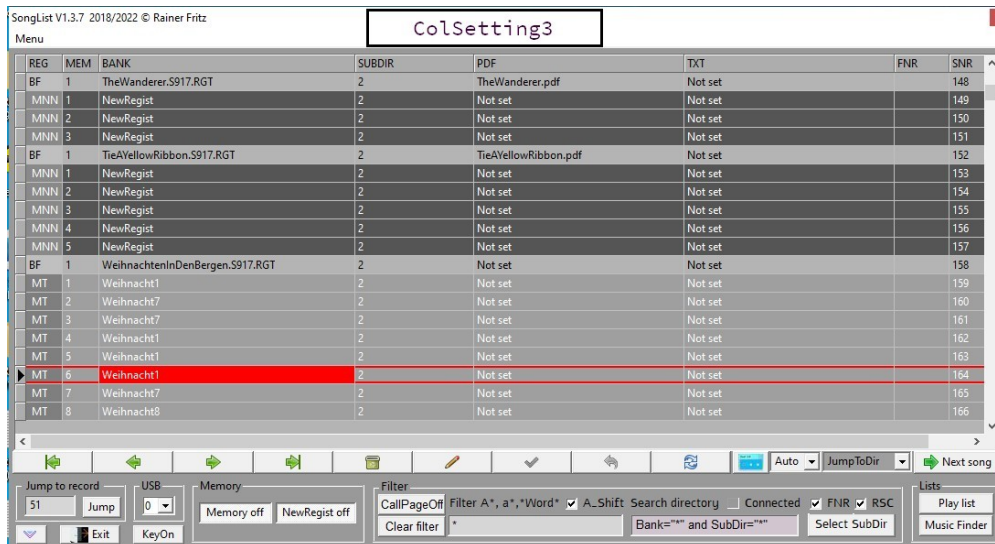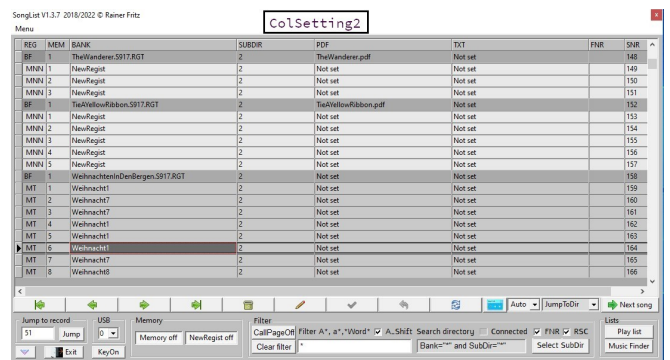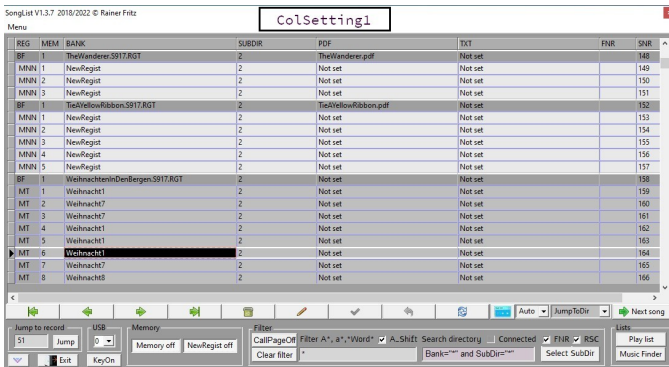
Loading / saving a color set.
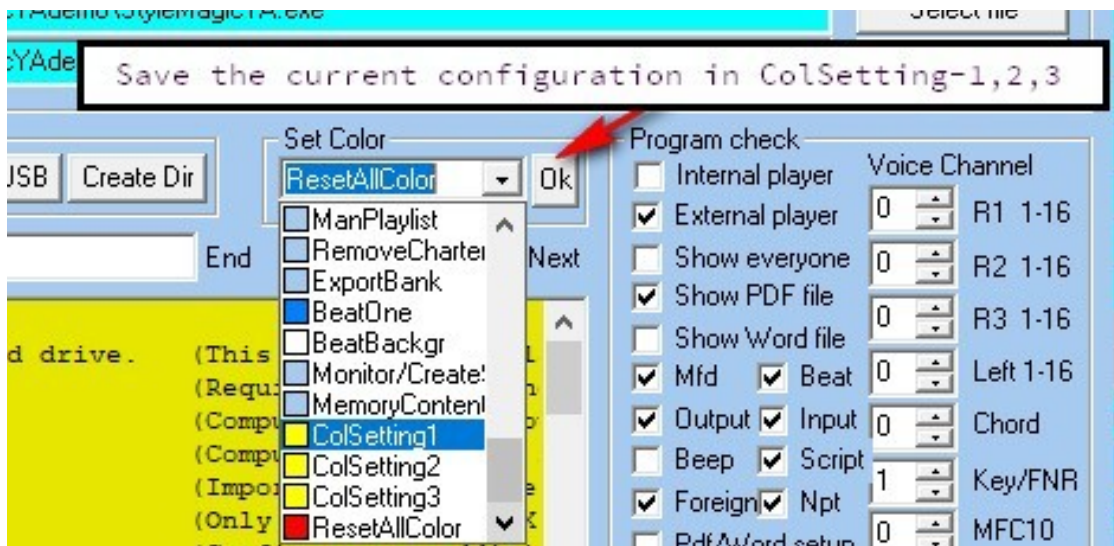
Select "ColSetting1" and press the "**Ok**" button. A query now appears asking whether you want to save the current configuration in the selected setting (**YES**), or whether you want to load the selected setting (**NO**).
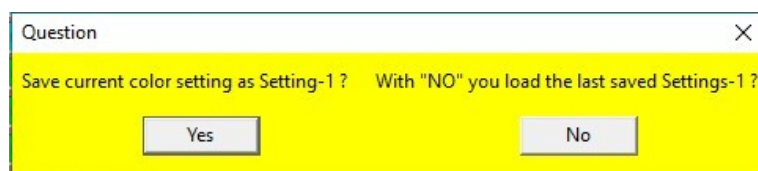
Functionality SongList

SongList is designed to process as little data as possible.
For this reason, most functions are automated and support the use of scripts. Except for the song lists and .INI files there is no information about concatenation of data. The creation of the required database and the assignment of the PDF Word and FNR files is done automatically by the respective file name and extensions.

SongTitel.S623.RGT   = Bank Registration
SongTitel.RGT   = Bank Registration
SongTitel.PDF   = PDF File
SongTitel.bok.   = PDF book link with page specification
SongTitel@0.S835.mid = FNR Control- MIDI for calling a bank
SongTitle @8.S835.mid = FNR Control MIDI for calling the Memory 8
SongTitle.TXT.   = Keyboard text display
SongTitel.Doc   = Word document to display
SongTitel.YMS   = YamahaMidiScript (No Midi ! Keyboard configuration only)
SongTitel.NPS   = Numernpad assignment (YMS Scripts)

For this reason it is absolutely necessary to observe these naming conventions!

When creating a database, the bank directories and banks are read out.
If "**PDF**" and "**Word**" files in the "**BANK**" directories are read with a suitable
"**SongTitle**", they are all automatically linked together in the database.

So you can easily prepare new linked registrations with **PDF**, **Word**, **FNR** and **MIDI** using script and simply read them in.

How to create and assign the @0.S835,Mid file is explained under

Assign "FNR MIDI manually."

Beispiel:
AlleMeineEntchen.RGT   **Directory Bank**
AlleMeineEntchen.@0.S835,Mid **Directory Bank**
AlleMeineEntchen.@3.S835,Mid **Directory Bank**
AlleMeineEntchen.,PDF
AlleMeineEntchen.,Doc

BF	1	AlleMeineEndchen.S917.RGT	Ali	AlleMeineEndchen.pdf	AlleMeineEndchen.doc	31536	105
MNN	1	NewRegist	Ali	Not set	Not set		106
MNN	2	NewRegist	Ali	Not set	Not set		107
MT	3	AlleMeineEndchen_Mt3	Ali	AlleMeineEndchen_Mt3.bok	AlleMeineEndchen_Mt3.doc	31537	108

But the normal and easier way is with the help of Songlist and the Batch Mode

File types SongList

INI   System setup and USB configuration
RGT   Bank Registration
Bok   Link to a SongBook page in conjunction with **SumatraPDF**
PDF   PDF File
Doc   Word File
@0.S835.mid, @(1-10).S835.mid, FNR Control system MIDI File Bank oder Memory
YMS   YamahaMidiScript (No Midi ! Keyboard configuration only)
NPS   Numernpad assignment (YMS Scripts)
Txt   Display texts in the workstation
Mid   MIDI File
Kar   Karaoke File
STY, BCS, PRS, SST, FPS, AUS, PST, SCS, SCP Style
PAD, PD2 MultiPad
Mfd   Music finder
Tsv   Playlist
Yml   Loop
Voice are not edited by SongList, only read and displayed.

File types Yamaha

This information comes from the website: **https://www.keyboar dline.de/viewtopic.php?t=1518**, further information is available there.

Registrationen:
.rgt .RGT = Registration Bank

Multi Pads:
.pad .PAD = MIDI Multi Pad
.pd2 .PD2 = AudioLink Multi Pad

Styles:
.sty .STY = Standard Style
.bcs .BCS = Basic Style
.prs .PRS = Pro Style
.sst .SST = Session Style
.fps .FPS = Free Play Style
.aus .AUS = +Audio Style
.pst .PST = Pianist Style (solo) (not in Tyros/PSR-S-Modellen)
.pcs .PCS = Piano Combo Style (not in Tyros/PSR-S-Modellen)
.scp .SCP = DJ Style PSR-S970/770/670 (must be renamed for older models to "**.STY**"!)

Voices:
.vce .VCE = Regular
.liv .LIV = Live!
.clv .CLV = Cool!
.swv .SWV = Sweet!
.nlv .NLV = S.Art! (Tyros5)
.sar .SAR = S.Art!
.sa2 .SA2 = S.Art2!
.mgv .MGV = MegaVoice
.org .ORG = Organ Flutes
.drm .DRM = Drums

.ldr .LDR = Live!Drums
.sfx .SFX = SFX
.lsf .LSF = Live!SFX
.env .ENV = Ensemble Voice
.tvn .TVN = Tyros2 Custom Normal Voice
.tvd .TVD = Tyros2 Custom Drum Voice
.tvi .TVI = Tyros2 Custom Voice Library
.uvn .UVN = Tyros3/4 Custom Normal Voice
.uvd .UVD = Tyros3/4 Custom Drum Voice
.uvi .UVI = Tyros3/4 Custom Voice Library

.cvn .CVN = User Voice von .TVN/.UVN Custom Normal Voice (Tyros3/4)
.cvd .CVD = User Voice von .TVD/.UVD Custum Drum Voice (Tyros3/4)
.vic .VIC = PSR-9000/9000pro Custom Voice Datei
.t2e .T2E = Tyros1 Custom Voice Datei (mit PC Voice Editor editierte Preset-Voices)

Packs
.ppf .PPF = Tyros5/PSR-S970/770/670/A3000 Expansion Pack
.ppi .PPI = Tyros5/PSR-S970/770/670/A3000 Pack Installation File
.cpf .CPF = Tyros/PSR-S970/770/670/A3000 Premium Pack (geschützt)
.cpi .CPI = Tyros5/PSR-S970/770/670/A3000 Pack Installation File (geschützt)
.yep .YEP = PSR-S950/750/650/A2000 Voice & Style Expansion Pack
cwn .CWN = User Voice von .TVN/.UVN Custom Normal Voice (Tyros 3/4)
.cwd .CWD = User Voice von .TVD/.UVD Custum Drum Voice (Tyros 3/4)
.yp2 .YP2 = aus Zip-Datei entpackter Installations-ORDNER eines Tyros3/4 Premium Packs
!WAVE!.CV0 = Wave-Pack in .YP2-Ordner (Tyros3/4 Premium Pack Installations-Ordner)
.vv1 .VV1 = Voice-Datei im Ordner "**PremiumPack**" (on the Tyros3/4 HD)
.cv1 .CV1 = Voice-Datei im Ordner **"PremiumPack**" (on the Tyros3/4 HD)
vli .VLI = Voice Link auf VV1- bzw. CV1-Dateien im Ordner "**PremiumPack**" on the Tyros3/4 HD

System:
.prg .PRG = Firmware Update File
.eff .EFF = User Effect File (SYSTEM RESET Display)
.mfd .MFD = Music Finder File (SYSTEM RESET Display)
.msu .MSU = MIDI Setup File (SYSTEM RESET Display)
.ssu .SSU = System Setup File (SYSTEM RESET Display)
.bup .BUP = System Backup File (OWNER Display)
.tsv .TSV =Playlist
.yms .YMS = Yamaha MIDI Script
.nps .NPS = Number- Pad Script

Drive letter.
C:/ USER-Laufwerk (in the internal flash memory)
D:/ PRESET-Laufwerk (im ROM)
E:/ HD1 (interne Festplatte)
I:/ USB1 (first connected USB-Speichergerät)
J:/ USB2 second connected USB-Speichergerät)

SongList functions

The SongList main page

His is the **main** page of "**SongList**" with hints for operation.
Double click on an entry to access it and display linked files.

Viewing selected registration banks

"**SongList**" offers 3 ways to narrow down your registry display to quickly find a registry.

1. Search for titles by entering the first letters of a title, with the possibility of using
asterisk to allow anything. e.g. TheHouse*, *House*.
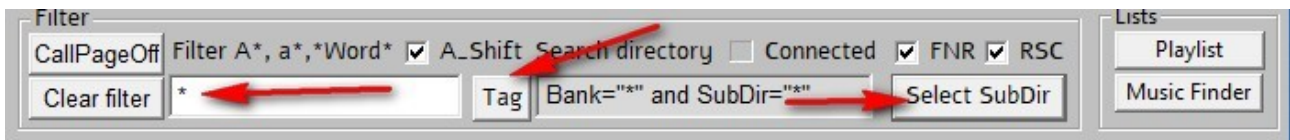
2. Select by means of the registration „**Tag**" key.

3. Restrict the display to a selected directory with the "**Select SubDir**" button.
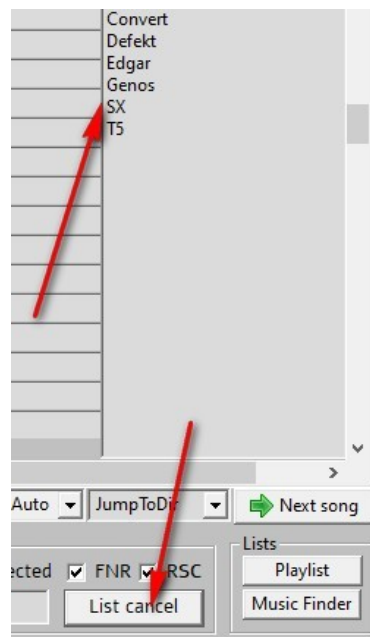
Press the "**List cancel**" button to close the selection field.

Additional information

Intended use

The information stored in these files is displayed when clicking or calling an entry with an extension ***.RGT** at a position defined by you. It is therefore necessary to select a screen with a free screen position. In case of a displayed PDF, this display is faded in above the PDF to be always readable. No notes should be obscured by the fading in of the information. To achieve this, all controls and the header of the Windows window are hidden and the window is positioned so that only one line with the "**Game Notes:**" is visible. If you want to see more information, press the "**Info**" button to show all information. If you want to see more information all the time, position the window accordingly. You can deactivate this function in the setup!

Creating the additional information file

If you want to add any additional information to the registrations, click on a "***.RGT**" entry and press the "**Info**" button which opens the information editor. With the button "**New**" **(1)** you can create a new "***.rtf**" file and if you wish load a predefined content from the file "**..\WorkSt\InfoInfo.rtf**". You can change this content according to your own wishes.**(2)** After you have deposited all information, save this file with the name of the respective registration and the assigned directory, but without the icon addition. (**.S717.**) **(3)** The respective file name and directory are already preassigned by "**SongList**" and only have to be confirmed. You can create the content of the file with the "**SongList**" editor, "**WordPad**" or "**Excel**" and save it as ***.rtf**.
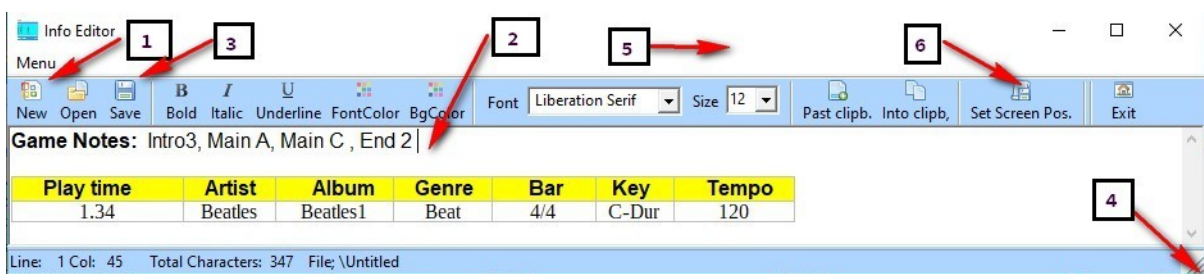
Set screen position

Now position the "**Info Editor**" to the screen position **(4,5)** where content should be displayed later and press the "**Set Screen Pos.**" button. **(6)** Here in the example only the line "**Game Notes**" remains permanently visible.
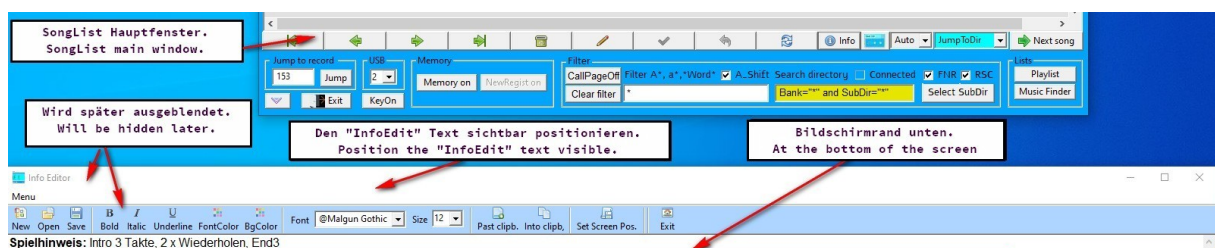
Use and editing of registration „Tag".

From "**Genos**" and "**PSR-SX**" onwards, it is possible to store additional descriptive terms („Tag") in the registration for a more targeted search of a registration bank group. These „**Tag**" are read out by "**SongList**" and can be used for searching in SongList and in the keyboard (Geno, SX). It is also possible to edit „**Tag**". (Create, add and delete unused „**Tag**"). "**SongList**" now also allows older keyboards this functionality and automatically recognises whether it is a "**Genos**", "**PSR-SX**" or older registration. If you are using a "**Genos**" or "**PSR-SX**", you will need to synchronise this registration back to your USB after a „**Tag**" change. With older keyboards, this information is stored locally in the "**USBx\OldTag\A-Z**" directory and is done completely independently by "**SongList**".
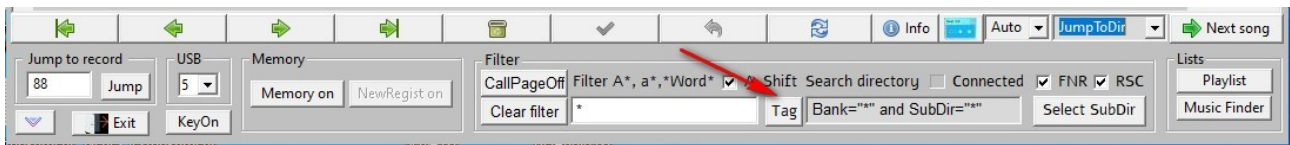
Click on the „**Tag**" button in the "**SongList**" search line.
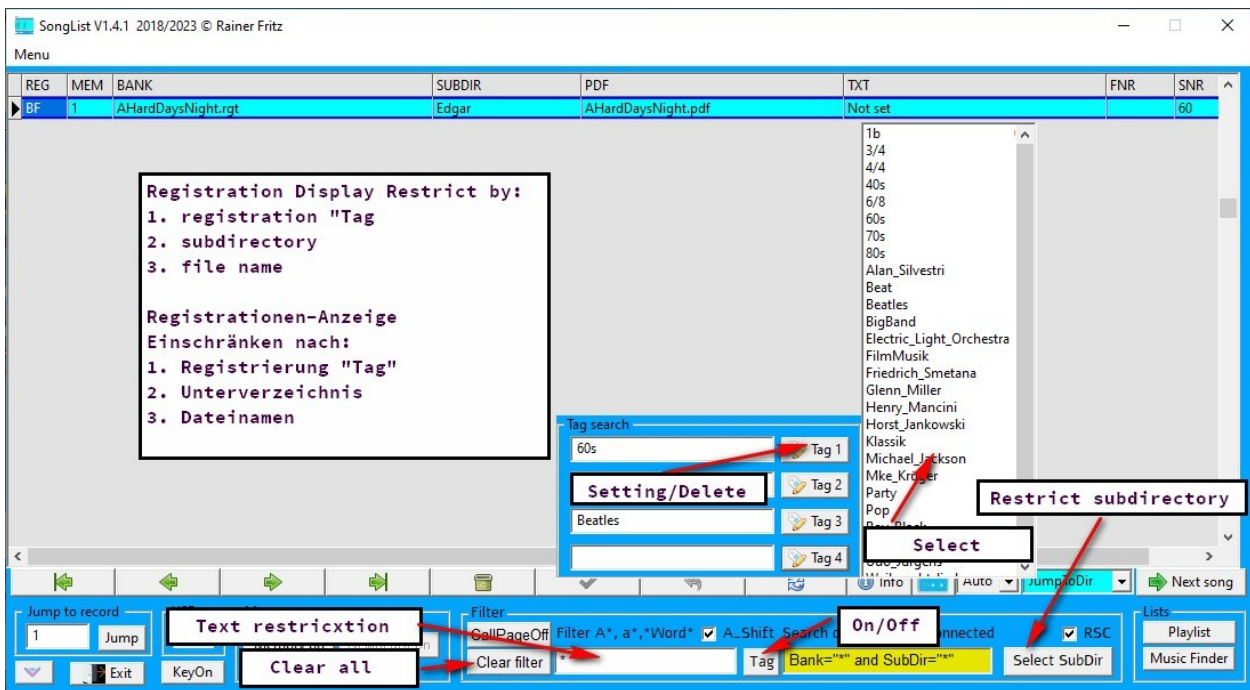
An input window with 5 fields opens. Click on the „**Tag1**" button. In the list that opens, select a "**Tag**" entry after which you want to search. With the „**Tag2**"- „**Tag5**" you can select further search terms. These displayed search terms have been read from your registrations. If you do not see any content in the list, you must first set the „**Tag**" in your registrations. The 5 possible „**Tag**" add up and further narrow down the search. e.g. „¾", „**Mozart**", displays all "¾" waltzes by "**Mozart**" only, provided you had previously added this „**Tag**" to your registration.

Working with „Tag"

„**Songlist**" supports a maximum of 5 „**Tag**" per registration, all additional tags are removed with "**Execute**". You can use up to 9999 different „**Tag**", but the more that are read, the longer it takes to rebuild the database and index it in the keyboard.

Displaying Contained „Tag"

To display contained „**Tag**", press the "**Set Tag**" button and click on a registration.
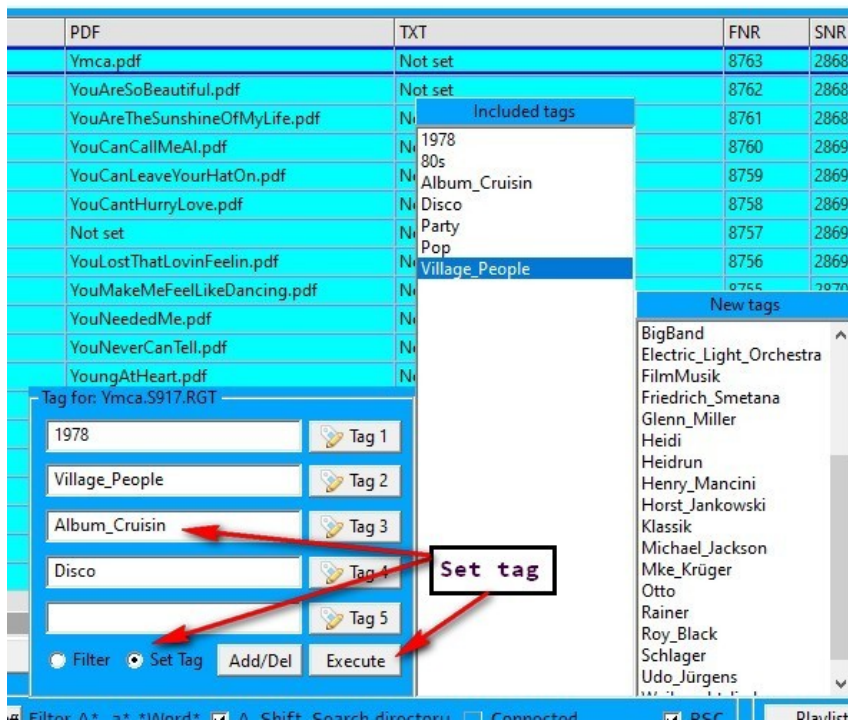
Entering a „Tag"

When you activate the "**Set Tag**" button, another list ("**New Tag**") opens if you have stored unused „**Tag**" in the list under "**..\WorkSt\Tag\NewTag.txt**". This list is a simple line-by-line enumeration of unused „**Tag**" and can be created and edited with "**SongList**" using the "**Add/Del**" key or a simple editor. Now select a registration bank from the table in which you want to enter or change a „**Tag**". As with the search, simply select several „**Tag**" from both lists and click on them. With the button "**Execute**" you now write them into the registration or into a local file with the name of the respective registration if you are using an older keyboard.

Adding a new „Tag"

To add or delete „**Tag**" that have not yet been used, press the "**Add/Del**" key and enter a name in the "**Edit**" field. and enter a new „**Tag**" in the "**Edit**" field. Press "**Add**" to add the „**Tag**" to the list.

Deleting a „Tag"

To delete an unused „**Tag**", select a „**Tag**" entry in the right-hand list and press the "**Del**" key.
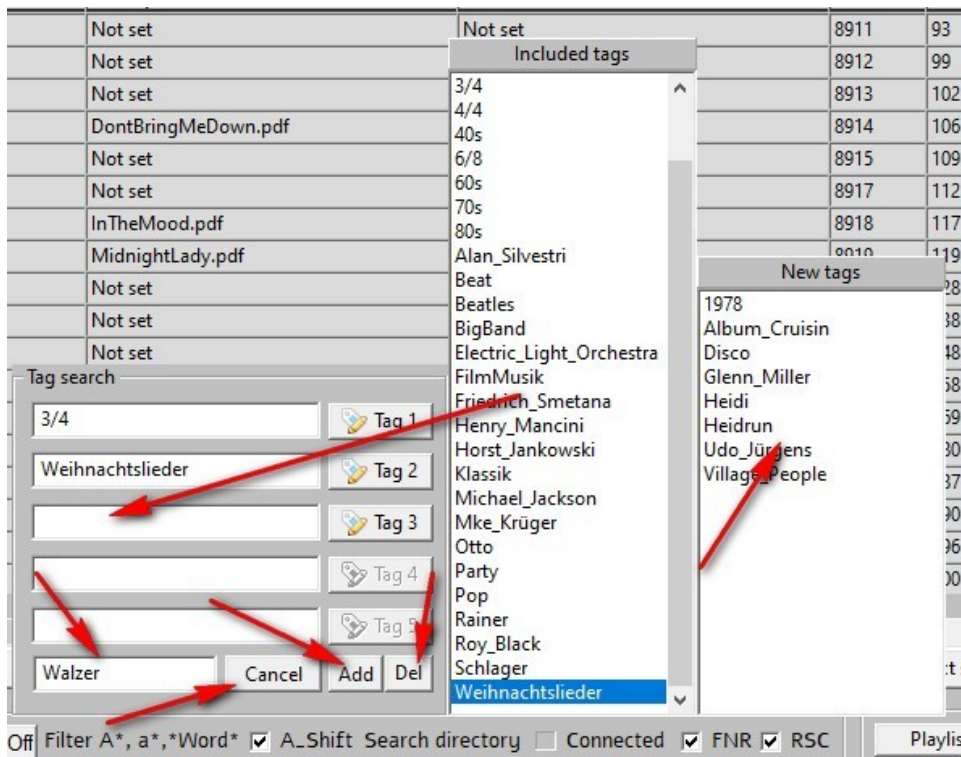
Search in "Tag lists"
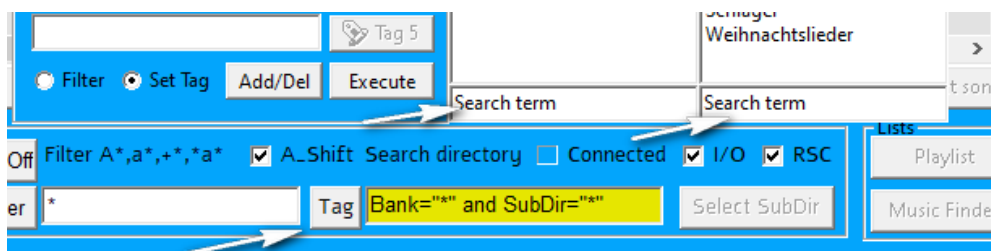
You can quickly find the entry you are looking for using the two **case-sensitive** input fields below the respective list. The search starts at the beginning of the word. If this search is not successful, the character string entered is searched for and highlighted within the terms.

Exit „Tag" editing

Press "**Cancel**" to end the „**Tag**" editing. Press the „**Tag**" button in the search bar again to exit the „**Tag**" search.
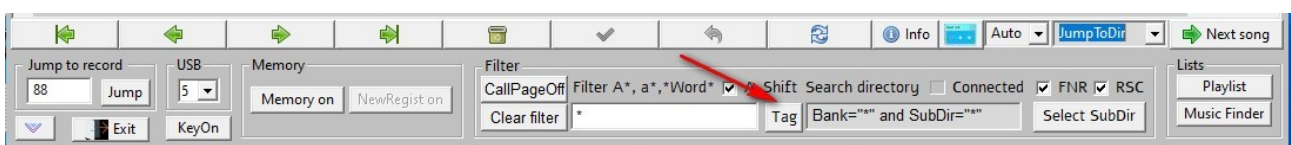
Searching in playlists

If you want to search for a text or a registration in your playlists, proceed as follows. Open the playlists by pressing the "Playlist" button.
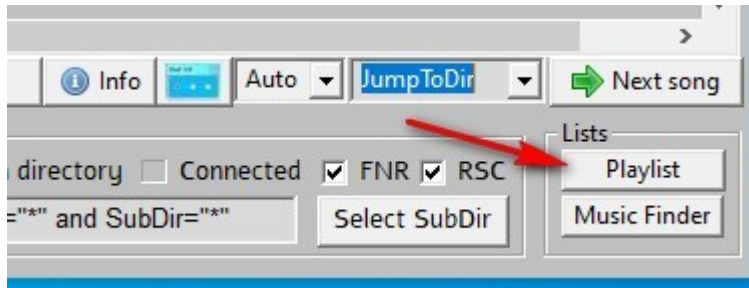
The available "**Playlists**" are now displayed and can be opened with a double click.
to open them. Now click on a registration to search for it in the "**Playlists**" or enter a search text in the "**Edit**" field. Pressing the "**Search**" button starts the search and removes all "**Playlists**" that do not contain this text.

All „**playlists**" still displayed contain the searched string and can be edited by double-clicking.

Use the "**List cancel**" button to close the playlist.
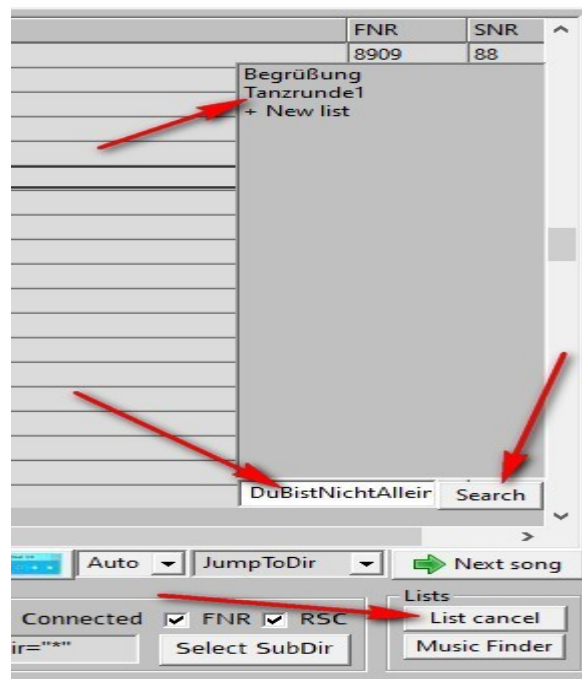
The mouse Keyboard

Use these to enter record numbers or search terms.
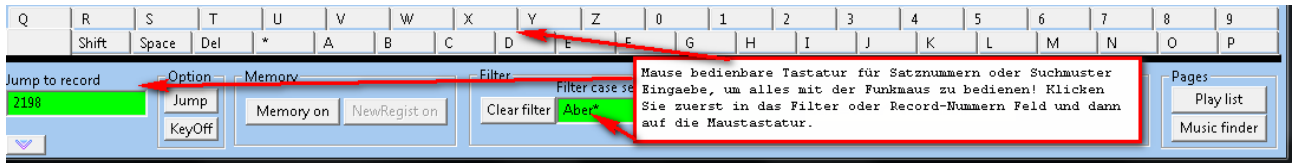
If you have activated the "Virtual Keyboard" with "KeyOn", first click in the field you want to enter. The corresponding keyboard will then appear.

The Extended View

View with extended bank information about the content
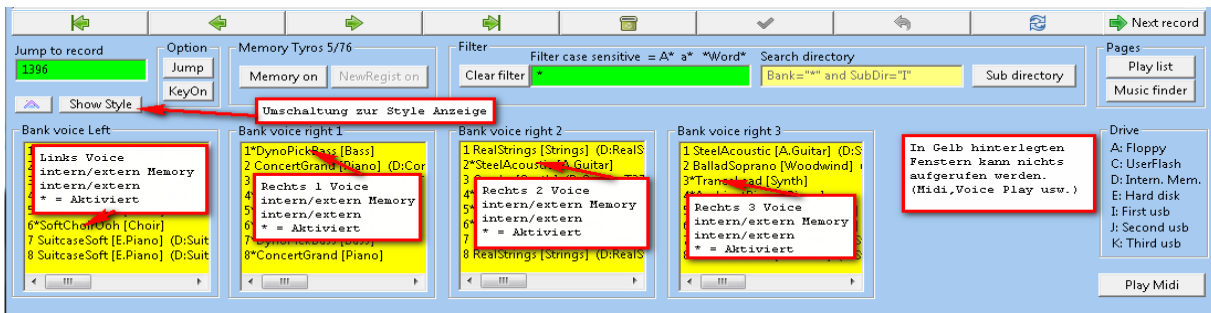
Advanced View Style,Audio,Midi,Mpad,Text
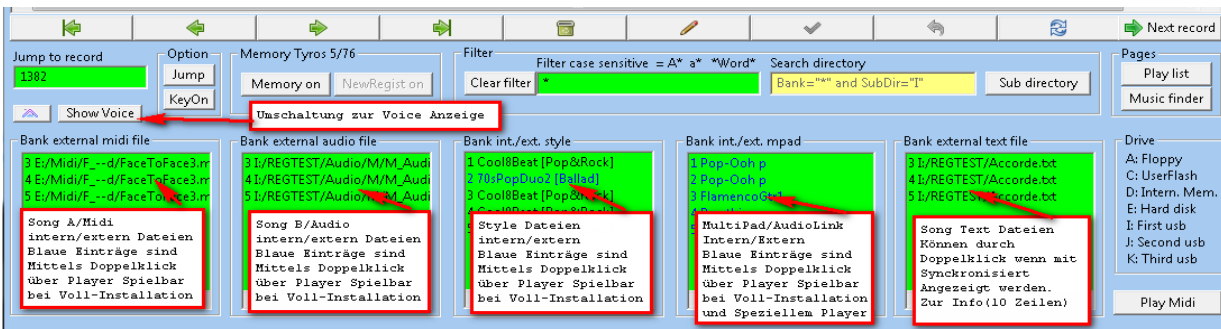
Extended Voice view of the selected bank
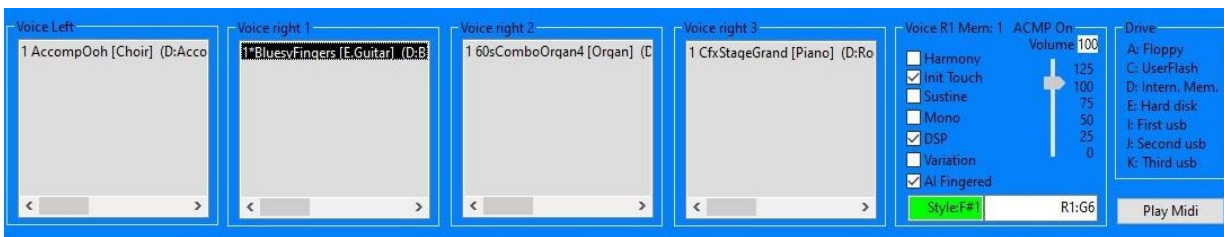
Click on further settings or double-click to play them back.

On the right you will now see the settings depending on the Type entry. However, these are only the most important key data of an entry for your information.

Style Settings

Playback or display is automatically stopped when you leave the window with the mouse. To prevent the termination, press the "**CTRL**" key when leaving the window until you have left SongList interface.

Is displayed on the right: Volume, Tempo, Split-Point and ACMP settings

Click to select further settings or double-click to play them.
On the right you see the settings depending on the Type entry. However, these are only the most important key data of an entry for your information.

Voice view of the selected bank:

The set voice and the corresponding groups for R/L123 are displayed here. Voice marked with * are activated. The associated effects and split-point are shown further to the right.
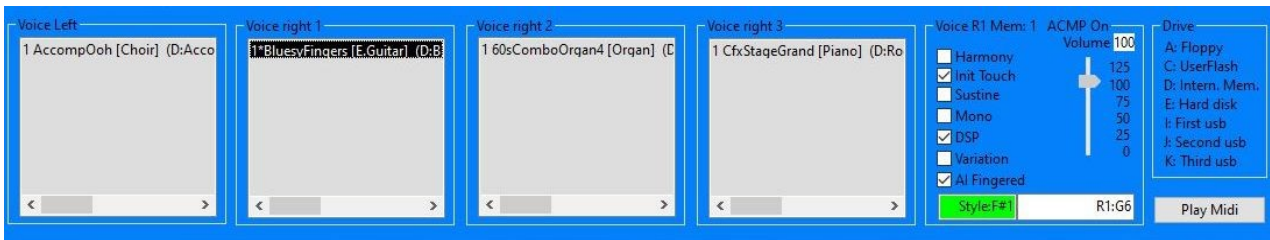
Split-Point ACMP & Fingering

as of version V1.4.4
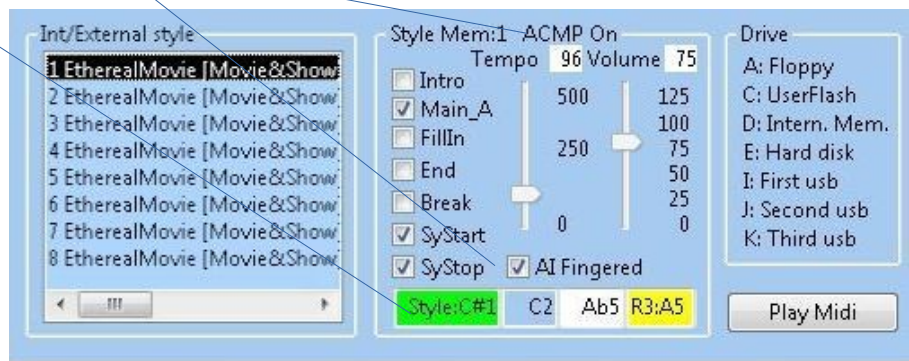
Click on a Memory Entry

Songs / Style / Mpad Play and display workstations lyrics.

This function requires additional tools of the advanced installation!
Blue / yellow marked entries were found on the computer in the correct directory and can be played. For texts the first lines are displayed. Black marked entries were not found on the computer.

With the ESC key you can cancel the display of PDF & Word at any time !!

Style display
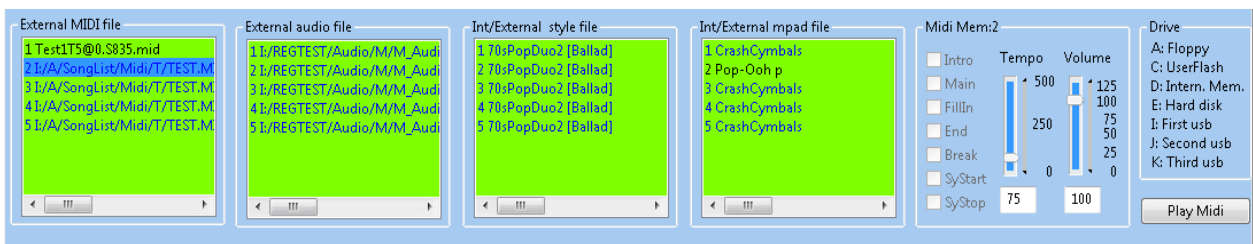
Voice display
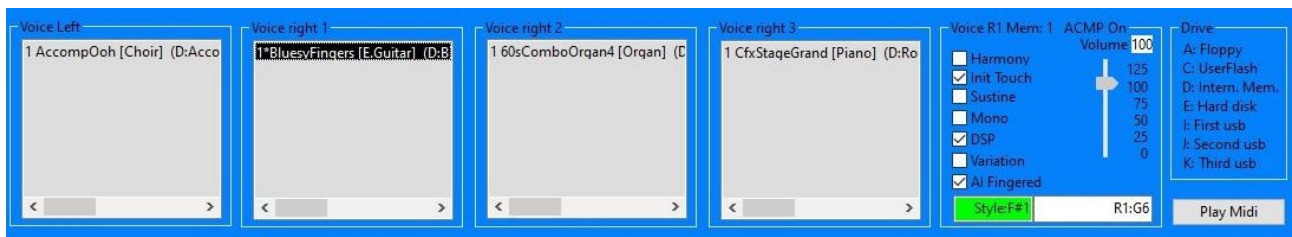
However, playing the voice is not possible due to missing hardware, only MIDI, audio, Style and Multipad can be played in the advanced installation.

However, if you use an external player to send MIDI data to the workstation, so you can listen to the music even on your workstation!
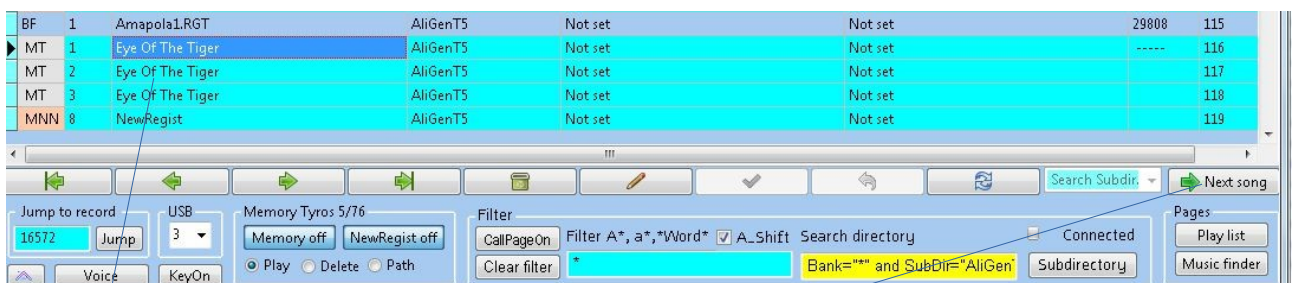
Click to open and display. Button "Next" to call up the next matching entry.

Bank & Memory Display Optionen
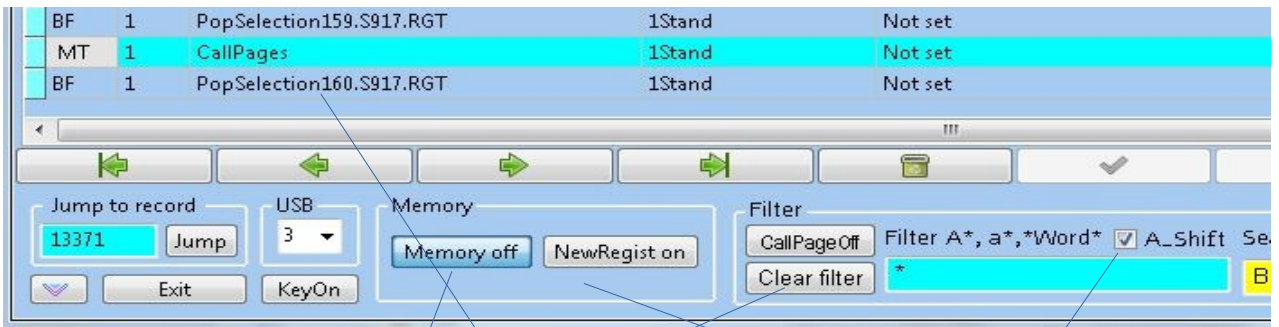
Control Midi "CallPages" hide search text automatically at the beginning large
Display of the memory of a bank Display of unlabeled memory

Display only banks

If you use 1 bank for a title, please use this view.
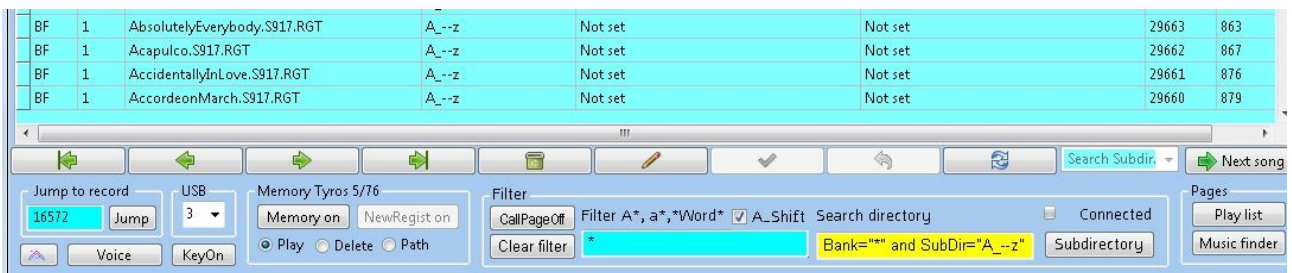
Display of the bank with labeled memory

(Use this view for multiple titles per bank to call also click here)
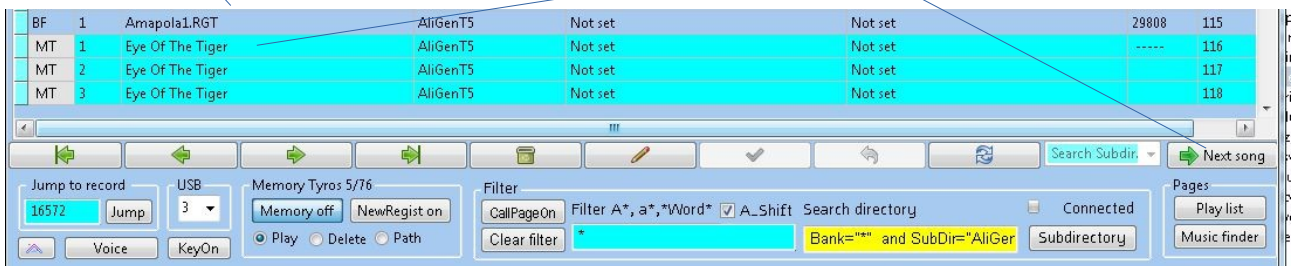
Display the bank with all memory and hidden "Call Pages

(Use this view to edit the bank)
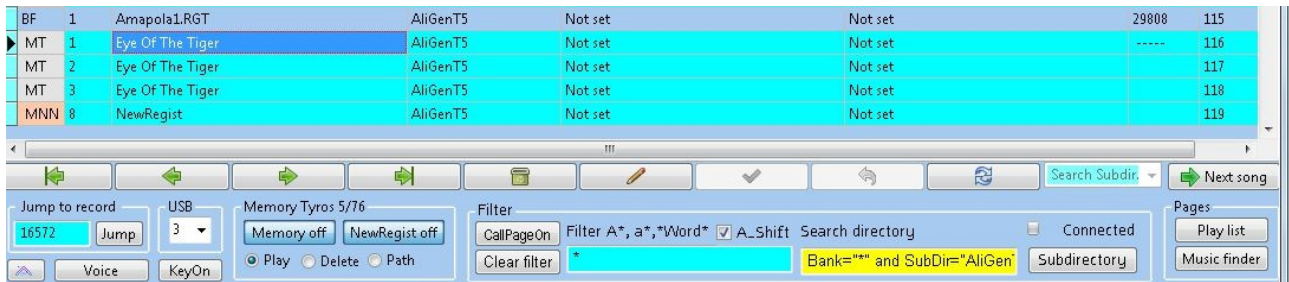
Display of the bank with all memory

(Use this view to edit the bank (Memory=OFF NewRegist=OFF)
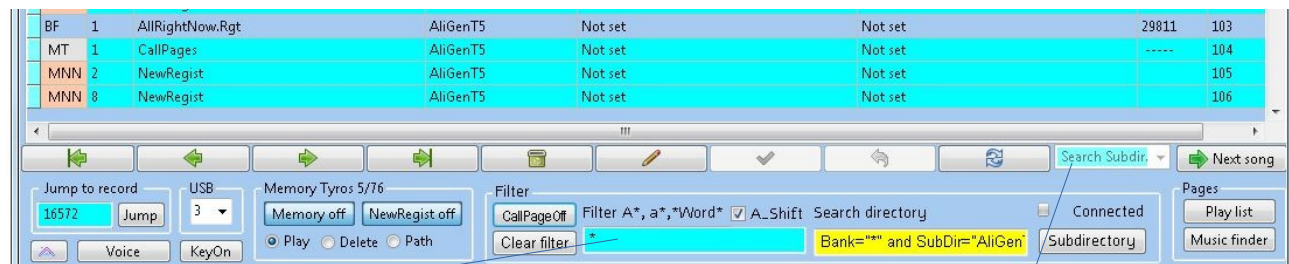
A title search is possible here   A jump to a directory here.

Search for banks in a restricted SubDir
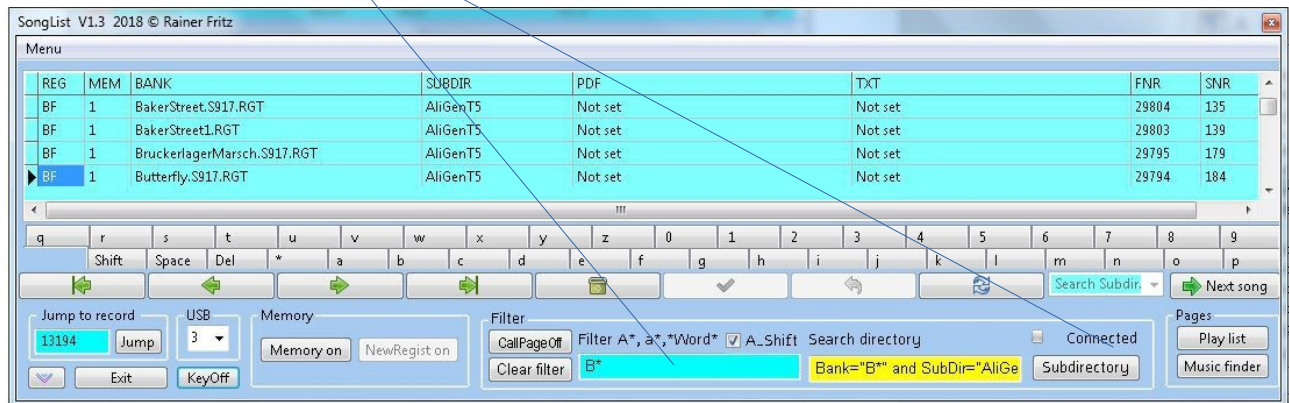
Search in a directory of all B* banks

Search all T* Banks and Memory
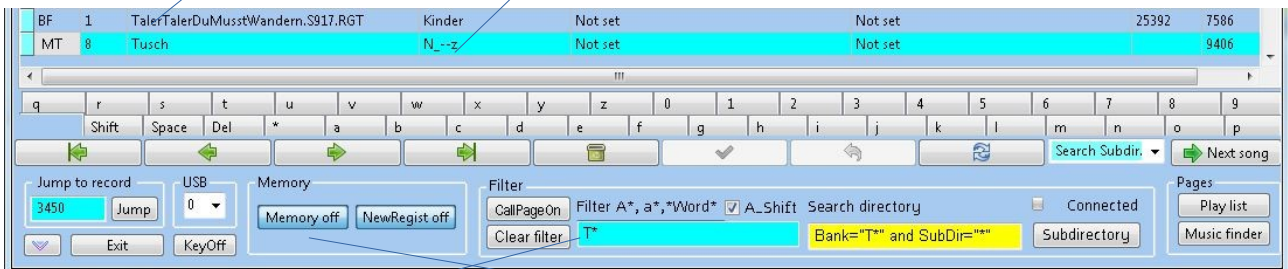
Search all T* banks and memory with all associated memory

Show all memories with the right mouse button in the column REG
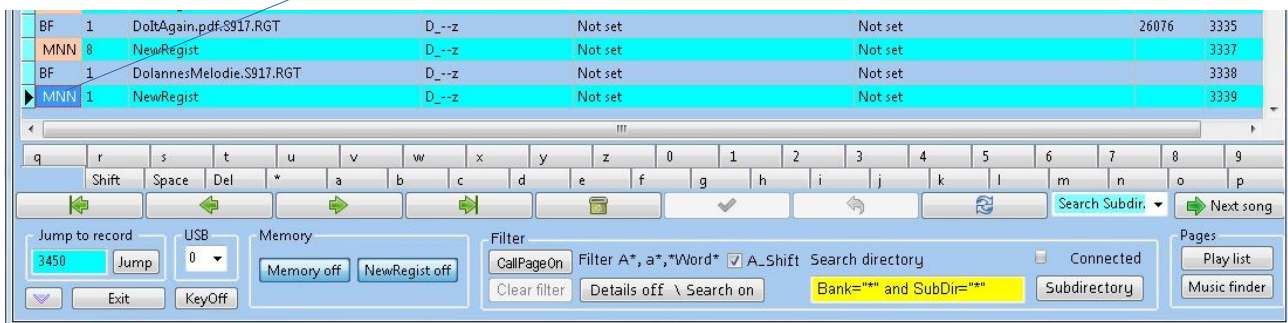
The Beat Display

This display can be switched on or off in the setup and supports you when playing notes from the sheet. (If the beat display does not work, please check your MIDI settings in the Keyboard Setup)
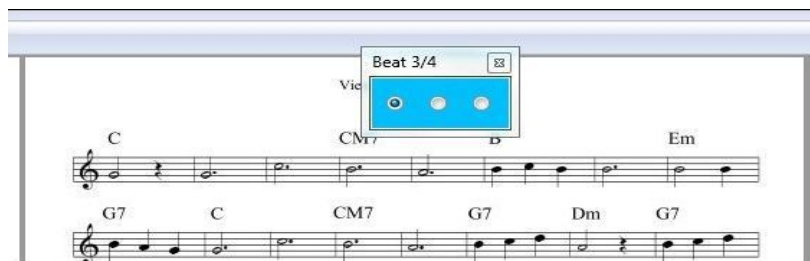
The bar is directly controlled by the workstation and is synchronized 1:1 with it.
The time signature to be displayed is freely selectable. (Auto,Off,2,3,4,5/4 and 6,7,8,9,12/8)

Point 2 in the picture.

Beat display constantly on Point 1/3 in the picture
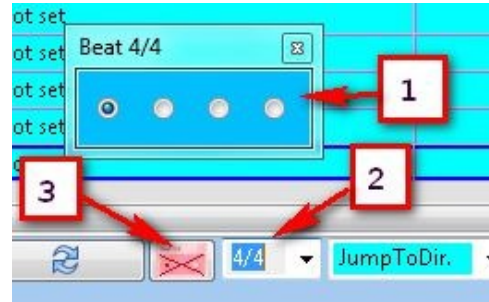
If you select "Off", no beat indicator is displayed. If you select "Auto", the default is always 4/4 beat to avoid renaming all banks and memory.

Enter beat using the Edit function

For other time signatures, you can assign an appropriate beat of your choice to any bank or memory.
(1 highlight   Edit   3 Select bar)
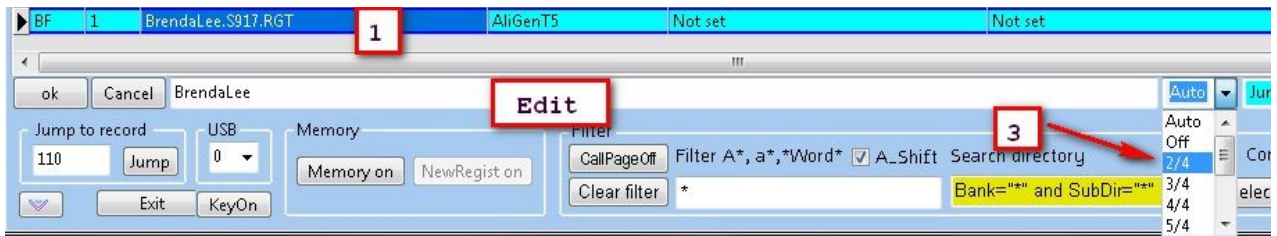
Assignment is only required for banks or memory via which you call up the title. (Click)
If the Beat setting is set to "Auto", the beat stored on a bank or memory is used first, otherwise the 4/4 beat is used. Thus, only titles that differ from the 4/4 bar need to be assigned to enable an automatic display of the titles.

1. Beat display
2. Beat selection
3. Display continuously
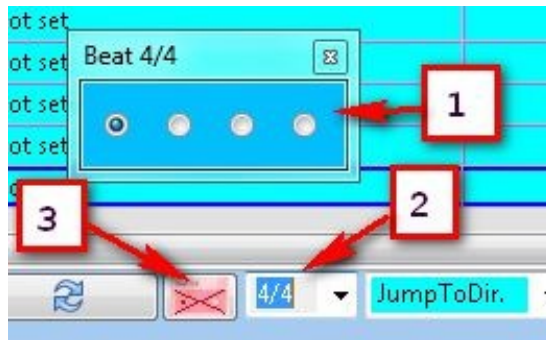
However, if you select another bar and not "Auto", the selected bar will be used for all displays.

Assign beat quickly

To quickly set a beat on a bank or memory, you can use another variant for entering. To do this, first select the beat (3) and then the bank or memory (1) column Bank and then the middle mouse wheel (button). Repeat this procedure for further assignments.
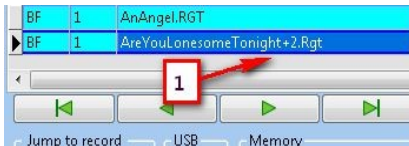
Assign Beat Delete

By another click on the middle mouse button you delete an assignment again.
Alternatively, you can also delete or change a beat in Edit mode

Position the beat.

1. Variation
To set the beat display to a specific position of your choice, activate the PDF/Word Setup item in the setup and then call up a Bank & PDF or Word by double-clicking.
Now position the beat display on a reasonable position and close the Beat/PDF/Word display. These positions are now saved. Now deactivate the PDF/Word setup in the setup.

2. Variant (1)
Select a beat in the lower right corner (2) and activate the beat display (1) Start a note PDF.
Now move the beat display to the desired position with the mouse. Now switch the beat display off and the beat back to Auto.(2)

PDF and Word display

By double-clicking on a table entry, you start the linked documents if they have been activated in the setup. Use the left and right mouse button and the left and right arrow keys to scroll forward or backward. Use the middle mouse button to end this display. (Press the scroll wheel)
This does not apply i**f PDF/Word** Setup is activated.
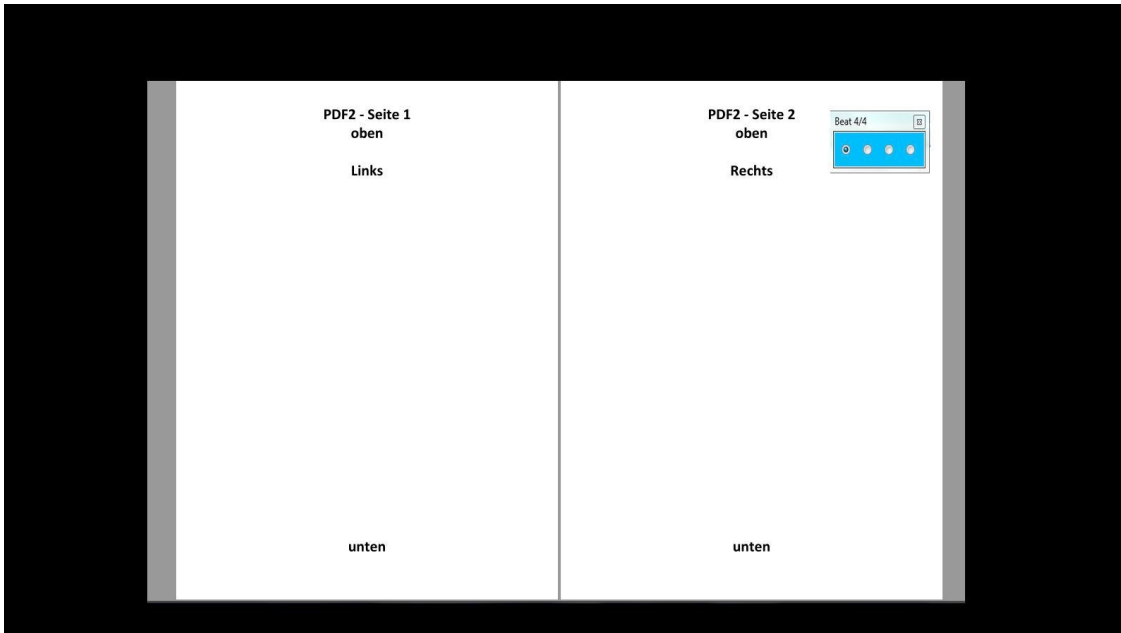
By scrolling with the mouse wheel, they start the music finder to find a style for your game. If you have a workstation with MIDI input, you can automatically apply the style and settings to your workstation by clicking on an entry. On workstations without "MIDI-INPUT" support you have to set the data manually on the workstation.

Attention: Settings in the setup of the workstation are mandatory for this.
See "**MIDI Setup Settings on the workstation**".
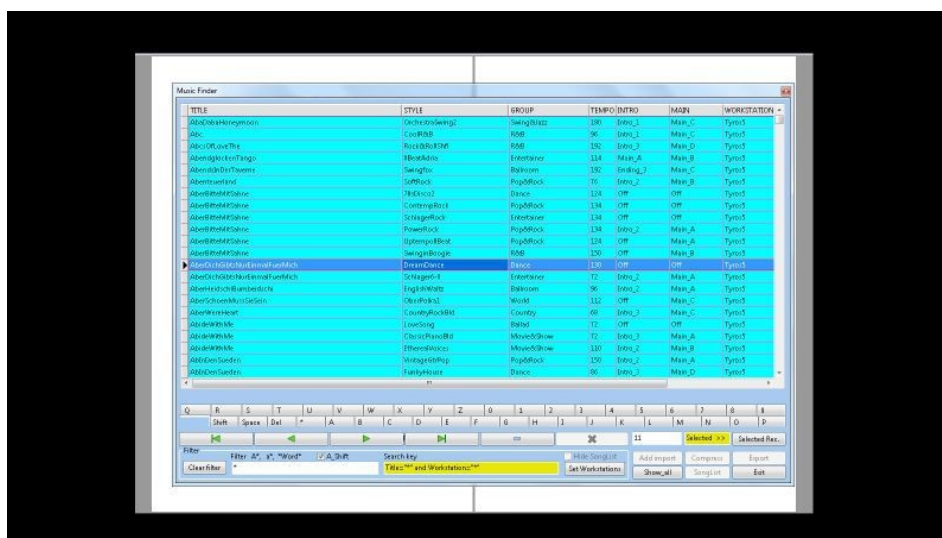
You can exit the Music Finder by pressing the middle mouse button, button "Exit" or by leaving the Music Finder interface with the mouse.

Extension of the PDF & WORD control functions.

- Jump back **to 1st page** = press mouse button (**1 and 2**) or (2 and 1) one after the other and **hold**. So **press and hold both keys** one after the other until the display jumps back.

- Change to the next title to be displayed using the additional trackball keys **4 or 5** and the **Next** function SongList of the "**Main**" or "**Playlist**" page.

The mouse shown in the picture below is just an example with which these functions were tested. In principle every mouse with 5 buttons can be used. Both additional keys "Forward/Back" trigger a step forward. (The additional keys are programmable, but have been left on the standard delivery. The function Web page "Forward" or "Back" is set.

(Arrows in the upper left corner of the browser the transmitted integer value of the mouse is = 524) 1000001100

Convert for a 2 page PDF display with page turning.

If you display your sheet music in a 2 page view, you can convert all your PDF files with a script from my website http://fritz-tools.webclient4.de/pdfs-konvertieren-2/
using a virtual machine and the free VMware Player. This conversion reassembles the PDF pages and arranges them in multiple ways. 1,2,2,3.

You can find all necessary information in the videos on my site. No special knowledge is required for this, everything necessary is shown and explained in videos in a step by step guide.
The time needed for the conversion including the installation of all components is about 1h. You can of course also use the tool PDF24 to convert the PDF.

After the conversion you can flip the PDF at any position on the right side and still read ahead.

Selfmade foot switch for turning the display

End display
Page back
Page forward

Press and hold "Page forward" and then press "Page back" = jump to 1st page

Foot pedal for scrolling the display at Amazon.

A setup guide for this foot switch can be found in the PDF FootSwitchDe.pdf FootSwitchEn.pdf in the Songlist installation directory. This foot switch connects directly to the computer and therefore does not occupy a foot switch input on the workstation.

In addition, you can also realise fully automatic page turning via a script per title
and thus concentrate fully on your music playing.

Using a programmable multiple foot switch (Behringer)
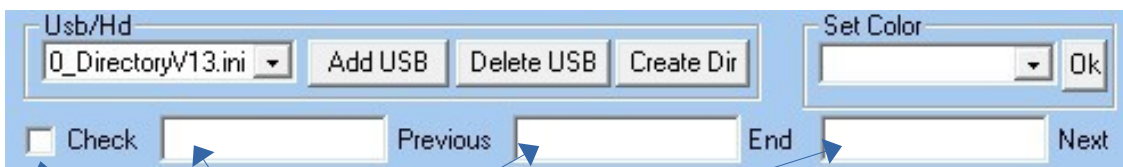
In the 3 fields "**Previous**", "**End**" and "**Next**" in the middle of the setup, please enter the MIDI commands that the footswitch sends when the respective key is pressed.
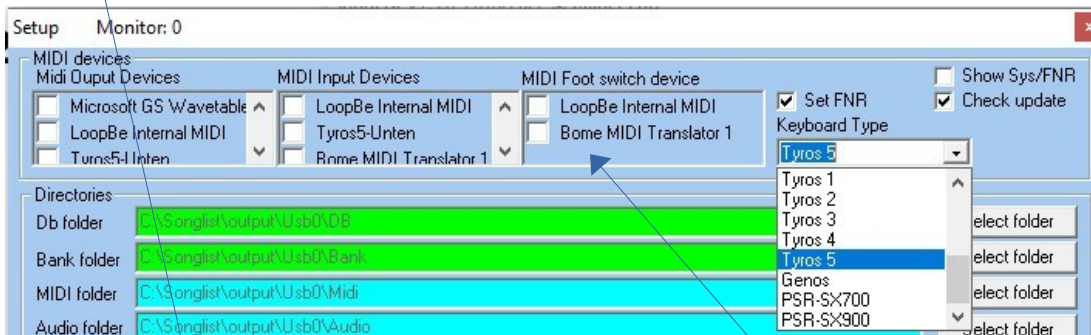
If all 3 input fields contain MIDI commands, the "**MIDI Foot switch device**" window is activated. If you want to use an external foot switch, select the corresponding MIDI device in this window. If you activate the "**Check**" button, a beep will sound when one of the entered commands arrives, to make it easier to check the configuration. If you want to use keys of the keyboard for paging, enter the corresponding commands in the 3 fields without activating a footswitch device.

Add PDF or Word files (Link)

If you want to add new PDF/PDF book/Word files, there are 2 possibilities. You create a name equality between the 4 involved files "**Bank/PDF/Word/FNR**" and recreate the database.
 This saves manual assignment and is also possible using scripts, or you assign the files manually using "**SongList**". The program then takes care of the correct name. If you want to use a title on a memory, rename the memory space according to the title. Please note that there must be no duplicate names within the program.

The reason for this is simple, there can only be one file with this name in the PDF directory.

Assign Word files

Click on the corresponding column/row of an entry and follow the numbers.
The file is now renamed and assigned according to the bank.

You can automatically undo a selected Word file by pressing the Refresh button before selecting another cell.
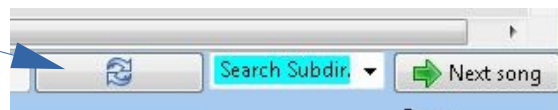
Assign PDF files or books

Click on the corresponding column/row of an entry in the table and follow the numbers according to the previous WORD assignment. After you have created a PDF or PDF book
you will be asked for the book page for the display. Select page 0 here for a single PDF file or the book page that is displayed in the header in **SummatraPDF**.
if you have opened this page. The file will now be renamed and assigned according to the bank with the extension "**.PDF**" or "**.Bok**".

SummatraPDF
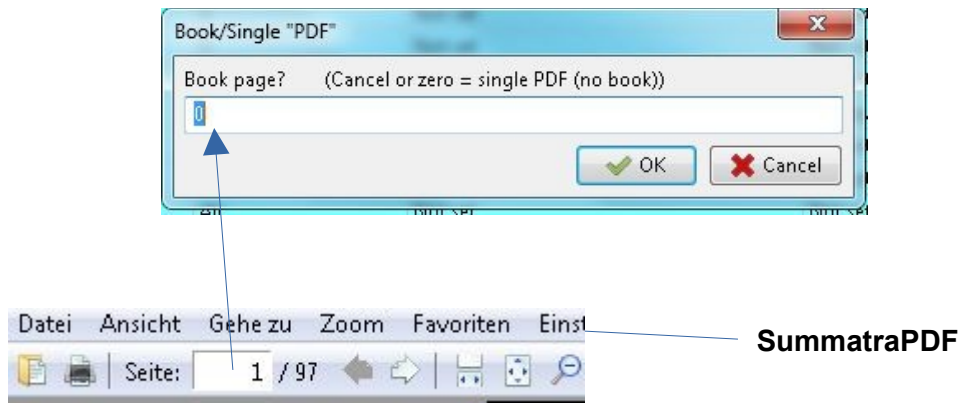
By using the *.bok book link, you can also turn pages using the memory keys
can be realized. Simply link an FNR-MIDI e.g. to a memory (3) and store the same PDF as a book link e.g.
on page 3, so that the PDF is called up with page 3 when the memory 3 is activated. You can use 120000
FNR MIDI.

You can automatically undo a selected PDF by pressing the Refresh button before selecting another cell.
However, this only applies to PDFs, not to *.BOK. To delete Bok entries simply.
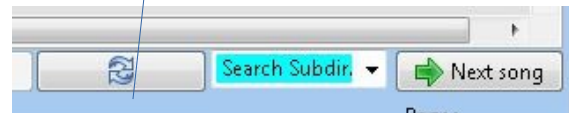
Control FNR-MIDI Assign/Delete only PSR-Sxxx / TYROS
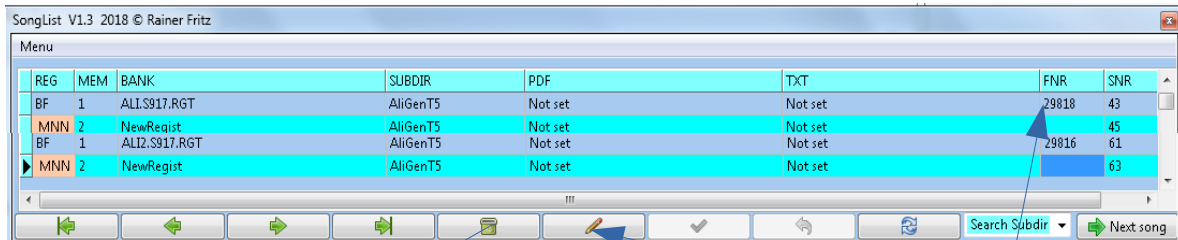
2   Click   1

This allows you to undo the assignment.
Several banks can be processed using batch mode.
When you select a bank file (REG = BF), the FNR-MIDI is always stored in Memory1. If the storage
name is "**NewRegist**", it is changed to "**CallPages**".
If a memory is selected, the MIDI will be saved to this memory. The memory name can of course
be renamed freely. You should delete an FNR MIDI only with SongList, because the MIDI will then
be moved to the **MidiPagePool**, renamed and reused. The standard storage location of an FNR-
Midi is always the respective bank subdirectory!
The entry in the bank is always without directory, so that the MIDI can be loaded independently
from any drive and directory. The bank and the FNR-MIDI must always be stored in
the same directory. You can use about **120000 FNR-MIDI**!

Assign FNR-MIDI manually by hand (Not for sysex use)

The following procedure is not recommended as it is time-consuming and can quickly lead to errors. For this reason, SongList takes over the administration completely.
For scripts or other programs you can also assign the FNR MIDI manually as follows
1. create with the function "**Batch Processing\Create file number MIDI**" the desired
Number FNR MIDI.
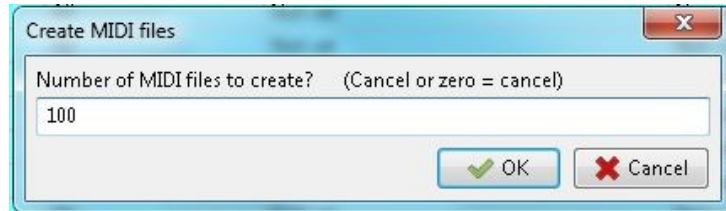
The generated files are stored under (installation directory)**\MidiPagePool\100.S835.mid**
with the name (number S835.mid). Move one of these files to the appropriate bank directory and name it
according to the following scheme:

MeinHutDerHatDreiEcken@0.S835.mid (If you use a bank for a title)
MeinHutDerHatDreiEcken@3.S835.mid (When you use a memory for a title)

Now use the workstation to add this **MyHatDerHatDreiEcken@*.S835.mid** to the corresponding
memory number of the **MyHatDerHatDreiEcken.RGT** registry and copy this bank to the SongList
bank directory.
Please assign the MeinHutDerHatDreiEcken@0.S835.mid to memory 1.

In SongList, create a new database. After a restart of SongList, remove the directory of the entry in
the extended view, so that only the **FNR MIDI** is entered.

Double click
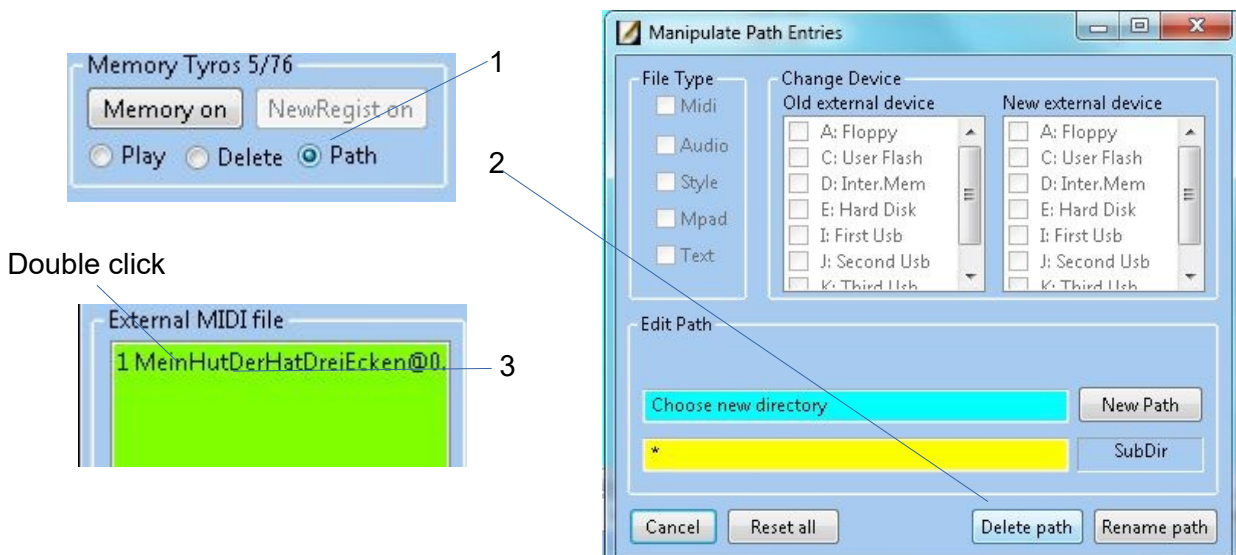
Add empty banks

For this function the stored standard "**Default.S917,rgt**" is mandatory!

Mark the directory in the column "**SubDir**" and press the + key

Now enter the number of banks required.
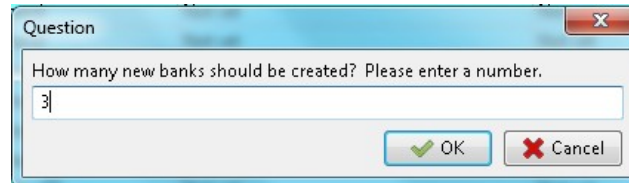
The corresponding banks are now created with the names **ZZ1.RGT - ZZ3.RGT**.
Now create the database again to be able to edit the banks. Afterwards please assign a new name to the banks and link them to PDF, Word and "**FNR MIDI**" if you need them. As long as the files start with ZZ*, they will not be synchronized. If further creates empty files in the same directory and there are others named ZZ1 - ZZX so the starting digit is automatically increased.

Skip to a record

Jump to set number 3450

Jump to a directory

Select a directory here.

Renaming of banks or memory locations

If you rename banks or individual memory locations, you must rename the associated
Re-assign PDF, Bok and Word files. The old song titles are automatically removed from
PlayLists during the next synchronization and the songs with the new titles" must be entered
again. But all this takes only a few seconds and concerns only the titles,
which have been changed. When you expand a song title for automatic beat display, all ne-
cessary changes are made automatically.

Change bank or memory location name.

Click on the corresponding column/row of an entry and follow the numbers.
The file is now renamed. PDF and Word must now be reassigned.
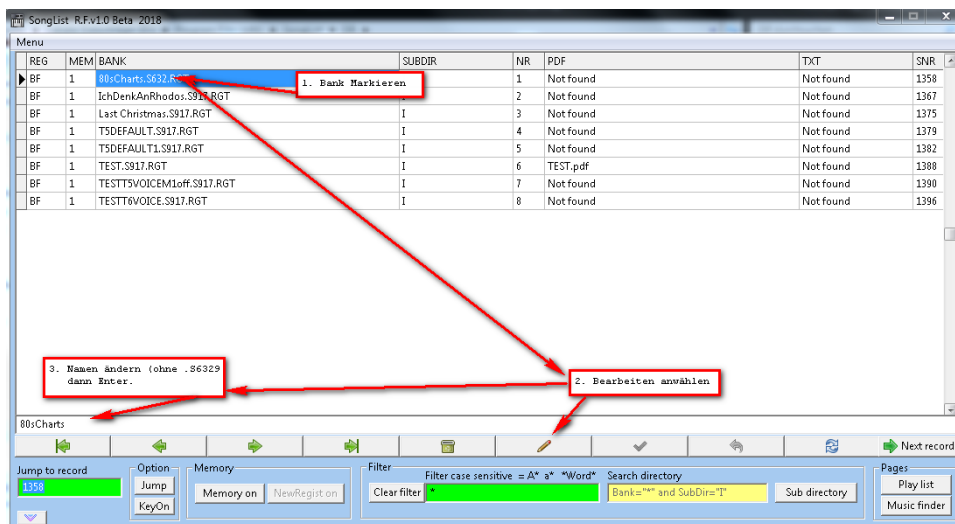
If the bank is selected in the Bank column, you can right-click the name
to the clipboard. When renaming the bank or memory, you can use the
Insert names with a further right click in the edit field. The memory number is automatically appen-
ded to the name to prevent duplicate names.

Delete registration bank

If you delete banks only via "**SongList**", the synchronization will also delete them on the worksta-
tion. Banks deleted by "**SongList**" will be renamed and transferred to the moved the directory
"**SongList\USBX\Bank\DELETED\#M-z#ModernTalking.rgt**".
This is also done on the keyboard for your safety! So you can retrieve these files again. Songs that
are stored in "Playlist" will be played during the next synchronization
after a query. automatically removed.

Change bank contents individually

Delete a directory entry from a bank

On the Songlist main page choose "Path"
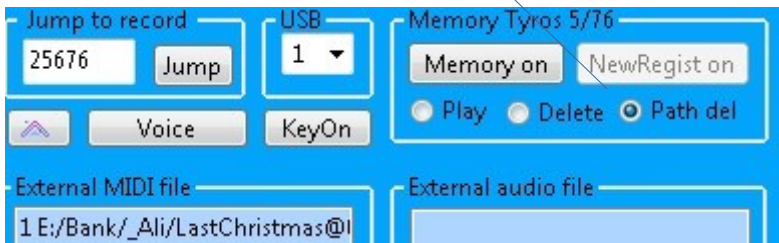
In the opening window click "Delete directory"

Select "**Delete path**" and then double-click on any entry in the windows of the Extended display below.
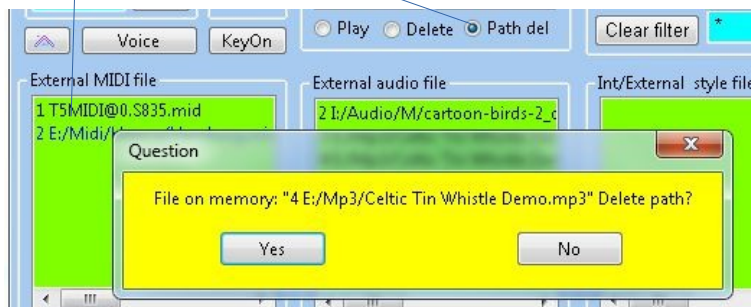
Rename or add directories in a bank

Select „**Path del**"
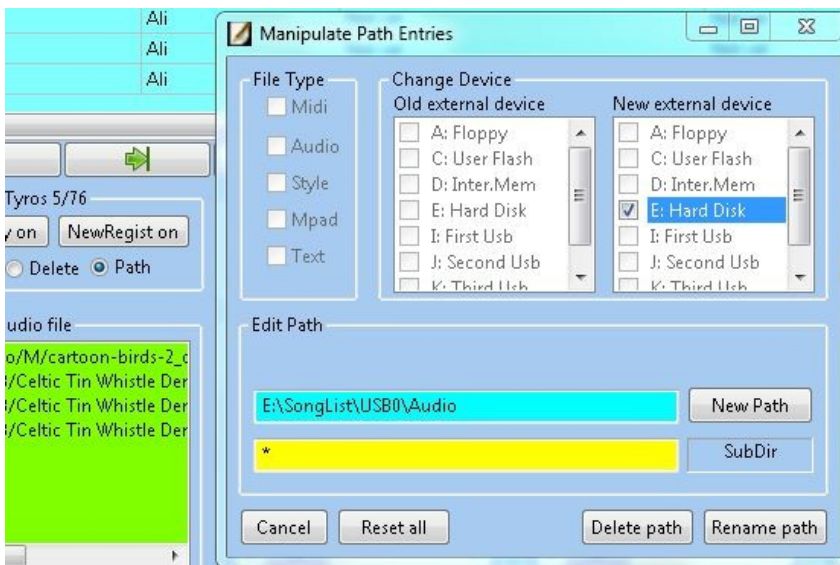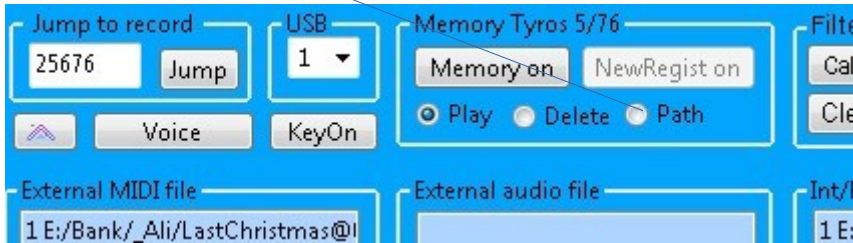
In the opening window click "Rename path"
Then double-click on any entry in the extended display windows of the "SongList" main page below and confirm the security question
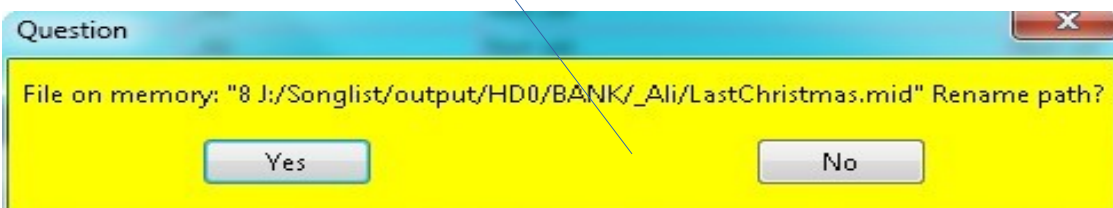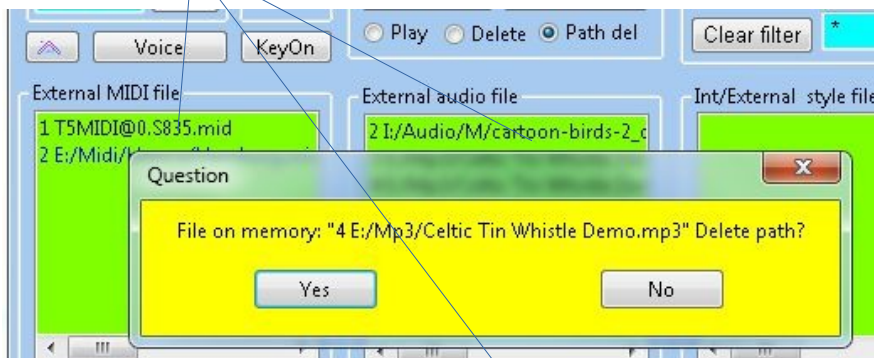
Delete *an entry from a bank*

Select "**Delete**" then double click on any entry

Set the extended display to play and file display.

By double-clicking on any entry in the windows of the extended display you can open a file. (Play or display)

Synchronize

"**SongList**" requires the same files on the computer and the "**digital workstation**" in the same same directory arrangement to automatically create the links to call the registrations and to show file contents. Depending on the keyboard type, 2 different procedures are used. "**SongList**" can therefore only work correctly if they keep all registrations and playlists always the same!

During synchronization the file types marked with x are synchronized. Changes will only take effect after synchronization on the other side (**computer**, **USB/Hd**). because each side sees only its content. If you have synchronized the bank directory with the **source=USB** ("**digital workstation**"), it is mandatory to have the database recreated afterwards "**Create Database**" in order to see the new banks or changes in it. All available bank „**PDF**", „**Word**", „**Tag**", „**Info**" and „**FNR**" assignments are kept. The **Registration „Tag"** and "**Playlists**" are checked if desired and excess entries are removed or corrected.

When do I need to synchronize

Synchronization is always necessary if changes on the computer or workstation have changed the order in the directories. This is done by deleting. Renaming, adding or moving banks. Adding, deleting or changing of a FNR assignment also requires a synchronization! The "Source" is always the page that was changed. The "Target" is the page where nothing was changed.
Attention: You may only change on one page and then you have to synchronize!

Synchronisation Workstation – Computer

Select the desired USB/HD configuration on the main overview and insert the corresponding USB stick. the corresponding USB stick.

2. if you want to synchronize only one directory, press the **button** "**Select Subdir**" on the main on the „**SongList**" main page and select it from the list.

3. Now select "**Sync Comp <> Workst.**" in the "Menu".

4. Now select the **Bank**, Midi, Style, Audio, Text, Multipad or **Playlist** (from Genos) and select the direction for the synchronization **Source = "USB"** (Digital Workstation)
   (For a correct „SongList" function the registration **bank** and the **playlists** are sufficient)

5. now press **Start**.

 Note:
 In this case, during a synchronization

 PC=Source und „**USB drive**" = **Target**
 „**USB drive**" **zum PC**:   **PC=Target** und   „**USB drive**" = **Source**
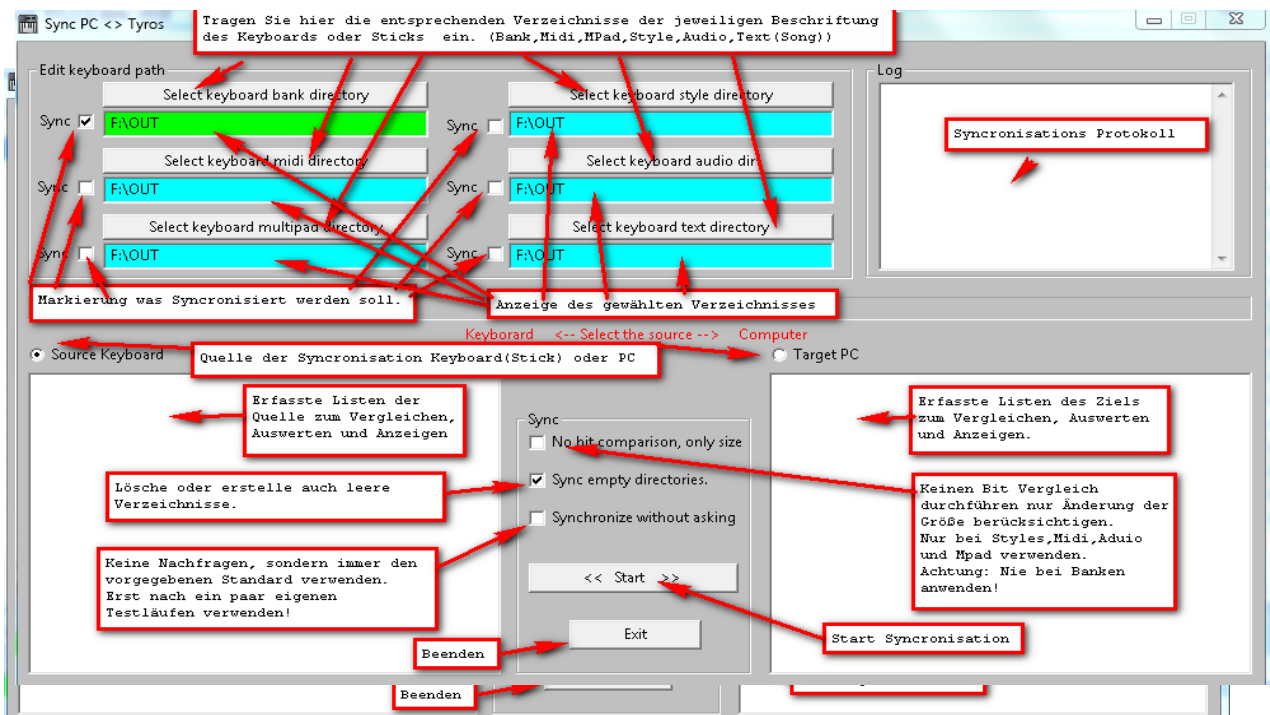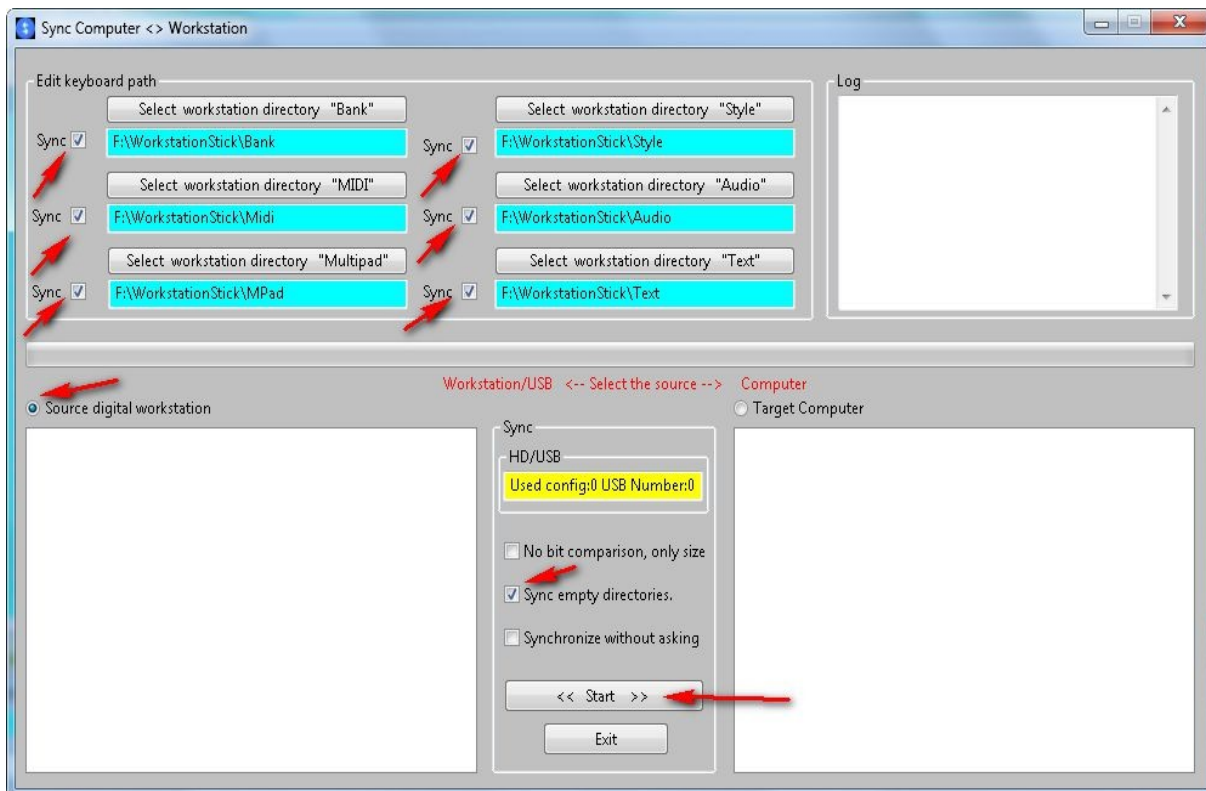
Creating the registration database

Reading in the registrations

With the function "Create Database" you read in the existing registrations and create the database to quickly find the individual titles. After the successful you can have your playlists automatically checked and corrected. Directories of entries are adjusted if they have been changed or also deleted if there is no longer a bank available.
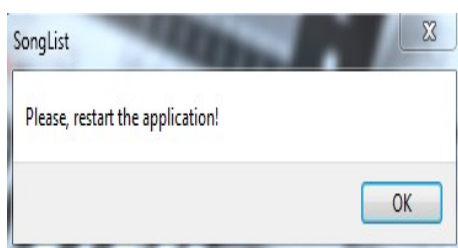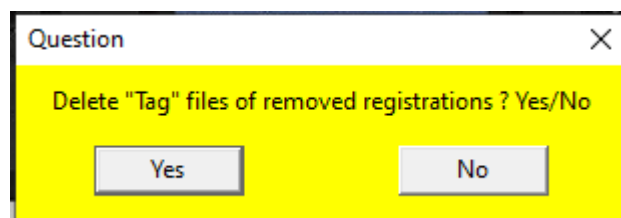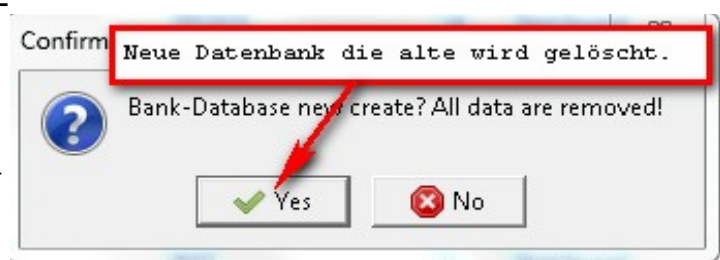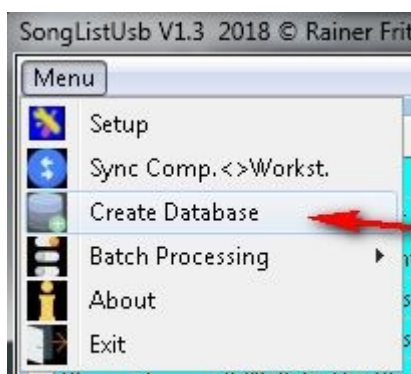
Create registrations and the database using TXT.

If you work with TXT, you can create the registrations automatically by any files e.g. TXT smaller than 30Kb with the extension *.RGT. To rename the respective file names into a "SongList" compliant registration (bank name), please use the menu function "**Batch processing /Remove special charters**".

1. create a standard registration with all relevant settings but without file and voice entries. Voice entries . Copy this default registration with the name: **default.S917.rgt** to **..\WorkSt\DefaultBank\default.S917.rgt**

2. copy the MIDI files to be used into a temporary directory: **..\Temp**

3. start SongList and the function "**Batch processing /Remove special charters**".
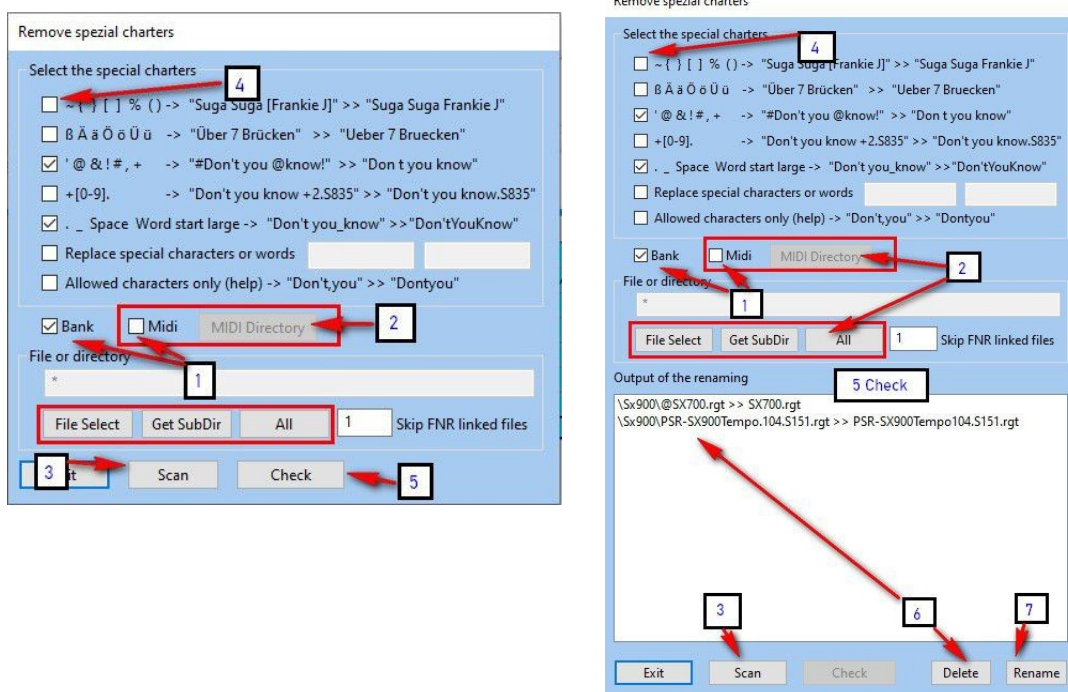
4. Activate "**MIDI**" under 2 and select a "**TempMIDI**" directory using "**MIDI Directory**". Continue with 3 "**Scan**", the checkboxes are now set automatically which you can deactivate with 4 to deactivate them again. (Not recommended) With 5 you can now check your MIDI files and get suggestions for renaming them. Receive suggestions for renaming. With 6 you can protect individual files from renaming. With 7, all files in the list are renamed. Finally you are asked whether you want to rename the MIDI files to ***.REG**. Please answer this question answer this question with "**Yes**".

5. Now copy the renamed files from the TempMIDI directory into the respective **MIDI\Ab--z** and **BANK\Ab--z** subdirectory.

6. "SongList" replaces all *.RGT files which do not contain a Yamaha registration, by the ..\WorkSt\DefaultBank\default.S917.rgt. PDF and texts with the same name ,are automatically assigned during database creation. After the point "**3. create database**" import your MIDI files with the function "Batch processing /Import FNR/MIDI" and you will have quickly created your Registrations created.

The Playlist

Creating or selecting a playlist
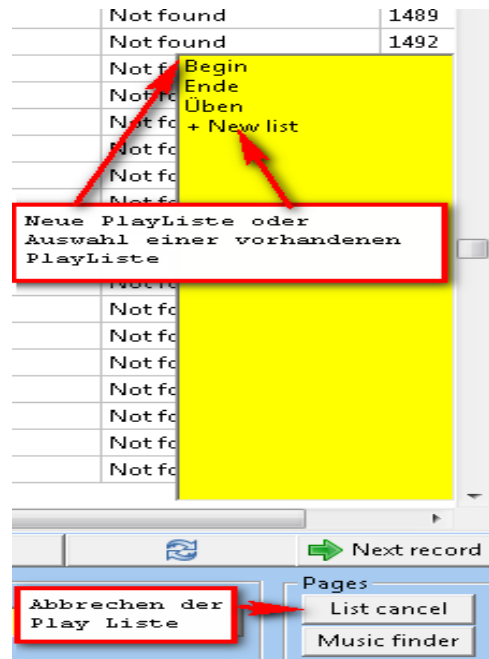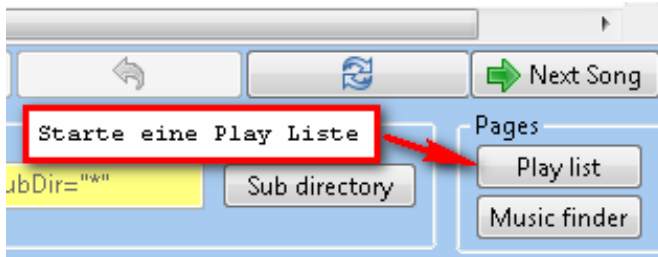
Play lists allow you to set and retrieve your tracks in any order. The lists are stored in the database directory as plain text files and are not limited. For performance reasons, however, it makes sense to use only about 100 entries per list. Do not edit these lists with an editor, this can lead to errors in the program!
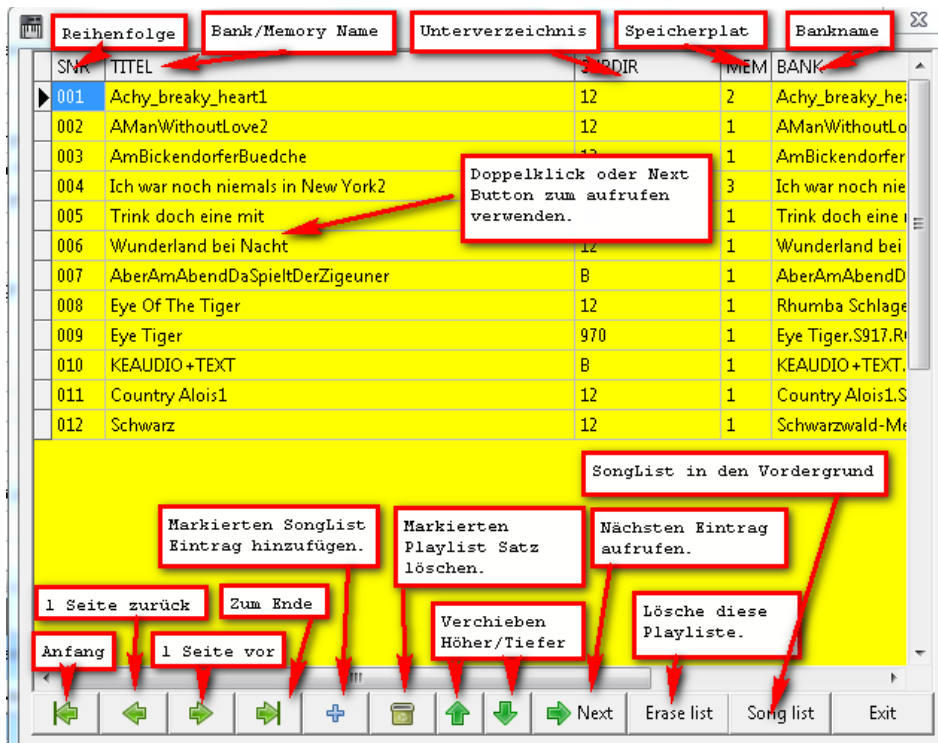
The columns of the playlist tables

SNR: Sequential number
TITLE: Any name of an entry
SUBDIR: Bank subdirectory of the installation directory
MEM: Memory number (1-10) or first available memory MEM=OFF
BF: Identifies a bank without activated memory = *
Bank: Name of the bank registrations
View: Display a TEXT or MIDI bank file
WORKDIR: Root directory of the digital workstation (USB)

Sort entries by columns

You can sort all entries by the column header **"SNR", "TITLE"** or "**SUBDIR**".
Just click on the desired header. With Next you can then sort the titles sequentially
according to the sort order Call. The default sort order is "**SNR**".

Add Playlist Entry

Select an entry in the main view "**SongList**" and then switch to
the corresponding playlist. Press "+" in the playlist see the following pictures.

Add,modify,sort,delete playlist entry

Press the "**Playlist**" button and select an existing list or "**+ New list**" first
Now select a bank or a memory location in Songlist. Press the "+" key **(1)** in the playlist. To sort, press the
button **(3)**. To delete, mark an entry
in the playlist and press the trash can **(2)**.

Incorrect entries are highlighted in color

Before editing, all registrations used in the entries should be available on the computer!
If a registration (bank) is not found on the computer, assigned settings cannot be checked. If still viewer or memory settings are not correct, all these entries are highlighted in color.

Sort or delete a playlist entry
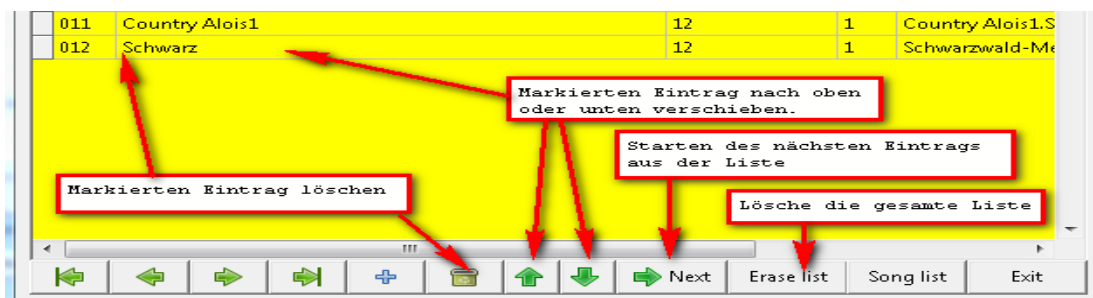
Edit Playlists
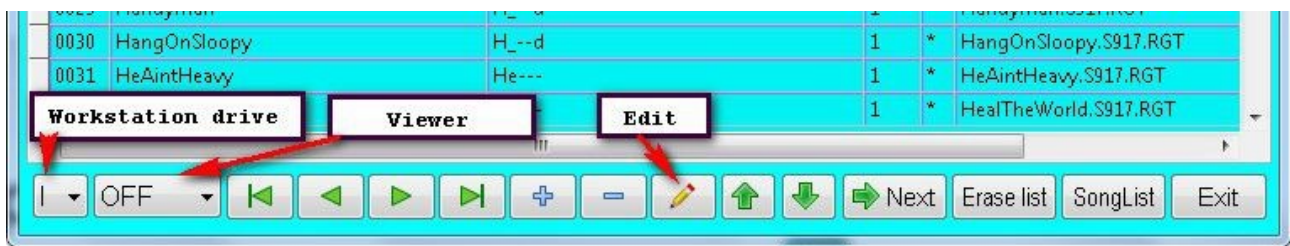
Starting with version 1.3.4 the playlists have been extended by view display settings. These settings can now also be changed. An automatic check of the set parameters is performed automatically and corrects these values in case of errors.Changes like drive, directory and subdirectory can be done with the Batch Mode. "**Batch Processing/Create/edit playlist** "
A description can be found under "**Batch processing functions**".
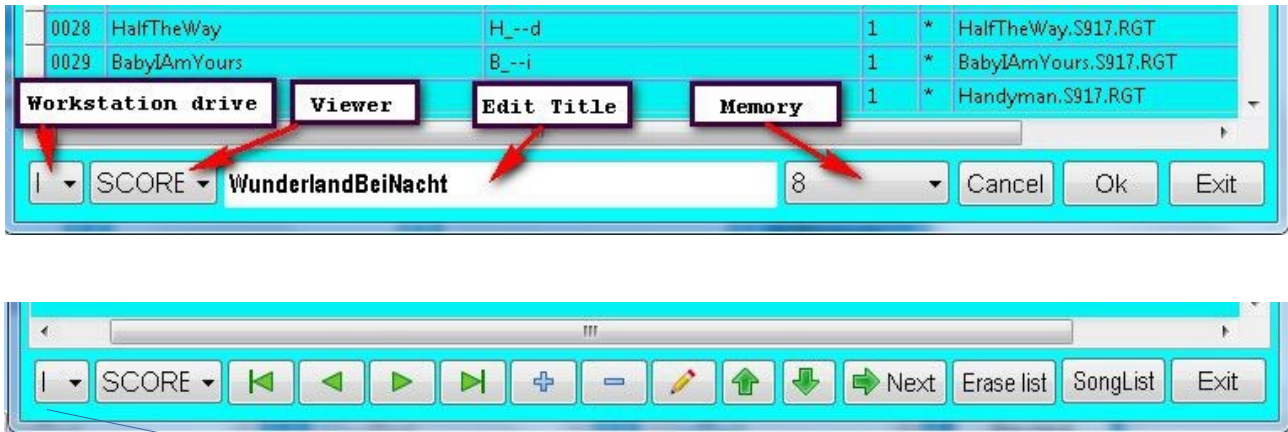
Digital Workstations Standard Drive (**USB**) and Standard Viewer when adding a new entry. The entry is automatically checked and View is set to OFF if there is no corresponding file to display in the bank. This can then be adjusted manually if necessary. Only available memories are displayed for selection. For these functions it is necessary that all banks are available in the correct directory on the computer. If banks are missing or contain errors, these entries are highlighted in color.

Genos Playlist Editor

Calling up entries from SongList or Playlists

You can add an entry to "**SongList**" or to a playlist simply by double clicking
call. **PDF**, **Bok** and **Word** documents are displayed according to the settings in the setup. To process the entries sequentially, please use the "**Next Song**" button! This button jumps sequentially to the next entry that meets the parameters defined in the setup and calls it up. If you use several songs per bank, you have to activate the "Memory On" button to select the memories with "**Next Song**". If **PDF** & **Show Word** is activated in the setup, it is sufficient to link an entry to a **PDF/Bok** or **Word** file to display it. There is no check in the play lists, it is displayed sequentially according to the selected setting in Setup. If a memory is called which does not contain a **PDF link**, the **PDF** or "**Bok link**" of the bank is used, the same applies to text documents. If no file for display is assigned to the called memory, the assignments of the bank file are used, but if a link is entered on a memory, this **PDF/Bok/Word** file is displayed.

With the ESC key you can also cancel the display without mouse !!

If you have activated the checkbox "**Select all**" in the setup, all entries are called sequentially and the available **PDF** or **Word** files are displayed depending on the activation.
 The first time an entry is called, the corresponding bank is loaded on the keyboard.

The Digital Workstation

Calling up a registration through the digital workstation

Tyros/PSR

Load a bank on your workstation and after approx. 2 seconds press a memory key to which you have assigned a "CallPage" (FNR column) in "SongList" or press the "Song Play" key. (MIDI file with a file number "80sPetShop@0.S835.mid") A MIDI command is now sent to "SongList" and the respective database entry is activated. To prevent repeated loading of the same bank, the last loaded "FNR number" is saved. If you want to call up the same title a second time, first switch to another title, press the "Song Play" button and select the previous one again.

Genos/SX

Load a bank on your workstation and press a memory button, the 1st selected memory will start displaying in Songlist. If the selected memory has no PDFs, the PDFs of the bank are used. Each further selected memory of this bank is ignored until a new bank is loaded. The 1st selected memory per bank is displayed, not several, in order to prevent the display from switching during the game when you change a memory.

| BF | 1 | AlwaysOnMyMind.S917.rgt | Genos_Single_Title | AlwaysOnMyMind.pdf | AlwaysOnMyMind.doc | 6 | 60 |
| MT | 1 | Free_Intro_Split_cm | Genos_Single_Title | Not set | Not set | ----- | 61 |

Interrupt control by the digital workstation

When editing a registration at the workstation, it is useful to interrupt the control by the digital workstation to prevent an uncontrolled loading of another registration bank by a linked FNR-MIDI or SysEx command. You can do this very quickly by clicking on "FNR" as shown in the picture. This is also true if you use SysEx commands instead of FNR-MIDI in the setup.
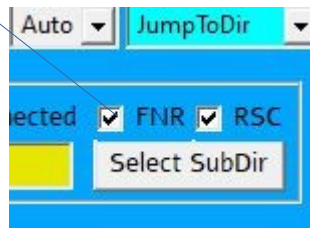
However, this switch is only displayed if you have activated the Input switch in the setup and assigned an "Input Device".

When the processing of the registrations is finished, deactivate this switch again to enable control by the digital workstation.

The switch position will be saved and restored the next time you start SongList.

Backup

Backup "SongList"

A backup of "**SongList**" is not required. Just backup the installation directory and copy it back after a new installation. "**SongList**" should not be started! You can create the USB or HD directories again with a new synchronization. Now set the file system rights see
"**Required File System Rights**".

Backup „Music Finder"

However, you should back up the Music Finder database before and after an extension.
To do this, use the Export function with the option "**Program Backup**" and "**No Limit**".
and a meaningful name. Please note that you have to set the search pattern before the export to the search pattern: "*****" and Show_all! Place the export files in your installation directory under \ Mfd\.

Music finder

Predecessor of the last record edited

Edit or add music finder entries

Music Finder Importing Data

Create a music finder database by importing a CSV or MFD file
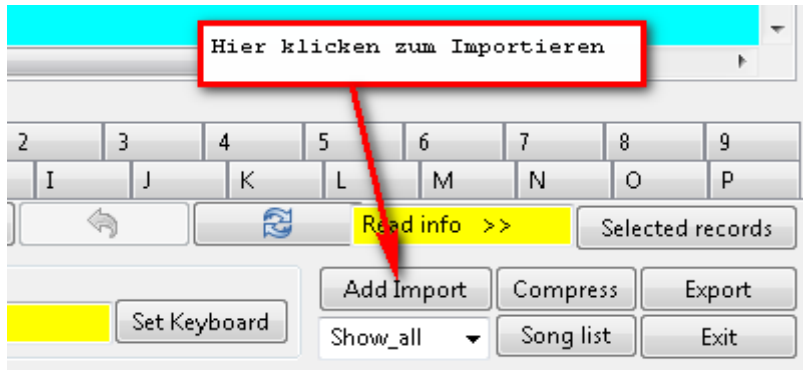
Now select your import file from the directory "**/SongList/Mfd/**" and open it.
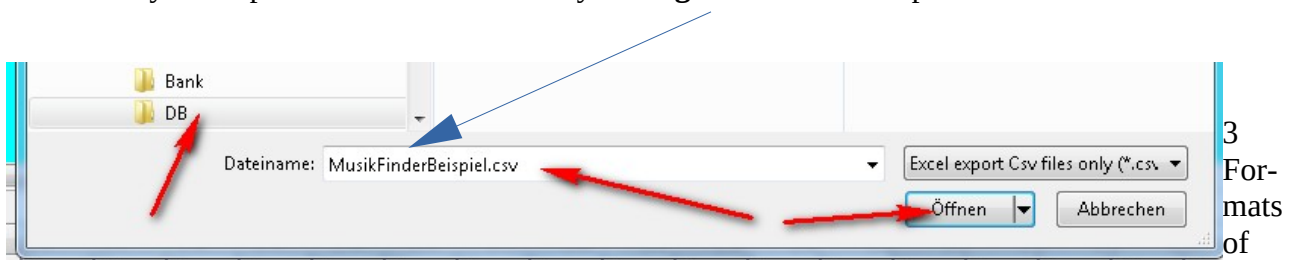
3 Formats of **CSV** / **Txt** / **MFD** files are supported

1. **CSV** "**Semicolon**" separated (Excel)
2. **Txt** "**Tab**" separated. (MusicFinderView.exe for conversion Txt ↔ Mfd)
3. **MFD** Original Music Finder File of a workstation.

These 3 types are automatically recognized and the values are assigned to the columns.
Please check these assignments.

Replace overwrites an existing database.
Attach appends to an existing database.
Everybody also takes data from unsupported keyboard or missing style.

If several workstations are recognized, you can select one of them
or all the stores. Reworking and automatic cleaning is still possible later.

Several identical entries are recognized and removed immediately or later using "**Compress**".
Then the entry with the largest game technical information is retained.

Anhängen an eine vorhandene Datenbank alle Einträge

Genos1   < Set type to: not used

Manufactur   None   not used

Found keyboard typ.   Database
Replace ○ Attach ✓ Everybody

Bei mehreren Keyboards nur eines laden.

Fehlermeldungen:

SongList1

Please assign all columns or cancel them!

✓ OK

Ordnen Sie diese Daten den Richtigen Spalten zu!

Assign columns

Table column	File table column	Set field content
Title	Title	AanDeCostaDelSol
Style	Style	SchlagerWaltz
Group	Group	[Entertain.]
Tempo	Tempo	182
Intro	Intro	Not_set
Main	Main	Not_set
Keyboard	Keyboard	Tyros5
Manufactur	Manufactur	YamahaPreset

Your keyboard or read all   Database
Found keyboard typ.   ● Replace ○ Attach □ Everybody

Keybord Typ

Canc   Erkannte Keyboards   Ok

This CSV file contains incorrect data.

Load

Die csv Datei enthält kein passendes Feld unter "File Table Column" und "Set Field Content" für den MusikFinder.Abbrechen!

Assign

Table column	File table column	Set field content
Title	None	not used
Style	None	not used
Group	None	not used
Tempo	None	not used
Intro	None	not used
Main	None	not used
*	< Set type to:	not used
Manufactur	None	not used

Database
Replace ● Attach □ Everybody

AMOR.RGT;

The csv file does not contain a matching field under "File Table Column" and "Set Field Content" for the MusikFinder.
Abort, stop!

Cancel

Select **workstation** and choose a workstation to convert.
Use this setting to select all available entries for your keyboard
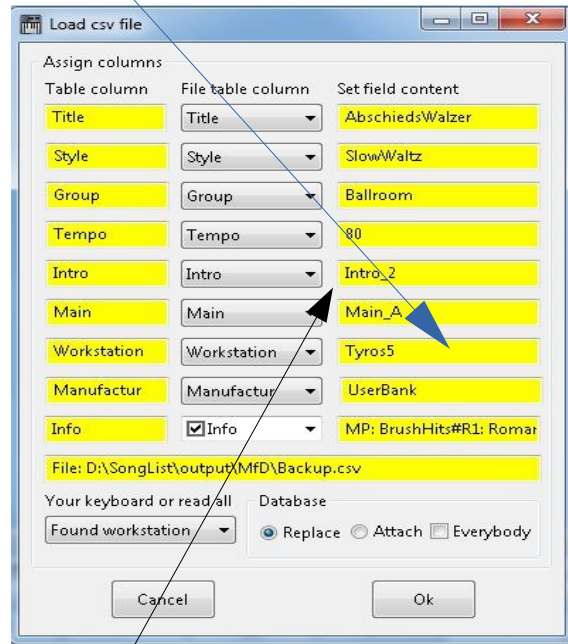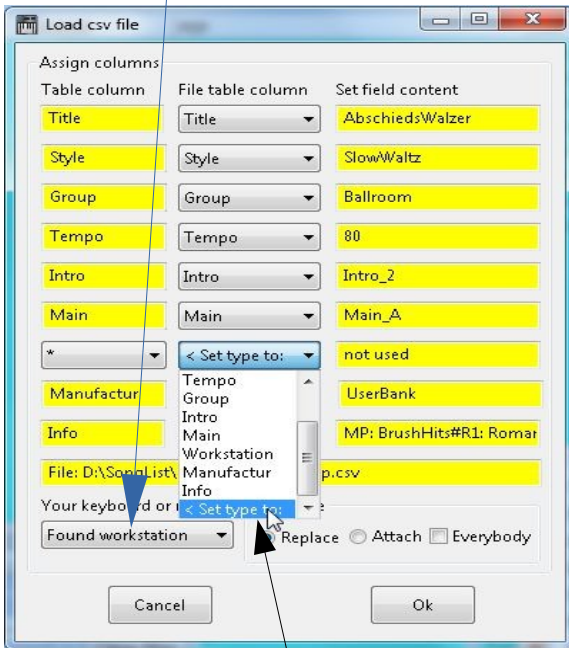
Workstation Selektieren anwählen und eine Workstation zum Konvertieren auswählen.
Wählen Sie mit dieser Einstellung alle verfügbaren Einträge für Ihr Keyboard aus..
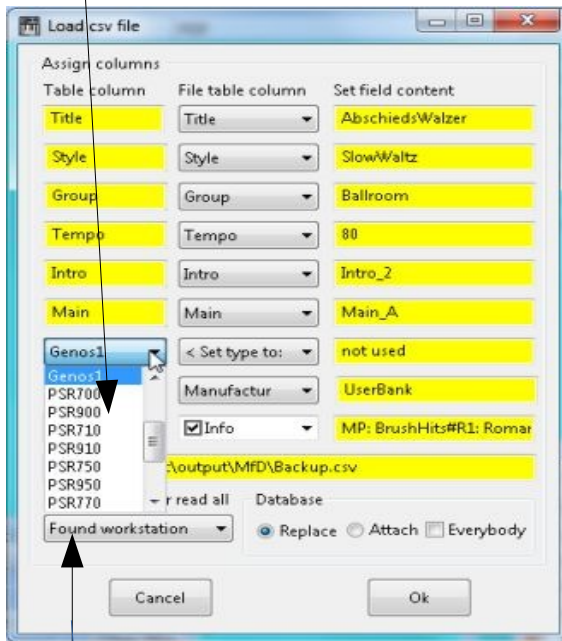
Wähle deine Workstation aus   oder   wähle eine der verfügbaren Workstation
aus

Select your workstation   **or choose one of the available workstations**

Music Finder Data Export

The music finder entries can be exported as backup (Csv), music finder file (Mfd) or for MusikfinderView (Txt). Here it is possible to select the data via a search pattern, keyboard type, individually or in blocks.

3 different formats are supported.

1. backup for "**SongList**" in Excel format
2. the Music FinderView compatible format.
3. the workstation compatible MusicFinderFile.mfd.

 Furthermore, a limitation to 2500 entries is possible.
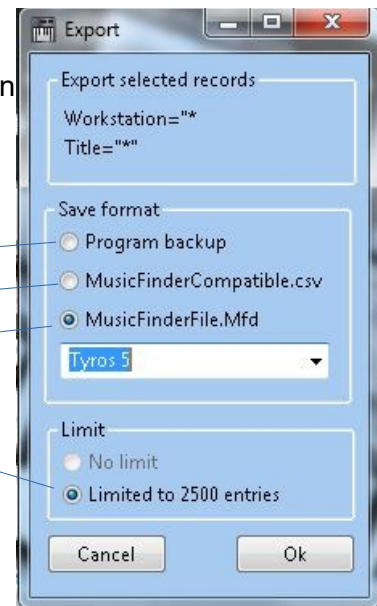
Select entries for the Music Finder export

1

2

3

4

5

6
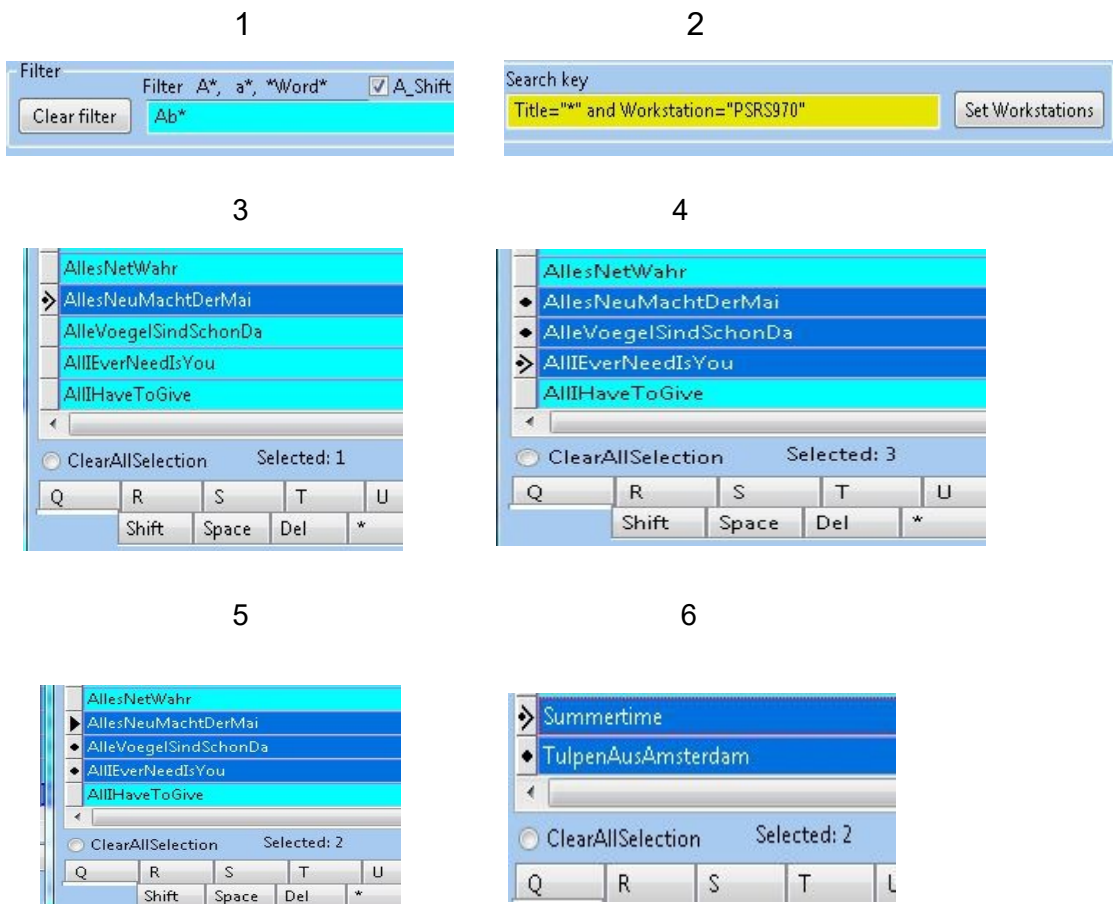
To influence the export of the Music Finder entries, you can select them.
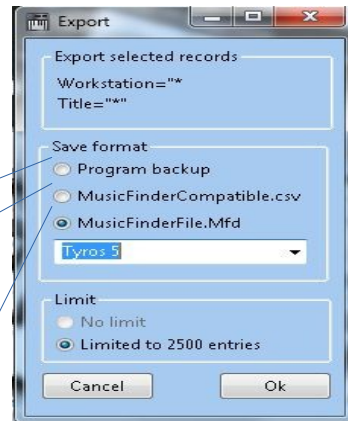
"Program Backup", "MusicFinderCompatible" & *.mfd files

1. With the help of the filter below you can make a selection by title.

2. By selecting a workstation, you can limit your selection to one workstation

3. By clicking on an entry while holding down the "CTRL" key you select an entry and set a new block start.

4. After setting a block start, you can start a new block by selecting another entry with pressed "CTRL-Shift" key mark a whole block.

5. This block marking can be removed again with CTRL-Alt.
   Individual markings can be deactivated by marking them again.

6. All selections can be automatically removed by clicking the "ClearAllSelection"

The number of selected entries is displayed to the right of the checkbox.
(However, this checkbox is only shown if at least 1 entry is marked).
You can use point 1. and 2. to limit areas for the display and then select several blocks of your choice.

If you mark entries with the mouse, only these marked entries will be exported. With the program point "Program Backup", however, the entire content is always backed up, regardless of the markings made.

The "NPS" button (Yms & NPS)

With the "NPS" button you can assign your created script files ***.yms** to a number block ***.NPS** file. This NPS file contains the script assignment to the individual number block keys 0-9 to enable a maximum of 10 scripts to be called up via the digits 0-9. Save this created *.NPS according to your usage under **..\NPS\Scrip**t = Load manually or **..\NPS\Bank\Bankname.NPS** = Load automatically when calling a bank call. To test the individual scripts, double-click on a *.yms entry.

NPS file loading.
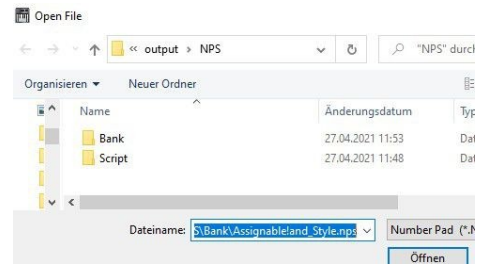
NPS file save
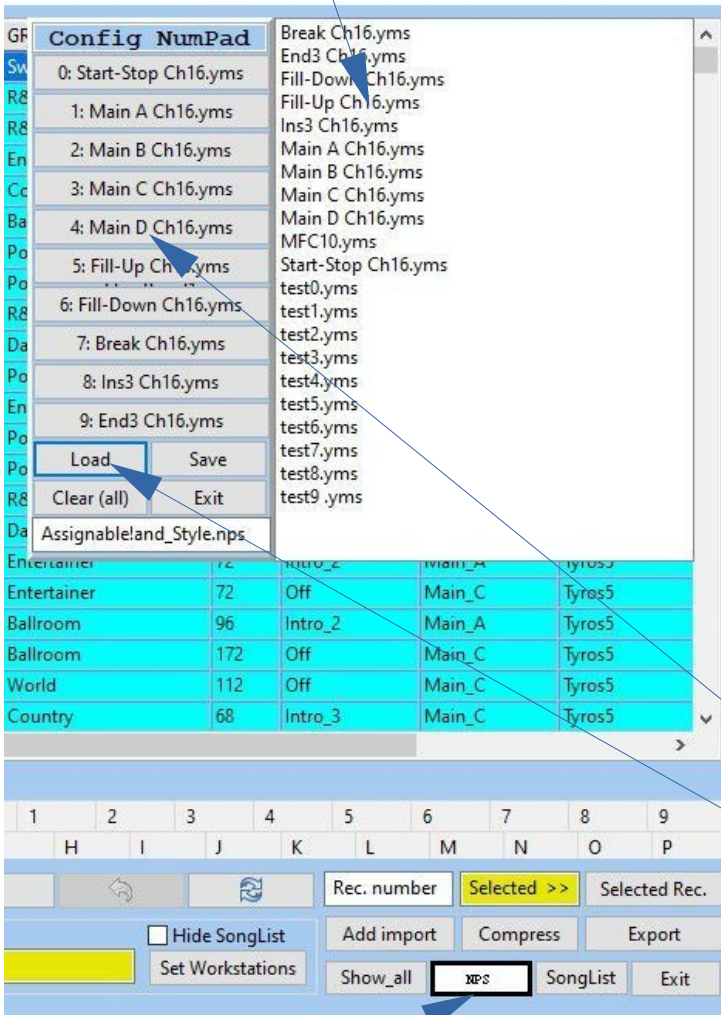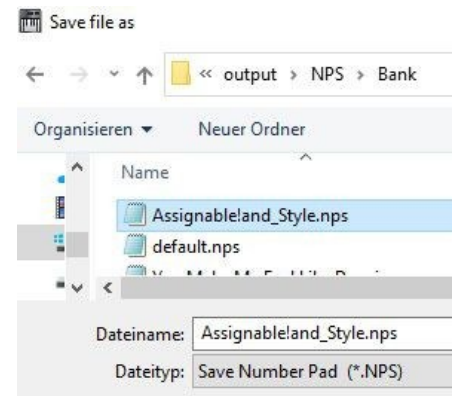
If an entry was marked in
"**Config Numpad**", it is cleared by
means of the deleted by means of
"**Clear (all)**" deletes it. Without a
marked entry, all entries are
deleted

NPS Script Assignment

Highlight the NumPad key and then select it from the list.

The NumPad files are located under installation **directory\NPS\Scripts** or **installation directory\NPS\Bank**. The YMS scripts are located in the **installation directory\YMS\Scripts**.

Batch Processing Batch Functions (Overview)
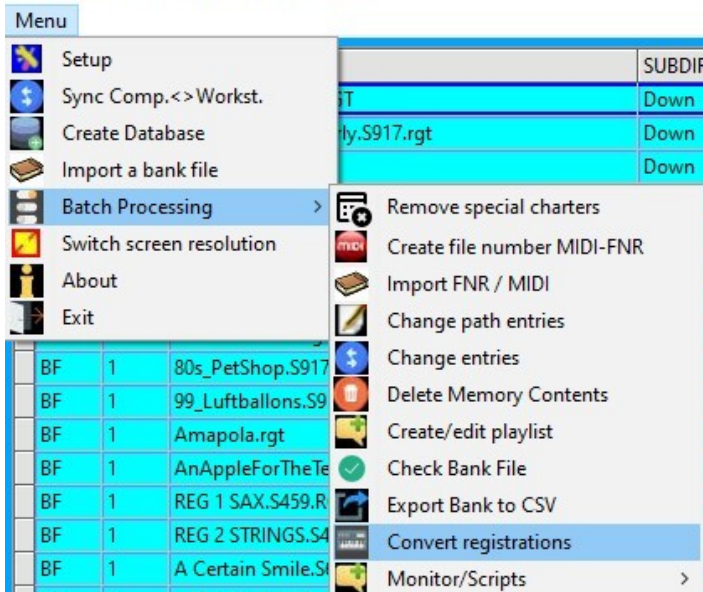
Remove characters
Create multiple FNR-MIDI
Import FNR-MIDI & Song
Change directories
Change other entries
Create/edit playlists
Check registrations
Export CSV
Convert registration
Monitor & Scripte

Remove special charters

Check names of registrations and change them automatically "**Songlist**" is based on identical sorting of files in the computer and the workstation. The data transfer takes place via the file positions in the directories or SysEx from Genos.
(Load the 5th file in the current bank directory, only for older models).
Since different file systems and operating systems interpret the sorting differently, special characters and interpret the sorting differently, special characters and German umlauts should be
should be removed. You can also use this function to edit your playlist content. Please make a back-up of your data before using this function!

Remove unwanted characters from the bank names

Start "Menu/Batch Processing/Remove special charters".
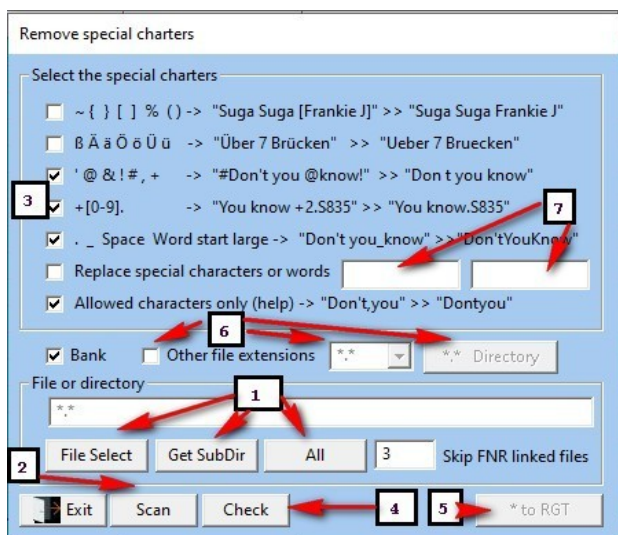
1. Select a file, directory or all.
2. "Scan" sets the switches automatically.
3. Manipulate the set settings.
4. Edit and display the changes.
5. Rename to .RGT
6. Additional file types and directories
7. Replace or delete words or characters.

Start editing your files in the order 1-4 and follow the instructions of the displayed messages.
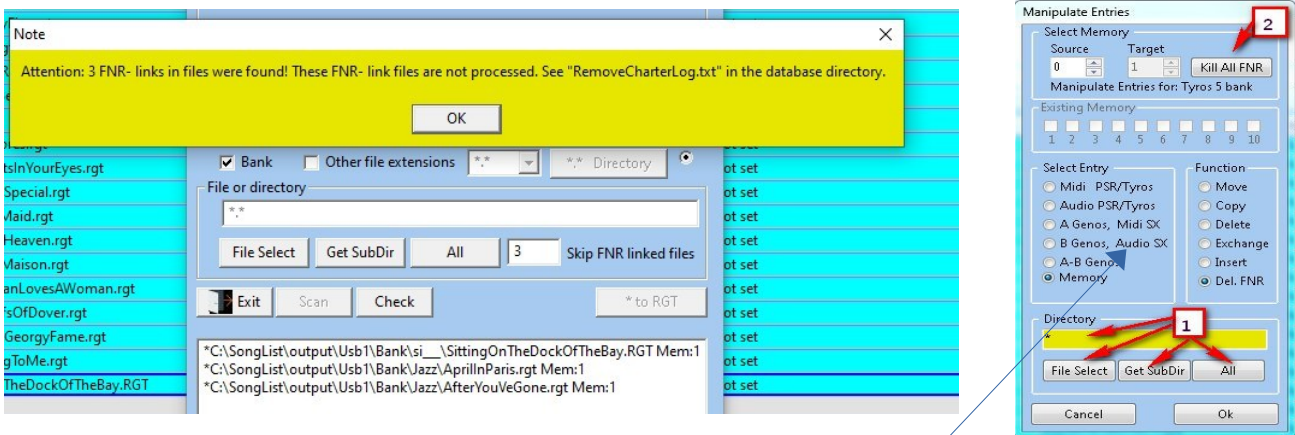
FNR number links were found. Remove them before editing otherwise the files in question will be skipped.
You can remove them with the function "**Menu/Batch Processing/Change Entries**".

If you want to change whole words or characters, activate and use the input fields **(7) From** & **To**.

If you want to edit directories outside the bank directory or other file types, activate the switch **(6)** and then select the file type and directory.

If you want to change file extensions to ***.RGT** to use them as bank name template, use also **(6)** and then the **(5)** from the 1st screen.

After the "Scan", the switches are automatically set as suggestions. You can now change these and use "Check" to display and check the expected changes. If the same bank names are generated by removing characters, they are numbered by numbered. Delete entries that should not be changed (5) or change the settings. The changes are then made with the "Rename" button (6).

Display the proposed changes.

Now assign your PDFs and Word files using "SongList" or rename the banks themselves to an identical name.

Rebuild the database afterwards to assign these changed files automatically.
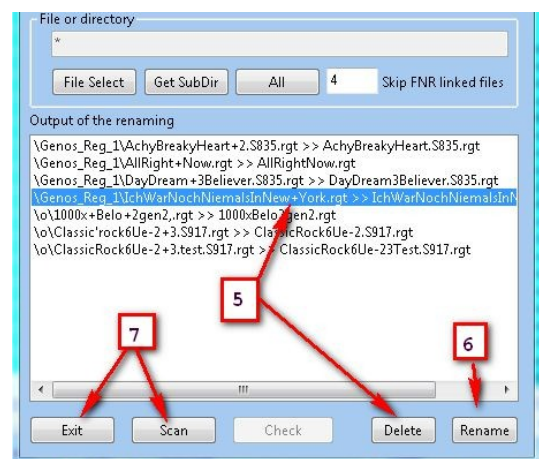
Rename files to RGT

If file extensions are to be changed to ***.RGT** in order to use them as bank name templates, first save your original files and copy the ones to be edited into a directory of your choice.
Now start the "**SongList**" function: "**Menu/Batch Processing/Change Entries**".
Activate the switch: „**Other file extensions**" and then select the file extension you want to rename.
e.g. **PDF** . Now select the directory in which you have stored your files with the
button „***.PDF Directory**" and then start with the button „***.PDF to *.RGT**"
to start the renaming process. Now edit your files as desired.

Edit contents of CSV files.

To edit **CSV** files, please select the entry ".**CSV**" under "**Other file extensions**". In contrast to editing the other file extensions, this does not change the file name, but the column content of a selected column of a file. Now select a file for editing and then, as usual with a **CSV** file, the sepa-rator and the column to be edited. As separator you can choose between a "**Tab**", "**Semicolon ;**" or "**Comma ,**". Now please press „**Scan**".

The file will now be scanned and the possible switches will be set. Now select the switches you need and press the button "**Check**". A list with the entries that will be changed by this switch setting will open now. **Delete** entries that you do not want to change or edit entries by **double-clicking**. Only changes that are shown in this list will be made. You can see the expected results behind the "**»**" as 2nd entry. If you want to change your selection, select other switches and press the "**Check**" button again until the result is satisfactory. Note, however, that manual changes become invalid again. If the result is satisfactory, press the "**Rename**" button.
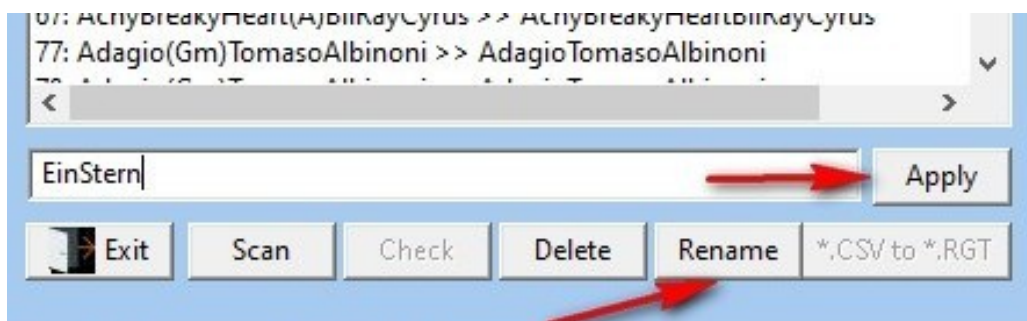
Create directories and sort files

You can use the "**Menu/Batch Processing/Create directories/assign file**" function to create sub-directories for your files.
With this function, you can create your alphabetical directory structure with just one click.

To create registration directories, select the "**File type**" bank. **(1)**
The directories are created automatically with the change of the 1st character. **(2) (3)**
e.g. with **Aa (2)** and **Az (3)** the directory sequence is created. **Aa-Az, Ba-Bz**.
If you enter a **Dz** in **(3)**, the result is **Aa-Dz**.
This allows you to create different directories consecutively.
You can select the last letter or number to be used with **(4)**.
For digits, specify a directory under **(5)**. To execute, press **(6)**
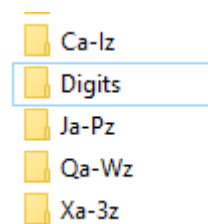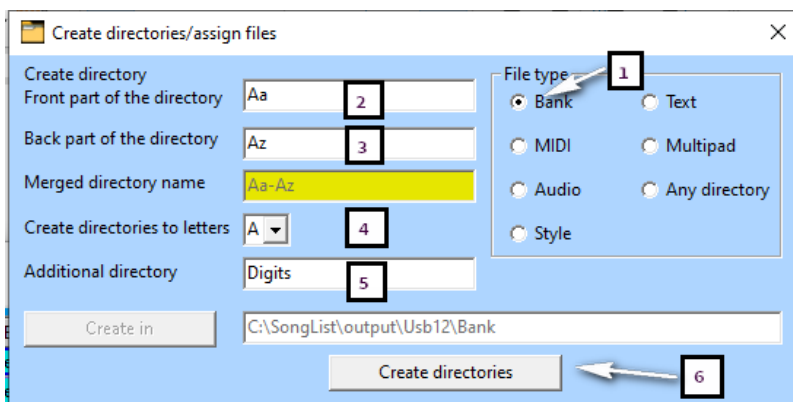
Sorting files into directories

You can use the lower part of the window to sort files into existing directories.
in existing directories. To do this, first select the "**File type**", in our case bank **(1)** or **(6)** for unlisted types.
For known types, the respective file extensions are entered under "**File type sorting**". **(5)** and the target directory is set. **(2)** Please select the source directory with the "**Source file directory**" button **(3)**.

For your own file types, please note the mandatory semicolon syntax, e.g. "***.rgt;*.reg**"

Press the "**Perform sorting**" button **(4)** to start sorting.

All files to be sorted are displayed in the "**Files found**" window.
All subdirectories are listed in the "**Directory found**" window.

Create directories/assign files ✕

Create directory

Front part of the directory | Aa

Back part of the directory | Az

Merged directory name | Aa-Az

Create directories to letters | A ▾

Additional directory | Digits

File ty~ | **1**

○ Bank ○ Text

○ MIDI ○ Multipad

○ Audio ○ Any directory **6**

○ Style

Create in | C:\SongList\output\Usb12\Bank

Create directories

Sort files

Destination directory | C:\SongList\output\Usb12\Bank | **2**

Source file directory | J:\Bank3 | **3**

File type sorting files | *.rgt;*.reg | Perform sorting

5 | **4**

Files found

| J:\Bank3\BluesBogieReggShuffl\JiveRocknF |
| J:\Bank3\BluesBogieReggShuffl\PianoBoog |
| J:\Bank3\BluesBogieReggShuffl\ShuffledBlu |
| J:\Bank3\BluesBogieReggShuffl\ShuffledFu |
| J:\Bank3\BluesB **7** eggShuffl\ShuffledMi |
| J:\Bank3\BluesB eggShuffl\ShuffledOl |
| J:\Bank3\BluesBogieReggShuffl\ShuffledPia |
| J:\Bank3\BluesBogieReggShuffl\ShuffledPo |
| J:\Bank3\BluesBogieReggShuffl\ShuffledSy |
| J:\Bank3\Musikfinder Ty5\100.000JahrenOe |
| J:\Bank3\Musikfinder Ty5\100.000JahrenOe |
| J:\Bank3\Musikfinder Ty5\1000xBelogen.rg |
| J:\Bank3\Musikfinder Ty5\1000xBelogenAn |

Directory found

C:\SongList\output\Usb12\Bank_FOREIGN_
C:\SongList\output\Usb12\Bank_Neu1
C:\SongList\output\Usb12\Bank_Neu2
C:\SongList\output\Usb12\Bank\DELETED

8

Exit

Create MIDI number files (Create file number FNR-MIDI)

With this function you can have any number of FNR MIDI created.
You can then assign these MIDI files manually in your registrations.
For this read under "**Assign FNR MIDI manually by hand** ".

Enter the desired number.
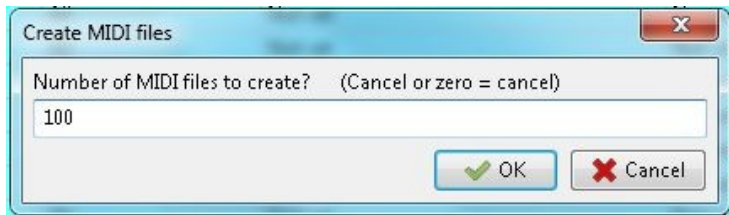
The created files are stored in (installation directory)**\MidiPagePool\100.S835.mid**)Import

Add file number, MIDI or MP3 files (FNR / MIDI / Audio)

The function "**Import FNR / MIDI / Audio**" imports a **FNR, MIDI** or **Audio** link into the first found registration with the same name. Missing subdirectories and registrations with the entered links can be created automatically if desired. Prerequisite for this function is, as always, that the files involved have identical names. („**Hello.S282.RGT**" „**Hello.txt**" „**Hello.PDF**" „**Hello.MID**" „**Hello.MP3**")
Thus you can now create your registration for a MIDI or audio game completely automatically and only have to assign your used Voice and Style.
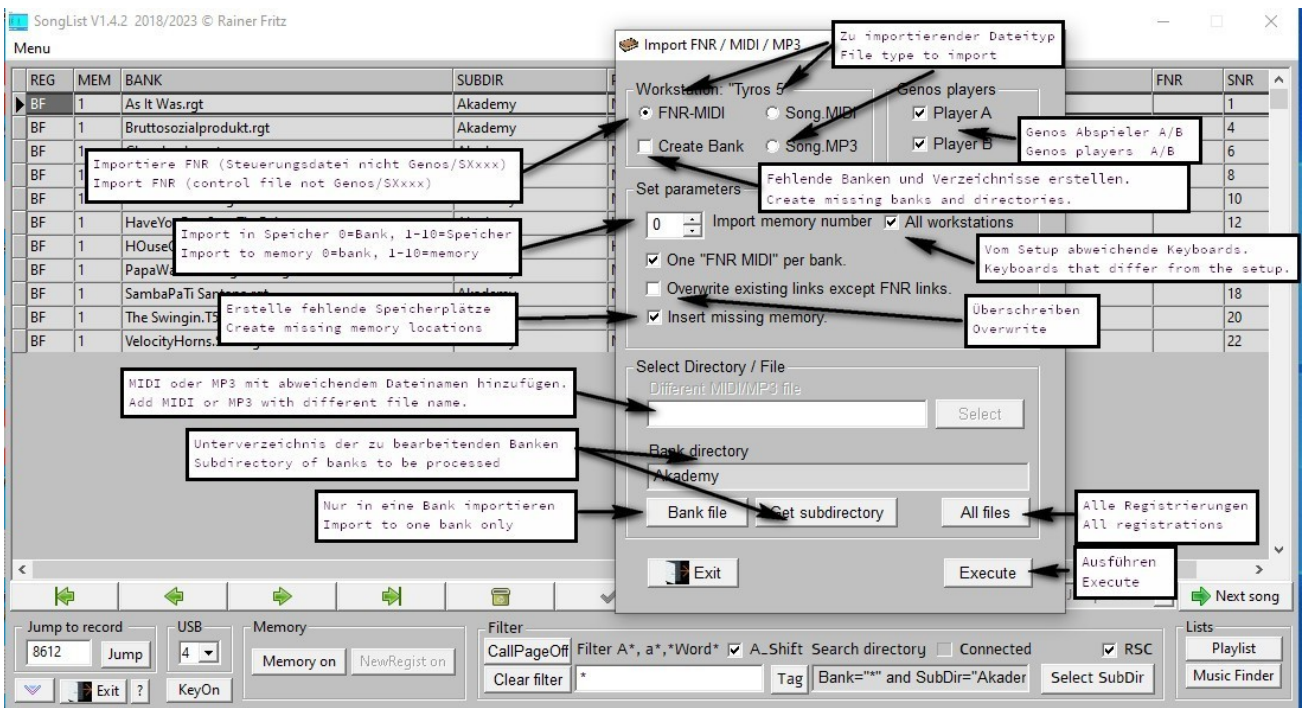
Add MIDI automatically (MIDI Import)

The settings set here import a MIDI song into a bank from the selected **Academy** directory into **Memory 1**, regardless of the selected Setup Workstations type. If the available bank type is a **Genos**, **Memory 1**, **Player A** is used. If this is occupied with an **audio**, **Memory 1**, **Player B** is used. If no **Memory 1** exists, it will be created.

Setting with existing registrations:
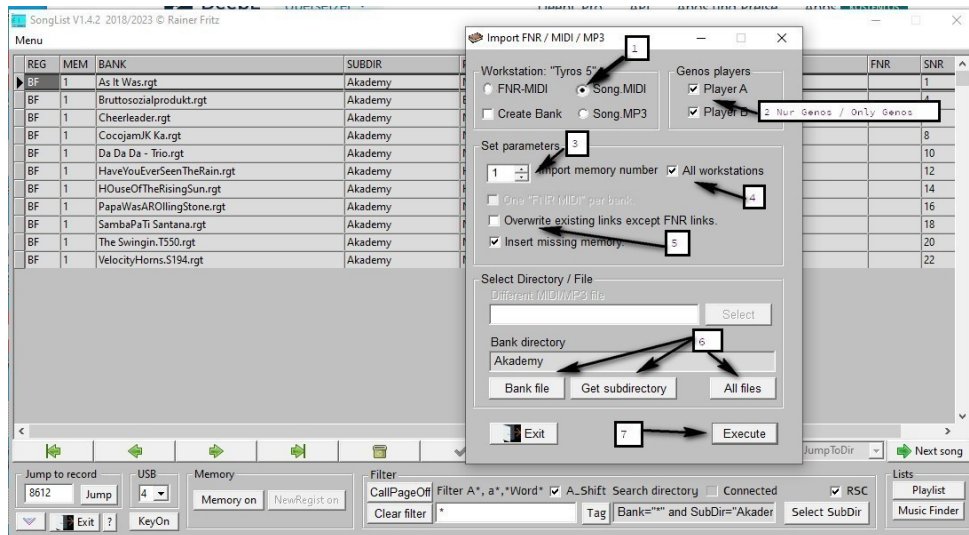
If you have not yet created any registrations, you can create them as shown in the following picture. The required bank names and directories are taken from the audio or MIDI files and linked into the created registrations.

Setting with registrations to be created:
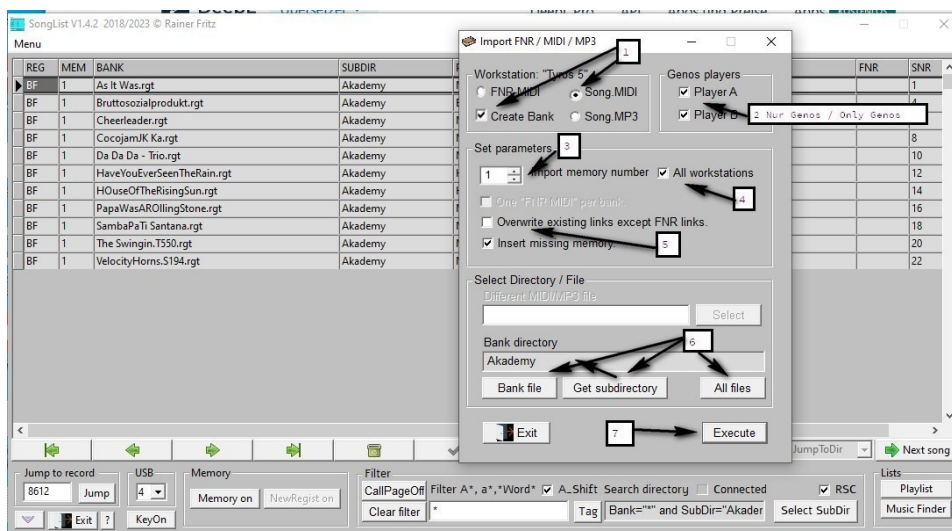
You can now also preset the volume of the MIDI or audio file. However, this is not yet included in the images. The MIDI/MP3 files are also checked for maximum name length
for maximum name length "Max 38 characters+.S999.MP3" and readable MIDI tempo, as this is required for the entry. Incorrect files are displayed and can be deleted.

Add MP3 automatically (Audio Import)

The settings set here will import an MP3 song into a bank from the selected **Academy** directory into **Memory 1**, regardless of the selected Setup Workstations type. If the available bank type is a **Genos**, **Memory 1**, **Player B** is used. However, if this player is occupied, **Memory 1**, **Player A** is used. If no **Memory 1** exists, it will be created.

Setup with existing registrations:
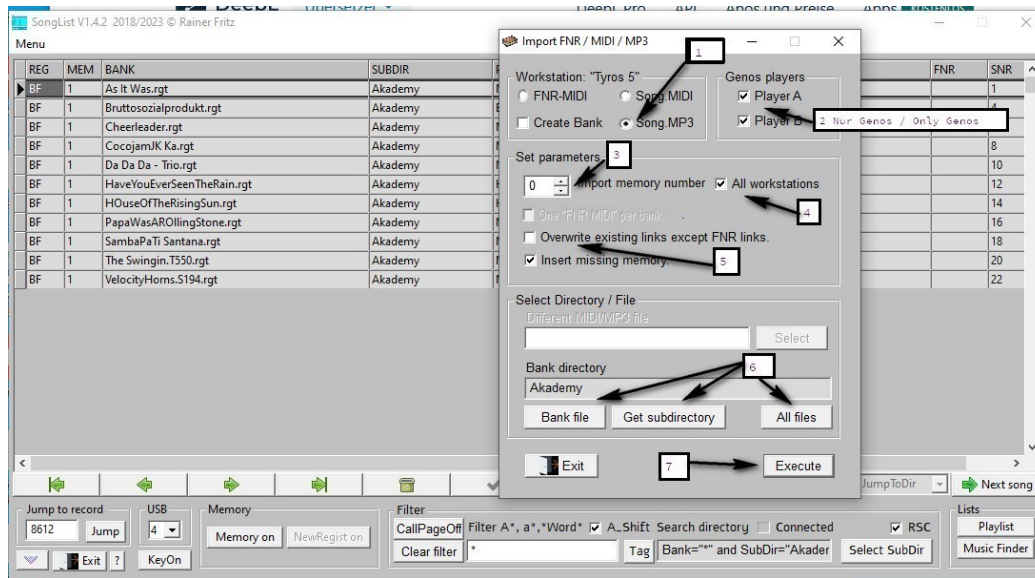
If you have not yet created any registrations, you can create them as shown in the following image. The required bank names and directories are taken from the audio or MIDI files and linked into the created registrations.

Setting with registrations to be created:
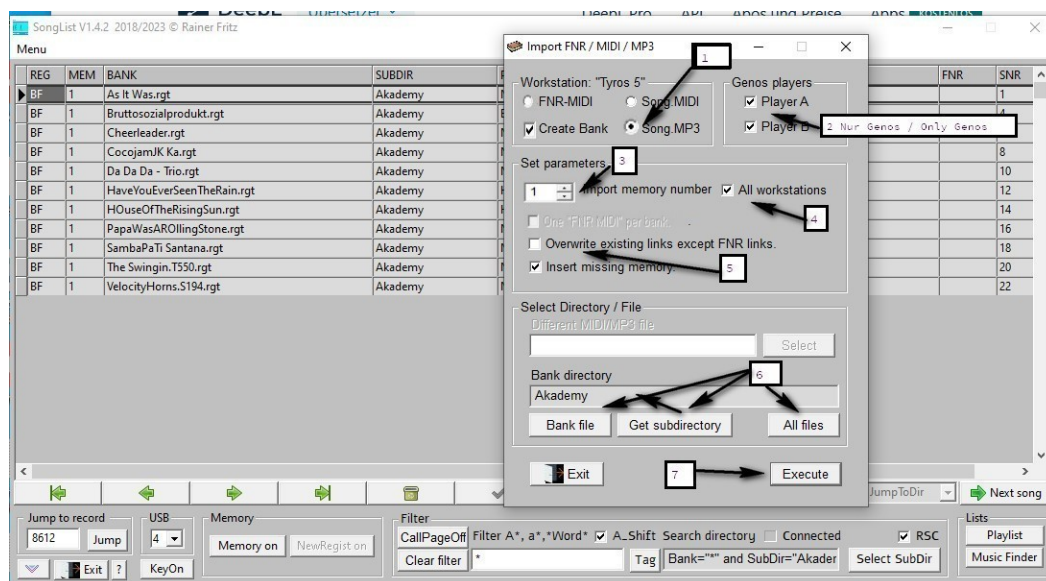
You can also preset the volume of the MIDI and audio file. However, this is not yet included in the images above.

Insert file number MIDI automatically (FNR-MIDI Import)

With the settings set, add one **FNR-MIDI** per bank to the **1st Memory** of all banks in the "**Academy**" directory, regardless of the Setup Workstations type selected. If the available bank is a **Genos**, **Memory 1**, **Player A** is used, if it is occupied by an **audio**, **Memory 1**, **Player B**. is used. If no **Memory 1** exists it will be created. However, you can also specify any **memory** for the import. Please also note the help available in the program if you have activated it in the setup.
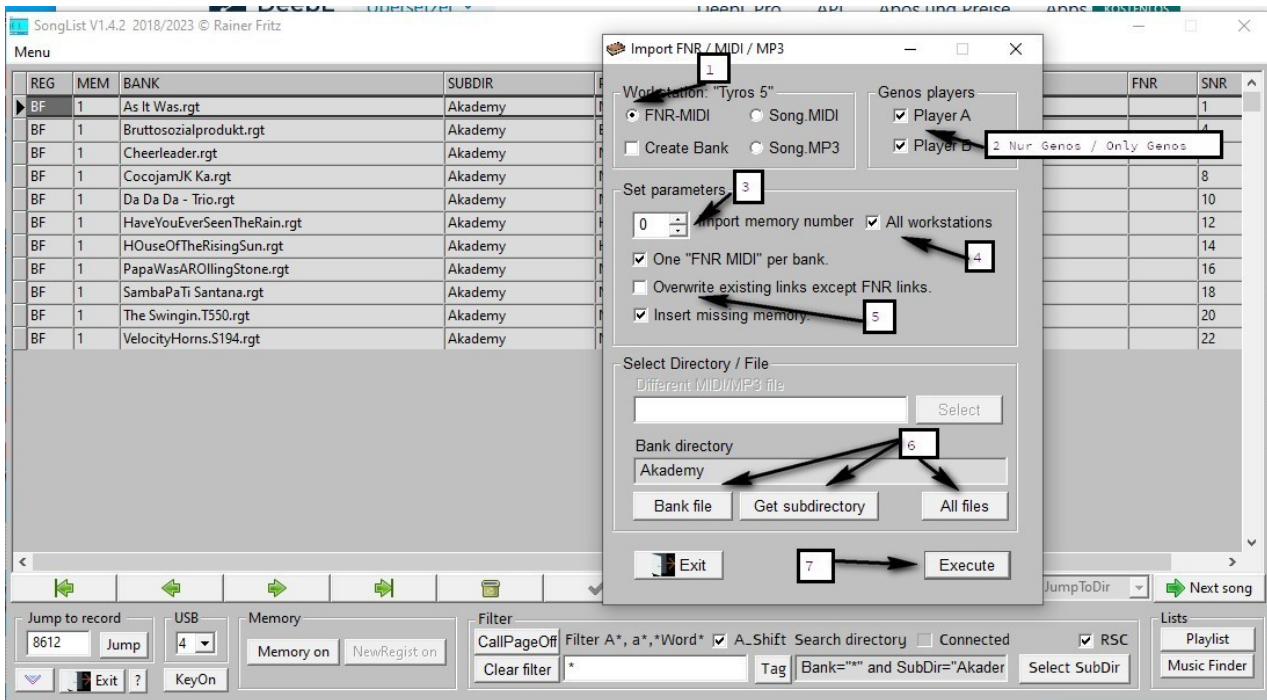
Register MIDI / MP3 with deviating file names

If you want to assign files with different file names, you can only set and do this for each registration individually. To do this, set all parameters as desired, select a registration (7) and in the "Different MIDI/MP3" field (6) select a MIDI or MP3 from your setup audio or MIDI subdirectory e.g. ..\Audio\Begin\DanceOpening.MP3.

Note the selected file type switches "Song-MIDI" and "Song-MP3". (1)

Setting for MP3 files:
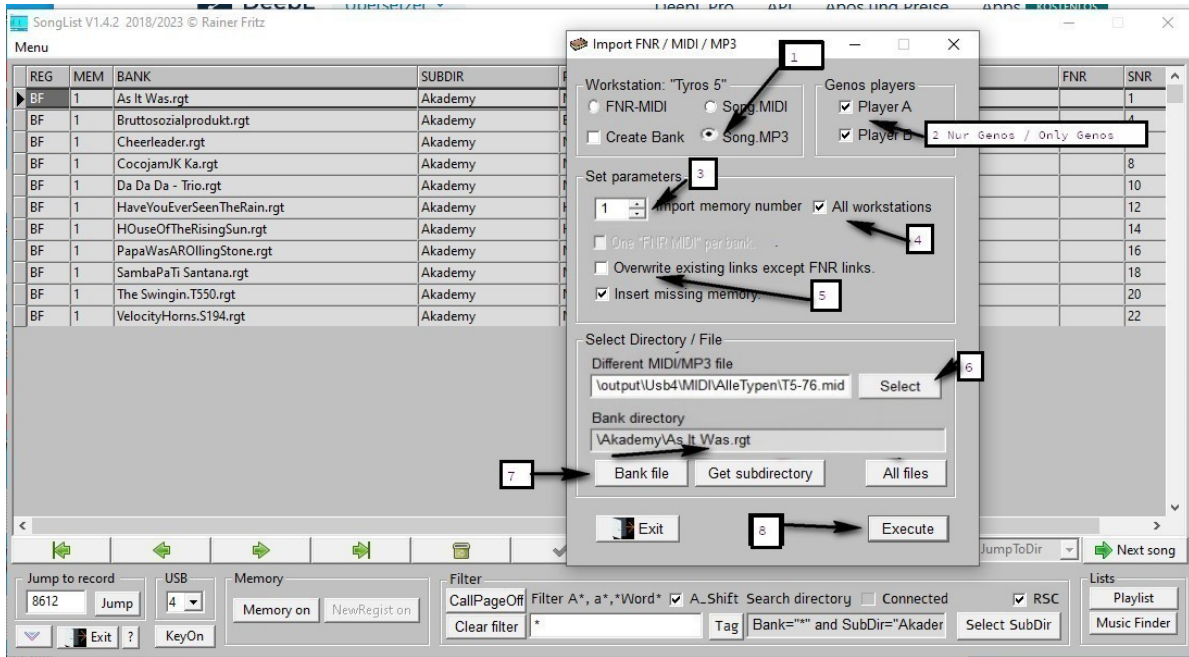
Setting for MIDI files:
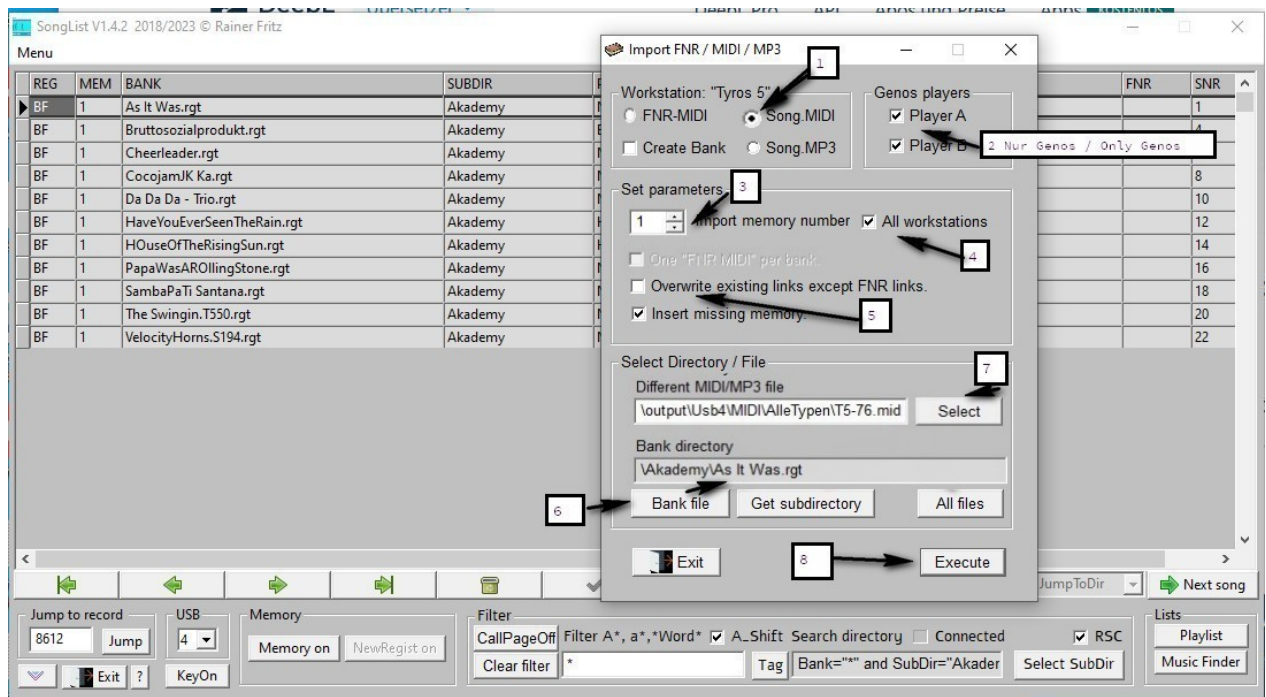
Change directory/drive (Change Path/Drive Entries)
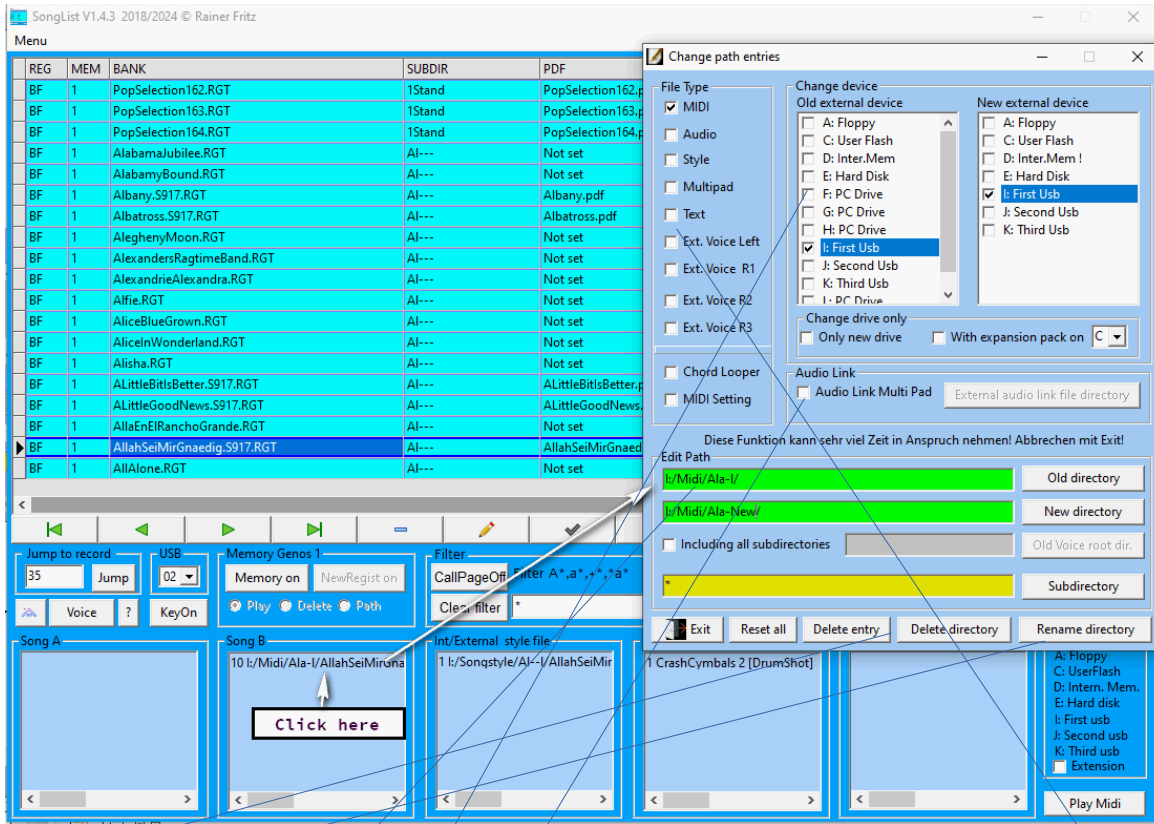
Delete, **change**, add **directory/drive/audio link** entries in **batch mode**. Select a **file type** for which a directory or drive change is to be mode. Set the old and new directory and, if necessary, restrict the subdirectory.
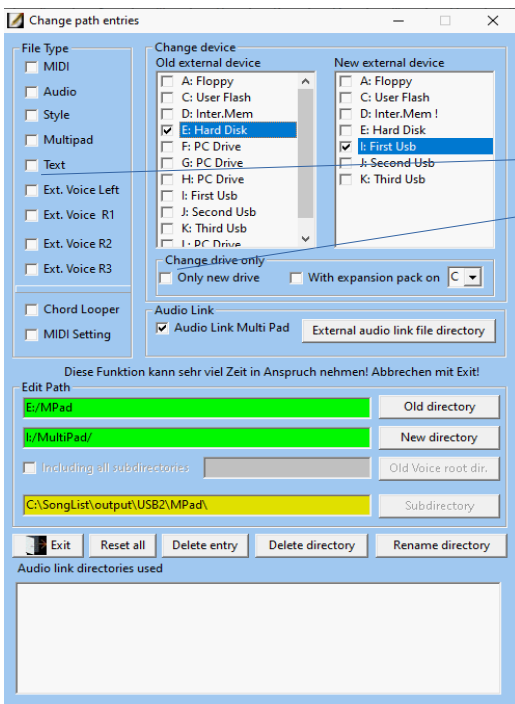
If you only want to change the drive independently of the directory, please first activate "**Change drive only**" and the respective file type on the left. Then the old and new drive,

You can also change individual registration entries by manually in the extended "SongList" view by activating the activating the "**Path**" button.

Follow the further instructions and complete the required fields. By completing with the button "Rename directory" or "Delete directory" button to activate the respective function. Now click on the entries to be changed in the 5 windows below on the entries to be chan.

Change Entries:

With this function you can move, copy, delete, swap MIDI, audio or memory or change entries like Fingered, ACMP On/Off, Sync Start On/Off or Sync Stop On/Off of single or all memory locations. Furthermore you can add memory and delete FNR-MIDI from selected memory or from the whole bank. The switches are activated according to the possible functions. A limitation to a file or directory is possible.
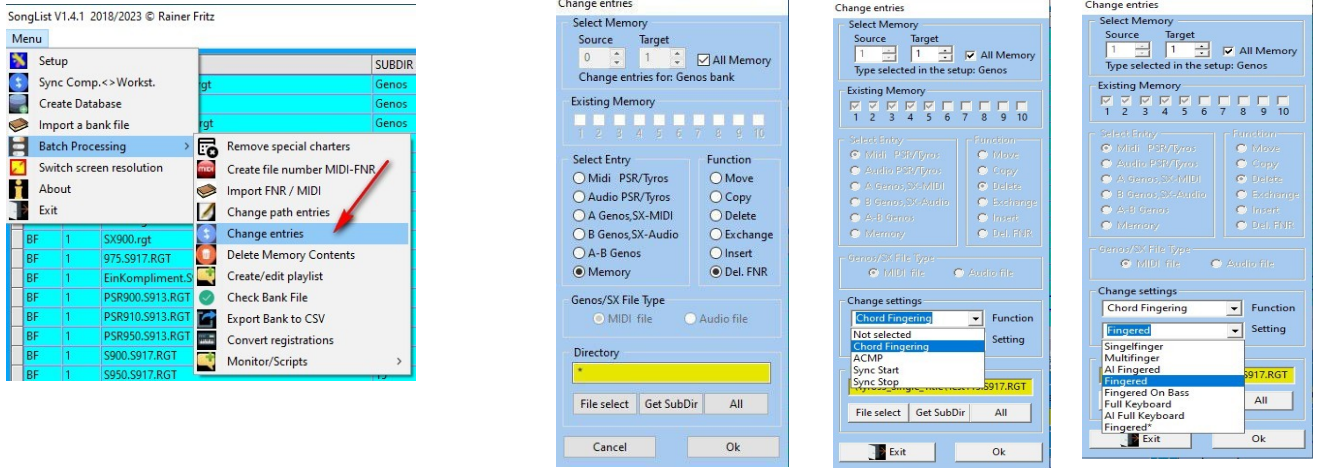
To change a splitpoint, proceed according to the numbers.

1. select function
2. select file or directory
3. select Memory
4. select Chord d. Area and Manual Bass
5. set split points
6. execute
7. exit
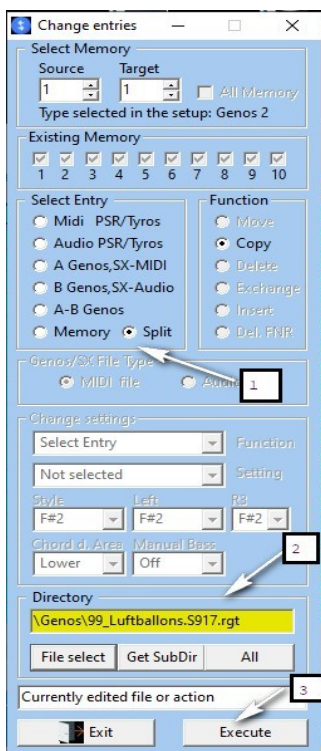
A registration with several memories into individual registrations, each with one memory.

1. Split
2. Select file or directory
3. Execute.

The keyboard type of the created and original files and all settings remain unchanged. The generated files are saved in the selected directory of the original file.
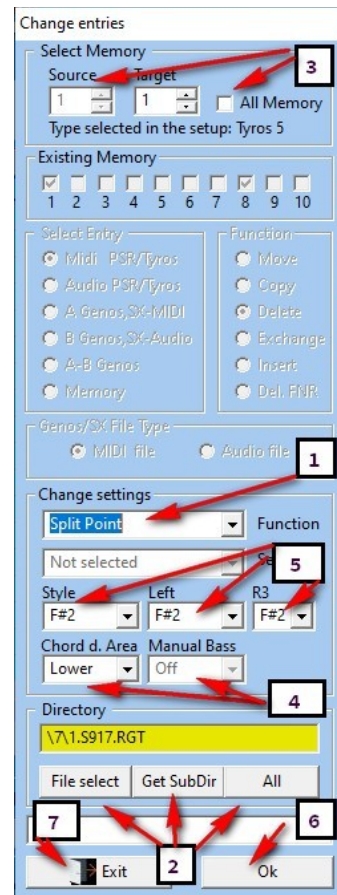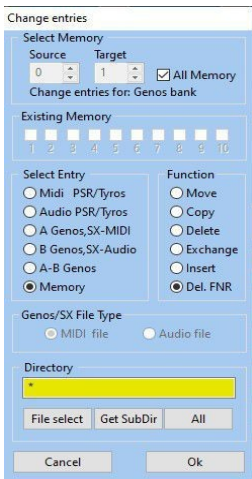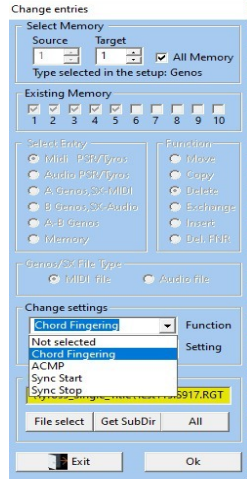
Remove FNR-MIDI   Change fingerring   Audio M1 to M2   Swap A-B
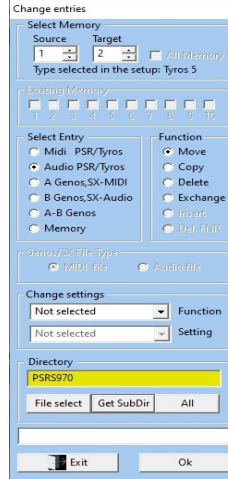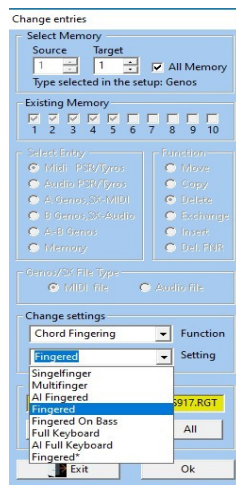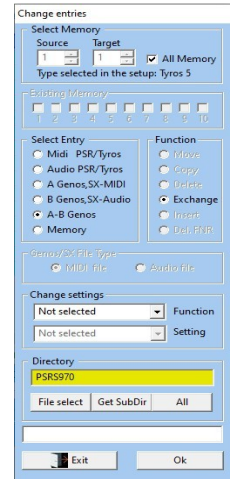
Delete Memory Contents
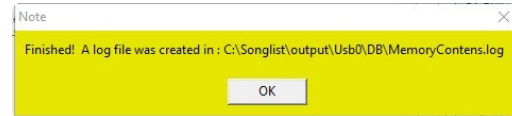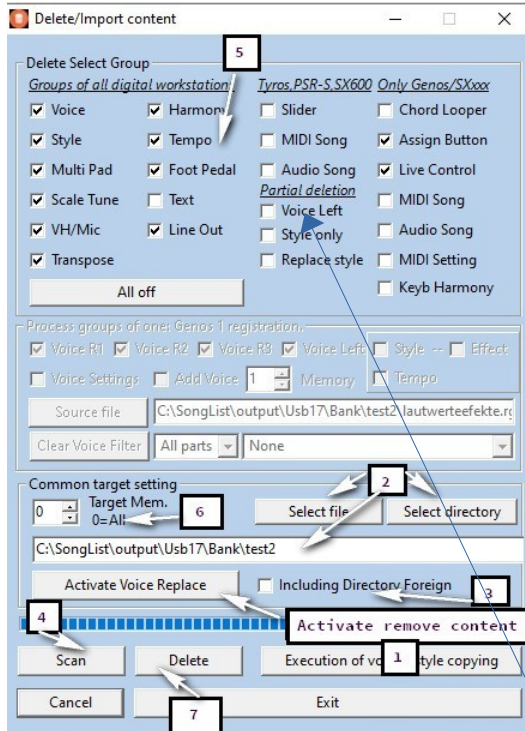
If you want to remove saved function groups from your registrations that were saved in error, you can now do this quickly and easily in batch mode.

First select the desired function "**Activate remove contents**" with the button **(1)**!

Select a registration or a directory **(2)**. Simply scan your bank (registrations) with the "**Scan**" button **(4)**. All the functions contained in the selected files will now be displayed. Now activate only the functions to be removed using the function buttons **(5)**. Use the "**Delete**" button **(7)** to remove the selected function entries from your selected registrations and the "**All Off/On**" button to activate/deactivate all function selections. If the "**Directory Foreign**" button **(3)** is activated, all files in the "**_FOREIGN_**" directory are also edited if it is within the selected directory. After editing, a log file is displayed in which you can track all changes. With the additional buttons, you can choose to delete only the "**Style**" or only the "**Left Voice**". This means that it is now also possible to clean up and correct registrations at a later date and, if necessary, switch to a startup registration, as recommended by many musicians, e.g. in "**Frank's Computer Consultation**" YouTube.

Replace voice/style in registrations (Delete/Insert Contents)
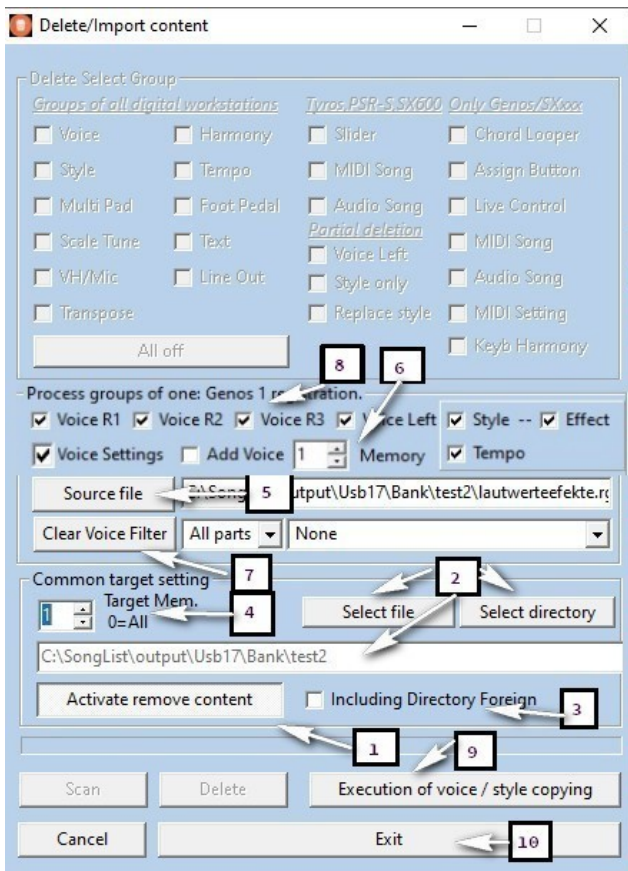
If you want to replace voices stored in your registrations, you can now do this quickly and easily in batch mode.

First select the desired function "**Activate Voice Replace**" with the button **(1)**!
Then select a registration or a directory to be edited with the button **(2)**. Use the button **(5)** to load a source file in which you have previously saved the voice and the style with all the necessary effects that you want to replace. This source file and the registrations to be edited must be from the same keyboard version!

This means that you cannot mix a **PSR** and a **Genos**. Due to the differen registration parameters, a distinction is also made between e.g. Genos **version 2.0** and **2.01**! Should it nevertheless be necessary, you can convert the source or the registrations to be edited beforehand with **SongList**. with **SongList** beforehand.

Set the other required parameters using the available switches. Please refer to the "**Help**" screens provided in the program help **(?)**. Simply follow the numbers entered. You can change the voices **R1, R2, R3** and **Left** as well as the style with all effects and optionally the settings for "**Touch, Sustain**" etc. exchange. Button "**Voice Setting**" Only voices are exchanged if the target registration has used and saved the respective voice part. The voice switch must be activated on the keyboard when saving.However, you can also add additional voices using the "Voice Add" button, but all voices should then always be "**R1,R2,R3,Left**" to avoid registration errors.
When changing the left voice, the style must also be present in the registration!
If not all right part \"R1,R2 and R3\" are replaced, the old part activation continues to apply.

Check registrations (Check Bank File)

This allows you to check your registrations for correct check totals and have them corrected auto-matically.

Export Bank to CSV
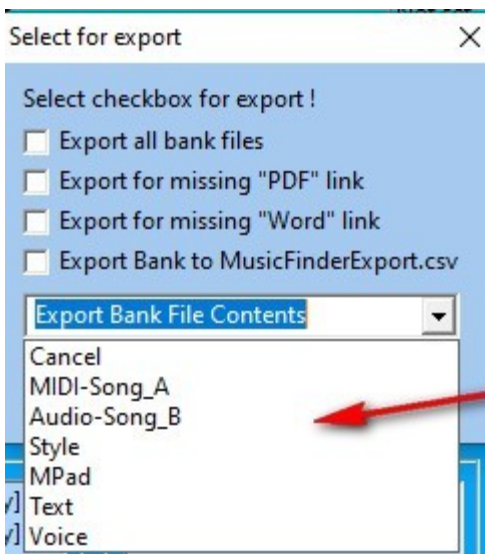
You can export your registration content as CSV lists with this function, further information can be found below: „Export Bank to CSV"

Convert registrations
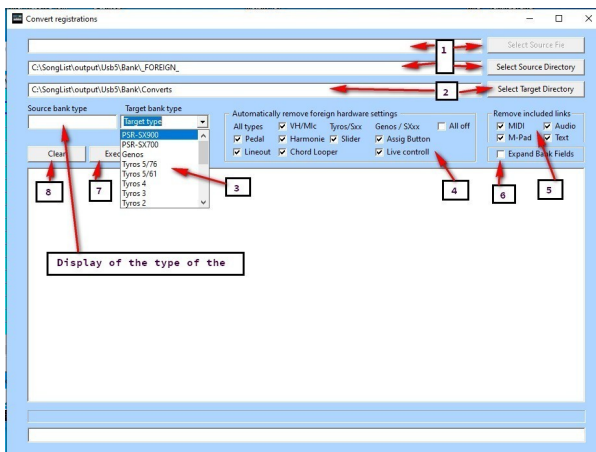
If you receive registrations from keyboards that you cannot load on your device, you now have the option of converting these registrations to another format and to remove disturbing settings at the same time.

Further information can be found below: „Convert Registrations"

Monitoring and script editing (Monitor/Create Scripts)

In these functions you can examine Voice, Style and MIDI.
Read the sent MIDI commands of the digital workstation (keyboard), examine them and use them for your purposes. For your purposes. Furthermore, you can easily use integrated commands in your created scripts without MIDI knowledge.
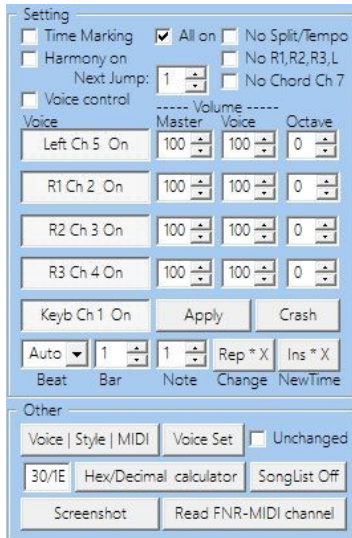
To control your style you can create a script and let it run automatically while playing. Hereby it is possible, similar to a MIDI control track to execute your intro, main, break, ending, chords, multipad and much more at a fixed position in the note sheet (bar). In principle, any MIDI command can be used here, up to whole chords to free your hands for two-handed piano playing.

The standard functions of a style control are already integrated in "SongList" and can be inserted at the push of a button. Further ones can be freely defined via the file **C:\SongList\output\WorkSt\MFC10\MFC10-External.csv** and then also used or inserted by hand.

Adjust script beat display to changed resolution

the function Menu/Batch processing/Script screen change
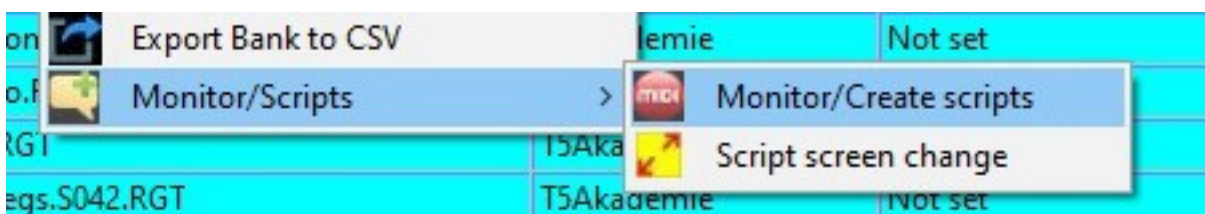
More Details on how to use the batch functions

Change registration entries (Change Entries)

Batch move, copy, delete, paste

First, check your banks to make sure they are correct. "**Batch Processing/Check Bank File**"
If errors are displayed, please have them corrected.
You can find a log file under:
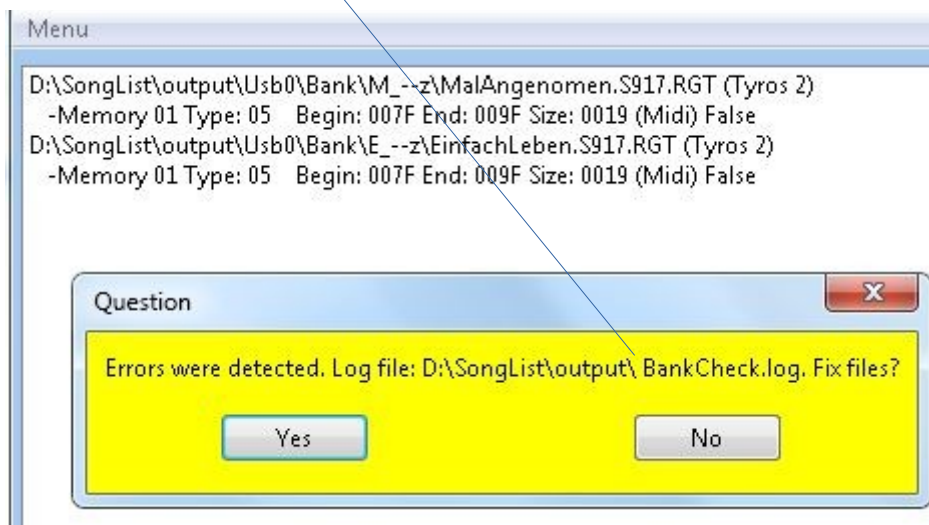
You can then start editing the entries.

All editing functions require the existence of at least one memory. If this does not exist, insert it first and then recreate the database. If a default bank is stored, an empty bank is automatically replaced by the default bank. If there is no default bank, please create one with "**Create Database**" and answer the question to create the **..\WorkSt\DefaultBank\Default.S917.rgt.** with Yes

All editing functions can be applied either to the selected file (9)
the selected directory (10)
or to all banks (21).

These 3 items are not included in the following instructions, but are mandatory!
The available memories are only displayed in the single file mode (9)
according to the set Setup Workstations Type. (13)
Executed operations are only displayed for single files (9))
in the extended view immediately after re-selecting a bank.

Activate the checkboxes according to the following instruction and assign a Source and Target Memory if necessary.

After exiting the program, the database is automatically recreated.

Edit memory locations (Edit memory)
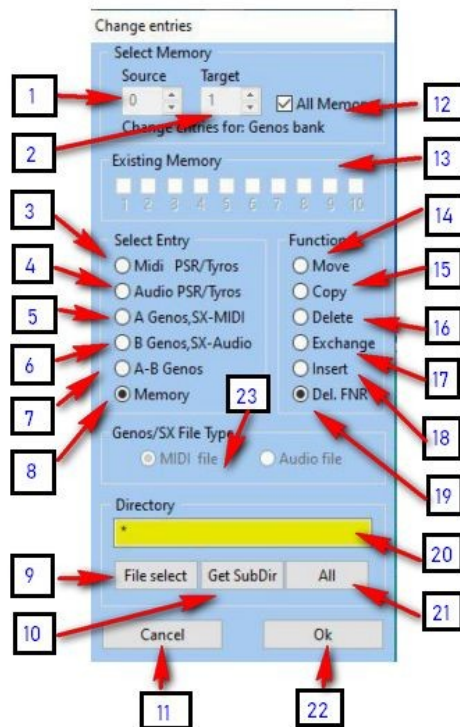
Attention:

Please save your registrations before editing, because this function can make your registration bank unusable if the setting is incorrect.

Please test your setting with a single registration bank first!

First set a directory, subdirectory or a single file 20,9,10 or 21

On the next page you will find the setting for different operations as a support.

Edit Memory

Insert   an empty memory

    Insert   memory 8   1=1, 2=8, 3,18,22

Delete

    Delete memory 1   1=1, 8,16,22

Move

    Move memory 1   1=1, 2=8, 8,14,22

Copying

    Clear   memory 1   1=1, 2=8, 8,15,22

Swap (Exchange)

    Swap 1   1=1, 2=8, 8,17,22

Edit Audio/MIDI

PSR/Tyros MIDI Move

    From memory 1 to 8   1=1, 2=8, 3,14,22

Genos/PSR-SX MIDI Move

    From memory 1 to 8   1=1, 2=8, 5,14,22

PSR/Tyros Audio Move

    From memory 1 to 8   1=1, 2=8, 4,14,22

Genos/PSR-SX Audio Move

    From memory 1 to 8   1=1, 2=8, 6,14,22

Copy

PSR/Tyros MIDI Copy

    From memory 1 to 8   1=1, 2=8, 3,15,22

Genos/PSR-SX MIDI Copy

    From memory 1 to 8   1=1, 2=8, 5,15,22

PSR/Tyros Audio Copy

    From memory 1 to 8   1=1, 2=8, 4,15,22

Genos/PSR-SX Audio Copy

From memory 1 to 8   1=1, 2=8, 6,15,22

Exchange

PSR/Tyros MIDI swap (Exchange)

From memory 1 to 8   1=1, 2=8, 3,17,22

Genos/PSR-SX MIDI swap (Exchange)

From memory 1 to 8   1=1, 2=8, 5,17,22

PSR/Tyros Audio Swap (Exchange)

From memory 1 to 8   1=1, 2=8, 4,17,22

Genos/PSR-SX audio swap (Exchange)

From memory 1 to 8   1=1, 2=8, 6,17,22

Delete

PSR/Tyros MIDI Delete

Delete MIDI   from memory 1   1=1, 3,16,22

Genos/PSR-SX MIDI Delete

Delete MIDI   from memory 1   1=1, 5,16,22

PSR/Tyros Audio Delete

Delete audio from memory 1   1=1, 4,16,22

Genos/PSR-SX Audio Delete

Delete audio from memory 1   1=1, 6,16,22

Exchanges A-B (Geno/SX..)

From Memory 1 Song A - Song B   1=1, 7,17,22

Delete FNR ("CallPages" control MIDI)

Delete all FNR MIDI of all Memory   12,22
Delete FNR MIDI from a bank   1=0, 8,19,22
Delete FNR MIDI from a memory 1   1=1, 8,19,22

Change various settings

Chord Fingering
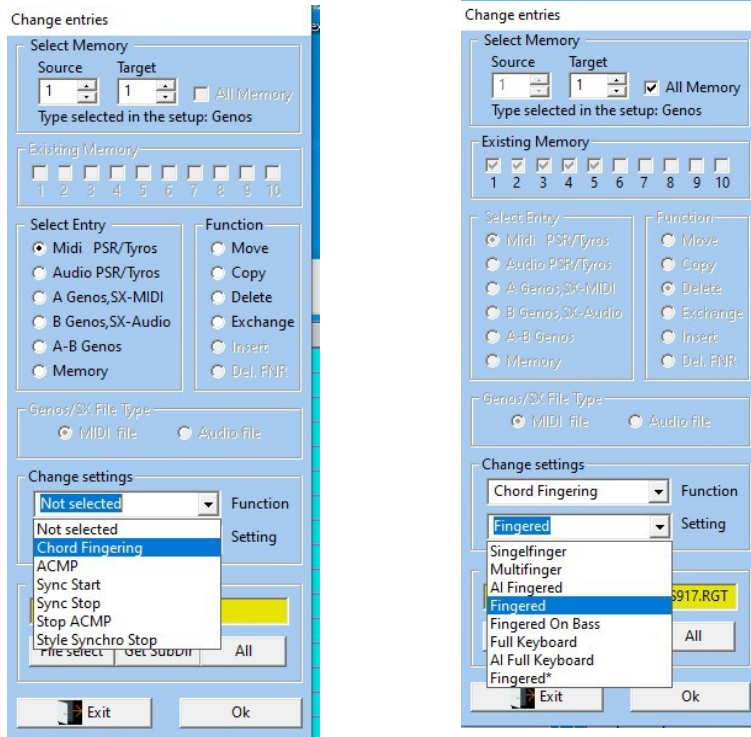
ACMP, Sync Start, Sync Stop, Stop ACMP, Style Synchro Stop

Selection of the required parameters

1. Function „Change entries"

2. Selection: Datei, Verzeichnis, Alles

3. Selection: Function

4. Selection: Setting: „On,Off, Style, Fixed"

5. Selection: Memory Number or All
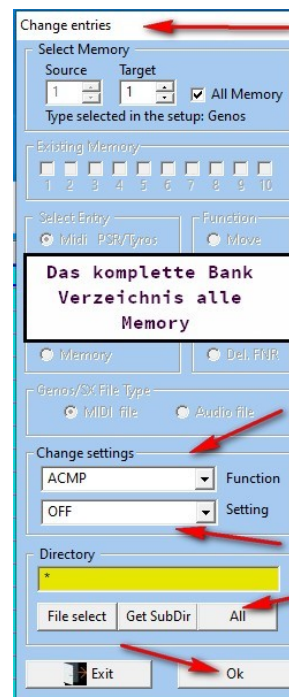
Change and delete directories in banks (Change path entry)

Rename directories
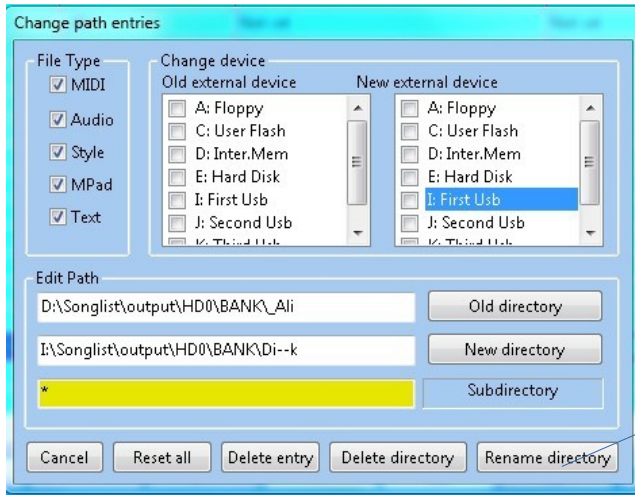
Attention these functions is time intensive

Click

Change simultaneously for all or single file types.

Security query

Change drive assignment in banks (Change path entry)

Attention these functions is time intensive

Click

Change simultaneously for all or single file types.

Delete directory in the banks
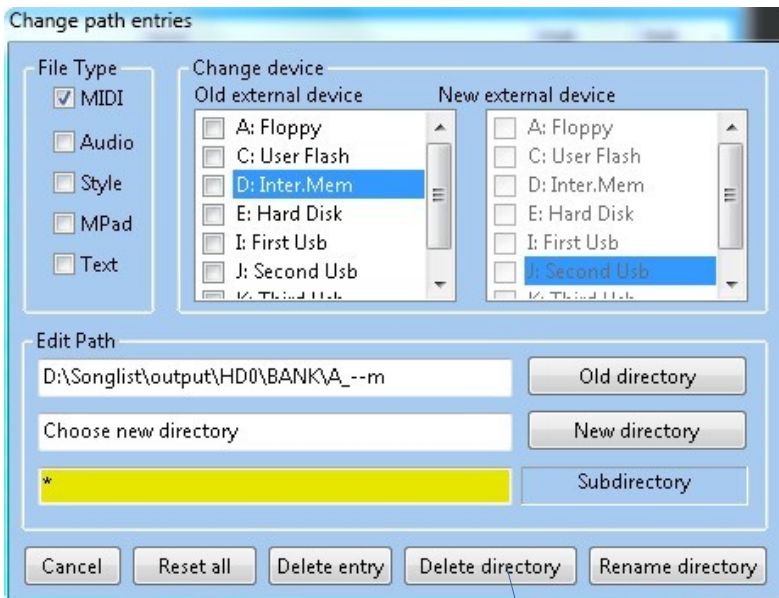
Click
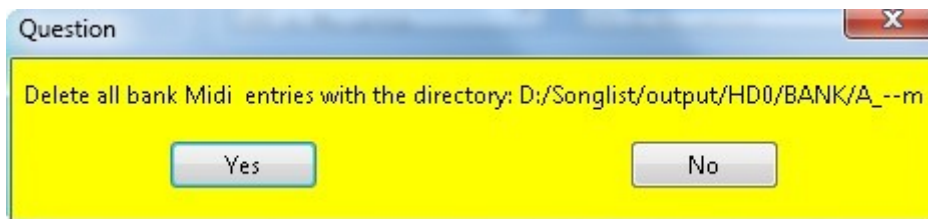
Delete file entries in the banks
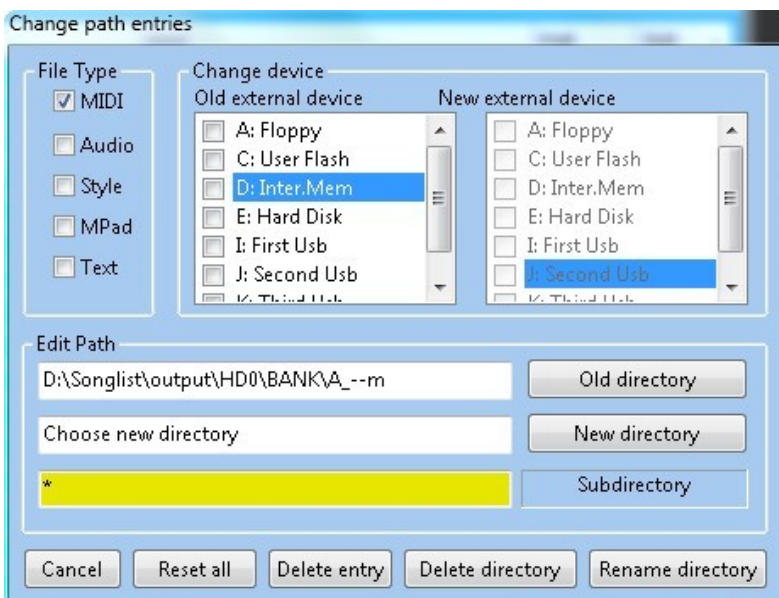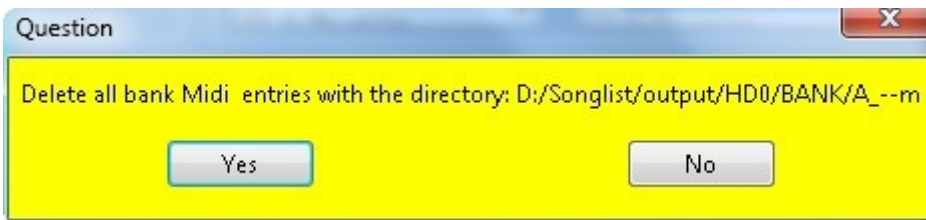
Edit Playlist

„Create / edit playlist"

Create Playlist

Use this function to create a new playlist. To do this, select a bank directory to add. Furthermore you select a digital workstation directory where the banks are stored.

The required values for Memory and Openview are selected in the selection menus below.

If the check is activated, the default settings for each entry are checked and corrected (set to Off) if necessary.

Check playlist settings

Now that you have defined the parameters for the new playlist, you can check them by clicking "Check the settings" before creating the playlist.
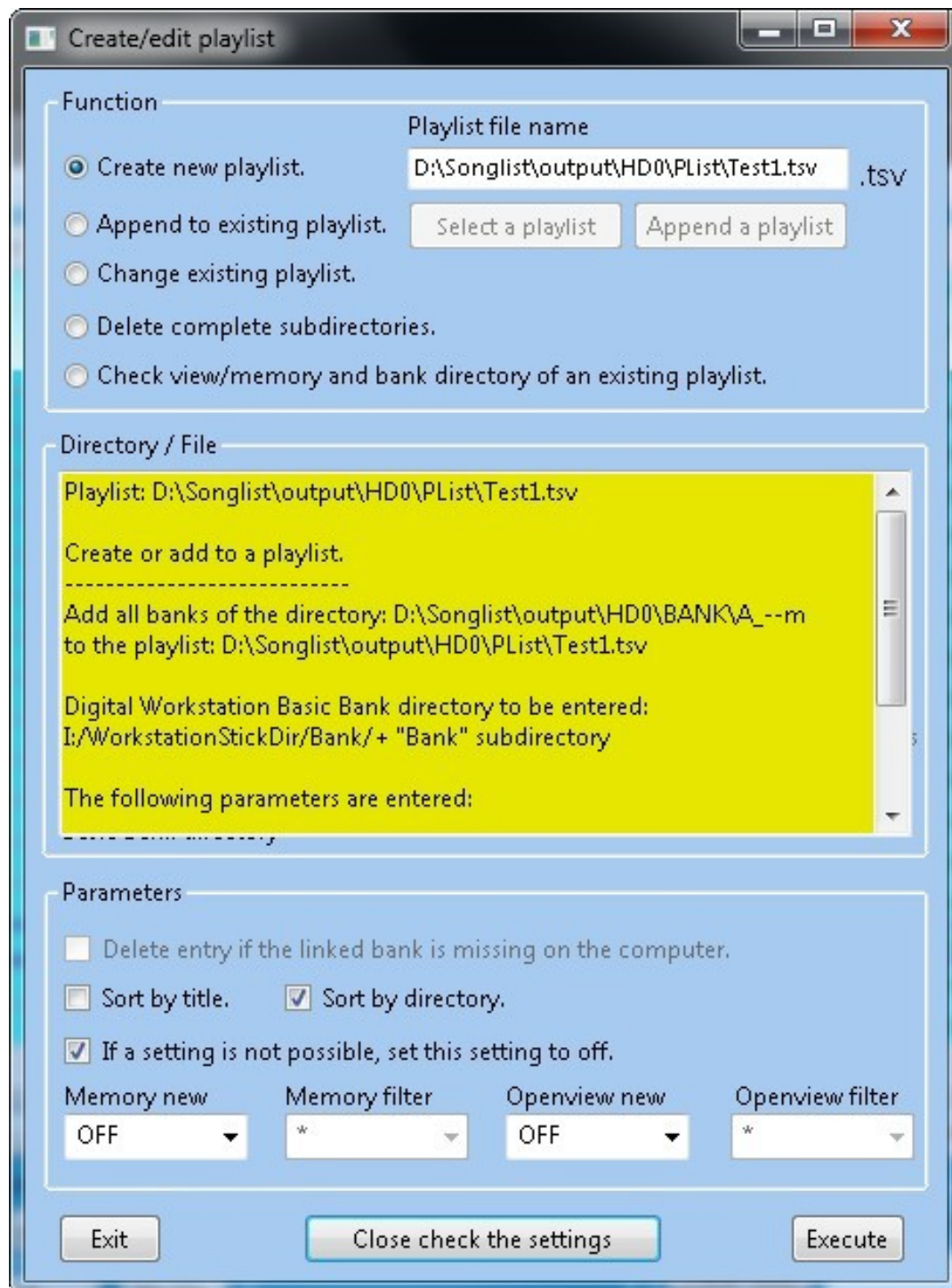
Extend a playlist or add it to another

With this function you can add further entries to an existing playlist or attach another playlist.

Additionally you can output the resulting playlist sorted by title or directory.

Change Playlist Entries

With this function you can change the following parameters of the playlist:
Drive, Directory, Subdirectory of the digital Workstation, Sorting, Memory and Openviewer.
These settings can also be checked and automatically corrected before execution.

Attention: For an automatic check of the settings, it is absolutely necessary to have the affected banks on the computer.

Playlist Einträge löschen

1. Select a Playliste
2. Filter Basic bank directory
3. Memory filter
4. Openview filter
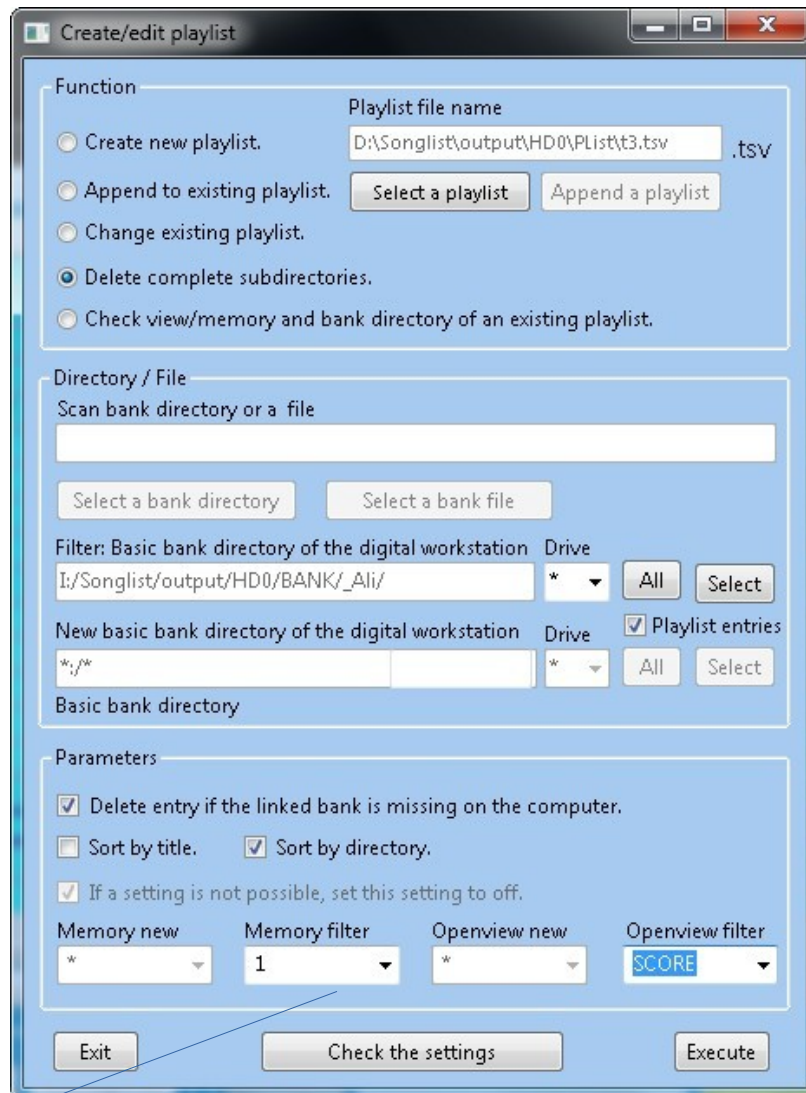
Check the settings

Check Playlist

Check all playlist entries with your settings and create a log file. This log file is displayed and stored under the playlist directory in the computer.
Filters can be set for the check: Bank, Memory and Openview

Installation directory \ Configuration \ Playlist directory \ PlayListCheck.txt
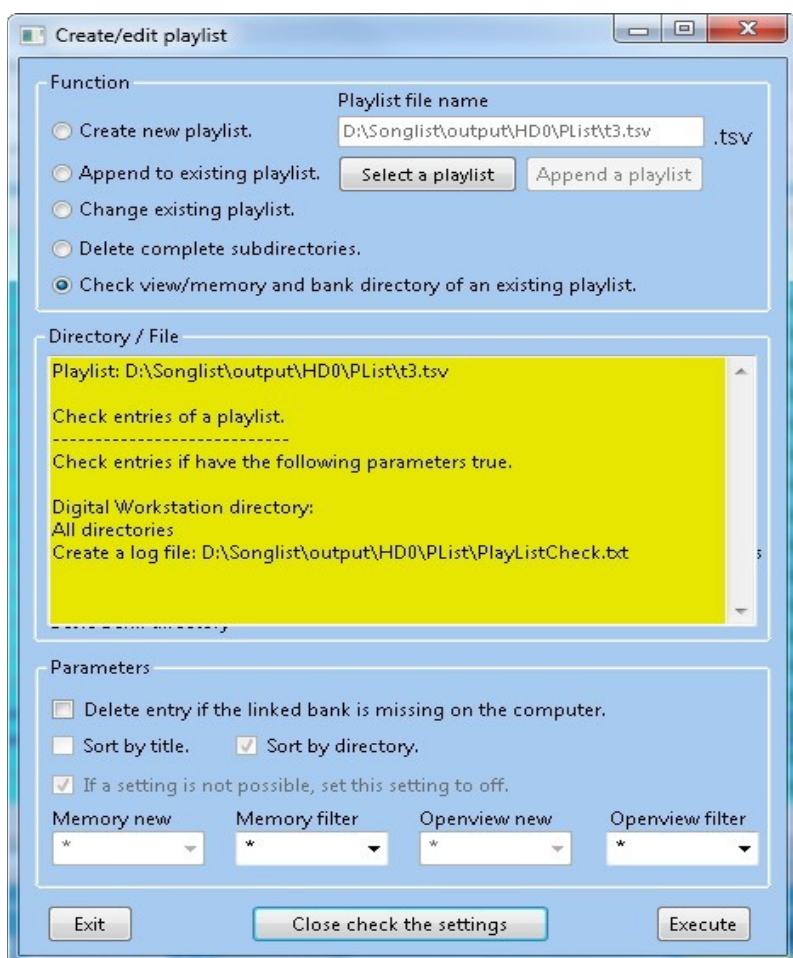
The log file

Check Bank File

With this function you can check your registration banks
The checksums and memory locations are checked

Found errors are displayed and can be corrected automatically.
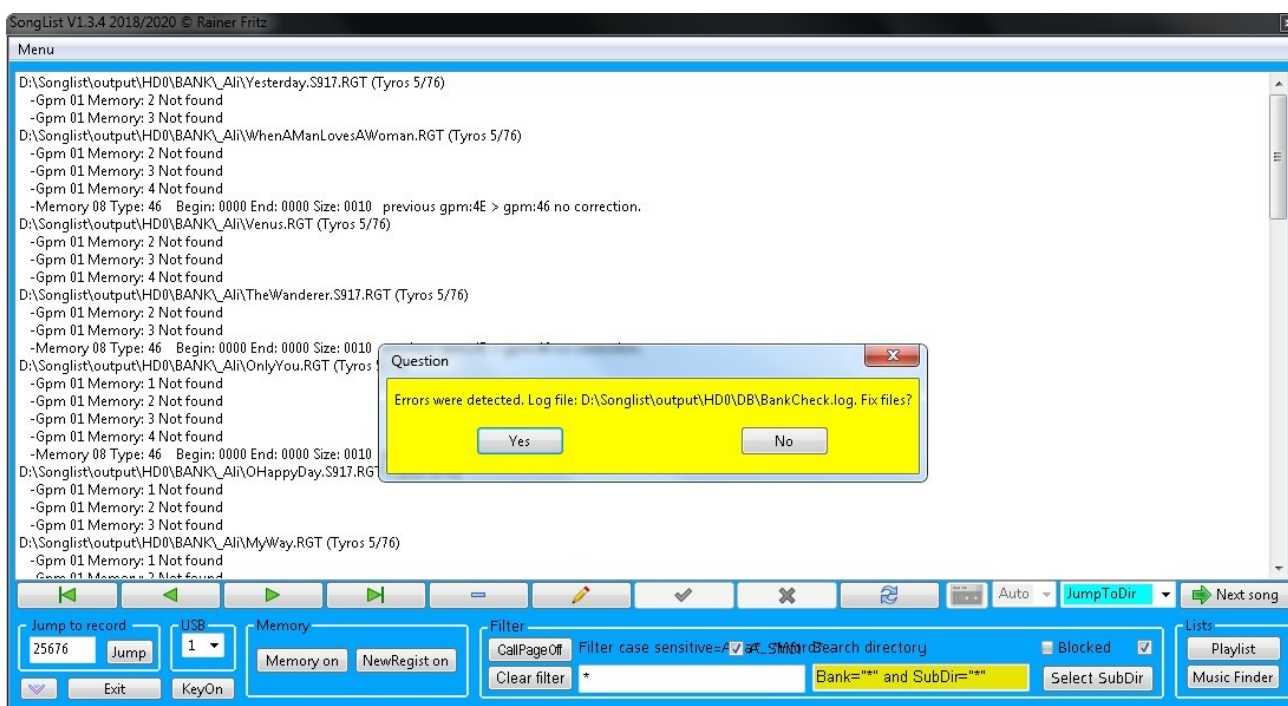
Log filei: USBX\DB\BankCheck.log

Export Bank to CSV
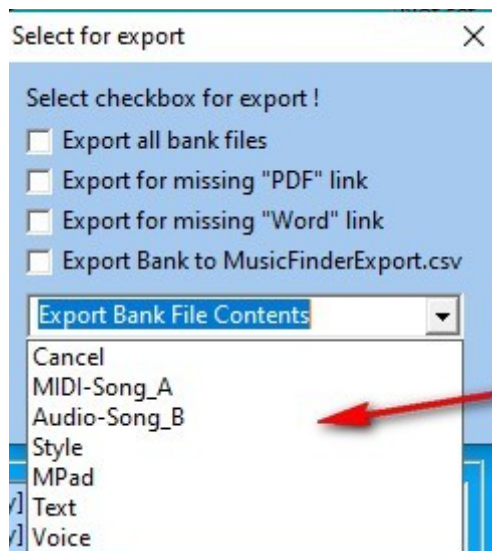
1. Create a CSV about all banks
2. Create a CSV about all missing PDF links
3. Create a CSV about all missing Word links
4. Create a CSV over all banks that use internal styles in the 1st memory for the „Music Finder".
5. CSV lists export of the following bank links: MIDI, Audio, Song A, Song B, Style, M-Pad, Text-Files, Voice L,R1,R2,R3

If you select 4:
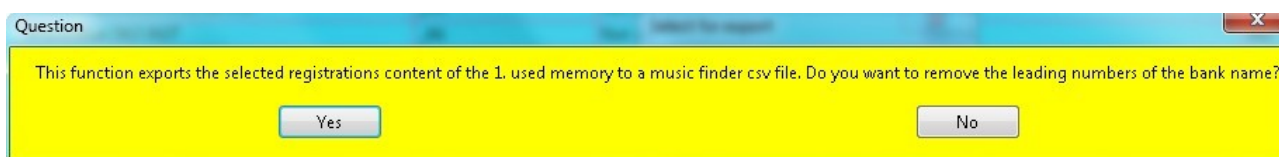
This function selects the 1st used memory that uses internal styles. This is then into a CSV file for import into the music finder. So you can quickly share your settings with other users without being dependent on the keyboard type!
Should leading digits of a bank name be removed? Yes/No

Enter information for the Manufacture.
../ installation directory / Mfd / SongListExport.csv

If you select 5:

Question ×
List only used external files? Yes/No
Yes   No

Question ×
MPad output uniquely sorted without memory number Yes/No
Yes   No

Note ×
File saved as: C:\SongList\output\Usb5\DB\Style-Export.csv
OK

MIDI/Audio:

SongList V1.4.0 2018/2023 © Rainer Fritz
Menu

Export of the bank contents "MIDI-Song_A"

c:\SongList\output\Usb2\Bank\An--z\AndSoltGoesGYRM.RGT;Memory;
;1 AndSoltGoes@0.S835.mid;

c:\SongList\output\Usb2\Bank\An--z\Arpeggios.S917.RGT;
;1 c:/Discover_Genos/Assets/Audio/_Demosongs/Arpeggios_A.mp3;
;2 c:/Discover_Genos/Assets/Audio/_Demosongs/Arpeggios_A.mp3;
;3 c:/Discover_Genos/Assets/Audio/_Demosongs/Arpeggios_A.mp3;
;4 c:/Discover_Genos/Assets/Audio/_Demosongs/Arpeggios_A.mp3;
;5 c:/Discover_Genos/Assets/Audio/_Demosongs/A_Thousand_A.mp3;
;6 c:/Discover_Genos/Assets/Audio/_Demosongs/A_Thousand_A.mp3;
;7 c:/Discover_Genos/Assets/Audio/_Demosongs/A_Thousand_A.mp3;
;8 c:/Discover_Genos/Assets/Audio/_Demosongs/A_Thousand_A.mp3;

c:\SongList\output\Usb2\Bank\An--z\AThousandYears.S917.RGT;
;1 c:/Discover_Genos/Assets/Audio/_Demosongs/A_Thousand_A.mp3;
;2 c:/Audio/_Demosongs/A_Thousand_A.mp3;
;3 c:/Audio/_Demosongs/A_Thousand_A.mp3;
;4 c:/Audio/_Demosongs/A_Thousand_A.mp3;
;5 c:/Audio/_Demosongs/A_Thousand_A.mp3;
;6 c:/Discover_Genos/Assets/Audio/_Demosongs/A_Thousand_A.mp3;

c:\SongList\output\Usb2\Bank\Bl--z\BlackIsBlack.S917.RGT;
;1 E:/Mp3/Improvisation 8.mp3;

c:\SongList\output\Usb2\Bank\Bl--z\BlackMagicWoman.S917.RGT;
;1 E:/Mp3/Improvisation 8.mp3;

Jump to record — USB — Memory — Filter

Style:

SongList V1.4.0 2018/2023 © Rainer Fritz
Menu

12-8Ballad [Ballad]
16BeatBallad [Ballad]
16BeatPop [Ballad]
30sBigBand [Swing&Jazz]
60s8Beat [Pop&Rock]
60sGuitarPop [Pop&Rock]
60sRock&Roll [R&B]
60sVintageRock [Pop&Rock]
6-8March [World]
6-8Modern [Ballad]
6-8Orchestral [Ballad]
6-8PopBallad [Ballad]
6-8SlowRock [Ballad]
6-8SlowRock1 [Ballad]
70sFrenchHit [Entertainer]
70sPopDuo1 [Jazz]
70sPopDuo2 [Ballad]
80sEPBallad [Ballad]
80sEuroPop [RetroPop]
80sMonsterHit [RetroPop]
80sRockAnthem [Pop&Rock]
80sShuffle [Pop&Rock]
80sSynthDuo [RetroPop]
8BeatBallad [Ballad]
8BeatBallad1 [Ballad]
8BeatBallad2 [Ballad]
8BeatGtrPop [Pop&Rock]
90sGuitarPop [Pop&Rock]

Jump to record 2219 Jump   USB 5   Mem
                                        Me
Exit   KeyOn

M-Pad:

SongList V1.4.0 2018/2023 © Rainer Fritz
Menu

60sPopVocal
A.GtrStrum
Acid Bank
ArabicKit2
BaroqueStrings
BrassChords1
BrassChords2
BrushHits
Cajon2
ChristmasAuldLangSyne.T156.pad
Conga&Bongo2
CrashCymbals
Cym&Chimes
DooWop2
DrumKit1
E.Gtr16BtCut1
E.Gtr16BtCut2
E.Gtr16BtShfl2
E.Gtr8BtShfl
E.Gtr8BtStrm1
Falls
Fanfare
FunkyGtr16Bt3
Gong&Chime
Harpeggio1
Harpeggio2
Heaven Arp

Jump to record 2219 Jump   USB 5   Mem
                                        Me
Exit   KeyOn

Text:

SongList V1.4.0 2018/2023 © Rainer Fritz
Menu

ChristmasAuldLangSyne.T156.txt
OChristmasTree.T156.txt
C:/SYSTEM/F/Farewell To Nova Scotia.txt
C:/SYSTEM/F/Farewell To Nova Scotia2.txt
C:/SYSTEM/H/Here Comes Santa Claus.txt
C:/SYSTEM/H/Here Comes Santa Claus1.txt
C:/SYSTEM/H/Here Comes Santa Claus2.txt
C:/SYSTEM/H/Here Comes Santa Claus3.txt
C:/SYSTEM/H/Here Comes Santa Claus4.txt
C:/SYSTEM/I/In The Good Old Summertime.txt
C:/SYSTEM/I/In The Good Old Summertime2.txt
C:/TEXT/I/It's Beginning To Look Like Christmas1.txt
C:/TEXT/I/It's Beginning To Look Like Christmas2.txt
C:/TEXT/I/It's Beginning To Look Like Christmas3.txt
E:/GIG/devil woman txt.txt
E:/OLDIES/Ghost riders 1.txt
E:/OLDIES/Ghost riders 2.txt
E:/OLDIES/Ghost riders 3.txt
E:/OLDIES/Ghost riders 4.txt
E:/OLDIES/Ghost riders 5.txt
E:/OLDIES/Ghost riders 6.txt
E:/OLDIES/Ghost riders 7.txt
E:/OLDIES/Ghost riders 8.txt
E:/Texte/Wir sind die Moosalbt?ler.txt
I:/Discover_Genos/Assets/TXT/80s_PetShop.txt
I:/Lyrics/I Won't Forget You.txt
I:/mp3-01/acapella/Songliste-a-capella.txt
I:/PSR-SX900/Praxisbuch2/TEXTE/Amazing Grace.txt

Jump to record 2219 Jump   USB 5   Memory
                                        Memory on
Exit   KeyOn

Voice:

SongList V1.4.0 2018/2023 © Rainer Fritz
Menu

Export of the bank contents "Voice"

C:\SongList\output\Usb5\Bank\Down\E,L Organ Bank as Genos.T143.S917.RGT;Left;Right 1;Right 2;Right 3;
;1: TibiaFullAcmp(D:TibiaFullAcmp.S066.VCE); *PopOrgan!(D:OrganFlutes.S054.VCE); *CheezyOrgan(D:CheezyOrgan.S054.VCE);
;2: *TibiaFullAcmp(D:TibiaFullAcmp.S066.VCE); *PipeOrgan(D:PipeOrgan.S067.VCE); *PopOrgan!(D:OrganFlutes.S388.ORG); D:TibiaFullAcmp.S066.VCE;
;3: *TibiaFullAcmp; *PopOrgan!; *PopOrgan!;
;4: *TibiaFullAcmp(D:TibiaFullAcmp.S066.VCE); *PopOrgan!(D:OrganFlutes.S388.ORG); *Kinura8(D:Kinura8.S065.VCE);
;5: *TibiaFullAcmp(D:TibiaFullAcmp.S066.VCE); *TibiaFullAcmp(D:TibiaFullAcmp.S066.VCE); *Xylophone(D:Xylophone.S353.VCE);
;6: *TibiaFullAcmp(D:TibiaFullAcmp.S066.VCE); *StadiumOrgan(D:EuroOrgan.S056.VCE); *Mandolin(D:Mandolin.S118.SWV);
;7: *TibiaFullAcmp(D:TibiaFullAcmp.S066.VCE); *PopOrgan!(D:OrganFlutes.S388.ORG); *Glockenspiel(D:Glockenspiel.S356.VCE);
;8: *TibiaFullAcmp(D:TibiaFullAcmp.S066.VCE); *PopOrgan!(D:OrganFlutes.S388.ORG); *AirChoir(D:AirChoir.S284.VCE);

C:\SongList\output\Usb5\Bank\Down\NewBank1.S917.RGT;
;1: GalaxyEp; *GrandPiano; GrandPiano;
;2: GalaxyEp; *GrandPiano; GrandPiano;
;3: GalaxyEp; *GrandPiano; GrandPiano;
;4: GalaxyEp; *GrandPiano; GrandPiano;
;5: GalaxyEp; *GrandPiano; GrandPiano;
;6: GalaxyEp; *GrandPiano; GrandPiano;
;7: GalaxyEp; *GrandPiano; GrandPiano;
;8: GalaxyEp; *GrandPiano; Strings;

C:\SongList\output\Usb5\Bank\Down\Test2T5-Song_Charly.S917.rgt;
;1: BoysChoirOoh(D:BoysChoirOoh.T255.sar); *SopranoSax(D:SopranoSax.T347.vce); MidiGrand(D:MIDIGrand.T230.nlv); ConcertGuitar(D:ConcertGuitar.T242.sar);
;2: BoysChoirOoh(D:BoysChoirOoh.T255.sar); *SopranoSax(D:SopranoSax.T347.vce); MidiGrand(D:MIDIGrand.T230.nlv); ConcertGuitar(D:ConcertGuitar.T242.sar);
;3: BoysChoirOoh(D:BoysChoirOoh.T255.sar); *SopranoSax(D:SopranoSax.T347.vce); MidiGrand(D:MIDIGrand.T230.nlv); ConcertGuitar(D:ConcertGuitar.T242.sar);
;4: BoysChoirOoh(D:BoysChoirOoh.T255.sar); *SopranoSax(D:SopranoSax.T347.vce); MidiGrand(D:MIDIGrand.T230.nlv); ConcertGuitar(D:ConcertGuitar.T242.sar);
;5: BoysChoirOoh(D:BoysChoirOoh.T255.sar); *SopranoSax(D:SopranoSax.T347.vce); MidiGrand(D:MIDIGrand.T230.nlv); ConcertGuitar(D:ConcertGuitar.T242.sar);

Exit   Auto   JumpToDir   Next song

Jump to record 10 Jump   USB 5   Memory Memory on NewRegist on
Exit   KeyOn
Filter CallPageOff Filter case sensitive= A..Shift Search directory Connected FNR RSC
Clear filter *   Bank="*" and SubDir="*"   Select SubDir
Lists Playlist Music Finder

Convert Registrations

If you receive registrations from keyboards that you cannot load on your device, you have the option to convert these registrations to another format. Automatically remove annoying keyboard settings like "lineout" etc. or even integrated links to unavailable files.

The registrations to be converted can be located in any directory and do not have to be contained in the database. So you can use this function even without a created setup.

To do this, simply follow the numbers in the image below.
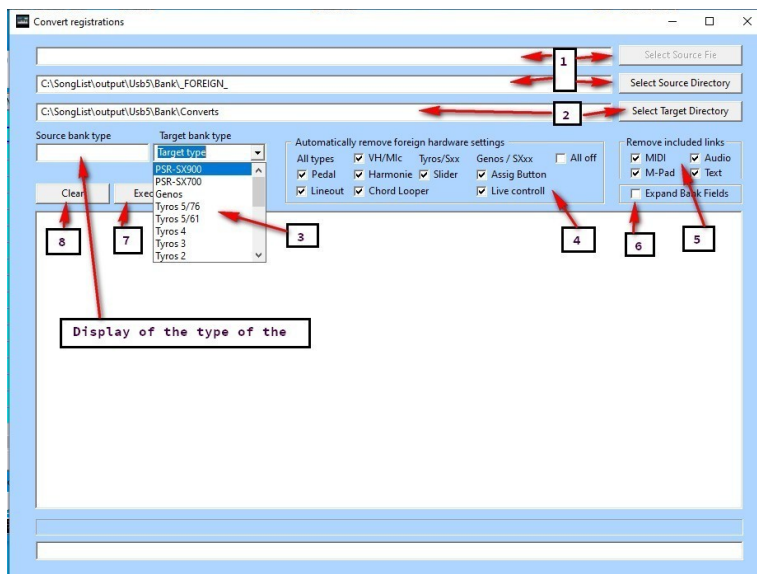
1. Selection of file / directory
2. Output directory
3. Destination keyboard format
4. Remove local settings
5. Remove included links
6. Expand full field
7. Execute conversion
8. Reset all settings

Additionally the drives are changed, if this is necessary or desired. (Expansion) Please refer to the internal program help for this!

All switches are preset for using the registrations without changing the own local settings. Thus, all local keyboard settings are automatically removed.

The internal data fields will not be expanded with default settings to update the sound through the keyboard. If this causes problems when loading the registrations, simply activate switch 6 "Expand Bank Fields" and repeat the conversion.

To preserve included local settings like "Lineout", please select accordingly in group 4.

The following bank changes require the inclusion of the registrations in the current database and program directories:

Please look at the bank contents in the expanded view to see if all included files are later available in the entered locations. Missing MIDI, Audio, MPad and Text links can be easily removed by selecting group 5.

Necessary adjustments to your own settings like finger ring, ACMP etc. can be done before or after the conversion with the "Batch processing/Change entries" function.

MIDI Monitor & Scripts

Purpose

With a MIDI monitor for recording and sending MIDI commands between workstation and computer you can receive and evaluate the sent commands of your Tyros/Genos/Sx
and evaluate them or even send them. You can read Voice, OTS, and short MIDI files to use contained information for your own command sequence. So you can load and execute any settings like style control settings automatically with each track. An example configuration is provided in the \NPS\Scripts directory. However, please note the required MIDI settings on your workstation in the MCF10 tab.

After reading out the voice, you can then use the "Sort" button to assign the commands to the corresponding parts (R1,R2,R3,Left) for better readability. Most of the voice related commands are output with a short documentation to allow less experienced users to get started with MIDI commands. Your commands contained in the scripts can be sent to your workstation from any position step by step or in their entirety and the results can be tracked.

This way you are able to create and send short command sequences to control your keyboard. You can then use these command sequences in the Music Finder
Load and Send, or assign them to an NPS (number block Script). This is then automatically loaded when a track is called up. You can then use the number block keys 0-9 to call up and send 10 defined scripts. See more in the table of contents **"The Scripts Button (Yms & NPS)"**

If you want to control your digital workstation automatically while playing, you can organise this very easily without special MIDI knowledge via time-controlled YMS scripts. A running beat display at the current beat is also possible. SongList supports you by automatically generating commands and calculating jumps or corrections. All commands are automatically sorted in the correct order and checked for errors. You can enter the required commands by selecting them from documented list fields, buttons or by playing them in using the digital workstation.

You do not need any MIDI knowledge to create a control script!

With the help of a created script per title with stored note time positions you can display the beat display as 1/8 or 1/4 note and let it move in the current bar. The size of the beat display can be adjusted to the bar width of the sheet of music. Intros, main, ending, break, keystrokes, multipad, voice control, PDF/Word page change and all other **MFC10** functions can now be stored in the script and executed automatically, just like the chord change. Thus also a variant of a "**Chord Looper**" is fully automatically producible which fits exactly to a title. The tempo as well as start and stop is controlled by the keyboard. For note sheets with repetitions, you can reproduce this in the script with a maximum of 20 jumps and always get the current position to play displayed. Furthermore, you can insert any own commands in the script.

The following functions are already stored in Songlist and do not need to be selected again.

INTRO 1, INTRO 2, INTRO 3, MAIN A, MAIN B, MAIN C, MAIN D, FILL IN AA, FILL IN BB, FILL IN CC, FILL IN DD, BREAK FILL, ENDING 1, ENDING 2, ENDING 3, Left Part On, R1 Part On, R2 Part On, R3 Part On, R1 Part Off, R2 Part Off, R2 Part Off, Harmony On, Harmony OFF

These functions are automatically added to those stored in the file **C:\SongList\WorkSt\MFC10\ MFC10-External.csv** when loading.

Tyros and **Genos** support additional MFC10 functions, which you should set in **MIDI Setup/ MFC10** or **MIDI Setup/External Controlle**r to use these functions to use these functions. The models **PSR-Sxxx / PSR-SXxxx** can use or extend all internally stored functions.

Your **MFC10** settings made in the digital workstation, you must now check in the file

C:\SongList\WorkSt\MFC10\ MFC10-External.csv and adjust in case of changes.

Please change only the "**Function**" column with the function you selected in the **MFC10** setup. The original file already contains the setting of the MIDI setup screens. You can enter your own functions according to the given scheme below the following heading.

Command Code **Function** (User Commands) ;Do not change this line :; =Separator & =2. command

1 : FF 51 03 B7 1B 00 ; Tempo
This example is a single SysEx command with a function name.

2 : B0 01 00 ; Hall 1
This example is a single MIDI command with a function name.

3 : 96 18 7F & 96 18 00 ; Key C0 Down/Up
This example is 2 related MIDI commands (press key and release).

Separator before the MIDI command

Separator before the function identifier.

This file is read into SongList and completes the functions of the button "**MFC10**" already stored in the program.

See further information under:
- Available YMS control commands and symbols
- Create a control script

Create a Voice Set

Send complete sound sets **R1,R2,R3,Left (OTS)** or even single voice setting to your keyboard at any time. You can read existing Style (OTS), MIDI, Voice and convert them to a script automatically with a few clicks. You then save these VoiceSet scripts in the categories (directories) you created under the
SongList - **installation directory/yms/VoiceSet/Beat/ *.yms.**

The file name required for this is automatically created with the following syntax and gives you initial information about the content when you select the VoiceSet.

File name composition:
Keyboard with 4 Part: R1_R2_R3_Left
Keyboard with 3 Part: R1_R2_Left

Explanation of characters:
+ Part is activated
_ Part separator
-DSP is activated
-V DSP-Var is activated

Example:

 +ConcertGrand-V_+RealStrings-_SteelAcousticPick_+SuitcaseSoft-V.yms

R1 ConcertGrand Part activated with DSP and DSP-Var
R2 RealStrings Part activated with DSP
R3 SteelAcousticPick Part deactivated
Left SuitcaseSoft activated with DSP and DSP-Var

With the "SongList" music finder you can activate this voice set at any time by double clicking on your keyboard.

Create Voice Set from Style OTS, MIDI or Voice

To create a **Voice-Set** you can use a **MIDI** or **Style** file. With a style you can transfer **4 voice-sets** (**OTS**) to the computer at the same time, with a MIDI only one.
Which variant you choose is up to you, as each approach certainly has its own advantages and disadvantages.

Using a Style:

Create a voice set on your keyboard according to your wishes with all necessary **effects** and **volumes.** However**,** do not change the Voice Edit volume, but regulate the volume ratios with the **MIXER**. Activate the required **Part, Harmony, Sustain**, **DSP and Variation**. Now save your setting to any style **OTS**. But don't use an audio style for this, because it can't be saved externally (T5). Once you have created your "**OTS**" (max. 4), save the style to a stick. Alternatively, you can of course also use finished "OTS" of a style, if you like them.
Attention wait before removing the stick until it stops flashing and then connect the stick to the Compurter.

Using a MIDI

The use of a **MIDI** is a little bit more complex than with a style, but for this purpose it is possible to record only certain Part Voice record and so later also only the recorded parts on the keyboard change. This way you could mix single voices or groups.

Compose your **voice-set** here as well. If everything is ready for recording, activate the MIDI recording without accompaniment!

For the voice you now want to save, press a key once in the correct split area of the responsible voice part. With the sound of the first tone the corresponding voice parameters are written into the track.

So you have to press a key for each **part R1,R2,R3** and l**eft** if you want to save the voice of all 4 parts. Please do not play long note sequences and do not change the voice in the part during recording, as this will lead to errors in the evaluation in SongList.

Now save your MIDI to a USB-Stick.
Attention wait before removing the stick until it stops blinking and then connect the stick to the computer.

Use of one Voice

If you want to reload only one voice, this is also possible.
When you load it later on the keyboard, it will always be assigned to **part R1**!

Change the voice settings according to your wishes and then save this voice to a USB stick.
to a USB-Stick.

Attention wait before removing the stick until it stops blinking and then connect the stick to the computer.

Create a Voice Set on the computer

Switch to the Script Monitor in SongList.

Menu/Batch Processing/Monitor-Scripts/Monitor-CreateScripts

Hint:
For **PSR-Sxxx** models with **3 effect blocks** or **parts** only **(PSR-S700-PSR-S975)**
the **part R3** is included in the **OTS** and in the **Voice-Set** Script, but it is not used and is put on non-existing **effect blocks (DSP5)** and deactivated.

1. First load the file you want to edit with the button "**Voice/StyleOTS/Voice**" in the group "**Other**". file to be edited.
2. If you have selected a style, select an additional **OTS**.
3. Convert the data to a **Voice-Set** with the button "**Create OTS**"
4. After completion, the currently **set octave** is now queried in order to be able to set this correctly later by hand. to be able to set it correctly later by hand. If you want to do without the addition, press "**Cancel**". (Upper Octave ..**UppOct0**)
5. switch "**Part Change**", will be activated automatically afterwards, to add or change the current settings to the script or to change them.
6. If necessary, adjust the **parts, volume and DSP.**

7. Now save the new **voice-set** under your **categories (directories)** under the
SongList - **installation directory/yms/VoiceSet/Beat/ *.yms.**
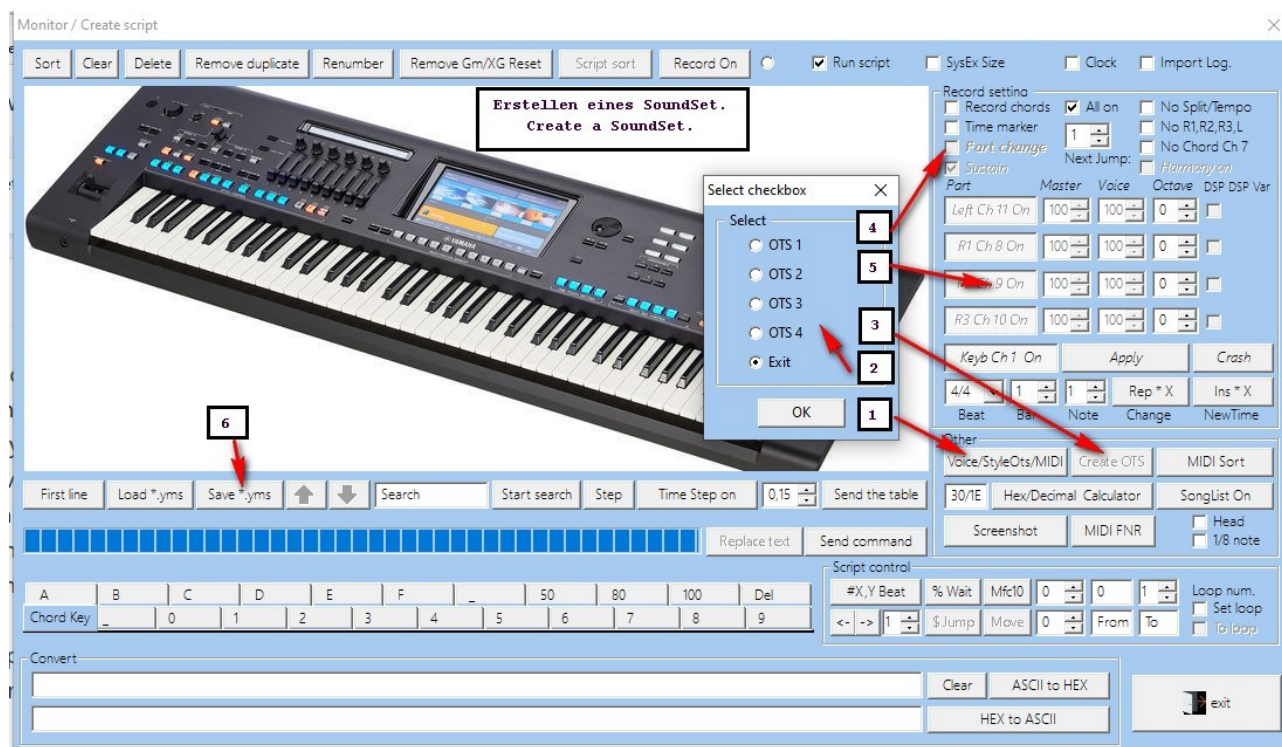
Post-processing the voice set on the workstation (keyboard)

Now reload the file on the **USB-stick** into the keyboard and listen to your **voice-set** again.
listen to your voice set again.

Then change to another sound and send your created **voice-set** to the keyboard using the
"**Send the Table**" button.

All settings of the **parts, harmony, sustain, DSP effects** should now be available again as in the
original. The DSP/effects are assigned to the highest effect numbers in descending order
R1,R2,Left,R3 as usual. For the **PSR-S700 - PSR-S975** the **part R3** is omitted.

If you use a **voice-set** with active **DSP variation**, switch to the part with the active **variation** and
press the "**Record**" button in SongList.

Then activate the **DSP variation**. A line with the corresponding command will be added to the
script. Now deactivate the button "**Record**" again.

If you have several voices with an active variation, repeat this procedure for these parts as well.
Now delete all erroneously added script lines that have no **DSP reference** in the documentation
and save the script again.

Attention. The variation button does not light up if it has been activated by the script.

Sending a voice set to the workstation (keyboard)

If you want to send your created voice sets to the workstation, you have 3 options.

Send voice set via the music finder screen (default method)

Start the Music Finder via the "Music Finder" button on the SongList main page.
If necessary, drag the Music Finder window to a 2. screen where it is constantly available.
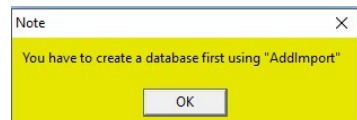
If you have not yet created a music finder database, download the desired music finder CSV files from music friends with the help of the deposited links on my website and import them in the music finder with the button "**Add Import**". This function is also useful for newer keyboards like **Genos**, if they create new registrations and are looking for a suitable style. If you don't want to use the database, just acknowledge the displayed hint when accessing the Music Finder for the 1st time. If you import all linked CSV files, you will get about 10 000 entries, depending on your keyboard.
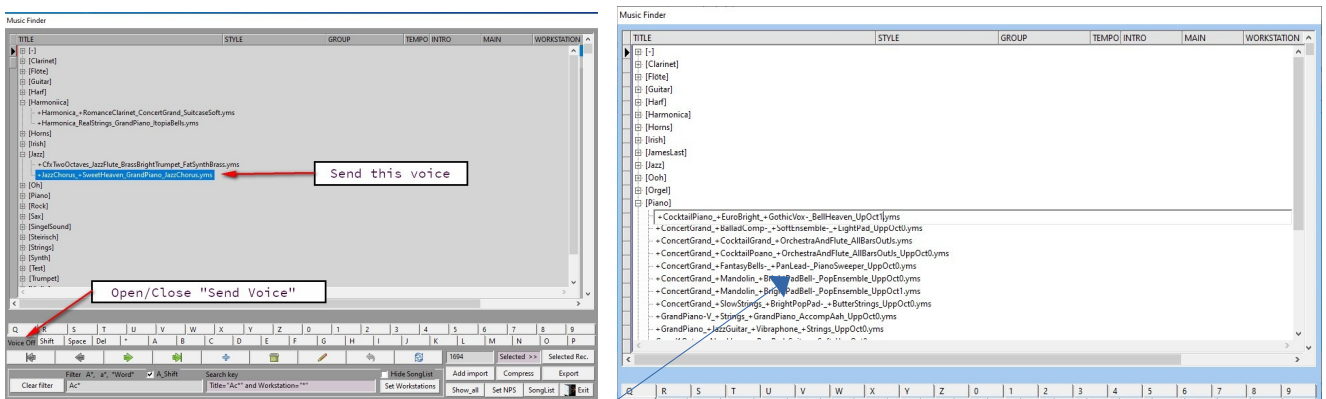
At the bottom left of the now displayed music finder you will find the button "**Voice-Set ON/OFF**", with which you can open the **Voice-Set** window. Your directories (categories) created under the **installation directory/YMS/VoiceSet/** are now displayed and you can navigate through your created category folders.

You can edit a **selected voice** set entry or move it to another directory using the Delete, Edit or Move buttons. If possible, the associated voice set file in the file system is edited or moved at the same time. For example, you can quickly and easily change the name extension ..UppOct0.yms to ..PppOct1.yms if the corresponding voice set has to be moved to the correct octave position by hand. With the help of the built-in search function it is possible to quickly find a specific voice.

By **double-clicking** on a selected **voice-set**, you activate it on your keyboard. With the button "**Exit**" you leave the music finder again.

Voice set call by activating a registration

Call up a registration by means of Songlist. The linked associated **PDF/Word** file is displayed **PDF/Word** file is displayed or a note about possible control functions if no link is link has been stored.

1. Previous page (disabled)
2. Next page (disabled)
3. Press the mouse wheel or the ESC key = Exit display.
   Scroll the mouse wheel = display the music finder.
4. Extra 1 switch to next title
5. Extra 2 switch to next title
6. Assigned number pad functions 0-9
7. Also note the function display

Choose a function

A_key=Add to playlist	R_key=Run script	M-wheel=music finder
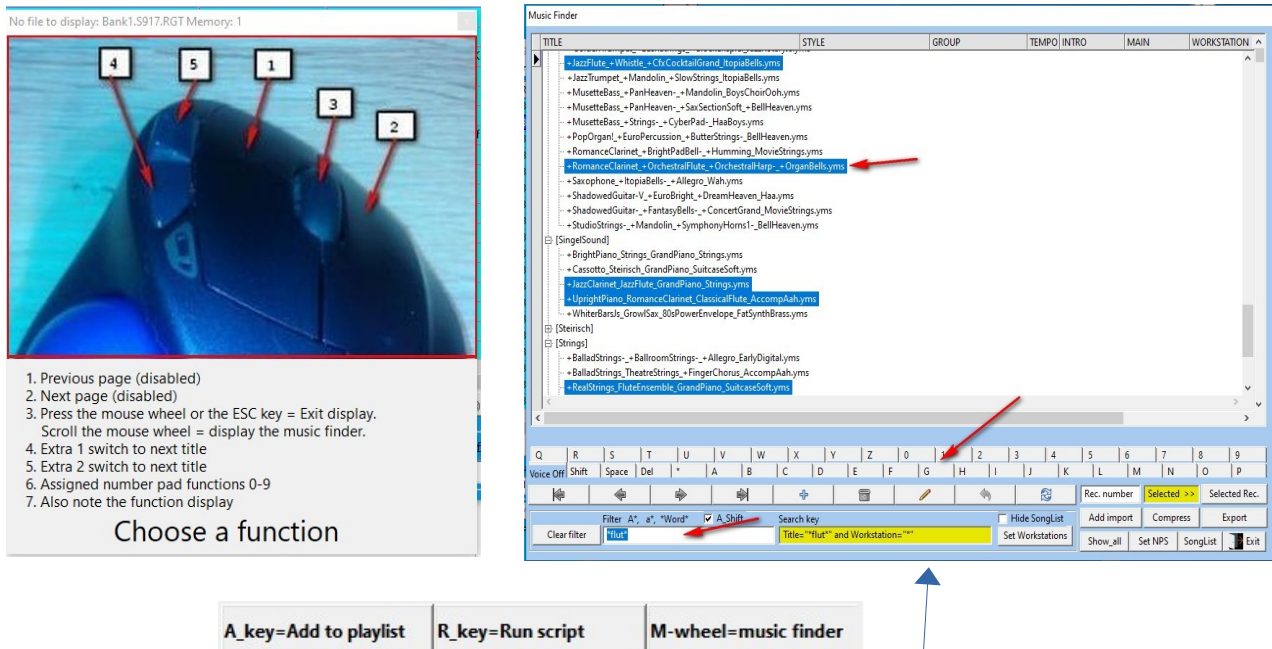
At the edge of the screen a menu about further function call possibilities will show. By scrolling the middle mouse wheel "**M-wheel**" you can call the music finder from this display. display. Now proceed again as described in the last section to call up a **Voice Set, or search.**

After that you can simply leave the music finder with the mouse. will be hidden again. Or you can close the voice set window with the button "**VoiceSet-OFF**" again. You can close the music finder with the button "**Exit**" or by leaving the surface with the mouse. the interface with the mouse.

Voice set call by the Monitor-CreateScripts function

Call the Monitor-Scripts function "**Menu/BatchProcessing/Monitor-Scripts/Monitor-Create-Script**" load the desired YMS Script with the button "**Load *.YMS**" and press the button "**Send the Table**"   then press the button "**Send the Table**". This function is preferably used for testing a script.

Create Voice Set as Registration "Replace style"

In addition, a registry-based function has been implemented in the "Delete Memory Contents" function collection. First you remove all saved settings
from the registry except: Style and Voice. After that you only activate the button
"Replace style" and start the function again. Now when you call the registry only the Voice L,R1,R2,R3 will be loaded without the saved style. So you can now also store your "Voice setting" registrations on the keyboard, use them and thus load different created Voice settings without influencing other parameters.

Linking to a number block

You can link your 10 most important voice sets to a **number block**. To do so, copy the respective **voice set** into the number block directory and follow the instructions under the table of contents "**Number block scripts NPS (MCF10 & SysEx)**".

The command file MFC10-External.csv

C:\SongList\WorkSt\MFC10\MFC10-External.csv

MFC10 Code Key Function ;Do not change this line :,; =Separator
(This section up to **User Commands** is only supported by Tyros/Genos)

```
0   : 0D ,  C#-1  ; Memory 1
1   : 0E ,  D-1   ; Memory 2
2   : 0F ,  Eb-1  ; Memory 3
3   : 10 ,  E-1   ; Memory 4
4   : 11 ,  F-1   ; Memory 5
5   : 12 ,  F#-1  ; Memory 6
6   : 13 ,  G-1   ; Memory 7
7   : 14 ,  Ab-1  ; Memory 8
8   : 15 ,  A-1   ; Memory 9
9   : 16 ,  Bb-1  ; Memory 10
10  : 17 ,  B-1   ; Style Start / Stop
11  : 18 ,  C0    ; Synchro Stop
12  : 19 ,  C#0   ; Fill Self
13  : 1A ,  D0    ; Fill Down
14  : 1B ,  Eb0   ; Fill Up
15  : 1C ,  E0    ; M-Pad 1
16  : 1D ,  F0    ; M-Pad 2
17  : 1E ,  F#0   ; M-Pad 3
18  : 1F ,  G0    ; M-Pad 4
19  : 20 ,  Ab0   ; M-Pad Stop
20  : 21 ,  A0    ; Tap Tempo
21  : 22 ,  Bb0   ; Transpose +
22  : 23 ,  B0    ; Transpose -
23  : 24 ,  C1    ; OTS 1
24  : 25 ,  C#1   ; OTS 2
25  : 26 ,  D1    ; OTS 3
26  : 27 ,  Eb1   ; OTS 4
27  : 28 ,  E1    ; REGIST SEQ.+
28  : 29 ,  F1    ; REGIST SEQ.-
29  : 2A ,  F#1   ; Sustain
```

Command Code Function (User Commands) ;Do not change this line :; =Separator & =2. command
1 : FF 51 03 B7 1B 00; Tempo
2 : B0 01 00 ; Hall 1
3 : 96 18 7F & 96 18 00 ; Taste C0 Down/Up

Starting from the line "**Command Code**" , modify or add any new lines. However, note the required structure.

Effekte & Chorus/Reverb

For further information
These functions are based on the Casper tutorSynth Youtube video
"**Insert and Variation Effects (DSP) in the Yamaha arrangers - explanation with Genos, Tyros**"
https://www.youtube.com/watch?v=B2ApF8wTLqE.

When creating or sending **VoiceSets**, the last used **Voice Effect** or **Insertion** settings can affect the next **VoiceSet**. To provide a uniform basic setting as a starting point, you can effectively delete these old settings as follows.
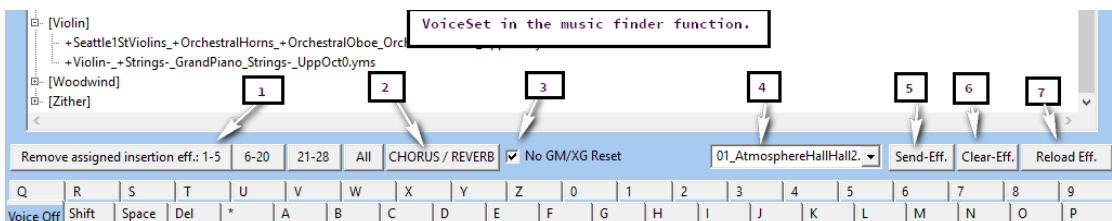
Updating available effects

If you have changed, deleted or added effect scripts, you should reload them with „Reload Eff." button 7!

Deleting insertion effects & chorus/reverb

1. all insertion effects of the respective tracks are removed. (Style/Song/Voice/All)
2. **chorus/reverb** is removed
3. **GM and XG** commands are not sent as they load unwanted style effects.
6. previously used effects are removed.

Sending effects

Select an effect you have created from the list **(4)** and press the „**Send Eff.**" button **(5).**
The stored scripts must first be created according to the instructions using SongList! Please save the created scripts without subdirectories under: "**..\YMS\EffectSet**"
The following scripts are provided as an example.
01_AtmosphereHallHall2.yms, 02_Hall2Chorus2Symphonic2.yms

Creating effect scripts

Set all the necessary parameters and effects for the voice you want to use. When you have set everything, save this setting to a temporary memory location of any registration.
When saving, please only activate the "**Style**" option.
Now call up the "**Monitor/Create Script**s" function
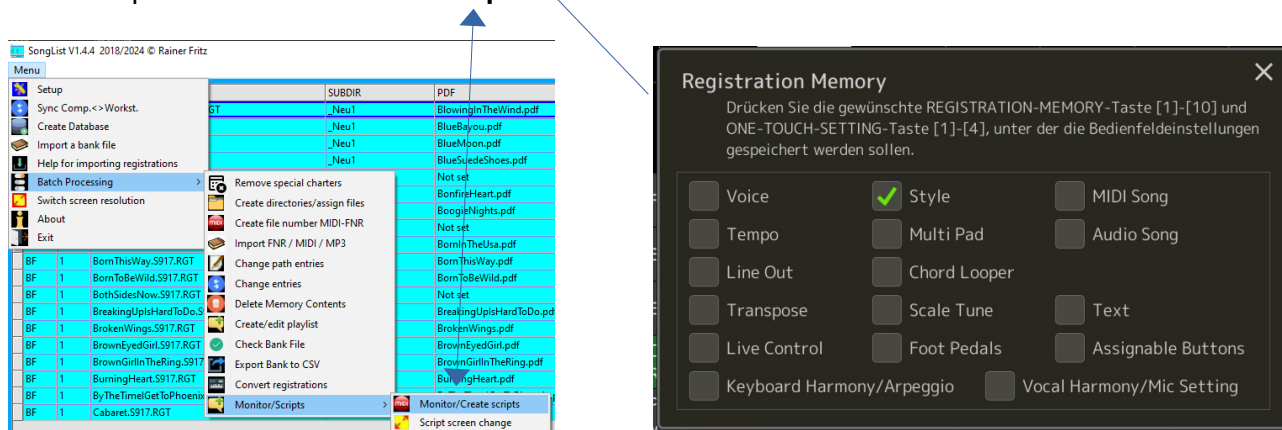
In the Script Monitor, clear the current list using "**Clear**" if necessary, stop the
"**Run Script**" function **(1)** and delete the style effects as the next action using the
"**Clear Eff.**" button **(2)**. All preparations for recording the "Style effect script" are now complete. The
last step is to activate the "**Record On**" button **(3)**

Now press the previously saved memory button on the keyboard. All commands are now recorded
(4) and can then be saved as an effect (YMS) script under: **..\YMS\EffectSet\03NewEffect.yms**
using the "**Save *.yms**" button.
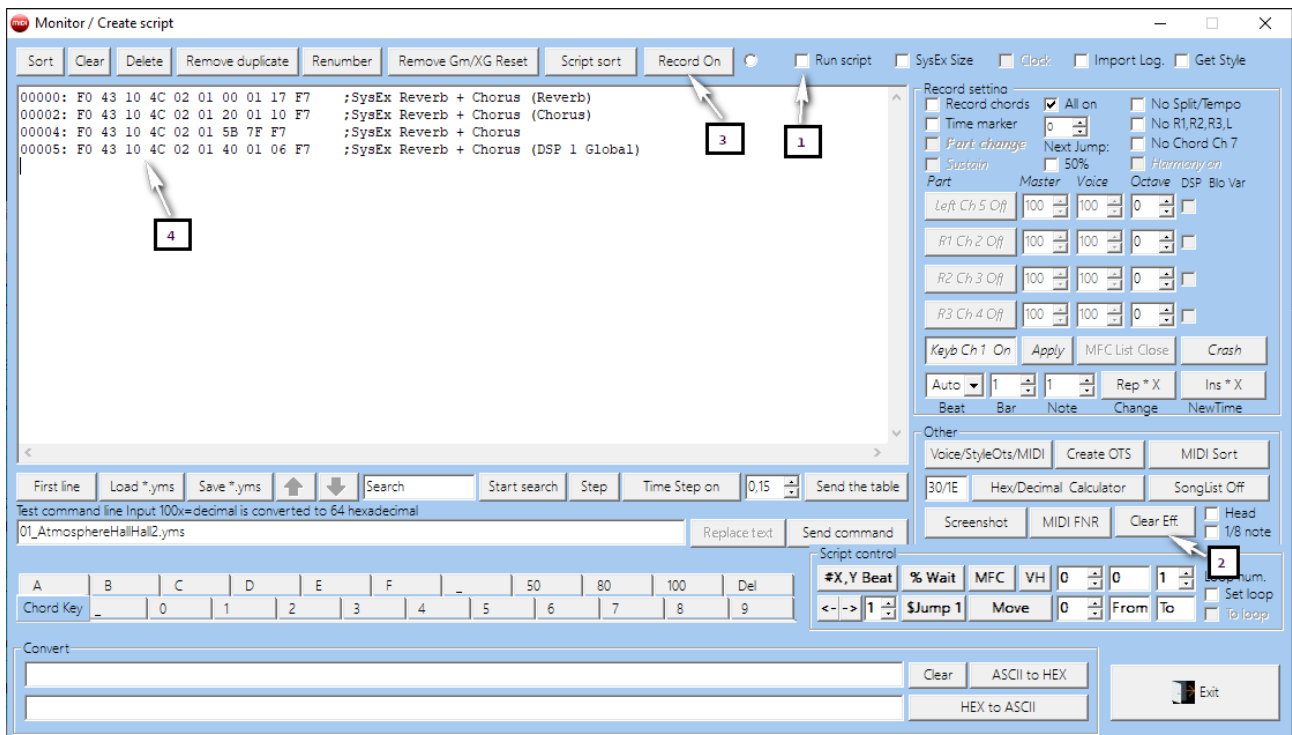
Testing the created effect scripts

Now switch back to the "**VoiceSet**" music finder function. Please refresh the
effect list with the "**Reload Eff**." button **(7)**. You can now select the new effects and test them with
different "**VoiceSet**". In this way, you can easily create, save and use your style effects without any
MIDI knowledge.

However, when changing the effects, it is advisable to delete the old effect first, using the
"**Clear Eff.**" button **(6)** and then send the new effect using the "**Send Eff.**" button **(5)** in order to al-
ways achieve the same effect output settings.

If you only want to delete insertion effects, use the split buttons **(1)**. (Style/Song/Voice/Alle)
To delete Chorus & Reverb, use the "**Chorus / Reverb**" button **(2)**.

If you want to send GM and XG commands, deactivate the checkbox for the filter
"**No GM/XG Reset**". **(3)**

Command description:

The command line begins with the sequence number followed by a colon:
This is followed by the actual command followed by a semicolon with the documentation.
However, the sequence number and the documentation can be omitted.
00001: * 1 ; First note bar 1 note 1
MIDI commands are written in hexadecimal form and do not contain an indicator at the beginning. You should not use zeros to separate commands! However, you can write several commands in a row to speed up transmission. SongList uses this when writing chord.

Available YMS control commands and symbols

~ 125 + =→ Always 1st line ~ xxx→ Beat width +→ Display with 1/8 notes Instead of ¼ =→ Without head.

* 1 → First note bar 1 note 1
# 100,100   → Position beat display on screen. This only applies to the same screen resolution
# 10,10 >1   → Position beat display on screen. With page change.
# >1   → Change to next page
# <1   → Go to previous page
#<2   → Go back 2 pages
#<0   → Go to first page
$ 1,451,265 →1st jump at time line 451 to line 265 The line is set automatically and can be omitted.
$ 2,1,1   →2nd jump at time line 1 to line 1 The jumps are executed one after the other 1,2,3..20
-2   96 56 7F→ Execute this command only in the 2nd pass (-2).
%   → Break 1/16 note to extend the time between 2 commands to give the Work Station time.

Playing aids Markings on the beat position line "# 100,100"
!!   → Displays a window with plain text, e.g. " #100.100 !!! Repeat loop.
                       This help is displayed at the beat position of the next bar for the length of one bar.
;(+), ;(-), ;(*) → 3 possible identifiers of the ; documentation are also displayed in the beat header. e.g.To
                       switch to the next main ;(+) or ;(-) back to previous main changes (*) intro / break etc.
BEEP   → If Beep is activated in the setup, ";Beep" triggers a beep sound in the PC at this position.
                       e.g. for testing

Please enter this additional information directly in the list or use the insert and text change input mask. Click on the relevant line and add !! text in the input field. Then press the "Replace text" button
Beispiel: YMS Scripts
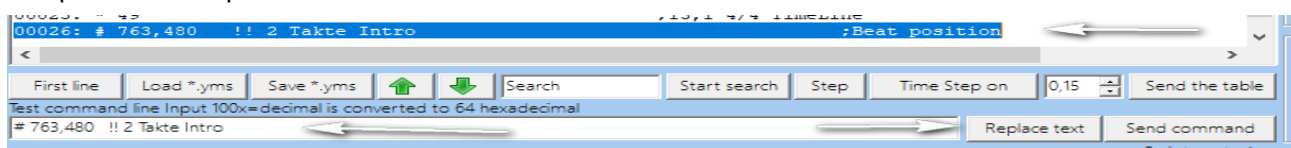
00000: ~149 +   ;Beat size. Please do not remove. Screen:1366,768
00001: * 1   ;1,1 4/4
00002: 96 26 7F 96 29 7F 96 2D 7F 96 30 7F   ;Note On D1-F1-A1-C2 MIDI Channel 7
00003: # 639,557   ;(+)Beat position
00004: 96 26 00 96 29 00 96 2D 00 96 30 00   ;Note Off D1-F1-A1-C2 MIDI Channel 7
00005: * 43   ;12,3 4/
00006: 96 26 7F 96 29 7F 96 2B 7F 96 2F 7F ;Note On D1-F1-G1-B1 MIDI Channel 7
00007: 96 26 00 96 29 00 96 2B 00 96 2F 00   ;Note Off D1-F1-G1-B1 MIDI Channel 7
00008: * 45   ;13,1 4/4
00009: 96 24 7F 96 28 7F 96 2B 7F   ;Note On C1-E1-G1 MIDI Channel 7
00010: # 796,557   !! Intro 2 Bar   ;Beat position
00011: 96 24 00 96 28 00 96 2B 00 % 2   ;Note Off C1-E1-G1 MIDI Channel 7 & 2 bars interrupt
00012: * 49   ;13,1 4/4
00013: $ 2,53,17   ;Jump to time line: * 53
00014: $ 1,43,5   ;Jump to time line: * 43
00015: 9F 14 7F   ;Ab-1 Main B(key down) MIDI Channel 16
00016: 9F 14 00   ;Ab-1 Main B(key Up) MIDI Channel 16
00017: * 53   ;14,1 4
00014: **# %**   ;1/16 Break between key press and key release.
All commands were created automatically by SongList by pressing the corresponding buttons.

YMS Scripts

In YMS scripts you can enter any MIDI sequences. SongList uses these for 2 tasks:
Sending command groups via number block and timed YMS script.

Send command groups via number block

Send any MIDI command with the help of a number block.
Installation directory**\YMS\Script\Example.yms**
00001: 9F 13 7F ;Main A (key down) G1
00002: 9F 13 00 ;Main A (key up) G1

This example shows a key command that triggers a key press G1 on MIDI channel 16 and thus activates Main A of the accompaniment if the MIDI setup (channel and function MFC10) is set accordingly. As you can see, various options and settings are interrelated and interdependent in order to use such commands. In order to call up this script, you have to assign it to a key of a number block (by means of music finder) and then resolve it via a digit, or you set these commands in a time-controlled YMS script.

Timed YMS Script

Time-controlled sending of entire control blocks depending on the current clock. Attention these scripts are not suitable for the number block! In this script you can also enter any MIDI command that is to be executed at a specific time of a music title. The basis of a time-controlled script is therefore the time bar. The time bar is therefore the number of ¼ or 1/8 notes since the start of the title, depending on the time signature used ¾ 4/4. The time bar is marked with a *.

All commands noted between one * time bar and the next * time bar are executed one after the other! (Time line)
00000: ~ 125 + = ;1st line always beat width + 1/8 notes = no beat head

00001: * 1   ; First note bar 1 note 1

00002: # 100,100   ; Position beat display on screen.

00003: 96 22 0C 96 23 43 96 24 42 ;Note On A#0-B0-C1 Press chord key A-B-C

00004: 96 22 00 96 23 00 96 24 00 ;Note Off A#0-B0-C1 chord key A-B-C Release

00006: 96 24 57   ;Note On C1 Press chord C (single finger)

00007: 96 24 00 % 2   ;Note Off C1 Chord C Release (single finger) & 2 bars interrupt

00008: # >1   ;Next page Page change

00009: # <0   ;Previous first page First page

00010: 9F 1A 7F   ; Fill Break (Key down) Send MFC10 on channel 16

00011: 9F 1A 00   ; Send fill break (key up) MFC10 on channel 16

00012: $ 1,451,265   ;Jump to time line: * 451 Jump to time line * 451 to line 265

00013: * 5   ;2,2 ¾ bar=2 , note=2 → (((bar -1) * beat) +1) 1*3 +note =5 [x x x] [x o x]

00014: # %   ;1/16 Break between key press and key release.
Num: Command   ;Documentation

Numbers block Scripts NPS (MCF10 & SysEx)

For automatic loading, these NPS files must have the same name as the called bank and be located in the directory: **Installation directory\NPS\Bank\ *.nps**
directory. The ***.nps** and ***.yms** files are not synchronized to the keyboard.
If you want to load a number block (NPS) file by default, it should be stored with the name default.nps. This file will then always be loaded if no file
with the bank name is found. An example file can be found under:
Installation directory\NPS\Script\default.nps. Simply copy this file to
Installation directory\NPS\Bank\default.nps.

This file contains command sequences for the control of the style which are also used by the MCF10. These serve only as an example and can be changed or deleted by you. Between 1 and 10 scripts can be stored. The linked functions of these commands can be defined in the Workstations **MIDI MFC10** Setup. See: **"Midi Setup- Settings at the Workstation" / Tab "MFC10"**.

Attention: The file C:\SongList\WorkSt\MFC10\MFC10-External.csv uses the same MFC settings though. If you need other settings, you could create another MIDI setup on the digital workstation and save it with a different name. Attention: The file **C:\SongList\WorkSt\MFC10\MFC10-External.csv** uses the same MFC settings. If you need other settings, you could create another MIDI setup on the digital workstation and save it with a different name. Which setup you use then you have to load manually, because there is probably no possibility to save this in a registry.

The respective loaded numbers pad allocation is displayed at the bottom screen with your file names adapted to the width without the extension **"yms"**.

0: BREAK FILL	1: ENDING 3	2: FILL IN AA	3: Harmony On	4: INTRO 2	5: INTRO 3	6: MAIN A	7: MAIN B	8: MAIN C	9: MAIN D

You can set this display to a screen of your choice with the PDF/Word setup. A call via the computer keyboard is of course possible but much more confusing.

The author uses a very cheap WLAN number block for about 10 Euro, which is completely sufficient (eBay). The content of the **default.nps** file contains the assigned command scripts and number keys for a set **"MCF 10" channel 16** in the workstations setup:

0: Start-Stop Ch16.yms   5: Fill-Up.yms
1: Main A.yms   6: Fill-Down.yms
2: Main B.yms   7: Break.yms
3: Main C.yms   8: Ins3.yms
4: Main D.yms   9: End3.yms

The respective ***.yms** scripts are expected under the **installation directory\YMS\Scripts.**
If you want to load a ***.yms** script automatically, please store it or a copy under:
Installation directory\YMS\Bank

Content of the start-stop Ch16.yms
9F 0D 7F   ; C#-1Style Start / Stop (key down)
9F 0D 00   ; C#-1Style Start / Stop (key up)
Command   ; Explanation
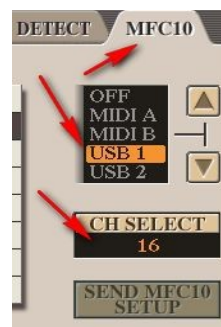
Monitor / Create script Surface:
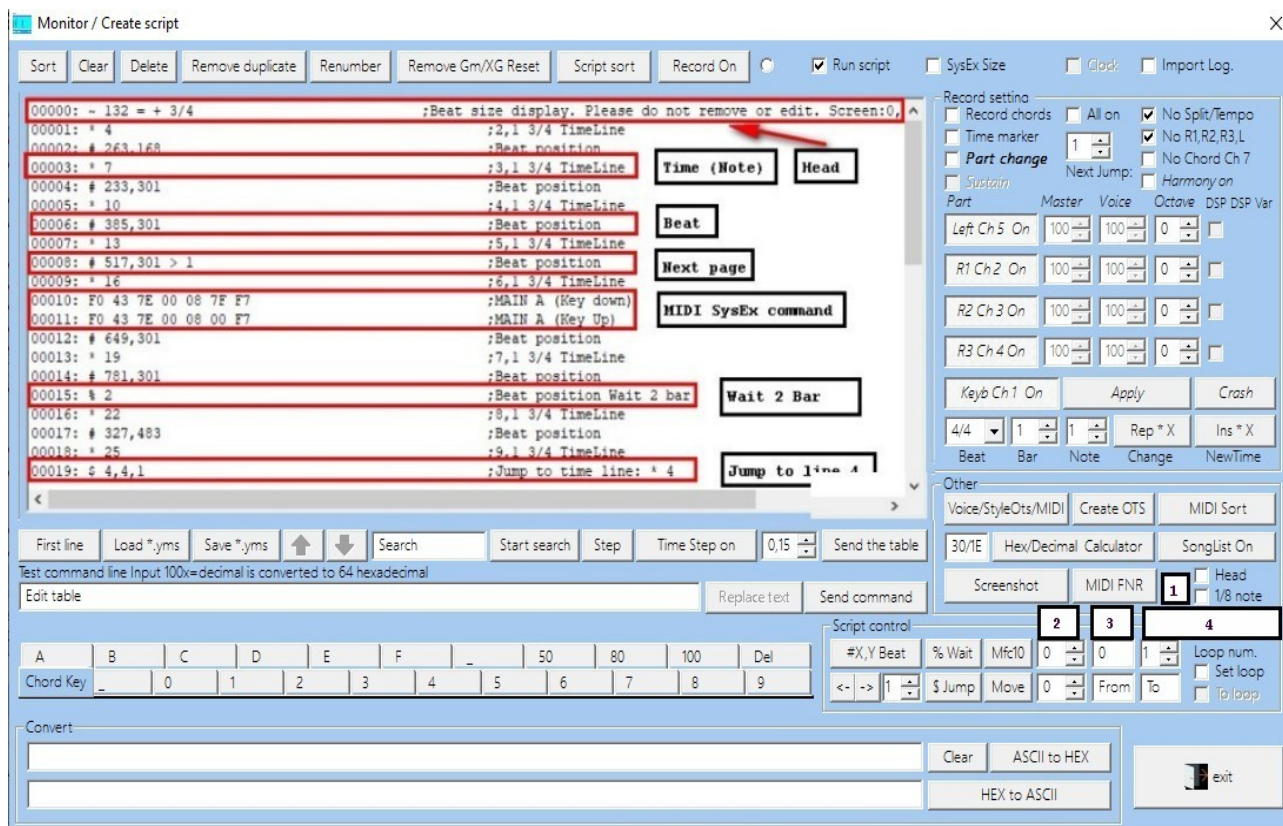
Buttons and switches of the Monitor and Script module

1. Button: "**Sort**" Sorts the listed commands according to their line numbers.

2. Button: "**Clear**" Deletes the list content.

3. Button: "**Delete**" Deletes / inserts the selected line.

4. Button: "**Remove duplicate**" Removes duplicate commands.

5. Button: "**Renumber**" Renumber the list.

6. Button: "**Remove Gm/XG Reset**" Remove the reset commands from the list.

7. Button: "**Script Sort**" Sorts and checks the timed script.

8. Button: "**Record On**" Receive MIDI commands on for x seconds or constantly = 0.

9. Switch: "**Run Script**" Activates the control by script.

10. Switch: "**SysEx Size**" Automatically add block size information to the SysEx commands when sending. commands when sending. (Activation is not required for Yamaha).

11. Switch: "**Clock**" simulates the sync signals of the workstation using the LoopB1 software.

12. Switch: "**Import Log**" Incoming MIDI commands are stored unchanged under: Installation Directory\MidiImportLog.txt

13. Button: "**First line**" Set cursor and script to 1st line and all parameters to start.

14. Button: "**Load *.yms**" Load a YMS file from the installation directory\YMS\.
    (Contains own or scanned command sequences).

15. Button: "**Save *.yms**" Save a YMS file to the installation directory\YMS\.
    (Contains own or scanned command sequences).

16. Button: "**Up Down**" Move selected line up or down.

17. Edit: "**Search**" Search a string (word) in the list.

18. Button: "**Start search**" Search the search string in the list.

19. Button: "**Step**" Send the commands from the selected position with single steps.

20. Button: "**Time Step On**" Send the whole list in single step every 0-5s. The time can be set from 0 to 5 seconds. If the mouse is over the button, the run will be slower.

21. Button: "**Send the table**" sends the whole table.

22. Button: "**Send the command**" You can send single commands for testing in a separate command line for testing.

23. Button: "**Chord Key**" Switch to manual chord input and other functions:
    Delete all beat, Delete all Chords, Delete all MFC10, Delete all jump, Delete all Break, Kill empty time marks

24. Button: "**ASCII string to HEX**" Convert ASCII string to HEX string:
    43 3A 5C 53 6F 6E 67 4C 69 73 74 5C > C:\SongList\

25. Button: "**HEX string to ASCII**" Convert a HEX string to an ASCII string:
    C:\SongList\ > 43 3A 5C 53 6F 6E 67 4C 69 73 74 5C

26. Button: "**Exit**" Exit the function.

The "Script control" field

1. Button: "**#X,Y Beat**" Enter screen beat position in the list.

2. Button: "**% Wait**" Enter a 1/16 note pause or temporarily pause script.

3. Button: "**Mfc10**" Select a MFC10 command. (Style control command)

4. Selection number of **maximum passes** of the selected bar

5. Display number of **maximum passes** of the selected bar

6. Selection field of the current **loop memory** location.

7. Switch "**Set Loop**" activates the selected marked block (exercises).

8. Switch "**To Loop**" Jumps immediately to the selected block when starting the accompaniment.

9. Button: "←" Scroll back page.

10. Button: "→" Turn next page

11. Selection of the **page number** for turning the page

12. Button: "**$Jump**" Jump to the specified time position.

13. Button: "**Move**" Move all script lines (bars) from x to y to insert more bars insert.

14. Input **number** of ¼ notes to be moved.

15. From: **block start** (automatic determination of a line position)

16. To: **block end** (automatic determination of a line position).

The "Record Setting" field:

1. Switch "**Record Chords**" Record chords.

2. Switch "**Time marker**" Recording of time markers. (note positions)

3. Switch "**Part change**" Automatically insert and update the command sequences in your script. for Master,Voice,Harmony, Volume, Octave, Left,R1,R2,R3.

4. Switch „**Sustain**" updates the command line: Sustain

5. Switch "**All on**" scans all commands (filter off)

6. Display "**Next Jump**" Current jump number.

7. Switch "**No Split/Tempo**" Does not scan commands for split and tempo changes.

8. Switch "**No R1,R2,R3,L**" Does not scan voice commands of the workstation (keyboard strokes).

9. Switch "**No Chord**" Does not scan chord commands of the workstation (keyboard strokes).

10. Switch "**Harmony on**" Set the Harmony command to on.

11. Button: "**Keyb Ch1x0 O**n" Hide channel 1 during scanning.

12. Button: "**Left Ch5x4 On**" Hide channel 5 during scanning and disable automatic adding of the respective voice setting. Addition of the respective voice setting.

13. Button: "**R1 Ch2x1 On**" Hide channel 2 during scanning and disable automatic adding of the respective voice setting. Automatic adding of the respective voice setting.

14. Button: "**R2 Ch3x2 On**" hide channel 3 during scanning and switch off automatic adding of the respective voice setting. Automatic adding of the respective voice setting.

15. Button: "**R3 Ch4x3 On**" hide channel 4 during scanning and disable automatic adding of the respective voice setting. Adding of the respective voice setting.

The "Other" field

1. With the button: "**Voice / StyleOts / MID**I" you can read out files of this file type.

2. With the Button: "**Create OTS**" you convert the read **Style (OTS)**, **MIDI** or **Voice** to an **OTS-Script**
   adapted to your OTS script adapted to your set ports.
   You can call this script at any time to load these voice settings.

3. With "**MIDI Sort**" you can assign the voices and settings to the respective part for a better view.
   view. However, this does not correspond to your MIDI channels selected in the setup, but to the
   internal keyboard assignment.

4. By means of the Hex-Decimal Calculator you can convert single Hex digits into Decimal and vice versa.

5. Button: "**SongList Off**" show/hide SongList main page.

6. With the button: "**Screenshot**" you can create any picture on your workstation and store it on a
   and save it on a connected USB stick.

7. With the button: "**MIDI-FNR**" you can read a **FNR-MIDI** and determine the
   and find out the entered MIDI channel.

8. Switch: "**Head**" Beat Windows with head

9. Switch: "**1/8 notes**" Display the beat window with 1/8 notes.

Create a control script

Intended use

You can use this script to control various functions of your keyboard on a time-dependent basis.

Similar to a MIDI control track, you can switch your rhythm, multipad, voice and memory. The beat display can be positioned controlled by the style and repetitions can be reproduced on the sheet of music. Experienced users with the appropriate knowledge can
insert and execute any MIDI commands.

However, none of the included functions require any MIDI knowledge to create your own script. The biggest advantage over a MIDI control track, however, is that the script can be corrected or extended at any time without having to create everything from scratch. Even a loop for practicing individual sections is possible.

The beat display, which runs with the beat, makes it easier to learn to keep to the beat times. Main, memory, PDF page change and many other functions can be executed automatically. This means you have your hands free for other tasks and can concentrate better on the actual note playing.

In the following, I will explain how your script works and how to create it for each individual title or for use with the number pad.

The script display mode

You start and exit the display mode with the "**S**" key when you have called up a registration with a note sheet using "**SongList**". This mode is used for observing, testing, inserting markers into a running script as well as for quick recording of sent MIDI commands. No changes can be made here using the mouse or keyboard. The only exceptions are the keys **'-'. '+', 'Return'** of the numeric keypad and the keys "**T=Time Marker On**" and "**Tab/.=Set TimeLine**", which can be used to set markers in the script during a script run. For more information about marking can be found under: "**Adding Note Positions**" & "**Adding Markers**".

All other keys are not supported in this display. The script is therefore protected against unintentional changes. A function bar is displayed at the top or bottom of the screen for the available functions.

A_key=Add to playlist	R_key=Run script	M-wheel=music finder	E_key=Script edit	S_key=Script show

The Edit Mode

You can access edit mode by pressing the "E" button. You can exit edit mode with the "Exit" button. In this mode, you can create and edit scripts or examine styles, MIDI or voices. However, most of you will create simple scripts to control the accompaniment and the sheet music, for which you do not need any MIDI knowledge. This function also displays a function bar for control at the top or bottom of the screen. You can simply operate this with the mouse to trigger functions. The most important functions for script creation and "beat" positioning have been integrated into this bar in order to achieve accelerated, simplified "beat" positioning.

Exit	Prev Page	Next Page	#X,Y Beat	Turn page	Script sort	Record On	Run script	Monitor On/Off

Script structure

A control script contains position markers (TimePos) with the help of which you determine, when in a piece a certain action is executed. The rough division here are the bars and the smaller unit are the notes. So the time signature is also relevant for the definition of the the timing of actions. For the beat display, each bar gets a beat position that is automatically determined and entered by "SongList" and, if necessary, several commands to be executed. This results in the following picture.

* 1 = bar 1 note 1
#100,200 Beat position x,y on the screen.
00001: F0 43 7E 00 18 7F F7 ;BREAK FILL (Key down) Command1
00002: F0 43 7E 00 18 00 F7 ;BREAK FILL (Key up) command2
* 5 = bar 2 note 1 for a 4/4 bar;

Set time signature

First select the measure of the piece and then highlight the name of the registration you want to edit.

If the time signature is not a 4/4 time signature (default), press the mouse wheel and a + and a number will be added to the name of the registration to indicate the time signature. By pressing again you can cancel this if necessary.

Create script

Now double-click the registry to call the PDF. To create a script, press the "e" key like Edit. This will take you to the Edit window. Press "s" to enter the "Show Mode" to follow the script run if needed.

Now you will see an empty window and we will start by setting the 1st bar that results from the intro used. Often this is CLOCK 5 and we set this value first.
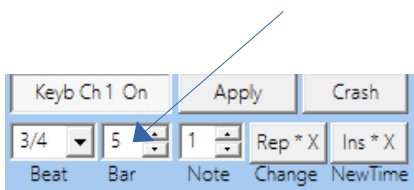
Positioning the Beat Display

If you don't want to use a beat display, I recommend you to position it anyway first because it is very helpful when creating the script and finding the bar / note positions.

We now position the beat indicator under the leftmost bar and press the Extra1 key (4) of the mouse. This sets the left edge in the sheet, which can then be jumped to again. A beep will sound when the position has been taken. After that we enlarge the beat display to the desired size by dragging the mouse apart.

Now the preparations are finished and we can set the beat positions.
Now position the beat display under the 1st relevant bar (T1) and then press the
the button "#X,Y Beat".

Pressing this button again sets the next entry and positions the beat display further to the right. Small horizontal adjustments are possible with the mouse wheel (3). Vertical adjustments can be made by pressing the Extra2 mouse button (5) with the mouse wheel (3). At the end of the line please press the right mouse button (2) and the beat display jumps to the next line to the left position. There you press the left mouse button (1) again and repeat the process. At the end of the sheet move the display to the next sheet and the left position. Then repeat all steps there as well. So with the setting of the left positi-on by means of the Extra1 key (4) of the mouse.

Correcting a beat display position

Place the mouse pointer in the sheet of music on the position of a beat display position that you want to change and press the "Extra 2 (Back)" mouse button. The beat display is set to this positi-on and highlighted in the list. Now move the beat display to the new position. Now place the mouse pointer over the highlighted line in the list and press the "Extra 2 (Back)" mouse button again to transfer the values of the new position to the list.

Turn page

At the end of the page, press the → button with the number 1 to generate a page turn to the next page. With the number 2 you turn 2 pages and with the 0 with the button "←" you turn back to the 1st page. Continue in this way until the end of the title.

Repetitions by jumps

Each bar is acquired only 1 time if we want to work with jumps. The commands used in the measure for control can be different for each run and can be set per run. You can put a minus with a jump num-ber in front of the respective command or let SongList set this. The jump number is shown by SongList with the display "**Next Jump**" and is not identical with the run!

Example **-2 F0** ... or **-2 B9…**

The prerequisite for these commands is that you have already set all the jumps within the sheet of no-tes and have then successfully run through the "Sort Script" button without errors. You have 2 possibili-ties to set these commands.
A jump command has the following format: **$1,10,35**

You position a

jump at the beginning of the following bar exclusively on the 1st note as the 1st command in the bar. (Picture) . At other positions the beat display is not synchronous to the bar. Several jumps in a row are possible here.

$ 1,17,6 < 0 $=jump indicator 1=jump number 17=time position 6=script line

The jump number is automatically incremented by 1 during the run and thus guarantees that multiple jumps in the same bar are only executed in the correct run. So after the 1st jump only the 2nd jump is active, all others are ignored until the 2nd one is activated!
The jump address is calculated automatically by "**SongList**".

To do this, select the line in which the jump command is to be entered and click in the "From" field. Then mark the target line in which there is a *** 10** or **# xxx,yyy** entry and click in "**To**" . Then click the "**Jump**" button. The correct values are determined and entered into the list. Each new line will be entered at the end of the list and will only be sorted in the correct position when the "**Script sort**" button is activated.
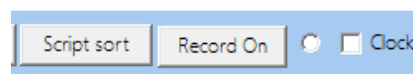
With the help of this drawing, I would now like to explain how the script works when using jumps. You see a normal note sheet in a shortened representation with 2 repetitions. The displayed table contains the corresponding commands to run through this note sheet in the correct order and to advance the beat display at the correct time. First of all, all required beat time positions (TimeLine) are set by you as described. **TimeLine 1- 25**. The digits here correspond to the 1st note in the bar according to the selected time signature. The jumps are always set in the following bar. (TimeLine 13,17,21) The numbering of the jumps are counted up by "**SongList**". So set the jumps according to the order of the game.

Note that TimeLine 13 is skipped twice and Timeline 17 is skipped once. Of course, you have to insert a jump there as well. You can clock through and check the table by hand with the button "Send the table". If all jumps are executed correctly, you can insert further commands at the corresponding positions. If you would like to execute another command before executing a jump, such as an intro, break, main or memory change, you can have this executed depending on the run number. The "**-1**" in front of the command causes the command to be executed only if the current jump number is number 1.

 (**-1 9F 0E 7F** ;Memory 2 (Key down) / **-1 9F 0E 00** ;Memory 2 (Key Up))

For support you can select the corresponding clock position, by clicking on the 2nd window on the right of the button "**MFC10**" the available jump numbers or pass numbers are then displayed alternatively. In the 1st window to the right of the "**MFC10**" button, you then select a valid number. If this number is not valid, "SongList" will automatically set it to 0. You can use this function for all commands contained in the "**MFC10**" button and chord commands. You can also use this display for commands that you want to insert by hand. However, this function requires internal tables, which are automatically created when you press the "Script sort" button. For all functions you don't need any MIDI knowledge, because all necessary functions and sorts are executed by "**SongList**".

The jump scripts described here can be found under your installation directory\WorkSt\Example. For testing, copy the files to the respective directories you use. (**PDF,RGT,YMS**)

If you want to add more lines to the list, you can do so as long as the syntax of the lines is preserved. A sorting is still performed by "**SongList**" and can be influenced by means of the line numbers.
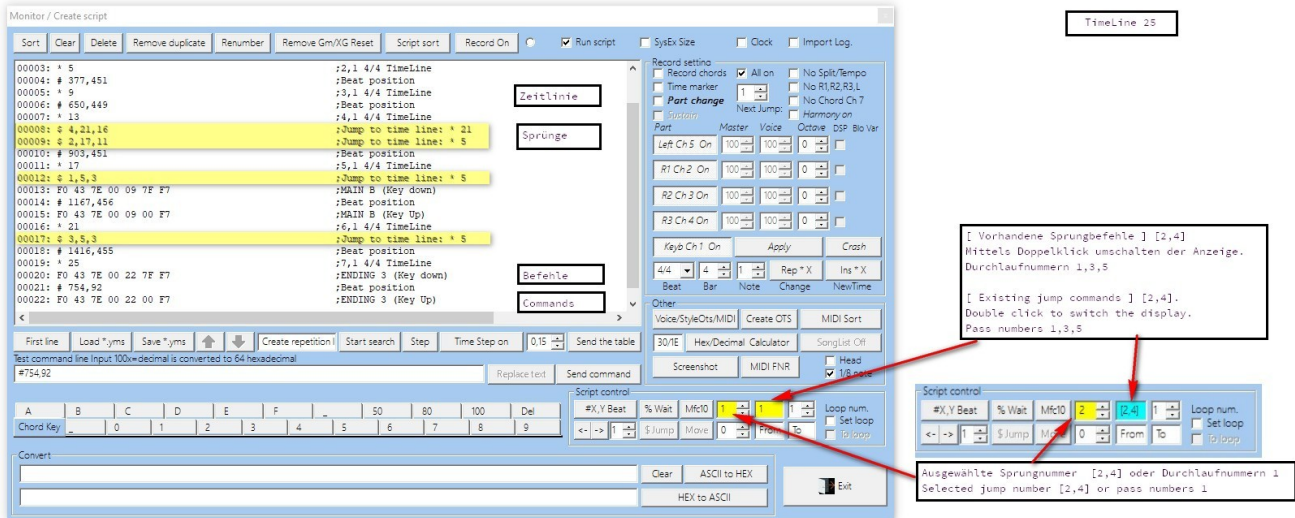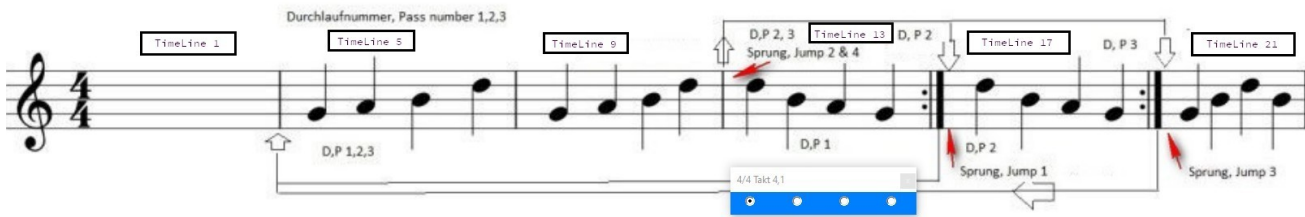
Setting MIDI commands

In SongList you have the possibility to set MIDI commands for each pass statically or depending on the respective pass. You can enter the commands with or without SongList support. If you use jumps or repetitions in the note sheet I recommend to use the SongList support.

Setting the "MFC" commands by clock order

Press the button "**First line**" to call the 1st page and set all parameters to Start. Simply scroll through the sheet of notes by pressing the button
"**Send the table**" to the desired position, which is indicated by a moving bar in the list.

Now double click on the displayed bar in the list to read and display the parameters of this position. In the following screen Position **(3)** you will now see the maximum number of possible passes depending on the jumps you have set.
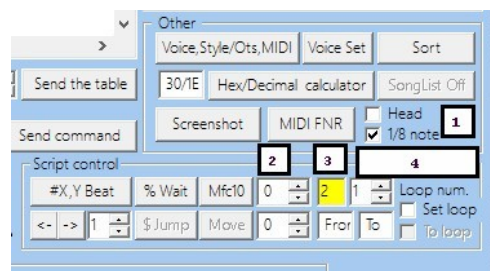
If this display **(3)** is greater than "1", you can also select a run number at which the command is to be executed. To do this, please click in the Position field **(2)** and select your desired run number, which corresponds to the desired run. Now you can select a "**MFC**" command normally. However, if the displayed position **(3)** is 0 or 1, then simply select an "**MFC**" or other command without this additional numbering, since the corresponding cycle is only run through once and thus a selection is not meaningful.

Adding "Vocal Harmony" commands

Select a line in the script, in which a "**Vocal Harmony**" command is to be inserted. You can now use the "**VH**" button to open a window in which the commands are displayed with a short description. Double-click to add the required command lines to the script with a time stamp at the end. During the next sorting run, these commands are then moved to the correct position in the script. Alternatively, you can also write these "**Vocal Harmony**" commands in a script and assign them to the number pad to call them up manually!

The commands used for each keyboard type can be updated in the respective **CSV** scripts under "**..\WorkSt\VH**" can be updated. However, please retain the structure of the files to enable them to be transferred to „**SongList**".

Control command execution in a loop

The selection of a specific pass can be used with the functions **MFC,←,→,%Wait** and any MIDI commands. Simply manually place the minus sign **"-"** followed by the corresponding pass number in front of the MIDI command starting with pass 1.

Example (00001: -2 96 55 7F ; key X "On" (Execute in 2nd pass of a loop.)

For the "SongList" commands **MFC,←,→,%Wait** you can have the pass number set automatically. Click on the desired position in the script. The maximum runs will be determined and displayed in field **(3)**. Now select the desired run in field **(2)** and click the desired "**SongList**" function.

The generated command is then inserted at the end and sorted into the correct position during the next sorting using the "**Script sort**" button.
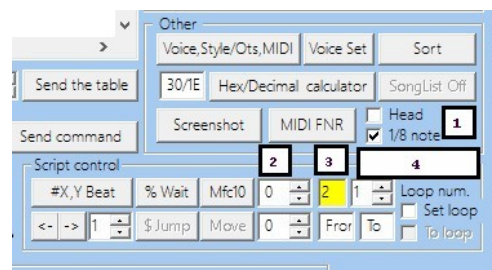
Optional setting of "MFC" commands

If you want to set a command randomly without using the "**Send the table**" button,
you cannot use the displayed values from "**Next Jump**". Let SongList determine the required values using the "**MFC**" button and then select any command that you can either use later or exchange. Now position the mouse at the desired position and click the upper extra mouse button
until the beat display is shown. SongList now sets all necessary parameters and displays the maximum runs **(3).**

Testing a script line. (Beep)

If you want to test a script or a line, you can simply enter a "**BEEP**" in the document type line. If the script display is active and the "**Beep**" is activated in the setup, a beep sound is generated when the line is executed, indicating that this line has been executed. Thus you can test a script also without keyboard.

The control of the beat display

By inserting the command "Beat show ON/OFF" or "Beat display start/stop" at any desired position, you can turn the beat display on / off or suppress positioning. The command for this is available under the button of the "MFC10" commands and is used in the same way as these commands.

00001: &1 ;Beat show ON
00002: &2 ;Beat show OFF
00003: &3 ;Beat display start
00004: &4 ;Beat display stop

Playing aids Set markers on the beat position line
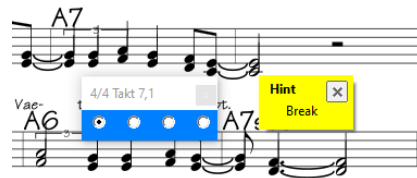
!!   → Displays a window with plain text, e.g. " #100.100 !!! Repeat loop.
          This help is displayed on the beat position of the next bar for the length of one bar.
;(+), ;(-), ;(*) → 3 possible identifiers of the ; documentation are also displayed in the beat header.
          e.g.To switch to the next main ;(+) or ;(-) back to previous main changes (*) intro.
BEEP → If Beep is activated in the setup, ";Beep" triggers a beep sound in the PC at this position,
          e.g. for testing.

Please enter this additional information directly in the list or use the insert and change text input mask. Click on the relevant line and add !! text in the input field. Then press the "Replace text" button
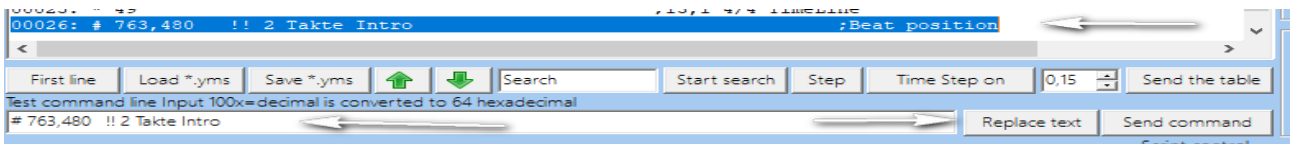
Function Sequence of a script with run dependent commands

Overview of the following script

```
Intro 1   1.Main A                ___Jump 2__
          2.Main B                |          |
| * 1   |    * 5      | *9  -  * 21 |  *25 |  *29 | *33     | * 37 | * 41 |
                      |_____|
                            Jump 1 to TimeLine *5
```

Example sheet of music with script
```
00000: ~ 125 = 4/4;Beat size display. Please do not remove or edit. Screen:0,0,1920,1080
00001: * 1;1,1                          ;4/4 TimeLine
00002: F0 43 7E 00 00 7F F7             ;INTRO 1 (Key down)
00004: F0 43 7E 00 00 00 F7              ;INTRO 1 (Key Up)
00005: * 5;2,1                          ;4/4 TimeLine
00006: -1 F0 43 7E 00 08 7F F7          ;MAIN A (Key down)
00007: -2 F0 43 7E 00 09 7F F7          ;MAIN B (Key down)
00008: -1 F0 43 7E 00 08 00 F7          ;MAIN A (Key Up)
00009: -2 F0 43 7E 00 09 00 F7          ;MAIN B (Key Up)
00011: * 9;3,1                          ;4/4 TimeLine
00013: * 13;4,1                         ;4/4 TimeLine
00015: * 17;5,1                         ;4/4 TimeLine
00017: * 21;6,1                         ;4/4 TimeLine
00019: * 25;7,1                         ;4/4 TimeLine
00020: $ 2,37,26                        ;Jump to time line: * 37
00022: * 29;8,1                         ;4/4 TimeLine
00024: * 33;9,1                         ;4/4 TimeLine
00026: * 37;10,1                        ;4/4 TimeLine
00027: $ 1,5,5                          ;Jump to time line: * 5
00029: * 41;11,1                        ;4/4 TimeLine
```
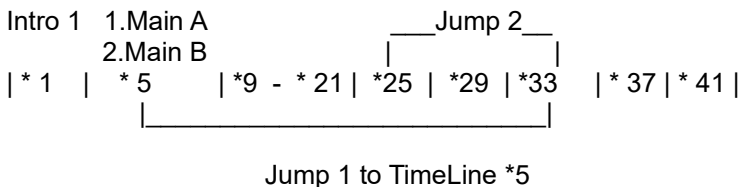
Move lines

If you find that your script starts one or more bars too late, or the intros are too long, you can move, delete or insert bars. After that, however, it is mandatory to execute the "Script sort" button before continuing in order to automatically adjust jumps and other marks. Move as follows.
You mark the block beginning and click again in the field "From" then you click on the block end and click on the field "**To**" now you set the number of notes to the right of the button "Move". So for a 4/4 bar an 8 corresponds to a move of 2 bars forward and -8 2 bars back. If commands are difficult to recognize by your digital workstation, this could be a timing problem. To fix it you can try to put a #% 16th pause between the commands (press and release keys) . The commands are always positioned in the "**TimeLine**" where the bar and note points to. So 5, 1 corresponds to the 5th bar and the 1st note. So for a ¾ bar (3*(5-1))+1 = 13 TimeLine (Note) of bar 1-13 for a ¾ bar 1,4,7,10,13.

Calculation:

¾ measure 1=1, 1+3=4, 4+3=7, 7+3=10, 10+3=13 etc.
4/4 bar 1=1, 1+4=5, 5+4=9, 9+4=13 13+4=17 etc.
00030: * 13 ;5,1 3/4 TimeLine

 *=note number 13 ;=separator 5 bar (measure) , = separator 1 note ¾ time signature are included in the "**TimeLine**" for orientation.

(In the case of a "Move", this information is not updated except for the actual "**TimeLine**" * 13, so it continues to show the old text so as not to overwrite any info you have entered!)
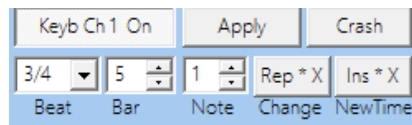
 TimeLine Correct or Add

With the button "**Rep *X**" you can correct a marked "**TimeLine**" line.
First select the corresponding "**TimeLine**" and change the Bar and Note fields to the desired values. Then press the button "**Rep * X**".

With the button "**Ins *X**" you can insert a new "**TimeLine**" with the set values of bar and note under a marked "**TimeLine**" position.
Attention: Never change the set beat (time signature) in a script, because then all "**TimeLine**" entries will change. There can only be one "**TimeLine**" of the same position, e.g. * 15, all further "**TimeLine**" with the same number are combined to one "**TimeLine**". A "TimeLine" consists minimally of one or more instructions. If you need one or more pauses before a bar, insert a wait bar at this position. To do this, insert a 1/16 pause command and enter your wait bar number in the query. All following "**TimeLine**" will be shifted by the corresponding number of notes (4 notes per bar at 4/4). The beat display shows a "**W**" during the waiting time and remains at the last position.

Sort automatically

The "**TimeLine**" are always sorted in a specific order by the "**Script sort**" button, removing duplicate lines.

Structure of the 1st line:
Line 0000: always contains the information of the beat display.
0002: ~ 125 + = ;Beat size. Please do not remove. Screen:1920,1080
Number: ~   = Identifier of the beat display
        125   =**Width** of the beat display
          +   =1/8 **note** displays.
        "="   = No **head** display
          ;   = Separator Separator for documentation
0,0,1920,1080 = Screen resolution and position

The sort order of the commands:
 0. ~ 125 4/4   Header
 1. * 1 Time line
 2. $ 1,9,7 jumps
 3. 96 18 7F 96 1C 7F 96 1F 7F chord keys on
 4. 90 30 40 keyboard keys on
 5. F0 43 7E 00 00 7F F7 MIDI commands
 5. -2 F0 43 7E 00 00 7F F7 Execute MIDI command when 2nd jump number is active.
 6. # 767,82 <> 0 beat display and page change
 7. # % 1/16 pauses
 8. 96 18 00 96 1C 00 96 1F 0chord keys off
 9. 90 30 00 / 80 30 00 keyboard keys off
10. % 1 interruption for x bars. (last command)

The order of the MIDI commands can be influenced with the help of your line number.with the help of your line number. The key commands were chosen in this order to give the digital workstation time to recognize and react to the incoming commands. Furthermore dependencies between the commands are also important. For example, a key must first be switched on before it can be switched off.

00000: ~ 125	;Beat size. Please do not remove. Screen:1920,1080
00001: * 1	;1,1 4/4 TimeLine
00002: 96 18 7F	;Note On C0
00003: 9F 1E 7F	;M-Pad 3 (Key down)
00004: F0 43 7E 00 0A 7F F7	;MAIN C (Key down)
00005: F0 43 7E 00 0A 00 F7	;MAIN C (Key Up)
00006: # 373,235	;Beat position
00007: 96 18 00	;Note Off C0
00008: 9F 1E 00	;M-Pad 3 (Key Up)

New actions (commands) are always added to the end of the script by "**SongList**" with the corresponding "**TimeLine**". However, you can also insert them in any "**TimeLine**". The sorting is then done automatically by "**SongList**". If you use interdependent commands, enter them in the correct order first and then renumber the list with the "**Renumber**" button. This assigns a line number to the lines according to their position, which then ensures that equivalent commands retain their order, even if other lines are reordered. Only commands managed and inserted by "**SongList**" are checked for their correct positions. These are the **MFC10**, chord, rest, jump and key commands you need. So any other MIDI commands you want to use should be sorted and checked appropriately by you using line numbers. In general, however, the built-in commands are perfectly adequate for controlling a style.

You can add more commands in the **..\WorkSt\MFC10\MFC10-External.csv** file as already mentioned.

Main, Intros & others

If you want to address Main, Intro, Multipad, etc., then mark the line after which an entry is to be entered in order to set the bar and the note automatically. Then select the appropriate function from the "MFC10" button. One or more lines will then be inserted at the end of the list. If these commands are not to be inserted at the beginning of the bar, select the respective note befo- rehand. In the case of a 4/4 bar, this is usually note 3 in the middle of the bar.

Pause (interrupt script)

If the intro is longer than the empty bars on the note sheet, the script can be interrupted by adding a pause for a certain time (x bars) and thus wait for the intro to end. To do this, use the "Wait" key and enter the bars to be skipped here. The corresponding commands are then added to the end of the script and later moved to the correct position with the "Sort" key. If the intro is shorter, empty bars can be skipped with a jump command. This makes it easy to stay in sync with the note sheet.
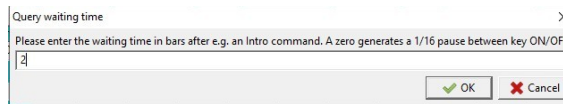
If your workstation has problems to recognize a chord or a single keystroke, you can set a 1/16 pause between a chord, single notes in the same way by entering a zero during the bar query. Restriction: If a bar contains jumps, you cannot use % x rest!

Find the beat positions

To find the beat positions of the PDF in the list faster, a search function has been integrated. Positi- on the mouse pointer under the beat you want to edit at the height where you previously positioned the beat display and press the Extra1 mouse button (4). A list with several beat positions of sever- al pages will now be displayed. If only one position was detected, the beat display is immediately shown there.
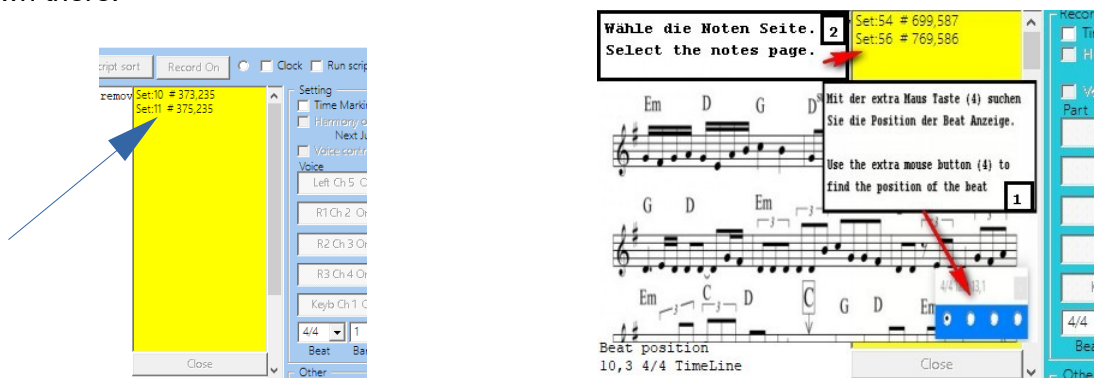
If there are more than one, select the appropriate one by double-clicking on it, whereupon you will be taken to the respective page and the beat ad will be displayed. Then click the button "**Close**" which is now switched active. A 2. possibility is, you follow the beat display by switching through with the button "**Send the table**", "**Step**" or "**Time Step on**" to prefer is here the button "**Send the table**". The current line in the script will be highlighted and you can then select other commands to use at these positions, or add an empty "**TimeLine**".

For example, if you want to insert an intro at the 3rd note in the bar, first raise the note to 3 and only then insert an "MFC10" or other command.
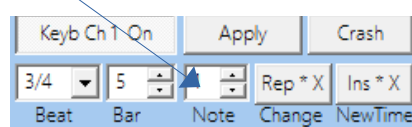
Testing a script

Now, to finish the script, we need to test it. For this you can use the button
"**Send the table**" or also "**Time Step on**". The button "**Send the table**" always advances one *
"**TimeLine**". So all commands between the current and the following "**TimeLine**" are processed
one after the other. The button "**Time Step on**" works like the button "Send the table" but switches
automatically and saves you multiple clicking. You can set the speed of the step in the field next to
the button. You can stop the automatic run by clicking in the speed selection field.

After you have checked a run by hand, now activate the switch "**Run Switch**" and check your lines
using digital workstation. First press the button "**First line**" which sets the cursor to the 1st position
and sets all start points to beginning. Then start your title on the digital workstation and check your
settings. If changes are necessary, you can do this at any time by inserting, **deleting** or **changing**
the respective script line.

Adding chords

To have chords controlled automatically, you must add them to the script at the correct position.
You can either do this manually, step by step, or record it automatically while playing. For both vari-
ants, however, it is necessary to set the beat display beforehand in order to recognise or quickly
find the respective bar and note.

Adding chords by hand

First activate the chord input function using the "Chord key" button.
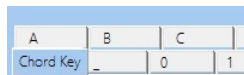
Now find the position for entering the chord in your script. To do this, you can use the procedure
described under "Finding the right beat line", or you can
click on the lines with * in the script (upper window) and check the displayed positions until you
have found the correct bar.
have found the right beat. The respective position is indicated by the beat display. Now set the cor-
rect note to the right of the bar and select the notes on the keyboard (1), e.g. C-E-G. The desired
chord is displayed in the lower window and can then be added to your script by pressing the button
"Add chords" (2). Now repeat all steps until you have positioned all chords and then press the but-
ton "Script sort". If you no longer want to use chords, simply delete them from the script or delete
them completely with the button "Delete all chords". With the button "Exit" (3) you end the chord in-
put.
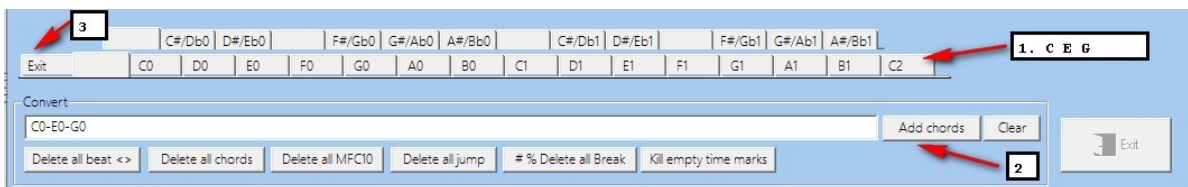
Adding chords by playing

If you prefer to add chords by playing the keyboard, please follow the instructions below. Activate
the button "**Record chords**" which activates other buttons and the button "Record On" as shown in
the picture.

The switches should now be activated or deactivated as shown in the picture. Please make sure that the button "Run script" is deactivated!

You will then get the following interface:
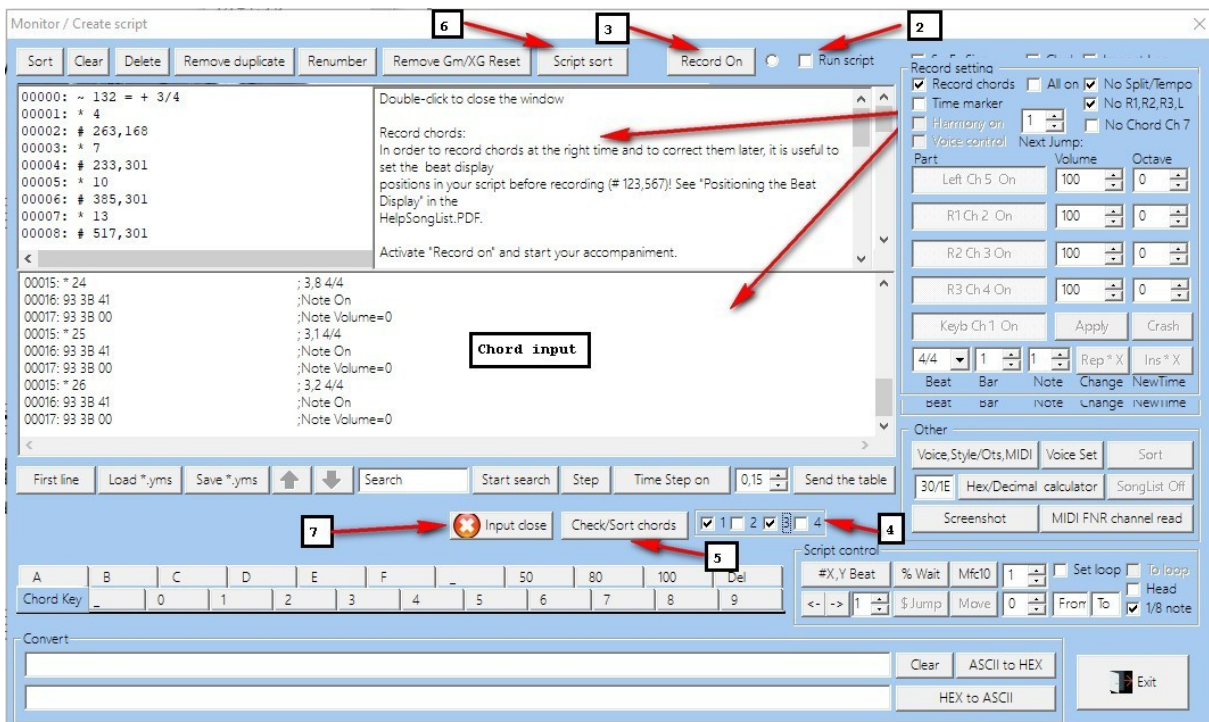
To record the chords, a running script with entered beat positions is a mandatory prerequisite! Now please activate the button "Record chords" (1), "Run Script" (2), the button "Record On" (3) and start the accompaniment on the keyboard. The current position to be played is now displayed on the music sheet and you can activate the required chords at the respective time. Depending on the finger mode you have set, the pressed keys are now inserted in the lower window with the respective positions. First, each key is marked individually with a "Key On" and "Key Off".
When your chord input is finished, please first deactivate your accompaniment on the keyboard and the "Run Script" switch as well as the "Record On" button. In the next step, please set the switches for the possible chord positions. (4) If you want to enter chords on the 1st and 3rd note according to the sheet of music, for example, activate 1 and 3 as shown in the picture.
Then press the button "**Check/Sort Chord**". „**SongLis**t" now checks whether all entries are on permissible positions.

If deviations are detected and several note positions per bar are possible, the beat display will show red at the incorrect position.

Then click on the correct note point in the beat display to correct the entries. If only one position in the bar is valid, this position will be corrected automatically. To cancel, click on the close window symbol at the top right of the beat window. When you have finished your input, use the button "Script Sort" (6) to automatically take over your chords into your script in the correct positions, combined as a chord. Then close the chord input with the button "Input Close". Don't forget to save your script, even if you don't want to take over the data into your script yet. In this case, simply answer the question when saving whether you want to "check and sort first" with No and continue your correction with the next call.

Adding note positions

Adding note positions you can also record directly while playing to add these late commands in **edit mode**. For this function the switches "**Beat**" and "**Script**" must be set to active in the setup! Activate further a note sheet and change with the key "**S**" (**S_key**) into the display mode. Now use the "**T**" ("**T_Key**") key to set the necessary settings to run the "**Time Marker**". (See the functions of the header or footer).

A_key=Add to playlist	R_key=Run script	M-wheel=music finder	E_key=Script edit	S_key=Script show
L_Ctrl=Clear list	R_Ctrl=RecordOn	L_Shift=First line	R_Shift=Run script	T_key=Time marker off	Tab/"."=Set TimeLine	-+Return=Mark (-,+,*)	S_key=Exit monitor

If you are in edit mode, please activate the "**Time Marker**" switch and then change to view mode with the "**S**" key.
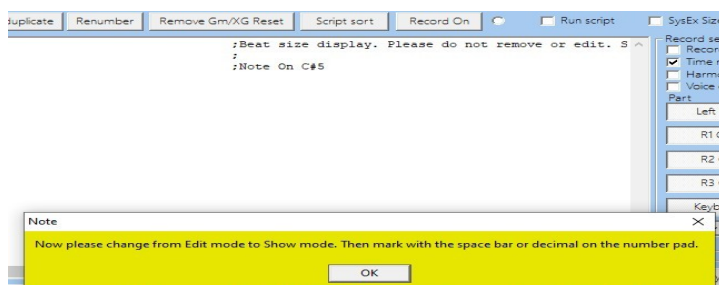

Now start your accompaniment machine and begin playing. Now press the Tab key at the respective points and record the desired note positions.
The generated line follows the following syntax:
"00001: * 13 ;4,1 4/4 TimeLine "
Line number: *=note position 13=note (1/4 or 1/8 note depending on time signature) ; =documentation 4th bar 1st note 4/4 bar.

When you have entered all positions, stop the accompaniment and exit the view mode with the "S" key.
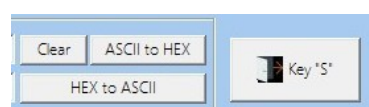
If you now want to add commands or functions to the entered note positions, please change to the edit mode by pressing the "**E**" key. Now double-click on the line to which a command is to be added and select a function via the button „**MFC**" selection field at the bottom right. If you want to add your own MIDI

commands, simply write them under the selected note position line. However, please note the required syntax:

Line number: Command ; Comment **"00002: 96 55 87 ; Note On C#5"**.

With key commands, it is also important to ensure that a key press also requires a key release in the same note position in order to avoid a continuous tone.

(**"00003: 86 55 00 ; Note Off"** C#5" or also "**00003: 96 55 00 ; Volume 0 C#5**")

Adding markers

If you want to add markers to a script at certain positions, there are 3 different entries and buttons available. These markers are always set at the documentation position at the line
"# x,y ;Beat Position" and start with an opened bracket. With these markers you can easily note the positions of a main change up ;**(+)** or down ;**(-)** or even a break ;**(*)** when playing a MIDI, for example. These marks will be shown later in the beat display as additional text and can thus be used directly during playing as a switching support, or when creating a script for inserting a main change command. With the key "**Del (+),(-),(*)**" button in Edit mode on the "**Chord_Key**" interface, you can have these markers automatically removed again at any time.

Loop (practicing note ranges)

If you want to practice a note range several times with the displayed title, you can mark it and activate it later with a mouse click. This section will then be repeated continuously until you deselect it. A maximum of 9 different sections are possible, which are automatically saved. Each section can contain any number of complete bars, each of which has been recorded with a time line "*** xxx**".

Included commands except jumps and page turns are executed to ensure constant repetition. For this function beat positions should be assigned and beat display should be activated.

To loop
 (Jump immediately to the exercise section when starting
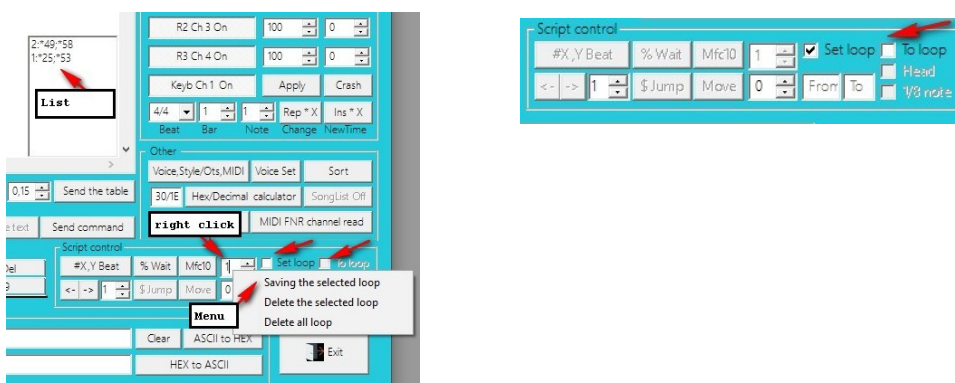
Marking a loop section

To mark a loop section, proceed as follows:

First, find the beginning and end positions of the exercise block.
To do this, use the Bar, Note setting or search directly on the note sheet. First, place the mouse pointer on the position of the beat display that you had previously and follow the instructions under: "**Finding the correct beat line**".
Once the correct beat (bar) position has been found, click on the edit field for "To".
(The current position, where the practice starts, is now stored temporarily)

Then place the cursor one bar after the end of the practice block and repeat the previous steps.
(You always position a jump at the beginning of the following bar exclusively on the 1st note as the 1st command. At other positions the beat display is not synchronous to the bar).

Then click on the edit field "From", which will save the end of the block.

Version V1.3.6
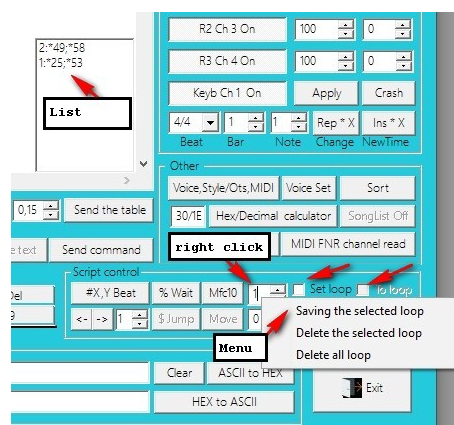
As of version 1.3.7

We now enter the block determined in this way into the loop list. For this we click into the field to the right of the "MFC10" button and select one of the 9 memory locations.
Then press the right mouse button. In the menu that appears, select "Save the selected loop".

To loop (jump to the exercise block)

To get quickly to the selected position while practicing, you can activate the function "To loop".
function, which will make the beat display jump to the beginning of the selected section as soon as you activate the accompaniment. If you want to practice the next track, you can delete the saved list with one click and create a new one for the next track. The list is saved in the installation directory under the name **../Loop.yml** and is only valid for the now active title.

Saving the Script

After completing the script, we should now save it. Here it depends on which function this script should fulfill! If it is a control script of a title, it will be saved under
..\YMS\Bank\Title.yms and the name of the title. A corresponding suggestion
will be displayed when saving. However, if the script contains only commands without
* TimeLine, for faster access to these commands save them under **..\YMS\Scripts** .

Script Screen Change resolution or position

If you use scripts with the beat display and want to display the display on another monitor with a different which has a different resolution, it is necessary to adjust the positions of the beat display to the new monitor. This also applies if you change the position of your monitor in the Windows settings when using multiple monitors. However, the monitors should be of the same aspect ratio, different formats cannot be adjusted with this function. Switching to a different resolution or positions is quite possible. (System/Display)
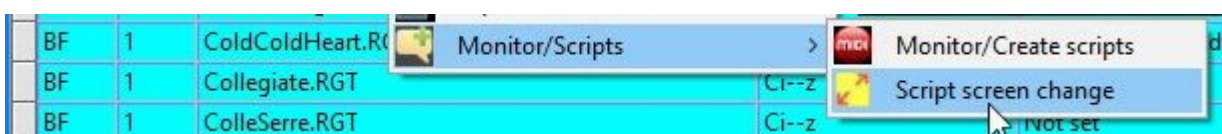

This is the responsibility of the 1st line in the script, at the end of which the position and resolution is stored for which this script applies. For a **monitor 0,0** is the upper left corner and the two numerical values 1920,1080 are the resolution in pixels. All scripts in the directory **..\Yms\Bank*.yms** are processed, which contain a deviant resolution or position in the 1st line. From all processed scripts, a backup copy is stored under **..\Yms\BankBackup**, if this is possible. If this file already exists in this backup directory, this file will not be processed and will be skipped. So make sure you have an empty **..\Yms\BankBackup** first to avoid problems.

Now please start the "**Script screen change**" function.

Confirm the message that appears. The available screen formats are now displayed in the window below. The 1st screen is the standard screen. Now please select on which screen you want to display the Beat display with your PDF. First select a file with linked PDF for testing with the button "File". With the values Horizntally & Vertically you can shift the beat display in the result to the left or high with a negative and to the right or lower with a positive value additionally to compensate screen deviations.

First set both to 0 and then press the button "Ok".
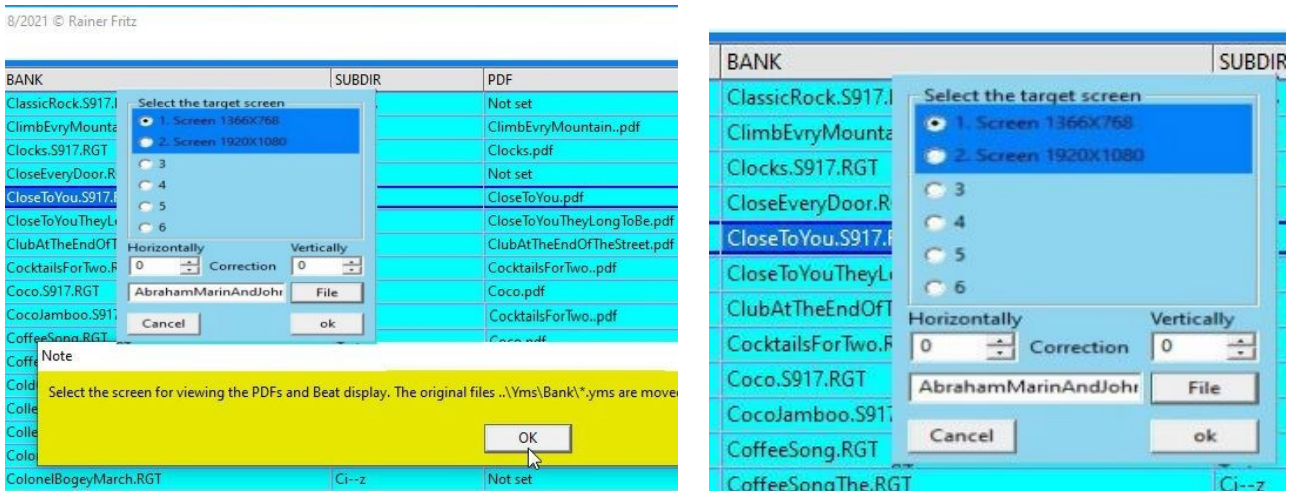
Now please test the result on your selected screen. You can do this easily by calling the test registration (bank). If the PDF is displayed, press the "e" key and press the "SendTheTable" button several times. This will step through the script. The beat display should now always be under the correct position. If this is not the case, check other positions and correct them as follows.

You can make individual corrections as follows:

1. if the beat display was positioned by pressing the button "SendTheTable",
   move the beat display to the correct position with the mouse or correct the beat width.
   beat width.
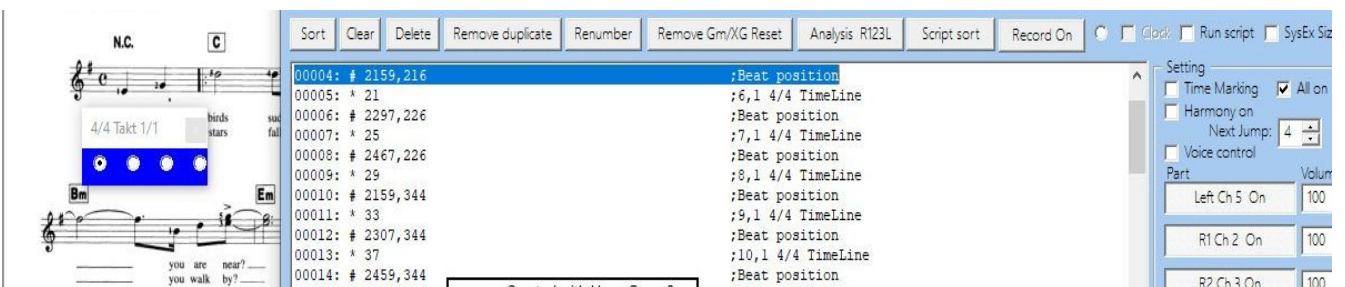
2. Then move the mouse pointer over the highlighted line in the list and press then the Extra1 (4) Mouse button. The new position and width will now be applied. The deviation of the corrected values of the horizontal and vertical displacement will now be are now displayed in the search edit window. Please use these values as "**Horizontally**" and "**Vertically**" in the "**Script Screen Change**" function to compensate the screen difference.

3. Exit the edit mode with the "Exit" button and call up "Script Screen Change" again.
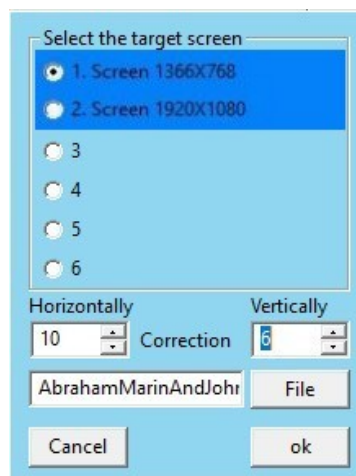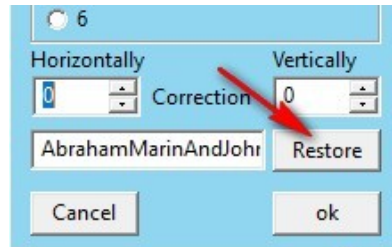
4. Then press the "Restore" button which will restore the edited "yms" file is restored. Select another file and enter the determined values into "Horizontally" and "Vertically" if it is required and repeat the process including "Restore" until you have achieved a satisfactory result.

5. Then click in the Edit field where "*.*" will be displayed and then click the "OK" button.

6. If a beat position outside of the valid screen is found during script conversions or foreign scripts, these are valid screen are found, they will be displayed in the beat header.

Adding your own data

If you want to add your registrations, there are several options. 'First select your keyboard type in the setup and then create a new USB**X** configuration with the corresponding directories. (**X**=USB number) . (When using "**SongListUsb**", the required USB**X** configuration with all directories is already available as standard).

Then copy your registrations into the respective non-nested subdirectories below.
nested subdirectories below.
e.g. „C:\SongList\USB0\Bank\Aa-Az\" or „C:\SongList\USB0\Regist\Aa-Az\"

Use one of the following 3 variants.

Variant 1
  Copy your registrations with the Windows Explorer into the respective underlying
  non-nested subdirectories.

Variant 2
 2.1 Use the "SongList" function "**Memu/Create directories/Assign files**" to create your directory
      structure under directory structure under:
 2.2 Then sort your registrations into these directories using the same "**SongList**" function.
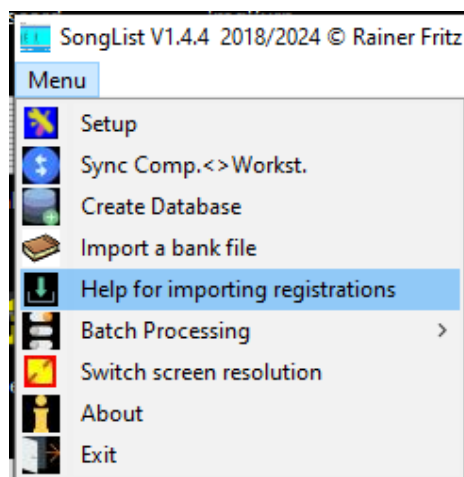   these directories.

Variant 3
  Synchronize your registrations directly from your USB-stick, if there are only non-nested files
  under the registration directory there are only non-nested subdirectories.
  e.g. C:\SongList\USB0\Bank\Aa-Az\" or C:\SongList\USB0\Regist\Aa-Az\"

Create database
 After your registrations have been inserted, please create a new database with the
 "**Menu/Create Database**" function. If you are asked to create a standard registration ,
 please answer with **Yes**! To do this, please select a registration with the standard
 settings of your keyboard.

In the "**Help for importing registrations**" function, you will find a quick guide to importing your registrations and the respective quick access keys for the respective functions at the bottom. These access keys are used to automatically preset the correct parameters for the function.
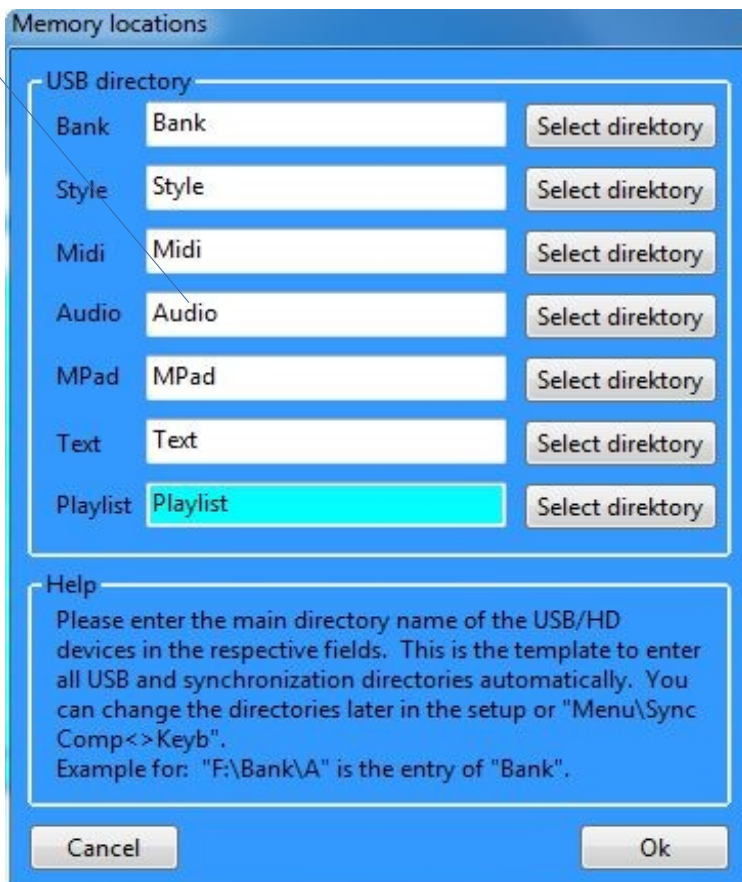
Create another USB stick

Create a configuration with the "**ADD Button**".

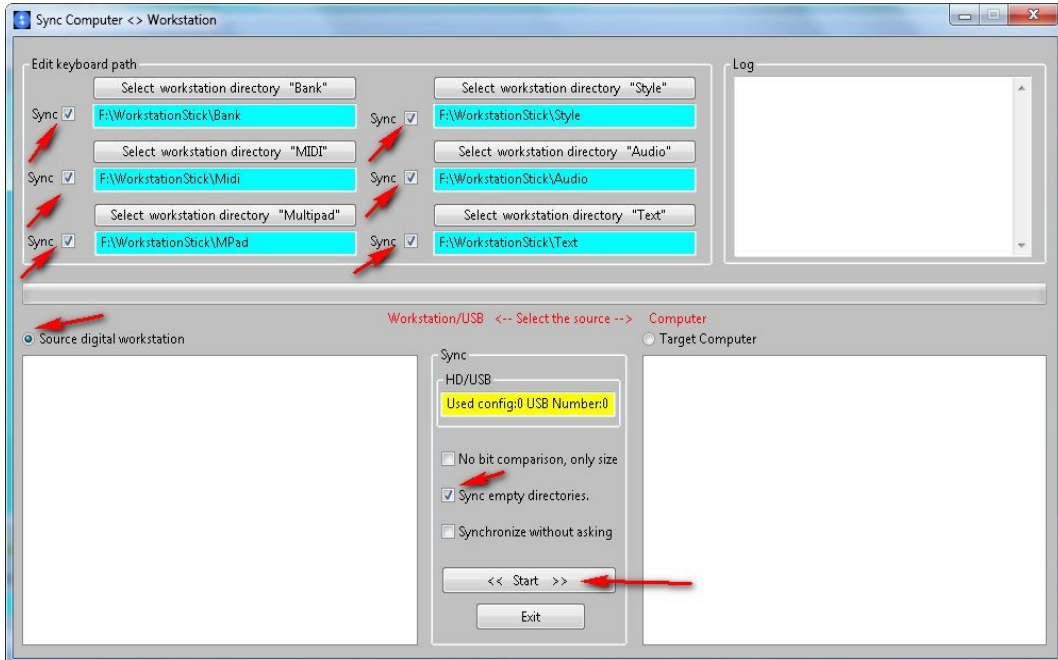Check the workstations directories

Only for Genos & SX9/700

The result, is a directory **SongList\USB1**

Synchronization from stick to workstation

Plug in your USB1 stick and call the menu item "**Sync Comp <>Work**"
This picture applies to older models before Genos. From Genos on the playlist is still included

If the stick has already been used with SongList, the configuration to which it belongs is displayed.
If not, you will be asked to select it. For Genos/SX... the playlist directory is also displayed.
playlist directory is also displayed. Confirm the question with Yes for the security of your data.

1. Now mark the directories that are to be transferred.
2. Select "**x Source digital workstation**"Copy from USB >> to PC"
3. Select "**x Sync empty directory**"

Press the "Start" button. Now answer the questions displayed.

With "**Synchronize without asking**" you can prevent all questions and the standard answers will
be used. In the upper right corner of the log file you can follow the work and errors that occur.
After finishing the transfer, you now leave the synchronization
and create a new database with: "**Create Database**"

Creating the database

Before creating the first database, please create a default bank as described below:
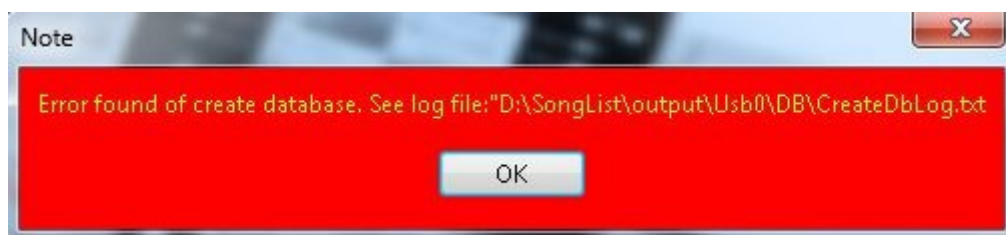"**Creating a default bank"** (registration)!
Now start:
Menu**"Create Database**"
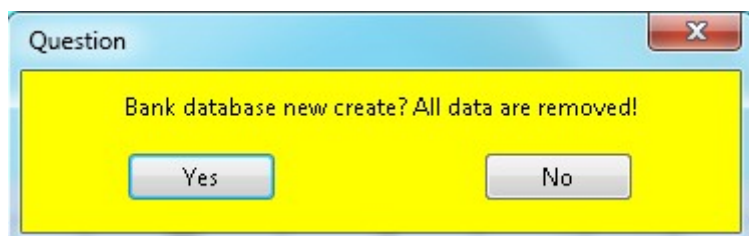
Confirm with "**Yes**".

If errors occur, read the log file at **USB1\DB\CreateDbLog.txt** and fix
this one. Then repeat the last point again.

Now restart SongList.
The database should now be created and available!

Adding the FNR MIDI control for older workstations

If you want to save notes or Word files from the workstation using the memory keys.you need the
control **MIDI**. If you are already using **MIDI** files in your banks, you can move them or place the
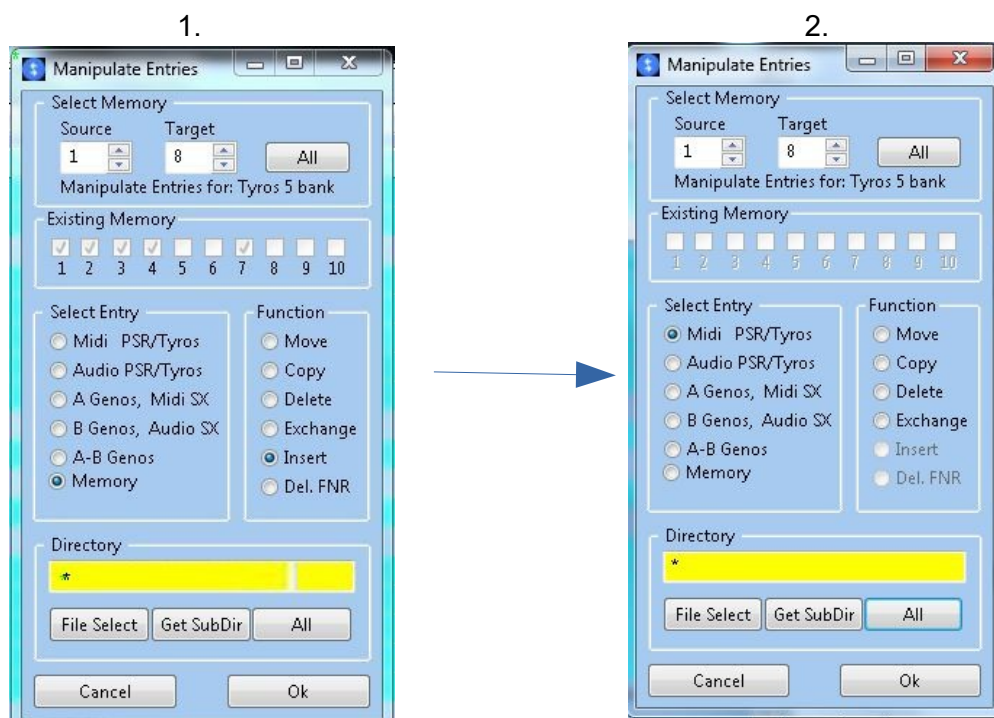control **MIDI** in free spaces.

In this example we assume the following banks.
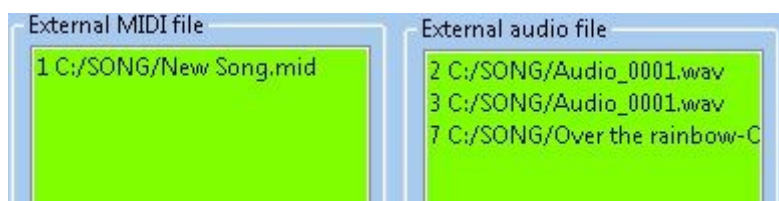
Our goal is to move the **MIDI** from Memory 1 to Memory 8.
Then to move the **MIDI** control to Memory 1. For this purpose, we first generate a **memory 8** on
all banks.

1. The program searches for all banks that do not have memory 8 and inserts them.

2. Now we move all MIDI from memory 1 to memory 8   "**Existing Memory**" are only displayed when selecting a bank!

The program searches for all banks that have a MIDI on memory 1 and moves them.
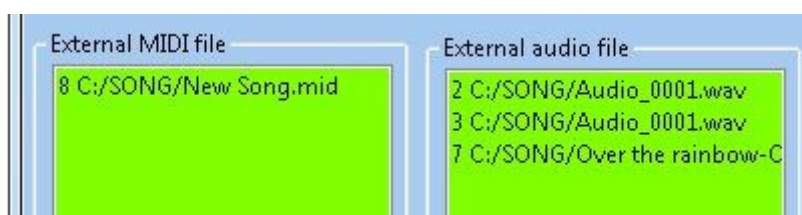
Now we assign the FNR-MIDI for all Memory 1.
 (This is of course also possible by hand individually)

For this we leave the function "**Manipulate Entries**" with the "**Cancel Button"**
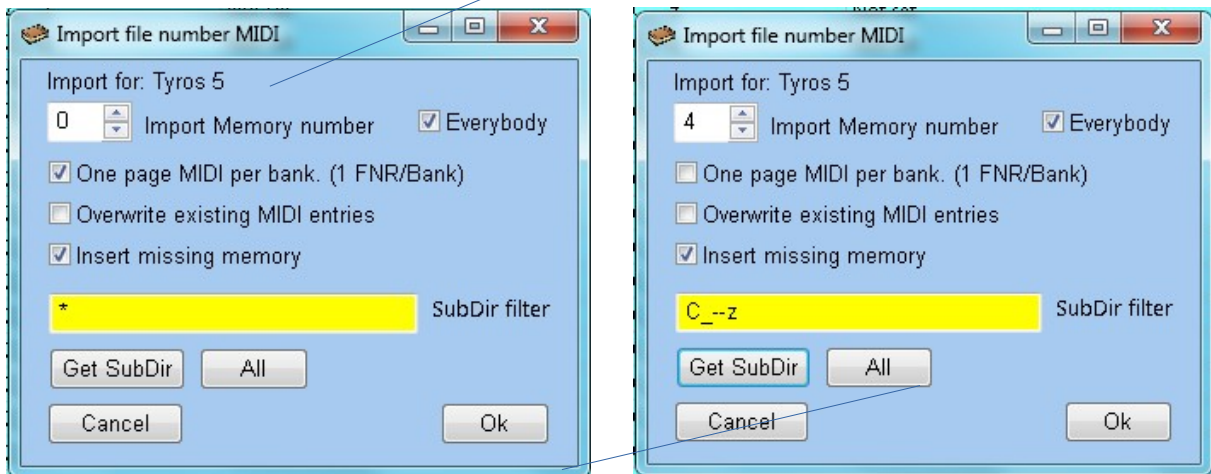
After the changes have been made, a new database is automatically created.
This takes a little moment.

After restarting, start the function "**Import file number MIDI**" (FNR MIDI)

Figure 1 shows the settings for banks that use one bank per song.

Use this setting first.

In
picture 2 you can see the setting for banks that use multiple titles per bank.
With multiple runs, assign an FNR MIDI to each track to be able to recall each track.
Of course you can also proceed directory by directory. The example used on Memory 4
another title.

Another example:
Memory 1: Title 1
Memory 3: Title 2
Memory 5: Title 3
Memory 7: Title 4

If you don't use regularity in the bank, you should play the FNR MIDI by hand
in the main program.

Here is the result **FNR MIDI** is now on Memory 1
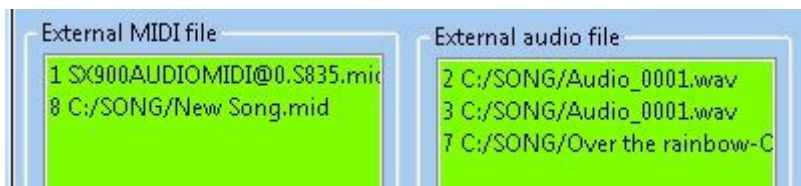
Workstation to stick synchronization

To finish, we only have to change the banks and the corresponding control MIDI
Synchronize to our stick as described in the section "**Synchronization Workstation - Computer**".
already described.

However, for this it is necessary to set the direction of the copy to
"**Source = Computer**" and "**Target = Digital workstation**".

Only a synchronization of the bank directory is required. This now contains
also the **FNR-MIDI** files. These control MIDI files were entered by SongList into the respective
banks without directory references.

If you have set a Genos or PSR-SX.. in the setup, an additional field for the playlists is displayed
with and Synchronized
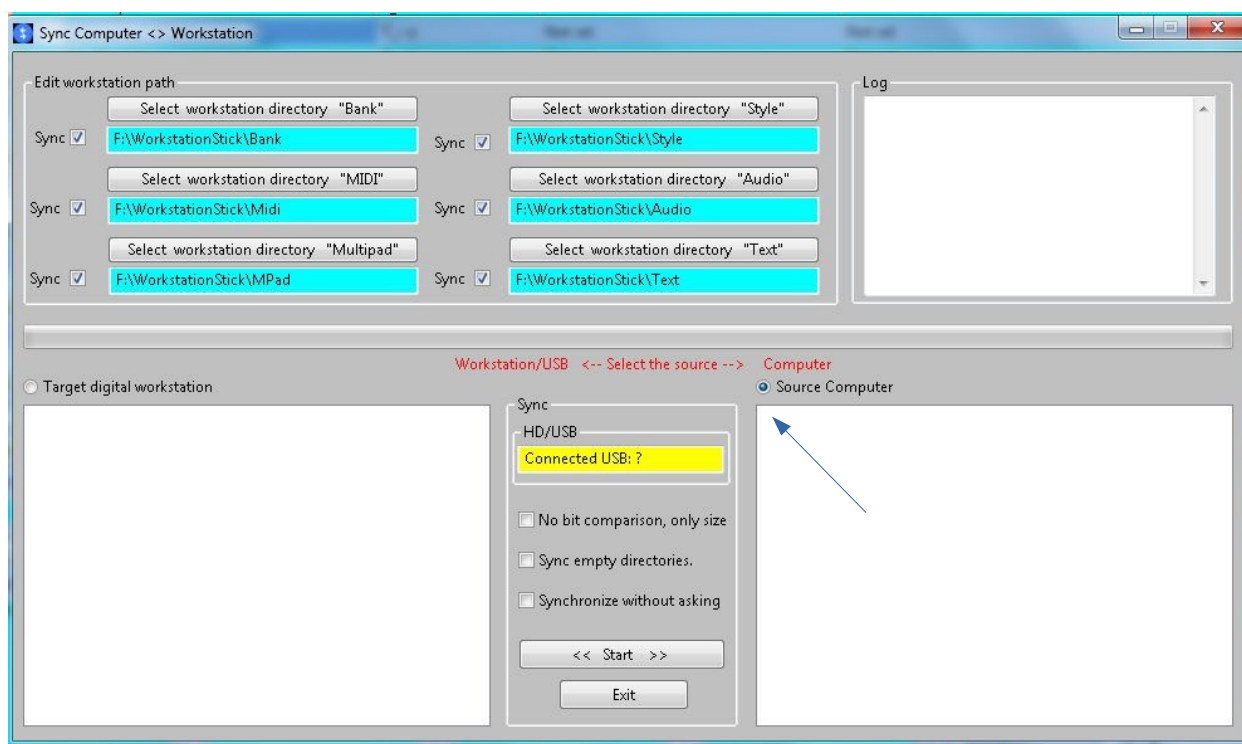
The examples are now complete, have fun with SongList.
Don't hesitate to report hints or bugs to me and actively support the development with
to push ahead. Thank you very much for your interest.

Midi setup settings on the workstation

1. External bank switching is possible on **Tyros2/3/4/5/Genos.**
   PSRxxx, PSR-SXxxx see keyboard manual.

2. The folder containing the banks must always be set manually at the
   workstation. Changing the bank (registration) via **MIDI (SysEx)** is now
   possible for Genos and **PSR-SX....**is possible.

3. A folder may contain a maximum of x=**250/500/2500** files of the same type
   according to the workstation of the same type. So there can be a maximum of
   x banks in one folder, if more are required are needed another folder must be
   created manually and changed into it!   "SongList" prompts for a change if
   this is required. With   **Genos or PSR-Sx**. and the use of the SysEx command
   no manual folder change is required anymore.

4. Switching works via the **MIDI** jacks as well as via **USB MIDI**
   (USB-to-Host jack, see manual.).

5. When using the standard MIDI setup "All Parts", MIDI channel 1 is connected
   to MIDI In A or **USB1** ("**Digital Workstation 1**") is used.(Select in the setup!)
   The used Midi channel at the workstation (**A/USB1 or B/USB2**) must therefore be
   set in the MIDI setup under **RECEIVE** must be set to "**KEYBOARD**".

6. If you want to use all SongList functions (**Voice R1,R2,R3,L**), you should
   create a extended New MIDI-Setup "**SongList**".

Any ports stored in the MIDI setup are now used for remote control of the workstation. Using the
previous MIDI setup (**MIDI channel 1 only**) Is possible if the SongList Monitor and Script functi-
ons are not used. The computer and the workstation will then only transmit via **PORT 1 (MIDI /
USB 1/WLAN**).
However, the Voice supported "**SongList**" function needs another **4 MIDI channels** for
R1,R2,R3,L.

Check **"Clock:Internal**
  Set **"Transmit Clock"** to **"ON**
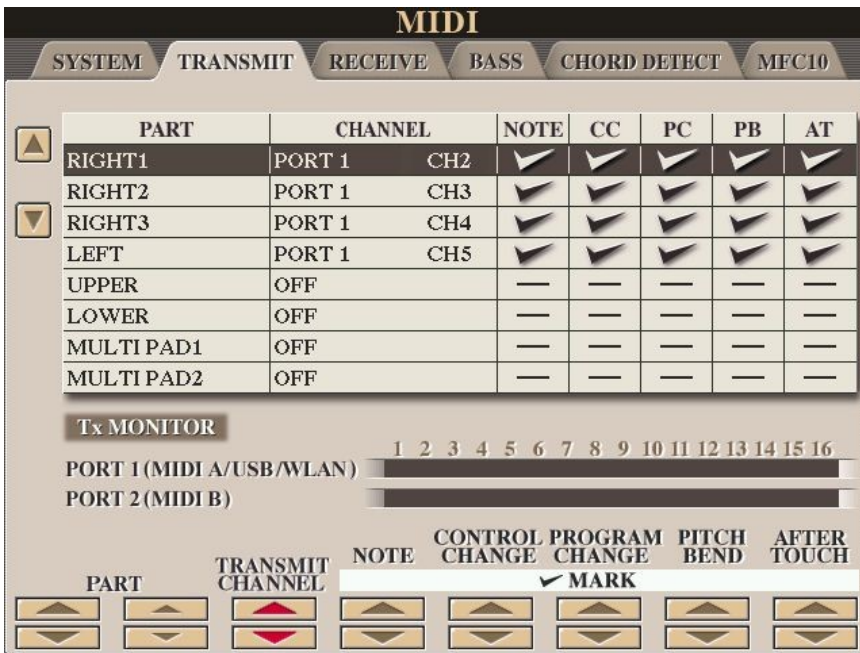 Set **"Start/Stop"** to **"Style**
  Set **"RECEIVE TRANSPOSE"** to **"ON**

Tab "Transmit" (MIDI data transmission)

Set here your selected MIDI channels (Channel) (Transmit)

Required if you want to the new Voice Script functions.

If you have already used "**FNR-MIDI**" in the previous versions of "SongList", continue to use channel 1 for the keyboard, This setting is mandatory, or you must create and assign all "FNR-MI-DI" again! This also applies if you do not change the old configuration and do not use the R1,R2,R3,Left channels i.e. set them to 0.
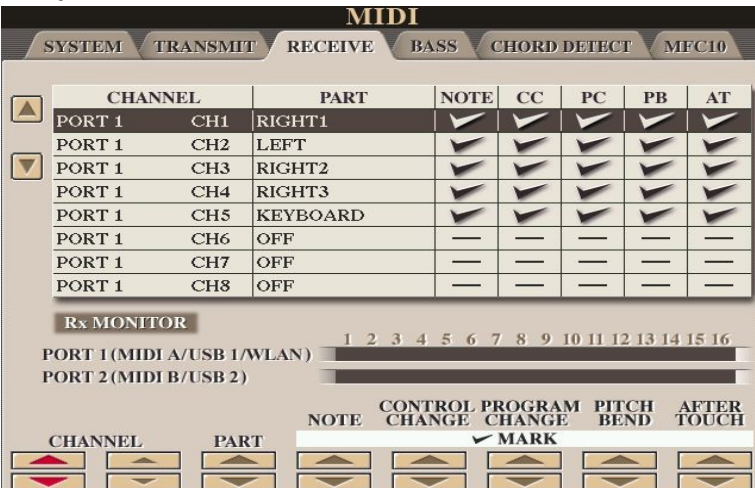Then you cannot use however the Monitor,Script and VoiceSet!

Set all other channels to Off

Tab „Receive" (MIDI data received)

Set your selected MIDI channels here as used in Transmit.

Tab „MFC10" (External Controller)

Only Tyros and Genos

Port1 - Ch1: Workstation (Setting: MIDI Port 1 to Workstation)
To use the MCF10 style control commands, set the **MFC10** receive channel of your keyboard to **channel 16** (Genos defaults to channel 1).

If you want to use another channel, make sure that this channel is not already in use!
The **MFC10** sends only which key number was pressed. The corresponding function that is then executed, you define in the **MFC10** setup as shown here in the picture.
All changes you must update then however also in the file **..WorkSt\MFC10\MFC10-External.csv** so that this information is processed correctly in "**SongList**". The content of this file is identical with the images of the **Install-Help.Pdf**.

Content of a script which uses **MFC10** key commands.
00001: 9F 0D **7F** ; C#-1Style Start / Stop (key down)
00002: 9F 0D **00** ; C#-1Style Start / Stop (key up)
or e.g. **SysEx** commands
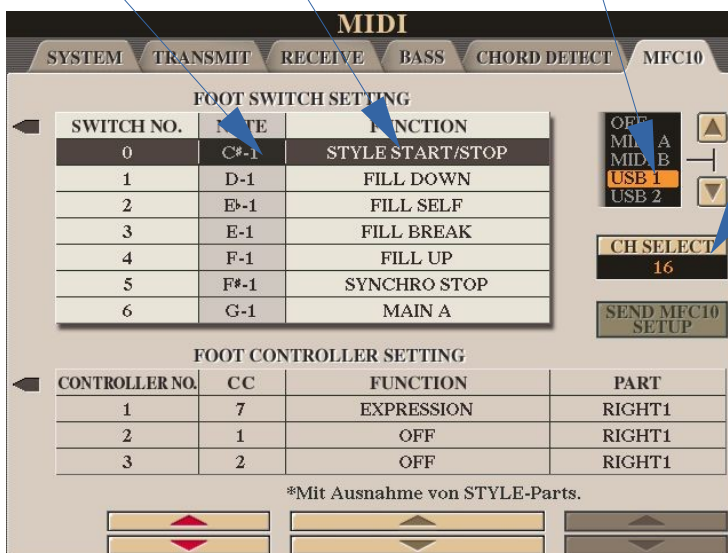00001: F0 43 7E 00 01 7F F7 ;INTRO 2 (Key down)
00002: F0 43 7E 00 01 00 F7 ;INTRO 2 (Key Up)
Number: Command ; Explanation

You can create your own command scripts in the "Script Monitor" or with a "Dos Editor".
Please store these files under C:\SongList\YMS\Scripts\.

Note number, Function to be triggered, Receive MIDI port, Receive MIDI channel

Depending on the type of workstation, these settings may differ slightly.
Use the settings available on your keyboard.
Note, however, that the channels used under Transmit Receive and SongList are identical. For the beat display, the clock under "**System**" tab activation is especially important.

Now save the changed settings under your new name. (**SongList**)

Tips

Create a default registration (bank)

To avoid changing the sort order between computer and workstation, start each new bank with a "**ZZ**" followed by the name, i.e. "**ZZSoBinIch**". This causes the new bank to be placed at the end of the directory. At the next synchronization the ZZ will be removed automatically on computer and workstation and the correct name will be created "**SoBinIch**" Several functions in "**SongList**" need a standard bank or data blocks from it.

For example, when creating a database, empty registrations are automatically replaced by this "**Default.S917.rgt**", because each bank must have at least 1 memory.

Also the insertion of empty banks in directories needs to force such a bank with the name the name **Default.S917.rgt**".

This bank will now be created automatically when creating the database!
Installation directory "**..\WorkSt\DefaultBank\default.S917.rgt**"
e.g. "**D:\SongList\WorkSt\DefaultBank\default.S917.rgt**"

If you want to change settings in it, delete it and just create a new database with a new **Default.S917.rgt**.

Fast creation of your registrations

If you use one registration per track, you can quickly create your registrations from any file automatically using "**Create Database**" as follows. However, for creating registrations based on **MIDI/MP3** you better use the Function: "**Batch processing/ Import FNR/MIDI/MP3**".

- Remove unwanted characters. („**Batch Processing / Select the special charters**")
- Create your registration bank directories „**\Bank\Aa-z, \Bank\Ba-z**,...."
- Now copy into these directories any files <32Kb with the names of the desired titles.
- Create the database again ("**Create Database**")
- Now synchronize all banks to your USB stick („**Sync-Comp**")

As an example I use my sheet music now, because they already have the correct names.
Now copy the PDF files like **Ampola.PDF, AnAppleForTheTeacher.pdf, BabyComeBack.pdf** into any directory and rename the file extension to .**RGT** "**Ampola.RGT**". To rename, you can use the „*** to *.RGT**" function of the **SongList** function:
("**Batch Processing / Select the special charters**").

See "**Rename files to RGT**"

After that, move the files to their respective correct bank directories and recreate the database using "**Create Database**". **SongList** recognizes that these files are not valid banks and replaces them with your stored "**..\WorkSt\DefaultBank\Default.S917.rgt**".

Rename using CMD

- Press Shortcut Windows key + R and then type "cmd" in the text box. Confirm with the Enter key.
- Then you have to enter the command: ren "**C:\Path*.Pdf**" "***.RGT**".
- Note that "**ren**" must be placed before the command without quotation marks. .

Result

Create your own PDF for a 2 page view.

When you create your PDFs, (with PDF24) arrange the individual sheets in the following order This arrangement allows you to turn pages on the 2 pages at any position you like. The second page then moves from right to left and opens the next page on the right. Thus a read ahead is always guaranteed. See Test2T5.pdf with "SummatraPDF
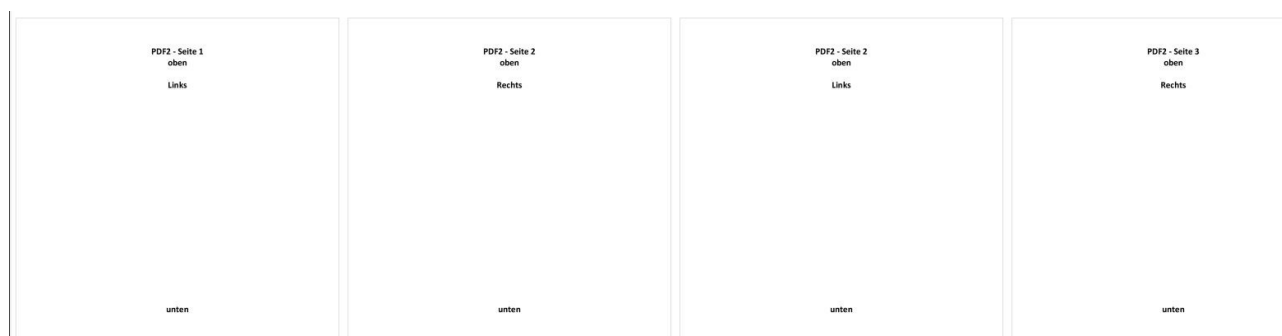
For original **PDF** or downloaded from the internet you can download the "**VMware VM Disk**" from my **website:** http://fritz-tools.webclient4.de/pdfs-konvertieren-2/
to convert your **PDF**. This can be done quickly for all PDFs in batch mode with the help of my video and instructions from any user! However, you should always back up your PDF beforehand to prevent errors.

When errors occur

## The program does not respond

- If the program does not become visible again after a displayed PDF or Word file,
  please click on the SongList icon in the task bar at the bottom right.

- If the program does not react or does not show a mouse anymore, press the ESC
  button. The program should now switch back to normal mode.

The program is not displayed

- If the program does not appear on startup after a few seconds, it is probably
  In this case, you simply delete the database from the Directory:
  "**Installation Directory\Configuration Directory\Database Directory**"
  "**C:\SongList\Usb0\DB**" "**regs.dbf, regsi.dbf**"

  To do this, first close the program with the task manager.
  To start the task manager, please press "**CTRL Alt Del**" and start the last
  Entry "Start Task Manager". Now switch to the Processes tab in the Task Manager
  and select all entries "**SongList**.**exe**". Now press the button "**Terminate process**".
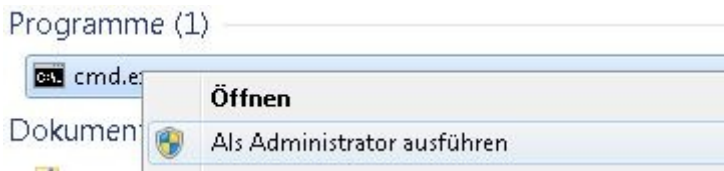 See the following picture.
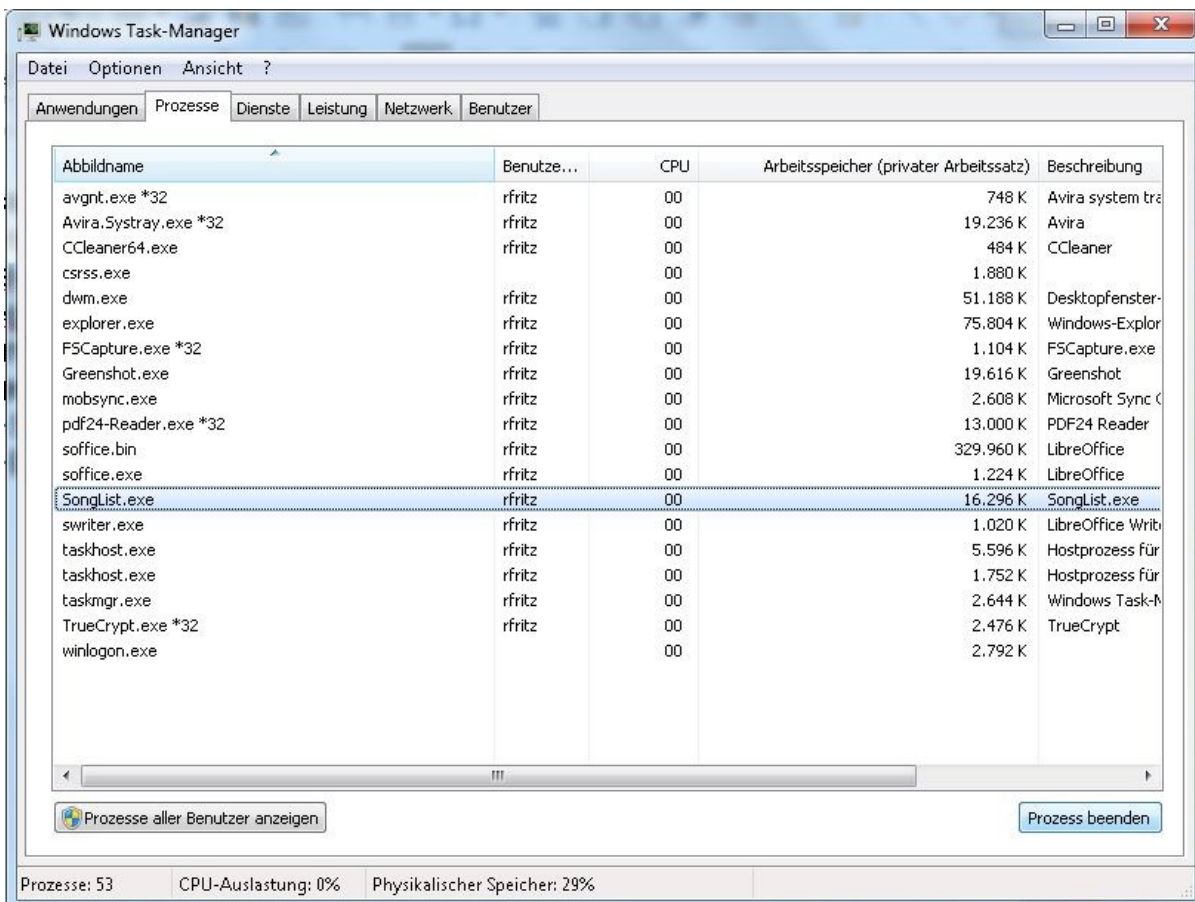
Set required "File System Rights".

The installation directory requires "**read/modify/write permissions**" on all directories and files. You can achieve this for all users in Windows with the following command:

Start / Run >> cmd as administrator

In the Cmd window then: **icacls "<InstallPath>" /grant *S-1-5-11:(CI)(OI)(M) /T**

These rights have also been assigned during installation. If you are not sure about these rights, you can change them. But the author had to make sure that SongList is executable for all users on most systems. If you want to make changes, please have them done by an expert.
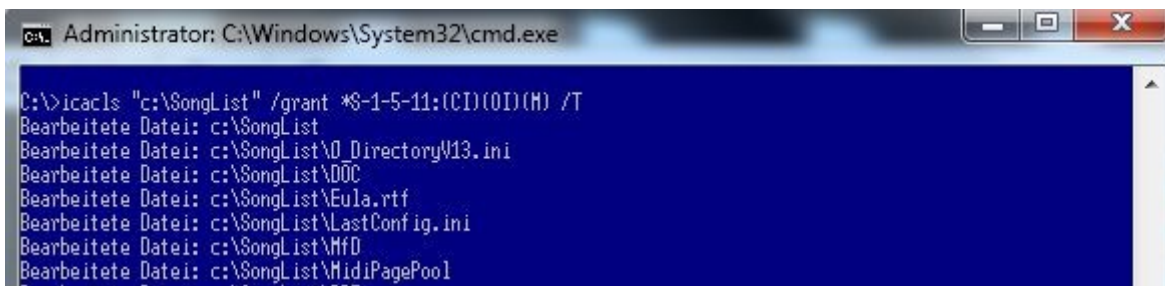
Yms

Script Beat position outside the screen.

Please read about this under the item:
Script Screen Change resolution or position

WindowManager

Attention: SongList is not compatible with the program "**WindowManager**"!

If you use the WindowManager, please remove all entries "**SongListUsb.exe**" and "**SongList.exe**" from the WindowManager configuration. A reference to SongList causes errors in the displayed messages of SongList. SongList does not need this Magager, because these functions are already integrated in SongList.

Music Finder Links

Here you can find free compatible CSV files
These are only suggestions for download!

Fritz-Tools.com SongList CSV File
http://fritz-tools.webclient4.de/download/839/

Genos Playlists CSV File (converted with SongList)
http://fritz-tools.webclient4.de/download/435/

Attention:
The author is not responsible for the content or function of the following links.
Music finder files from Heidrun Dolde
https://heidruns-musikerseiten.de/

Files by Emanuel from Switzerland,
http://tyros5.ch/tyros5_musicFinderTipp.htm

Files from Yamaha (playlists Genos Tyros etc.)
https://de.yamaha.com/de/products/contents/keyboards/downloads/content_data/index.html?l=de&c=keyboards&k=tyros5

Musikfinder Einträge pro Keyboard Type		
Keyboard	Fritz-Tools.CSV	Alle CSV
T1	3374	6414
T2	3374	8577
T3	4267	9278
T4	4267	10054
T5	4328	10620
Genos	3539	8484
S700	2160	5693
S900	2843	7355
S710	2318	6096
S910	3025	7717
S750	3060	7764
S950	3498	8272
S770	3279	8193
S970	3528	8644
S775	3279	8193
S975	4328	8644

If you load all files into the Music Finder, you get the corresponding number of tables per workstation type.