USER INFORMATION

MX-28M MIDI PATCHBAY/MERGER PLUS

The MX-28M MIDI Patchbay is an ideal routing system for small systems, or expander unit for medium to large sized systems. In addition, the MX-28M provides Merging, Transposition and Note Mapping functions to help you create exactly the sounds and effects you want.

When you open the carton, check to make sure you have the following:

1. MX-28M
2. Power Adapter
3. Warranty Card

Please take a moment to fill in and mail the warranty card now.

INSTALLATION
Connect your MIDI cables as follows:

MX-28M Inputs
Route the OUTPUT from one "source" (e.g. your controller keyboard) to one of the INPUTS on the MX-28M. Route the OUTPUT from another "source" (e.g. your sequencer) to the other input on the MX-28M.

MX-28M Outputs
Route each of the eight MX-28M OUTPUTS to the INPUTS of your tone modules, sequencer, etc. (the "destinations" for your MIDI data).

Plug the Power Adapter into a suitable wall outlet. Plug the Power Adapter connector into the power jack on the MX-28M.

ROUTING
For each MX-28M OUTPUT, use the corresponding three-position switch to select either INPUT 1, INPUT 2 or the PROCESSOR as the source for that OUTPUT.

PROCESSING
The MX-28M is extremely easy to program. Transpose intervals and map zones are selected directly from your controller keyboard connected to INPUT 1.

Select one of the three processing functions with the three-position Function Select Switch. Processed data can be assigned to any OUTPUT(s), and each of the INPUTS can still be assigned individually.

Merge
In Merge mode, the MX-28M will merge data from INPUT 1 with the data from INPUT 2.

Transpose
Select TRANSPOSE (the middle position) with the Function Select Switch. When the PGM button is depressed briefly (see RESET), the Red LED above the word "TRANSPOSE" will blink rapidly and the Green LED above the word "FROM" will illuminate.

Press the note on your keyboard that defines the key you wish to transpose from. The Green LED above the word "TO" will illuminate. Press the note on your keyboard that defines the key you wish to transpose to.

Example:
If you are playing in the key of C and you wish to transpose to the key of F#, you would perform the following sequence.
1. Select TRANSPOSE.
2. Press PGM button.
3. Play C on your keyboard connected to INPUT 1.
4. Play F# on your keyboard.

Transposed MIDI data is send to each selected output.

Map
In MAP mode, four completely independent zones can be defined. These zones can be splits, layers or combinations of both. Each zone is then output on its own MIDI channel to each selected output. The first defined zone is transmitted on the same MIDI channel number as the input channel number, and each of up to three additional zones are output on the next higher MIDI channel number.

Example:
If four zones are defined and the input channel is MIDI channel 4, the zones will be output as follows.
zone 1 on channel 4
zone 2 on channel 5
zone 3 on channel 6
zone 4 on channel 7

Select MAP (the uppermost position) with the Function Select Switch. The default MAP sends the entire keyboard range to all four zones (i.e. four channels are layered on each note) for instant LAYERING.

To define SPLITS and LAYERS in any combination, press the PGM button. When the PGM button is pressed, the Red LED above the word "RANGE" will blink to indicate

that Range #1 can now be entered, and the Green LED above the word “LOW” will illuminate.

Enter the low note for the first RANGE from your controller connected to INPUT1. The Green LED above the word “HIGH” will illuminate. Press the high note for the first RANGE.

The Red LED will now blink to indicate that RANGE 2 can be entered. Continue entering ranges, —low note first, then high note—until you have defined four ranges. If you want fewer than four ranges, press the PGM button after playing the high note of the last RANGE you wish to define. If a RANGE is defined by entering the higher note first, then no notes will be output from that zone.

Example 1
INSTANT LAYERING: If you wish to send all notes on four channels to each selected OUTPUT, select MAP with the Function Select Switch.

Data on four consecutive channels (starting with the input channel number) will be sent to each selected OUTPUT. If your controller is sending on MIDI channel 1, data will be sent on 1, 2, 3 and 4 simultaneously.

Example 2
SPLITS: To split your controller so that the lower half is output on channel 1 and the upper half is output on channel 2, perform the following steps:
1. Set your controller to output on MIDI channel 1.
2. Select MAP.
3. Press the PGM button.

Define Zone 1
4. Play the lowest note on your keyboard connected to INPUT 1.
5. Play middle C on your keyboard.

Define Zone 2
6. Play C# above middle C on your keyboard.
7. Play the highest note on your keyboard.
8. Press PGM button (no more zones).

MIDI data for each zone is sent to each selected output (zone 1 on MIDI channel 1; zone 2 on MIDI channel 2).

Overlapping zones are programmed the same way, just play the intervals that define your zones, low note first, then high note.

If you are defining all 4 zones, do not press the PGM button when you are finished—this is automatic when the fourth zone is defined.

RESET
The MX-28M is equipped with a RESET button which when pressed and held will cause an All-Notes-Off message to be sent on all 16 MIDI channels to each output. If stuck notes persist, continue holding the button and individual Note-Off messages will be sent on every note and channel to all outputs continuously until the button is released. The RESET function also sends a pitch bend "center" command to all 16 MIDI channels.

DATA INDICATORS
The MX-28M has dual LEDs (one for each INPUT) which illuminate whenever data is present. These LEDs also serve as programming guides while processing functions are being defined.

WARRANTY
Digital Music Corporation warrants this product against any defects that are due to faulty material or workmanship for a period of five years from the date of original retail purchase. This warranty does not include damage to the product resulting from accident or misuse. This warranty is given to the original purchaser only and it is not assignable to any other person.

If the product should become defective within the warranty period, Digital Music will repair it or replace it free of charge, provided it is returned freight prepaid to Digital Music with a valid RMA (return material authorization) number.

This warranty shall not apply to any goods that have been repaired or altered by anyone other than the manufacturer. There are no warranties which extend beyond the terms described herein.

Should you experience any difficulty with this Digital Music product, contact us as described below. If it is determined that the product must be returned to the factory for repair, you will be issued an RMA and given shipping and packaging instructions.