

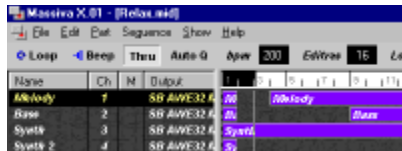
## About Massiva

Massiva is a freeware MIDI sequencer for Windows 95/98 with SB AWE support

## Getting started

### Hints

### Song edit



### Part edit



## Transporter



Play, record, stop, fast forward or fast rewind. Show locator positions and song position. Double click song position to toggle between time and position.

## MIDI faders



The MIDI faders will send control change data using the MIDI channel and MIDI device of the selected track. Fader movement will may be recorded into the parts of the selected track. Clicking in one of the four boxes (Vol, Pan, Rev or Cho) will show a list of all control change messages available.

## Keys

Overview of all the shortcuts for faster editing

## Comments and suggestions

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# Song edit

## Menu

### File

New - Create a new song

Open - Open an existing song

Save - Save current song

Save as - Save current song with a new name

Browse - Show the browser window

Options - Show options

Virtual AWE - Show AWE window. (Only enabled if AWE is installed)

Exit - Exit Massiva

### Edit

Undo - Undo last action

Select all parts - Selects all parts in song

Copy - Copy selected events

Paste - Paste events at song positions

Edit part - Show part editor

### Track

Ch - Midi channel. Channel *off* does not redirect midi output to any specific channel. Usefull for MIDI files of format 1 where there may be 16 midi channels in one track

Output - MIDI output device. Select Soundcard, softsynth or external MIDI modules

Bank and program - Select bank and program

Rename - Rename track

Transpose input - Transpose MIDI input from external device

Mute - Mute track. All parts in track will be muted

Solo - Plays only un-muted parts of current track

*Note: Track menu is also accessible by right-clicking on the tracks*

### Part

Insert - Inserts a new part using left and right locator as size and loaction

Delete - Delete selected parts

X-Ray - Show notes instead of name

Compose - Compose notes, controllers or AWE NRPN

Delete - Delete aftertouch, AWE NRPN, control change, notes, pitch bend, program change or double notes

Echo - Show Echo window

Grooves - Show Grooves window

Legato - Resize notes to eliminate space between them

Length - Set all notes to same length using editres

Overlap - Stretch notes so they overlap by length of editres

Quantize - Time corrects notes using editres

Transpose - Transpose notes up or down or all notes to a specified value

Velocity - Alter velocity of notes

*Note: Most edit operations may be applied to one or more parts at the same time. However, some operations like compose may be applied to one part only. This menu is also accessible by right-clicking in the parts window*

### Sequence

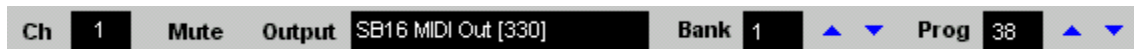
Insert area - Inserts an empty area between left and right locator  
Cut area - Cuts the area between left and right locator  
Split selected parts - Splits selected parts at left and right locator  
Group - Groups selected parts. Clicking on one of the parts in a group will select all parts in the group. Copying a group will create a new group of the copied parts  
Ungroup - Turn grouping of on selected parts  
Loop selected parts - Moves left locator to the left-most selected part and right locator to the right-most selected part and activate loop mode

## Toolbar



**Loop** - Toggles loop between left and right locator on/off  
**Beep** - Toggles metronom beep on/off. Beep properties are set in Options window  
**Thru** - Toggles midi thru on/off. MIDI input is send thru output device. MIDI thru channel and device is set on each track  
**Auto Q** - Toggles Auto quantize on/off. Recorded events are quantized by the value of editres  
**bpm** - Playback/record tempo. Right click to select predefined tempo settings from menu. Double click to set top-most defined tempo setting  
**Editres** - Edit resolution. Used by quantize, length, overlap and grooves  
**Locators** - User defined Left and right locator settings. Jump easily between different locations of your song (intro, verse etc). Click on "Locators" to restart current location  
**Store** - Store current locator positions with a name  
 < - Go to prior location  
 > - Go to next location

## Track info



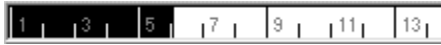
**Ch** - Shows MIDI output channel for the selected track. Click on MIDI channel to change  
**Mute** - Shows Mute on/off for the selected track. Click to toggle mute on/off for the selected track  
**Output** - Shows MIDI output device for the selected track. Click to select MIDI output device for the selected track  
**Bank** - Shows Bank number for the selected track. Double-click to show Bank/Program window  
**Prog** - Shows Program number for the selected track. Double-click to show Bank/Program window

## Tracks

	Name	Ch	M	Output	Prog	Transp
<b>Track 1</b>		<b>1</b>		<b>SB AWE32 MIDI Synt</b>	<b>1/1</b>	<b>0</b>
<b>Track 2</b>		<b>2</b>		<b>SB AWE32 MIDI Synt</b>	<b>1/0</b>	<b>0</b>

**Led** - Midi output led, showing current "note on" output activity on each track  
**Name** - track name  
**Ch** - midi channel. If thru is active all MIDI output is send to the output device using this channel  
**M** - toggles mute on/off  
**Output** - midi output device. If thru is active all midi output is send thru on this device. Device may be a Soundcard, Softsynth or a midi port (external)  
**Prog** - Bank and program settings for each track  
**Transp** - Transpose midi input

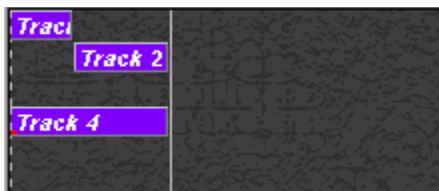
## Meter



Left click to set left locator. Right click to set right locator. Click with [Shift] down to set song position. Selection shows the area between left and right locator. This area indicates which part of the song is looped on playback/record if loop is activated.

The locators are also used when inserting new parts, cutting an area of the song, inserting an area into the song or splitting selected parts. Left and right locator may be stored for in the Locators windows

## Parts



A red mark in the lower left corner of the parts indicates that the part is empty. Double-click part to show part editor

### *Scrolling*

Left click mouse with [Alt] down on an empty area and drag mouse to scroll in any direction

### *Selecting parts*

Left click mouse to select a single part. Left click with [Shift] down to select multiple parts. Use [left] and [right] in combination with [shift] to select parts in current track

### *Moving/copying parts*

Drag selected part(s) to move them to different location. Drag with [Ctrl] down to copy the parts to a new location.

### *Resizing a part*

Drag with [Alt] down to resize part (NB! Events in part are deleted if the new size is smaller). Use [left] and [right] with [alt] down to resize selected part

## Zoom



Click on one of the zoom buttons to zoom in, out or set default part size

## Browser



The browser is for opening and navigating songs. Select directory and double-click on a song to open it. The default directory is set in the Options window. Click on >> to toggle between songs and stored locators.

## Part edit

### Menu

#### File

New - Create a new song  
Open - Open an existing song  
Save - Save current song  
Save as - Save current song with a new name  
Browse - Show the browser window  
Options - Show options  
Exit - Exit Massiva

#### Edit

Undo - Undo last action  
Undo all editing - Undo all actions since editor was shown  
Select all events - Selects all events in part  
Copy - Copy selected notes  
Paste - Paste notes starting at song position. Song position must be inside part  
Edit song - Close part editor and go back to song edit

#### Part

Compose - Compose events or controllers  
Delete - Delete aftertouch, control change, notes, pitch bend, program change or double notes  
Legato - Resize selected or all notes to eliminate space between them  
Length - Sets selected or all events to a same length using editres  
Overlap - Stretch notes so they overlap by length of editres  
Quantize - Time corrects selected or all notes in part using editres  
Transpose - Transpose selected or all notes up or down or all notes to a specified value  
Velocity - Alter velocity of selected or all events

#### Event

Insert - Insert new event (program change or control change)  
Delete - Delete selected notes  
Keep - Keep selected notes. All other notes will be deleted.  
Delete same as selected - All notes with an identical note value as any of the selected notes will be deleted. If C1 and G2 notes were selected then only C1 and G2 notes are deleted  
Keep same as selected - Only notes with an identical note value as any of the selected notes will be kept. All other notes will be deleted

#### List

View - View events in list as text or numbers  
Edit events - Edit midi channel, time and data of selected or all events

### Toolbar



**Loop** - Toggles loop on/off. With loop on the song loops between left and right locator  
**Edit modes** - Default, Insert or Step record. Insert mode: Left click to insert note at mouse position. Left click with [Shift] down to insert notes repeating while mouse is dragging using editres as interval. Left click with [Alt] down to insert and drag size of event. Step mode: Play midi keyboard to insert notes at song

position. Use [Left] and [Right] to move song position.

**Snap** - Used when inserting new events with mouse, moving or copying of events. Editres is used as interval

**bmp** - Set playback/record tempo. Right click to select predefined tempo from menu. Double click to set top defined tempo item

**Editres** - Edit resolution

## Editbar



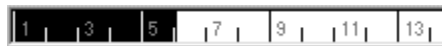
**Vel** - Set velocity of selected notes. If no notes are selected then velocity of all notes are set. NOTE: this field is changed according to what is shown in the controller window

**Move** - Move events left or right (using editres as interval) or transpose events up or down easily

**Length** - Set length of selected or all events

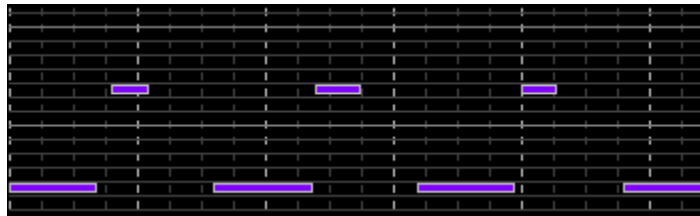
**Note** - Set note value of selected or all events

## Meter



Left click to set left locator. Right click to set right locator. Click with [Shift] down to set song position. Selection shows the area between left and right locator. This area indicates which part of the song is looped on playback/record if loop is active

## Events



### Scrolling

Left click mouse with [Alt] down on an empty area and drag mouse to scroll in any direction

Left click to select single events. Left click with [Shift] down to select multiple events. Drag selected events to move to different location. Drag with [Ctrl] down to copy to a new location. Drag with [Alt] down to resize event

## Keyboard





Blue rectangle shows position of mouse relative to note position of midi keyboard. Gray rectangle shows midi input note

## Controllers/Velocity/Pitch bend



This window displays velocity, pitch bend or any control change messages. Left click to change velocity or controller. Left click with [Shift] down and drag mouse to set velocity or controller with a line



This window shows that note **vel** is currently viewed. Click on the vel text to view another controller, or pitch bend.

## List

Time	Status	Data-1	Data-2	
0001:01:000	Note on	C4	64	
0001:01:059	Note off	C4		
0002:01:000	Note on	C3	64	
0002:01:179	Note off	C3		
0003:01:000	Note on	C3	64	
0003:01:179	Note off	C3		
0004:01:000	Program	127		
0004:01:000	Note on	C3	64	

Shows all events in part in a list. You may select, edit, insert or delete events in the list. Double click a line in the list will show that event in the controllers window



This is a list of available controllers to view. A yellow line means that the part contains event if this kind. Ex. the list shows that the part contains at least one bank select message

# Options



## **File**

Autosave every 5 min

Open last saved song on start-up - Last saved song is automatically opened

## **Beep**

Active on/off

Internal beep on/off

Midi beep on/off. Set output device, midi channel and midi note

Precount - Number of beats to count before recording

## **Midi**

Select midi input device.

Select default output device. This device is used when a new song is created

Set all tracks outputs to selected device - Use this to change all track outputs to a specified device

## **Layout**

Set background bitmap - Select bitmap from file to use as background in song edit

Set part and event color

Select flat or 3d buttons on toolbars

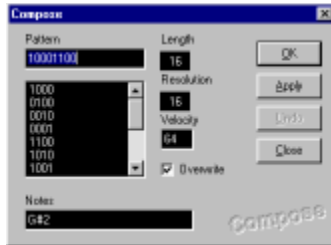
## ***Editres***

Edit resolution is used by quantize, length, overlap, when moving position in step edit, snap in step edit etc. Values are 64, 32, 16, 8, 4 and 2. If editres is 16 and quantize is applied then notes are time corrected to an interval of a 16th.

## ***Event list***

# Compose

## Notes



### Pattern

Select or input pattern to be repeated in part. Use 1 as note and 0 as rest. If editres is 16 and pattern is 1100 then to 16th will be inserted, 2 16th rests will be inserted and then repeated to end of part.

### Length

Select length of events to be inserted

### Resolution

Select interval of events to be inserted. If resolution is 16 and pattern is 1110 then three 16th will be inserted and then one rest with duration of one 16th will be inserted before pattern is repeated

### Velocity

Select velocity of events to be inserted

### Overwrite

Overwrite on/off wether existing events in part will be ereased or not before pattern is inserted into part

### Notes

Show notes to be inserted. Input notes with midi keyboard

## Controllers



### Set

Insert selected controller value at start of part. All existing controller values will be overwritten

### Fade

Insert controller values fading from "from" value to "to" value. Ex. insert Main volum fading from 0 to 127. Interval of inserted controller events are set by editres

### Random

Insert random controller values using editres as interval

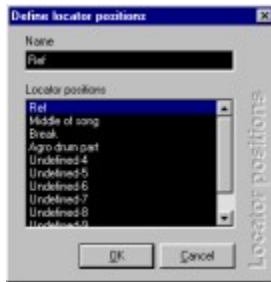
**Pattern**

Draw a pattern and insert controller values with editres as interval. May be used to turn volum on/off in sync with tempo

**AWE None registered parameter number**

...

## Locators



Store current locator positions with a user defined name.



Select stored locator positions from the list. Makes it easy to go to different locations of your song. When selecting a location the song pos will jump to the defined left locator

# Keys

## Global

[Return] - Play  
[Return + shift] Play selected parts in loop  
[Pgup] Forward  
[PdDown] Reverse  
[O or space] Stop  
[\*] Record

## Song edit

[Up] Select prior track  
[Down] Select next track  
[Right] Select next part  
[Right + shift] Select next part also  
[Left] Select prior part  
[Left + shift] Select prior part also  
[Home] Start of song  
[End] End of song

## Part edit

[Right] Select next note  
[Right + shift] Select next note also  
[Left] Select prior note  
[Left + shift] Select prior note also  
[Ctrl + right] Move selected or all events forward using editres  
[Ctrl + left] Move selected or all events backwards using editres  
[Ctrl + up] Move selected or all events up on note  
[Ctrl + down] Move selected or all events down on note  
[Ctrl + shift + up] Move selected or all events up on octave  
[Ctrl + shift + down] Move selected or all events down on octave  
[Alt + right] Stretch note by editres  
[Alt + left] Shrink note by editres  
[F2] Default mode for selecting, moving and copying notes  
[F3] Insert mode. Insert notes with mouse. Use [shift] and drag to insert notes repeatedly. Use [Alt] and drag to insert and drag size of note  
[Home] Start of part  
[End] End of part

## Part edit - Step mode

[Left] Move cursor left by length of EditRes  
[Left + shift] Move cursor left by length of EditRes x 4  
[Right] Move cursor right by length of EditRes  
[Right + shift] Move cursor right by length of EditRes x 4  
[Up] Move cursor up one note  
[Up + Shift] Move cursor up one oct  
[Down] Move cursor down one note  
[Down + Shift] Move cursor down one oct  
[Ins] Insert note at cursor  
[Ins + shift] "Preview" note at cursor  
[Del] Delete note(s) inside cursor





# Transpose



## Change

Input amount to change the pitch of notes in selected parts. You can Apply while song is playing without leaving this window.

## Set

Input note by midi keyboard. All notes in selected parts will be transposed to this note. Ex: Use this to change a snare drum part to another midi key (C2 to C1 etc)

# Velocity



## **Set**

All notes get same velocity

## **Fade**

Velocity is faded thru start of part to end of part

## **Change**

Velocity is changed by a speified amount

## **Random**

All notes are given a random velocity in a specified range

# Song edit

## Menu

### File

New - Create a new song  
Open - open an existing song  
Save - Save current song  
Save as... - Save current song with a new name  
Options - Show options  
AWE... - Show AWE window  
Exit

### Edit

Undo - Undo last action  
Select all parts - Selects all parts in arrangement  
Edit part - Show part editor  
Event list - Show event editor

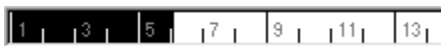
### Part

Insert - Inserts a new part using left and right locator as size  
Delete - Delete selected parts  
Compose - Compose events or controllers  
Delete - Delete aftertouch, control change, notes, pitch bend, program change or double notes  
Legato - Resize notes to eliminate space between them  
Length - Sets all events to a same length using editres  
Quantize - Time corrects notes in selected parts using editres  
Transpose - Transpose notes up or down or all notes to a specified value  
Velocity - Alter velocity of events in selected part

### Sequence

Insert area - Inserts area between left and right locator  
Cut area - Cuts the area between left and right locator  
Split selected parts - Splits selected parts at left and right locator  
Group - Groups selected parts. Clicking on one of the parts in a group will select all parts in the group.  
Copying a group will create a new group of the copied parts  
Ungroup - Turn grouping of on selected parts  
Loop selected parts - Moves left locator to leftmost selected part and right locator to rightmost selected part and activate loop mode

## Toolbar



**L**oop - Toggles loop between left and right locator on/off  
**B**eep - Toggles metronom beep on/off. Beep properties are set in Options window  
**T**hru - Toggles midi thru on/off. Midi input is send thru output device. Midi thru channel is set on each track  
**A**uto **Q** - Toggles Auto quantize on/off. Recorded events are quantized using editres  
**b**mp - Set playback/record Tempo of song  
**E**ditres - Edit resolution  
**L**ocators - Left and right locator settings. Jump easily between different locations of your song (intro,

verse etc)

**Store** - Store current locator positions. Song position jumps to left locator

## Tracks



**Name** - track name

**Ch** - midi channel. If thru is active all midi output is send thru using this channel

**M** - toggles mute on/off on each track

**Output** - midi output device. If thru is active all midi output is send thru using this device. Device may be internal or external

**Prog** - Bank and program settings for each track

**Transp** - Transpose midi input

## Meter



Left click to set left loctor. Right click to set right locator. Click with [Shift] down to set song position. Selection shows the area between left and right locator. This area indicates which part of the song is looped on playback/record if loop is active

## Parts



Left click to select single part. Left click with [Shift] down to select multiple parts. Drag selected part to move to different location. Drag with [Ctrl] down to copy to a new location. Drag with [Alt] down to resize part

## Zoom



Click on zoom buttons to zoom in, out or set default part size

**AWE**



### **Sond Fonts**

Load bank. Select program and push Load  
Clear bank. Select program and push clear

### **Effects**

Reverb, Chorus, Bass, Treble. Effects will be saved with song.

## Getting started

### Midi setup

Connect Midi out from your master keyboard to the PC. Connect Midi out from your PC to all Midi instruments and modules which will be played back. Turn "local off" on your master keyboard if it is to be played back. Activate the **Thru** button. Midi is now sent from your midi keyboard thru Massiva and out to your midi equipment.

Giving each track a specific Midi channel redirects Midi input to this output. If track one has midi channel 1 and track two has midi channel 2, then selecting track one will redirect Midi input to midi channel 1 and selecting track two will redirect Midi input to midi channel 2.

PC's usually have both internal and external MIDI output (drivers) devices. Selecting an internal output device will send MIDI messages to a soundcard or a virtual (software) synth. Selecting an external device will send MIDI messages out thru the PC's Midi port .

Each track has a selection for output so that track one can play back on your Soundcard, and track 2 can play back on an external Midi instrument etc.

### Recording a part

Set left and right locators to include the area to record into. Recording a 2 measure long part at the beginning of the song means setting the left locator to 1 (by clicking the mouse in the meter with left mouse button) and the right locator to 3 (by clicking the right mouse button).

Pressing record ([\*] or rec-button in the transporter window) will start the recording of MIDI messages (events), starting at the left locator. If precount is active in the options window a precount is generated before the recording starts. No MIDI messages will be recorded until precount is done.

Recording is done in loop if the loop button is down. This way multiple layers of events may be recorded in one go. Otherwise Massiva will record until you click stop ([0 or space] or stop-button in the transporter window)

It is always possible to record on top of previously recorded events. Select area to record into, start recording and events will be added to the previously recorded part(s).

### Playing the song

To play the song hit [Return] on your PC-keyboard or push the Play-button in the transporter window. If loop is active the song will jump from the right locator and back to the left locator when the right locator is reached. *Note: All editing may be done while playing.*

### Stop playing or recording

Hit [Space] or numpad zero to stop playback or recording.

### Editing parts

Recorded parts may be transposed up, down or to a specific note. Velocity can be fixed to a value, may be faded from one value to another, set randomly thru the part or changed by a specific amount. Events may be time corrected into different intervals with quantize, and the length of the notes may be adjusted. All part operations are accessible from the Part menu

## Using the composers

You can fill up a part with a bass drum in the Compose notes window by hitting the bass drum on your midi keyboard, selecting a pattern (ex each beat = "1000" when editres = 16) to be repeated and then push the OK button. It is also possible to enter the notes directly ex: "C3 D#3 G3" in the notes field.

Control change may be inserted, faded, randomized or repeated in a part in the Compose controllers window. Here you can insert *pan* or *main volum* changes in sync with music. Simply select editres (edit resolution), control change number and click the OK button.

## Arranging your song

Parts may be moved and copied with drag and drop operations. Dragging and dropping with [ctrl] down will make a copy of the selected parts at the new location. A part may be resized by dragging it with the [Alt] key down. Parts may be grouped for making arranging easier. Clicking on one of the parts in the group will select all parts in the group. This way you can move or copy a group of parts with one or two mouse click.

## Saving your song

Your song may be saved as a Massiva song (.seq) or a Standard MIDI file (.mid) format 1 which can be imported/read by other sequencer applications. Massiva reads Standard MIDI files format 0 and 1. SMF format 0 is automatically split on up to MIDI channels.



## Hints

### Record music without a Midi keyboard

You can record music with your PC keyboard in Part edit using "Step mode". Select step mode from menu, press [F4] or click on step mode button. When step mode is active a red rectangle will be visible. This rectangle shows note position and time. Pressing [Ins] will insert a note inside the rectangle. Pressing delete will delete notes inside rectangle. The width (length of inserted notes) is set by Editres. You can move the rectangle by [Left], [Right], [Up] and [Down]. Holding [Shift] down while pressing [Up] or [Down] will move rectangle up or down one octave. To preview the note at current position hit [Ins] with [Shift] down.

You can insert notes with mouse in Part edit using "Insert mode". When insert mode is active the mouse cursor looks like a pencil. To insert a note click in grid. A note will be inserted with length of Editres. To insert notes with different lengths, hold [Alt] down while clicking and dragging note to any length. You may insert repeated notes by holding [Shift] down while clicking and dragging. The notes will get the length of Editres. You can insert notes at any position by unactivating "Snap". When snap is active, all notes are time corrected to the nearest Editres. Ex. Snapping to 16th etc.

You may insert patterns of a note or chords in Compose notes window. Select Compose notes from part menu. Select pattern, input notes with PC keyboard or Midi keyboard and click on OK/Apply.

### Navigate your music

You may define song locations (left and right locator positions) and store them with user defined names. While song is playing you may select one of the defined locations and the song position will jump to the left locator position of the location. The left and right locators are restored to previously defined positions. Restart current location by clicking on the "Locators" label. Select prior and next location by clicking on the "<" and ">" buttons, or select a location from the location list. Ex: you may define a break location and an intro location. Then move from break to intro and back by clicking on "<", ">" buttons while song is playing.

### Edit all or only some of the notes/events of a part

In Part edit all operations depends on whether notes/events are selected or not. This means if some notes/events are selected then only these notes/events will be affected by quantize, legato, length or any other operation. If no notes/events are selected then they all will be affected. This way it is possible to quantize only some of the notes using 32 triples and the others by 16th.

### Select, insert, delete, move, copy, append and resize parts in song edit

Select a single part by clicking on it. Select multiple parts by holding [shift] down, click mouse and drag over parts to be selected.

Insert a new part by selecting insert from part menu, press [ins] key or double click inside left and right locator.

Delete parts by selecting delete from part menu or press [Del] key. The delete command only deletes selected parts.

Move parts by click and drag selected parts

Copy parts by click and drag selected parts while holding the [ctrl] key down

Append selected part by selecting append from part menu. Append will add a copy of all the selected parts with the first copy positioned after the last selected part

Resize a part by holding the [alt] key down and then click on part and drag to set new length

### **Create your own MIDI files**

Songs in Massiva may be saved as standard MIDI files. Select "save as", go to "save as type" and select MIDI file and click OK button.

### **Make notes in a part pan gradually from left to right**

To make notes in a part pan gradually from left to right you first select the part, then select "compose controllers" from the part menu. Select the Fade tab. Set Controller to pan. Set From to 0 and To to 127. Click on OK. Note: if Editres is 16 then a pan message is inserted every 16th, if Editres is 4 then a new pan message will be inserted on each beat in the part.

To see what you have just inserted, double click on part to show part editor. Right click in control window and select controller. Select pan from the controller list (it should be highlighted since the part contains pan). Now you can see the pan visually relative to the notes in the part. You may edit the pan values by clicking in the control window or clicking and dragging with the [Shift] key down.

Note: not all midi instruments "understand" pan messages.

### **Inserting a simple bass drum pattern into a part**

Select part to insert bass drum into. Select "compose notes" from part menu. Select pattern "1000". Go to notes and type "C1" (or wherever your bass drum is) or simply hit the bass drum on your MIDI keyboard. Click the OK button. To see the inserted notes double click on part

### **Inserting a simple chord pattern into a part**

Select part to insert chord into. Select "compose notes" from part menu. Select pattern "1011". Go to notes and type "C1 D#1 G1" (or whatever) or simply hit the chord on your MIDI keyboard. Click the OK button. To see the inserted notes double click on part

### **Scrolling**

You can scroll in on song edit or part edit in any direction by clicking left mouse button in an empty area while holding [Alt] down and drag mouse

### **Play selected part(s) in loop without setting locators and song position**

To playback selected parts in loop without setting left and right locator push [Shift] + [Return]. Massiva will automatically set left locator (to start of leftmost selected part), right locator (to end of rightmost selected part) and activate loop. Pushing [Shift] + [Return] always starts from the leftmost selected part.

When you are in part edit the part you edit is of course selected, pushing [Shift] + [Return] will then play this part from left and in loop no matter where song position and left/right locator location were previously

Select a part and push [Shift] + [Return] instead of setting left + right + song position and the press [Return]

### **Changing MIDI output device on all tracks at once**

Select options from file menu. Select the MIDI page. Select MIDI output device in Use this output on all tracks-list and push apply.

### **Real time editing**

All editing i Massiva may be done in real time. So you don't have to stop the song to adjust velocity etc. Select parts to edit. Start playback of selected parts with [Shift] + [Return]. Select Velocity from part menu. Apply velocity changes while song is playing.

## Grooves

### **Time (+/-)**

Set time offset in %. If editres is 16 and a value is set to 50 (%) then this note will be moved to the right by length of a 16th note divided by 2

### **Velocity**

Set velocity on each quantized note

