Motif Creator™

Version 1.2, Build 1

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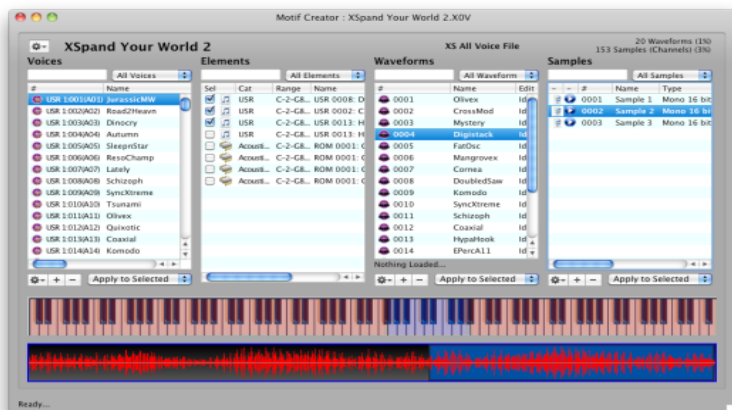# Motif Creator™

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Motif Creator™

Introduction

Motif Creator™ is a powerful Voice, Performance, Waveform, and Sample creator/editor for Yamaha Motif Classic, ES, XS, XF files.

The Yamaha Motif™ is a new generation Workstation-style keyboard system that has excellent sounds and advanced functionality, for superior usage in the studio and playing live. The most immediate gratification of the Motif is playing it's onboard sounds, which are top-shelf and professional standard. However, the Motif also allows for playback of user-defined multisampled keymaps (called "Waveforms" on the Motif) with the same possibilities as the onboard ROM waveforms. This functionality is entirely under the **Integrated Sampling** button on the Motif.

Although the Motif is a little less flexible then the older specialized hardware samplers (e.g. Akai S-5000/Z-Series, Emu Emulator 4, Ensoniq ASR-10, Roland S-7x and so on), and more less so then powerful software samplers such as Kontakt, it is still very powerful, and with the right software platform to assist in creating these sampled Waveforms and Voices, the Motif can go beyond it's stock sounds and fly high with your own custom Voices. That is the goal and stated purpose of Motif Creator.

Like most (if not all) hardware musical instruments, the onboard display and provided access do not give access to the Motif user-sampled area exceptionally well. Some Supermen have used it and worked with it, but among us Mere Mortals it's "in and out", since it is slow and difficult not only to view the total range of information, but also to apply new edits etc. Again, Motif Creator leverages the natural power of your computer to access, display, and arange information that it's a perfect and powerful bridge to create and edit Motif user-created content.

You will notice that a significant difference between Chicken System's **Motif Creator™** and Yamaha's own provided Motif Editor is that the Motif Editor communicates via MIDI or USB to the Motif ITSELF, whereas **Motif Creator™** simply works with Motif files themselves. This is because of lacking functionality in the Motif itself; it does not allow user wavedata to be transferred or detected through MIDI or USB. That is a significant ommission in the Motif Editor; although the immediate voice editing and librarian functions are wonderful, there is no access to the user Waveforms. In fact, on older Motif models the editor actually crashes when encountering a user Waveform.

Motif Creator™ takes advantage of only access to user Waveform data - via the files themselves. **Motif Creator™** is practically a virtual Motif specialized for editing. You can make your own user Waveforms, edit and create your own Samples within those Waveforms, and much more. Motif Creator also allows innovate ways to listen and audition those sounds. Since it's not a Motif, it can't substitute for it, but with sampled sounds you can come awfully close. Most of the time, we foresee Motif users to operate **Motif Creator™** to take care of

the sampled side, since it more clear, powerful, and effecient then the Motif itself, but when it comes time to tweak the sounds and do the realtime parameter editing, we expect them to write the files and read them into Motif, edit away, then resave.

Motif Creator™ also includes management of ROM data. Renaming objects (Voices, Waveforms, etc.) is a breeze on **Motif Creator™**. You can manage your Categories (sometimes the center of most Motif user's experience!) in new powerful ways beyond what the Motif itself can do. You can even set up a library of Voices and create your own compilations to be written into a file for particular uses.

Motif Creator™, while powerful, is still a simple application. It was designed to give you easy and intuitive access to Motif data, with no funny business or confusing Corvette-looking widgetry.

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Some notes regarding the documentation:

This document is synced to the Motif Creator™ version denoted on the cover of this document. It is a dynamic document and often is revised with every major, minor, or even build of Motif Creator™.

In this document, the term "right-click" also refers to "control-click" on a Mac. Only "right-click" will be used. Similarly, "Preferences" is term for different optional parameters that can be set in the program; on the Mac you will see the word "Preferences", but on Windows you will see "Options". In this document, Preferences will be used. Graphics are all Mac, but look very similar to the Windows version.

Since the Motif regards the middle C key on a keyboard (MIDI note 60) as C3, by default Motif Creator™ shows the textual representation of MIDI note 60 as C3. This is the non-US representation. However, if you are more used to seeing C4 as middle C (like GigaStudio or other US models - or even some varied non-US samplers), you can change this in Preferences-General.

If you are a registered owner, you are qualified for free updates for the life of the program. You can download these from your program using the Check for Update feature, or from the Chicken Systems Update Area.

Basic Concepts

The Motif Creator™ Motif document represents a single Motif file. It can be one that is existing, or a new one that hasn't been saved to disk yet.

Your experience with Motif Creator™ revolves around creating a new (or opening an existing) Motif file into a Motif document, editing the objects within that document, then saving the document as a Motif Bank file. This saves all objects, such as Voices and Waveforms, into a single file set.

Motif Creator supports Motif **All Files** (.w2a, .w7a, .x0a, .x3a) and **All Voice Files** (.w2v, .w7v, .x0v, and .x3v).
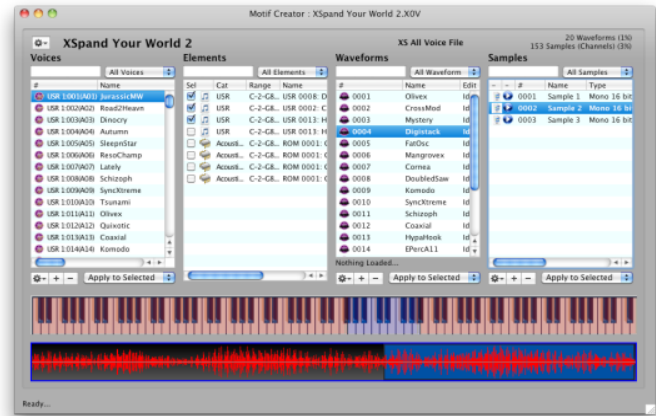
Future versions will support **All Waveform Files** (.w2w, .w7w, .x0w, .x3w).

All Files contain Motif Performances, Voices, Waveforms, Song, and System information. **All Voice Files** only contain Voices and Waveforms.

The **Motif Document** shows you the most important aspects of the Motif files: the Voices, the Elements within each Voice, the Waveforms, and the Samples within a Waveform. These are represented in four Lists; the Voices with the Elements, and the Waveforms with the Samples. There is also a Performance List and a Part List, shown in the Performance View.

From there, you are free to add, delete, or edit any of the objects to your needs. For more information on the Motif document, where you'll do the majority of your work, see The Motif Document elsewhere in this document.

Each object has an Editor. There is a Voice Editor, Element Editor, Waveform Editor, and Sample Editor; and additionally, a Performance Editor and Part Editor. One editor can be open at a time, and it edits the current selection in the list on the Motif document. For more information on Editors, please see the Editors section elsewhere in this document.
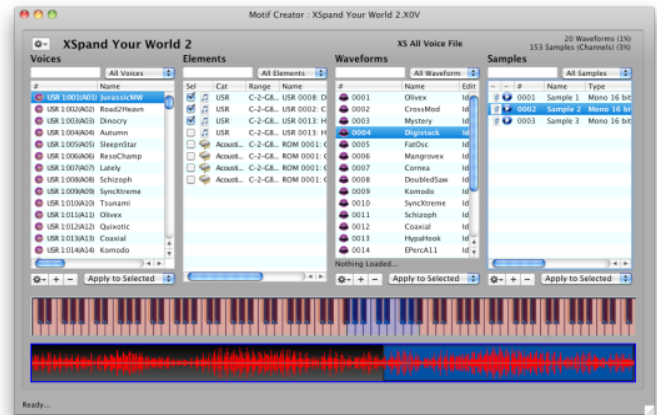
The Motif Document

The **Motif Creator™** Motif document represents a single Motif file, existing or a new one that hasn't been written yet. Your experience with Motif Creator relvolves around creating a new or opening an existing Motif file, changing the objects within using the Motif document, then saving the document which saves everything to the a new or existing Motif file, for immediate use in your Motif.

Lists
The Lists on a normal Motif document show the principal objects; the Voices (List 1) and the Waveforms (List 3). The Element List (List 2) shows the Elements contained in the currently selected Voice, and the Sample List (List 4) shows the Samples in the currently selected Waveform.

There are two other Lists; the Performance List and the Part List. These appear when you are in the Performance View.

The purpose of the Listst is so you can view the contents of the File that is represented by the document and apply functions to change, edit, or build up the file.

Views
Speaking of Views, the Motif document interface is highly customizable, so you can either have all the List on the document at one time (admittedly crowded), or you can see only what you want to see for handy editing. The Views are:

> **- Voice/Element/Waveform**
> **- Waveform/Sample**
> **- Performance/Part/Voice**
> **- "Four Corners" (Voice & Element on top, Waveform & Sample on the bottom)**
> **- Full View**

You can choose which view you'd like with the Gear menu on the upper right, or the top level Views menu. For more information of Views, see the Views section in this manual.

Range Maps
On top of the Element List and the Part List you can have Range Maps perched on top of them. This allows for graphical editing of the Ranges (Key and Velocity) of Each Element or Part. Key is selected by the top button to the left of the Range Maps, Velocity by the second button. A green color indicates which Range you are viewing. The third button (yellow) gives you a context menu byselecting it, giving you some auto-mapping options, plus some viewing options. If you have no immediate use for them, you can hide them using the context menu or the Views top-level menu.

Having the Range Maps mounted on top of each other makes it easy to see how Elements or Parts are arranged against each other. Alter the range by simply grabbing and pulling each end with the mouse. Selecting the middle of the range allows you to slide it back and forth.

(Remember, these Ranges are actually "Limits"; that is, with an Element, you are restricting the key/velocity response. The Waveform the Element refers to may have information beyond the limits, you are simply creating a smaller "window" into the Waveform (or Voice).

Also remember that the Ranges do not appear on Drum Voices, since there are no Key/Vel Ranges to deal with, just the natural 1-Key limit of a Drum Element.

Optional Displays
There are two option items you can display on a Motif Document; the Keyboard Display and the Wave Display. The Keyboard Display shows the contents of the Waveform that is selected in the Waveform List, and also responds to dragging and dropping of external Samples into that Waveform. It makes mapping incoming samples a breeze. The Wave Display shows the waveform of the Sample selected in the Sample List, for easy recognition.

For more information on the Optional Displays, see either the Keyboard Display or the Wave Display areas of this document.

Filtering Lists
The text field and popup menu above each list filter the lists contents. Typing into the text field filters the list based on what you typed; e.g. typing in "Trum" (without the quotes) in the text field above the Voice List brings up Voices with the names "Trumpet Short", "TrumLngBrght", and "Guitar Strum". Multiple criteria can be inputted by seperating them with commas.

The popup menu varies with each List. but give you common ways of making each list more specific; e.g in the Sample List you can view just the external samples.

Performing Functions on List Objects
The whole purpose of Motif Creator is to add, edit, delete and change objects. Voices can't be deleted per se but they can be initialized. A "blank" Voice is one that starts with the letters "INIT" (case insensitive); initialized voices usually have no sampled waveforms referenced, just has the first Element enabled, and is set to the first Piano waveform.

Mostly what you'll edit in Voices is the contents of the Elements. Other then providing a set of real-time parameters, an Element's main purpose is to playback a Waveform, whether it is a ROM Waveform or sampled (RAM) Waveform.

RAM Waveforms are listed in the Waveforms List. A RAM Waveform is a collection of non-overlapping samples within a MIDI Keyboard with variable Velocities. By selecting a Waveform in the Waveform List, the associated Samples show in the Samples List, with their properties.

There are many ways of adding, editing, and deleting objects. Most of these are standard computer methods. More specific information will be given in other places in this document, so we'll cover them briefly here.

You can use the Gear and Plus (+) and Minus (-) buttons below each list. Clicking the Gear button exposes a Menu that is very much like the top-level menus titled Voices-Elements-Waveforms-Samples. You can apply the function to selected objects in the list, or to all of them, by selecting the popup menu next to the buttons (Apply to All, Apply to Selected).

Ctl/Right-clicking on a list brings up a Context Menu which is usually identical to the Gear Menu for that list. It ALWAYS applies to the selected items in that list.

Dragging objects is a very powerful editing method. All drags and drops do what you would think they would do. If you drag a Wavefrom and drop it on an Element, it will set that Element to that Waveform. If you drag a couple of WAVE files from outside Motif Creator and drop them on the Sample List, it will automatically add those WAVE files to the Samples List. You can also drag Voices, Waveforms, or any object from one Motif document to another.

The INS and DEL buttons are active to make new Waveforms or Samples, and Backspace serves as another DEL button.

Two very powerful functions are included on the Main Screen; Importing and Preparing. These are covered in depth in other areas of this document. Consider turning this viewer off in Preferences.

Motif Object Views

The Motif Creator™ Motif Document has several views so you can work effeciently. Sometimes it is important to get a birds eye look at your Motif file, and sometimes you need to only look at a portion of the file.

Views can be access either by the Views top-level menu, or the Master Gear Menu on the upper right of the document.

Motif files (or we call them Banks) have up to 6 components to them:

> **Voices**
> **Elements**
> **Waveforms**
> **Samples**
> **Performances (All Files only)**
> **Parts (All Files only)**

Generally the Voice is the Queen of the Bank, because so much centers on the Voice. Because of this, most Views have at least something to do with the Voices.

There are 5 Views, separated into 3 Categories: **General**, **Detailed**, and **Special**.

There are two General Views:

Full View
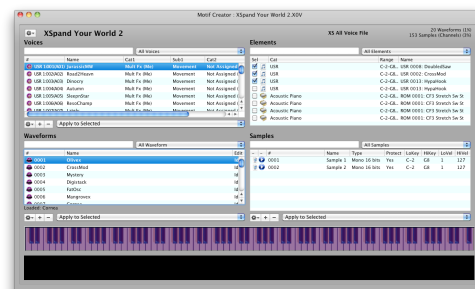This includes from right to left: Voice-Elements, Waveform-Samples.

This is a good general view of the Bank. You can select Voices and see the Elements that work within them. You can view the Waveforms, and view the Samples referenced by them. And you can assign Waveforms to Elements very easily, since the lists are fight next to each other.
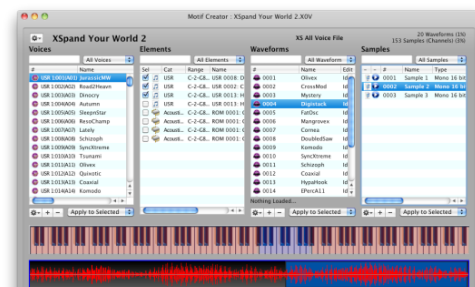
Four Corners
This includes from right to left: Voice-Elements, the below that left to right Waveform-Samples.

This performs the same purposes of Full View, except that it values the details of each view (you can see more of the columns) because of 2x2 alignment. Full view is more valuable when you want to see more entries of one list.

There are two Detailed Views:

Voice-Element-Waveform View
This includes from right to left: Voice, Elements, Waveforms.

This is when you are most concerned with assign already-designed Waveforms to Elements. The Samples list is omitted since you are already comfortable with the contents of the Waveforms.

You have more horizontal information since there are only 3 lists.
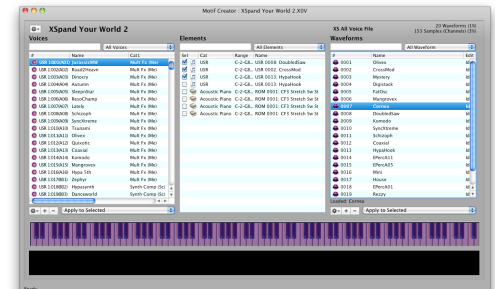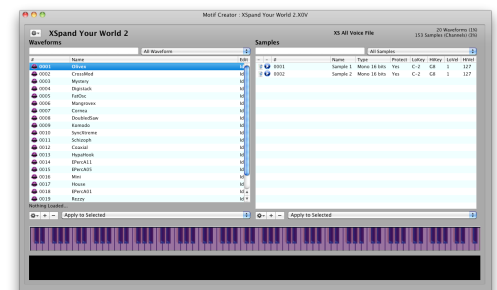
Waveform-Sample View
This includes from right to left: Elements and Samples

This is for hardcore Waveform designing, you can see the minutiae of the Waveforms and of the Samples. You are not concerned with Voices or anything other then the Waveforms and Samples.

You have much more horizontal information since there are only 2 lists.

Finally, there is one Special View:

Performance View
This includes from right to left: Performances, Parts, and Voices.

This is the Performance Editor, where you can assign Voices to Parts, and thus develop your own Performances easily. Performances do not exist on any other list, since Voices are more commonly used and Performances are "far away" from Waveforms and their dealings.
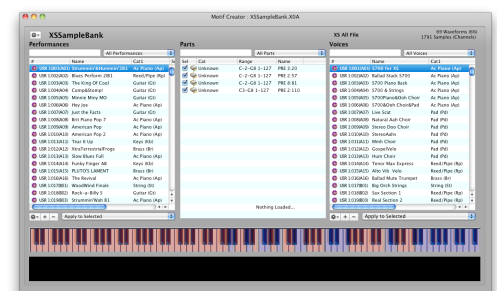
The Keyboard Optional Display

Since the Motif is basically a keyboard, and everything revolves around a keyboard, so it's just natural that we put a keyboard display on a Motif document. It shows you what the contents of the current Waveform are, allows you to select a Sample within the Waveform, and also allows dropping to import Samples into the currently selected Waveform and determine their Key Ranges.

Sample View
The Keyboard display shows in alternating pink and green the Samples that are referenced in the currently selected Waveform (on the Waveforms List). Velocities are also shown, in various tints.

Sample Select
By clicking on the Keyboard display, this selects the Sample according to where you clicked. This also pertains to Velocity -the higher up you click, the higher velocity gets selected.

Sample Import
By dragging and dropping external Samples (WAVE and AIFF) onto the Keyboard display, this allows you to import Samples into the currently selected Waveform. If you drag more then one Sample or a Folder, multiple overlays will appear as you drag onto top of the display, with a maximum of an octave spread. Dragging higher on the Keyboard makes for wider spreads.

Dropping on the Keyboard display imports the Samples into the currently selected Waveform. If there are overlapping Samples, they are deleted or cut-away - this is because Waveforms do not allow overlapping.

The Wave Optional Display

No editor would be complete without a Wave Display!

Although there is one in the proper place in the Sample Editor, you can display one on the main screen by checking the Wave Display menu in the top-level View menu, or the master Gear Menu.

This displays what you play in the Sample list. There are no transport controls; well, there actually is - the single button on the Sample List performs this function.

Adding Objects

You add Voices, Waveforms, Samples, or Performances by dragging objects into the Lists, by clicking the + button under the List, or pressing the Insert button (INS) on the computer keyboard.

Voice List
Drop a Voice from another Motif document into this list, and it will add it to the Voice List. (We should say it will **replace** the Voice selected.) Or drop an external file, like a Kontakt .nki, Apple .exs, SoundFont, etc., or even one or more WAVE/AIFF files, on the Voice List and it will create a Voice and make Waveforms that will hold the samples. Clicking the + button or pressing INS will allow you to select one or more external Instruments to Import in (See Importing External Instruments for more information.)

Waveform List
Drop a Waveform from another Motif document into this list, and it will add it. Or drop an external file, like a Kontakt .nki, Apple .exs, SoundFont, etc., or even one or more WAVE/AIFF files, on the Waveform List and it will create Waveforms that will hold the samples. (You then have to assign the Waveforms to Elements within Voices, if you wish.) Clicking the + button or pressing INS creates a blank Waveform, in which you can add Samples to.

Sample List
Drop a Sample from another Motif document into this list, and it will add it. Or drop a WAVE/AIFF. When importing external samples, Motif Creator assigns the first available key from the left of the keyboard and gives it a one note range. You can edit the range afterwards. Clicking the + button or pressing INS brings up a Open dialog where you can select WAVE/AIFF files to import.

You can also add Samples by dropping them on the Keyboard Display at the bottom of a Motif document. This provides an easy way to add a sample to a specific keyrange. For more information, see the Keyboard Optional Display in this document.

Performance List
Drop a Performance from another Motif document into this list, and it will add it to the Performance List. (We should say it will **replace** the Performance selected.) Note: you cannot import external foreign formats into the Performances List yet, even if the format is a Performance-type (like a Roland Performance). This will be incorporated in a future version.

Deleting Objects

You delete objects in a List by clicking the minus sign (-) button under the List, selecting the "Delete" Gear, Ctl/Right-click Context, or top-level menu option, or by pressing the Delete button (DEL) on the computer keyboard.

The popup menus under the lists determine if you are deleting all the objects or just the selected ones.

Since it is impossible to delete a Voice or Performance, in this context it means Initializing the Voice(s).

Editing Objects

You edit an object by double-clicking the object in the list, or by selecting the Gear or top-level menu "Edit...". It is only possible to edit one object at a time, so if there are multiple objects selected in a List, only the first selection will be edited.

When you edit, the appropriate editor appears. For more information on Editors, see the Editors section of this document.

For Samples, there is also an additiona; "Edit External..." menu option. This allows you to edit the sample in an external editor that you specify in the Preferences dialog. For more information, please see the Editing External Samples section in this document.

Renaming Objects

You can rename any object by selecting it, then selecting it again. Although you can name things whatever you want, Motif Creator will apply the natural Motif text and length restrictions, depending on what type of Motif file (Classic, ES, XS, XF) the document represents. Also note that Samples can be named, even though these names do not show up in the Motif interface. (We are not sure why this is, must not be enough room. Well, there is though. Oh well.)

IMPORTANT! If you name your samples, the results are stored in a .motifinfo file of the same name, stored alongside your Motif file(s). The next time you open that Motif file - IF it has not changed - the names will show up. If the Motif file has changed since (for instance, if you resaved it using the Motif after editing) **Motif Creator™** will erase the .motifinfo and your sample names will be lost.

The Motif Player

Starting with Motif Creator 1.2 is included the Motif player, which can play from Motif Creator itself a Motif Documents Waveforms.

Simply select a Waveform in the Waveform list, right-click and select Play... (Or click the Waveform Gear menu and click play... The Waveform will load and you can play it on your MIDI keyboard. Make sure to select the correct MIDI In port in Preferences - Audio/MIDI.

> **IMPORTANT!** On Windows the player is fixed to play out the ASIO type of driver and goes through ASIO4ALL. You can download this driver at www.asio4all.com. On Mac the output is fixed to Built-In Output.
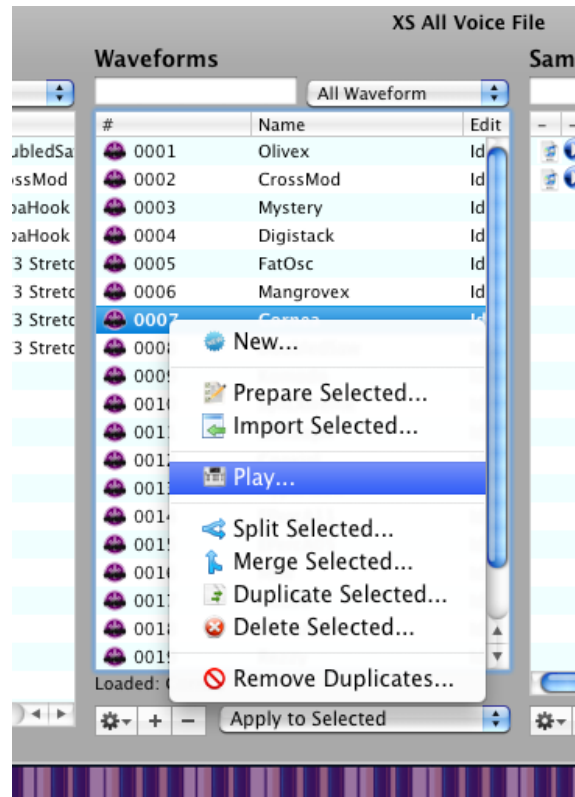
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Preparing and Editing Waveforms/Elements Externally

One of the most powerful and innovative features in **Motif Creator™** is the ability to drag (or select via menu) an Element, Waveform, or Sample outside of **Motif Creator™** and load it into a software sampler like Kontakt or a sample editor such as Sound Forge or PEAK. This effectively gives **Motif Creator™** a full-fledged real-time editing engine! Simply edit your object (Element, Waveform, or Sample), save it, and focus back to **Motif Creator™** - **Motif Creator™** will then reference the new information, so when you eventually the save the document, those new changes will write into the new Motif file.

So, what is "preparing"? Kontakt (or any other sampler or editing program) has no idea what a Motif Waveform or Sample is, so if you dragged that object into it (or tried to load it), it would reject it. "Preparing" is the act of writing behind the scenes temporary files that will be provided to the editing app. After you've "prepared" the Element/Waveform/Sample, the List is display it as "prepared", and then your drag to the destination app will be successful.

Future versions of **Motif Creator™** will allow you to automatically prepare every object; however, this is something you may not want to do because it may take a lot of time to perform, and chances are you won't be editing every Waveform. That is why it is implemented as a manual process. You can prepared several or all objects at once though, just use the top-level or Gear menus.

(Note: Currently Kontakt 4.2 and Kontakt 5 are supported formats, however, they do not support modulators, filters, or effects.)

Preparing, Editing, and Re-importing Waveforms - An Example

First, locate the Waveform you want to edit or audition and select it in the Waveform List. Under Edit Status it says it's Idle; this means it's not prepared.

Click the Gear menu below and select Prepare Selected. Motif Creator will then prepare the Waveform. You will know when it's done when the Edit Status column shows Prepared.
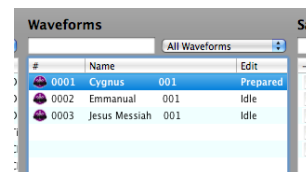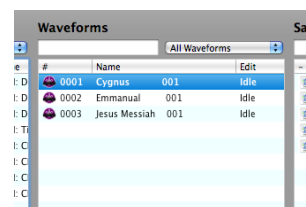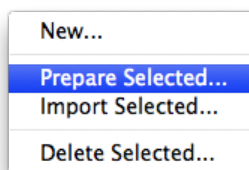
For the purposes of this example we will assume you have Kontakt, Native Instruments super-sampler. Open it up. Then drag the prepared Waveform out of the List and onto the Kontakt rack. The Waveform loads right into Kontakt!

Now, make some edits, add some samples, whatever. Save the Kontakt Instrument.

Now, go back to **Motif Creator™**. The program will check to see if the prepared file has been updated; since it has, it updates the display and notes that it has been Imported. See the Edit Status column now; it says Imported. You have edited a Motif Waveform using **Motif Creator™**!
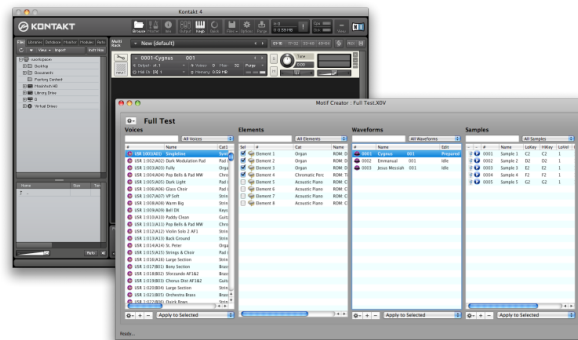
Preparing Objects

If you'd like to use another sampler besides Kontakt to audition or edit your Waveforms, you have to load the files manually. As of this writing, Kontakt is the only sampler that fully supports dragging into the interface. The file to load is in the AppData section of Motif Creator:

Mac:
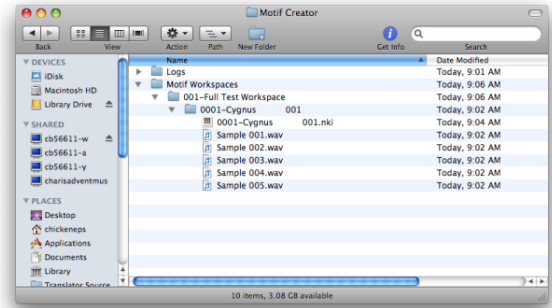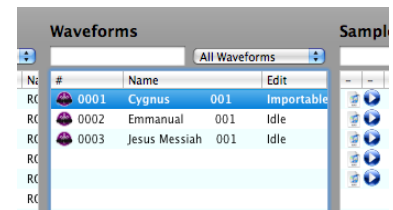*/Users/[you]/Application Support/Chicken Systems/Motif Creator*

Windows XP:
C:\Documents and Settings\[you]
ApplicationData\Chicken Systems\Motif Creator
This assumes C: is your boot drive; also, ApplicationData may be a hidden folder

Windows 7/Windows Vista:
C:\Users\[you]\AppData\Roaming\Chicken
Systems\Motif Creator
This assumes C: is your boot drive; also, AppData may be a hidden folder

Editing Single Samples Externally

Motif Creator™ can edit whole Waveforms (that is, keymaps) or single Samples on the Sample List. **Motif Creator™** is a powerful program, but perhaps it's greatest power is the compatibility with other programs.

Instead of providing it's own battery of sample editing DSP functions like other programs do, **Motif Creator™** instead provides the ability to edit the referenced samples within a Waveform with any external sample editor you have installed on your system. These can be free editors such as Audacity, or powerful commercial ones like SoundForge, WaveLab, Peak, DSP-Quattro, or many others.

First you select your External Sample Editor in Preferences (see the screen shot on the right). Then, select your sample (or samples) in the Sample List, and either right-click or use the Gear menu and click on Edit Selected Samples. Motif Creator™ will then transparently transfer the samples to a temporary location and open up the sample editor and that will open up the samples. Edit the samples at your leisure, and make sure to save them! Once you put the focus back to the **Motif Creator™** application, **Motif Creator™** will again references those new samples. Then, when you save your Motif file, those edits will be included in your Motif file.

This is extremely powerful for mass editing of samples, it can't get easier then this!

Exchanging Objects

When you have multiple Motif documents open, you can exchange information by dragging objects (Voices, Elements, Waveforms, Samples, Performances, or Parts) from and to one another. You can multi-select objects and move them to another document.

For Voices and Elements, any user Waveforms that are connected are carried along with them. Also, with Voices and Elements, since there are a fixed set amount of them, they replace what you drop them on.

For Performances and Parts, any Voices (and their User Waveforms that are connected) are carried along with them. Also, with Performances and Parts, since there are a fixed set amount of them, they replace what you drop them on.
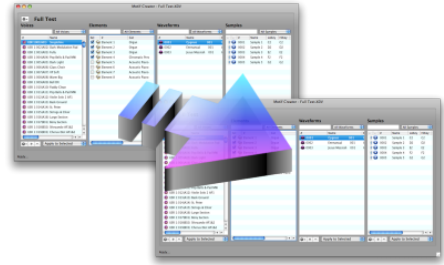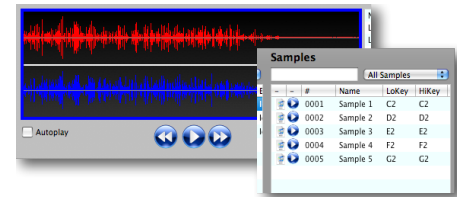
Auditioning Samples and Other Objects

Motif Creator™ allows you to audition both the individual samples of your Waveforms, but also your Waveforms themselves.

Samples
Click on the Play icon on the Sample you wish to audition on the Sample List. The Wave display shows in the Wave Display below if you have it shown.

Or, open the Sample Editor on an item on the Sample List, and click on the Play button on the Wave Display. You can adjust your sound outputs etc, in Preferences-Audio/MIDI tab.

Waveforms
To audition a Waveform, you can either use the included Motif Player, or you can Prepare the waveform.

The Motif Player is much easier to use, see the Motif Player section in this document for more information.

To use Preparation to be played back on an external software sampler, such as Kontakt to EXS24. (For more information on Preparation, please see the Preparation section in this document.) After the Waveform is prepared, drag it onto or load it into the software sampler, and play it back. You also may edit it and import it back into the Motif document.

Importing External Instruments

Motif Creator™ contains the powerful **Chicken Systems Conversion Engine**, which powers our ubiquitous **Translator™** program and other products. This enables you to import already-formed Bank or Instrument files, such as SoundFonts, Kontakt Instruments, EXS24 Instruments, GigaStudio files, and much more.

When you import an external Instrument, it adds Voices and Waveforms to their respective Lists. This is done by dragging or select via menu; for instance, if you drag in a Kontakt .nki and drop it on the Voice List, it will convert the Kontakt file and add a Voice to the first "blank" (that is, initialized) Voice, and add the converted Waveforms to the Waveform List. Importing Banks simply creates one or more Voices to the Voice list.

Remember that any importing is temporary until you save your Motif document; importing does not write to the representative file automatically.

Motif Creator™ supports just about any professional Instrument format that is available. (As of **Motif Creator™** version 1.2, Kontakt 4.2 is supported. Kontakt 5 is not supported yet but is planned.)

However, instruments off proprietary disks are not supported, and Instruments that come from exclusive protected libraries are not supported either. Reason Refills and HALion 3 files are not supported (they are encrypted just like protected libraries are, for some reason). Below is list of formats as of this writing we DON'T support for one reason or another. It is unlikely that any of the formats below (with the exception of Kontakt 5) will be incorporated in Motif Creator because usually these files are encrypted for copy-protection reasons.

> Yamaha Motif factory banks that have the samples marked as "protected", and ones that use the LPC compression; these are very few though
> Kontakt Player 1 and 2 libraries (that use samples within .nks or .nkx files)
> Structure Factory libraries (the ones that come off the 32+GB library, using ".big" files)
> SampleTank files that use "2-pak" compression
> Alesis Fusion files that use their own compression scheme (that is, many Hollow Sun libraries)
> ALL Steinberg HALion 3 and 4 files (Steinberg encrypts ALL files created with HALion (!))
> Propellerhead Refills; any files in one, or a referenced file in a Refill
> EastWest PLAY files (encrypted)
> Garritan-distributed Aria (.sfz files with .audio files as the samples)
> Stylus RMX Core Library-type files (includes XPanders)
> Vienna Instruments (not the original .gig/exs/nki files, but the new Vienna Instruments player)
> ALL Yellow Tools Independence files
> Roland VP-9000

Editors

In large part you'll do much of your adding/editing/deleting using the Main Screen. But when you need to view or tweak a certain parameter within a Motif object, that's where the Editors come in.

You invoke an Editor by double-clicking on an object, or by using the Gear, Ctl/Right-click Context, or top-level menu. Hint: don't double-click on the Name, it just sets the Name up for editing. Double-click to the left or right of the Name.

There are six Editors: Voice, Element, Waveform, Sample, Performance, and Part.
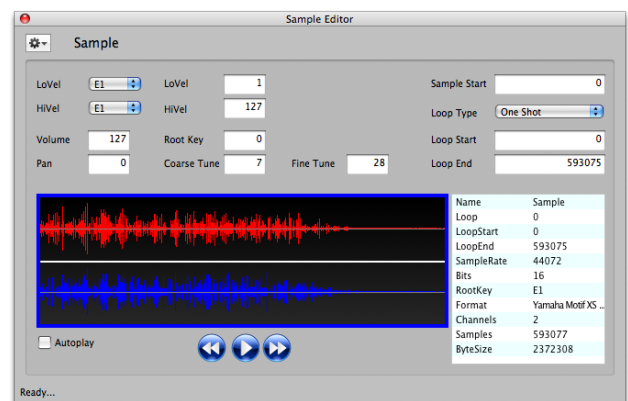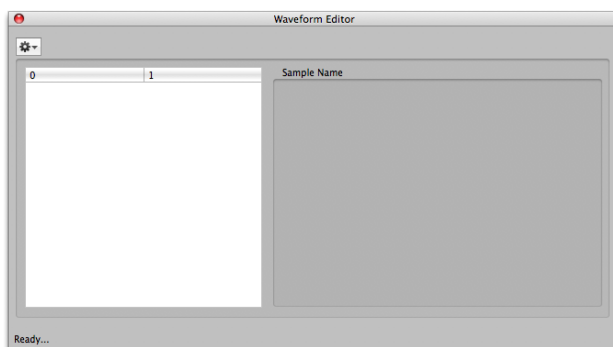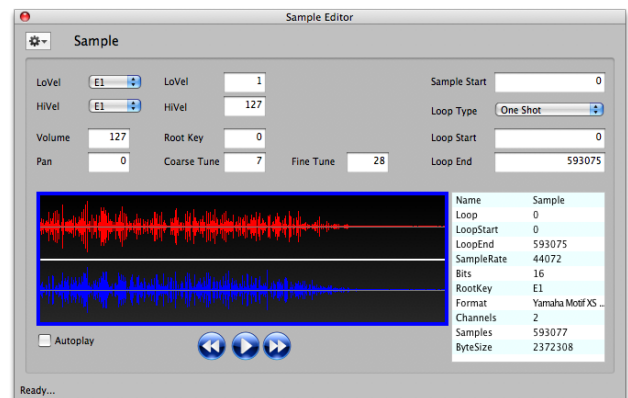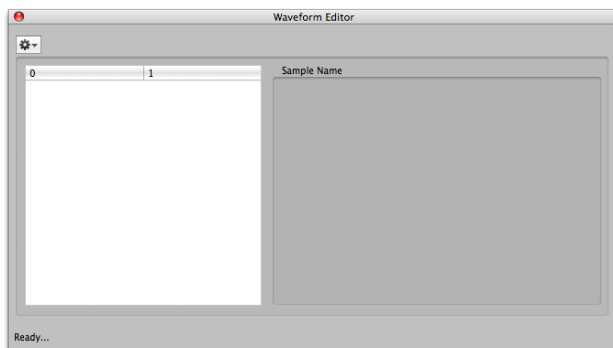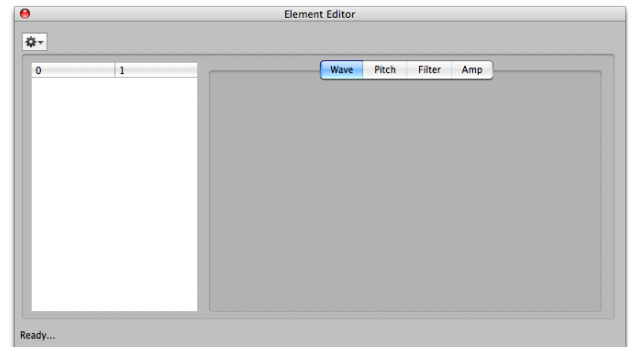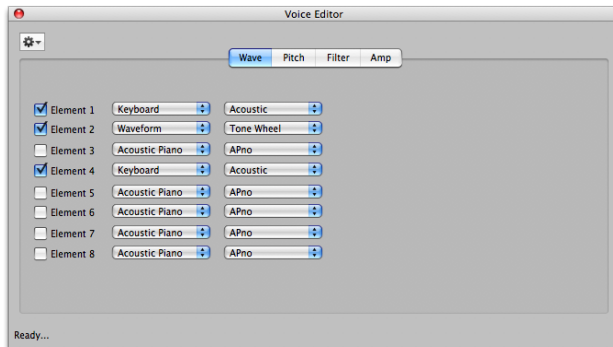
Voice Editor

This exposes some of the Voice-level parameters (there aren't too many, these are the COMMON Voice parameters), and the Waveform assignments to the Elements. You can change the Element assignments much like you do on the Main Screen.

To change the Element parameters, you will need to use the Element Editor, which you can invoke from the Voice Editor.

Please note that until you close the dialog, none of the changes you make are permanent. If you make changes, and try to close the dialog, it will ask you if you want to save your changes. (This can be turned off in Preferences-General.) Also remember that even if you "save" those changes, your Motif Document still can be reverted to its original state.
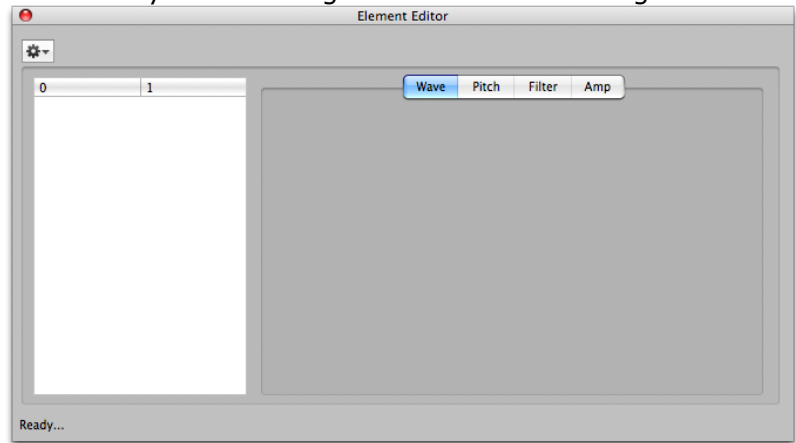
The are knob widgets to control most of the parameters, and Range Maps to control the Key and Velocity Ranges of the Elements.

Element Editor

This exposes the Waveform assignment for that Element and all the Element-level parameters. The Element parameters on the Motif are usually the most significant. You can change the Element's assignment and edit any of the parameters.

Please note that until you close the dialog, none of the changes you make are permanent. If you make changes, and try to close the dialog, it will ask you if you want to save your changes. (This can be turned off in Preferences-General.) Also remember that even if you "save" those changes, your Motif Document still can be reverted to its original state.

The are knob widgets to control most of the common parameters. There are also graphical envelope widgets to customize the envelopes.
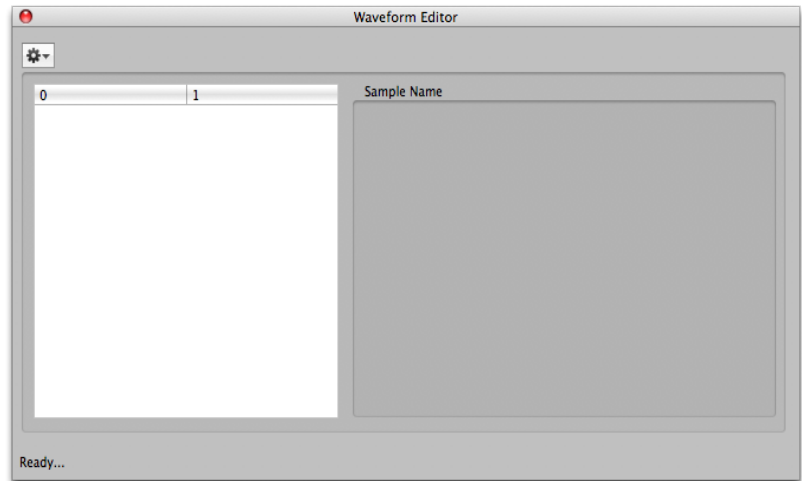
Waveform Editor

The Waveform Editor shows all the Samples assigned to the Waveform and performs much like the Waveform List on the Main Screen.

You can "prepare" a Waveform here and edit externally (see the External Editing topic in this document).

Additionally, you can also invoke the Sample Editor for a specific Sample in the Waveform from this Editor.
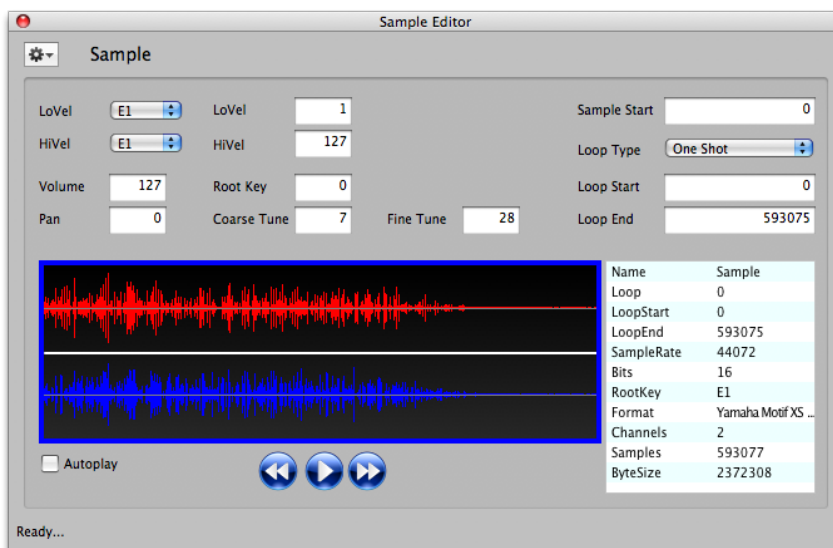
Please note that until you close the dialog, none of the changes you make are permanent. If you make changes, and try to close the dialog, it will ask you if you want to save your changes. (This can be turned off in Preferences-General.) Also remember that even if you "save" those changes, your Motif Document still can be reverted to its original state.

Sample Editor

This shows the sample-specific parameters (Tune, Pan, Volume, Ranges, Start/Loop points, etc.) and shows the full waveform display, where you can audition the sample.

You can edit the KeyRange and Velocity Range parameters here. Please remember that in a Motif Waveform there can not be overlapping ranges, even though this editor will allow you to do so. If there are overlapping samples when you save the Motif file, it will warn you and give you the option to Cancel and repair the overlaps (then resave), or it will automatically repair the overlaps. However, keep in mind that it may make decisions you do not want.

You can "prepare" a Sample here for external editing (see the External Editing topic in this document). You can replace the sample with another one, plus you can edit the sample using an external sample editor. A small but helpful complement of DSP functions is also included.

Please note that until you close the dialog, none of the changes you make are permanent. If you make changes, and try to close the dialog, it will ask you if you want to save your changes. (This can be turned off in Preferences-General.) Also remember that even if you "save" those changes, your Motif Document still can be reverted to its original state.

The are knob widgets to control most of the parameters, and Range Maps to control the Key and Velocity Ranges.

Performance Editor

The Performance Editor shows all the Parts contained in the Performance, plus some of the Common parameters.

Please note that until you close the dialog, none of the changes you make are permanent. If you make changes, and try to close the dialog, it will ask you if you want to save your changes. (This can be turned off in Preferences-General.) Also remember that even if you "save" those changes, your Motif Document still can be reverted to its original state.

The are knob widgets to control most of the parameters.
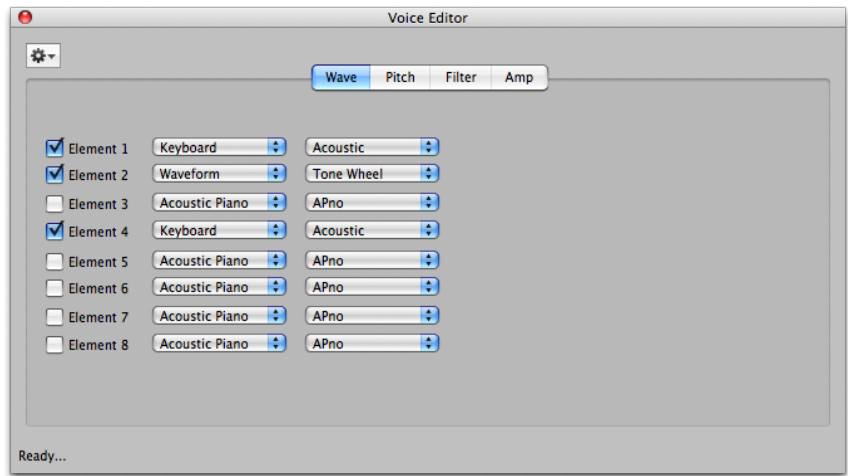
Part Editor

The Part Editor shows all the Parts assigned to the selected Performance and performs much like the Part List on the Main Screen. You can "prepare" a Part here. Additionally, you can also invoke the Sample Editor for a specific Sample in the Waveform from this Editor.

Please note that until you close the dialog, none of the changes you make are permanent. If you make changes, and try to close the dialog, it will ask you if you want to save your changes. (This can be turned off in Preferences-General.) Also remember that even if you "save" those changes, your Motif Document still can be reverted to its original state.

The are knob widgets to control most of the common parameters.
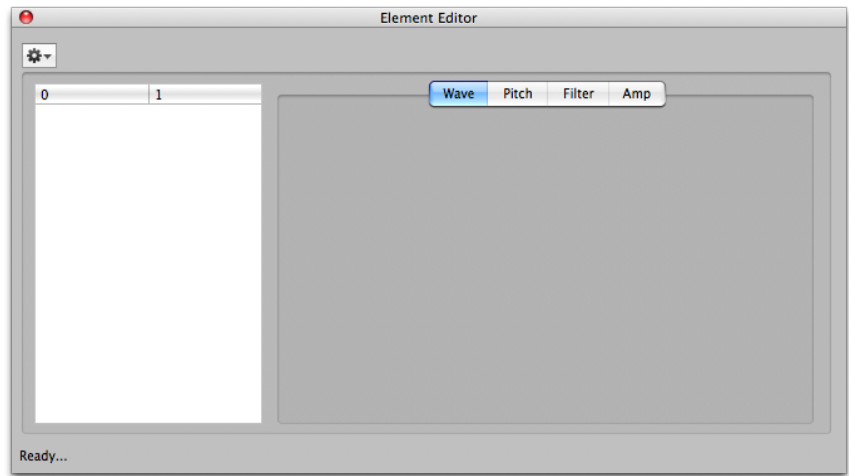
Menus - File

New
Creates a new Motif document. You have the choice of Classic, ES, XS, or XF, and an ALL file or a ALL VOICE file.

Open
Displays a common Open dialog where you can open an existing Motif Classic, ES, XS, or XF ALL file or ALL VOICE file. This will be displayed in a new Motif Document.

Open Recent
A list of previously selected Motif Documents.

Revert to Saved...
Reverts the current Motif Document to the original saved version it references. If the current state of the document is Edited, Motif Creator will ask you if you want to save your changes elsewhere.

Close Window
Closes the current Motif Document. If the current state of the document is Edited, Motif Creator will ask you if you want to save your changes.

Import...
Allows you to select a non-Motif format to import into Motif Creator and create a new Motif Document from it. This uses the famous Chicken Systems Conversion Engine™ to accomplish the importing.

Export Voice List Text
Saves a Text file listing the contents of the Motif Document. See Preferences - Import for different options how this list is formatted.

Export All Samples
This exports all the samples in a Motif Document to WAVE, AIFF, CAF, or SND sound files.

Save
Saves the current Motif Document, overwriting any previous information. Currently you cannot save into another Motif type; although this will be possible in a upcoming version.

Save As...
Saves the current Motif Document, allowing you to name it and write it anywhere. Currently you cannot save into another Motif type; although this will be possible in a upcoming version.

Quit/Exit
Quits the whole mess.
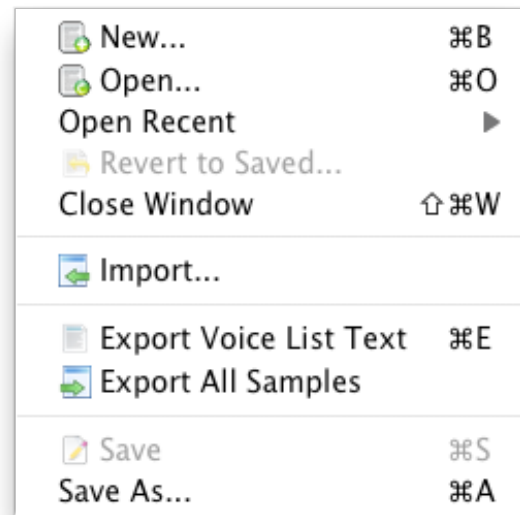
Menus - Voice/Performance

These Functions are also accessible via the Function Buttons on the Main Interface on the bottom of the Main Screen. The menu is the same for Voices or Performances, they apply the same.
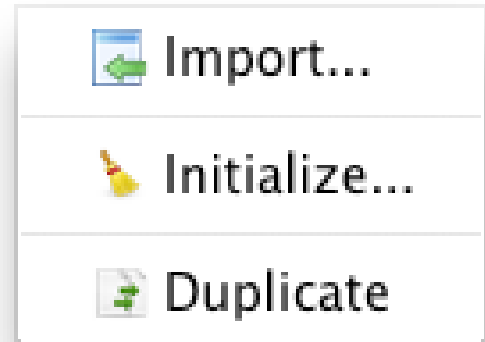
Import
Allows you to import a non-Motif file into the current Motif Document. It will replace the first "blank" Motif Voice or Performance (starting with the text "Init").

Initialize Selected (or All)
Initializes the selected Voices, or all the Voices/ Performances in the Motif Document. (Dependent on the setting of the PopupMenu under the Voice or Performance List.)

Duplicate
This duplicates the Voice or Performances selected.

Menus - Element/Part

Import

Allows you to import a non-Motif file into
the current Motif Document as one or more
Waveforms. It will create the Waveforms(s)
and then assign them to the currently-select
Element (including the real-time parameters such
as envelopes and filters). If momre then one
Waveform is created, it will assign them to any
other "empty" Elements in that Voice.

Initialize Selected (or All)

Initializes the selected Voices, or all the Voices in the Motif Document. (Dependent on the
setting of the PopupMenu under the Voice List.)

Menus - Waveform

New...
Adds a new blank Waveform to the Motif
Document.

Import...
Allows importing of a non-Motif Instrument into
the current Motif Document, only in the form of
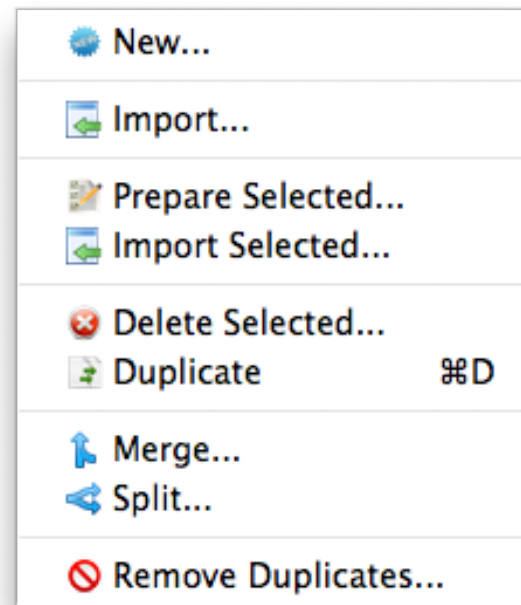one or more Waveforms.

Prepare Selected (or All)
Prepares the selected Waveforms, or all the
Waveforms in the Motif Document. (Dependent
on the setting of the PopupMenu under the
Waveform List.)

Import Selected (or All)
Re-imports the already Prepared Waveforms,
or all the Waveforms in the Motif Document.
(Dependent on the setting of the PopupMenu
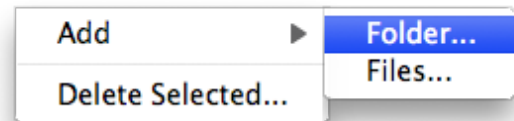under the Waveform List.)

Delete Selected (or All)
Deletes the selected Waveforms, or all the
Waveforms in the Motif Document. (Dependent on the setting of the PopupMenu under the
Waveform List.)

Menus - Sample

Add->Folder

Allows adding a folder of sample files to the currently selected Waveform. Motif Creator™ will include all sample files immediately within the Folder and within any sub-Folders.

Add->Files

Allows adding one or more sample files to the currently selected Waveform.

Delete Selected (or All)

Deletes the selected Samples, or all the Samples in the currently selected Waveform. (Dependent on the setting of the PopupMenu under the Sample List.)
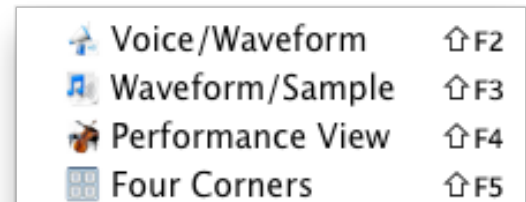
Menus - View

Voice/Element/Waveform View
This includes from left to right: Voice, Elements,
Waveforms.

Waveform/Sample View
This includes from left to right: Waveforms and
Samples.

Performance View (All Files only)
This includes from left to right: Performances, Parts, and Voices.

Four Corners View
This includes from left to right: Voice-Elements, then below that, from left to right, Waveform-
Samples.

Full View
The standard 4-List view.

Keyboard
Shows or Hides the Keyboard Display on the Motif Document. Please note that it does not
display in the Performance View.

Wave Display
Shows or Hides the Wave Display on the Motif Document. Please note that it only displays when
the Sample List is visible.

Element Ranges
Shows the Element Range widgets at the top of the Element List.

Part Ranges (All Files only)
Shows the Part Range widgets at the top of the Part List.

Menus - Help

Contents
Displays the Help File; that is the manual. Hey, READ IT!!! =)

Troubleshooting
Goes to the Troubleshooting page in the
Manual.

Bug Reports
Goes online to the Chicken Systems Motif
Creator Bug Report page. You can fill out the
form there and submit any applicable files, to
report any issues Motif Creator has.

Sending Files
Displays the Help File section about sending
files within Bug Reports.

Motif Creator Home Page
Goes online to the Chicken System's Motif
Creator Home page.

Check For Updates
Contacts the Chicken Systems Update Server
online and checks if there is a update for
your current running version of Motif Creator.

Online Documentation
Goes online to a online version of the Help File. Usually the same thing as the Help File.

Support - Forum
Goes online and takes you to the SamplerZone Motif Creator forum. You can get questions
answered here, as well as meet up with the most amazing people you'll ever want to meet.

Support - Online Chat
Opens a online Chat window, where you can chat with a Chicken Systems engineer during
business hours and sometimes outside of business hours.

Support - Email
Allows you to directly send an email to Chicken Systems. All emails are replied to within 24-48
hours.

Support - Movies
Goes to the Motif Creator Product Video site for a full range of product videos and instruction.

About Motif Creator™
Shows the Motif Creator™ Splash Screen, whcih shows you your registration information and
the current version number you are using.

Gear Menus - Voice

Import
Allows you to import a non-Motif file into the current Motif Document. It will replace the first "blank" Motif file (starting with the text "Init").

Initialize Selected (or All)
Initializes the selected Voices, or all the Voices in the Motif Document. (Dependent on the setting of the PopupMenu under the Voice List.)
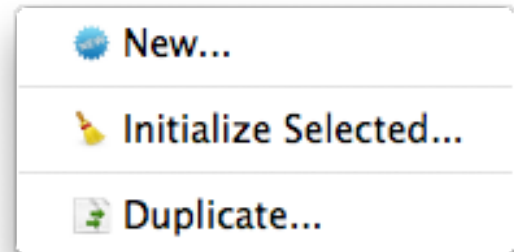
Gear Menus - Waveform

New...
Adds a new blank Waveform to the Motif
Document.

Prepare Selected (or All)
Prepares the selected Waveforms, or all the
Waveforms in the Motif Document. (Dependent
on the setting of the PopupMenu under the
Waveform List.)

Import Selected (or All)
Re-imports the already Prepared Waveforms,
or all the Waveforms in the Motif Document.
(Dependent on the setting of the PopupMenu
under the Waveform List.)

Play...
This loads the Waveform into the MC Player, so
you can play the Waveform through MIDI.

Split Selected... (or All)
This splits the Waveform(s) in half, one getting
the lower values, a new copy getting the top half,
in the Motif Document. (Dependent on the setting of the PopupMenu under the Waveform List.)

Merge Selected (or All)
Merges the selected Waveforms, or all the Waveforms in the Motif Document. (Dependent on
the setting of the PopupMenu under the Waveform List.)
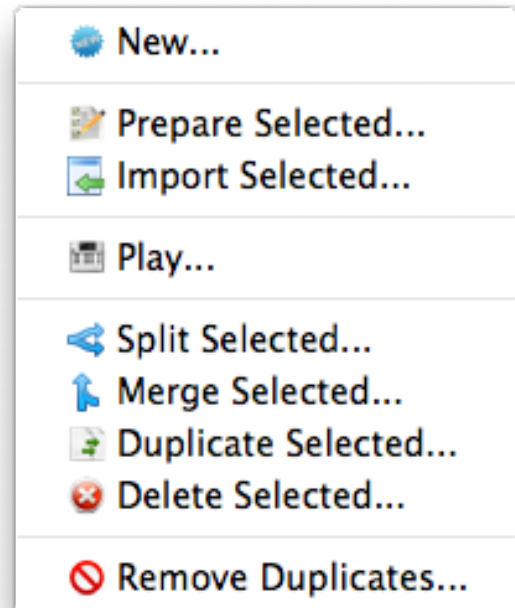
Duplicate Selected (or All)
Duplicates the selected Waveforms, or all the Waveforms in the Motif Document. (Dependent on
the setting of the PopupMenu under the Waveform List.)

Delete Selected (or All)
Deletes the selected Waveforms, or all the Waveforms in the Motif Document. (Dependent on
the setting of the PopupMenu under the Waveform List.)

Remove Duplicates
Macro function that analyzes each Waveform and makes sure there are no duplicates. It also
updates the references in the Elements of the Voices automatically.

Gear Menus - Sample

New...
Allows adding one or more sample files to the currently selected Waveform.

Delete Selected (or All)
Deletes the selected Samples, or all the Samples in the currently selected Waveform. (Dependent on the setting of the PopupMenu under the Sample List.)

New...

Duplicate Selected...
Delete Selected...

Edit Selected...

Create Waveform from Selected Samples...
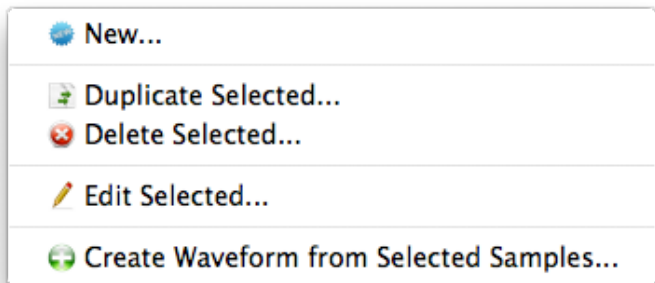
Preferences

The Preferences dialog is viewed by clicking on (Windows) Tools-Preferences top menu, or (Mac) App Menu-Preferences.

General Tab

Prepare Audition Format
This is the format that is written when preparing a Waveform for auditioning.

New Import Format
This is the format that is written when preparing a Waveform for auditioning.

Parameter Tolerance
When importing into Motif format, there may be structural limitations where if you wanted to ensure all parameters were converted perfectly, you'd end up with multiple Programs/Presets being created, perhaps in more of a mess than you prefer. Setting Parameter Tolerance to a higher percentage gives some grace to these parameters so the conversion will be a little exact but you'll wind up with a cleaner organization that will be more usable to you.
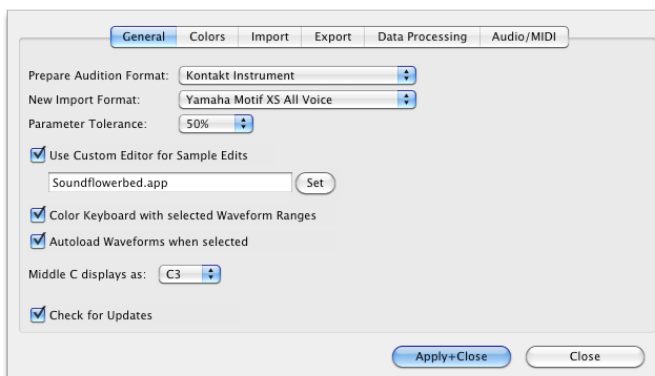
Use Custom Editor for Sample Edits
This is the app that you'll use for editing samples within the Motif Document. Good sample editors are SoundForge (Mac/Windows), Peak (Mac), DSP Quattro (Mac), Audacity (Mac/Windows), Adobe Audition (Mac/Windows) and more.

Color Keyboard with selected Waveform Ranges
Usually this is set to be on. This colors the onscreen Keyboard with the ranges of the Samples within the currently selected Waveform.

Autoload Waveforms when selected
Checking this has the MC Player load Waveforms as they are selected, allowing you to audition them via MIDI.

Middle C displays as...
On some samplers/keyboards, middle C is defined as C4 (usually U.S.) while others it is C3. All Motifs show it as C3, and by default this is what is shown throughout the program through any Note Number (i.e. A#5, E1, etc.) However, you may feel comfortable seeing it as C4. This control sets the display of Note Numbers program-wide.

Check For Updates
Unchecking this turns off Motif Creator checking for updates automatically when starting up.

Colors Tab

Might as well make your Wave Display look great, right? These are the options you have on what your Wave Display looks like.

Import Tab

Import Mapping Type
When adding samples to a Waveform, this option allows you to select and operate many different informational mechanisms to map the samples where you want them to go.

> **Chromatic**: This simply puts each sample on single notes, from lowest to highest.
> **Embedded Root/INST**: This simply puts each sample on single notes, from lowest to highest.
> **Velocity**: This simply puts each sample on single notes, from lowest to highest.
> **Name Pattern**: This simply puts each sample on single notes, from lowest to highest.

Use KeyRange
This is the format that is written when preparing a Waveform for auditioning.

Use Velocity Range
This is the format that is written when preparing a Waveform for auditioning.

Spread
This is the format that is written when preparing a Waveform for auditioning.

Export Tab

Destination Sample Type
Motif Creator allows you to export the samples in the Motif Document out into single samples; this option selects the type. They can be WAVE, AIFF, CAF, or Akai SND files.

Create Folder for Waveforms
If this is checked, Motif Creator will organize the samples per Wavveform and put them into f0olders named after the Waveforms. Otherwise, the samples in the Motif Document will just be written flat.

Write "Inst" chunk into sample files
Although this is not used often in musical circles, a WAVE or AIFF file can hold keyrange and velocity range information
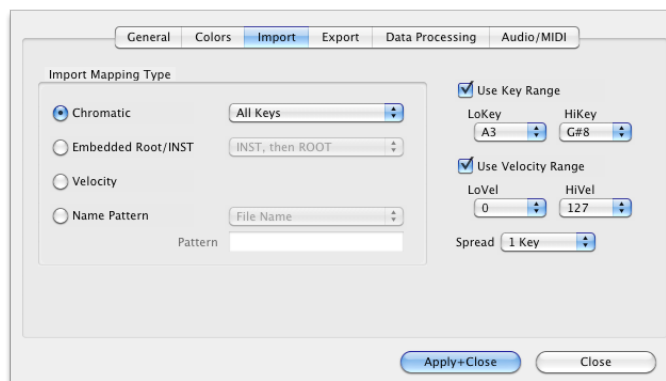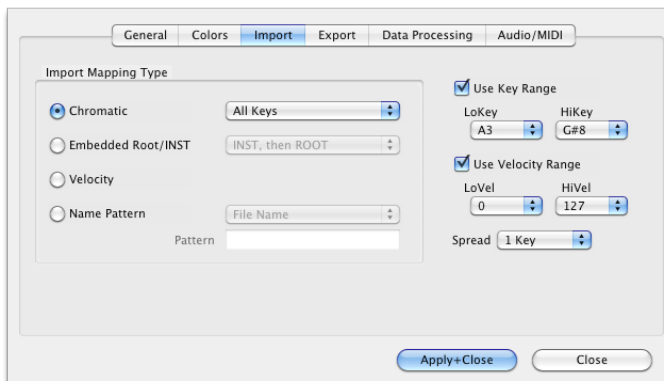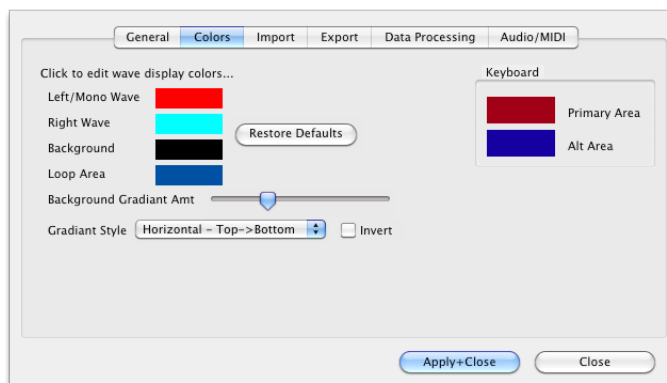
for a sample. If this is checked, Motif Creator will write this chunk into the sample. It does not affect the sound of the sample, but it simply preserves it if it will be used again in the same context.

Write SFZ file for every Waveform
This can be handy if you want to observe the layout of each Waveform, or perhaps if you want to import it into another sampler.

Export Text
This controls the listing option in Motif Creator. You can export a formatted list of the contents of a Motif Document for organizational purposes.

Delimiter
This controls the way the linefeeds are written for separated textual lines.

Include Bank - Slot Numbers
A Bank - Slot number is formatted like this: USER1:D14; checking this puts it into the document.

Exclude Blank Voices
Sometimes the User banks have a lot of Voices or Performances with INIT has it's name and they don't include anything in them. This option eliminates them from the list.

Data Processing Tab

Motif Creator can import WAVE/AIFF files that have not been beat detected (that is, the transients have not been calculated) and Motif Creator will detect those transients and import them just like Recycle/ACID/AppleLoops.

But, let's talk about what a "slice file" (a Recycle file, ACID file, or AppleLoop) is.

What Is A Slice File
A WAVE or AIFF file is simply a piece of audio data. And any "slice file", such as a Recycle file, ACID file, AppleLoop, or Stylus RMX file, are just pieces of audio data as well.
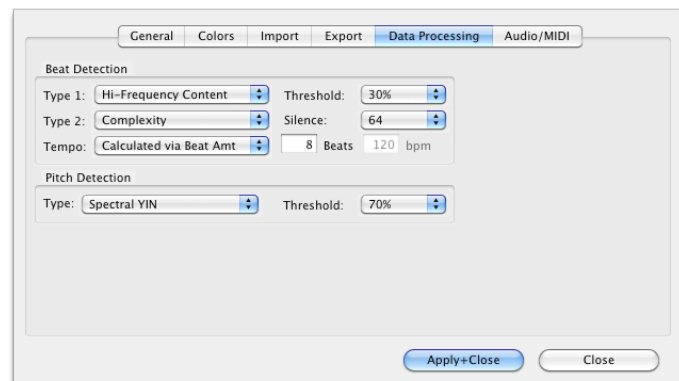
The only difference between a regular sample file and a slice file is that a slice file has markers written in a information chunk in the file. These markers are placed strategically where transients (sharp sounds) in the file start, so a player that reads slice files knows where the slices are. This is how a Slice File can be played back at various tempos: the player plays back a slice at the position the tempo dictates. At faster tempos, the slices fade out to make way for the next slice; at slower tempos, there is a gap between the slices. (However, some players artificially add sample data to "plug the holes". Also, good Slice Files are originally recorded at the slowest tempo reasonably allowed, so they never have to be played back at a slower tempo than their "unity tempo".)

To create a Slice File, one has to "slice" the audio into slices of energy ("beats") so the playback engine plays it back in a way that makes rhythmic sense. This requires a beat detector.

Slice editors, most notably Recycle, but also ACID itself and the AppleLoop Utility that Apple provides, have beat detection. They do 2 things: They beat-detect a sound file, plus they can

play the slice files back at different tempos. They do this with the assistance of the detected markers. Once you have what you want, then you save into a slice file, where the audio stays constant but the markers are written in the file. So when a slice player reads the file, the slices are the secret to it's capability to play them back at any tempo.

Motif Creator's Beat Detection
Motif Creator now has a Beat Detector, giving you the ability to import WAVE/AIFF files just like Slice Files.

It is vitally important to pay attention to these Beat Detector preferences. The defaults work for most clear and simple beats, but they definitely will not work with everything. You will need to experiment with these on a case-by-case basis, but keep trying, there usually is a solution to any rhythmic piece of data.

Here is the explanation of the Beat Detector's parameters:

> **Type:** The Beat Detector uses two passes through the audio to detect beats. The first pass does the best detection it can, then the second pass "checks" the results.
> **Threshold:** This is like the Sensitivity control on Recycle and other slice editors. Higher values produce less detection, lower values produce more detection.
> **Silence:** This is terms of samples. This is the MINIMUM amount of samples that need to exist between markers. If you are getting lots of "double beats", raise this value.
> **Tempo:** You can bypass the whole detection thing and just put slice points at beat values, regardless of whether a burst of energy exists at that point.

Importing Slice Files is not as seamless nor as perfect as it appears. But it is very doable, don't let these options deter you.

Pitch Detection
Pitch Detection is helpful making a chromatic instrument out of bunches of WAVE/AIFF files. Try dropping a host of WAV files of (say) a multisampled trumpet, and Motif Creator detects the pitch of each sample and places it on the appropriate MIDI key for it's pitch, and then sets KeyRanges to fill up the spaces in-between the notes. All of a sudden, you have a trumpet sound on for your Motif without the work of applying the proper rootkey and keyranges.

The Pitch Detection parameters determine how accurate or precise the pitch detection is. Pitch detection does rely on certain variables so different types and styles of pitch detection do a better or worse job than others. Try what seems best for you.

## Audio/MIDI Tab

Audio Driver Types
These are the Sound Driver types on your system. Selecting one shows the Audio Outputs and Audio Inputs on the lists to the right.

Audio Outputs
These are the outputs on your system for the selected Audio Driver Type. Selecting one selects the audio output for your app.

Audio Inputs
These are the inputs on your system for the selected Audio Driver Type. Selecting one selects the audio input for your app.
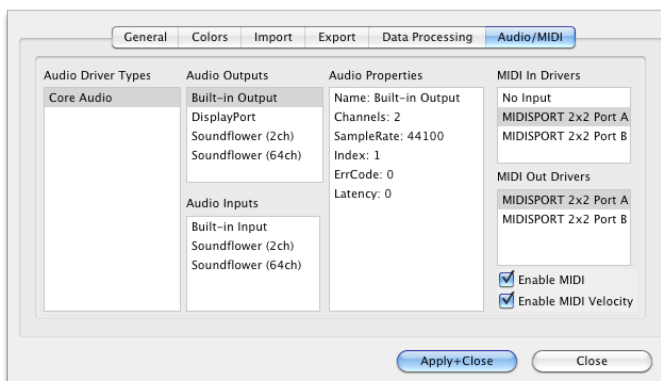
Audio Properties
Shows the Properties of the Output or Input that is selected on the left.

MIDI In Drivers
Allows you to select the current MIDI In driver that will drive the MC Player.

MIDI Out Drivers
Allows you to select the current MIDI Out driver that your application will send MIDI out from.

Enable MIDI
Enables MIDI communication.

Enable MIDI Velocity
When unchecked, all MIDI notes coming in will be Velocity=127 in value.

(This page is intentionally left blank.)

Troubleshooting

Your **Motif Creat**or™ program should be rock-solid and give you no problems. However, there is always stuff that can go wrong.

You can start from scratch as far as Preferences go by trashing your preferences.

You can do that by:

> **Mac**
> Go to**:**
> **/Users/[you]/Library/Preferences,** delete **com.chickensys.motifcreator.plist**
>
> **Windows**
> Go into the Registry and delete **the HKEY_CURRENTUSER/Software/Chicken Systems, Inc/Motif Creator** key.
>
> **Mac and Windows**
> Press SHIFT when starting the program.

These techniques only trash your working preferences; they do not trash your auth codes etc.

For all other queries, please contact **Chicken Systems Technical Support** at the contact points listed under Contacting Technical Support in this document.

FAQ

There is a Motif Creator™ FAQ up on the Chicken Systems Web site:

www.chickensys.com/support/software/motifcreator/faq

We revise this as needed, based on common questions previously asked about the Motif Creator™.

It is extremely LIKELY that your question is answered here! Please do not contact us until you have read completely through this resource. It probably will answer your question.

Bug Reports

Motif Creator™ should not crash or show errors, but reality insists that all programs do at some point. Motif Creator™, since it sometimes deals with many undocumented formats and files created from many sources, can be especially vulnerable.

If you have a problem with a translation, or receive an error within Motif Creator™ concerning a file, the BEST way to communicate that is to file a Bug Report and send us any applicable files, with a brief description of what the problem is.

To use the Bug Reports system, go to Help-Bug Reports in the program. It connects you to our Bug Reports website, has a form you fill out that gets the information we need from you, and permits you to send us the source file directly from that web page.

We recommend you to use Bug Reports the page first. We do invite you to email us or call us with a problem, but most of the time we just direct people to the Bug Reports web site to document the information in writing and for them to send us the file. Constructor has many users across the globe, and it is not possible to track all our users particular questions and issues through personal correspondence.

Once you establish an issue with the Bug Reports web site, you will get an email back with a link to your issue that you can consistently check on. We try to address and close issues within 24-48 hours.

BUT, THE IMPORTANT THING IS TO ENABLE US TO EXACTLY REPLICATE YOUR ISSUE ON OUR END! THIS IS WHY WE NEED THE SOURCE FILE IN ALL CASES. PLEASE REMEMBER THIS!

Bug Reports Page: www.chickensys.com/translator/bugreports
Email: support@chickensys.com
FTP: ftp.chickensys.com
    (please make sure file names DO NOT have spaces in them!)
    User: incoming@samplerzone.com
    Pass: filesend123
You Send It: www.yousendit.com

Additional Notes
Again, we make a special effort to analyze files and comment or fix the problem with 24 business hours through our Bug Reports page listed above.

Regarding larger files: they are easier to FTP than to e-mail, although our systems can handle either method of any size without problem. The Bug Reports web site can handle any size. Any email limitation is usually on your end. If you FTP a file, make sure that the filename DOES NOT have spaces in it. This is a natural limitation of the Internet and FTP servers in general.

Please give us a brief complete explanation of the problem. We try to answer all emails within 24 hours. Please be patient if the answer does not arrive immediately.

Contacting Technical Support

Chicken Systems Technical Support can be reached in many ways: **Phone**, **Email**, **Chat**, or via our SamplerZone.com **Forum**. Please give us a brief complete explanation of the problem. With Email and Forum questions, we try to respond within 24 hours, Please be patient if the answer does not arrive immediately.

You may Phone or Chat with us also if, after reading and looking at the documentation, you are stumped. Our usual office hours are 8am-6pm Monday-Friday. We are often in the office on weekends and holidays on an infrequent basis.

Phone:	800-877-6377 United States, 320-235-9798 elsewhere. Please do not mind the crabby technical support engineers.
Email:	support@chickensys.com
Chat:	www.chickensys.com, use the Chat link on the left
Forum:	www.samplerzone.com/forums/motifcreator

Updating

We update Motif Creator™ as needed, for bug fixes, improvements, and additions to the library.

Motif Creator™ automatically checks if there is a update available when you start it up. (If desired, you can turn this checking off in Preferences.) You can also check for updates by selecting Check for Updates under the Help menu. (This only works, of course, if you are connected to the Internet on that computer.)

If your Motif Creator™ computer is not connected to the Internet, or for some reason you can't run Motif Creator™, you can check for updates at:

www.chickensys.com/motifcreator/userupdates

You can check what is your Motif Creator™ version number by checking the About Box (under Help in Windows and under the App Menu on Mac), or by checking Get Info [Mac] or Properties [Windows].

If there is an update available for you, you can download it and then move it to your program's computer (if from a different computer). Run the updater and your program should be updated.

Contact Us

Chicken Systems, Inc.
714 5th Street SE
Willmar, MN 56201

Phone:	800-877-6377 United States, 320-235-9798 elsewhere.
Email:	support@chickensys.com
Chat:	www.chickensys.com, use the Chat link on the left
Forum:	www.samplerzone.com/forums

Credits

Developing software is at the core a one-man process, but making it good requires a team.

Motif Creator™ really benefitted from good teamwork and solid commitment to quality software.

Garth Hjelte: Project Lead
Jeff Godbloch: Programming and Technical Writer
Roger Weingarten: Programming

And thanks to:

Athan Billias at Yamaha US for the opportunity and much much help.
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David Viens at **Plogue** for SFZ assistance
Kyle Zambora at **Nine Volt Audio** for great ideas and partnership
Larry Hopkins for more great ideas and hospitality
Native Instruments, Digidesign, Eastwest, Akai/Alesis, Kurzweil, and **Emu** product
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