

 Soft Contents

 Soft YAMAHA
Synthesizer

S-YXG50

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- * Copying of the commercially available music sequence data and/or digital audio files is strictly prohibited except for your personal use.
- * The screen displays as illustrated in this help file are for instructional purposes, and may appear somewhat different from the screens which appear on your computer.

16th April 1998

Soft Features



The Yamaha Soft Synthesizer S-YXG50 allows you to play back MIDI files on your computer without using a hardware tone generator. Its high fidelity sounds, match the sounds from an authentic tone generator, are based on and realized by advanced MMX technology. The S-YXG50 lets your computer be a music synthesizer.

Professional sound quality (44 kHz sampling rate).

YAMAHA XG format compatible.

Variety of controllable effects.

Simultaneous playback of wave and MIDI data.

CODEC independent.

For wide range of applications.

For MMX(TM) technology.

DirectSound support.



Soft Specifications

Tone Generator

Type	Wave table synthesis
Wave Size	2MB
Maximum Polyphony	128 notes
No. of Voices	676 voices + 21 drum kits (XG mode: 480 voices + 9 drum kits + 2 SFX kits)
Sampling Rate	44kHz / 22kHz / 11kHz
Output	Stereo

Dynamic Filter

Filter	Time-variable dynamic filter for each note
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Effects

Effect Set	Three blocks (Reverb, Chorus, Variation)
Types	Reverb : 8 types Chorus : 8 types Variation : 36 types

MIDI Input Driver

Recognized MIDI Messages : GM System Level 1
XG System Exclusive Message
TG300B Mode

Cautions

- * After the S-YXG50 receives MIDI data a 300-millisecond delay (approx.) occurs before the corresponding note is actually produced.
It is therefore not suitable for real-time performance from external MIDI devices.
- * The S-YXG50 does not function under DOS or MS-DOS prompts.
- * The S-YXG50 cannot be used with more than one application at the same time.



System Requirements

CPU	<u>MMX(TM) Technology Pentium® Processor 133MHz or higher</u>
OS	Windows95 or later
RAM	More than 16MB
Sound Processing	16-bit stereo playback ---- *1

(Note 1) The soft synthesizer (all models) will not operate on monaural CODEC.



Installation

Double-click the Setup.exe file in the S-YXG50 folder and answer the displayed prompts, and installation will be performed automatically. However if another soft synthesizer is already installed, the program will automatically decide to halt installation.

- To uninstall the software, choose <Start - Program - YAMAHA Soft Synthesizer S-YXG50 - Uninstall S-YXG50 >. (All deletions will be completed when Windows is restarted.)
- Even if you have deleted only the Yamaha folder or the Syxg50 folder, use the above procedure to uninstall the software.
- Double installation of the soft synthesizer (not limited to the S-YXG50) is not possible.

Folder and file structure

The default installation will create the following folder and data file structure. Also, commands necessary for starting up S-YXG50 will be added to the system.ini file.

Folders and files

- ◇ A YAMAHA folder will be created in C:\ (the Syxg50 folder will be created inside this folder).
Nine files will be created in the C:\windows\system folder.

sxgb.drv
mmxswp00.dll
mmx32x00.dll
sxg05mx1.dll
sxg05mx3.dll
sxgbsys.dll
sxgbcpl.cpl
vswp.vxd
sxgwave2.tbl

- ◇ Additions to the system.ini file

* In the [386Enh] section

device=vswp.vxd

* In the [drivers] section

MIDI# =sxgb.drv
wave# =sxgb.drv
mixer# =sxgb.drv

(# is the number which follows the WAVE or MIDI driver prior to installation)

Multimedia driver settings

At installation, settings will automatically be made to give preference to using the S-YXG50.

< In the Audio tab >

Audio playback : YAMAHA SXG50 Driver will be selected by default.

"Use only preferred device" check box : Unchecked by default.

< In the MIDI tab >

MIDI output : YAMAHA SXG50 Driver will be selected by default.

Additions to S-YXG50 MIXER

Double-click the speaker symbol in the task bar (next to the clock display), and the S-YXG50 mixer will be displayed.

A [Soft Synth] slider is provided, allowing you to control WAV and MIDI independently.

- ◇ In the audio tab of Multimedia, the mixer that was included with the sound functionality of your computer will start up if anything other than YAMAHA SXG50 Driver is selected for the "Preferred device". In the case, the [Wave] slider will adjust the volume of the S-YXG50.

Soft XG Performance Settings

You can select the desired performance appropriately for the computer or applications. (By optimize Polyphony, CPU load, Sampling Rate, DirectSound).

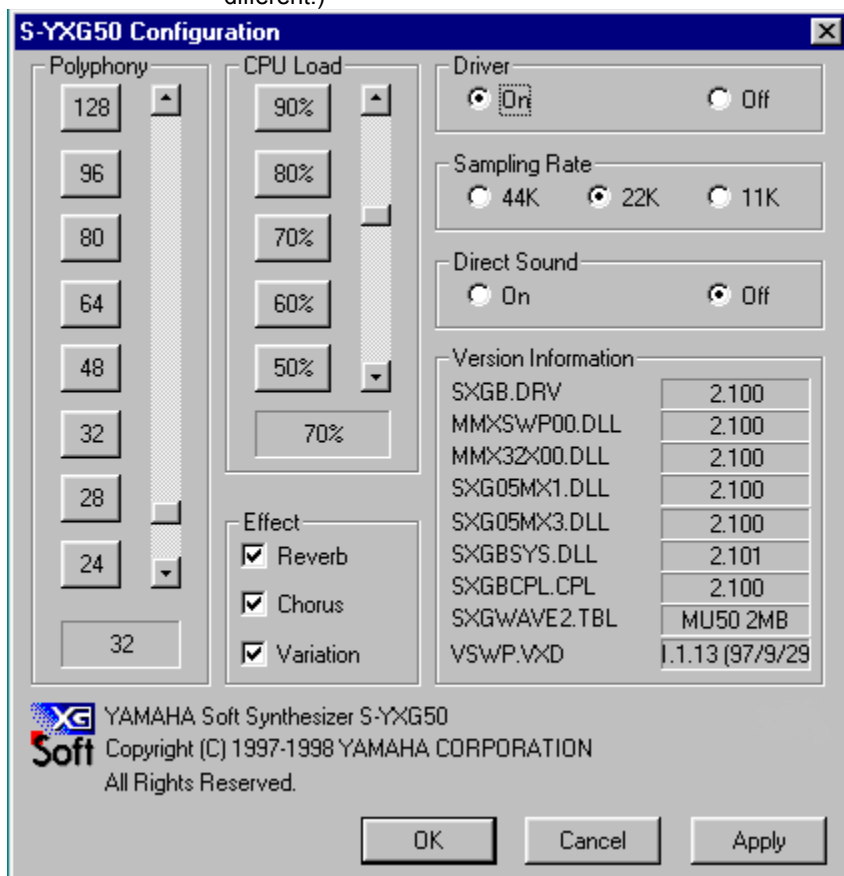


To make settings

Choose < Start - Settings - Control panel > and double-click the XG Synth Driver icon (shown above) or

Choose < Start - Programs - YAMAHA S-YXG50 - S-YXG50 setup > and make the settings in the window that appears.

(This screen shot is a sample. The version number etc. of the product you are using will be different.)



Version Information	
SXGB.DRV	2.100
MMXSWP00.DLL	2.100
MMX32X00.DLL	2.100
SXG05MX1.DLL	2.100
SXG05MX3.DLL	2.100
SXGBSYS.DLL	2.101
SXGBCPL.CPL	2.100
SXGWAVE2.TBL	MU50 2MB
VSWP.VXD	1.1.13 (97/9/29)

Effect

All three effects are on by default. Each effect can be turned on or off as required.

Sampling Rate

The sampling rate setting determines the playback audio quality (44KHz:CD quality / 22KHz:Radio quality / 11KHz:Phone quality). Since higher sampling rates place greater demand on the CPU's processing capabilities, select a sampling rate that is appropriate for your computer.

The default sampling rate is 22kHz.

Some irregularities may occur during MIDI file playback when the sampling rate is set to 44kHz.

CPU Load

It specifies the amount of CPU capacity the soft synthesizer may use. The lower the setting the fewer the number of simultaneous notes the S-YXG50 will be able to produce. The default setting is 70%.

Polyphony

Specifies the total number of notes that you wish to play simultaneously. As this value is increased, the CPU load will also increase.

The default setting is 32 note polyphony.

(Note 1) When a MIDI file is created, the producer keeps in mind the ability (polyphonic capability, etc.) of the MIDI tone generator that will be used to playback the file. Unless a specific tone generator is prescribed, it is usual for files to be created with 24--30 note polyphony in mind, so simply increasing this value without reason will not produce any advantage.

(Note 2) This item is related to the S-YXG50 function "Voice -- Element Reserve".

DirectSound

The default setting is "Off".

Turn it on when using the S-YXG50 with DirectSound compatible games.

When the DirectSound parameter is turned "On", uncheck the audio tab check box for "Use preferred device only". (This is unchecked by default.)

Driver

This switch turns the S-YXG50 itself on/off.

Even if you change this setting, the new setting will not take effect until the computer is restarted.

S-YXG50 control panel will disappear from the Control Panel Folder when disabling driver.

[OK] Button

Click this button to save the settings and exit from the settings display.

[Cancel] Button

Click this button to exit from the settings display without saving the settings.

[Apply] Button

This lets you try out the settings without saving them.

The setting is < saved / not saved > depending on whether you press the < OK / Cancel > button.



Soft Functions

The S-YXG50 has two playback modes -- XG and TG300B -- and will startup in XG mode.

When playing song data from commercially available XG collections or GM collections, a signal (System exclusive message) recorded at the beginning of the data will specify the playback mode, so that S-YXG50 will automatically switch to the appropriate playback mode.

Even when you create your own song data, you can insert a system exclusive message such as XG System On etc. at the beginning of your data to switch the playback mode.

- * Starting up your computer will automatically initialize all settings.
- * Changing modes requires about half a second. We recommend that you insert at least one blank measure between the playback mode message(s) and the beginning of the musical data.

XG Mode

In XG mode the S-YXG50 will play XG-compatible midi data, as well as multitimbral data created for the GM System Level 1 format.

In XG mode the S-YXG50 can:

- * Play up to 16 Parts.
- * Choose from 480 Normal Voices and 11 Drum Voices.
- * 3 effect sends.

TG300B Mode

In this mode, S-YXG50 can be used as an XG compatible multitimbral tone generator.

Voices and Elements

On the S-YXG50, the term "Voice" refers to a sound program which consists of "element" (basic waveform data which are the smallest unit of sound). There are two types of voices: one-element and two-element.

Two-element voices in particular are those which produce rich sound, or switch timbres depending on the force (keyboard velocity) at which they are played, or simulate complex instruments such as piano or strings.

The number of elements in use determines the maximum number of simultaneous notes (polyphony) which the S-YXG50 can play at any given time, depending on the amount of incoming MIDI Note data.

Normal Voices and Drum Voices

The S-YXG50 has two types of Voices---Normal Voices and Drum Voices. (In this Help File, in general the word Voice refers to a Normal Voice.)

The distinction between a Normal Voice and a Drum Voice is as follows:

- * A Normal Voice is simply a pitched Voice which can be played on a musical scale from low to high, such as a piano or trumpet. The S-YXG50 has 676 Normal Voices.
- * A Drum Voice is a complete set of drum and other percussion sounds, each sound having a fixed pitch. Each sound is assigned to a specific MIDI Note number (which also corresponds to a key on a MIDI keyboard).
The S-YXG50 has 21set of Drum Voices.

Maximum Polyphony

The S-YXG50 can play a maximum of 128 notes polyphony at once. However, the actual number of notes that will play at any given time is determined by the number of elements in use across the 16 Parts.

For example, if you use only one-element Voices, you can achieve the full 128 notes maximum polyphony. If you use one or more two-element Voices, however, maximum polyphony will be reduced accordingly.

The S-YXG50 is a last-note-priority tone generator, which means that if it receives more than 128 notes of MIDI Note data at any time, earlier (first) notes will automatically cut off to accommodate the most recent (last) incoming notes.

Part Priority

Each of the S-YXG50's 16 Parts corresponds to each of the 16 MIDI channels (1-16). If incoming Note data exceeds the maximum polyphony, the S-YXG50 will prioritize which Parts are played first, in the following order, from higher priority to lower:

* Channel 10 (Drum Part), 1, 2, 3, 4, 5, 6, 7, 8, 9, 11, 12, 13, 14, 15, 16.

Therefore, if you are creating your own music data using sequencer software, you should assign your most important Parts (such as melody and bass) to higher priority MIDI channels (i.e., lower MIDI channel numbers) in order to preserve the integrity of your composition. Note that with the GM System Level 1, the Drum Part is always assigned to MIDI channel 10.

Element Reserve

The S-YXG50 has an Element Reserve feature that lets you reserve a specified number of notes for certain Parts, in order to keep notes from being "stolen" from those Parts by other Parts if incoming MIDI Note data exceeds maximum available polyphony.

For example, if you specify an Element Reserve value of "10" for Part 1, then Part 1 will always keep 10 elements for itself. You can set Element Reserve values with MIDI System Exclusive messages .

Selecting Voices

The S-YXG50 contains not only the 128 basic GM Voices and GM drum set, but many variation Voices as well--to give you access to a total of 676 Normal Voices and 21 Drum Voices.

In XG mode, the basic 128 GM Voices can be accessed by selecting Program numbers 1-128. **Other Voices** can be accessed by selecting both **bank numbers** and Program Change numbers. The Voice bank can be selected via MIDI Control Change **Bank Select (MSB and LSB) messages**.

In XG mode, the MSB value determines the Voice type (Normal, Drum), while the LSB value actually selects the bank (excluding the SFX bank).

In TG300B mode, the Voice banks can be selected with appropriate MSB numbers, as LSB is fixed.

Note that the 128 MIDI Program Change numbers consist of 0 through 127, whereas the 128 S-YXG50 program numbers consist of 1 through 128. Depending on the sequencing hardware and software you use, you may have to convert the S-YXG50 program numbers to the appropriate Program Change numbers.

Effect Types

The S-YXG50 features dozens of extremely versatile digital effects generated by Yamaha's advanced Digital Signal Processing (DSP) technology--which add a completely new dimension to your computer's sound.

There are three distinct effect blocks, each of which include a variety of individual effects. There are 8 Reverb type effects, 8 Chorus type effects, and 36 Variation type effects.

Reverb, Chorus and Variation effect types are configured, or routed, in one of two ways--to be either a System Effect or an Insertion Effect. The difference is as follows:

SYSTEM EFFECT Applies the designated effect to all 16 Parts.

INSERTION EFFECT Applies the designated effect to only one specific Part.

Reverb and Chorus effect types are dedicated System Effects, and therefore are applied to the overall "mix". The

Variation effect type, however, can be configured as either a System Effect or an Insertion Effect. To designate effect types and parameter values via MIDI messages.



Soft S-YXG50 Player Operation Panel

Clicking on an item displays help information about it.



Song Name display box

By clicking in this window, you can switch between the song name display and the level meter display.

YAMAHA logo

Click this to view the software version of this player. By clicking the [Information] button in this panel, you can get an Internet link to the Yamaha home page.

[POWER] button

Clicking on this button quits S-YXG50 Player. You can also quit the S-YXG50 Player by pressing the [F4] key on the computer keyboard while holding down the [Alt] key.

Minimize button

Clicking on this button minimizes the S-YXG50 Player to an icon.

[SONG] button

Clicking on this button displays the Set Play List dialog box.

Another way to display the Set Play List dialog box is to press the [O] key while holding the [Ctrl] key on the keyboard.

Set Play List dialog box

Here you can create a list of the songs to be played.

The MIDI files in the song list(P) created here will be played back in succession.

[Add(A)] button

Clicking on this button adds the MIDI file selected in [File Name] to the [Play List].

[Add All(L)] button

Clicking on this button adds all the MIDI files displayed in [File Name] to the [Play List (P)].

[Delete(E)] button

Clicking on this button deletes the MIDI file selected in the [Play List (P)].

[Clear(C)] button

Clicking on this button deletes all the MIDI files from the [Play List (P)].

[OK] button

Clicking on this button confirms the contents of the [Play List (P)] and closes the Set Play List dialog box. If one of the MIDI files was selected, it will be specified as the song for current playback by the S-YXG50 Player.

[Cancel] button

Clicking on this button aborts the settings in the [Play List (P)] and closes the Set Play List dialog box.

Creating a Play List:

- 1 In [Directory], select the folder containing the MIDI file(s).
- 2 Select the MIDI file(s).
- 3 Click the [Add(A)] button. The selected MIDI file(s) is added to the [Play List (P)].
Click the [Add All(L)] button. All the displayed MIDI files are added to the [Play List (P)].
- 4 Click the [OK] button.

About the MIDI file format:

S-YXG50 Player can play Standard MIDI Files (format 0, 1).

The Play List can hold a maximum of 100 songs.

Play button

Clicking on this button loads the MIDI file displayed in the Song Name display panel, and starts playback. When the song finishes playing, the next song will begin playing. When all MIDI files in the song list have finished playing, the player will stop automatically, and the first song in the Play List will appear in the song name display panel.

* The Play button has no effect when no Play List has been created.

About Drag & Drop:

The S-YXG50 Player allows you to add a MIDI file to the end of the Play List with drag-and-drop file management: Dragging it from the folder or Explorer and dropping it onto the S-YXG50 Player. More than one MIDI file can be loaded at one time with drag-and-drop file management.

Pause button

Clicking on this button pauses the song. To resume playback from the point at which pause was engaged, click on the Pause button again, or click the Play button.

Stop button

Clicking on this button stops the song. If you click the Play button again, the song will start from the beginning.

First song select button

Clicking on this button jumps to the first song in the Play List(P).

Previous song button

Clicking on this button jumps to the song immediately before the current song (the song name appears in the display box).

Next song button

Clicking on this button jumps to the song immediately following the current song (the song name appears in the display box).

Last Song Select button

Clicking on this button selects the last song of the current Play list (P).

Tempo controls

Clicking these controls adjusts the tempo (speed) of the song being played. You can adjust the range between -5 and +10, with 0 being the song's original tempo. The tempo value appears in the Tempo display box. The tempo can be changed even while a song is playing.

Tempo Up button

Each time this button is clicked, the tempo increases.

Tempo Down button

Each time this button is clicked, the tempo decreases.

* The tempo value is reset to 0 each time a different song is selected.

[SET] button

Clicking this button opens the Sound Device Setup dialog box. You cannot use this button while a song is playing or paused.

MIDI output Port

Select the MIDI driver appropriate for the tone generator that you wish to use. For details about the MIDI driver, tone generator, and sound card, see the respective owner's manuals.

[?] Help button

Clicking on this button displays the Help text. It has no effect while a song is being played. You can also display Help by pressing the [F1] key on the computer keyboard.

Master Volume slider

Dragging the slider up or down or clicking at the appropriate position increases or decreases the volume level of the song (MIDI file) being played.



Soft Glossary

Chorus

CODEC

CPU Load

DirectSound

Drag

Drop

Effect

Filter

GM System Level 1

MIDI

MMX(TM) Technology

MMX(TM) Technology Pentium(R) Processor

Polyphony

Reverb

SamplingRate

Soft Synthesizer

Standard MIDI File

Variation

XG Format

Chorus

An effect which adds depth and thickness to musical sound. This is a system effect (it applies to the overall sound).

CODEC

A hardware system consisting of A/D (Analog/Digital) converter, D/A (Digital/Analog) converter, and analog mixer which is indispensable in multimedia computers. Converts the digital data generated by the soft synthesizer to analog signals for output as sound.

CPU Load

A parameter which determines how much processing load the soft synthesizer places on the computer's CPU. Reducing the value of this parameter reduces the amount of processing power the computer assigns to the soft synthesizer, thereby reducing the number of simultaneous notes which can be produced.

DirectSound

A part of Microsoft's DirectX system which dramatically increases hardware efficiency. Normally, a single wave device driver is used to produce sound. If the DirectSound driver is installed, however, DirectSound functions as if there were several wave device drivers producing different frequencies, panning waveforms, etc., for games.

Drag

Moving the computer's on-screen cursor to a different location while holding the mouse button.

Drop

The act of releasing the mouse button after "dragging".

Effect

Effects allow the sound to be varied in a number of ways for greater ambiance, animation, and/or expression. The S-YXG50 has three main effect blocks: Reverb, Chorus, and Variation.

Filter

A filter can remove or emphasize certain parts of the frequency spectrum of a sound to change the overall timbre. The S-YXG50 includes a time-variable digital filter.

GM System Level 1

This is a standard tone generator voice assignment agreed upon by most musical instrument and software manufacturers that allows MIDI music data to be played back on just about any tone generator with predictable results.

MIDI

MIDI, the **M**usical **I**nstrument **D**igital **I**nterface, is a world-standard communication interface that allows MIDI-compatible musical instruments and equipment to share musical information and control one another. This makes it possible to create "systems" of MIDI instruments and equipment that offer far greater versatility and control than is available with isolated instruments.

MMX(TM) Technology

MMX(TM) technology significantly increases CPU processing speed, allowing many functions which could previously only be handled using dedicated hardware to be comfortably handled using only software.

Full XG compatibility has been made possible thanks to MMX(TM) technology.

MMX(TM) Technology Pentium(R) Processor

A new Pentium CPU based on Intel's MMX(TM) technology.

Polyphony

This is the number of notes which can be played simultaneously.

This is one of the ways in which the performance of a synthesizer is evaluated. The GM specification requires 24 notes or more. Increase or decrease this according to the performance of your CPU.

Reverb

An effect which simulates the natural reverberation of a "live" acoustic environment such as a hall or room. In the S-YXG50 Reverb is a system effect (i.e. it applies to the overall sound).

Sampling Rate

This important parameter determines playback sound quality. A 44kHz sampling rate produces CD-quality sound, 22kHz is radio quality, and 11kHz is approximately telephone quality.

Soft Synthesizer

A synthesizer (tone generator), in which the sound is produced entirely using software (without hardware tone generator), to play back MIDI song files. Song playback is performed using audio function built into the PC. The high performance CPU has made it possible to play back the sounds without external tone generator.

Standard MIDI File

A MIDI data format which provides playback compatibility between a wide range of computers and electronic musical instruments. Standard MIDI files can be played using any SMF (Standard MIDI File) compatible software application or musical instrument. Sometimes simply called a

"MIDI file".

Variation

In the S-YXG50 this refers to an effect group which includes reverb, chorus, delay, distortion, and others. Variation effects can be used as system effects (they apply to the overall sound) or insertion effects (the effect can be applied to specific parts).

XG Format

An original Yamaha extension to the GM System Level 1 specifications, providing greater expressive capability, enhanced sound control, and plenty of room for future expansion while maintaining data compatibility. XG-compatible tone generators and music software bear the Yamaha XG logo.



Soft Troubleshooting

Problems occurred during uninstallation

A message of "The Trial Period has Ended" appears even though the trial version was deleted

Unable to install

Will not start

Sound is not heard or not output

Song tempo drags, or sound is interrupted. Mouse responds more slowly.

Sound is not heard (is not output) in MIDI compatible games

Sound effects of MIDI compatible games are delayed

Noise appears in the sound played back by S-YXG50

How do I adjust the volume of S-YXG50?

Cannot use the recording volume control

The soft synthesizer cannot be used even when the driver is turned On

[Additional troubleshooting \(click here for Internet access to the Q&A section of the Yamaha home page\)](#)

Problems occurred during uninstallation

It is not possible to determine the point to which uninstallation was carried out. Please perform the following deletions.

1. Choose < Start - Search - File or folder >.
 2. Type **system.ini** and press [Enter].
 3. When the search result returns system.ini, press [Enter]. (The system.ini file will appear in the Memopad.)
 - In the [386Enh] section, delete the comment for [device=vswp.vxd](#)
 - In the [drivers] section, delete the comments for [MIDI#sxgb.driv](#) [wave#=#sxgb.driv](#)
[mixer#sxgb.driv](#)
- (# is a numeral, which will differ depending on your computer)
4. Save the file by overwriting, and exit Memopad.
 5. Exit Search.
 6. Choose < Start - Exit Windows - Restart computer >
 7. Choose < Start - Search - File or folder >
 8. Type **sxg*.*** and [Enter].

9. From the search results, select the following six files, and right-click with the mouse and choose <Delete>.

sxgb.driv sxg05mx1.dll sxg05mx3.dll sxgbcpl.cpl sxgbsys.dll sxgwave2.tbl

10. Type **mmx*.*** and [Enter].

11. From the search results, select the following two files, and right-click with the mouse and choose <Delete>.

mmxswp00.dll mmx32x00.dll

12. Type **vswp.vxd** and [Enter].

13. From the search results, select the **vswp.vxd** file, and right-click with the mouse and choose <Delete>.

14. Exit Search.

15. Choose <Start right-click - Explorer >

16. Delete the YAMAHA folder in C:\, and exit the Explorer.

17. Choose <Start - Settings - Taskbar (T) >.

18. In "[Start] Menu Settings," click Delete.

19. Select YAMAHA Soft Synthesizer S-YXG50, and click Delete, Close, and finally OK.

message of "The Trial Period has Ended" appears

This occurs if you did not use the uninstaller that was included with the soft synthesizer, or if the uninstall operation failed.

The trial version is the same as this S-YXG50 (ver.2.1)

Select and execute < Start - Program - YAMAHA Soft Synthesizer S-YXG50 - Uninstall S-YXG50 >.

The trial version is an earlier version (V2.0)

Perform the procedure described in the previous item, <Problems occurred during uninstallation>. Depending on the version, the following comments or files may not exist.

A: In the system.ini file, comment for **mixer#=sxgb.driv**

B: The search result files **sxg05mx1.dll sxg05mx3.dll sxgbcpl.cpl sxgbsys.dll**

The trial version is the S-YG20

Use the following procedure to delete the files from the hard disk and make corrections.

1. Choose <Start - Search - File or folder >

2. Type **system.ini** and [Enter].

3. When the search result returns system.ini, press [Enter]. (The system.ini file will be displayed in Memopad.)

- From the [Drivers] section, delete the comment from **MIDI#=sgmpdrv00.dll** and **wave#sgmpdrv00.dll**

(# is a numeral, which will differ depending on your computer)

4. Save the file by overwriting, and exit Memopad.

5. Exit Search.

6. Choose < Start - Exit Windows - Restart computer >

7. Choose < Start - Search - File or folder >

8. Type **sgp*.*** and [Enter].

9. From the search results, select the following five files, and right-click with the mouse and choose <Delete>.

[sgpctl.exe](#) [sgpdrv00.dll](#) [sgpmod00.dll](#) [sgpswp00.dll](#) [sgpwav00.tbl](#)

10. Exit Search (file deletions have been completed at this point).

11. Choose <Start - Settings - Taskbar (T) >

12. In [Start] menu settings, click on Delete.

13. Select YAMAHA Soft Synthesizer S-YG20, and click first Delete, then Close, and finally OK.

Unable to Install

- > Are the system hardware requirements fully met (hard disk, memory capacity and etc.)?
- > The software cannot be installed if insufficient hard disk capacity is available. You may need to erase unwanted files to make room for the new software.

Will not Start

- > Are the system hardware requirements fully met (hard disk and memory capacity, etc.)?
- > Is the necessary software installed in the computer (MS-DOS, Windows, etc.)?
- > Was the installation properly carried out according to the specified procedure?

Sound is not heard or not output

- > Check all computer, amplifier, speaker, etc., connections, volume, and other settings. Is the computer MIDI setting set to "YAMAHA SXG50 Driver"?
- > The S-YXG50 cannot be used with 8-bit sound cards and 16-bit monaural sound cards.

Song tempo drags, or sound is interrupted. Mouse responds more slowly

- > This may occur when you start another application or use the floppy disk drive/CD-ROM drive during playback.
- > You may unintentionally exceed the capacity of the computer CPU you use. Reduce (lower) the Polyphony, CPU Load and/or the Sampling Rate in the S-YXG50 settings display.

Sound is not heard (is not output) in MIDI Compatible Games

- > The S-YXG50 cannot be used with DOS or MS-DOS prompts. MIDI-compatible Windows games are supported.
- > Before you start the game, check whether or not it supports DirectSound, and as necessary, verify the multimedia settings in the control panel.

Games which do not support DirectSound

- < In Multimedia Properties >
 - Audio playback : YAMAHA SXG50 Driver
 - MIDI output : YAMAHA SXG50 Driver
- < In S-YXG50 setting window >
 - DirectSound OFF

Games which support Direct Sound

- < In Multimedia Properties >
 - Audio playback -> YAMAHA SXG50 Driver
 - Uncheck the "Use preferred devices only" check box
 - MIDI output -> YAMAHA SXG50 Driver
 - < In S-YXG50 setting window >
 - DirectSound ON
- > In order to use the Soft Synthesizer, a certain amount of processing power is required of your computer. Please be aware that in the following cases, problems such as "no sound" or "reduced polyphony" may occur.
- If the CPU or memory of your computer has insufficient speed or capacity.
 - If other applications are being used simultaneously with S-YXG50.

Sound effects of MIDI compatible games are delayed

- > If you play games while using SXG50 Driver with the above settings, time lags will occur with games that do not support DirectSound.
- If time lags occur with games that do support DirectSound, look at the Audio tab of Multimedia and see whether the check box "Use only preferred device" is checked. If this is checked, time lags will occur.

Noise appears in the sound played back by S-YXG50

- > On computers in which DirectX2 is installed, noise will be heard if you playback a MIDI file

with a sound quality setting of 11K and DirectSound turned ON.

Please install DirectX3/5. Alternatively, use with DirectSound turned OFF.

- > If the CPU load increases, the timing at which the audio CODEC is interrupted may become skewed, which will cause noise to occur. In such cases, double-click the XG Synth Driver icon in the control panel to open the S-YXG50 setting window, and click OK. The skewed timing will be reset.
- > Try turning DirectSound OFF in the control panel. In some cases, a DirectSound compatible application may have left the sound quality in an impaired state.

How do I adjust the volume of S-YXG50?

- > The volume can be adjusted by the volume control (mixer). Double-click the speaker symbol beside the clock located at the right of the task bar.

Depending on the device that is selected in Control Panel - Multimedia as the "Preferred device" for audio playback, the mixer which will appear and the slider to operate will be different.

- For a hardware CODEC device: use Wave balance
- For the SXG50 Driver: use the dedicated Soft Synth Balance

Cannot use the recording volume control

- > If YAMAHA SXG50 Driver is the device that is selected in Control Panel - Multimedia as the "Preferred device" for audio playback, the S-YXG50 mixer which will start up does not support adjustment of the recording level.

In order to adjust the recording level, you must select a hardware CODEC device as the "Preferred device".

The soft synthesizer cannot be used even when the driver is turned On

- > After switching the On/Off switch, click OK to restart the computer so that the setting of this switch will take effect.

