

Expanded Softsynth Plugin (ESP) for MONTAGE M

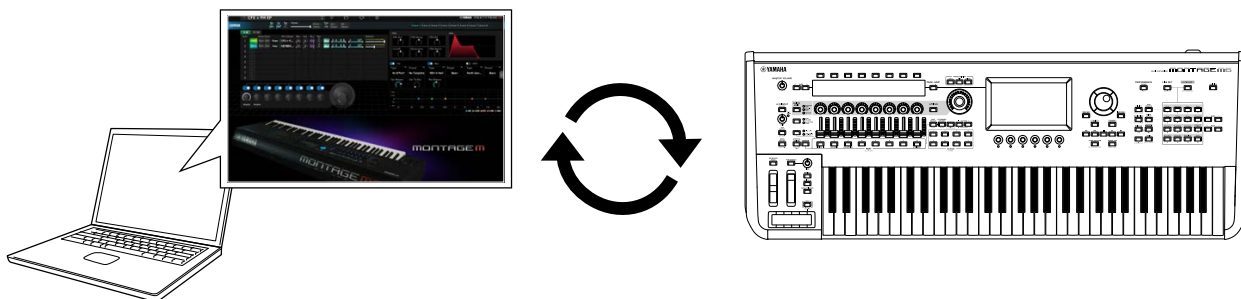
Manual

v 1.0

What is the *Expanded Softsynth Plugin (ESP)*?

The *Expanded Softsynth Plugin (ESP)* for MONTAGE M is a software synthesizer that features the same sound engine as the hardware MONTAGE M.

Since this software plugin works in sync with the hardware MONTAGE M, the same MONTAGE M sounds can be integrated seamlessly into your music production (where software is most convenient for a DAW), and into your live performance (where the actual instrument is used onstage). You can use the same MONTAGE M sounds according to your personal preferences and specific applications.



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NOTICE

To avoid the possibility of malfunction/ damage to the product, damage to data, or damage to other property, follow the notices below.

■Saving data

Keep in mind that when the settings are loaded, any existing settings on the instrument will be overwritten and lost. You can save the settings to a project file on your DAW software or transfer the settings and store them on the hardware MONTAGE M. To avoid unexpected data loss, we recommend saving backups to a separate storage device.

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Notation in this document

Model name

In this document, MONTAGE M6, MONTAGE M7, and MONTAGE M8x are collectively called the “MONTAGE M.”

Others

Indication	Description
NOTICE	Indicates that malfunction, failure, or data loss may occur.

- Terms enclosed in brackets [] indicate names printed on the panels of the hardware MONTAGE M, whereas terms enclosed in angle brackets < > indicate the keys on the computer keyboard.

Prerequisites

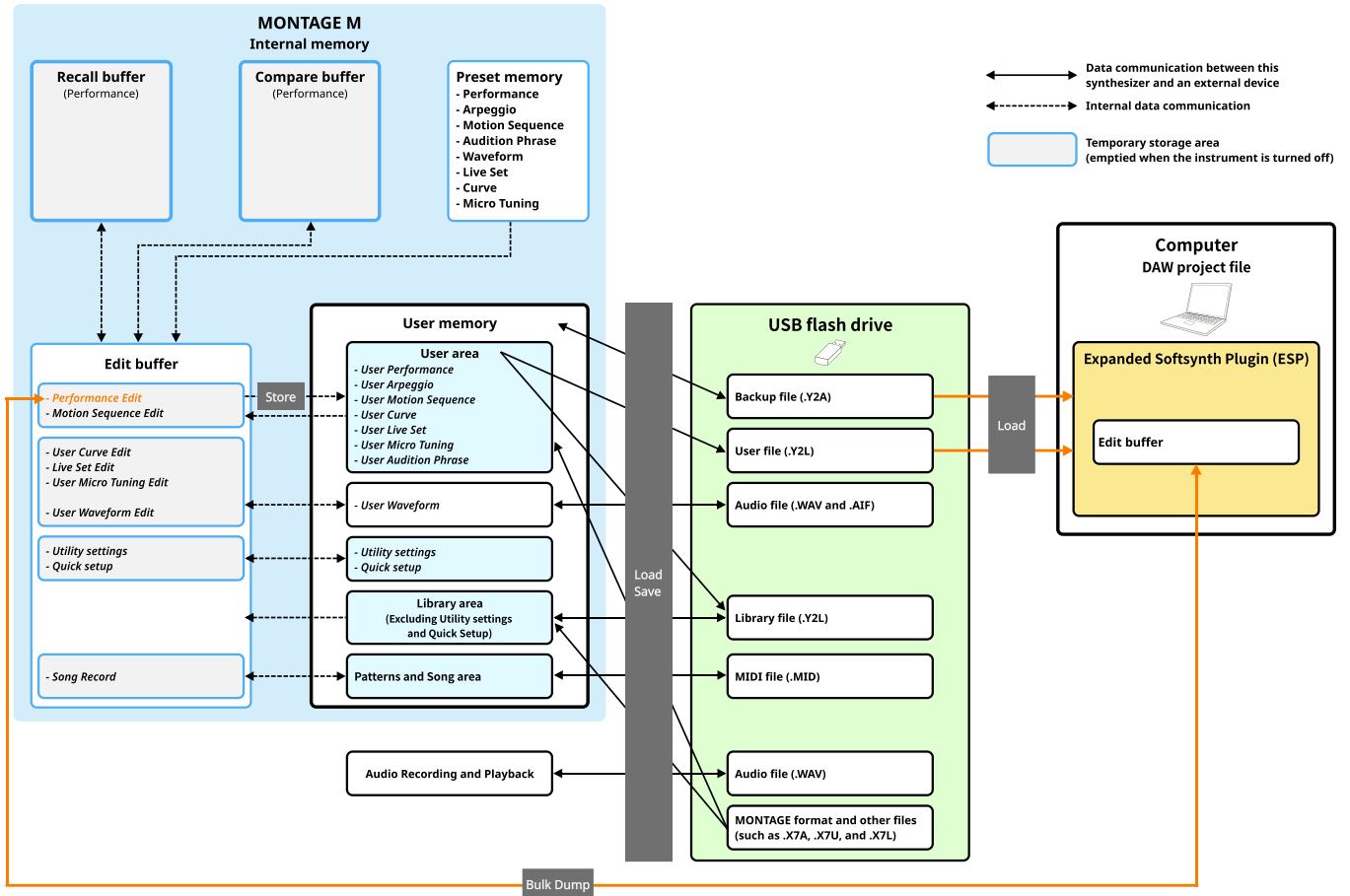
This manual assumes the reader is familiar enough with basic operations of Windows or macOS. If not, refer to the documents included with Windows or macOS for more information.

Other prerequisites for using ESP are listed below.

- Using a computer that meets the requirements for ESP
For details, access the MONTAGE M Welcome page from the *Expanded Softsynth Plugin for MONTAGE M Download Information* leaflet included with the hardware MONTAGE M.
For information on how to use the DAW, refer to the manual that comes with the software you have.
- Proper installation and activation of ESP
For details, access the MONTAGE M Welcome page from the *Expanded Softsynth Plugin for MONTAGE M Download Information* leaflet included with the hardware MONTAGE M.
- Update of the firmware on the hardware MONTAGE M
The firmware that supports ESP is required. For more information on the firmware, refer to information on the Yamaha website.
- Proper cable connection and Utility settings on the hardware MONTAGE M
For more information, refer to the Quick Guide and Operation Manual for the hardware MONTAGE M.

Data flow between ESP and hardware MONTAGE M

This section explains the data flow between the internal memory on the hardware MONTAGE M and external devices including ESP.



NOTICE

If you try to access ESP from multiple DAWs at once, user data such as User Waveform and User Performance saved on your computer may be corrupted.

Controls and functions

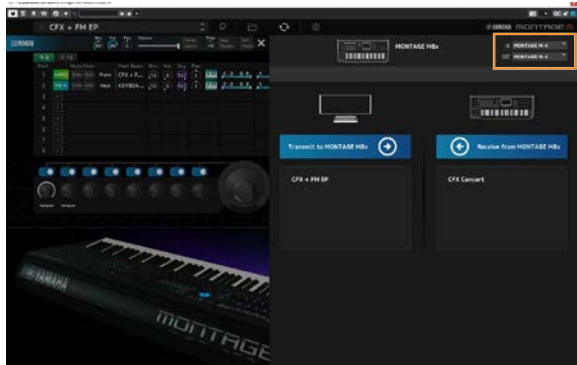
Screen elements

The screen contains a Navigation bar (A) and an *Edit* pane (B).




Navigation bar



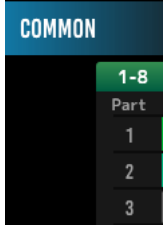
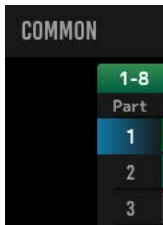
	Indicates		Descriptions
1		Favorite	A star (☆) icon will be shown when the Favorite Flag is set to the current Performance.
2		Performance Name	Shows the name of the current Performance. Clicking on the Performance name calls up the <i>Performance Category Search</i> screen. You can rename the Performance name by right-clicking on the name and then selecting <i>Rename</i> .
3		<i>Performance</i> INC/DEC button	Increments or decrements the Performance selection.
4		Performance Category Search button	The Performance Category Search screen appears. You can use the <i>Category Search</i> function to find a desired Performance. Add a Favorite Flag (☆) to the Performance.
5		<i>Load</i> button	The <i>Load</i> screen appears. You can load a user file or backup file from the USB flash drive to ESP.
6		Data Transfer button	The <i>Data Transfer</i> screen appears. You can send and receive data between ESP and the hardware MONTAGE M. It is necessary to set MONTAGE M Port 4 to IN and OUT before transferring data.  In the Windows environment: Uncheck "MONTAGE M Port 4" from the Input Port settings in the MIDI Port setting of your DAW. For details, refer to the manual for your DAW.



	Indicates	Descriptions													
7		<i>Utility</i> button	<p>The <i>Utility</i> screen appears. You can change the screen size or the number of maximum polyphony.</p> <p><i>UI window size:</i> You can change the screen size. Settings: Large mode (default) 1440 × 870, Small mode 1000 × 604</p> <p><i>Buffering size:</i> To improve the sound generation speed, the ESP can use buffering for loading waveforms. When this parameter is set to 0, all waveforms will be cleared every time you change the Performance. Settings: 0, 128MB, 256MB, 512MB, 1GB, 2GB, 3GB, 4GB (default), 5GB, 6GB, 7GB, 8GB</p> <p><i>Lite mode:</i> The mode that limits the maximum polyphony.</p> <table border="1"> <thead> <tr> <th></th> <th>Normal mode</th> <th><i>Lite mode</i></th> </tr> </thead> <tbody> <tr> <td>AWM2</td> <td>128 (both stereo and mono waveforms)</td> <td>64 (both stereo and mono waveforms)</td> </tr> <tr> <td>FM-X</td> <td>128</td> <td>64</td> </tr> <tr> <td>AN-X</td> <td>16</td> <td>16</td> </tr> </tbody> </table> <p><i>Legal Notice:</i> You can read the copyright notice.</p>		Normal mode	<i>Lite mode</i>	AWM2	128 (both stereo and mono waveforms)	64 (both stereo and mono waveforms)	FM-X	128	64	AN-X	16	16
	Normal mode	<i>Lite mode</i>													
AWM2	128 (both stereo and mono waveforms)	64 (both stereo and mono waveforms)													
FM-X	128	64													
AN-X	16	16													

Edit pane

In the *Edit* pane, click on COMMON on the left side of the screen to select the *Common Edit* screen, and click on the Part number to select the *Part Edit* screen of the applicable Part.

Common Edit	Part Edit (Example: Part 1)
	

By changing the view from the menu shown on the right, the applicable parameters will be shown on the screen.



Menu	Indicates
<i>Quick Edit</i>	<i>Quick Edit</i> screen
<i>Arpeggio</i>	<i>Arpeggio settings</i> screen
<i>Motion Seq</i>	<i>Motion Sequence settings</i> screen

The operations of other items are basically the same as those on the Main screen of the hardware MONTAGE M.

Basic operations of ESP

This section explains the basic operations of ESP.

Using the Category Search function

When you wish to select a Performance, press the *Performance Category Search* button on the Navigation bar to open the *Performance Category Search* screen. Alternately, you can use the *Performance INC/DEC* buttons to select a Performance one by one.

When you wish to select a Part, click on the *Part Name* in the *Edit* pane to open the *Part Category Search* screen. When you wish to select a Part to add, click on [+] to open the *Performance Merge* screen.

When you wish to find an Arpeggio, select *Arpeggio* from the menu on the right side of the screen to switch the screen and then select *Name* to open the *Arpeggio Category Search* screen.

Adding a Part

Deleting a Part

To add a Part, click on [+] to open the *Performance Merge* screen.

To delete a Part, right-click on the selected Part number or Part Name, and select *Delete*.

Editing the names of the Performances and Parts

You can edit the names of the Performances and Parts shown on the screen.

For editing the Performance name, right-click the Performance name to select *Rename* to enter a new name. For editing the Part name, select a Part and right-click the Part number or Part name and select *Rename* to enter a new name.

When you finish entering, you can press <Enter> (or <return> for macOS) or move the cursor to a different parameter to confirm the edit.

Selecting a value from the list



Click on the parameter box and select a value from the list.

Click on a value or move the cursor to the value, and then press <Enter> (or <return> for macOS) to confirm the selection.

Using a knob to change the value



With the knobs shown here, dragging the mouse up or down changes the parameter value.

Dragging the mouse while holding down <Shift> enables a high-precision mode that allows you to change the value in smaller increments.

On Windows, you can reset the value to the default by clicking the knob while holding down <Ctrl>.

On macOS, you can reset the value to the default by clicking the knob while holding down <Command>.

Changing the value by using the sliders



With the sliders shown here, dragging the white square or clicking on it changes the parameter value.

Dragging the mouse while holding down <Shift> enables a high-precision mode that allows you to change the value in smaller increments.

On Windows, you can reset the value to the default by clicking the slider while holding down <Ctrl>.
On macOS, you can reset the value to the default by clicking the slider while holding down <Command>.

Changing the value from the graph




You can drag the point (○) on the graph to directly edit the parameter value.


Saving the settings

Save the settings edited in ESP as a project file in your DAW.

Transferring edited settings from ESP to the hardware MONTAGE M

Transferring edited settings from the hardware MONTAGE M to ESP

To transfer settings edited on ESP to the hardware MONTAGE M, use the *Data Transfer* button () on the Navigation bar to open the *Data Transfer* screen. Then select the Performance you wish to send from the list of the Performances on the computer and click the arrow icon to send it to the hardware MONTAGE M. When data transfer is complete, press the [STORE] button on the hardware MONTAGE M to store (save) the settings.

To transfer settings edited on the hardware MONTAGE M to ESP, use the *Data Transfer* button () on the Navigation bar to open the *Data Transfer* screen. From the screen on ESP, select the settings you wish to send from the hardware MONTAGE M and click on the arrow icon to send the settings to ESP.

NOTICE


The settings will be lost if you quit ESP or if you turn off the hardware MONTAGE M before the settings are stored on the hardware MONTAGE M.

Troubleshooting

No sound? Wrong sound? When a problem like this occurs, first check the connection between the hardware MONTAGE M and the computer, and then check the following.

The sound is cut off or contains noise

- Are you trying to play too many notes at once from your computer?

From the Navigation bar, select from the *Utility* button () → *Settings* to set the *Lite Mode* On.

- Is the audio buffer too small?
Refer to the manual for your DAW.

- Are the operating conditions appropriate?
Check the operating conditions. The latest information is available from the MONTAGE M Welcome page.

A "No License Found" message appears when starting up ESP

- Is the ESP activated?

Start the Steinberg Activation Manager and click the activation button for the *Expanded Softsynth Plugin* for MONTAGE M shown on the list.

When you need to set up ESP after renewing the computer, refer to the information at the following URL.
<https://www.steinberg.net/licensing/>