MOTIF XS

＠YAMAHA
POWER USER

CONVERTING Motif ES and MO6/MO8 Data to the Motif XS

If you planning to get the new innovative Motif XS (and we hope you will) and you currently own a Motif ES or MO6/MO8, then you will want to read through this article. It covers what you will need to do to successfully import your data from those products to the new XS. The majority of the data will load into the XS – you will want to select new Voices in some cases as the XS has many new sounds – so if sounding exactly the same is your goal, your mileage will vary. After all, the Motif XS is a **new** synthesizer – if it were not, there would be no reason for you to be buying it. Once you have converted and selected new sounds and effects (the effect-processing chip is different), we are confident your sound will be better. One thing for sure, 80% of the work will be done automatically. This article will point out some of the issues so you can be aware of where the differences lie.

Voices will translate because of a sophisticated "lookup" function in the XS that finds an appropriate substitute waveform. Therefore, Voice data is compatible (although effect substitutions can cause the sound to be radically altered). It is data like Performances, Mixing setups, and Master programs that do not store the actual data but instead point to Preset or User locations for the actual data, that present the challenge here. In other words, a Performance could point to 3 Preset Voices and a Drum Kit with its four PARTS. The actual Voices in the locations must be the same for the Performance to play properly. The same is true for Mixing setups, and Master programs. They do not have the actual data only "pointers" to the data. Preset Voices are going to be in different locations. This article will detail how you can optimize the translation.

Phil Clendeninn
Senior Product Specialist
Product Support Group
Pro Audio & Combo Division

The XS is a new synthesizer – this is why it has a new product designation, **XS**. It is not a Motif ES, (it is not a MO), it is a Motif XS – there are tons of new and exciting features and functions that are years beyond the previous synthesizers. The extent of the newness of the XS is so that there was nothing "ported" over from the operating system of the ES. It is a complete rewrite of the system and is a new tone generator chip, new effects chip – a completely new synthesizer.

That said, the incredible success of the Motif ES is what the XS is built upon – so the similarities in concept will serve you well in getting into the new synthesizer. There are sophisticated "look-up" tables so that most of your Motif ES (and MO) data can be loaded into the XS with good to excellent results. Of course, while there is VOICE compatibility between the ES, MO and the XS, the Voices will occupy different **locations** in memory. After all if all the voices were in the same locations it would be the same keyboard. Therefore it will require that when it comes to Song Mixing, Pattern Mixing and Performance programs you may have to reassign Voices. But in general, your sequence data, mix parameters (other than the aforementioned Voice locations), will load in and will be recognized by the XS.

No, your Voices and sequences will not sound *exactly* the same. They will be ported over to a new synthesizer... Some Voices will sound very close to the way they did in the ES (or MO) but many will be very different and some Voices with Motif ES. For example, MO and ES MegaVoice arpeggios will not play properly at all.

You may have heard that the arpeggiator has been redone (there are now over 6600 arpeggios types and the way they work has changed somewhat). They have changed enough so that some of the old "GtKM" (Guitar Keyboard MegaVoice) and "BsKM" (Bass Keyboard MegaVoice) category arpeggios will not play as they did in the Motif ES (and MO).

You may have noticed that we have not mentioned the original Motif (2001). **There is no conversion function for data from the original Motif.** However, if original Motif data is converted to ES data, then it can be ported to the XS.

The XS can read many of the files created on your ES (or MO) directly. As the manual points out the following files can either be opened and individual data loaded or the files can be loaded directly:

- (.W7A) **ALL** files from the Motif ES/ (.M7A) **ALL** files from the MO– can be 'loaded'

completely or 'opened' and individual Voice data, individual Performance data, individual Song data, individual Pattern data and individual sample data can be extracted. If you have PERFORMANCES and MASTER setups, you will want to use the ALL File as your translator.

- (.W7V) **ALL VOICE** files – can be 'loaded' completely or 'opened' and individual Voice data can be transferred to the XS. This includes any user sampled Voices, as well.
- (.W7W) **ALL WAVFORM** files – can be loaded directly to the XS. Individual waveforms can be loaded if necessary.
- (.W7E) **VOICE EDITOR** files – can be used to import data directly to the Motif XS, and the Motif XS Editor. This, by far, is the most elegant method to import data (for all but user custom RAM samples).
- (.W7S) **ALL SONG** files – can be loaded and individual SONGs can be extracted from this type file when the LOAD TYPE = "SONG"
- (.W7P) **ALL PATTERN** files – can be loaded and individual PATTERNs can be extracted from this type file when the LOAD TYPE = "PATTERN"

What equipment do you need?
You'll need a USB drive (or SmartMedia card if you have been using it on the ES) that you will use for the storing your data. If you use a SmartMedia card in the Motif ES, then you will need to get a **USB Reader/Writer**. The XS has no SmartMedia slot at all. But it will be able to read the data on your SmartMedia card via the USB SmartMedia Reader/Writer. A Reader/Writer is fairly inexpensive and well worth it if you want to convert your data. Be as thorough and as organized as you can. If you have been using the Studio Connections software this can make life very easy, indeed.

What are the issues?
User Voice data, user sample data and the Patterns and Songs can be ported over to the Motif XS. A problem arises with Performances, Master Programs, Song and Pattern MIXING setups because the Voice locations will be different between your original data and when loaded into the XS. For example, if you use a Voice located in USER 1, number 001 in the Motif ES or MO, that Voice will most probably be different in the XS. Therefore, you will have to ensure that you return all the Voices to their same USER bank locations. This is the only way that Performances will find the correct Voice.

Also if you used PRESET VOICES in your PERFORMANCES, MASTER programs or in your MIXING setups, there is absolutely no guarantee

that the PRESETS are laid out in the same exact order as your original data expects. Therefore, for your data to make sense, you must prepare for this contingency.

When dealing with MASTER programs, because a MASTER program points to locations rather than stores the actual Voice, Performance, Song or Pattern, you must ensure that it is pointing to the correct data. If that data is in a new location, you will manually have to re-point the program to that data or if it is USER data, you must ensure that the USER data occupies the same numbered location. However, your other Master edit parameters (i.e., channel assignments, routing, note limits, transpositions, controller mapping, etc., etc. will import properly.) This is not perfect but is a large majority of the work.

When dealing with SONG and PATTERN MIXING setups, as we will learn, you can create **MIX VOICE** data for each "normal" Voice that you used. This will ensure that your SONGS and PATTERNS will import properly. A "normal" Voice is any non-Drum kit, non-User Sample Voice. If you sampled data to a Motif ES sequence – that data will automatically be imported to the XS.

METHOD 1:
Creating MIXING VOICES:
- Load the SONGS and PATTERNS you will want to port over into your Motif ES (or into your MO 6/8). You will be able to do a total of 16 compositions per file using this method (be they a combination or all one type of Songs and/or Patterns) at a time. This is because we will be creating **MIX VOICES** to guarantee that the "normal" sounds you used will be ported over with your sequence data.
- Press [MIXING]

- For each Normal Voice (non-Drum Voice, non-User Sample) in a Mix you will need press [F5] VCE ED (Voice Edit) and then immediately [STORE] that Voice to a **MIXV** bank location (63/60).

What this will do is create a MIX VOICE that will be stored with the sequence data. This way you are ensured that the normal Voice you used (be it a Preset or User) will be automatically associated with the SONG (.W7S) and/or PATTERN (.W7P) file when you save it and it will be imported to the XS MIXING correctly.

Above you can see the active normal Voices have been saved as bank 63/60 Mix Voices. All but PARTS 10 and 11 (which contain drum kits). Track 13 is not used in this song. Each SONG and each PATTERN can save up to a maximum of 16 MIX VOICES. You will have to deal with Drum Kits separately (see below).

What happens if your song/pattern contains user samples or loops (Motif ES only)? Saving your ALL SONG (.W7S) and ALL PATTERN (.W7P) files will save the Sample Voice data as well (63/50). And this data will be imported into the XS automatically.

Drum kits
Drum kits also present a problem. The Drum kits have been redone (and renumbered in some cases) for the XS so even if a kit has the same name, it might include different drums on the notes you have played. Some of the kits are very similar, others are radically different. You will have to make a determination about working out the drum Voices.

Question: This all sounds like a lot of work?
Answer: You have to decide if you want to *port* your work over **or** *do it* over, entirely. I highly recommend that you save your data now in this manner. Later you can decide if you want to do the entire composition over. Undoubtedly, you will want to change some of the Voices to the new Voice data in your XS. The sound engine in the XS

is significantly different from the previous models and it will be a lot less work having this data available in a format that you can successfully load.

*I have discovered that once you understand what is necessary you actually can make the transition fairly quickly. It takes only **about 1 minute** to store all the Normal Voices to the MIX VOICE bank and then resave your data to USB (or SmartMedia card). When you compare this to doing the entire process of re-recording the data, it is really "no contest". By the time you find and record a single track, you could have converted 2 or 3 compositions.*

The Details:
VOICE Data
- Save your VOICES in the ALL VOICE file format (.w7v). You will be able to load ALL VOICE files directly into the Motif XS including all the Samples used in Voice mode.
- Additionally, you will want to save your VOICES in the VOICE EDITOR file format as well (.w7e). Even if you have not yet used the Studio Connections Voice Editor, you can save this type directly to SmartMedia card or USB drive from the front panel of the Motif ES or MO6/MO8. This file format can be opened and easily manipulated by the Motif XS Editor – and you will find that managing your favorite old Voices is extremely easy in the Editor. (We have made Motif XS Editor so easy and so very useful that you will be compelled to want to work with it, even if you have never worked in the computer environment before).

These two file types will save all USER VOICES (Banks 63/8 and 63/9 Normal Voices; 63/40 User Drum Kits). The ALL VOICE format will also save any Samples that are used in the Normal User Voices or User Drum Kits.

These file types will not save: Samples recorded directly into Song mode or Pattern Mode (bank 63/50). Those will be imported automatically by the XS.

In order to ensure that Song Samples and Pattern Samples (63/50) are saved, it is recommended that you simply make sure all your SONGS and PATTERNS are saved in an ALL data or in an ALL SONG or ALL PATTERN file (as the case my be). The Motif XS can load Motif ES Song/Pattern files and will properly import the sample data created within those compositions.

Saving your VOICE Data in VOICE EDITOR file format will allow you to use the Motif XS Editor to move the Voices that you like over very easily to the Motif XS (Method 2 below). We have posted

on Motifator.com the original Motif ES Preset Voices – so if you have a Preset sound that you would like to use you can download the data for it and select the Voices you wish to use.

Note: Remember that Voices will most likely sound different when moved over to the Motif XS.

METHOD 2: Manual Lookup table
Accompanying this document are several files that contain the original PRESET VOICES from the Factory set of the Motif ES and the original PRESET and USER VOICES from the MO synthesizers – saved so you can load them or import them to the XS. Using the IMPORT function of the Motif XS Editor, you will be able to move any Motif ES and/or MO Voice to your Motif XS's current internal User bank locations.

These files are provided so that you have access to all the Preset Voice data from the Motif ES and MO synthesizers. In many cases the Voices will sound different in the XS – Effect processors and some of the Waveforms may be substituted. Do not hesitate to tweak the Voice, in fact expect to do so.

For example, when you load your data, remember in some cases the actual location will be loaded not the Voice data itself, say in the MO6/MO8 you used Preset Drum Kit **01: Hyper Std**, the Preset Drum Kit at location 01 is: **Power Standard 1**. We recommend you try several different drum kits and make a decision about which kit you like best.

With the Motif XS Editor it is a simple thing to look up your original data (as the editor can open both Motif ES and MO6/8 Voice Editor files) and simply drag and drop your Voice to an internal location in the Motif XS. In the screen shot that follows you see the Factory MO6/MO8 Drum kit list on the left side of the screen. On the right side of the screen is the current internal Drum USER bank of the Motif XS. In order to move any individual sound from a VOICE EDITOR file directly into the XS you simply can drag it to the right side, or click the IMPORT button at the top center. You can drag entire folders over, or select just the items you wish. This will make manually reconstructing your data a breeze.

Tweaks: After doing several conversions it will be noticed that Voices that used the Compressor, Phaser, Flanger, or EQ in the ES or MO, will sound radically different when coming over to the XS. The new VCM Compressors, Phasers, Flangers and EQ are so very different in sound and depth. Even the available parameters may be different. Something that was mildly compressed in the original might be totally squashed in the XS.

Simply edit the Voice, tweak the new effects and [STORE] your newly edited version to the Motif XS.

Motif XS Editor

If you have been working with the Studio Manager Editors on the Motif ES and/or MO6/MO8, and have Multi-Part Editor files for your song setups (.m4e) these can be imported into the Motif XS Editor. They will contain all the USER VOICES and Drum Kits of your Motif ES and even though the Multi itself will point to new Voices it will be a simple matter to substitute the correct Voice using the data files outlined below.
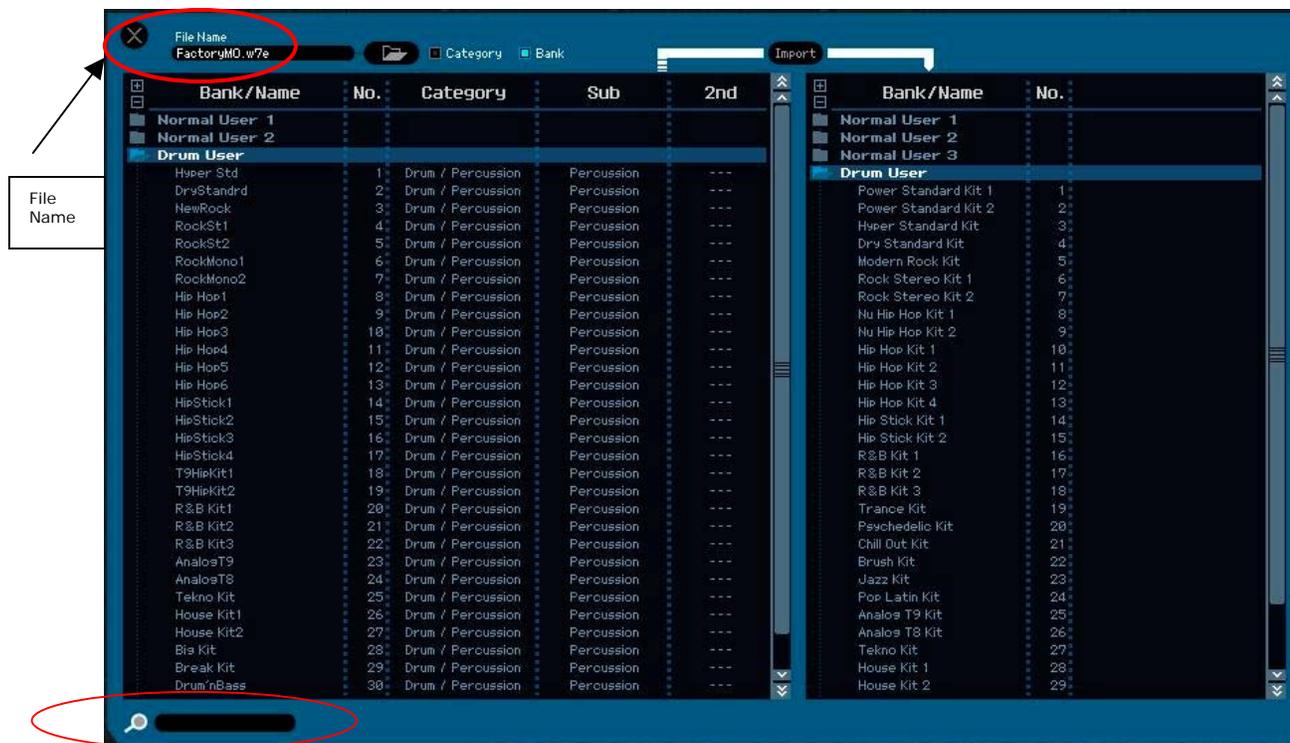
Above you see the Import window of the Motif XS Editor. On the left side of the screen at the top is the "FILE NAME" - a MO Voice Editor file (FactoryMO.w7e) in this case. You browse for the file by clicking on the icon of the opening folder. The file can be viewed either by **Category** or by **Bank**. Currently the Bank view is shown. On the right side of the screen is the current data in the Motif XS. You can drag and drop Voices or entire folders from the open file into the Motif XS side of the screen; then you send that data directly to the Motif XS internal USER banks or if your are "ONLINE" the data will be automatically synchronized (sent to) the Motif XS.

Additionally, at the bottom left corner you see a magnifying glass (FIND) which will let you SEARCH for a particular VOICE by name (or part of a name) or by number (or part of a number location). You can [CTRL] + Click and select multiple Voices from the list, or you can [SHIFT] + Click and select a range of contiguous Voices. Normal User Voices can be imported to Normal User locations and Drum User Voices can be imported to Drum User locations. Here is how it works:

| File Name	Contains:
"ES Pre123+Dr1-32.X0V"	Motif ES Preset 1, 2 and 3 banks and the first 32 Preset Drum Kits
"ES Pre456+Dr33-64.X0V"	Motif ES Preset 4, 5 and 6 banks and the second 32 Preset Drum Kits
"MO Pre123+Dr1-32.X0V"	MO6/8 Preset 1, 2 and 3 banks and the first 32 Preset Drum Kits
"MO Pre4+U12+Dr33-64.X0V"	MO6/8 Preset 4, User 1 and 2 and the second 32 Preset Drum Kits

If, for example, you owned a Motif ES and your SONG or PATTERN file is pointing to **PRESET 2**, **Voice number 020**, to find what Voice this is, you would open the file named "ES Pre123+Dr1-32.X0V". You would look in the second bank and find the 20th Voice. The .X0V file type can be "Imported" to the Motif XS Editor.

- Open the XS Editor

- Click on FILE and select IMPORT…
- The FILE Import window will open
- Click on the OPEN FOLDER icon on the left of the screen – browse to the file
- Set the dialog box so that you can view Files of Type = **MOTIF XS All Voice (.x0v)** – circled in red below:
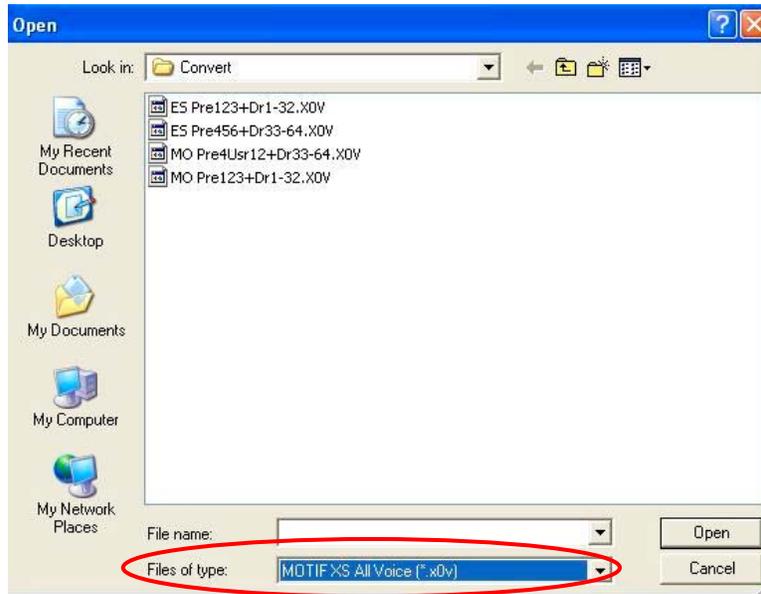
- Highlight "ES Pre123+Dr1-32.X0V" and click OPEN
- When the listing opens click on the BANK button to view the Voices by Bank (rather than Category)
- Open the Folder marked "NORMAL USER 2" – all the Preset sounds of the ES have been saved as USER bank sounds.
- Scroll down to the 20th sound: YD-45C Organ
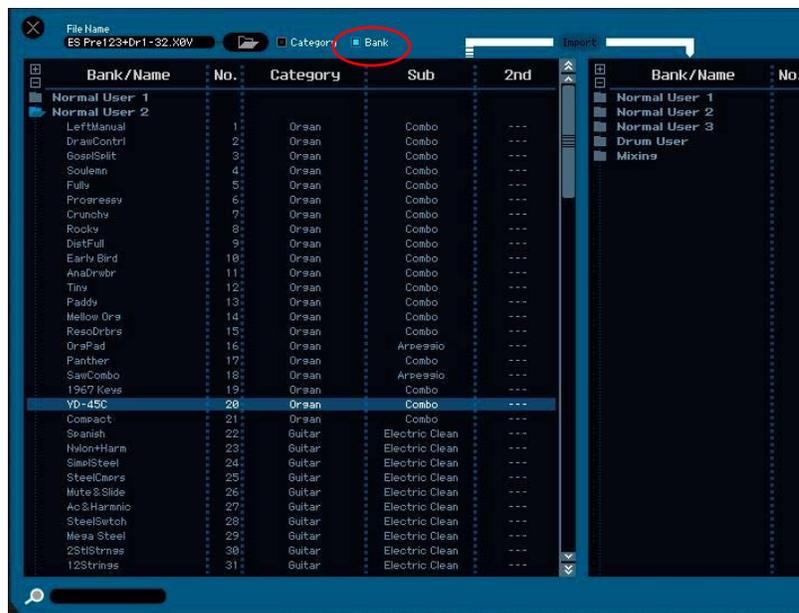
You can now drag that sound to any internal location on the right side of the screen (which will load it into the Motif XS internal bank). Reference it in your XS SONG/PATTERN Mix. Enjoy!

Phil Clendeninn
Senior Product Specialist
Product Support Group
Pro Audio & Combo Division
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