

# **Hypersonic GM4 Expansion User Manual**

**by Mark Ovenden**

**(:wizoo:)**

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# 1

# System Requirements & Installation

## System Requirements (PC & Mac)

### Minimum System Requirements

- ✍ Hypersonic 1.0 or higher.
- ✍ Hypersonic USB protection device.
- ✍ A computer compliant with Hypersonic and host software specifications.
- ✍ 110 MB free hard disk space.

## Installing Hypersonic 1.1.1 GM4 (PC & Mac)

1. Make sure the Hypersonic dongle is plugged in.
2. Locate the Hyper Module Installer, launch it and follow the instructions on the screen.

## Important Note

When installing a Hypersonic Hypermodule it may be necessary to reinstall the Hypersonic 1.1.1 GM4 update to restore GM functionality.

# 2

## Hypersonic GM4 Expansion

The Hypersonic GM4 expansion is a free upgrade for all Hypersonic users and adds GM (General MIDI) functionality to Hypersonic, including 128 GM compatible patch programs, a GM standard drum kit and an additional 110MB (330MB uncompressed) of new sample content.

### Activating GM Mode

Many GM MIDI song files contain a GM reset which means that Hypersonic will automatically reset to GM mode. A General MIDI logo appears below the Hyper Display at the left end of the keyboard whenever GM mode is active.



Hypersonic GM4 complies to the General MIDI Level 1 specification. For further technical info about General MIDI see the MIDI Manufacturers Association website at:

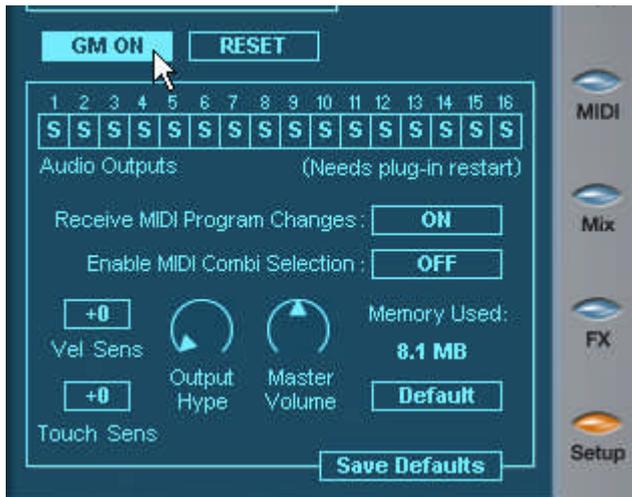
[http://www.midi.org/about-midi/gm/gm1\\_spec.shtml](http://www.midi.org/about-midi/gm/gm1_spec.shtml)

GM2, XG and GS MIDI files can also be played by Hypersonic although not all features are supported.

# GM Mode Reset

Should you need to manually reset Hypersonic to GM Mode simply:

1. Choose the Hypersonic *Setup* Page
2. Click *GM OFF* (which becomes *GM ON*)



3. Click *RESET* and select *OK* in the pop up dialog



Now your Hypersonic is in GM mode and ready to play your standard MIDI files. All you have to do now is set your host sequencer to play Hypersonic and push play.

# Memory Lock

A new memory lock feature has been added to Hypersonic GM4, this feature enables Hypersonic to retain all used patch data in memory (even after a program slot has been unloaded) so that subsequent program changes to these programs occur virtually instantaneously. To enable this feature simply click the lock symbol found in the *Memory Used* section of the *Setup* page.



# 3

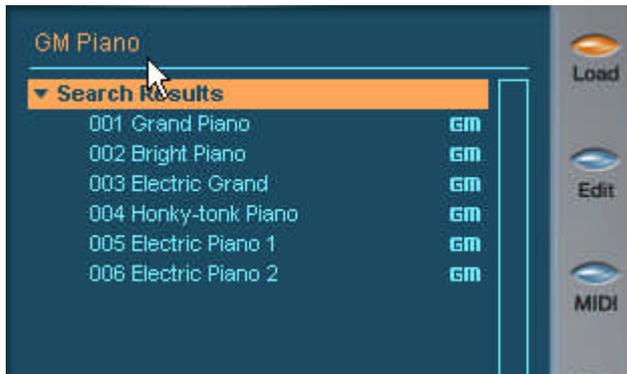
## The GM4 Patches

The GM4 expansion not only enables Hypersonic to play standard GM MIDI files but of course it also adds 129 patch programs to the standard Hypersonic factory library.

GM4 programs can be loaded and used just like any other Hypersonic factory programs and have all been assigned the most useful Hyperknobs to allow you to tweak and change the programs as flexibly as possible.

To load a GM4 patch in any project (it doesn't have to be a GM song) simply open the *GM Patches* or *GM Drums* folder towards the bottom of the *Load* page and choose and load a program as you would any other Hypersonic patch.

You can of course also use the Hypersonic search function to find all GM Pianos for example.



# The GM4 Patch Listing

Below is a list of all GM4 programs. Since General MIDI is a system for standardizing sounds (and controllers) so that users can freely swap, purchase and interchange song files, each GM4 program has been designed to respond as closely as possible to all existing GM libraries and GM sound modules. This means for example that the patch *122 Breath Noise* probably sounds more like a chiff than a breath but GM song files often use unusual choices of patches to achieve the desired result.

001 Grand Piano	033 Acoustic Bass	066 Alto Sax	099 FX 3 Crystal
002 Bright Piano	034 Finger Bass	067 Tenor Sax	100 FX 4 Atmosphere
003 Electric Grand	035 Pick Bass	068 Baritone Sax	101 FX 5 Brightness
004 Honky-tonk Piano	036 Fretless Bass	069 Oboe	102 FX 6 Goblins
005 Electric Piano 1	037 Slap Bass 1	070 English Horn	103 FX 7 Echoes
006 Electric Piano 2	038 Slap Bass 2	071 Bassoon	104 FX 8 Sci Fi
007 Harpsichord	039 Synth Bass 1	072 Clarinet	105 Sitar
008 Clavinet	040 Synth Bass 2	073 Piccolo	106 Banjo
009 Celesta	041 Violin	074 Flute	107 Shamisen
010 Glockenspiel	042 Viola	075 Recorder	108 Koto
011 Music Box	043 Cello	076 Pan Flute	109 Kalimba
012 Vibraphone	044 Contrabass	077 Bottle Blow	110 Bagpipes
013 Marimba	045 Tremolo Strings	078 Shakuhachi	111 Fiddle
014 Xylophone	046 Pizzicato Strings	079 Whistle	112 Shanai
015 Tubular Bells	047 Harp	080 Ocarina	113 Tinkle Bell
016 Dulcimer	048 Timpani	081 Square Lead	114 Agogo
017 Drawbar Organ	049 Strings Ensemble1	082 Sawtooth Lead	115 Steel Drums
018 Percussive Organ	050 Strings Ensemble 2	083 Calliope Lead	116 Woodblock
019 Rock Organ	051 Synth Strings 1	084 Chiff Lead	117 Taiko
020 Church Organ	052 Synth Strings 2	085 Charang	118 Melodic Tom
021 Reed Organ	053 Choir Aahs	086 Solo Voice	119 Synth Drum
022 Accordion	054 Choir Oohs	087 Fifth Lead	120 Reverse Cymbal
023 Harmonica	055 Synth Vox	088 Bass + Lead	121 Guitar Fret Noise
024 Tango Accordion	056 Orchestra Hit	089 Pad 1 New Age	122 Breath Noise
025 Nylon Ac Guitar	057 Trumpet	090 Pad 2 Warm	123 Seashore
026 Steel String Ac Guitar	058 Trombone	091 Pad 3 Polysynth	124 Bird Tweet
027 Electric Jazz Guitar	059 Tuba	092 Pad 4 Choir	125 Telephone
028 Clean Electric Guitar	060 Muted Trumpet	093 Pad 5 Bowed Glass	126 Helicopter
029 Muted Electric Guitar	061 French Horns	094 Pad 6 Metallic	127 Applause
030 Overdriven Guitar	062 Brass 1	095 Pad 7 Halo	128 Gunshot
031 Distorted Guitar	063 Synth Brass 1	096 Pad 8 Sweep	
032 Guitar Harmonics	064 Synth Brass 2	097 FX 1 Rain	
	065 Soprano Sax	098 FX 2 Soundtrack	

# GM Drums Key Assignment

33	A0	Soft Bass Drum
34	A#0	Rim Snare
35	B0	Acoustic Bass Drum
36	C1	Bass Drum 1
37	C#1	Side Stick
38	D1	Acoustic Snare
39	D#1	Hand Clap
40	E 1	Electric Snare
41	F1	Low Floor Tom
42	F#1	Closed Hi-Hat
43	G1	High Floor Tom
44	G#1	Pedal Hi-Hat
45	A1	Low Tom
46	A#1	Open Hi-Hat
47	B1	Low-Mid Tom
48	C2	Hi-Mid Tom
49	C#2	Crash Cymbal 1
50	D2	High Tom
51	D#2	Ride Cymbal 1
52	E2	Chinese Cymbal
53	F2	Ride Bell
54	F#2	Tambourine
55	G2	Splash Cymbal
56	G#2	Cowbell
57	A2	Crash Cymbal 2
58	A#2	Vibraslap
59	B2	Ride Cymbal 2
60	C3	Hi Bongo
61	C#3	Low Bongo
62	D3	Mute Hi Conga
63	D#3	Open Hi Conga
64	E3	Low Conga
65	F3	High Timbale
66	F#3	Low Timbale
67	G3	High Agogo
68	G#3	Low Agogo
69	A3	Cabasa
70	A#3	Maracas
71	B3	Short Whistle
72	C4	Long Whistle
73	C#4	Short Guiro
74	D4	Long Guiro
75	D#4	Claves
76	E4	Hi Wood Block
77	F4	Low Wood Block
78	F#4	Mute Cuica
79	G4	Open Cuica
80	G#4	Mute Triangle
81	A4	Open Triangle
82	A#4	Shaker
83	B4	Jingle Bells
84	C5	Windchimes

# 4

## General Tips When Using GM Song Files

### Patch Changes

For smooth performance of song files in many GM units it is a good idea to allow sufficient time between sending a program change and playing a note on that MIDI channel. Hypersonic GM4 uses a combination of synthesis and sample based sound generation and although most programs will play almost immediately some will take a short time to load.

Enabling Memory Lock (See **Memory Lock** section of this manual) retains all Hypersonic programs used in memory for virtually instantaneous program changes.

Selecting *Lock* on the Mix page can help Hypersonic follow complex sequences of program changes and MIDI controller CC automation.

### GM Reset

GM Reset is commonly used at the start of GM song files, if you would like to use a GM song file as the basis for a project and add other Hypersonic non GM sounds then it is a good idea to delete the MIDI GM reset command in order to prevent Hypersonic and your patches from being initialized everytime the song is played.

### Output Hype

The Hypersonic *Output Hype* feature is particularly handy feature for quickly ‘brightening’ or ‘mastering’ your GM songs.

NB *Output Hype* is reset to it’s default setting when Hypersonic receives a GM reset command.