

## TC-Helicon VoicePrismPlus MIDI System Exclusive Version 1.0

*Note: All numerical values will appear in HEXADECIMAL notation unless otherwise indicated:*

*0xF0 = F0h = F0 – The latter value is the expression of the hex numeral used.*

### **Important**

This document applies only to a VoicePrismPlus or a VoicePrism upgraded with the VoiceCraft card.

### **Introduction**

Several important VoicePrismPlus preset parameters are now editable via SYSEX packages. This document explains how to generate a package and lists all of the parameters that can be edited. Parameters are edited individually, that is one SYSEX package per parameter edit. Not every preset parameter is editable via SYSEX. Refer to the VoicePrismPlus manuals for parameter function details.

### **Parameter Edit SYSEX Package**

F0 00 01 38 02 00 01 05 01 01 X1 X2 X3 01 00 00 X4 F7

X1: Group Number

X2: Must be 01 or voice number if applicable (refer to the parameter list)

X3: Parameter Number

X4: Data (ranges from 00 to 7F depending on the parameter, refer to the parameter list)

### **Examples**

Enable / Disable individual voices:

Voice **1 Off**: F0 00 01 38 02 00 01 05 01 01 01 **01** 01 01 00 00 00 F7

Voice **1 On**: F0 00 01 38 02 00 01 05 01 01 01 **01** 01 01 00 00 01 F7

Voice **2 Off**: F0 00 01 38 02 00 01 05 01 01 01 **02** 01 01 00 00 00 F7

Voice **2 On**: F0 00 01 38 02 00 01 05 01 01 01 **02** 01 01 00 00 01 F7

Voice **3 Off**: F0 00 01 38 02 00 01 05 01 01 01 **03** 01 01 00 00 00 F7

Voice **3 On**: F0 00 01 38 02 00 01 05 01 01 01 **03** 01 01 00 00 01 F7

Voice **4 Off**: F0 00 01 38 02 00 01 05 01 01 01 **04** 01 01 00 00 00 F7

Voice **4 On**: F0 00 01 38 02 00 01 05 01 01 01 **04** 01 01 00 00 01 F7

## ***Groups and Parameter Numbers***

Note: All group numbers, parameter numbers, and ranges are shown below in decimal notation. They must be converted to hex before inserting into X1, X2, and X3 in a SYSEX parameter edit package.

**X1=HEX(Group #)      X2=HEX(1 or Voice #)      X3=HEX(Parameter Number)**

### **Group 1: Voice Mix** (X2 is used to select Voice Number 1-4)

Number	Description	Min	Max
0	Level	0	31
1	Voice On	0	1
2	Pan	0	40

### **Group 2: Detune** (X2 is used to select Voice Number 1-4)

Number	Description	Min	Max
0	Amount	0	100
1	Randomness	0	3

### **Group 3: Gender** (X2 is used to select Voice Number 1-4)

Number	Description	Min	Max
0	Amount	0	100

### **Group 4: Vibrato** (X2 is used to select Voice Number 1-4)

Number	Description	Min	Max
0	Depth	0	100
1	Rate	0	127
2	Delay	0	25

### **Group 5: Scoop** (X2 is used to select Voice Number 1-4)

Number	Description	Min	Max
0	Amount	0	90
1	Occurrence	0	20
2	Rate	0	10

### **Group 6: Timing** (X2 is used to select Voice Number 1-4)

Number	Description	Min	Max
0	Delay	0	40
1	Randomness	0	1

**Group 7: Mix** (X2 must be 1)

Number	Description	Min	Max
0	RESERVED (do not use)	NA	NA
1	Harmony FX1 Send Level	0	31
2	Harmony FX2 Send Level	0	31
3	Lead FX1 Send Level	0	31
4	Lead FX2 Send Level	0	31
5	Aux FX1 Send Level	0	31
6	Aux FX2 Send Level	0	31
7	FX1 to FX2 Send Level	0	31
8	FX1 Output Level	0	31
9	FX2 Output Level	0	31
10	Lead Output Level	0	31
11	Harmony Output Level	0	31

**Group 8: Modulation** (X2 must be 1)

Number	Description	Min	Max
0	Vibrato Depth	0	127
1	Vibrato Rate	0	127
2	Vibrato Delay	0	127
3	Detune Depth	0	127

**Group 9: Harmony** (X2 must be 1)

Number	Description	Min	Max
0	Mode	0	7
1	Portamento	0	10
2	Velocity Sensitivity	0	1
3	Voice Attack Time	0	127
4	Voice Release Time	0	127
5	Key	0	11
6	Scale	0	6
7	Voicing 1	0	48
8	Voicing 2	0	48
9	Voicing 3	0	48
10	Voicing 4	0	48
11	Latch	0	1

**Group 10**

RESERVED - DO NOT USE

**Group 11: Lead (X2 must be 1)**

Number	Description	Min	Max
0	Wet/Dry Mix	0	100
1	Dry Pan	0	40
2	Wet Pan	0	40
3	Wet Detune	0	100

**Groups 12 through 19**  
RESERVED - DO NOT USE

**Group 20: Voice Modelling (X2 must be 1)**

Number	Description	Min	Max
0	Vibrato Style	0	35
1	Vibrato Amount	0	100
2	Inflection Style	0	24
3	Inflection Amount	0	100
4	Glottal Style	0	16
5	Glottal Amount	0	100
6	Warp Style	0	24
7	Warp Amount	0	100
8	Spectral Style	0	16
9	Spectral Amount	0	100