

Yamaha HX-1 Electone
VED-1 Atari ST platform emulation package for PC:

<http://members.lycos.co.uk/yamahahx/>

Warnings:

- 1) This VED-1 package is exclusively for use with the HX-1 FM tone generator !!
- 2) To be able to connect your sound card (SB compatible) to the HX you need to buy a 'MIDI adapter/kit' - a connector to the SB's joystick port on one side, and two standard 5-pin MIDI connectors (IN/OUT) on the other side.
Please read your SB compatible sound card manual for information on activating its MPU-401 MIDI port (joystick connector).



**MIDI
ADAPTER**

- 3) It is recommended to use a 17" screen 1024x768 resolution - although I can work on a 15" screen with 800x600 resolution..

This zip package contains:

20 files:

auto.sts	- Emulator file
cart image howto.txt	- Emulator help file
Cart_img.prg	- Emulator file
disk image howto.txt	- Emulator help file
Disk_img.prg	- Emulator file
faq.txt	- Emulator help file
imgbuild.exe	- '.st' disk creator/manipulator
new_steem.new	- Emulator file
readme.1st	- Emulator help file
VED1_HELP.pdf	- This file..
shortcuts.dat	- Emulator file
Steem.exe	- Emulator executable file
steem.ini	- Emulator configuration file
steem.new	- Emulator file
steem_v2_4.zip	- Atari ST Steem Emulator Version 2.4 zip file (for backup).
steemupdate.exe	- Emulator update program.
Tos_206.img	- Emulator operating system (TOS) V.206 file (English).
tos104de.img	- Emulator operating system (TOS) V.104 file (German).
tos162uk.img	- Emulator operating system (TOS) V.162 file (English).
unzipd32.dll	- Emulator file

3 Folders:

patches	- Emulator corrections.
screenshots	- Screenshots folder.
Stfiles	- Emulator image (.st) files folder.

Installing:

Just unzip the file into a known folder.

Running the VED-1 software:

- 1) After double clicking the Steem.exe file, you'll be asked (perhaps even twice) to brows for TOS (ST operating system) img file - go to the folder of which you've unzipped the atari_st_ved1.zip file, and choose one of the tos files.
- 2) After that you'll enter the emulation environment. To start the emulation, press the 'Play' button (the upper left button). To gain control of the mouse again (for Windows environment) press the 'Pause/break' button.
- 3) To quit emulation you can press the shutdown button (the third upper button from the left).
- 4) After starting the emulation, you'll see an Atari logo, 'memory test' label, 'ST RAM' label and filling bar notifying the test progress - you can press 'Esc' button to skip this test (just like PC).
- 5) You'll go into a black&white GUI screen - windows like, and a small window is opened. If there is no window opened double-click the A drive icon to open it. If you want to resize the window, it can be done, using the lower-right corner.
- 6) In the opened window, look for the 'HX_1.prg' icon and double-click it and that's it...

Problems with the sound card (no MIDI):

- 1) Go to press the 'external devices' button on the upper emulator menu (fifth button from the right).
- 2) Change settings there according to your sound card settings: MIDI IN and OUT.
- 3) If it doesn't help, go to windows environment ('pause/break' button) and press the 'options' button on the upper emulator menu (fourth button from the right).
- 4) Choose MIDI, and start testing the MIDI emulation/transmission changing parameters there. (I know that it is crazy - but it works...)

Exiting the Emulator:

To exit the emulator press the 'pause/break' button to go back to the windows environment and then press the 'reset' button on the upper emulator menu (third button from the left).

Now the emulation is finished and you can close the emulator window.

Mounting diskettes on the emulator:

Eventually you'd like to save your edited voices on a disk and backup it somewhere...

With this emulator it is easy..

To mount floppys go back to the windows environment ('pause/break' button) and press the 'Disk manager' button on the upper emulator menu (first from the right).

You'll see drivers details (HX1EDIT.st is inserted into drive A , and there is no disk in drive B).

On the lower part there is a small browser for ST files (At the beginning you'll see 'Blank Disk' and 'HX1EDIT' disk images). You can rename them easily (windows style) and add as much blanks as you like: Simply right click on a blank area on the browser field and you'll be given the choices.

The floppies are just img files in the "STFILES" directory or any other dir you'll choose.

Problems Mounting floppies:

If there is an error loading an '.st' file to one of the drives the reason might be:

- 1) The 'read only' tab is on - turn it off. (In windows: right-click the ST file -> properties).
- 2) The file is corrupted (rare..) - sorry...

Creating .ST files (image files for use with the Steem Emu) from real ST disks:

To manipulate and create '.st' image file there is a small but powerful utility named IMGBUILD.EXE

The command: `imgbuild /blank /name blank.st`
will create an '.st' file named 'blank.st' for use with the emulator.

With this imgbuild program you can also create ST images from real Atari ST 3.5 floppies, and create a real Atari ST floppy disk from and ST image file.

Of-course, once the disk (image-file) is created, you can use it with the emulator.

For more help on using this program, just type its name (with no parameters) in its location.

Saving/Loading edited sounds/banks on a your mounted floppy (ST file):

In the VED-1 program, you can load or save edited sounds/banks on your floppy by selecting 'File' on the upper menu and 'Load/save sound/bank' for mono or poly.

A small browsing window is opened showing the current path: 'A : \ * .MBK' and file name: 'selection: ____ .mbk'.

If you put your floppy on drive B, choose drive B (you can replace the A in the path field, or click the drive letter in the drives table), write (or choose) file name and press OK.

Using the VED-1:

Well, I don't know all parameters, but I'll give you some information:

- 1) Choose a tone generator type: mono or poly (It can be done by clicking on the keyboards icon on the lower left side).
- 2) Choose a bank (you may rename it only when you save it to floppy), choose a sound under the chosen bank (you may rename it pressing the 'rename' icon on the lower middle of the screen).
- 3) If you want to work on a preset sound (let's say violin1), go to the upper middle side of the screen to the label 'RECEIVE' and choose the sound number (you can scroll the numbers with the left and right mouse buttons)(see tables section at my site). Press on the MIDI port icon 'RECEIVE' on the middle of the screen, and you have it.
- 4) If you want to put a sound into one of your HX-1 userbanks, (choose sound,) go to the upper middle of the screen to the label 'TRANSMIT' , choose the userbank sound number (you can scroll the numbers with the left and right mouse buttons) (see the tables section at my site), and press 'TRANSMIT'. Now you can play the edited sound on your HX-1. (Choose the correct userbank number.)
- 5) If you want to copy/exchange sounds you can click on the 'COPY'/'EXCHANGE' buttons in the lower middle part of the screen.
- 6) To quit the program, go to 'FILE' in the upper menu, and select 'QUIT', and press the right mouse button.
- 7) To edit a sound, go to the upper middle of the screen and press the 'SOUND EDITOR' icon...
- 8) To go back to the previous screen (sound menus/banks), you can click on the 'SOUNDS' button on the lower left corner of the screen.
- 9) If you want to switch from the chosen mono sound to the chosen poly sound without going though the 'SOUNDS' screen every time (i.e. for manually comparing sounds) you can click the 'MONO'/'POLY' keyboards icon on the lower left side of the screen.
- 10) Well, good-luck on your editing - I'll have to leave you here, because I don't know all the details YET, and even if I did, I'd have to write them in a detailed PDF file...