

# Expanded Softsynth Plugin (ESP) for MONTAGE M

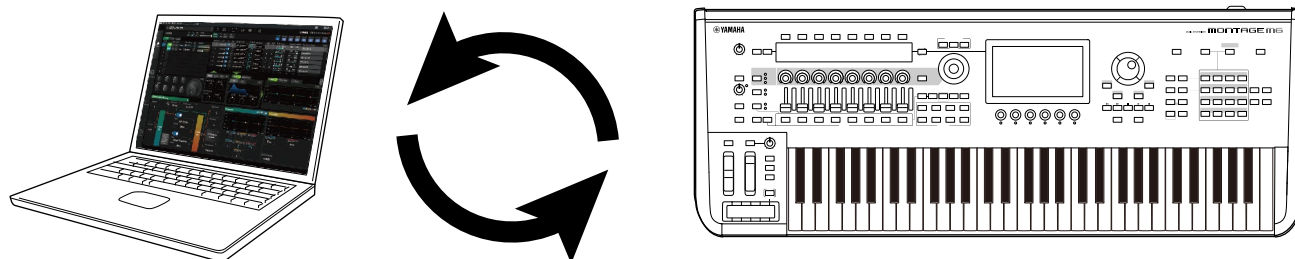
## Manual

### v 2.0

### 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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### ■ About this manual

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- Unless indicated otherwise, the illustrations and screens as shown in this manual are based on the MONTAGE M6 (in English).
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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.
NOTE	Provides additional explanations regarding functionality.

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**

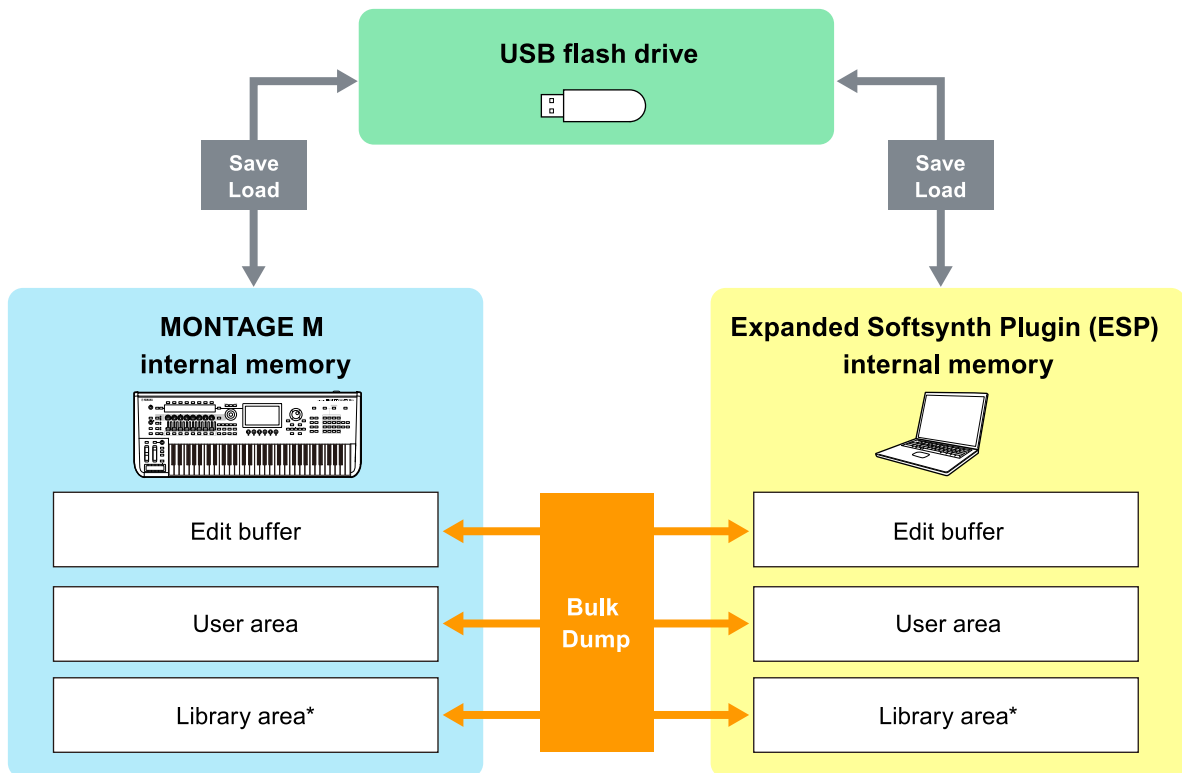
The firmware that supports ESP is required. For more information on the firmware, access the MONTAGE M Welcome page from the *Expanded Softsynth Plugin for MONTAGE M Download Information* leaflet included with the MONTAGE M.

### **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

You can send and receive data between the ESP and the hardware MONTAGE M, as well as save and load data using a USB flash drive.



\*Same as User area (excluding *Utility Settings* and *Quick Setup*).

### NOTE

For more information on data flow, see Appendix (page 19).

### 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).


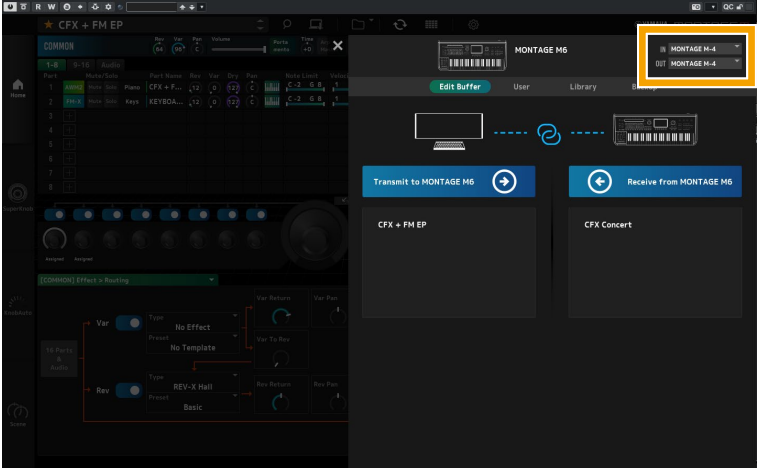



## Navigation bar (A)





	Indicates		Descriptions
1		Favorite	Click to turn Favorite Flag on/off. 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		<i>Performance Category Search</i> button	The <i>Performance Category Search</i> screen appears. You can use the category search function to find a desired Performance. Add a Favorite Flag (☆) to the Performance.
5		<i>Store</i> button	The <i>Store</i> screen appears. User Performance can be saved within the ESP.
6		<i>Load/Save</i> button	<p><b>Load:</b> The <i>Load</i> screen appears. The following files can be loaded into the ESP from a USB flash drive.</p> <ul style="list-style-type: none"> <li>• Library file (.Y2L)</li> <li>• User file (.Y2U)</li> <li>• Backup file (.Y2A)</li> <li>• File formats used for older models <ul style="list-style-type: none"> <li>- MONTAGE (.X7A, .X7U, .X7L)</li> <li>- MODX, MODX+ (.X8A, .X8U, .X8L)</li> <li>- MOTIF XF (.X3A, .X3V, .X3G, .X3W)</li> <li>- MOTIF XS (.X0A, .X0V, .X0G, .X0W)</li> <li>- MOXF (.X6A, .X6V, .X6G, .X6W)</li> </ul> </li> </ul> <p><b>NOTE</b> If you want to load individual Performance data from a Library file or User file, right-click on the library file or user file and select <i>Load Performance</i>.</p> <p><b>Save:</b> The <i>Save</i> screen appears. The following files in the ESP can be saved to a computer or USB flash drive.</p> <ul style="list-style-type: none"> <li>• Library file (.Y2L)</li> <li>• User file (.Y2U)</li> <li>• Backup file (.Y2A)</li> </ul>



	Indicates		Descriptions
7		<p><i>Data Transfer</i> button</p>	<p>The <i>Data Transfer</i> screen appears.            You can send and receive data between ESP and the hardware MONTAGE M.</p> <p>It is necessary to set MONTAGE M Port 4 to IN and OUT before transferring data.</p> <p>In the Windows environment:            Uncheck "MONTAGE M Port 4" from the Input Port settings in the MIDI Port setting of your DAW.</p> <p>For details, refer to the manual for your DAW.</p>  <p><b>Edit Buffer:</b>            For sending and receiving Edit buffer data.</p> <p><b>User:</b>            For sending and receiving data stored in the User area.</p> <p><b>Library:</b>            For sending and receiving individual Library files.</p> <p><b>Backup:</b>            For sending and receiving Backup files.</p>
8		<p><i>Live Set Edit</i> button</p>	<p>The <i>Live Set Edit</i> screen appears.            This allows you to edit a <i>Live Set</i>.  <i>User Live Sets</i> can be sent and received by connecting to the hardware MONTAGE M. Before sending and receiving, synchronize all data with the hardware MONTAGE M from the <i>Data Transfer</i> screen using the backup file function.</p>



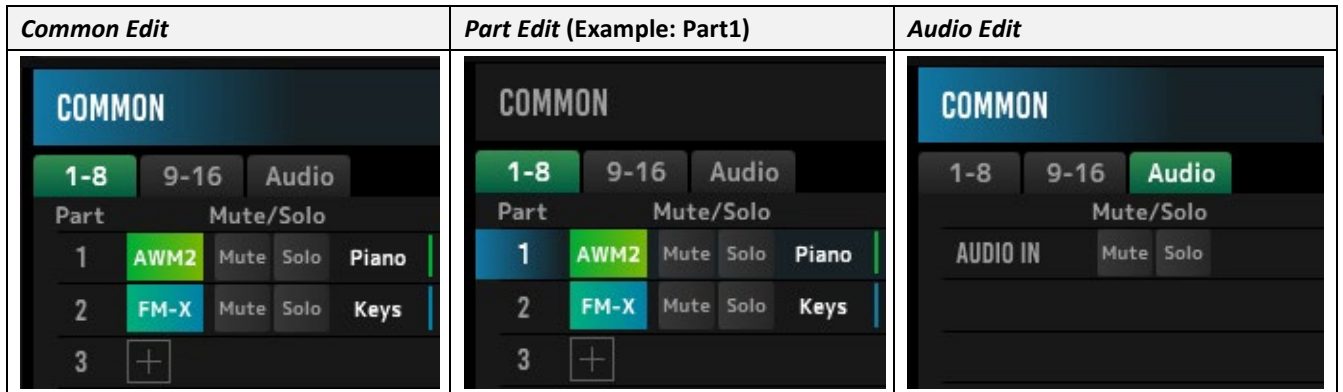
Indicates		Descriptions								
9	  <i>Utility</i> button	<p>The <i>Utility</i> screen appears.</p> <p><b>Settings:</b> You can change the screen size or the number of maximum polyphony.</p> <p><b>UI window size:</b> You can change the screen size. Settings: Large mode (default) 1440 × 870, Small mode 1000 × 604</p> <p><b>Buffering size:</b> 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><b>AWM2 Poly, FM-X Poly, AN-X Poly:</b> Allows you to set the maximum polyphony for AWM2, FM-X, and AN-X.</p> <table border="1" data-bbox="722 1115 1283 1310"> <thead> <tr> <th></th> <th>maximum polyphony</th> </tr> </thead> <tbody> <tr> <td>AWM2</td> <td>128 (both stereo and mono waveforms)</td> </tr> <tr> <td>FM-X</td> <td>128</td> </tr> <tr> <td>AN-X</td> <td>16</td> </tr> </tbody> </table> <p><b>Data Utility:</b> Manage files and data in User memory. Content types in the User memory are displayed as folders, and clicking on a folder will expand it. Select each content and right-click to select <i>Rename</i>, <i>Delete</i>, <i>Overwrite</i>.</p> <p><b>NOTE</b> Click the <i>Optimize</i> button (  ) in <i>Waveform</i> to optimize the User Waveform storage area.</p> <p><b>Legal Notices:</b> Shows content such as copyrights.</p>		maximum polyphony	AWM2	128 (both stereo and mono waveforms)	FM-X	128	AN-X	16
	maximum polyphony									
AWM2	128 (both stereo and mono waveforms)									
FM-X	128									
AN-X	16									



## **Edit pane (B)**

In the *Edit* pane, you can switch between edit screens by selecting each item in the upper left side of the screen.

- Select COMMON → *Common Edit* screen
- Select Part number → *Part Edit* screen for the selected part.
- Select *Audio* → *Audio Edit* screen



### **NOTE**

To use AUDIO IN, you must create an audio track in your DAW and connect the output to ESP. Refer to your DAW's instruction manual for details.

Clicking the menu icon on the left side of the *Edit* pane switches the screen display of the *Edit* pane.

## Home




Click to display the *Home* screen.



The top section of the *Home* screen (a) is called *Quick Edit* and the bottom section (b) is called *Detail Edit*.

### Quick Edit

Clicking the  button on the right side of the screen opens a menu for switching the display of the corresponding parameters.

#### *Common Edit / Audio Edit*

- *TG and Effect*: Sound and effects setting screen
- *Arpeggio*: Arpeggio setting screen
- *Knob Auto*: Knob Auto screen


#### *Part Edit*

- *TG and Effect*: Sound and effects setting screen
- *Arpeggio*: Arpeggio setting screen
- *Motion Seq*: Motion Sequence setting screen

### Detail Edit

The bar at the top of *Detail Edit* allows you to switch between displaying parameters that affect the entire Performance or a Part. The parameters that can be adjusted vary depending on the Part selected. Refer to the Operation Manual for parameter details.

**NOTE**

Some parameters shown in Quick Edit or Detail Edit have a jump button (  ).



When you click a jump button displayed in *Quick Edit*, the details screen for the corresponding parameter are displayed in *Detail Edit*.

When you click a jump button displayed in *Detail Edit*, the details screen for the corresponding parameter are displayed, overlaid on top of *Quick Edit*.

## Super Knob

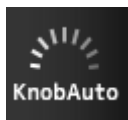


Click to display the *Super Knob* screen.

0	1023	0	0	0	0	0	0
200	0	0	0	512	300	512	512
291	0	1023	1023	1023	1023	1023	1023

In the *Super Knob* screen, you can set the values for controlling the *Super Knob*. Refer to the Operation Manual for parameter details.

# Knob Auto

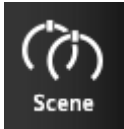


Click to display the *Knob Auto* screen.



In the *Knob Auto* screen, you can set the Motion Sequencer for the *Super Knob* (*Super Knob Motion Sequencer*). Refer to the Operation Manual for parameter details.

## Scene



Click to display the *Scene* screen.

The screenshot displays the 'Scene' screen for a Yamaha Montage M. The main area is a grid of 8 scenes (Scene 1 to Scene 8) with various parameters for each. The parameters are grouped into sections: ARP/MS FX, KBD CTRL, AEG, and MIXING. The right side of the screen features several control panels: SUPER KNOB (a large circular knob), SUPER KNOB LINK (8 toggle switches), ARP (Arp Master and Arp Select), and MOTION SEQ (Motion Seq Master and Motion Seq Select). The top of the screen shows the title 'Hamburg Grand' and the Yamaha Montage M logo.


On the *Scene* screen, you can register the settings for Arpeggio type, Motion Sequence type, and Part parameters to each of the *Scene* buttons. Refer to the Operation Manual for parameter details.

## 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  button to open the *Performance Merge* screen.

When you wish to select an Arpeggio, select *Arpeggio* from the menu on the right side of HOME screen. Click *Name* to open the *Arpeggio Category Search* screen.

When you wish to select a waveform, select *TG and Effect* from the menu on the right side of the HOME screen. Click *Waveform Name* to open the *Waveform Category Search* screen.

### Adding a Part

To add a Part, click on  button to open the *Performance Merge* screen.

### Deleting a Part

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



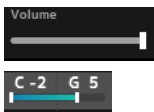
With the knobs shown here, dragging the mouse up and down or double-clicking on it changes the parameter value.

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 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 double-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. You can also save the settings edited in ESP in the Store operation.




## 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.

To transfer Edit buffer data, press the [STORE] button on the hardware MONTAGE M to save the settings after sending.

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**

- If data is received from ESP while editing with MONTAGE M on the hardware, the settings being edited will be overwritten and be lost. You should store data as necessary and save the edited settings.
- Please note that the following operations will cause the edited settings to be lost.
  - Exiting ESP during data transmission and reception.
  - Turning off the hardware MONTAGE M while data is being sent or received.
  - Sending Edit buffer data to the hardware MONTAGE M and turn off power without storing the data to 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 () → adjust the maximum polyphony of each sound source in *Settings*.

#### **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?**

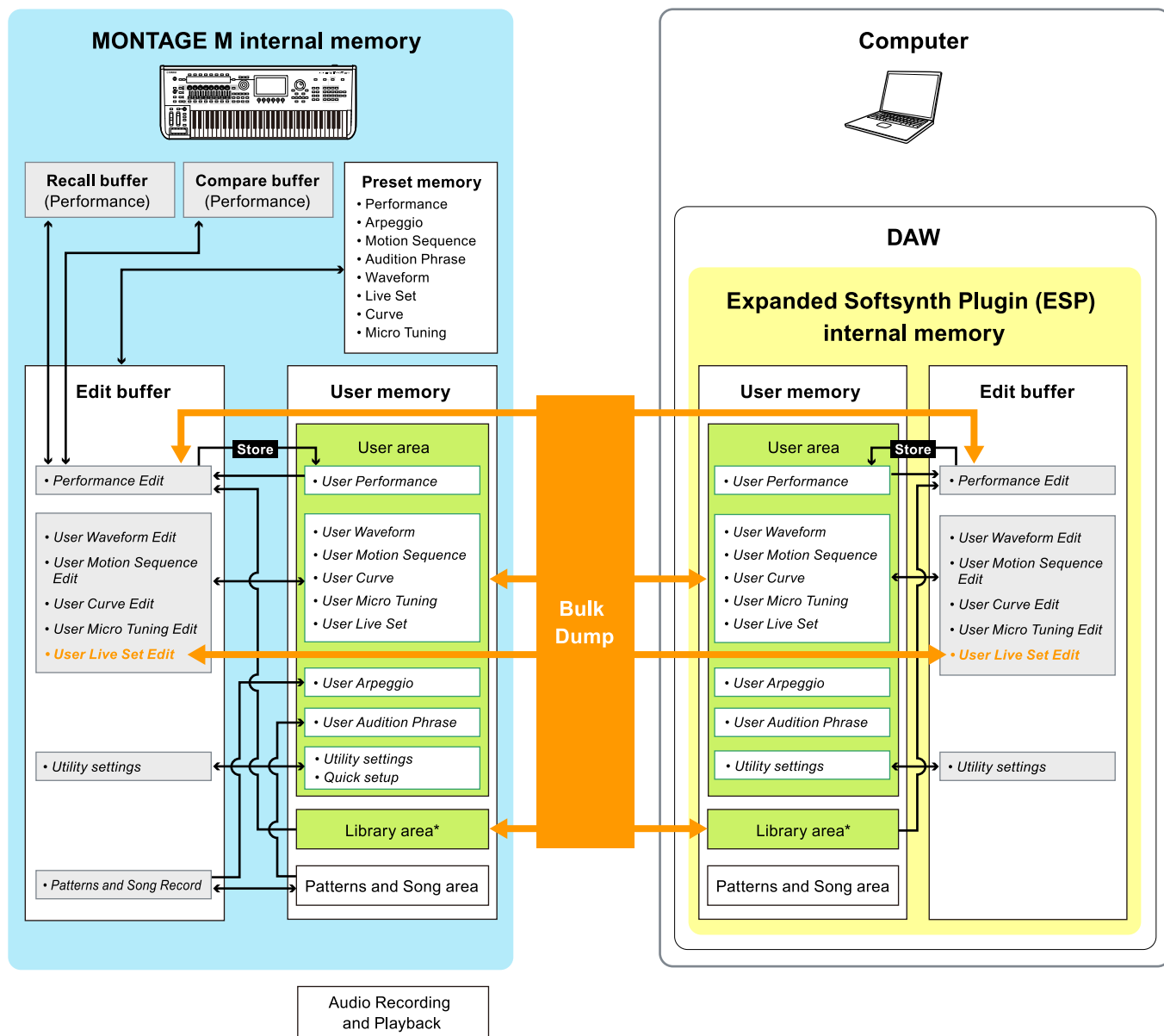
Start the Steinberg Activation Manager and click the activation button for the *Expanded Softsynth Plugin* for MONTAGE M shown on the list.

When you need to set up ESP after renewing the computer, refer to the information at the following URL.

<https://www.steinberg.net/licensing/>

# Appendix

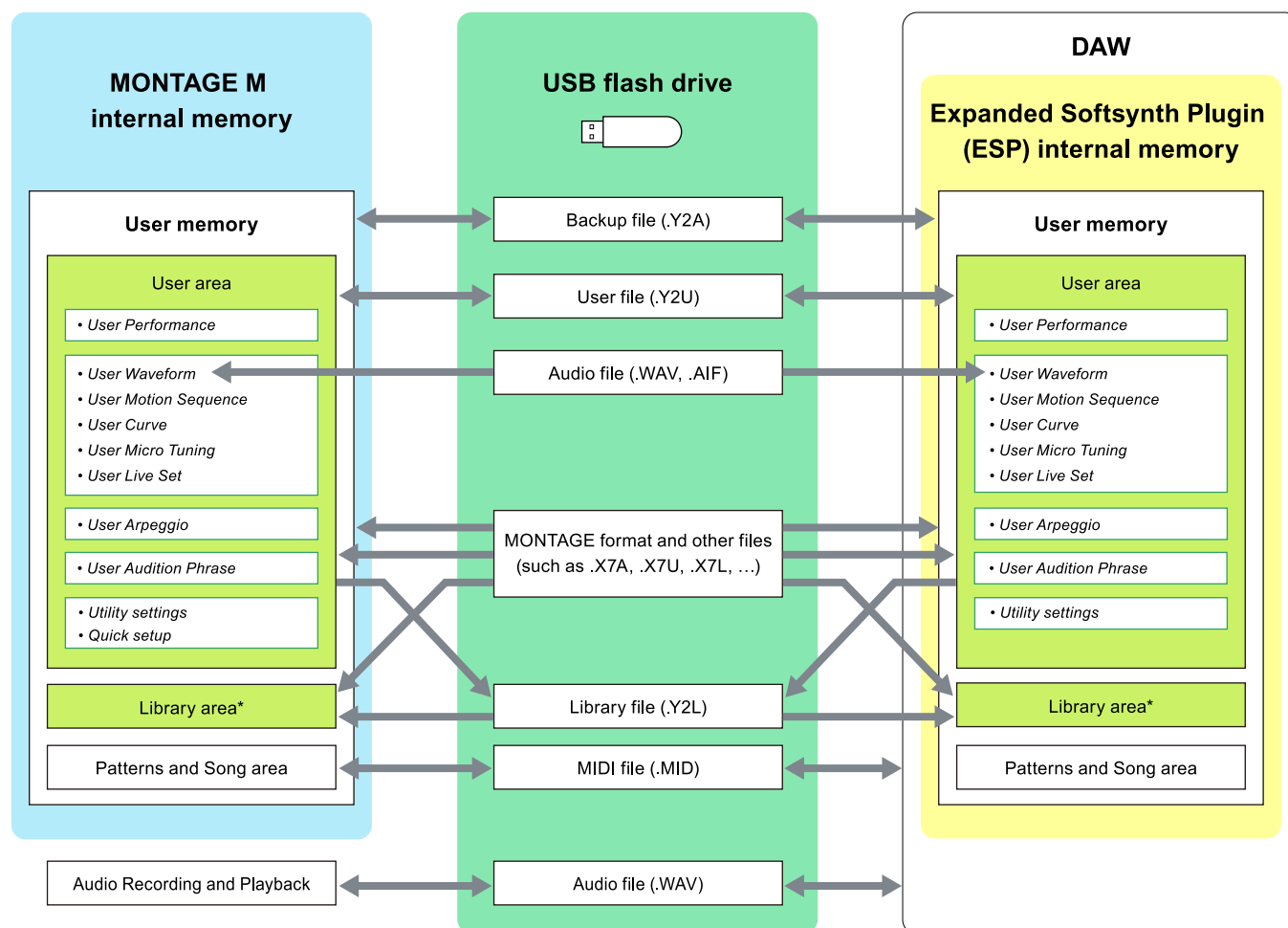
## Data flow between the ESP internal memory and the hardware MONTAGE M internal memory



- ↔ Data communication between MONTAGE M and ESP
- Internal data communication
- Temporary storage area (emptied when the instrument is turned off)

\*Same as User area (excluding Utility Settings and Quick Setup).

## USB flash drive save and load flow



\*Same as User area (excluding *Utility Settings* and *Quick Setup*).