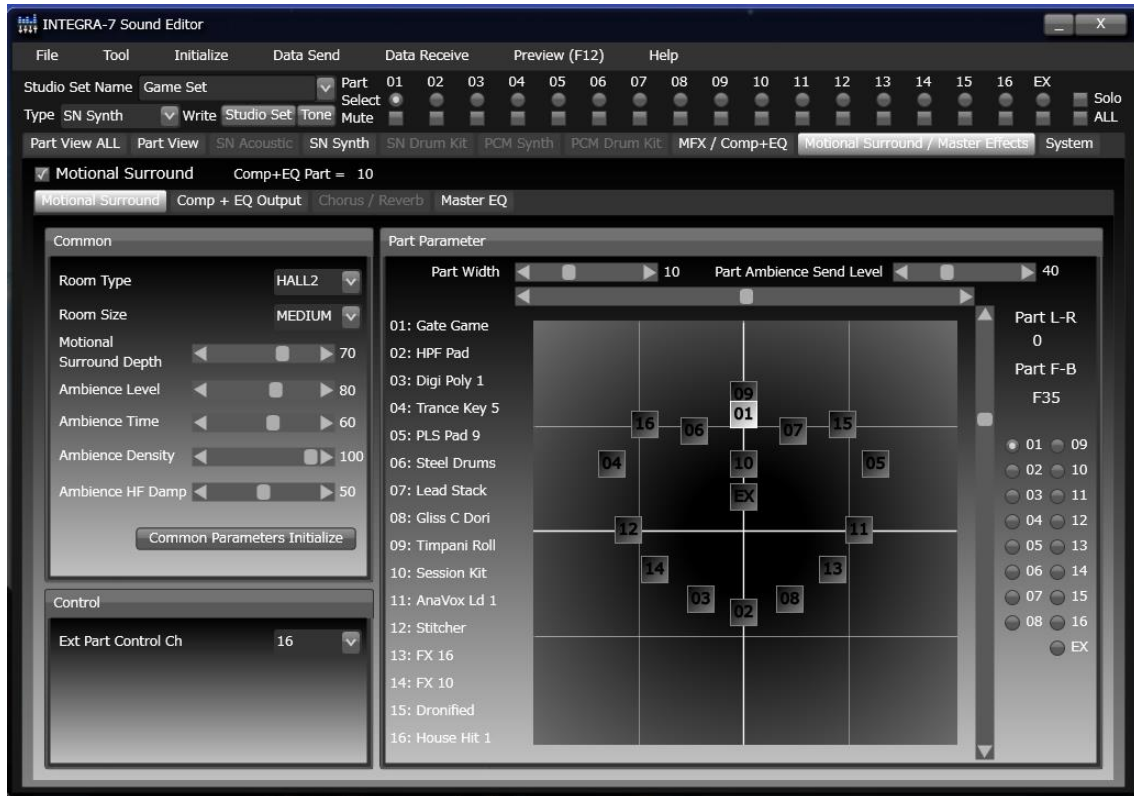


INTEGRA-7 Sound Editor



This Software is Sound Editor for Roland INTEGRA-7 Super Natural Sound Module.

INTEGRA-7 's all the parameters that can be operated by MIDI are covered.

Wheel mouse can be used like a jog dial. All parameters can be operated by rotating a mouse wheel.

This application is free of use (freeware).

< System Requirements >

Memory: System Requirements for Windows + 1GB for This Editor.

Graphics: The DirectX version level is greater than or equal to version 9.0.

Display: 1366 x 768

OS: Windows 7 SP1, 8.1, 10 (32bit/64bit)

Additional Component:

.NET Framework 4.7 or later

* Windows 10 version 1803 is included .NET Framework 4.7.2.

.NET Framework 4.7.2 Web Installer

<http://go.microsoft.com/fwlink/?LinkId=863262>

<Connection of Integra-7 and PC>

The recommendation of connecting with a PC with a USB cable and communicating by "INTEGRA-7 CTRL".

MIDI cable course can also communicate through MIDI interface device.

In that case, two MIDI cables are used and interconnection.

PC MIDI Interface MIDI OUT > Integra-7 MIDI IN

PC MIDI Interface MIDI IN > Integra-7 MIDI OUT

And Connect MIDI keyboard with USB cable or MIDI cable with MIDI interface device.

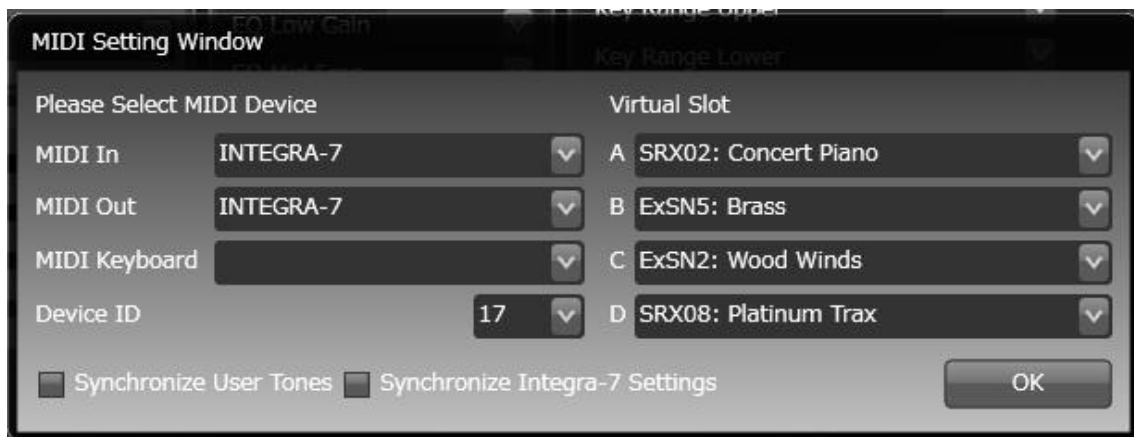
< MIDI and Virtual Slot Setting >

Please Select MIDI IN, MIDI Out, MIDI Keyboard, Device ID (Default : 17) and Integra-7 Virtual Slot A – D.

This Editor cannot change virtual slot automatically.

Please make a setup of Integra's Virtual Slot and Editor's Virtual Slot the same.

Push INTEGRA-7 's "Menu" > EXPANSION and Change Virtual Slots before clicking the "MIDI and virtual slot settings" 's OK Button.



Synchronize User Tones is read from Integra-7 User Tones.

Synchronize Integra-7 Settings is read from Integra-7 Studio Set.

When unchecked, It becomes a setup at the time of the end of software last time.

Please click "OK". Integra-7 and a synchronization are started.

This dialog can be called by Tool > "MIDI & Virtual Slot Setting."

<Basic operation>

Since it will become an operational object if a mouse cursor is put on the combo box and slider of a parameter, if a wheel is rotated, a numerical value will fluctuate.

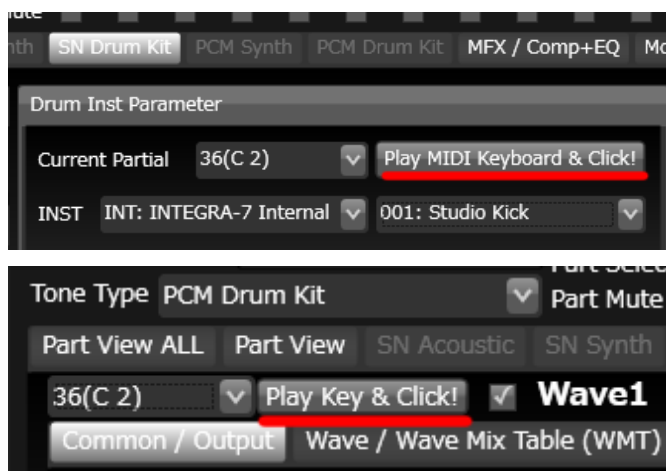
It clicks ordinarily, and a numerical value can be chosen or it can be operated also by an arrow key.

A numeric keypad input can also be carried out on a combo box.

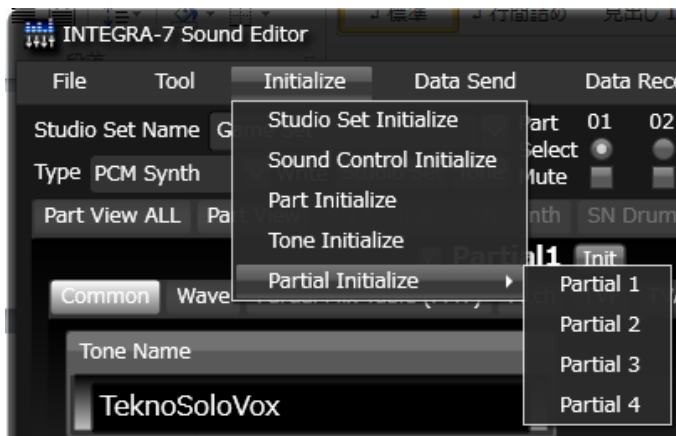
The keyboard of a drum kit can be chosen using a MIDI keyboard.

First, a keyboard to edit by a MIDI keyboard is played.

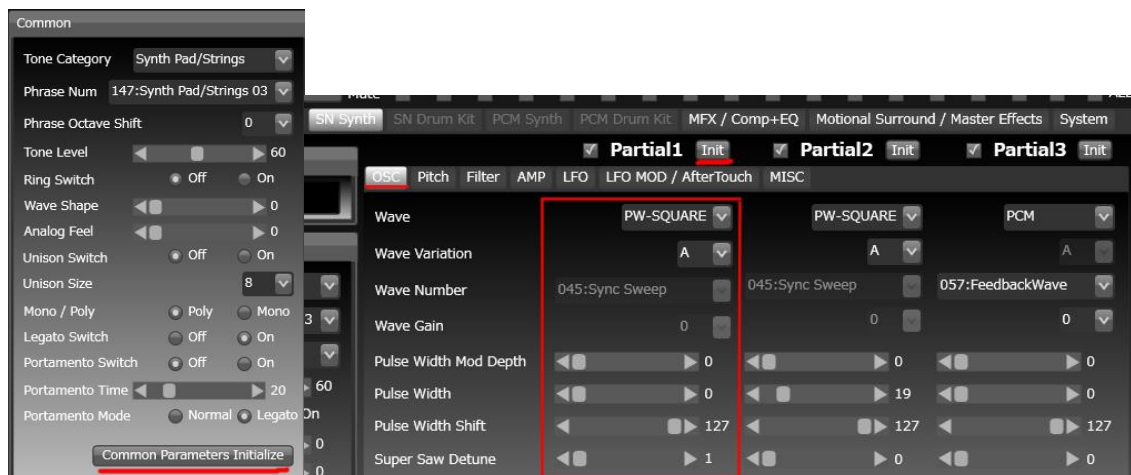
Then, if it clicks the button "Play MIDI Keyboard & Click", it will change to the keyboard which Current Partial pushed.



<Initialize>



You can Initialize Studio Set, Sound Controller(ALL Part's Offset Initialize),
Part, Tone, Partial.



You can initialize partially. (Ex: Common Only , OSC Partial 1 Only Etc..)

<Copy and Paste>

Part parameters can be copied by Copy and Paste tool.

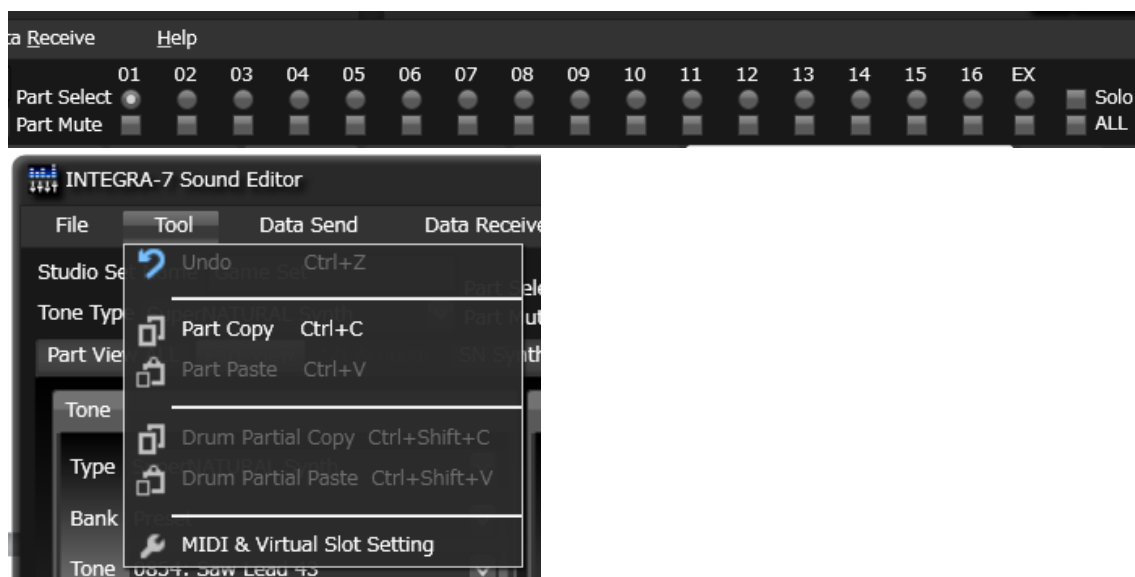
Where the Part who wants to copy is chosen, it copies by Tool > Copy or "Ctrl+C".

The Part who wants to copy is chosen and click Tool > Paste or "Ctrl+V".

Data is immediately transmitted to Integra-7.

Since application remembers the copied part number until it performs a copy next, it can paste continuously. For example, it is convenient when create layer sound.

* Perform a part selection in this area.



When it has Paste by mistake, it can undo only once.

Tool > "Undo" is clicked or "Ctrl+Z".

"Undo" can return only once. the recommendation of performing, after Save to file.

If Drum Kit Part (Super Natural Drum Kit or PCM Drum Kit) is copied, all drum setup can be copied to other parts as they are.

(SND are 62 keyboards and PCMD are 88 keyboards)

Tool > "Drum Partial Copy" (Ctrl+Shift+C) and Tool > "Drum Partial Paste"

(Ctrl+Shift+V) are used to copy the data for one keyboard to other keyboards.

A keyboard (Current Partial) to copy is chosen, it copies by Drum Partial Copy

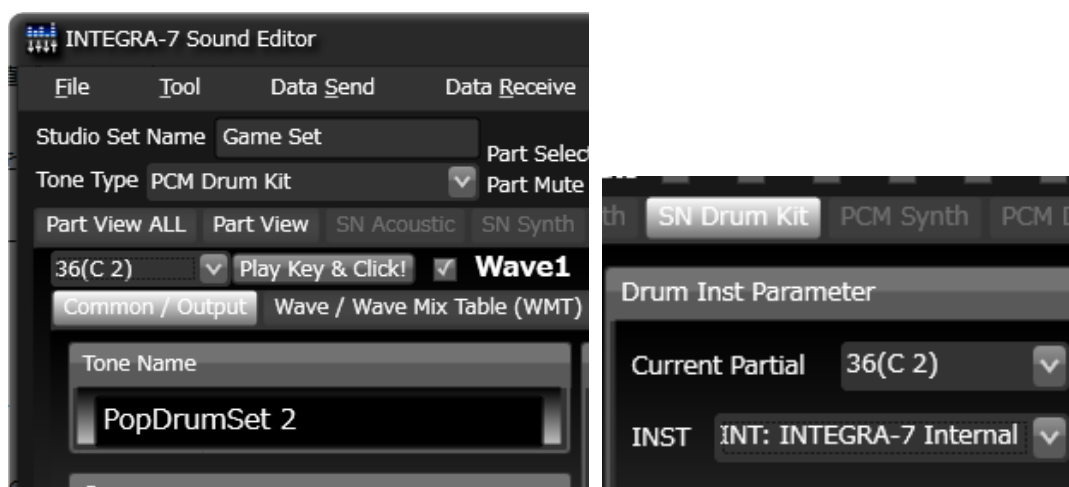
(Ctrl+Shift+C), other keyboards to copy are chosen, and it Paste by Drum Partial

Paste (Ctrl+Shift+V).

Since application remembers the copied part number until it performs a copy next, it can paste continuously.

When it has Paste by mistake, it can undo only once.

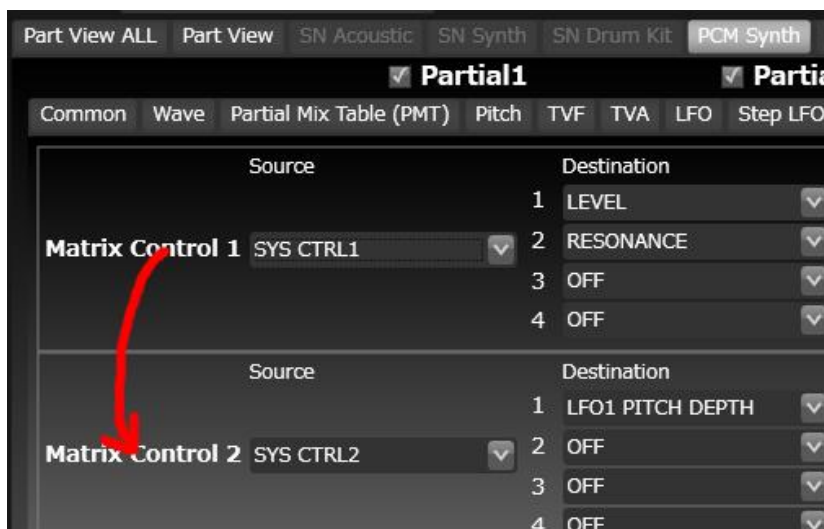
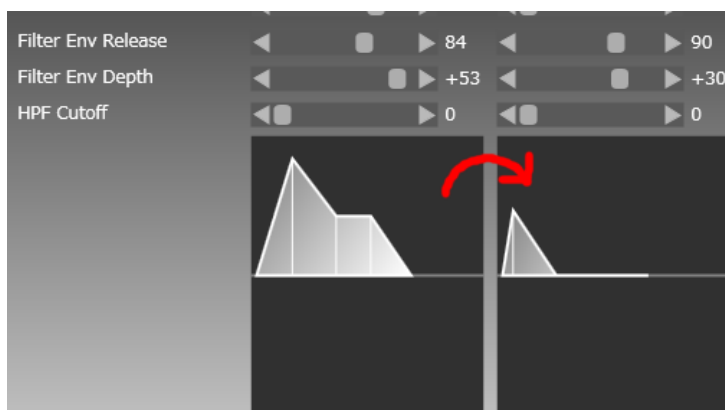
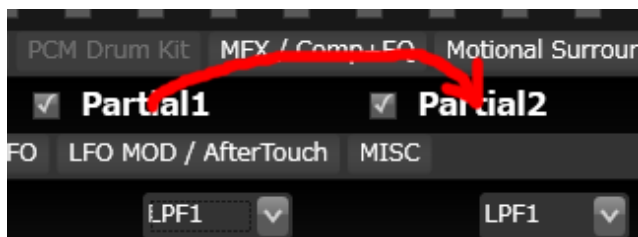
Tool > "Undo" is clicked or "Ctrl+Z".



In the case of a Super Natural synthesizer or a PCM synthesizer, the copy between partial is possible.

Please drag text such as "Partial1" "Wave", or Envelope images by left-click. Partial parameters will be copied if it drops partially.

When it has Paste by mistake, it can undo only once.

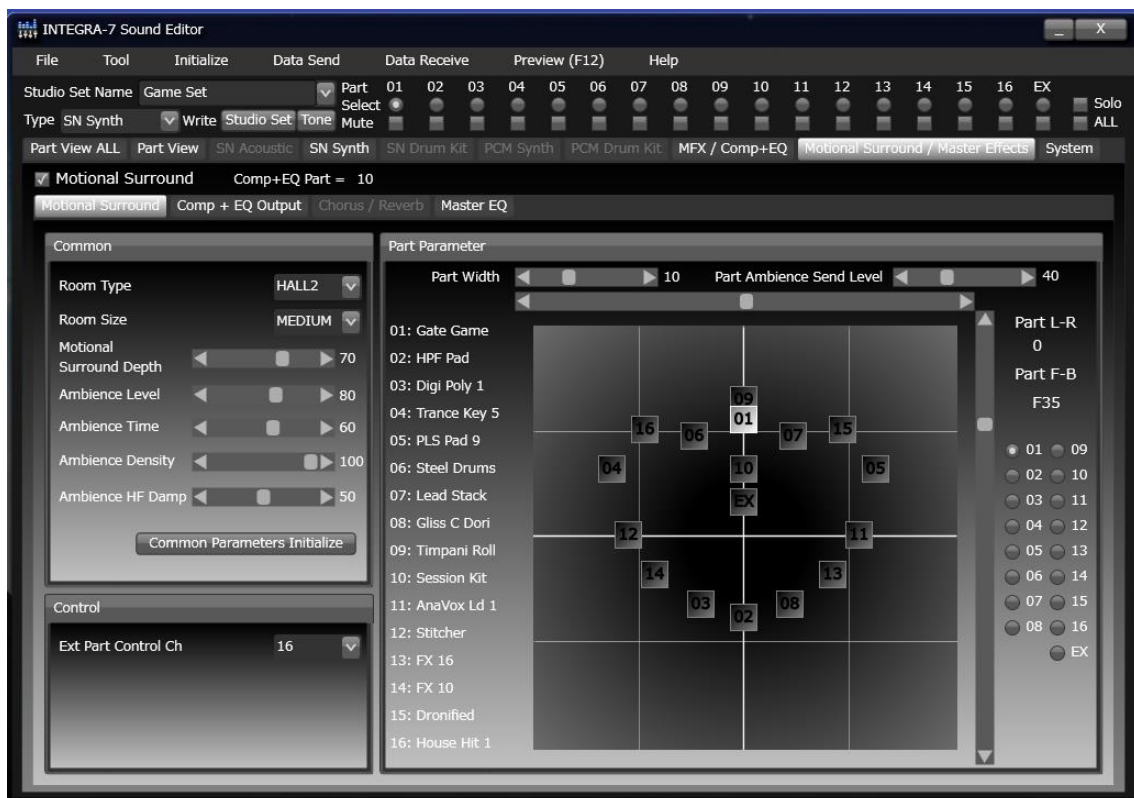


You can select 2 or more partials at the same time, so that when you change one parameter of one partial, all other partials get the same value.



If a Motional Surround function is enabled, the position of each part's sound can be operated with a mouse.

Please choose the part who wants to move from right side, and operate it on a graph.



<Initialization, Save to File and Load from File>

It will be initialized if it clicks "New". All the parts will be Super Natural Acoustic initial state. Application asks whether it saves before execution.

Since a file selection dialog will start if it clicks "Open", save data is chosen and loaded(File Extension ".i7s"). Shortly after loading is completed, it synchronizes with Integra-7.

"Save" is overwriting.

"Save As" names and is preservation.

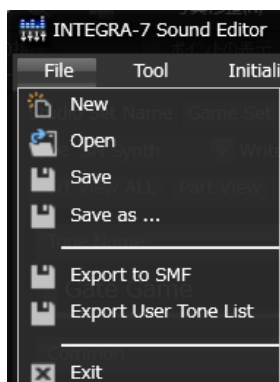
Although a default file name becomes a name of Studio Set, please name and save a favorite name.

"Export to SMF" is export ALL Data to Standard MIDI File (Format 1).

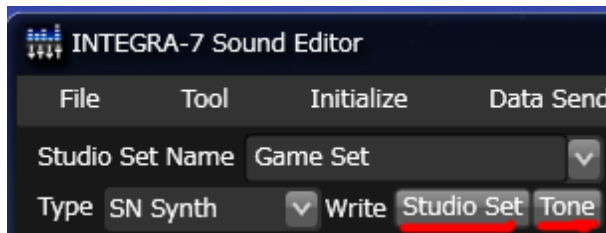
"Export User Tone List" is export User Tone List . (CSV Format)

"Exit" is Application close. It is same as the upper right "X" button.

Application asks whether it saves, when there is change to data.



<Write to Integra-7 User Studio Set Area and User Tone Area>



Click "Studio Set" or "Tone" button.

When click "Studio Set", input your Studio Set Name and select Destination.



When click "Tone", input your Tone Name and select Destination.

Tone is chosen from "Part Select".



Please input name ASCII Character Only!