



Rev. 01

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Introduction

Thank you for choosing WINLIVE by Promusicsoftware, the first musical repertoire management program whose first version dates back to **November 6th, 1994**. The intention of its founder, **Leonardo Di Pinto**, was to create a program that could work with different file formats then to manage them in a simple and immediate way.

WINLIVE PRO SYNTH 12 version, available for both Windows and Mac OSx, is designed for a professional use. Thanks to its last update, it is particularly appreciated by singer-performers, who require a reliable program to manage their own musical repertoire, compatible and adaptable to their proper tools in order to look like being on stage.

Karaoke enthusiasts, who want to customize their performances, also appreciate it very much. PRO SYNTH is WINLIVE's commercial version, therefore third parts assignment, unlawful copy of the license and any other copyright piracy action concerning the software are forbidden.

Reverse Engineering implementation, code and graphic resources editing as well as reproducing all files even partially are forbidden and open to legal prosecution.

We decline any responsibility from using the software improperly and/or damaging the operating system as well as losing data.

To know more, visit our website:

www.promusicsoftware.com

WINLIVE is a Pro Music Software brand

Installation and requirements

To install WINLIVE just run the setup and then follow the instructions on the screen. Normally, at the end of the installation, the software requires the entry of your **PERSONAL ACCOUNT** and the **SERIAL NUMBER**, which can be found in your e-mail (if the software was bought online) or in the package of the software (if bought in store).



The image shows the 'Winlive License' activation window for 'Professional Edition 12 Synth Orchestra'. It features a 'License card' section with input fields for 'Personal Account', 'Serial Number', 'E-mail', 'Surname', and 'First name'. A red arrow points to the 'License card' label. Below these fields is an 'ID Computer' label and a button that says 'Enter Personal Account and Serial Number'. At the bottom, there is a text box with instructions on how to obtain the license key, either online or offline. Two buttons at the bottom are 'Try DEMO' and 'I don't have the code'.

Winlive License

WINLIVE Professional Edition 12 Synth Orchestra

License card

Personal Account

Serial Number

E-mail

Surname

First name

ID Computer

Enter Personal Account and Serial Number

An internet connection is required to obtain the license key.

If the PC is connected to the internet, complete the fields and press 'Activate your copy of Winlive now'

If the PC is not connected to the internet, carry out the following steps

- 1- Complete the 'Personal Account' and 'Serial Number' fields with the codes provided
- 2- Connect to the site through the link or directly from the 'Activations' section of www.promusicsoftware.com
- 3- Continue the navigation and eventually insert the data if incomplete
- 4- Generate a new license and copy the 'Winlive License' code in the program
- 5- Finish with 'Register'

Try DEMO

I don't have the code

You can choose the demonstrative mode, in case you do not have the license, in order to discover all Winlive features. DEMO version has a limited use (it can only manage 20 songs) and its public use is expressly forbidden. FULL version has no restrictions.

Internet connection is necessary to activate the software. When the computer is connected to the internet, you can simply entry **PERSONAL ACCOUNT**, **SERIAL NUMBER**, and all required data.

When an **ID COMPUTER** appears, you just need to click on **ACTIVATE YOUR COPY HERE**.

If your computer is not connected to the internet, you should install software setup, then insert **PERSONAL ACCOUNT**, **SERIAL NUMBER**, and all required data. At this point, an **ID COMPUTER** will appear. From any device connected to the internet, connect to our website:

www.promusicsoftware.com

Go to Activations→ insert **PERSONAL ACCOUNT** and **SERIAL NUMBER** to log in your personal account. Click on **NEW ACTIVATION**, so insert the **ID COMPUTER** generated by the program. Then a license number will appear. Copy it and paste it in the blank line as required by the program.

After the purchase, automatically, you will receive via email the activation codes.
You can use up to 3 activations per license even on different computers (PC windows or Mac OSX)
Any formatting or replacement of hard drives involves the use of a new activation.
The transfer of one's activations to third parties is forbidden
For further activations please contact Promusicsoftware

Watch the video tutorial to learn more about the installation of the software



<https://youtu.be/KY4INKBAdAk>

- * System requirements recommended for Windows: Ram 4Gb, 200 Mb Free space on Hard Drive, CPU i3 or better
- * System requirements recommended for Mac: Ram 4Gb, 1200 Mb Free space on Hard Drive, CPU i3 or better

- * *Compatible with Windows 7, Windows 8/8.1, Windows 10 and Windows 11, 32 or 64 bit*
- * *Compatible with Mac osX (tested from High Sierra to Monterey)*

*** AT THE MOMENT NOT FULLY COMPATIBLE FOR MAC WITH M1 and M1PRO PROCESSOR**
**** Note for MAC users: some functionalities may be different o may be not present on mac version compared to the Windows PC version**

Note: the recommended system requirements grant the functioning of the software and the execution of the songs by the program but it could be necessary to deactivate all graphic effects to get a better performance, which could decline substantially during the reproduction of CDG or VIDEO files.

The software could work with older versions of Windows but correct functioning is not granted.

- * Without the recommended system requirements, starting the program could result slower due to the swapping on the HD and the slowness of the processor.
- * Some antivirus could slower the initiation of the program. If the software sticks on start on "Check Antivirus" for a long time, deactivate the antivirus temporarily.

Functionalities

WINLIVE PRO SYNTH is not just a Karaoke software but also a feature-rich music player and management program. WINLIVE PRO SYNTH provides a real-time playback management. Synchronized lyrics and chords contained in the files are easy to see and read. It is also possible to synchronize lyrics and chords on empty files or on files that do not provide them at first. WINLIVE PRO SYNTH manages up to **42 playlists**, named **SONGLIST**, of which 39 in Database, 1 temporary (F10) and 2 Song Folder List (F11 and F12 for external loadings outside of the database). It is possible to act on different parameters of a music file: you can start and stop it at any time, change the rhythm, the tone (any format audio and video), the instruments, the volume, the pan, etc.... till the single drum notes, everything in real time!

Great improvement in the listening of Midifiles is provided by our **Synthesizer software** (Winlive Synth) included in the program aiming to get obtain a real sound. **Media Explorer** mode is strengthened, in order to let you manage the files directly from HD or external drive, avoiding a prearranged database needed to import them. We mainly recommend this mode to those who enjoy Karaoke and manage dozens and dozens of files.

We recommend to our users not to use illegal copies of the software, reminding not only that holding software without any number of registration is a criminal offence, but also that the same pirate software contain dangerous virus that can cause system crash.

We remind, instead, to all our registered **WINLIVE PRO / PRO SYNTH 12** users that they have access to 120 minutes of free remote assistance. Our operators can interface directly with the users to show them the countless features of Winlive. It is one of the most appreciated services by our users.

Remote assistance, YouTube services and the use of the **Winlive Remote Control APP** are free additional services dedicated exclusively to those who have the latest updated version and are therefore no longer provided in previous versions. These free services are available until the end of **MARCH 2023**.

It is recommended, however, to upload the latest version to keep "up" with the continuous innovations of Winlive.

Main features of WINLIVE PRO SYNTH 12

(The ones in bold are the new features compared to the previous version)

PLAYER section

Playing of various media files (midi, kar, mp3, mp3+lrc, wav, cdg, cdg.zip, wmt, avi, mpg, mp4, flv, wma, txt, rtf, jpg, gif, bmp, ytb youtube, pdf)

Multitrack audio reading up to 16 tracks and creation of a single exclusive .wmt file (Winlive Multi Track) including any txt and pdf files

Saving separate tracks from midi to midi and from midi to audio with the possibility to generate and save the metronome click

Key transpose for MIDI files, audio, audio multitracks and video

* **File saving (midi, mp3, cdg, video) in video format (avi, mp4) in different ways even with screen capture**

* **Synchronization of lyrics and chords also for video files (lyrics and chords in the upper and lower edges of the video)**

* **View mode as songbook with synchronization**

* **New ways of displaying texts**

* **Customizable precount for each midifile**

* **Customizable midi channel output for each midi file**

* **Optimizations for tablet version**

* **Field optimization in database**

* **File drag-and-drop with booked next file**

* **Saving in Lyrics3 ID3v1 format (e.g. Ketron instruments)**

* **Physical saving of markers in mp3 also from midi-> mp3 conversion**

* **New sounds to improve the quality of midifiles**

Media Explorer function for direct access to backing tracks without using the database

* **In media explorer check for the presence of text before playing a file**

* **Ultra fast search in Media Explorer with new criteria**

Creation of customized lists with saving in the Media Explorer

* **Event Management to associate specific events to midi, audio and video files with new implementations**

* **Possibility in Event Management to create medleys between various files**

PAN assignment to audio outputs (ability to set outputs to L, R or L + R). Eg. it is possible to direct the backing track to the left channel and the drum click to the right channel

Ability to change audio output to individual midi synth channels (windows only)

Customize sound mapping

Scrolling text (only for Windows version)

Images as a moving background can be recalled randomly even from an image folder

Management of 10 markers for each song

* **Insertion of markers in measures for midifiles**

Selection of duplicate files with new dedicated functions

Management of Youtube direct links within Winlive

Graphic equalizer on the internal Synth

Event editor to associate personal events to midi, audio and video files

Ability to zoom PDF files for proper viewing on the monitor

Quick icons programmable for an immediate access to other sections

Audio mixing also with video files

Import of VanBasco playlists with tonal parameters, silent channels, etc.

Winlive DJ Control mode with BMP recognition for Audio files with real time effects application

Metrodrummer (drum machines with preset rhythms) and midifiles synchro possibility

Midi remix style using a library containing more than 270 rhythms

* **New rhythms available**

Possibility to easily replace the rhythm to a midifile and save it in the database

Visual metronome

Pan editor for audio and video files

MPX function for audio files with tracks divided into left and right

* **Background playlist with automatic start in moments of pause with new implementations**

Recording of an Audio track on Midi and Audio with the possibility of creating a single audio file (windows only)

Preview the audio/video files on your secondary device (E.G. Headphones)

Evolved mixing editor with max 5 different live time liable to recall monitors

Bowith fade out or mixing between Audio song, Midi and video

Effect insertion on main or secondary/recorded Audio tracks
 Possibility to match a midi file with an audio file or vice versa or two audio tracks
 Dual monitor support (karaoke monitor) for Video and CDG files too
 Clone monitor of main monitor or karaoke monitor
 Melody preview bar
 Integrated video codec repair/installation function
 Flowing subtitles management for karaoke monitor
 Database for managing files and related settings
 Automatic search for missing files
 Highlighting of missing file already in the songlist
 User sound editor for the creation of new sound banks
 User drumkit editor for new drumkits creation
 Audio Samples editor for real-time insertion up to 100 samples (mediafiles)
 Managing Volume, Effects, timbre, resonance, Transpose, Sustain, etc .. for each midi track
 Storing virtual or physical changes for each song (midi and audio)
 Management of up to 16 different devices for midi
 Import text in TXT, RTF, PDF format (electronic music-stand)
 Various karaoke display methods, also different for secondary screen (Karaoke Monitor)
 Auto chord recognition from midi files
 Display chords on the text
*** Chord time bar in both the primary and secondary monitors**
 Assignment of the melody to any midi channel (default midi channel 4)
 Possibility to edit the individual notes of the drum track
 Ability to associate a text, image or pdf to an Audio or Midi
 Insert your custom lyrics and chords for Midi and Audio (stored in meta tags of the media file)
 SongService (M-live) format compatibility
 MP3 reading with chords from SongService library (M-live)
 Other than chords, you'll be able to save other parameters (volume, key, equalization, Gain, MFX, etc...)
 Saving lyrics even in SYLT format
 Saving video files to audio files (wav,mp3)
 Wave to mp3 converter
 Sophisticated song search system with different criteria
 Extraction and conversion from Cd to mp3 or wave
 Volumes compressor for both Audio and Midi Files
 Lyrics and chords insertion for Midi and Mp3
 Images as background insertion
 Cover function to change the feeling of midifiles
 Grooves import in both midi and audio formats
 Markers management with detailed info such as: insert text, images, loops, jumps key change at specific points ecc..
 Simplified display of notes on staff for midifiles
 Display of notes on piano keyboard for educational use
 Possibility to merge more databases
 Many keyboard shortcuts and limited use of the mouse
*** Dozens of new features suggested by our users**
 Intuitive, functional and performing

SYNTH section (SYNTH ORCHESTRA)

*** New Internal GS/GM+ sound bank of 100 MB HI-Quality Wavetable (SFX sounds included)**
*** Wavetable with 45 drumkits and 355 sounds**
*** New and more and more performing sounds to increase the quality of your midifiles**
Implementation of low latency WASAPI drivers
*** New implementations for connecting a midi keyboard to the PC (MIDI IN)**
*** Winlive digital piano with 4 part Synth and new functions**
 ASIO Driver management
 Convert MIDI to Wave or Mp3 directly with karaoke and chords included
 Main volume, Compressor, filter enhancer on Midi Engine
 Delay effect management on every midi track
 Multi effect management on sounds from inner Synth with more than 20 selectable MFX on every midi track

FREE ADDITIONAL SERVICES expiring on March 31, 2023

- * **WINLIVE REMOTE CONTROL** app to remotely control the main Winlive functions (iOS and Android)
- * **Renew Youtube functions.** The Youtube service being provided by third parties may undergo changes without notice
- * **120 minutes of free remote assistance**

* **Notes for Mac version:** some functions on Mac computer may change or not exist compared with PC Windows version (mainly Scrolling text, combination of effects to sounds, YouTube tracks execution external to program)

After the purchase, automatically, you will receive via email the activation codes.

You can use up to 3 activations per license even on different computers

Any formatting or replacement of hard drives involves the use of a new activation.

The transfer of one's activations to third parties is prohibited

For further activations please contact Promusicsoftware

Note: *if you replace or format the hard disk, an activation is lost*

File Menu

Info: WINLIVE can perform its songs in various ways.

- 1) We can play one or more songs by dragging them directly to the **Performance screen**. In this way, by dragging a single file we could listen immediately while for multiple songs a temporary Songlist will be created and then selecting the favorite song we could play it by pressing the enter key.
- 2) We can load a single song from File menu and then **Load File**
- 3) We can explore our songs on our hard disks by selecting **Media Explorer** from the File menu. This mode is ideal for those who want to play but with limited editing functions of the song. It is mainly used for Karaoke performances [\(see Media Explorer paragraph\)](#);
- 4) The last way to perform our songs is to use the **Database**. This mode has made the Winlive famous all over the world and is mainly used by musicians, singers and bands. With this mode it is possible to save the many options that Winlive offers [\(see Database paragraph\)](#);

MULTI IMPORT IN DATABASE

You can select the various songs to be imported into the **Database** [\(see Database paragraph\)](#);

MEDIA EXPLORER

A section opens where you can explore the songs on our hard disks [\(see Media Explorer paragraph\)](#);

LOAD FILE

It is possible to load a single song and play it immediately.

SAVE FILE

It is possible to save a single file in various ways [\(see Save File paragraph\)](#);

GENERATE SONGBOOK

A sheet is generated where the lyricst and any chords will be displayed [\(see Songbook paragraph\)](#);

FOLDER

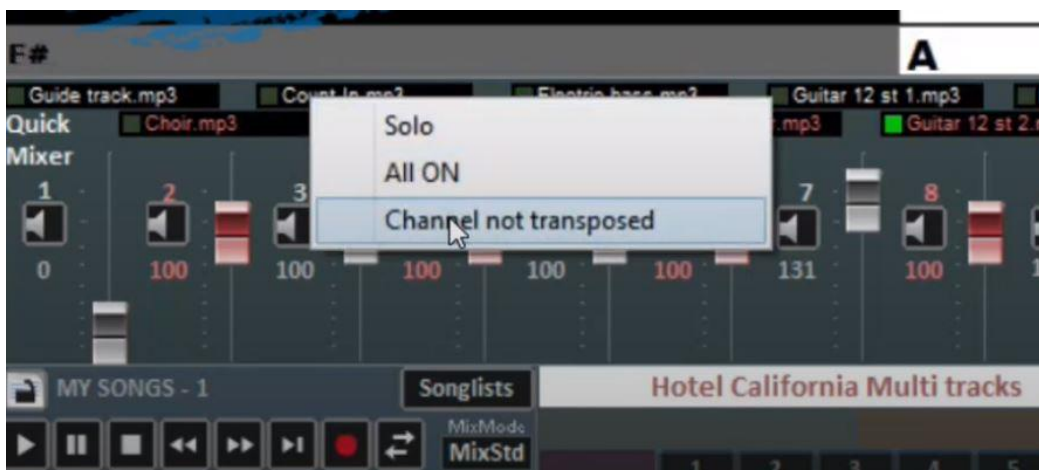
Here you can load an entire folder of songs and associate it with special songlists that can be recalled with the F11 and F12 keys. This function is very useful, for example, when we want to view the contents of a USB key without loading it into our database

LOAD SONG AUDIO MULTTRACK

This function allows you to load and manage a multitrack audio track made up of multiple audio tracks (maximum 16). These tracks are enclosed in a folder. First we must open the folder and choose one of the audio tracks where we could possibly insert lyrics and chords. All other tracks will be loaded at the same time. Once the multitrack audio track has been loaded, a horizontal mixer will open (visual mixer) where the various tracks will be displayed with the possibility of varying the volumes.



Also we could decide which tracks can undergo tonal changes. Obviously the rhythmic tracks must not be transposed



We can optionally save the entire multi-track song thus edited in a single file called WMT (Winlive multi track) click on FILE-> Create or edit WMT file. In addition, we can associate a pdf or txt file (for example we can associate a pdf score to the song)

Edit / Create WMT

Title	Hotel California Multi tracks		
Gen.Note	Created with Winlive	Key	Bm
Artist	Eagles	Author	
(Image or Pdf)	C:\Users\Leonardo\Desktop\MY SONGS\Hotel California.pdf		...
Text			...

WMT tracks :11

Save	Track	Not transposed
<input checked="" type="checkbox"/>	Guide track.mp3	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Choir.mp3	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Count In.mp3	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Drum.mp3	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Electric bass.mp3	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Electric guitar.mp3	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Guitar 12 st 1.mp3	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Guitar 12 st 2.mp3	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Metronome.mp3	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Organ.mp3	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Warm Guitar.mp3	<input type="checkbox"/>

CUE / LOCATORS
NO cue / locators

At this point we could import it into the database and assign separate audio outputs if we have connected a multi-channel sound card to our PC.

The separate audio outputs will be set in Tools-> Options-> Audio Options and by pressing the mixer button we could establish on which audio channel each track could output



<https://youtu.be/QoXKFH65T30?t=230>

LOAD LIST F10

By clicking on this item it is possible to load those lists created in the temporary lists and recalled with the F10 key. Remember that the temporary lists are emptied every time you exit the program.

SAVE LIST F10

Here you can save temporary lists.

IMPORT IN DATABASE

If a song is loaded temporarily it is possible with this function to import it into the Database.

IMPORT IN DATABASE ALL F10

With this function it is possible to import an entire temporary F10 songlist into the database.

STOP AT THE END OF EACH SONG (Performance)

This parameter sets the STOP at the end of the song even if a song has been booked

STOP OF THE SONG EVEN IF BOOKED

This parameter sets the STOP at the end of the song even if a song has been booked

RANDOM NEXT SONG (Performance)

It is possible to set a random execution of the songs of the current songlist

PRIORITY MIDI KARAOKE FORMAT

Very often in a song there may be several lyrics, perhaps created with different programs. By selecting the appropriate function, we establish whether we want to give priority to the standard lyrics(meta events), to the songservice format of the Mlive (sysex) or let Winlive decide which format to display (Automatic).

AUTOMATICALLY LOCK THE KEYBOARD

With this option the PC keyboard is locked. This function is very useful when you are far from the PC in order to avoid that someone touching the keyboard may compromise our performance

MINIMIZE

The WINLIVE program is minimized to display the PC desktop

CLOSE

The program closes. In this case some parameters and the database are automatically saved

View menu

Through the menu **View Mode**, it is possible to choose the program's operating mode:

PERFORMANCE [CTRL+ALT+P]: it is the playback mode used to control the various Song-List playlists on startup, as well as the disposal of the song booking, the control the performance, mixer and karaoke ([see paragraph](#));

EDIT MODE [CTRL+ALT+E]: it is the mode used to edit different parameters of songs, lyrics, chords and Markers ([see paragraph](#));

MEDIA EXPLORER [CTRL+ALT+M]: it is the mode used to explore hard disks and eventually execute files without inserting them in the Database ([see paragraph](#));

DATABASE [CTRL+ALT+D]: it the collection of songs, used to organize and catalogue them; The database stores the path of songs, their parameters, their changes and the insertion of any images as background, texts or pdf combined to every song ([see paragraph](#));

MODO STANDARD KARAOKE: In this mode the text and the chords are shown with different display criteria, with the presence or absence of images as a background, prioritizing the graphic aspect.

SONGBOOK MODE: unlike the standard mode, by selecting this mode it is possible to view the music tracks like in a songbook with the synchronization and coloring of lyrics and chords. This mode is recommended for those who want an easier lyrics reading and a precision in the position of the chords in the same lyrics.

The screenshot shows the Songbook Mode interface. At the top, a status bar displays 'Elapsed' (00:19), 'Total' (03:35), 'CountDown' (-03:16), 'Signature' (4/4), and 'Current' (5:1). Below this, the lyrics and chords are displayed in a synchronized manner. The lyrics are in red, and the chords are in black. The chords are: G C/G G F9 Em9 Am9 Cm6/D D13 G6 (instrumental), F#dim, B7, Em9, G/A, D, Em7, Fdim, D/F#, Cm/G G, F/G, G7 C(9), D, D/C, Bsus4, B7, Em7, Dm7 G7 C(9), D7, D#dim, Em7, A9, Cm6(9), D9 G(9). The bottom control bar includes a 'MY SONGS - 1' list, a 'Songlists' button, and a 'Sinatra - Bolton - All The Way' track. The track is currently playing 'Frank Sinatra - Michael' at 80% volume. The track list shows: 1.Intr, 2.Vers (highlighted), 3.Loc1, 4.Sax, 5.Lead, 6.Fine, 7, 8, 9, 10.



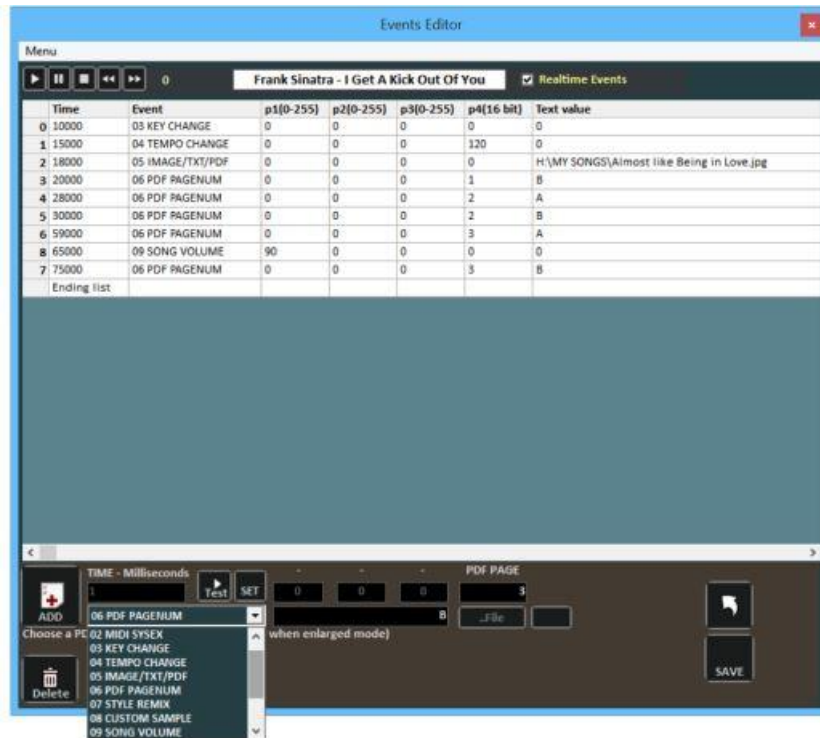
<https://youtu.be/Fx1Y9TVAVlc?t=214>

To edit the various parameters (font, text color, chord colors, etc.) go to **TOOLS** → and click on **SONGBOOK MODE SETTINGS**

The screenshot shows the 'Songbook Options' dialog box. It has a title bar with a red close button. The settings are as follows: Font SIZE (12), Interline SIZE (4), Orientation (Accordi sopra), Chord color (red), Lyrics color (black), Riempimento (red), and Back color (white). There are 'Apply' and 'Cancel' buttons at the bottom right.

Other Windows → EVENTS MANAGMENT [CTRL+ALT+V]

This function allows you to insert some events, sounds or functions in association with a midi, audio or video file. For example, it is possible to insert, in a specific point of the song, a key change, a picture or a pdf file, a sample, a change of a pdf page and so on in order to customize your own musical performance.



Select the type of event to insert from the drop-down menu at the bottom left:

The events currently available are:

01 MIDI MESSAGE: insertion of a midi message (for the type of midi event, consult a table of midi parameters)

02 MIDI SYSEX: exclusive message

03 KEY CHANGE: change of key transpose

04 TEMPO CHANGE: tempo change

05 IMG / TXT / PDF: insertion of an image, a text and a pdf file. If ZOOM has been selected for the associated pdf, the pdf will be divided into 2 parts: part A which represents the upper part of the pdf and part B the lower part

06 PDF PAGNUM: change of page relating to the associated pdf

07 STYLE REMIX: insertion of a rhythmic style among those available in a midifile

08 CUSTOM SAMPLE: insertion of an mp3 or wave file

09 SONG VOLUME: volume of the song

10 REMOVE PDF / TXT / IMAGE: to remove the pdf file, the text or the associated image

11 ENABLE / DISABLE METRONOME: to enable or disable the metronome for midifiles

12 FADE OUT: inserting a Fade out (fading the volume)

13 START MIX: insertion of a start point to start mixing with the next song

The TIME column indicates the insertion time of the event expressed in milliseconds.

The EVENT column indicates the type of event and the event parameters in the subsequent columns.

After entering the events, press SAVE and a * .wevn file associated with the song file will be created. When we play a song where events have been inserted, the EVENTS button will appear.



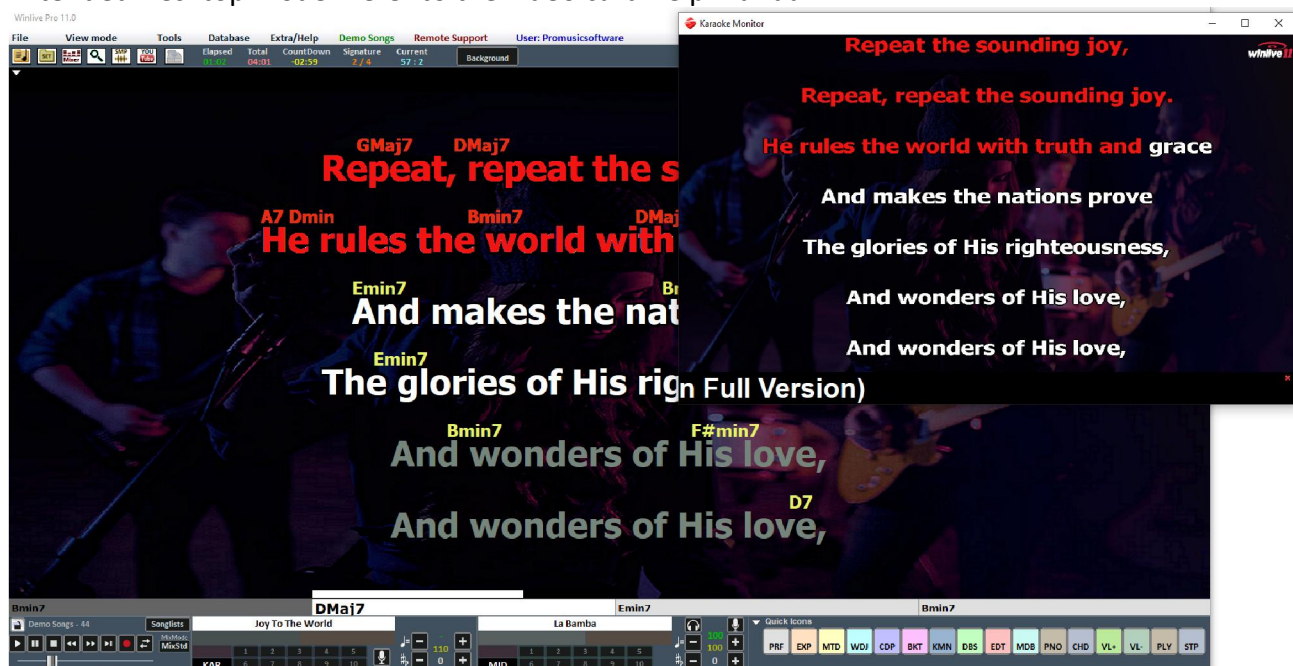
Other Windows → KARAOKE MONITOR [CTRL+K]

A second Winlive window will open, which you can drag on the second monitor; double clicking on it will be set to full screen.

By right clicking on the main monitor screen you can change the character and mode of the Karaoke Monitor, you can choose between:

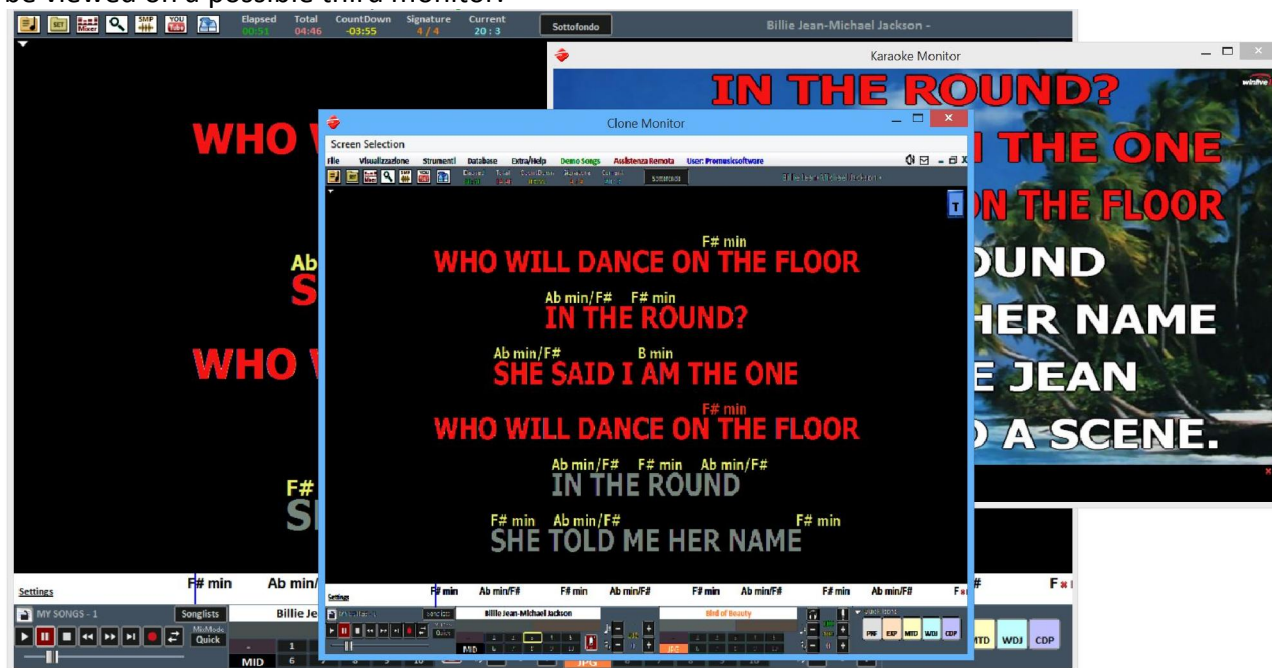
- Multiline scrolling karaoke (only Microsoft Windows);
- Winlive Classic: 2 lines;
- Modern Style: 4 lines;
- Music Stand: 4 lines + 1;
- Karaoke Zoom mode
- * Line by line: 5 rows
- No Karaoke

Note: to make this function work correctly, from Windows imports, select the second monitor in Extended Desktop mode. Refer to the video card help manual.



Other Windows→ CLONE MONITOR [CTRL+J]

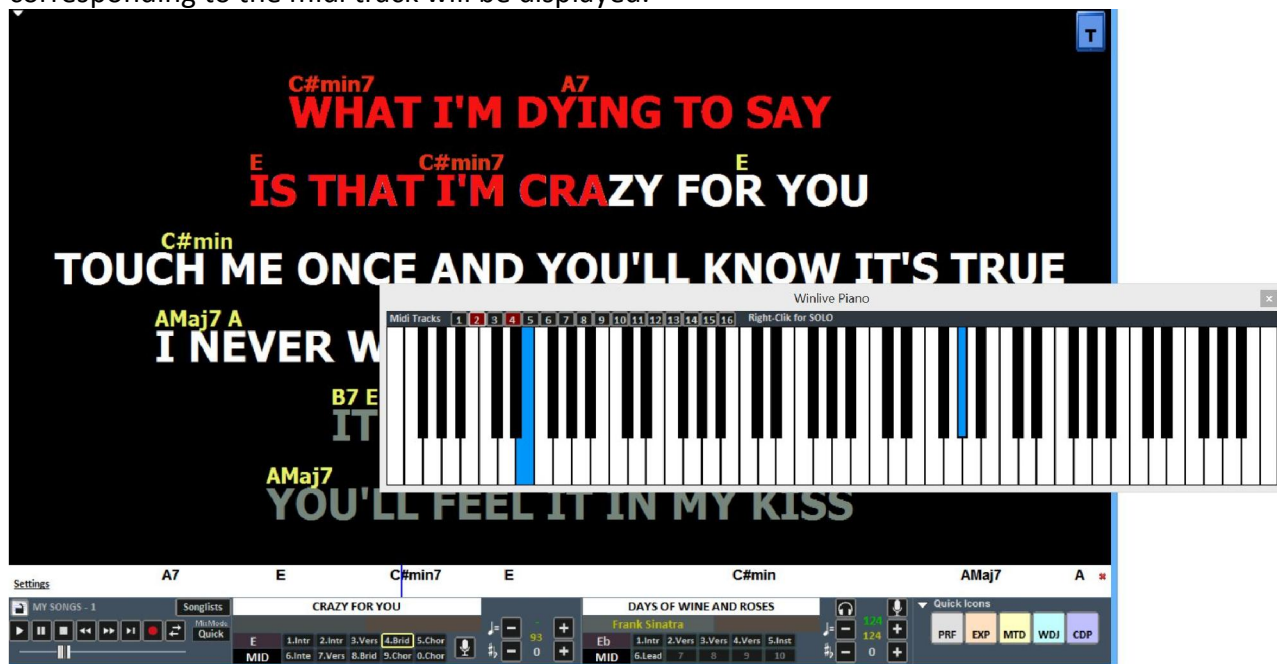
By the **clone monitor** it is possible to clone the main monitor or the karaoke monitor so that it can be viewed on a possible third monitor.



To change the display source in Clone Monitor click on **Screen Selection**

Other Windows→ PIANO KEY [CTRL+K]

By clicking on this function, a piano keyboard is shown on the screen where the notes corresponding to the midi track will be displayed.



Obviously this function is only available for midifiles.

The image of the musical keyboard can be resized at will.

On the keyboard you can select the midi channels whose notes will be displayed

Other Windows → VISUAL METRONOME

By enabling this function, a VISUAL METRONOME is activated, suitable for drummers who want to keep time but who want a visual reference instead of audio.



This function is currently only possible for midifiles

It is possible to “calibrate” the display of the movements by clicking in the visual Metronome box and pressing the right button of the mouse.



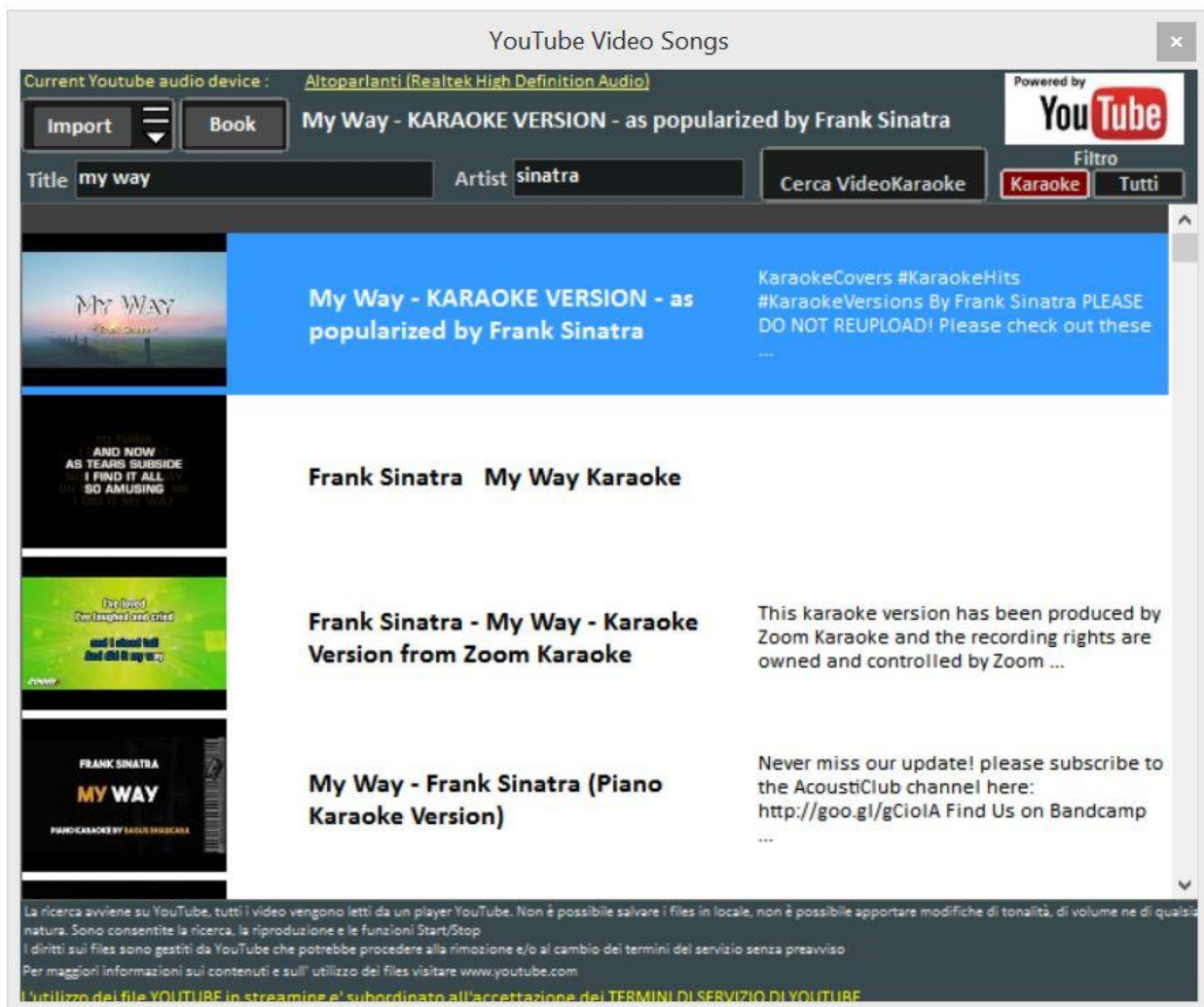
<https://youtu.be/QoXKFH65T30?t=134>

YOUTUBE SONGS [CTRL + ALT + Y]

WARNING: please accept the conditions of YOUTUBE before using this service

We remind you that the YOUTUBE service is granted until the next version of WINLIVE is released. It will be renewed only when upgrading your Winlive version once delivered.

This function is accessible through the YouTube button located on the other on the left, in Performance.



As you can see in the image, this function allows you to search and display on the screen the songs present directly on YouTube through the search for the title and the artist.

This function requires an internet connection.

Within the function, a search filter is already set for the karaoke backing tracks, in addition to the display, it is also possible to import them into a SongList of the database and enter the title, artist, author, key.

Warning: It is not possible to modify the youtube song or download the song. Therefore, transpose is also excluded, but it is only possible to import the link into the database and recall it as if it were any song in our database. With the BOOK key we can book a song and start it after **the current one**

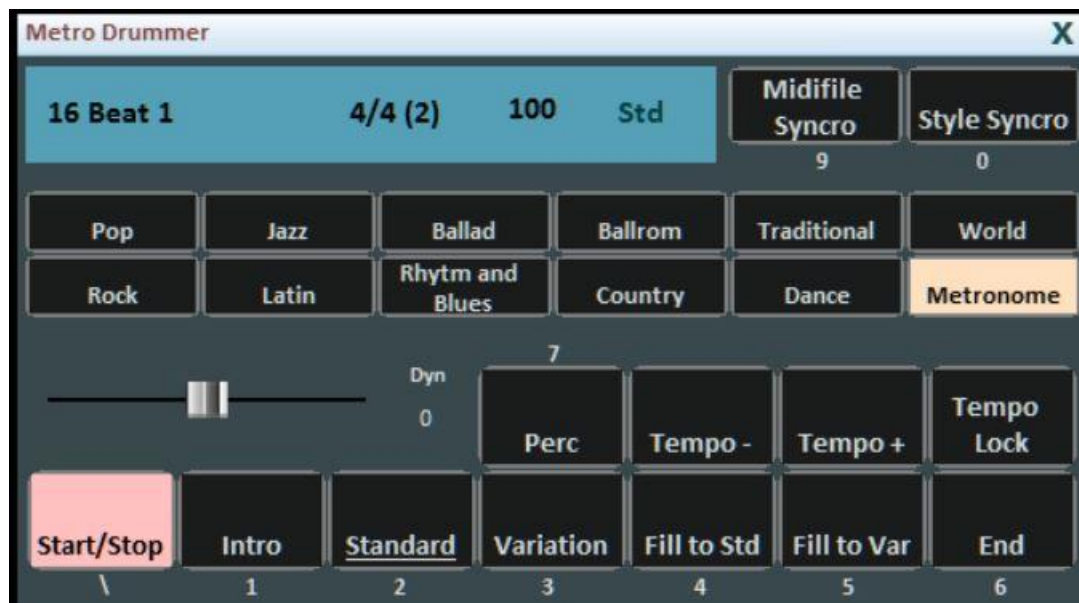
Once the YouTube file has been launched, it is possible to remove an initial part (for example, to skip an unwanted introduction) by right-clicking on Performance and selecting Insert **YouTube start point**, inserting the seconds in order to start the song from the desired point.

YOUTUBE SONGLIST [CTRL + ALT + L]

Is a weekly uploaded section of links to YouTube songs. An internet connection is required, as well as the acceptance of YouTube conditions

METRODRUMMER [CTRL+ALT+B]

With the MetroDrummer you can use a real electronic drum with rhythmic patterns.



The Metrodrummer can be used independently by reproducing the various rhythms (more than 220) with classic drum patterns, such as Intro, Standard, Variation and so on.

Very useful, for example, when you want to perform acoustic pieces with the need for a basic rhythmic structure (*keys: \ 1 2 3 4 5 6 and 7 for the various drum patterns*)

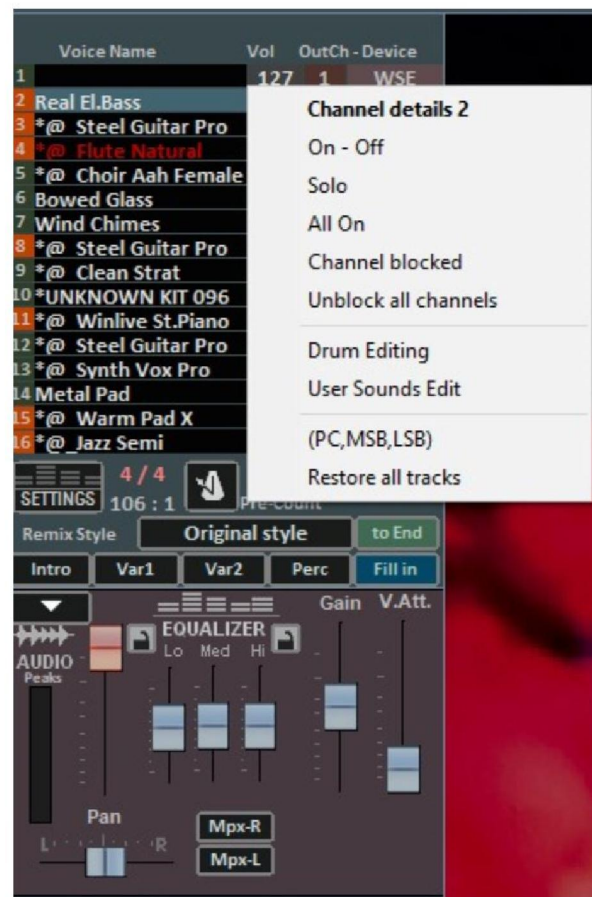
The MetroDrummer can also be used as an electronic metronome for our classic teaching exercises by pressing the METRONOME button

Furthermore, with MetroDrummer it is possible to synchronize our midifiles with the various rhythms, for example to perform a MEDLEY live by playing the various midifiles that we will perform at the same rhythm.

Click on MIDIFILE SYNCRO (*key: 9*) so that the first midifile and then all the other midifiles that we want to play will start with the present rhythm while with STYLE SYNCRO (*key: 0*) it is the midifile that synchronizes the rhythm of the MetroDrummer.

Other Controls → MIXER [X]

The Mixer window located on the left side of the "Performance" screen allows you to keep under control various parameters both midi and audio.



The 16 tracks of the midifile will be displayed on the upper part.

In the first column **VOICE NAME** we will find the various instruments that make up the midifile

By clicking on the **VOL** (volume) column we could mute the related track which will turn red.

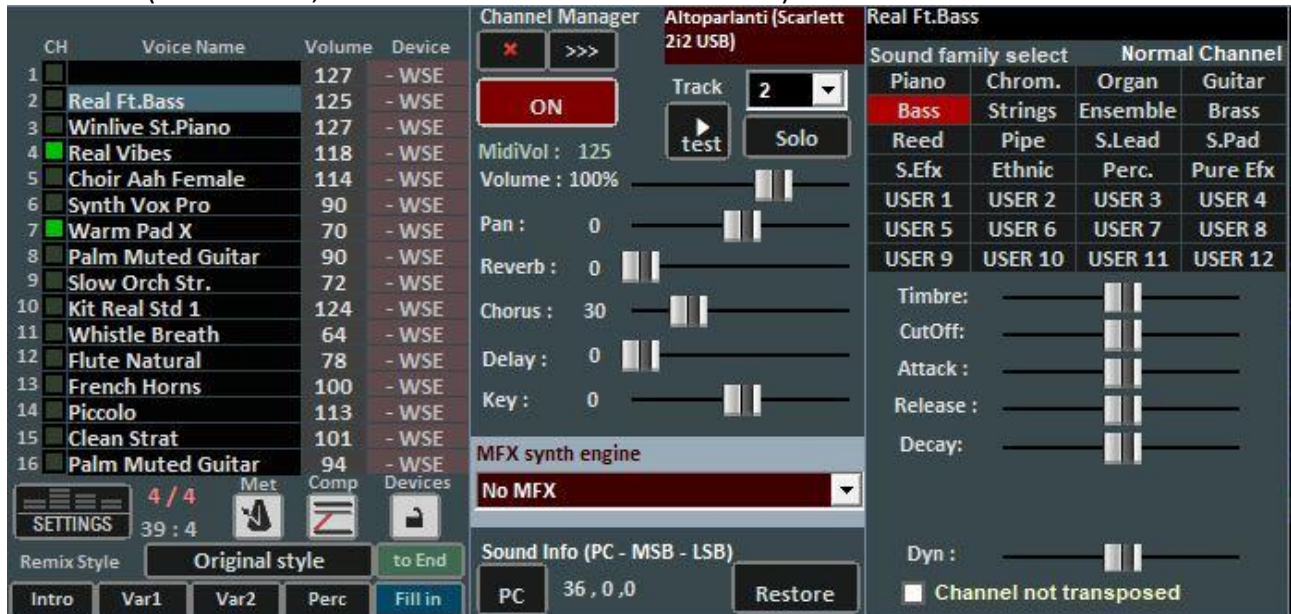
The **OUTCH** column refers to the midi output of the related track and by clicking on it we could change the midi output selecting one of the 16 midi channels

The **DEVICE** column refers to the possibility of using different midi devices

Click on an item to open a drop-down menu and make a choice, among which it will be possible:

CHANNEL DETAILS: a window will open where various parameters relating to the track in question will be displayed and, if necessary, can be modified

The detail (in the mixer, click on the name of an instrument)



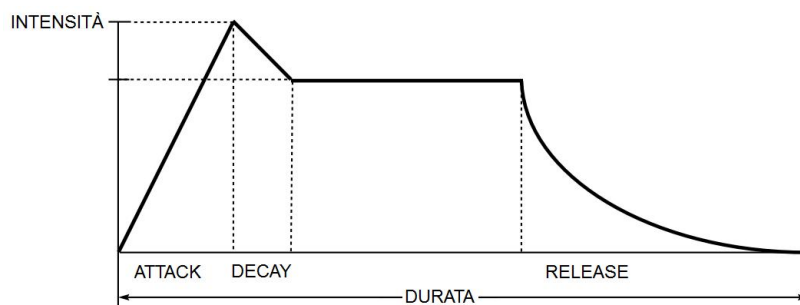
From this window it is possible to control in detail the functions of a track, choose the instrument from a family of sounds, the Track, the Volume, the Pan, the Chorus, the Delay and Reverberation (in case of expander), the Key (+/- 12 semitones), the activity and put it in "solo".

The new "MFX synth engine" function allows the addition of an effect between distortions, compressors, emphasis of mids, highs and lows etc.

The abbreviation 'PC' identifies the transmitted Program Change number.

It is possible to edit the sounds by varying different parameters (only works in the case of expander):

- Stamp: increases or decreases the resonance;
- CutOff: increases or decreases the frequency cut;
- Attack / Release / Decay: regulates the envelope of the sound, according to the following



scheme:

The screen, in case of selection of Channel 10 / Drum, changes as follows:




This will display the standard DrumKits instead of the sound families.

It is possible, if an external tone generator is used, to choose also non-standard DrumKit by displaying the relative Program Change.

4 banks can be created with 8 sounds each; for each sound it is possible to edit the name, the Program Change to be sent [0... 127], the Control Change value [0... 127] (it is possible to send the CC # 0 and / or the CC # 32, refer to the manual expander) and finally all the various parameters that characterize the sound.

For a preview, you can click in the box at the bottom left or press the left Ctrl key.

Once the bank has been created, it must be saved by clicking on the button .

It is also possible to export sound banks to external files, and re-import them later.

This function is very useful if you use more than one external expander, as you can create several customized sound files, one for each expander.

ON-OFF: enable / disable the relative track

SOLO: solo it

ALL ON: reactivate all midi tracks.


CHANNEL LOCKED: the parameters of that track will not be modified even if we play a new midifile. For example, if the selected channel has the Sax as an instrument and we block it, all the midifiles we will play will have the same Sax with all the relative parameters

UNLOCK ALL CHANNELS: all locked channels are reactivated

DRUM EDITING: opens the window relating to the drum track

It is also possible to change the single sound of a drum using the **Drum Editing** function with dynamic variations (% Dyn) for each sound



The maximum number of editable sounds is 8, and for each sound you can also edit the intensity of the dynamic, and listen to them in preview by clicking on .

The window at the bottom will show the names of all the drum instruments used by the current song, highlighting the modified ones in yellow. By clicking on reset you can restore the original drum.

USER SOUND EDIT: Here you can select and edit your own sound and save it. We remind you that it is possible to save your own sounds in the 12 banks of 8 sounds each for a total of 96 user sounds.

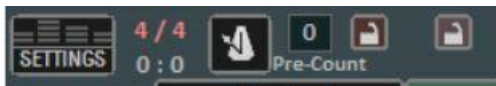


(PC, MSB, LSB): the instruments of the 16 tracks will be displayed with the indication of the Program change (PC), Bank Select Most Significant Byte (MSB) and Bank Select Least Significant Byte (LSB).

We recommend these functions to users more experienced in the knowledge of the MIDI protocol.

RESET ALL TRACKS: with this function, all changes made will be canceled and you will return to resetting the sounds and functions of all the tracks.

A little further down we will find the following image:



The **SETTING** button will open the WSE SETTING (Winlive Synth Engine) screen to set all the general parameters of the Winlive internal SYNTH (see paragraph in the *TOOLS* chapter)

Alongside we find the tempo signature and the relative beats.

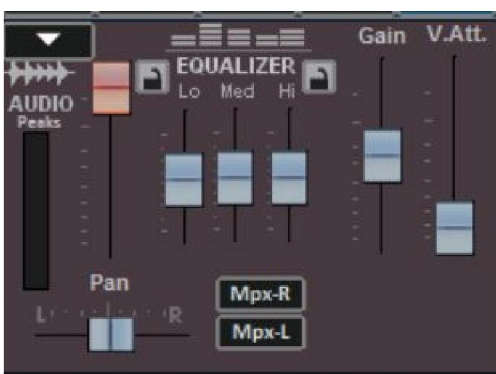
You can enable / disable a metronome by clicking on the corresponding button.

With the **PRE-COUNT** it will be possible to set the initial measures for each midifile

The following two padlocks are respectively for blocking the midi channels and the midi output devices for each midi file

Through the **REMIX STYLE** it is possible to change the style of the song, choosing between the various styles and being able to apply 2 types of variation and the use of percussion, the intro and the end of the style. This is obviously valid only for midi file;;

AUDIO SECTION



In the Audio section we find the **Volume** Fader to adjust the level of the output audio, the three faders for **equalizing** the sound: or both it is possible to fix them for all the audio songs by closing the relative padlock; **Gain** adjusts the gain of the audio backing track; the **V.Att** fader regulates the attenuation of the voice. At least **Pan** and right and left channel management for **MPX files**



Audio EFX adjust the volume of the effects selected in the drop-down menu in the corresponding box of the second track;



The MIDI section features a **volume** fader to increase or decrease the same (with the lock closed all the midi songs will play at the same volume), and the faders to dose the **Reverb and Chorus** level of the midi song.

The **Drum Part Off** section allows you to exclude the sounds of the drum parts, allowing you to individually choose each part of the drum to be excluded and with the padlock closed this setting

will be valid for all midifiles. The Midi Cover function allows you to choose one of the preset registers in order to vary the instruments suitable for the selected style.



We remind you that all the changes described above can be saved virtually and then stored in the database by clicking on the **QUICK SAVE** button [CTRL+S]

Other Controls → VISUAL MIXER [CTRL+X]

displays a mixer horizontally with which we can control the various tracks of the midifiles or of the audio multitrack songs



Other Controls → MELODY BAR [E]

It is activated and deactivated via the "View" menu -> Melody Bar or by pressing the MDB quick command or by using the letter key [E]. We strongly recommend how we will reiterate the use of the PC keyboard keys instead of the mouse several times. With a single press the screen, like the one below, will be displayed, describing chords and melody notes. Obviously this only for midifiles



A second press allows you to view only the graphics of the trend and the timing of the melody (track 4 in the case of midi, based on the text in the case of the mp3), in order to help the singer to go to time with the song. This feature is highly appreciated especially for Karaoke performances. You can set the fixed or sliding melody bar (see chapter Options). If it were set fixed, the page change would take place in correspondence of the red line (generally every 40 seconds).

Other Controls → CHORD BAR [C]

It is activated through the menu "View mode" -> "Chord Bar" or by pressing the Quick Icon CHD or through the letter key [C]. View the chords (if any), scrolling them simultaneously with the song.

As for the midifiles WINLIVE allows the calculation of the chords in real time or to view the chords written within the midi file

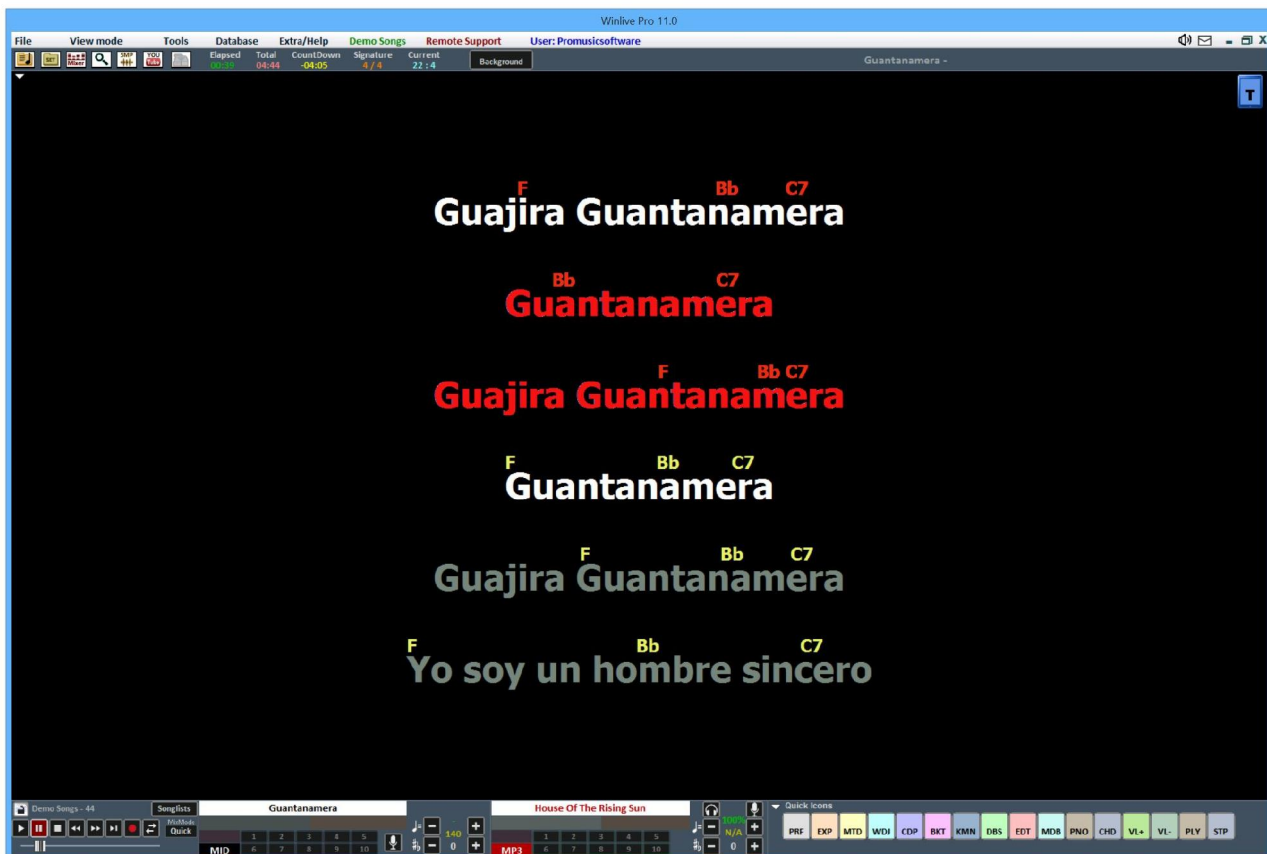
For audio files, it allows the display of chords only if they are written within the audio file.

Recall that the chords can be viewed both in Standard notation (A, B, C, D, etc.) or in Italian notation (Do, Re, Mi, etc.)

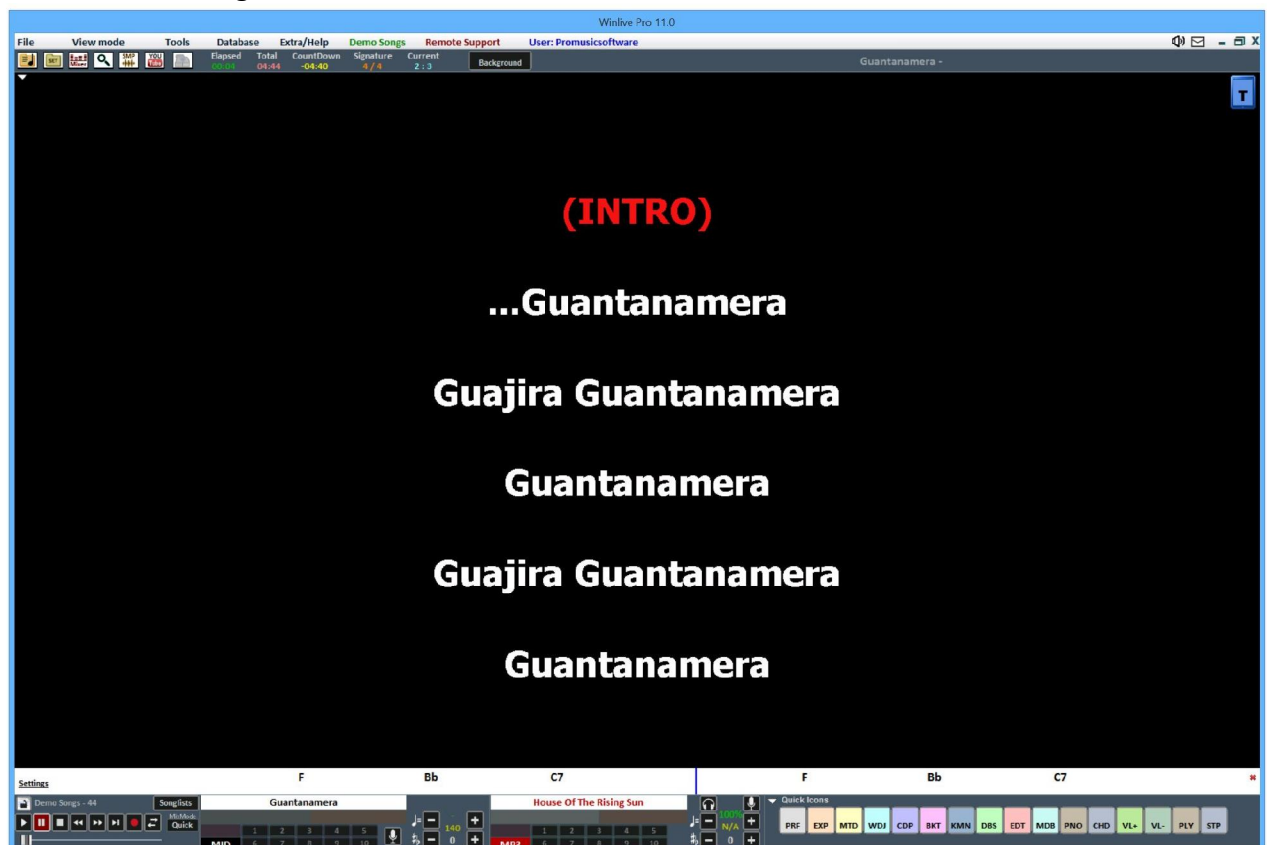
The related chords options can be found in Tools→Options→Chords and text



In addition to the Chord Bar, you can view the chords directly on the text by clicking with the right mouse button on the main screen -> "Karaoke mode (main)" -> "Reading desk with Chords".




And finally you can also view the scrolling chords in the Melody Bar by selecting "SHOW ONLY CHORDS" in setting



Other Controls → CHORD BAR IN THE KARAOKE MONITOR [SHIFT+C]

With this function you can also view the chords in the karaoke monitor very useful function especially for bands who want to view the chords in a second monitor.

Other Controls → SAMPLE PLAYER [S]

By pressing the button  you can access the Sample Player or by pressing the [S] key



With this function, it is possible to reproduce quickly, even during the execution of a song, sound effects, images, pdf, texts or Audio Loops.

It is possible to have 10 Banks of 10 Samples each, for a total of 100 samples.

To upload the samples, click on the box next to each sample (when no sample is loaded, “No file Loaded” appears) and choose the file from the dialog.

For each sample, you can adjust the volume. You can play the samples in Polyphony, or, by checking the **Mono** option, play them in Monophony (i.e. if one sample is running, and another is recalled, the running sample is terminated).

The **Comp** option allows, if checked, to activate a general compressor on the samples, that automatically uniforms their volume.

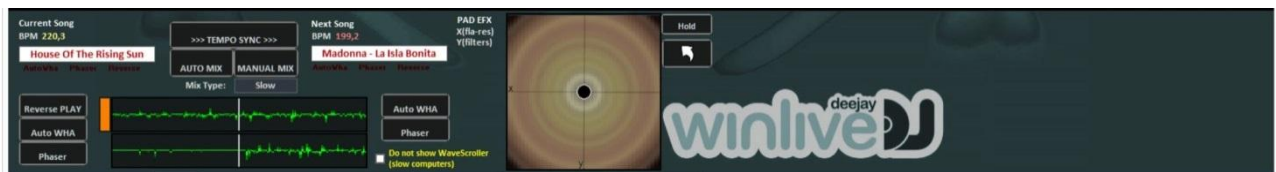
With **Fade** selected, it is possible to fade when the sound effect ends.

During the Performance, it is possible to access the sampler just pressing the [S] key, and then pressing keys [1] to [0] on the keyboard. To stop the reproduction of the samples in a forced way, press the [\] key.

It is possible to download additional audio samples by clicking on **Download Samples**

Other Controls → WINLIVE DJ CONTROL [CTRL+ALT+J]

Section with typical Djs mode with BPM recognition for Audio files, effects in real time and several tools available. Allows you to perform both manual and automatic mixes

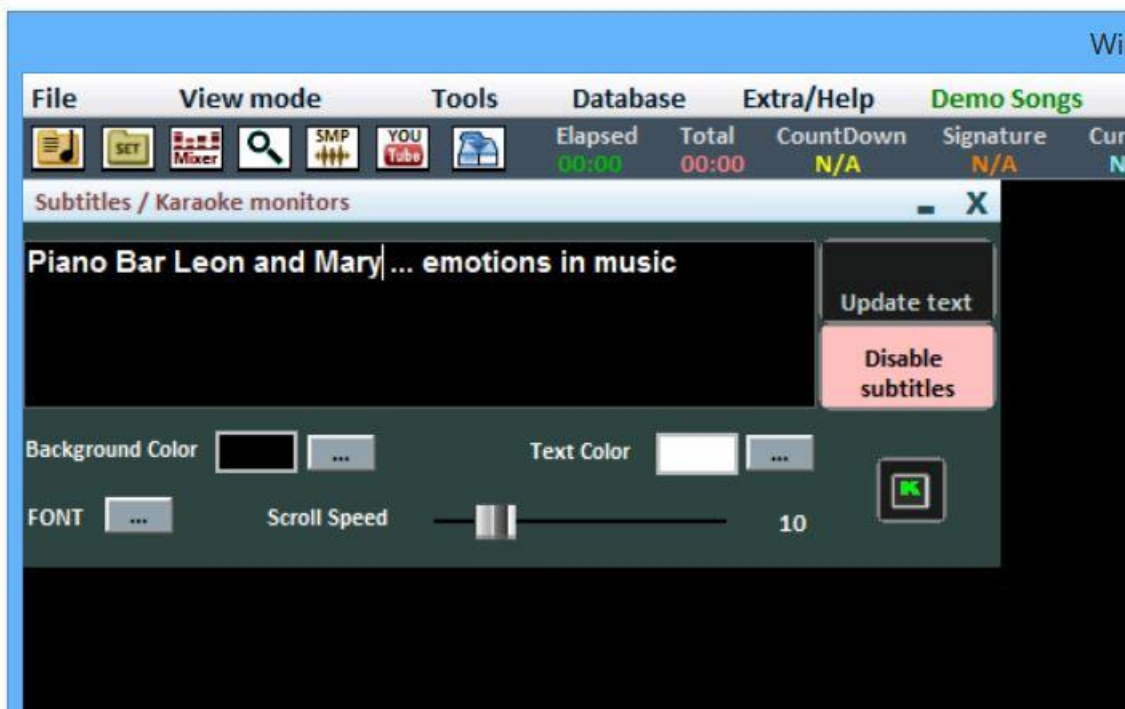


To perform the Automatic mix with the first track in play and the second one booked, just click first on Tempo Sync and then on Auto mix, in this way Winlive DJ will automatically switch from one track to another.

In order to mix manually, so with the first track in play and the second one booked, just click first on Tempo sync and then on Manual mix. In this case, you will find a writing in red (Mix 2%). Click on it to advance the mixing percentage and gradually switch from one track to another.

In addition to the various ways of mixing, the Winlive DJ also allows you to insert effects such as Reverse Play, auto WHA and Phaser that can be used through the pad on the right.

Other Controls → SUBTITLE KARAOKE MONITOR



This setting allows you to insert a sliding subtitle at the bottom of the karaoke monitor allowing you to set the colour, font, background, size and speed of passage of the subtitle.

It is useful when you want to launch messages to the public in combination with karaoke is playing.



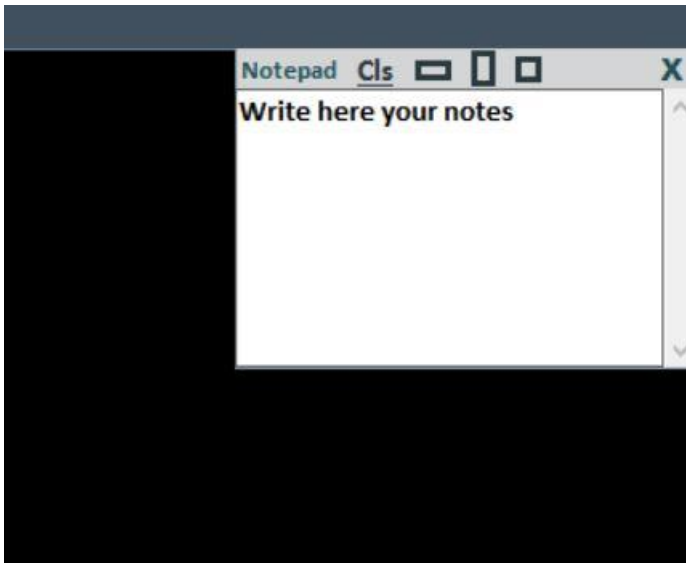
Other Controls → WINLIVE DIGITAL PIANO [CTRL+ALT+W]

It is possible to use the sounds of WINLIVE PRO SYNTH 12 to play with an external midi keyboard. With a low latency sound card it will be possible to play as a powerful 4-part synth with which we could have fun playing or creating COMBI using the internal sounds of the Winlive.



First we need to select the midi keyboard driver via MIDI INPUT in MIDI OPTIONS 1. We can use the 128 COMBIs, most of which are already configured while for the others we can create and save them. We can associate a different COMBI for each SONG or with the padlock closed we can select it for all the songs that we will play midi, audio or video.

Other Controls → **CLIPBOARD WINDOWS** [CTRL+N]



It allows you to view a small Notepad in various formats where you can write notes during your performances. By clicking on CLS you can delete the entire contents of the Notepad. We can also select the size of the clipboard window by simply clicking one of the three dimensions.

Tools menu

OPTIONS

In this function and in the submenus you can customize the program according to your needs. We remind you that WINLIVE, leader in its category for more than 27 years, has collected the requests and listened to the needs of thousands of musicians and singers all over the world so as to be able to adapt the program in a personalized way. (*see paragraph*)

Editor → SONGLIST EDITOR

You can access the SongList Editor by the Tools menu → Editor → Song list editor or by clicking on the bottom left next to the name of the SongList.

The screenshot shows the 'SongList Editor' window with four panels, each representing a different songlist type. Each panel has a list of songlists (F1 to F10) with columns for 'Stop' (checkbox), 'Mel.' (checkbox), 'Off' (checkbox), and 'Order' (dropdown menu). The 'NAME' field at the bottom of each panel shows the key combination for that list.

Panel	Songlist Type	Key Combination
Top Left	NORMAL SONG LIST	SongList F1..F9
Top Right	CONTROL+ SONG LIST	Ctrl + F1..F10
Bottom Left	SHIFT+ SONG LIST	Shift + F1..F10
Bottom Right	SHIFT+CONTROL+ SONG LIST	Shift + Ctrl F1..F10

At the bottom of the window, there is a 'DEFAULT ORDER' dropdown menu set to 'TITLE' and 'Save'/'Cancel' buttons.

In order from the left we will find:

- the corresponding key to recall the Songlist;
- the number of songs in each Songlist:
- the name of the Songlists
- by ticking the STOP box, the set list will stop playing, while not ticking it allows continuous play;
- by ticking the MELODY box, each song in the list will be played without the melodic guide (midifile);
- the ORDER function provides a drop-down menu from which you can select the order mode in which songs will be played (if we indicate TITLE, for example, we will have an alphabetical order, rather than by ID, by interpreter, by author and so on).

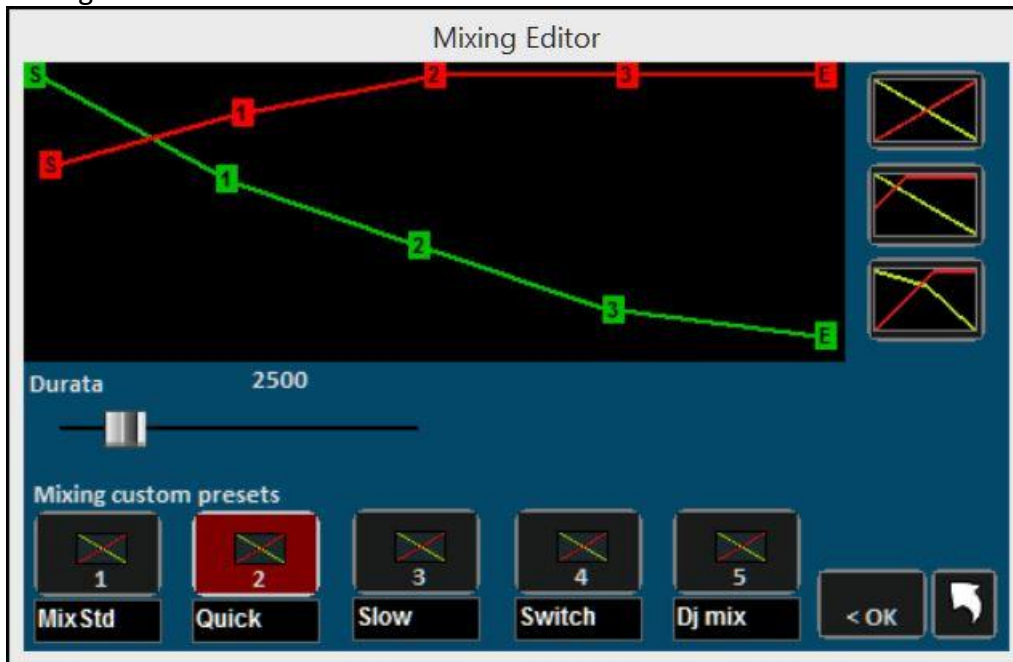
DEFAULT ORDER: here we can select a general order as long as there is no specific order in the SongList.



<https://youtu.be/y5E5pEAKWag>

Editor → MIXING EDITOR

Mixing Editor can be accessed via "Tools" menu → Editor



With the mixing editor, you can set the progress and duration (in milliseconds) of the Cross-Fade, i.e. the mixing of two songs. We remind you that mixing between 2 midifiles is not possible. In this case we will pass from the first to the second song, by fade out and not mixing

The green line indicates the ending song, while the red line indicates the song that will be merged together with the first one.

By default, Winlive will adopt a linear type behaviour, with a progressive and constant lowering of the volume of the song to fade, simultaneously with a progressive and constant increase of the volume of the following one. You can select five pre-set curves, or draw a custom curve.

Editor → **SOUND BANK EDITOR**

By clicking on “Sound bank editor” it is possible to use new sound banks.

	Use bank	MSB CC #0	Use bank	LSB CC #32
1	<input type="checkbox"/>	0	<input type="checkbox"/>	0
2	<input type="checkbox"/>	0	<input type="checkbox"/>	0
3	<input type="checkbox"/>	0	<input type="checkbox"/>	0
4	<input type="checkbox"/>	0	<input type="checkbox"/>	0
5	<input type="checkbox"/>	0	<input type="checkbox"/>	0
6	<input type="checkbox"/>	0	<input type="checkbox"/>	0
7	<input type="checkbox"/>	0	<input type="checkbox"/>	0
8	<input type="checkbox"/>	0	<input type="checkbox"/>	0
9	<input type="checkbox"/>	0	<input type="checkbox"/>	0
10	<input type="checkbox"/>	0	<input type="checkbox"/>	0
11	<input type="checkbox"/>	0	<input type="checkbox"/>	0
12	<input type="checkbox"/>	0	<input type="checkbox"/>	0
13	<input type="checkbox"/>	0	<input type="checkbox"/>	0
14	<input type="checkbox"/>	0	<input type="checkbox"/>	0
15	<input type="checkbox"/>	0	<input type="checkbox"/>	0
16	<input type="checkbox"/>	0	<input type="checkbox"/>	0

..Import ..Export OK [Speech Bubble Icon]

Editor → **VOICE LIST EDITOR**

In this function it will be possible to create a sound list with reference to your connected sound module. These sound lists can be saved and then loaded if necessary.

Editor → USER DRUM KIT

By clicking on "User drum kit" the screen changes as follows:

User Drumkit creator

User drumkit selector

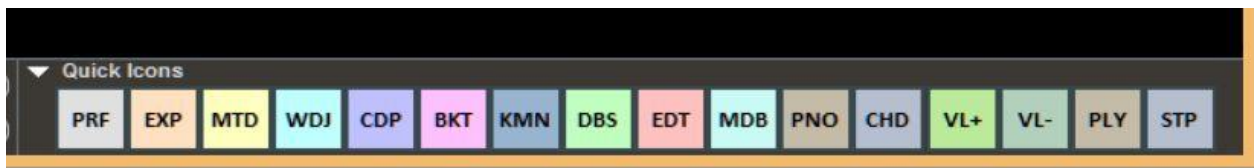
User Kit 1

Patch Name MSB LSB

Note	Drum Note Sound	Vol	Tune	Rev (add)	Cho (add)	Cutff	Res
(B 1) Kick Drum 2	(B 1) Kick Drum 2	100	64	0	0	64	64
(C 2) Kick Drum 1	(C 2) Kick Drum 1	100	64	0	0	64	64
(C# 2) Side Stick	(C# 2) Side Stick	100	64	0	0	64	64
(D 2) Snare Drum 1	(D 2) Snare Drum 1	100	64	0	0	64	64
(D# 2) Hand Clap H	(D# 2) Hand Clap H	100	64	0	0	64	64
(E 2) Snare Drum 2	(E 2) Snare Drum 2	100	64	0	0	64	64
(F 2) Low Tom 2	(F 2) Low Tom 2	100	64	0	0	64	64
(F# 2) Closed Hi-Hat	(F# 2) Closed Hi-Hat	100	64	0	0	64	64
(G 2) Low Tom 1	(G 2) Low Tom 1	100	64	0	0	64	64
(G# 2) Pedal Hi-Hat	(G# 2) Pedal Hi-Hat	100	64	0	0	64	64
(A 2) Mid Tom 2	(A 2) Mid Tom 2	100	64	0	0	64	64
(A# 2) Open Hi-Hat	(A# 2) Open Hi-Hat	100	64	0	0	64	64
(B 2) Mid Tom 1 R	(B 2) Mid Tom 1 R	100	64	0	0	64	64
(C 3) High Tom 2	(C 3) High Tom 2	100	64	0	0	64	64
(C# 3) Crash Cymbal	(C# 3) Crash Cymbal	100	64	0	0	64	64
(D 3) High Tom 1	(D 3) High Tom 1	100	64	0	0	64	64
(D# 3) Ride Cymbal	(D# 3) Ride Cymbal	100	64	0	0	64	64
(E 3) Chinese Cymbal	(E 3) Chinese Cymbal	100	64	0	0	64	64
(F 3) Ride Bell	(F 3) Ride Bell	100	64	0	0	64	64
(F# 3) Tambourine	(F# 3) Tambourine	100	64	0	0	64	64
(G 3) Splash Cymbal	(G 3) Splash Cymbal	100	64	0	0	64	64
(G# 3) Cowbell	(G# 3) Cowbell	100	64	0	0	64	64
(A 3) Crash Cymbal 2	(A 3) Crash Cymbal 2	100	64	0	0	64	64
(A# 3) Vibra-Slap	(A# 3) Vibra-Slap	100	64	0	0	64	64
(B 3) Ride Cymbal 2	(B 3) Ride Cymbal 2	100	64	0	0	64	64
(C 4) High Bongo	(C 4) High Bongo	100	64	0	0	64	64
(C# 4) Low Bongo	(C# 4) Low Bongo	100	64	0	0	64	64
(D 4) Mute Hi Conga	(D 4) Mute Hi Conga	100	64	0	0	64	64

Where you can configure your own custom drum kit.

Editor → QUICK ICONS



In the right part of the bar you can see several coloured buttons which allow the quick access to several functions and modes::

(We remind that these quick buttons may not be viewed if the resolution of the monitor isn't right as for notebook with little monitors)

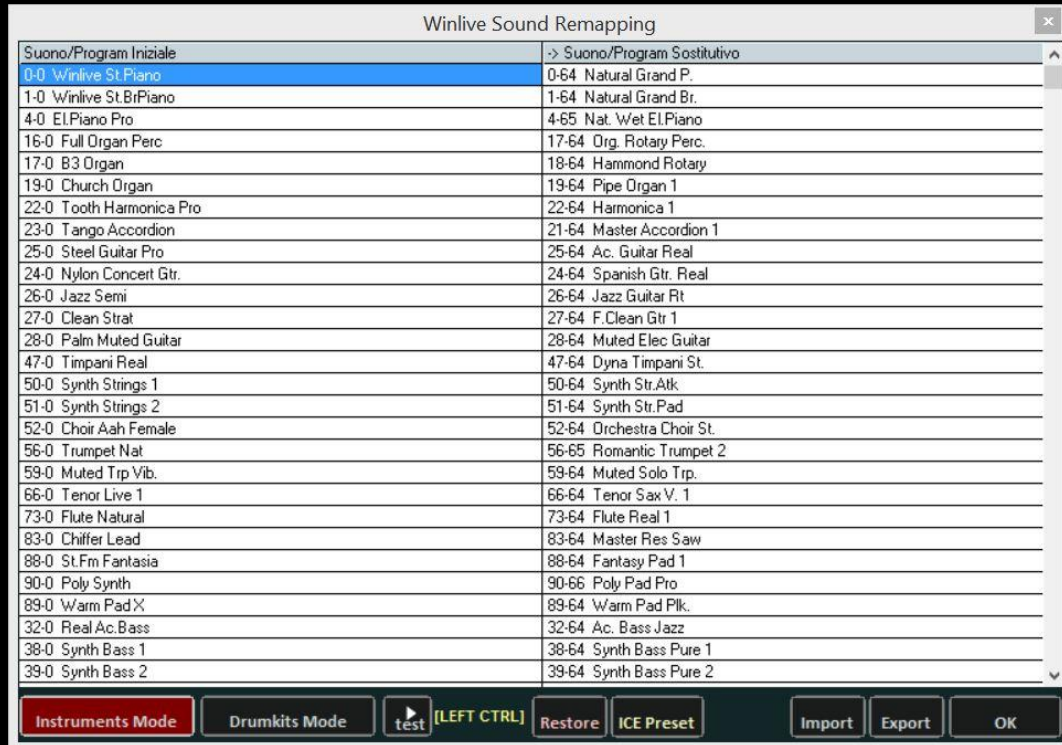
- PRF: Quick button to come back to Performance mode
- EXP: Quick button to enter in Media Explorer mode
- MDR: Quick button to enter in Metrodrummer (Virtual Drum Machine)
- WDJ: Quick button for the access to Winlive DJ Control
- CDP: Quick button for the access to CD Player
- BKT: Quick button for the access to Background Songs
- KMN: Access to Karaoke Monitor
- DBS: Access to Database
- EDT: Access to Edit Mode
- MDB: Opening Melody Bar
- PNO: Opening Piano Key Board
- CHD: Opening Chord Bar
- VL+: Volume (up)
- VL-: Volume (down)
- PLY: Play
- STP: Stop

It is possible to edit Quick Icons and to assign to everyone some specific functions



Editor → WINLIVE SOUND REMAPPING

In this function we can remap our sound library according to our needs. For example, we can swap the instrument of the first column with that of the second in order to create our customized sound list



Utility → FILE TRANSFER

By clicking on this item we can transfer all the data present from the c: \ Program Files folder to the Documents folder thus obtaining unrestricted access.

Utility → OPEN FOLDER WINLIVE DOCUMENTS

This utility will allow us to locate and directly open the Documents folder where Winlive files will be present.

Utility → OPEN VIRTUAL FOLDERS AND STORE

Windows creates hidden folders where Winlive in previous versions stored important files such as the database. To access these particular folders directly click on this function..

Utility → START WINLIVE CD PLAYER / EXTRACT



With this function, it is possible to extract tracks from Audio CDs and save them in Wav or Mp3 format.

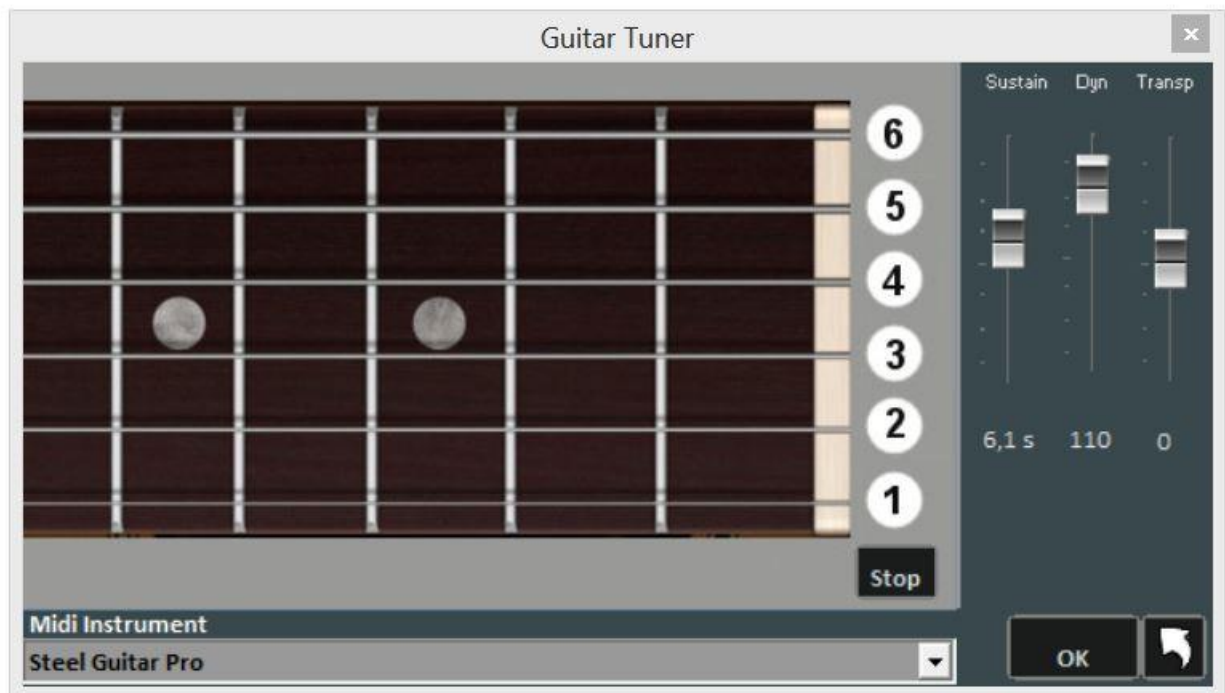
It is necessary to select them (you can select them all through the "All" button or select them manually by clicking on the first column), then click on the Convert button.

You can choose between uncompressed Wav (Wave not compressed) and Mp3, varying the quality according to your needs (eg "Minimal Only for voice store" generates a low quality file with the smallest footprint on disk, while "Maximum quality" generates a high quality file, but also with the largest disk size).

The peculiarity of this CD player is that it has the advanced features of commercial DJ CD players, that is, it allows you to change the tempo and intonation (Key) in real-time.

Utility → **GUITAR TUNER**

The guitar tuner could not be missing to make happy guitarists and other musicians.



We can choose the tuner sound, the length of the sound (sustain), the dynamics (Dyn) and the Transpose.

Utility → **CONVERT LYRICS IN LYRICS3 FORMAT**

This function allows you to convert the text of an mp3 into Lyrics3 format compatible with some systems capable of displaying the text line by line (for example Ketron Midijay and others).

REMOTE CONTROL

The main functions of the Winlive can be remotely controlled via our APP available for both Android and iOS. Additionally you can view the lyrics on our mobile device.

Totally free apps will be downloaded from:

for iphone or ipad:

<https://apps.apple.com/it/app/winlive-remote-control/id1584198937>

for Android systems:

<https://play.google.com/store/apps/details?id=com.promusicsoftware.WinliveRemoteControl>

A necessary condition is that both the PC and the mobile device are on the same network. An internet connection is not required.

By clicking on Remote Control, a screen will appear that will indicate the IP address of our PC.



Open the APP on our mobile device and enter the same IP address as our PC.

If we accept the connection, a message will appear where we can set the APP as MASTER or SLAVE.

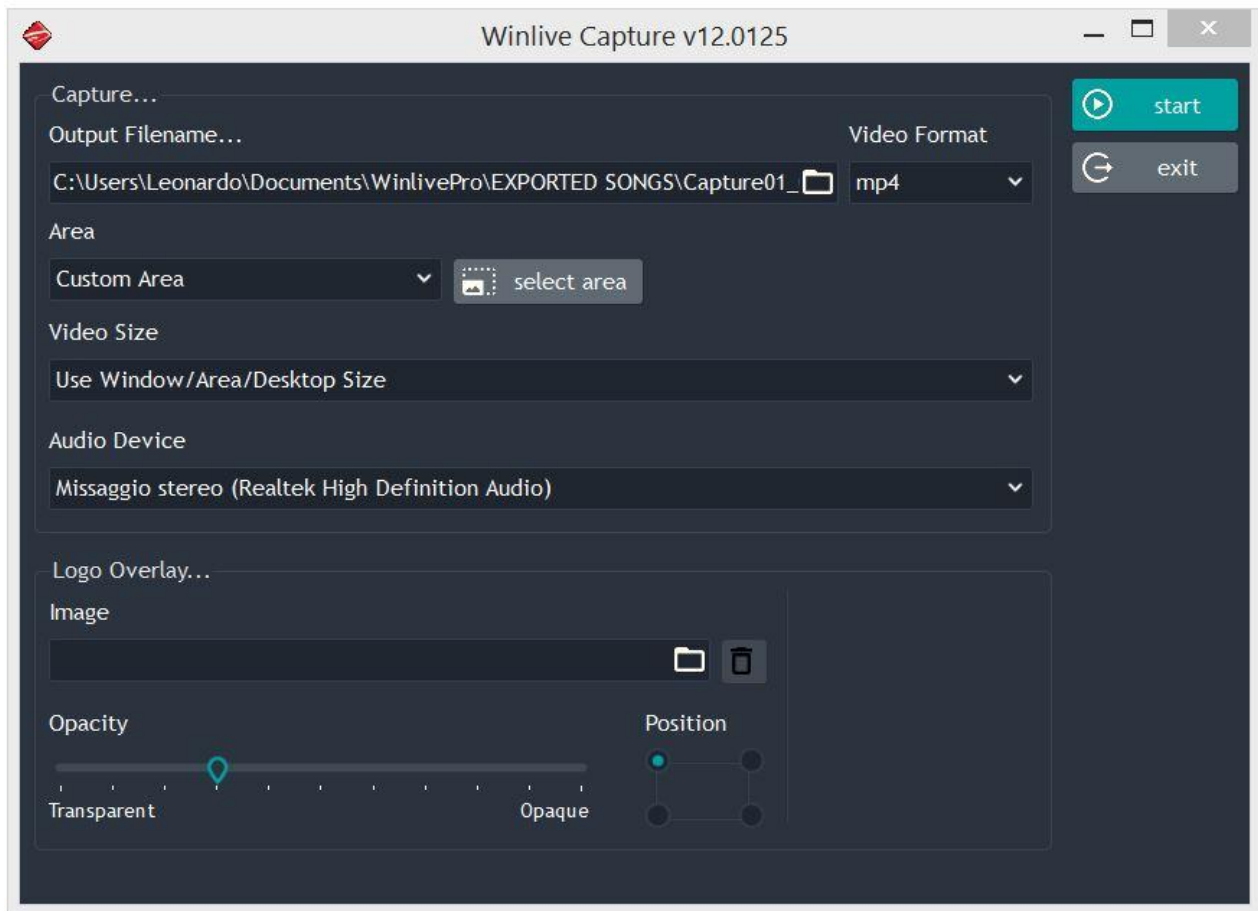
MASTER means that from our smartphone or tablet we can control our PC. If we decide to enable it as a SLAVE we can only view the texts included in the midi, mp3 and mp3-cdg files.



<https://youtu.be/FiQbEjvVtT0>

VIDEORECORDER

In addition to the automatic saving in Video from the FILE menu we can record a video by capturing it directly from our screen. Clicking on this function will open the following screen



OUTPUT FILENAME: We can decide what name to give to the file and where to save it

VIDEO FORMAT: select the type of file to save (mp4 or avi)

AREA: the area involved in the video saving is indicated.

CUSTOM AREA: click on select area to select the size of the area

WINLIVE PRO 12.0: select the area corresponding to the main Winlive window

KARAOKE MONITOR: select the area corresponding to the karaoke monitor

MONITOR 0: selects the entire area corresponding to the main monitor

MONITOR 1: select the entire area corresponding to the Secondary monitor (if present)

VIDEO SIZE: determines the resolution of the video format

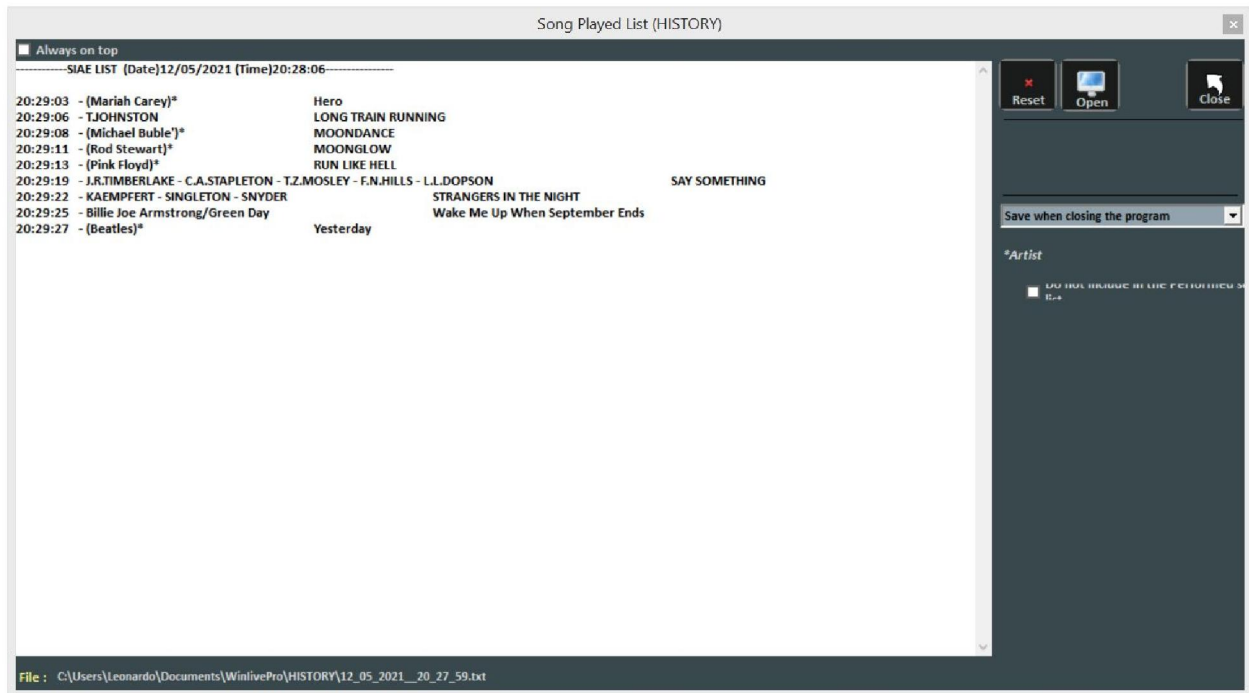
LOGO OVERLAY: here we can decide whether to superimpose one of our images on the video and decide both the position and the opacity

SONG PERFORMED (List of songs played)

Each song played both in Performance mode and when executed on the fly is stored by Winlive. You can then save this list in a text file.

The title of the piece performed and its author are both given. In case of missing information, the interpreter is given (marked with an asterisk).

Select **Tools** -> **Song Performed**" menu; the following window will be displayed:



All lists are stored in the \ HISTORY folder, which can be viewed in WinlivePro in documents.

The **RESET** button allows you to delete all the contents of the list.

CLOSE closes the function.

With the **OPEN** search key, it is possible to search for the location of the lists.

The drop-down menu allows you to select when to save the list:

- 1 - each time the program is closed;
- 2 - at the end of each song.

PHYSICAL SAVING OF SONG

It is also accessed by clicking on File -> Save File



With this feature it is possible to physically save the changes made to the Midi, Audio or Video files.

By ticking the "Save from first note" option, you can cut any seconds of silence that may be present at the beginning of a song.

The "Output" column allows you to change channels for each individual track.

Example: in some songs the vocal melody track is not saved on channel 4 (as foreseen in the standards) but in other channels, for example on channel 1. To invert the tracks it will be sufficient to write "4" in correspondence with channel 1, and "1" at channel 4.

The "**Track**" column allows you to save or not the track

The "**Instrument**" column indicates a changed instrument and saves it.

The "**Vol**" column indicates any volume changes made (100 = 100% of the original volume).

The "**Dyn**" column indicates any dynamic changes made

The "**Fixed Vol.**" Column sets a save value for the midi volume

You can also choose to include the Karaoke text or Chords in the file.

The "Add seconds to end" box allows you to add a number of seconds to the end of a song. You can choose the track to edit, and the possibility to include the text and chords.



With the key changes are virtually saved to the database, while the keys



are used to effectively save midifiles and to save all the songs present in F10 in midi format.



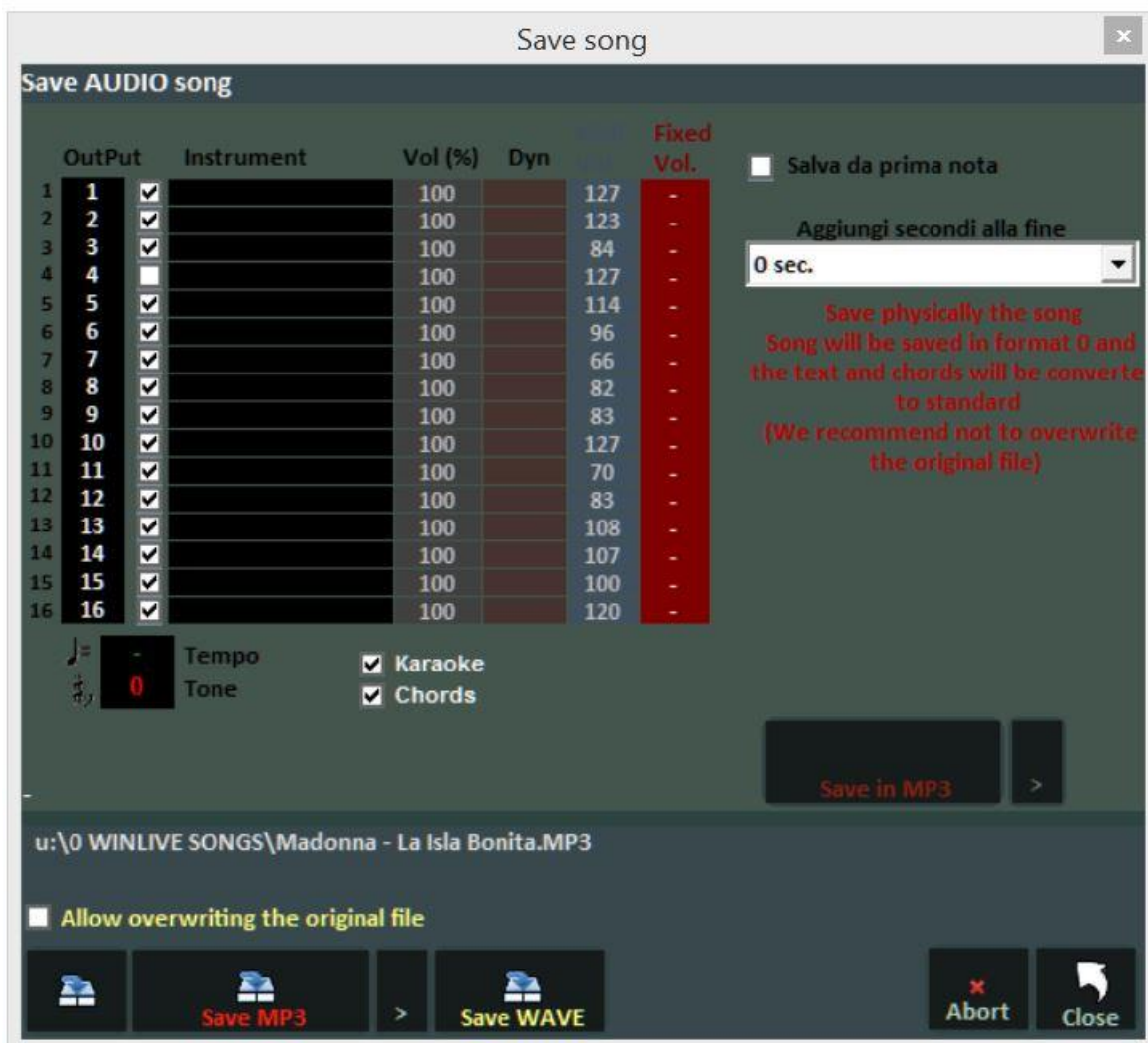
With the keys you can change the file format from Midi to Wave or convert all the songs in F10 into Wave format.



The key allows you to transform a midi file into MP3 format with the possibility to choose the sound quality of the file by pressing the arrow key.

Note: now you can save mp3s both virtually and physically

By selecting the function **Save splitted tracks** (multitrack) we will have the possibility to save in multitrack midi if we save a midi or if we transform a midi into audio we could save as many audio tracks as there are original midi tracks



If we choose to save from MIDI or AUDIO to VIDEO we could choose various parameters and save in Avi or Mp4 format

Save song

Save Midi song

	OutPut	Instrument	Vol (%)	Dyn	Midi Vol.	Fixed Vol.
1	1	<input checked="" type="checkbox"/>	100		127	-
2	2	<input checked="" type="checkbox"/>	100		116	-
3	3	<input checked="" type="checkbox"/>	100		98	-
4	4	<input checked="" type="checkbox"/>	100		108	-
5	5	<input checked="" type="checkbox"/>	100		69	-
6	6	<input checked="" type="checkbox"/>	100		119	-
7	7	<input checked="" type="checkbox"/>	100		97	-
8	8	<input checked="" type="checkbox"/>	100		108	-
9	9	<input checked="" type="checkbox"/>	100		85	-
10	10	<input checked="" type="checkbox"/>	100		126	-
11	11	<input checked="" type="checkbox"/>	100		113	-
12	12	<input checked="" type="checkbox"/>	100		89	-
13	13	<input checked="" type="checkbox"/>	100		96	-
14	14	<input checked="" type="checkbox"/>	100		84	-
15	15	<input checked="" type="checkbox"/>	100		76	-
16	16	<input checked="" type="checkbox"/>	100		75	-

☐ Start from the first note
Add seconds to the end
0 sec.

Physical saving of the song.
NB: the song will be saved in format 0 and the lyrics and chords will be converted to the standard.
(It is recommended not to overwrite the original file)

☐ Save splitted tracks (multitrack)

Save in MIDI MIDI ALL F10

☐ Click - Metronome

Tempo 0 Tone Karaoke Chords

Input Window Size * Hi Cpu Required
1024 x 600 WSVGA (default)

Fast encoder (big file size)

Speed and FPS
20fps 3x (default)

Audio Sync: 0

Output Size and Format
Use input size (safe and fast)

.H264 (MP4)
XVID (AVI)
Good (718k)

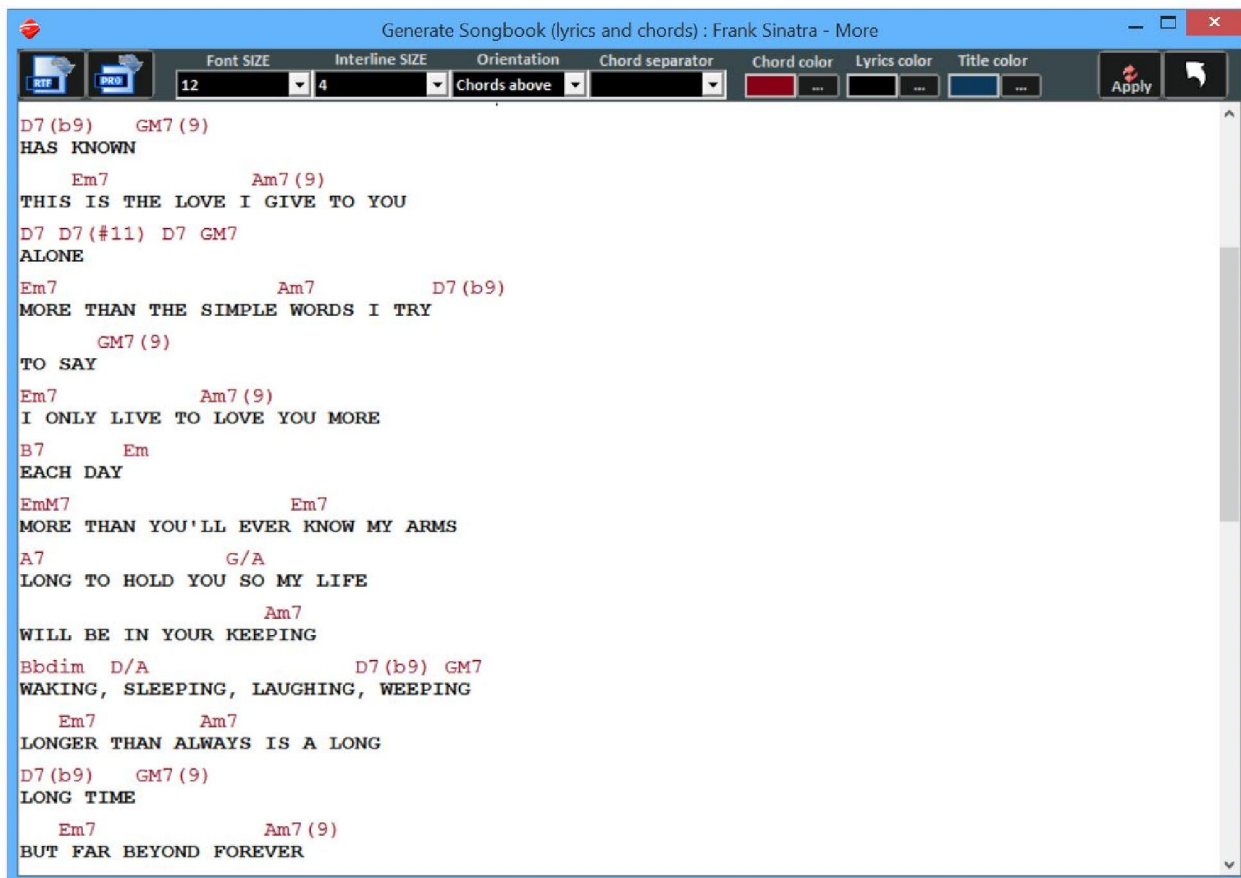
Save in VIDEO Use settings for minimum requirements Close



<https://youtu.be/Fx1Y9TVAVlc?t=305>

GENERATE SONGBOOK (Lyrics and chords)

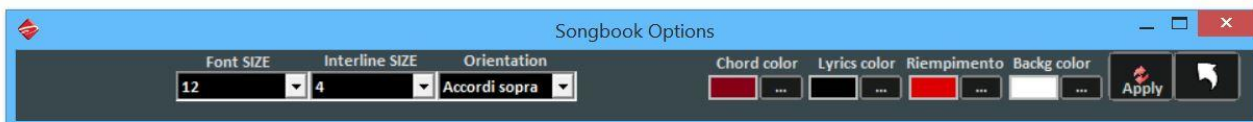
By selecting this function you can view the lyrics and chords contained in a song (midifile or audio)



There are various options for a customized view. It is possible to save in RTF or CHORDPRO format and then print it.

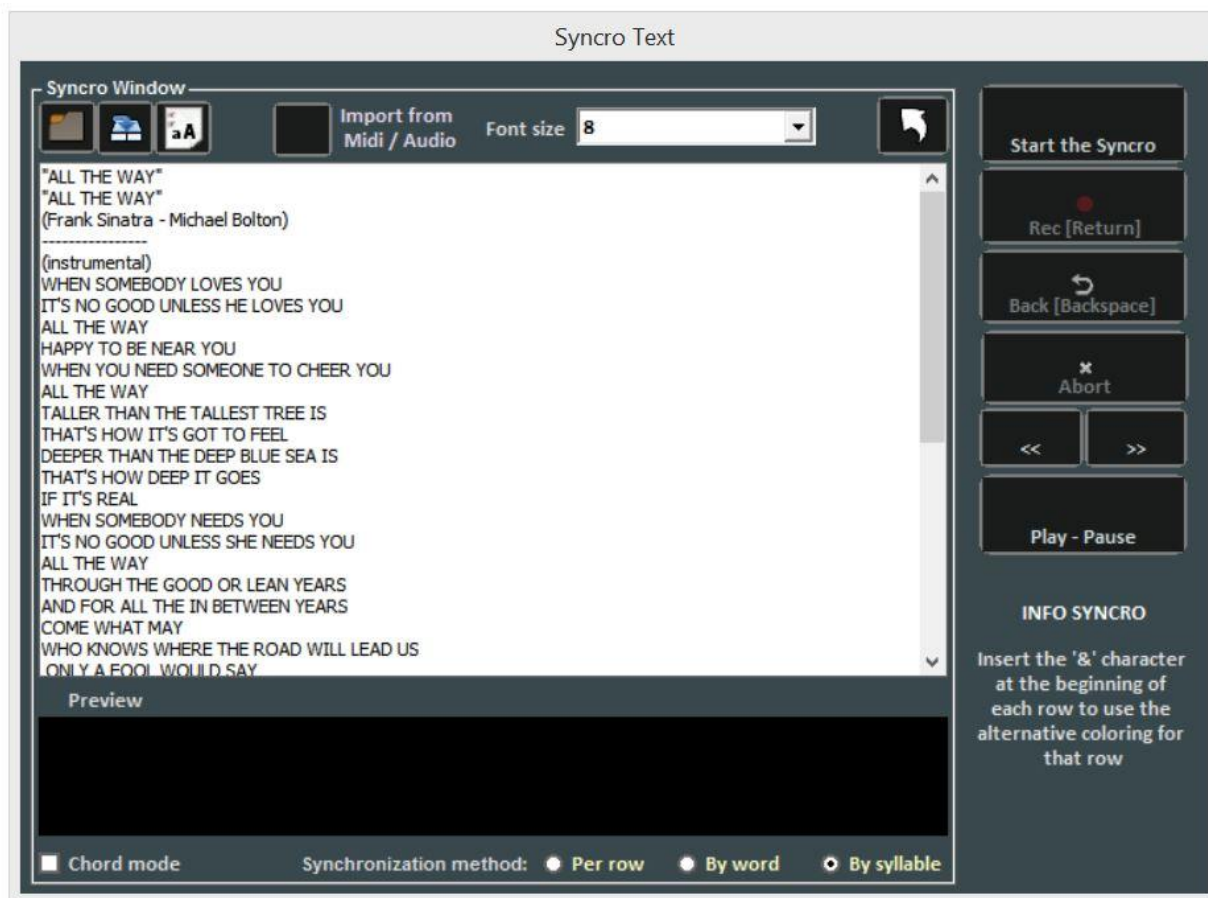
SONGBOOK MODE SETTING


To change the various parameters (font, text color, chord colors, etc.) go to **TOOLS**→ and click on **SONGBOOK MODE SETTINGS**




SYNCHRONIZATION OF LYRICS / CHORDS

With this feature it is possible to add lyrics and chords to Midi, Audio and Video files.
As for the video, it is not possible to overlay it but at the upper or lower edge of the video.



The text is loaded by writing it, pasting it into the window or by opening a TXT file with the key .

With the key , you can save the text on a TXT file, while with the key  you can convert all text to the uppercase equivalent.

With the "Import from Midi/Audio" button it is possible to import a text already synchronized from a midi file or from an audio file. This procedure is available only for audio and video files. Synchronization can be done per line, per word and per syllable.

To synchronize, press the "Start Synchro" button. At this point the song will start, and pressing the enter key, repeatedly and in time with the song, will synchronize.

Star how to enter chords by checking the "Chord mode" box.

For any modification of the synchronized text or of the Chords, refer to the "Edit mode" section of the Display menu.

GLOBAL TRANSPOSE

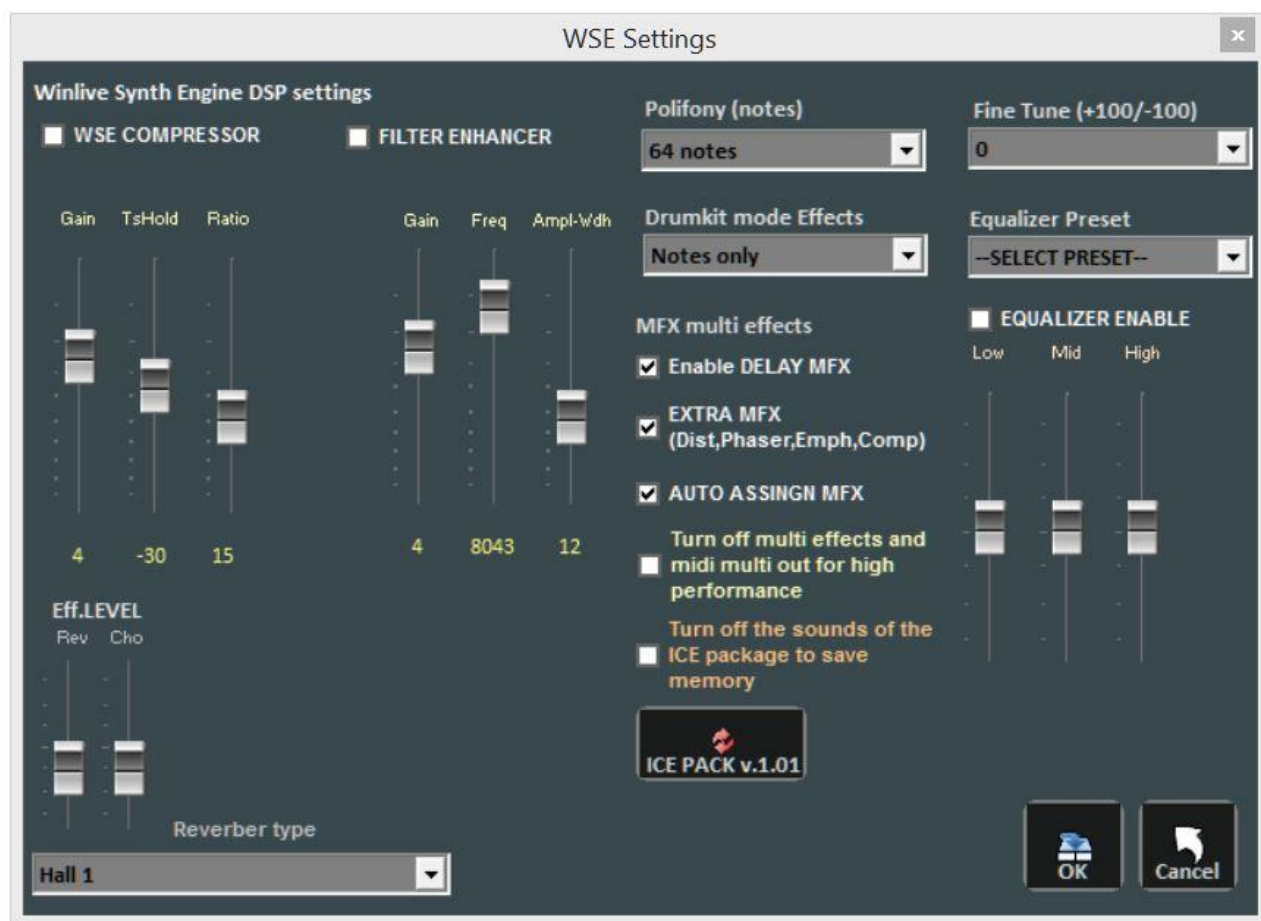
With this option it is possible to apply a global transposition to our entire repertoire. The semitone increments are added to those existing in the stored songs. The display is placed at the top right in Performance mode



WSE WINLIVE SYNTH ENGINE SETTINGS

In this window we can set different parameters for the WINLIVE SYNTH ENGINE, that is for the WINLIVE internal sound bank.

We can adjust the WSE COMPRESSOR and FILTER ENHANCER values, set the POLYPHONY, assign a pitch to cents, establish whether or not we want the effects on the drums and adjust the equalization of the internal sounds of the Winlive by enabling the parametric equalizer. We can enable or disable (recommended for slow PCs) the effects relating to the sounds



Finally, if we have purchased the ICE SOUND PACK we can update it or decide to deactivate it

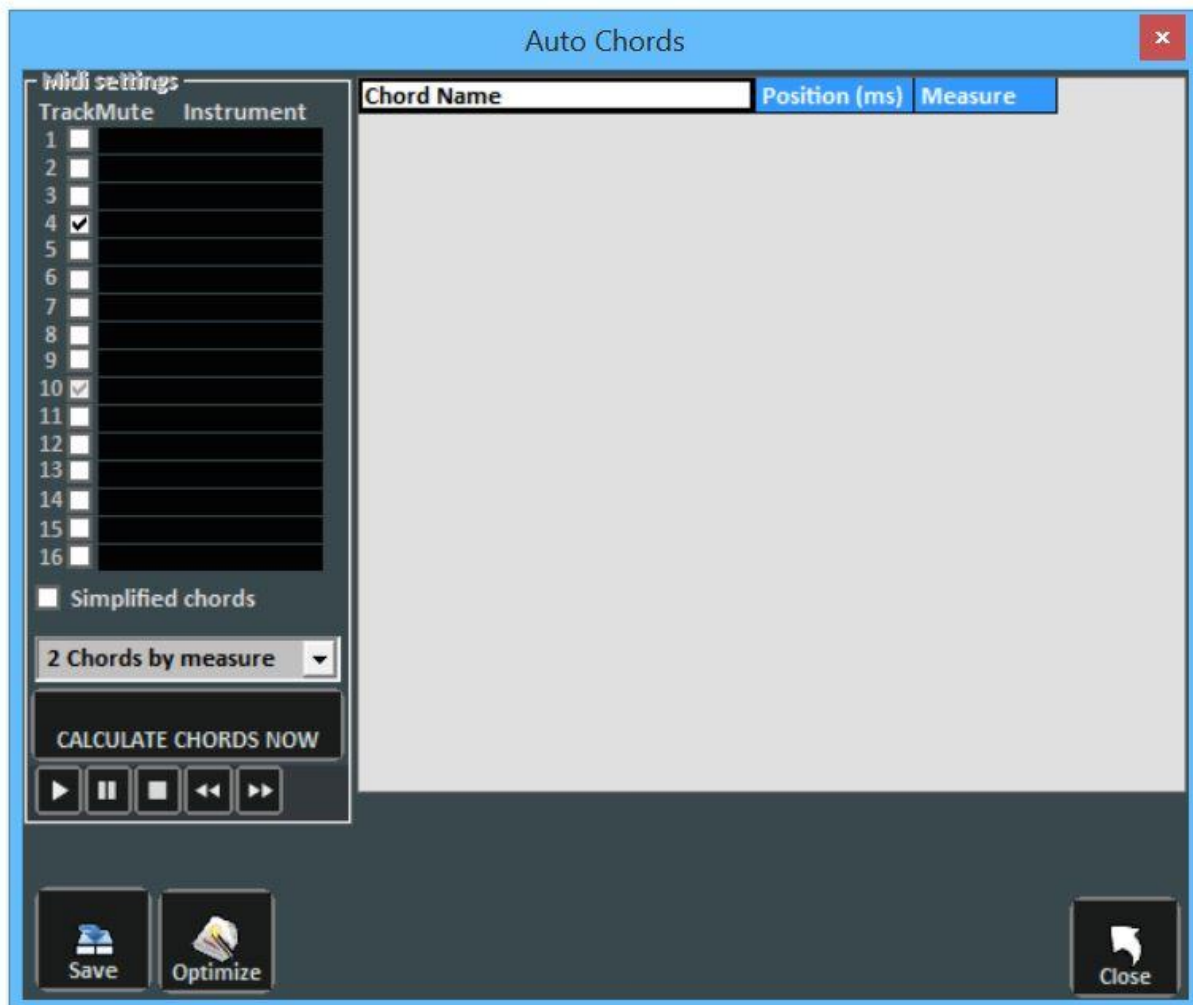
WINLIVE AUDIO SETTINGS

Unlike the previous window, here we can decide the parameters relating to the audio. To the master track or second audio track, to the compressor or filter enhancer and finally the micro-tuning



AUTO-EXTRACTION CHORDS FROM MIDIFILE

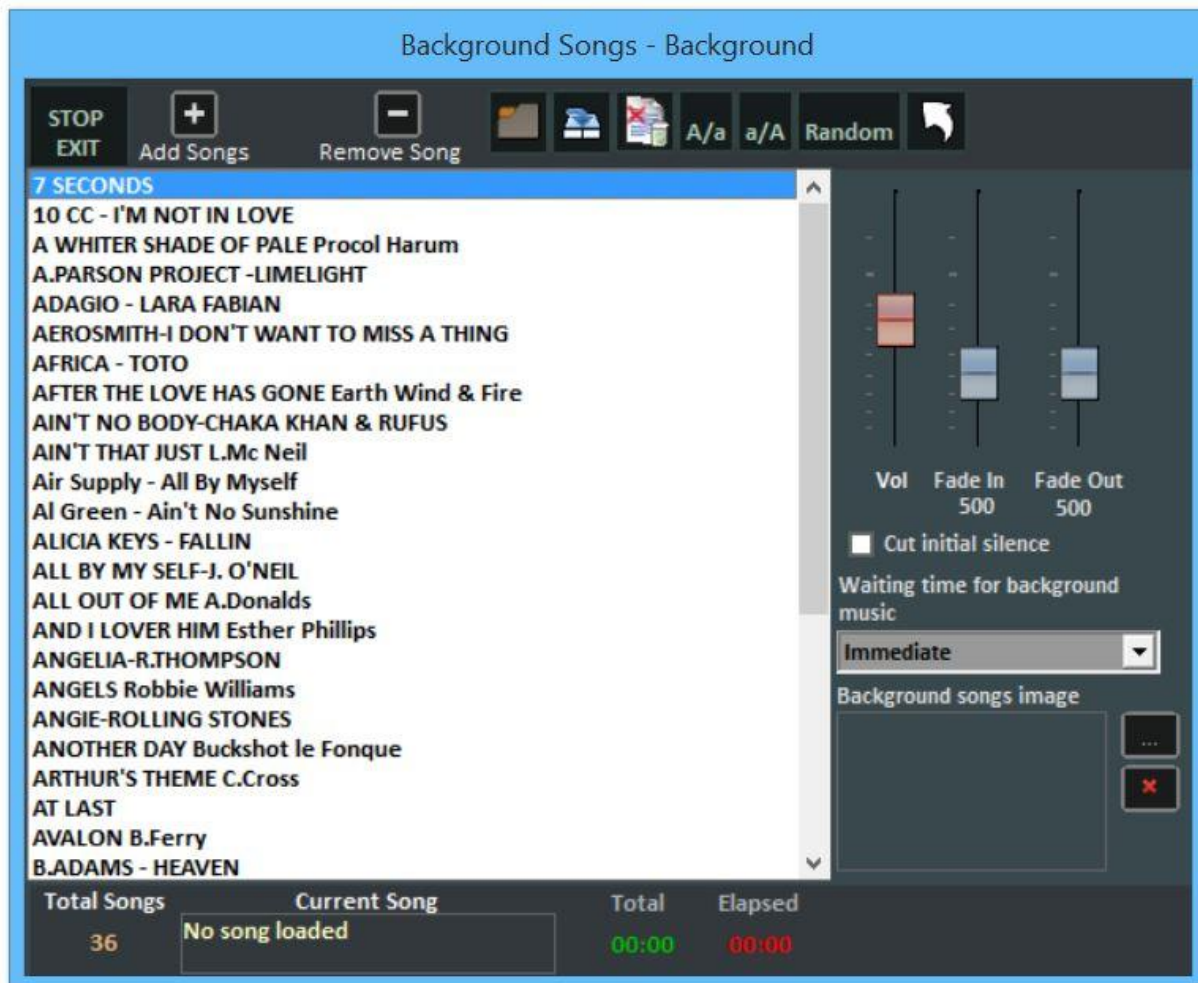
We remind you that Winlive has a system to calculate chords automatically and in real time for midifiles. If we want to refine the search we can use this advanced function.



Here you can decide several parameters:
select the midi tracks, simplify the chords and decide how many chords for each measure

BACKGROUND SONGS

This function will allow you to create a list of audio files that can be used as a background playlist when the Winlive is put into Stop.



This function will allow you to create a list of audio files that can be used as a background playlist when the Winlive is put into Stop.

Through the Add song button, you can add audio files in the playlist. Uploading playlist allows you to use a previously saved playlist;

Save playlist allows you to save the list loaded at that moment you are working on it;

Delete all the songs shown is used to delete all the songs from your list of the ones you have selected;

A / a makes the font smaller while **a / A** makes the font bigger and finally **Random** allows random playback of the tracks in the background.

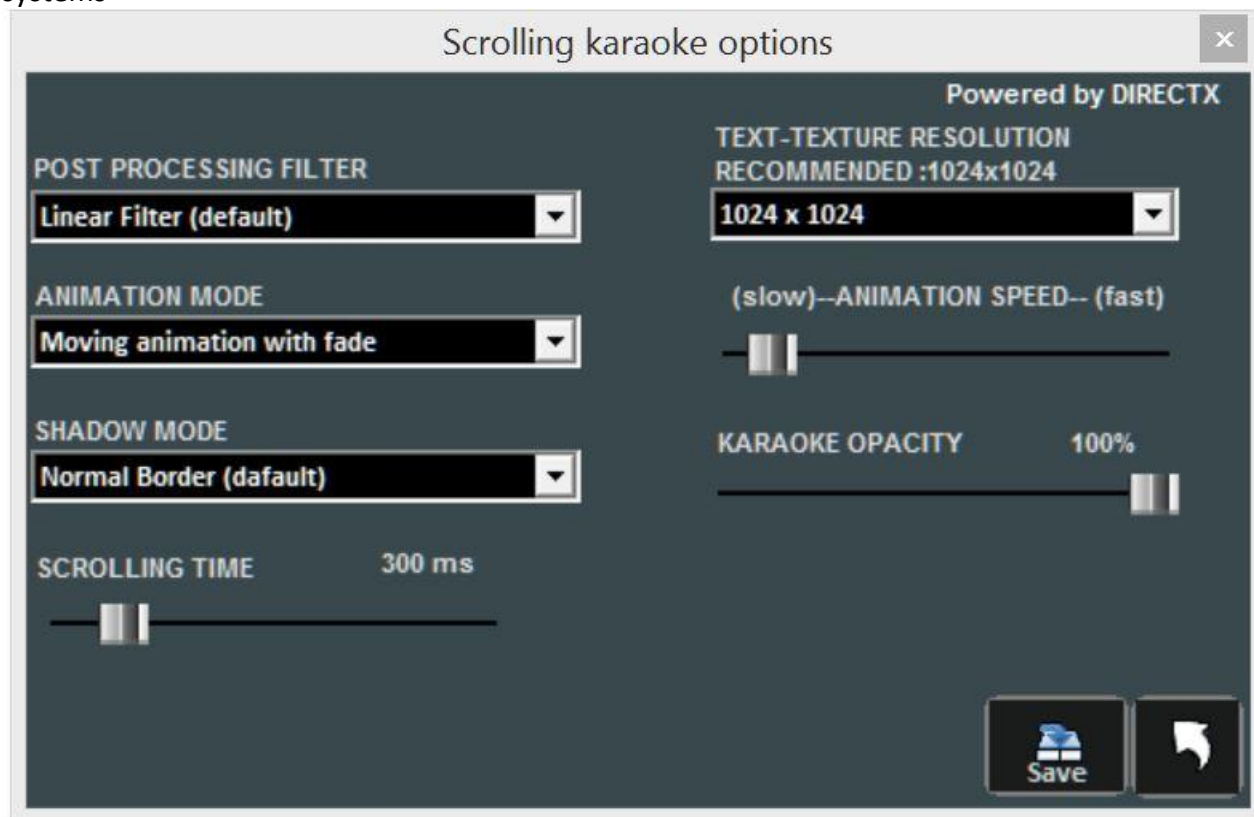
This function also allows you to adjust the execution volume, the **fade in** for a gradual entry of the substrate and the **fade out** for a gradual exit.

With the initial **silence cut**, it is possible to eliminate the silences at the beginning of the song finally it is possible to establish a wait (in seconds) before starting.

Finally, during the background, it is possible to insert an image to be displayed for example on an external monitor or video projector.

SCROLLING KARAOKE OPTION

On this screen, you can use various parameters to customize the scrolling text and moving background images. We remind you that at the moment this function is not available for Mac OSx systems



GUIDE

The manuals and audio and video media for the program are displayed

SUPPORT

The current version of the program is displayed. The personal account, serial number and related license. It is also possible to log into your account on the Promusicsoftware website.

REPAIR / INSTALL VIDEO CODEC

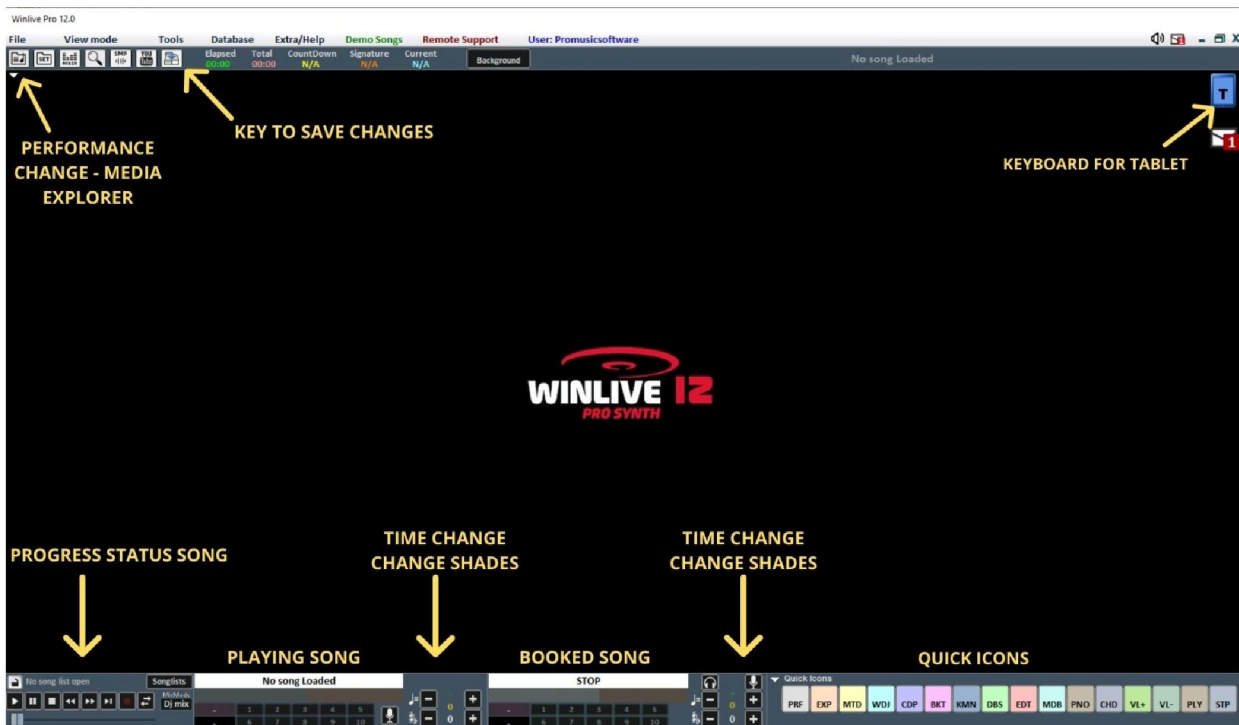
It can rarely happen that, especially due to Windows updates, video files are not played properly (no sound or no video). This feature allows us to restore everything. For example, if we launch a video and we do not hear the audio, we can click on the following function then OPEN FOLDER and finally launch the K-Lite_Codec_Pack_1205_Basic file. Continue until you install the codec package. At the end of the installation we will hear the missing audio

UPDATES

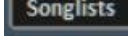
This function will allow us to verify that there are new updates to the program, free or paid.


Performance mode

Below is the "Performance" screen of WINLIVE PRO SYNTH 12



The SongList

The SongList is the "heart of the program" accessible through function Keys or . The name of the song will be showed in the grid (as set in the database) as well as the typology, so the file format, indicated by a specific colour.

The songs with lyrics are distinguished by the icon .


The cursor buttons (the 4 arrows) of the keyboard can be used to select the files.

There are a total of 39 SongLists (or playlists) that can be called with buttons:

- **For Windows**
 - from F1 to F9 (from playlist 1 to 9)
 - Shift + [from F1 to F10] (from playlist 11 to 20)
 - Ctrl + [from F1 to F10] (from playlist 21 to 30)
 - Shift + Ctrl + [from F1 to F10] (from playlist 31 to 40)
- **For Mac**
 - Push the button "?" and type the playlist number (from playlist 1 to 40)

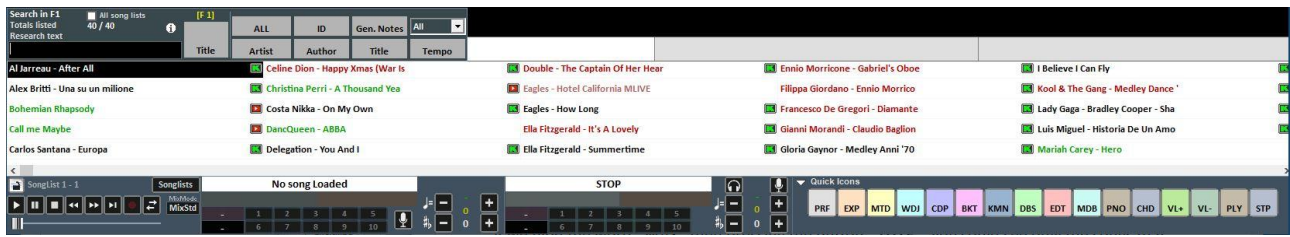
In addition, it is possible to set special SongLists:

- **F10** (temporary SongList) it is possible to add songs from other SongLists by pressing the button 'INS' or clicking the right mouse button then 'add to F10'

- **F11, F12** (song folder list) it is possible to add all files of a folder to one of the two lists, to set a folder push from keyboard '\ ' or 

The combination of buttons **Shift + F11** or **Shift + F12** of the keyboard allows you to view the whole database in a single SongList

The button **BACKSPACE** or  opens the research bar (picture below)



The research can be done on the single SongList or on everyone else (putting the check on "All The SongLists")

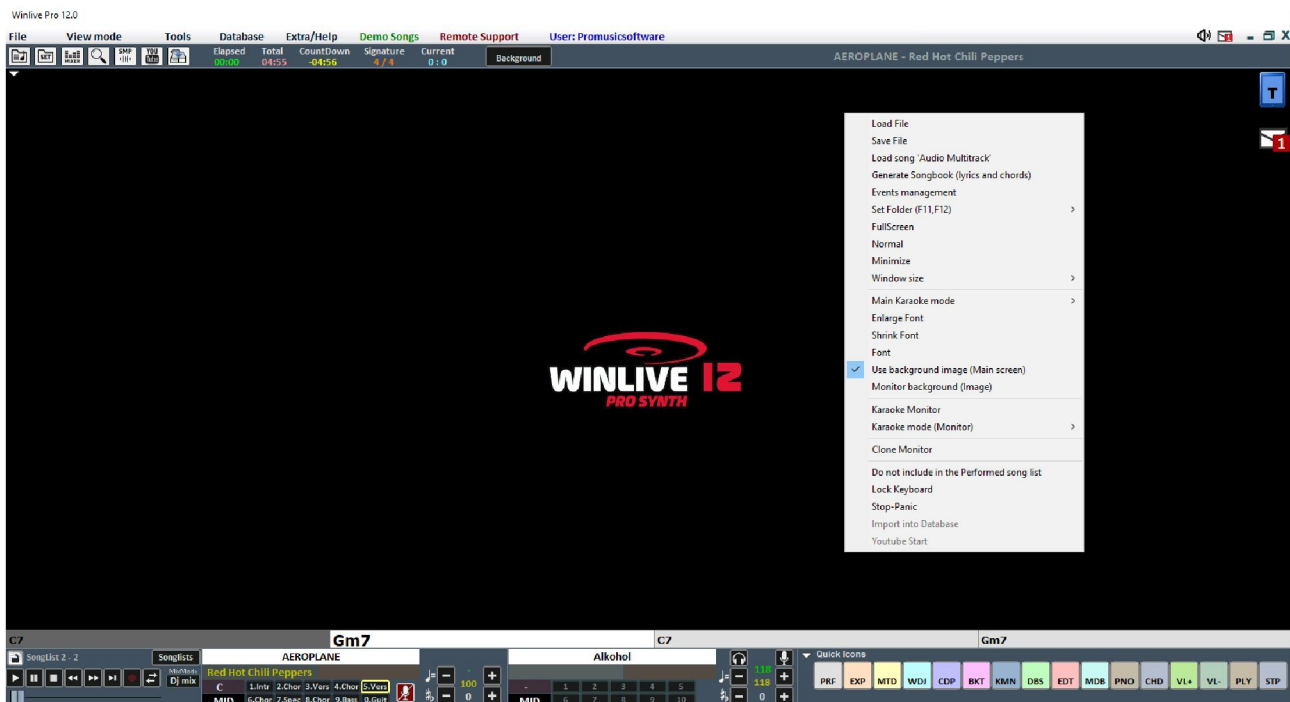
It is possible to scroll the results through the button **"TAB"** of the keyboard, for example a research of "HELLO" will give you results such as "HELLO DOLLY", "I SAY HELLO", and so on.

If the author and the artist are set in the database, we can filter the playlist viewing only the results related to certain authors or artists. To view the playlist another time, you just need to click on "ALL". It is now possible to do a research in the whole database simply pushing buttons "Shift + F11" or "Shift + F12" from keyboard, which allows you to view all the results.

From drop-down menu, we can select the typology of file to search for (midi, audio, video).

Furthermore, it is possible to view and filter the songs according to certain features: for example, if we type the word "WAY" then pressing the button **"TITLE"**, you could see only the songs that contain the word "WAY".

POPUP MENU

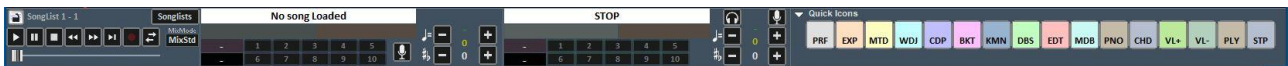


Clicking on right button of the mouse, on the main screen of Winlive it is possible to open a Popup Menu, from which you can have access to different functionalities:

- **Load File:** read files quickly without inserting them in the database;
- **Save File:** physical saving of files (see dedicated section);
- **Load song Audio multitrack:** load an audio multitrack song (see dedicated section);
- **Generate Songbook** (lyrics and chords): A file with lyrics and chords is generated;
- **Events managment:** Enable the Events Window feature to associate events with midi and audio files. This function generates an associated file with the extension * .wen
- **Set Folder:** quick access to SongFolder List (F11 and F12);
- **Fullscreen:** full screen view of the main screen;
- **Normal:** restore the view with menu and control bar;
- **Minimize:** the picture of Performane is closed as icon;
- **Window size:** allows to reduce the window dimensions;
- **Karaoke mode:** allows to choose the different modes: Multiline scrolling karaoke, Classic (2 lines), Modern Style (4 lines), Music stand Mode, Music stand with chords, Music stand 6 lines, 2 lines at the top (musician style) or no karaoke;
- **Enlarge Font:** allows to enlarge the font dimension;
- **Reduce Font :** allows to reduce the font dimension;
- **Font:** allows to change font type, style and dimensions;
- **Use background image:** displays or removes the background image;
- **Monitor Background:** allows you to load an image as background
- **Karaoke Monitor:** allows to enable the second screen (see dedicated section);
- **Karaoke Monitor mode:** allows to choose the view mode of the monitor and the dimension of font;
- **Clone Monitor:** enables and disables a clone monitor of main monitor or karaoke monitor;
- **Do not include in Performed song list:** (avoid inserting the song in the list of songs performed);

- **Lock keyboard** (CTRL+S): choosing this function the buttons are disabled; pushing a function button the keyboard restarts working;
- **Stop-Panic**: stops the playback of the files and re-initialises any expander;
- **Import into database**: import a song directly into the database.
- **YouTube start**: set a starting point of the song connected to YouTube

CONTROL BAR



The CONTROL BAR is divided into 4 parts, the left part (transport bar) is reserved to control buttons of the song, the second part is related to the song which is playing at the moment (Main Song), the third part to the song which has been booked (next song).


The fourth part is composed of a series of buttons, quick to access to different functions and mode QUICK ICONS (these quick buttons may not be viewed if the monitor resolution doesn't allow it: for example netbook or notebook with low resolution screen)

Through the buttons placed in the bar below it is possible to control:

Melody channel (on or off) for the midis;

The tempo in BPM compared to the original tempo for midifiles;

The key change for midi, audio and video files.

Once the time and the custom tone are set (also for volume and other parameters which can be checked from Mixer- see dedicated section), it is possible to save these parameters virtually in the database, pushing the button  placed up. So, every time you will launch the edit file, this will be performed with all the made changes and the modified parameters will be conserved also after quitting the program.


By clicking on the song title or on the Artist, you can access the Quick Edit function.





This function allows so the quick editing in Title, Artist, Author, Key field and it is also possible to change the SongList.

It is also possible to associate an image / pdf or text (txt,rtf)

We can replace the source file by pressing on the left on the image with 3 dots 

Through the button  it is possible to locate quickly the file on Hard disk

With the button  it is possible to cancel the file in the database (the physical file stays instead in Hard disk). Clicking twice on the icon  it is possible to choose arbitrarily whether the song has lyrics or not.

MARKERS



Db	1.Intr	2.Vers	3.Chor	4.Vers	5.Chor
MID	6.Brid	7.Chor	8.Coda	9	10

The markers allow quick access to various sections within a song. To register them, it is necessary to enter the Edit mode (see dedicated chapter).

When one of the markers is set as the starting Marker, the background of the button corresponding to the Marker turns green; on the other hand, when one of the markers is set as the final Marker, the background turns red.


Setting the starting markers can be useful, for example, in order to skip the introductory part and start the song directly from the verse.

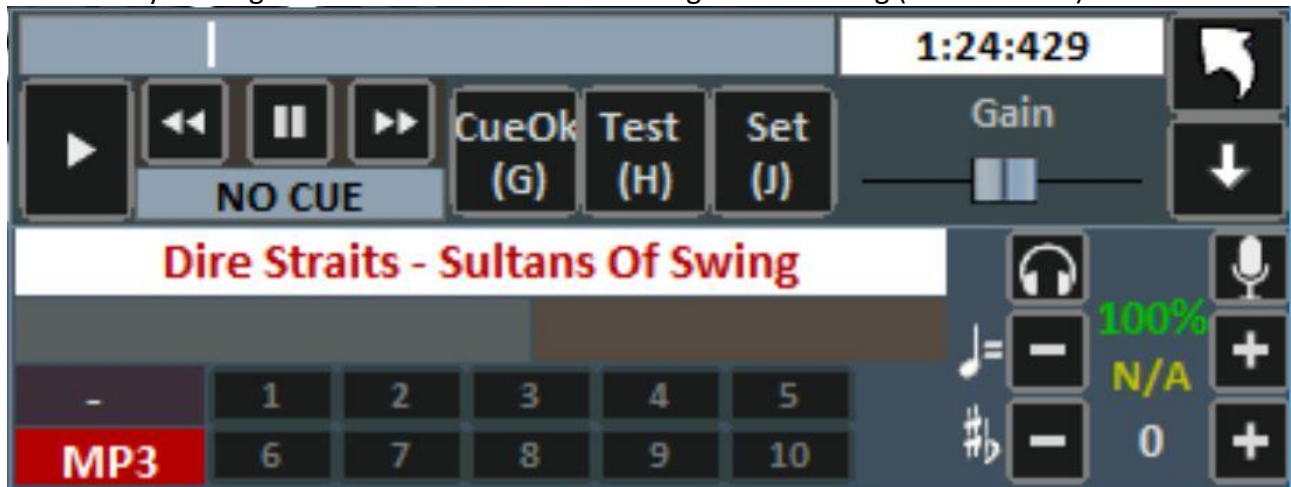
It is possible to quickly access the markers by clicking with the mouse on the button corresponding to the Marker, or by using the numeric keys (from 1 to 0). For midi files, pressing the Marker via the numeric keypad will allow you to access the reserved point "in time".


The creation of the markers can be performed in the Edit mode or they can be created "on the fly" in the performance mode by pressing the ALT + 1, ALT + 2 ... keys. ALT + 10 corresponding to the 10 markers for each file (midi, audio or video)

The midifile purchased from Songservice by M-Live contain the markers already inserted

PRE-LISTENING

To use this function correctly you need a second audio interface (see chapter Options). It is accessed by clicking on the button  after booking an audio song (MP3 or WAV).



For a quick setting, pause at the right time (typically SPACEBAR) and then press ENTER or click on the button . When called, the song will start from the chosen cue point.

For more detailed use:


With the Set key (J) it is possible to set the starting point of the song, and with the Test key (H) it is possible to preview the song from the set point. With the << or >> transport keys it is possible to edit the starting point precisely. It is also possible, via the Gain bar, to set the volume of the song. Once the pre-listening is finished, you can confirm the cue point with CueOK (or G key) and exit by

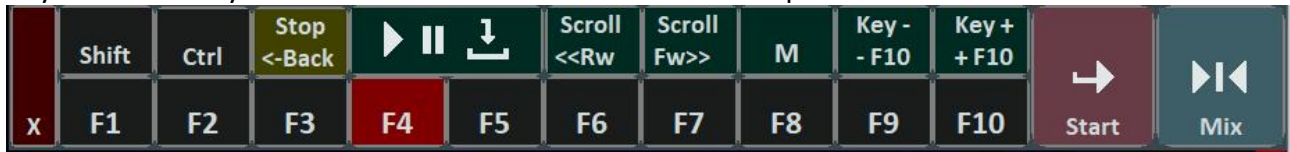
saving the changes with the key , or exit and cancel by clicking on 

When the song being played ends, or mixing (Y key), fading out (Q key) or immediate start (send), the booked song will start from the point set during pre-listening.

VIRTUAL KEYBOARD



Enabled by pressing the button  at the top right of the video in Performance mode, Virtual Keyboard allows you to activate this screen as shown in the photo below:



It allows you to use the basic commands if we use WINLIVE on TABLET WINDOWS or touch screen. The F1 / F9, Shift F1 / F10, Ctrl F1 / F10, Shift + Ctrl F1 / F10 keys are used to select the SongLists; Esc closes the list; the left and right arrows scroll the list in the commanded direction; the + F10 and - F10 keys remove or add songs in the provisional list F10; Start, allows you to start playing the selected song; Mix, allows mixing between one song and the next; the X button closes this screen.

AUDIO TRACK RECORDING

This function allows you to record an audio track on a song included in the database



Start a song and press the record key:



From the panel you can select the Audio device, Line and input Volume that has a signal adjustment fader. The Filename indicates the saving path of the recorded track, but it is possible to change it by typing the appropriate key.

WAV Format indicates the standard format for saving the track, but this can also be changed.

By clicking on "Start Test" you can perform a recording test by checking the incoming volume level.

At the end of the test, the button "Stop test" allows you to return to the initial condition.

The "Start record" and "Stop" buttons are used respectively to start and end recording tracks.

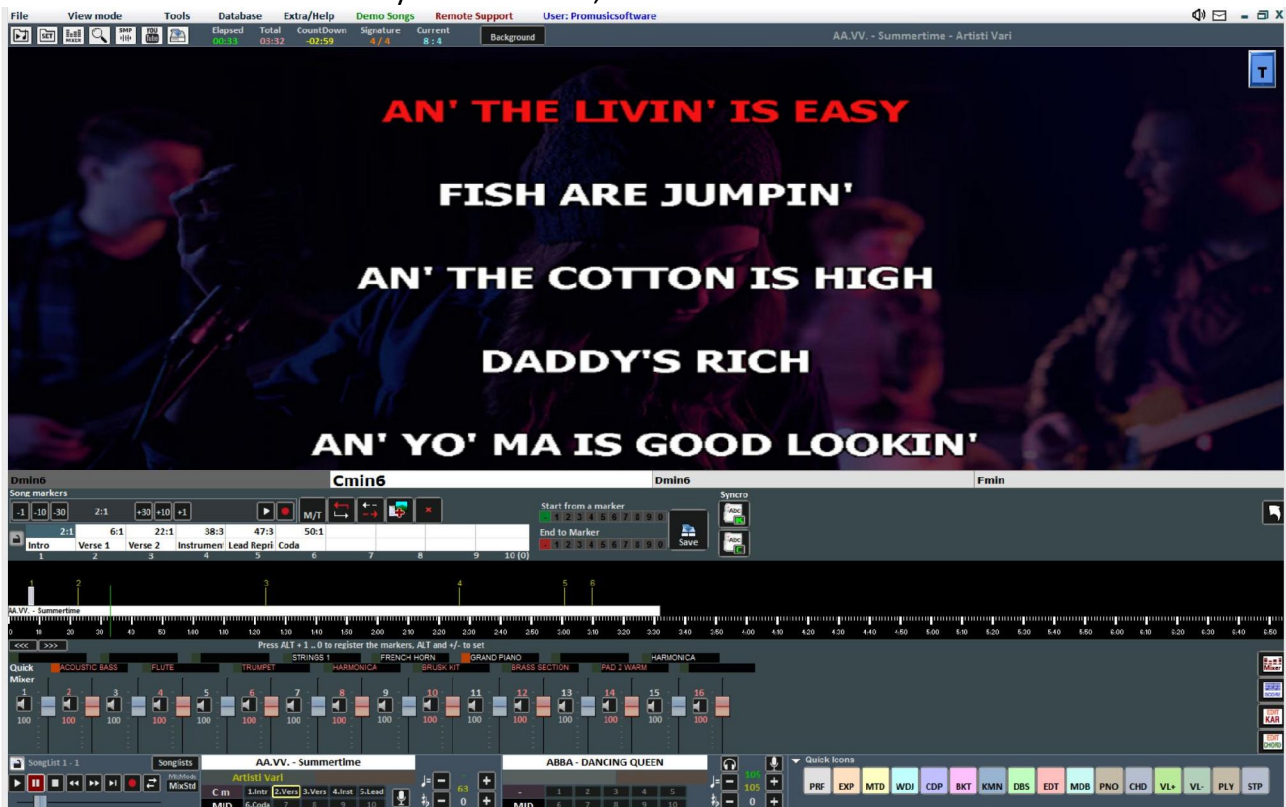
The recorded track will be associated with the song in database in the MEDIA column and in performance a "2nd track" window will appear next to the song title with a small vertical cursor that represents the volume of the recorded track.

Note: at the moment this function is not enabled on Mac OSx

Edit mode

In this mode we can edit different parameters of our song.

- Create markers
- Change the structure of our song
- Graphically edit our text included within our song
- Edit chords graphically
- Insert images for each marker
- Save the text of an audio in LyricsID3 format, etc




Song Markers

The use of the Markers allows the jump in real time to different points of the song. For example, you can associate the first marker with the introduction, the second one with the first verse, the third in correspondence of the refrain, etc.

The maximum number of markers is 10 per song.

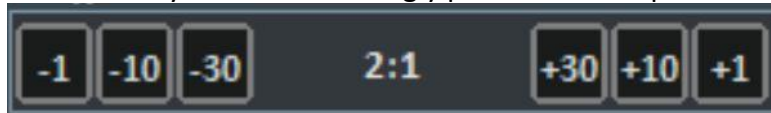
There are several ways to register new Markers while reproducing a song:

- Pressing ALT + [number from 1 to 0];
- Clicking on the Marker you want to generate, then click on the button 
- By a right-clicking on the bar at the bottom
- Clicking the 'L' key (adds them in order).

To relocate the Markers:


- Use the ALT and + or ALT and - keys
- Left click on the bar at the bottom, and move it with the mouse.

- Use the keys for an increasingly precise Marker position



To remove a Marker, select it on the table or on the bar at the bottom, and then press DELETE. You can rename the markers by double clicking on the table.



Using the key  it is possible to add images associated with the various Markers (for example, you can add the image of a score) so that you can show one or more images per song in progress.

You can use Markers to set a song starting and ending point.

For example, Marker 2 can be set to the first verse, skipping the Introduction, and Marker 9 at the end of the penultimate verse, to end the song before the "tail".

Once the Markers have been set, and any starting and ending points, it is necessary to save by clicking on the Save button.

The Markers can be saved only if the file (Audio or Midi) has been previously imported into the database.

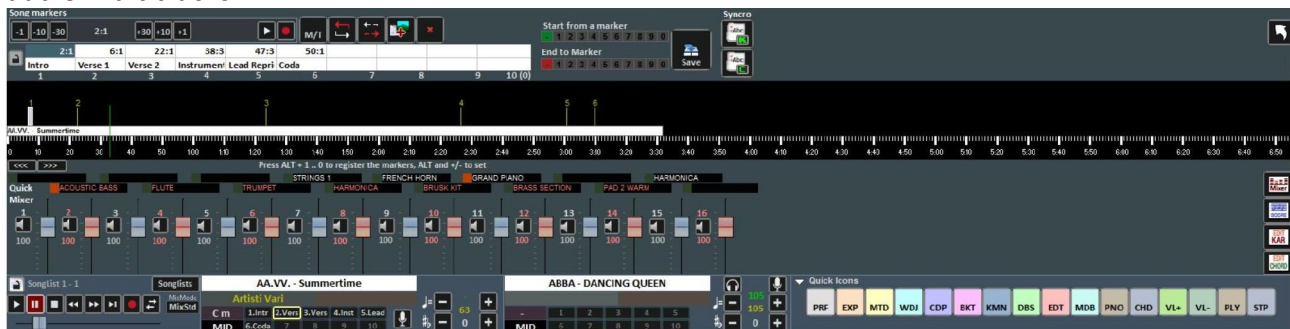
While the song is playing, the Markers can be quickly called up by pressing the number on the corresponding keyboard while for the midifiles the next beat of the song will be expected.

With the combination Shift + [numeric key], the changeover to the called Marker will take place immediately.

If the Markers are saved they will be visible in the next song bar, pressing Control + [numeric key], or clicking on the booked song Marker, in Performance, will allow the next song to start from an arbitrarily chosen Marker.


Midi Mixer

Next to the markers function, a simplified version of the Mixer is visible, valid for midifiles and audio multitracks.

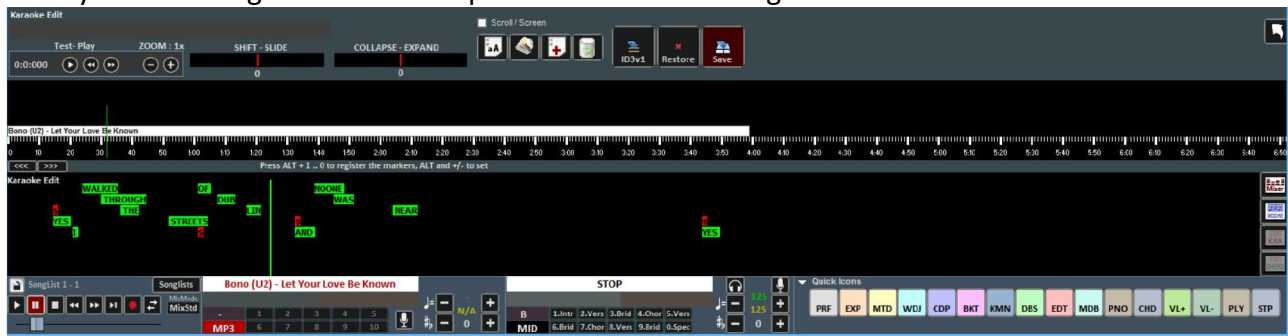


For each individual channel it is possible to adjust the volume, mute or change instruments (by clicking on the instrument name of the corresponding channel).

KARAOKE EDITOR

It can be activated with the key .

Here you can change the text or its position within the song





By clicking on each word, it is possible to edit it by changing the text, or move it graphically by anticipating or postponing it.

The Shift - Slide allows you to translate the entire text, anticipating or postponing it by a certain number of Milliseconds, indicated hereafter.

Collapse-Expand compresses or expands the distribution of text

The button  capitalizes the whole text.

The button  automatically optimizes the text by moving the page changes in order to simplify the reading of the Karaoke during the playback; it removes the double empty lines or pages too.

The button  allows the insertion of new text.

The button  deletes all lyrics



With this key, on the other hand, you can save in ID3V1 format compatible with many systems (such as Ketron Midijay) that use the display of the text line by line.

With the "SAVE" key you save all the changes made.

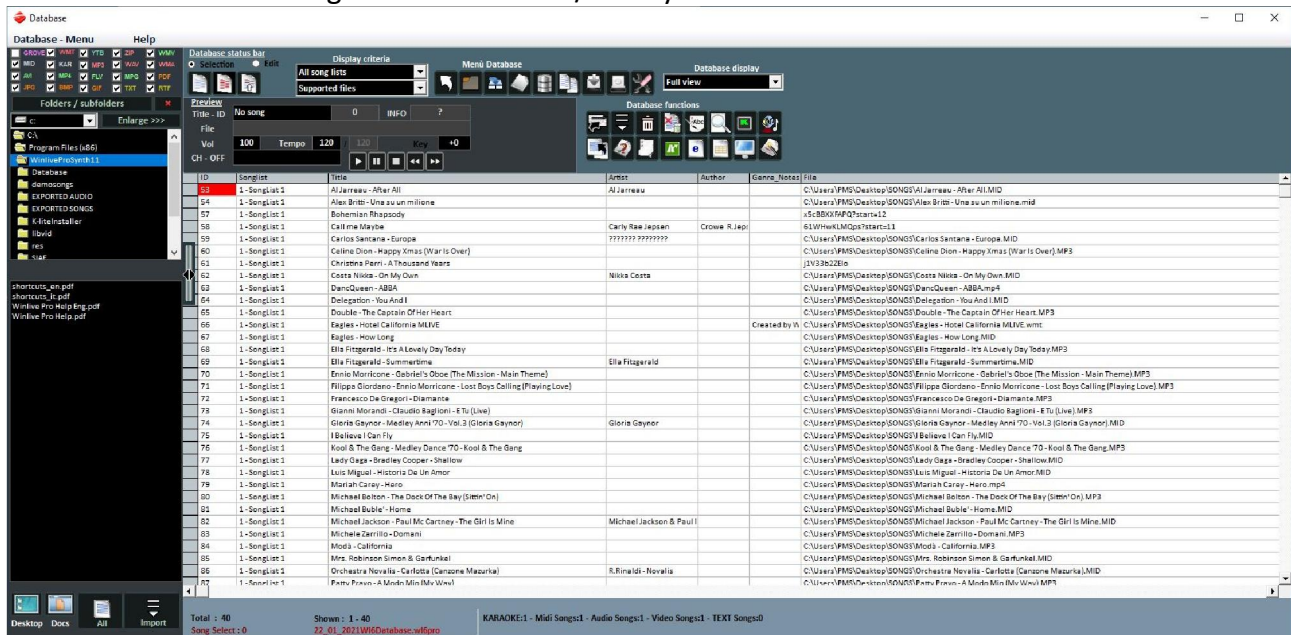
CHORD EDITOR

Like the Karaoke Editor, you can access the Chord Editor to edit the chords, using the button .



Database mode

Below is the "Database" grid of Winlive Pro / Pro Synth 12




- Create, Open and Save

From **Performance** it is possible to access the database by clicking on the menu at the top **Database -> Database** or from **View mode -> Database** or by clicking the quick button (quick icons) DBS

It can be accessed without using the mouse by pressing the **CTRL + ALT + D** keys
WINLIVE PRO 12 allows you to manage multiple databases.

- To create a new database press the button: 

Winlive will ask whether to save the already present database, after which it will empty the current database.

- To open an existing database press the button: 


Winlive will ask you to specify the name of the database to open.

- To save the current database with a name press: 

Winlive will ask you to specify the name of the database to save.

- To import a database created with versions 5.5 / 4.5 / 4.6 / 4.7 / 5.0 / 5.5 press: 

Winlive will ask you to specify the name of the database to be imported.

- To make a backup of the database press: 

- To restore the previously created backup press the button: 

Winlive will show the backup date and time.

Warning: creating a new database, or restoring a backup, will delete the one previously created if you do not save it.

- Edit the cells

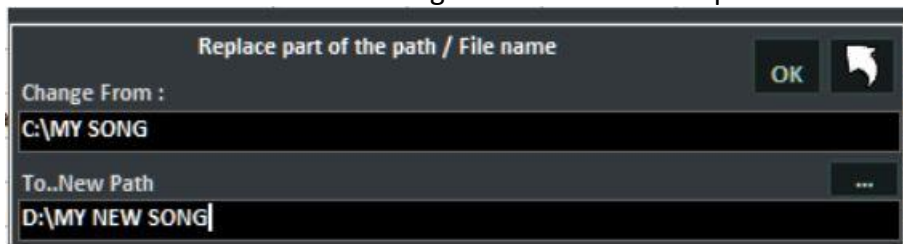
You can change the cells values by double clicking on each cell if you are in "Selection" mode or by pressing the "E" key. You just need a single click when in "Edit" mode.


On some fields the entry process will be guided, on others it is possible to write directly inside, other fields are informative and it will not be possible to edit them, for example Type field, ID...

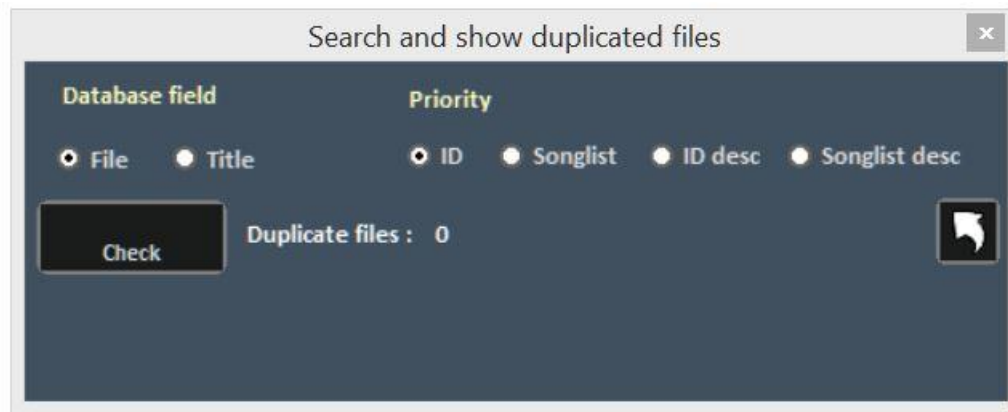
It is possible to edit some values quickly through the "Preview" window that allows you to listen quickly to a preview with new settings applied.

Right clicking on a cell (or on a selection of cells) allows you to access a menu through which you can perform various operations:

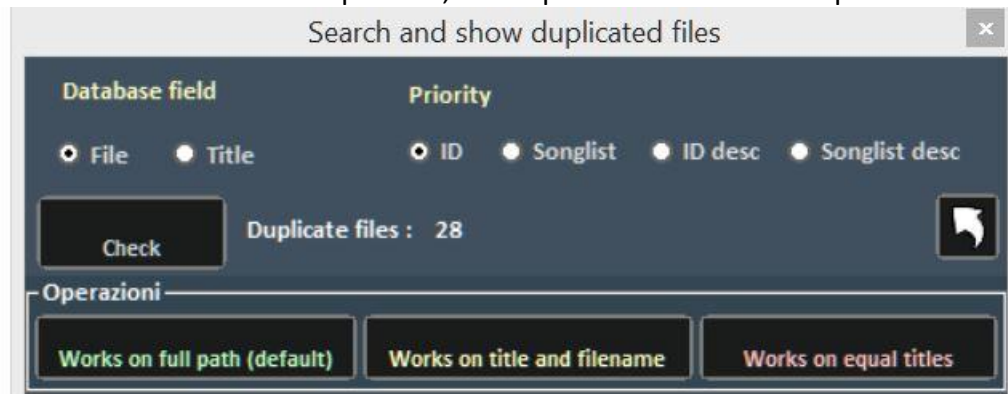
- Select all: highlight all songs
- Reset selection: cancels the selection of the tracks
- Copy: copy
- Edit: edit the selected cell
- Multi field insertion: allows a multiple selection on several songs at the same time.
- Sort A-Z: sort in ascending order in the selected column
- Sort Z-A: sort in descending order in the selected column
- Delete database: delete the song from the database but not physically from the hard disk
- Sort grouped by SongList: sorting in ascending order according to the SongList
- Get interpreter / author from folder name: the folder name is displayed in the Artist column.
- Move to List: move the selected songs from one SongList to another
- Copy to List: copy the selected songs to a SongList
- Restore files-Path (scanning): this important function allows you to restore the path if the files have been physically moved from one folder to another. It is also possible to restore the path for the files of the MEDIA and TEXTFILES columns
- Replace part of the path: replaces a complete route or part of it with a different one. For example if I physically moved some songs from the folder C: \ SONGS in D: \ MY SONGS I have to select the interested songs and write as in the picture



- Mute channels: to select the channels to be muted
- Copy IN: physically copies the songs from one folder to another with the possibility of updating the paths in the database
- Move IN: physically move the songs from one folder to another with the possibility of updating the paths in the database
- Find and show duplicate files: this function is accessible from the key  . It shows duplicates in different ways. Most of times, the duplicated files can be conceived as a song coming from the same list or with the same title of the first one. Once the database field to be set as a parameter for the duplicate file has been arranged, the priority must be chosen (ID as loading order or belonging SongList).



Once the CHECK button is pressed, the duplicated tracks come up.



This operation is irreversible, therefore we recommend that you save the database first.

- File analysis - Mp3 tag info: this function extrapolates the information inside the mp3 files such as title, artist etc.
- Convert title to: set of text functions such as upper case, lower case, eliminate unnecessary spaces, etc. for example **Use file name as title**: the file name is displayed in the TITLE column
- Divide title field: allows to divide title and Artist if these details are both present in the TITLE column
- Duplicate: it is used to duplicate the selected files
- Locate files on disk: directly opens the source folder of the files on the hard disk
- Remove file from disk: allows you to physically delete the file from the disk and simultaneously from the database. This function is irreversible.
- Create and save YTB file (YouTube song): once a YouTube song is selected, it is saved into an external physical file. Do not forget that the YouTube file is a simple link to a YouTube video.

- Multi-selection

If you hold down the CTRL key, you can select multiple songs in order to operate in groups. If you are in "Selection" mode, the song is deselected by clicking on it, while in "Edit" mode just click on any field to deselect everything.

- Database columns

Below is the sequence the columns of the database

ID: indicates the number in chronological progression of the imported songs

SongList: the belonging SongList is displayed

Title: indicates the title of the song

Artist: performer of the piece (artist)

Author: author of the piece.

Genre_Notes: we can enter the genre of the song or annotations on the song itself

Type: value not editable. Indicates the type of file (mid, mp3, video, etc.)

Karaoke: value not editable. Indicates the presence of the text within the file. It is valid only for midi files and mp3s

Tempo: value not editable. It is the time relative to the song

TempoP: it is the edited time

ChOff: indicates muted channels for midifiles

Transpose: displays the changed pitch

Volume: the standard volume of the song (100 means volume as in the original)

Media: file associated with the song (for example associating a pdf, an image, a sound, etc.)

Textfile: Text associated with the song (txt or rtf)

Order: allows you to create a custom order of the songs in the set list

When we want to create a custom order, we have to insert a series of numbers in order to create a numerical criterion

For example if we want to create a playlist with this personalized sequence

IMAGINE - YESTERDAY - MICHELLE - LET IT BE

We will insert these numbers for example: IMAGINE (15) - YESTERDAY (21) - MICHELLE (50) - LET IT BE (88). No matter what numbers we enter, the important thing is to create an increasing number sequence

After doing this, remember to assign this sorting order to this SongList in SONGLIST EDITOR



<https://youtu.be/y5E5pEAKWag>

Key: indicates the key of the song

-Import of the songs

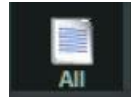
Start entering some songs by clicking on the left side of the database called **Explorer**.

Select a folder and open it with a double click. The songs contained in the folder in question will appear. If the folder is located on the desktop or in Docs folder, we can view them simply by



clicking the buttons

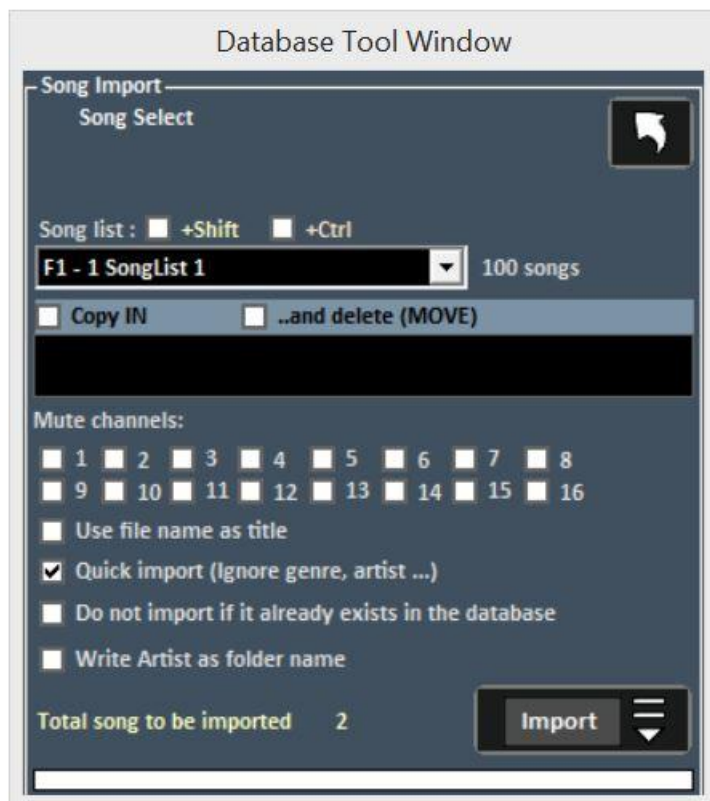
We can select a song, several songs (by holding down the CTRL key) or all the songs in the folder



by pressing the button



By clicking on , the selected files are imported.



Now you can select:

- The destination **SongList**;
- **Copy TO**: a secondary folder where to save the copies of the imported files;
- **MOVE**: the selected files are physically moved to another folder
- The **mute** channels for Midi files;
- **Use file name as title**: displays the name of the file as the title of the song (Title column) instead of the title that is usually included in the file itself;
- **Quick import**: speeds up the import by ignoring some information;
- **Do not import if it already exists in the database**: avoid uploading files down in the database;
- **Write Interpreter as folder name**: write the artist of the piece (Artist column) by taking information from the last folder that contained the above mentioned song.

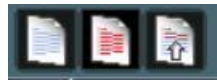
Note: fast import performs the process extremely quickly but does not allow thorough checks on the integrity of the file and the MP3 tags.

In any case, files that are deemed invalid, such as Midi that have notes jammed or lacking vital information will not be imported in order not to compromise any user performance.

In any case, at the end of the import a short report will appear about the imported and invalid files.

Attention: the integrity checks will not be provided on the files of the Song Folder Lists and on the files launched with Load File

Database keys



Respectively: deselect all, select all, select multiple



Set filters on the display based on the type of File and / or the SongList to which it belongs



In the order:

- Return to Performance mode
- Open a database (new)
- Save a database
- New database
- Import database from a previous version
- Find and show duplicate files
- Make a backup of the database
- Restoration of the previous backup
- Database setup for changing the display parameters



Top row:


- Move the songs to another SongList
- Open Import Song window
- Delete song or song selection from database
- Delete all the songs now shown in the grid even if not selected

- Use file name as title for the selected song
- Search for a title among the songs on the grid
- Open Karaoke monitor
- Import the Playlists of Vanbasco

Bottom row:

- Copy the file to another physical destination
- Search for “orphan” files (files missing or with wrong path)
- Open the SongList Manager (SongList editor)
- Replaces the path or file name
- Create a database report in HTML format
- Create a database report in Excel format
- Locate the file on the hard disk
- Title optimization

- ORPHAN FILES (missing files)

To search for orphan files, click on the button 

Tip: positioning an icon on a small label will give a brief description

Orphan Files



The Orphan File Search feature allows you to scan the entire database looking for files that are missing in a way that may have been deleted or moved to another folder.

To find orphan files, press the "Check" button. Once the scan is complete, you can delete matches from the database (**Remove All**), or show them in the database. The Search function searches for all orphan files and once identified, the relative path in the database is automatically updated.

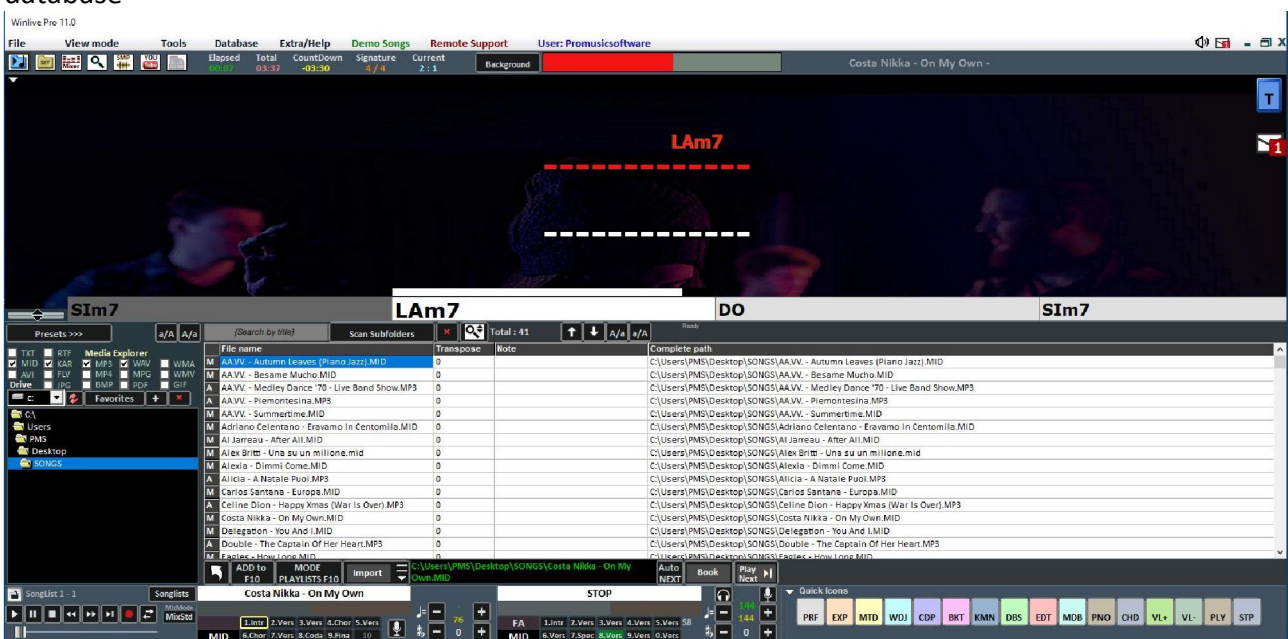
With New path, on the other hand, the new path is updated manually.

Media explorer

We suggest our users who have tens of thousands of songs use the two modes: Database and Media Explorer

In the Database it would be better to insert the songs of your own repertoire that need the management and the personalized saving of different parameters while in Media Explorer the simple execution of songs perhaps with variation of transposition and annotations for each song. The latter mode is especially suitable for those who perform karaoke performances

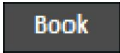
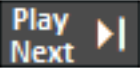
In Media Explorer, therefore, you can run the Songs directly from the hard disk, with a very fast and intelligent research; you can also apply display filters and possibly import them into Winlive database




By clicking on **Default >>>** you can open predefined paths or you can select a starting folder that Winlive will search.

RESEARCH

Once you have entered the title of the song or part of it to be searched, WINLIVE quickly searches for all the songs that meet the search criteria.

Once the search has been done, you can select the song and play it on the fly simply by pressing Enter, or you can book it by pressing the space bar or by clicking on the button . With the button  you can play the booked song (or by pressing the **CTRL + Enter** keys).

NB: To switch to the booked song by mixing press the **CTRL + Y** keys, while to fade away the **CTRL + Q** keys

If you want to book more songs you have to go to the song (possibly change the key and annotations) click on  or the **INS** key and so on.

The booked songs will be displayed by pressing the **F10** key or clicking on the button .

The reserved tracks will be displayed and infinite **PLAYLISTS** can be created, saved and recalled later.

Options

General Options:

Winlive Options

Karaoke and Pictures Midi Options 1 Midi options 2 Audio options

General Options SongList Chords and Texts CDG / Video

☐ Stop at the end of each song

☒ Stop of the song even if booked

☐ Random next song

☐ Disable automatic song start

☒ Sliding melody bar

☐ View markers in the melody bar

☐ Use measure indicators in Melody bar and Notation

Melody bar below

Vertical Melody Indicators

Melody Bar Only on Main Screen

Automatic mixing

Off

0 Milliseconds of waiting before the start

25 % Talkover Volume

Tablet keyboard on the right

Advanced settings (Expert users)

☐ Screen Double Buffer

☒ Check for updates at startup

LANGUAGE English

Keys 1,2, ... 0

Song markers

Use the Space for bar

Play / Pause

Search Window position

'Search song' window at the bottom

☐ Use 'ESC twice' for Stop instead of ESC

☐ View clock

☐ Use high contrast indications (requires restarting the program)

☐ Do not use leds

☐ Do not use the VU-Meter for midi

☒ CountDown flashing end song

☐ Automatically hide Tablet keyboard

☒ Auto-open Visual Mixer when audio multitrak starts.

Song booked in Karaoke Monitor

Hue and Title information in Karaoke

Database Buffer (KB) AUTO (Restart)

Interface update

☒ Enable frame jump

Fast 100ms

Application Name: Winlive Pro Synth

Version 12.0.04

--- Author and programmer ---

Pinto Giuseppe Massimo

--- Ideator ---

Leonardo Di Pinto

Programmer consultant: Leonardo Cosmai

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Max Verri

Frisoni Nunzio

Di Pinto Mariachiara

De Iudicibus Mauro

Apply

Cancel

Reset(ALL)

Reset(Audio/Midi)

Import

Export

Use settings for minimum requirements

Visit our website for support:

WINLIVE

www.promusicsoftware.com

Stop at the end of each song

Disables automatic reservation of the next song in the list

Stop of the song even if reserved

Disables automatic song playback even if reserved

Random next song

Randomly book the next song

Disable automatic song start

Each song requested does not start automatically but is started with the enter key

Sliding Melody Bar

The melody bar, which can be called up from the CTRL + E performance, can be fixed in screens or sliding

View markers in the Melody bar

As a description

Use measure indicators in Melody bar and Notation

During the scrolling of the Melody bar it is possible to view a progressive measurement numbering.

Melody bar bottom or top

Position the Melody bar when performing in performance

Vertical Melody indicators, fixed horizontal, horizontal with height

As a description

Melody Bar only on main screen, only on Karaoke monitor, on both

As a description

Automatic mixing

Mixing mode between a song and the next one or the one reserved: only audio, audio and midi, disabled

Milliseconds of waiting before the start

Set the number of milliseconds that the program will wait before playing the song

Talkover volume

By pressing the "P" key during performance, the volume level drops to the chosen percentage, allowing you to speak while the song is playing in the background

Tablet keyboard

Allows to position the virtual keyboard (suitable for Tablet devices) on the right, left or disable it

Keys 1,2, ..., 0

You can use the numeric keys to quickly access the Markers or to mute tracks 1 through 10

Use the Space for bar

You can use the space bar to play or pause a song, or to show or hide the SongList

Search Window position

Allows you to move the "search song" window down or up on the screen

Use ESC twice to stop instead of ESC

If checked, the stop will be effective by pressing ESC twice instead of once

View clock

View a clock in the upper right

Use high contrast indications

As a description. Requires restarting the program

Do not use leds

The LEDs are positioned and are active in correspondence with the various instruments displayed in the Mixer interface; by ticking this box they are deactivated.

Do not use the VU-Meter for midi

The Vu-Meter is active in the Mixer interface to signal the sound level and can be deactivated by ticking the appropriate box.

CountDown flashing end song

The countdown is present at the top center of the performance screen and flashes a few seconds before the end of the song being played; by removing the check in the appropriate box, you can cancel it.

Automatically hide Tablet keyboard

By ticking the appropriate box, the tablet keyboard can be hidden

Auto-Open Visual Mixer when audio multitrack starts

This function is related to the audio multitrack song. You can decide whether to open automatically when loading an audio multitrack song.

Song booked in Karaoke monitor

Option to display or not the booked song in the karaoke monitor, also sizing the display character

Key Information and Karaoke Title

Option to view the song being played and its pitch in the karaoke monitor, also sizing the display character

ADVANCED SETTINGS

(It is recommended not to change the default settings unless you are an expert user)

Language

Choice of preferred language. Requires restarting the program

Check for updates at startup

If checked, it allows you to automatically check for updates at each start.

(Video) Interface update

Winlive will update the graphic interface every few milliseconds. Set the value according to the graphics processor speed.

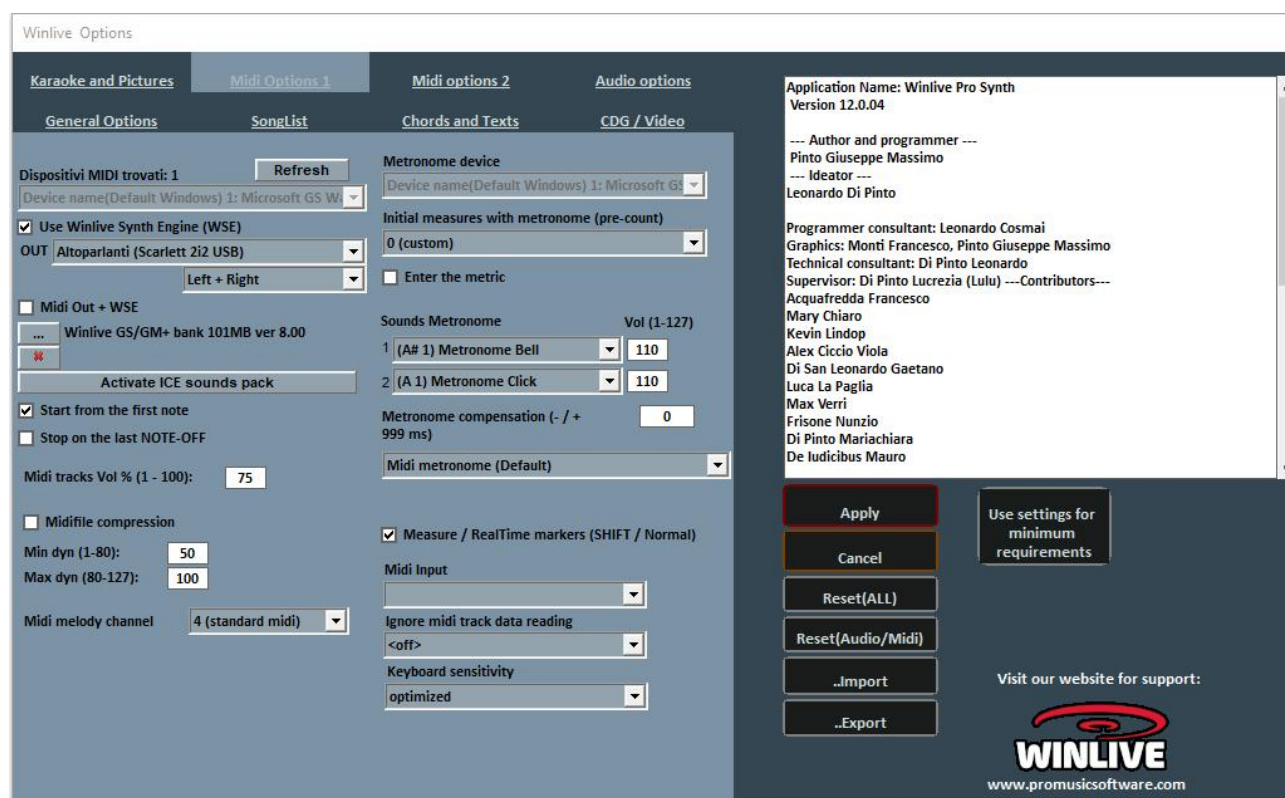
Enable frame jump

Mixing two songs delays the display of the image of the following video
It is ticked to save resources on less performing computers

Database Buffer

Set the memory buffer (in KB) to be allocated to the database. Requires restarting the program

Midi 1 options:



Device Midi

It is possible to set a device for Midi both physical (Expander, Keyboard) and virtual (Roland VSC, Mircrosoft SoftSynth, etc.).

The Refresh key updates the list if you have just connected a new device.

Use Winlive Synth Engine (WSE)

This feature allows you to use the digital sound bank of the WINLIVE PRO SYNTH 12 without being bound by external expanders.

Out

Default output for the output of the Midi stream with the possibility of setting the right or left channel of the indicated output

Midi Out + WSE

Allows you to use the Winlive Synth Engine with a midi out to be selected in midi devices.

...

It allows you to select another digital sound bank (soundfont .sf2) With **X** you can reset and restore the Winlive sound bank

Start from the First Note

If checked, it allows you to position yourself directly on the first note useful when opening the Midi File, thus allowing immediate access.

Stop on the last NOTE-OFF

If checked, it allows you to end the song at the last NOTE-OFF, truncating any tail of the sound.

Midi tracks Vol% (1-100)

It allows the variation of the general volume of midi tracks in percentage.

Midifile compression

Enables compression of note dynamics of midi files according to the min and max values set below.

Midi melody channel

Defines the midi channel for the melody (as standard set on midi channel 4)

Device Metronome

It is possible to set a different device for the metronome, or use the same main device.

Warning: using a different device for the metronome could cause timing problems, due to any different latencies of the midi device used.

Initial measures with metronome

The metronome will be played back up to the number of beats chosen after which it is automatically turned off (it is convenient to use this function together with the de-selection of start from the first note).

Sounds of the Metronome

This part of the menu will allow you to change the sound of the metronome and set the volume of it.

Metronome compensation

It is used to "calibrate" the metronome if there are latency problems

In the drop-down window below you can determine whether the Metronome is midi or audio

Batting midi Markers

Markers in measures mode

As per description

Midi input

Allows the connection of a keyboard or any MIDI IN device to play the internal sounds of the WINLIVE externally.

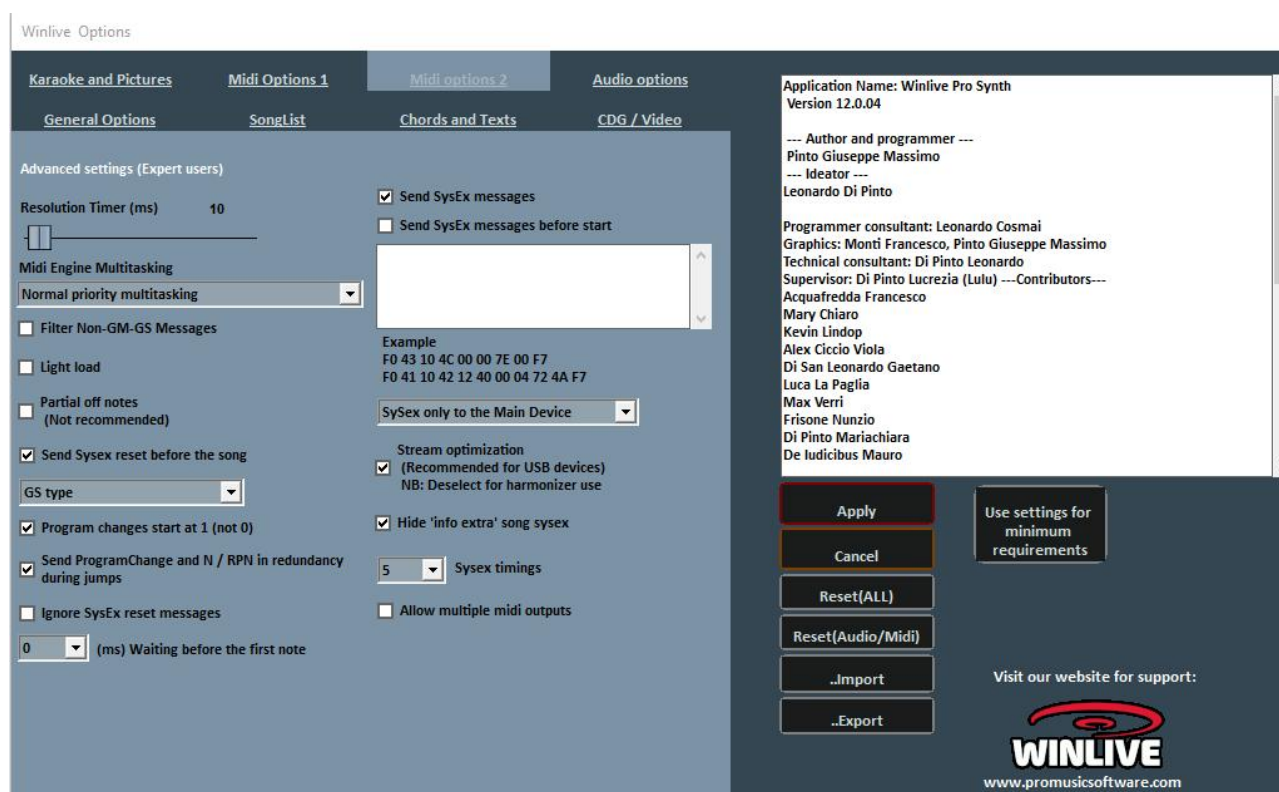
Ignore Midi track reading

Ignores the reading of parameters other than note on and note off of the track selected for midi files, if set to off it is disabled

Keyboard sensitivity

Adjusts the touch sensitivity on the midi keyboard possibly assigned in the midi input.

Midi 2 options:



Resolution timer

Midi messages are sent in bulk every tot milliseconds. Usually 10 milliseconds is the optimal resolution.

An increase in the timer decreases the CPU load but could clog the Midi device, a decrease better distributes the midi messages but could weigh on slow CPUs.

In general, the default working range within which the time is perceptibly precise varies from 5 to 30 milliseconds.

Midi Engine Multitasking

The multitasking midi engine allows the execution of multiple midi streams simultaneously, increasing the loading and execution speed, excellent for computers with good performance.

Filter Non GM-GS messages

Leave out the redundant midi events considered useless for the reproduction of Midi files like Control Change etc ...

Some devices with advanced functions such as Karaoke or Vocalist output, in combination with some specific songs, may need to send these messages.

Deselect it only if you encounter such problems.

Light Load

Leave out some midi events like Pitch-bend, AfterTouch etc ...

Enable it only if you experience slowdowns in Midi playback.

Notes Partial OFF

An alternative way to use the pitch change reset, paused and at the end of the song.

Do not enable it if you use an Expander otherwise the notes will decay very slowly

Send Reset Sysex before the song

Send the Sysex standard reset message before each midi song, the type of reset message (GM, GS etc.) can be chosen from the drop-down menu just below.

Program changes start at 1

By convention, the displayed program changes can start from 1 instead of 0 (only for visual indication)

Drum compatibility M-live Xlight

Exclude some drum kits that can block M-live xlight and M-live Xlight 2, do not select if you use midi devices other than the two just listed.

Ignore Sysex reset messages

Ignore the standard sysex reset messages already included in the midi file.

Ms waiting before the first note

Indicates the waiting time in milliseconds before starting the midifile

This mode is useful for older expander who need a waiting time to manage the flow of incoming midi data in an optimal way.

Send SysEx Messages

Enable the sending of SysEx messages contained in the midi-file during playback.

Example: if the song contains 2 drum tracks, it is necessary to enable it to read the corresponding SysEx message indicating to the midi device that track 9 or 11 is a drum kit.

Send SysEx Messages before start

Send a series of SysEx commands before the start of each song. Very useful for older expander who use non-standard instructions.

Example: to send the GM reset, disable the "Send GS reset" option then paste the following string on "Send SysEx messages before start":

F0 7E 7F 09 01 F7

For the reset XG paste the following string:

F0 43 10 4C 00 00 7E 00 F7

It is possible to choose whether to address SysEx messages only to the main Midi device or to all devices.

Flow optimization

Optimize the data flow while playing the midi, it is recommended not to disable it.

Hide info extra song sysex

As description

Sysex timing

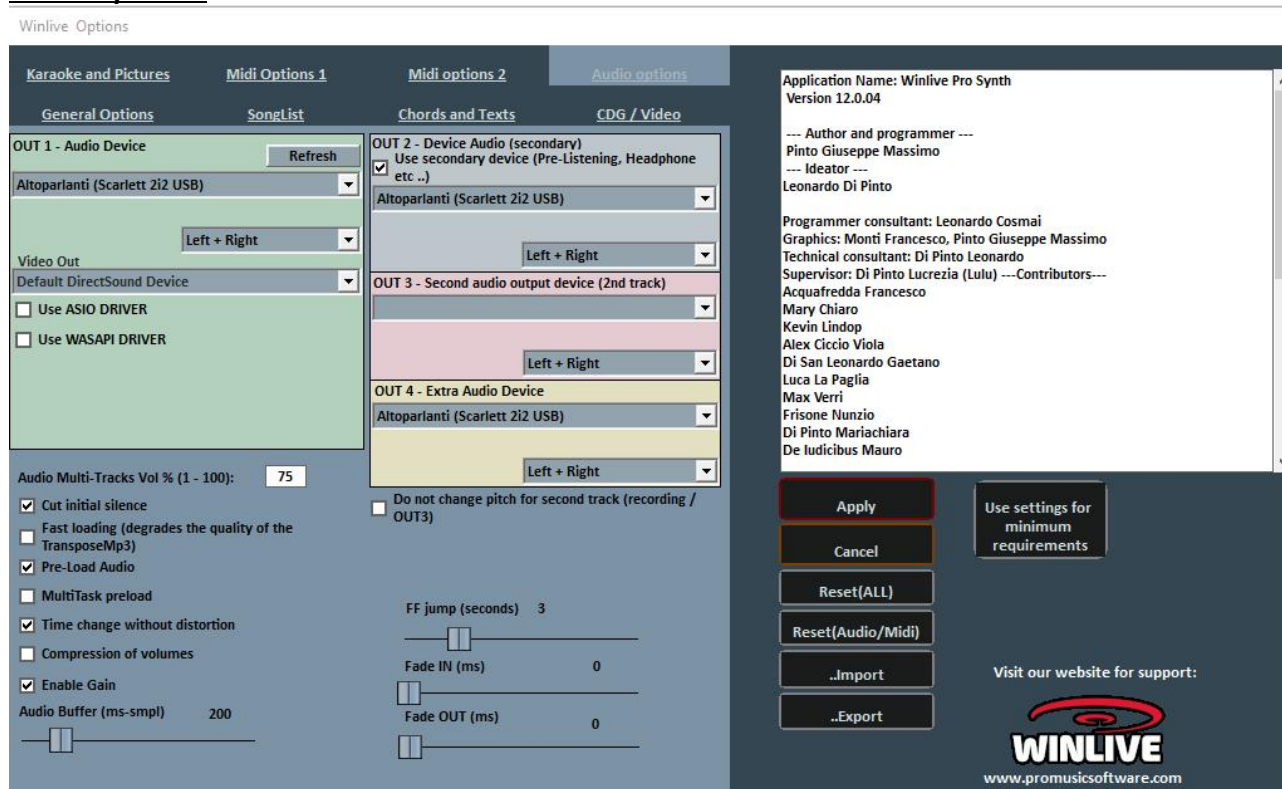
Set the delay time after sending a sysex message to the device.

Allow multiple midi outputs

It allows the use of multiple midi outputs when you want to manage multiple devices for the same song.

Refer to the mixer in performance

Audio Options:



On this screen you can set up to 4 audio outputs and the audio present in the video

Audio Device OUT 1 – OUT 2 – OUT 3 – OUT 4

It is possible to set a device for the output audio typically a sound card.

And for each output we can decide whether to use it in stereo or mono (left or right)

The Refresh key updates the list if you have just connected a new device.

Audio Multi-Track vol

Here the volume for multitrack songs is set

Cut the initial silence

If checked, it allows the execution of audio files starting directly from the first audible part. It is useful to check it if you want immediate execution even for audio tracks, especially CDGs that sometimes contain a silent part at the beginning that can last even more than 10 seconds.

Fast loading

Ability to load on the fly, even faster on audio files.

The increase in speed is not very evident since Winlive is already very fast in a normal way. We recommend that you enable this option only if you really need to play the backing tracks in real-time as it may reduce the quality of the transpose on some sound cards.

Pre-Load Audio

If checked, this option allows you to load the audio song into memory at the time of booking, so that when it is played the song starts faster.

MultiTask preload

If checked, this option allows you to speed up the loading of the songs.

Time change without distortion

It allows the change of time without the song distorting.

Compression of volumes

Enable volume compression on audio, for details go to tools -> Winlive audio options.

Enable Gain

Enable the use of gain in the virtual mixer.


Audio Buffer

Set the buffer size. Increase this parameter in case of interruptions when playing audio and video files. It is recommended not to decrease from the default value.

Do not change pitch for second track

As per description

FF Jump (seconds)

These are the jumping seconds when FastForward fast forward is chosen on an Audio song,  ('F') key.

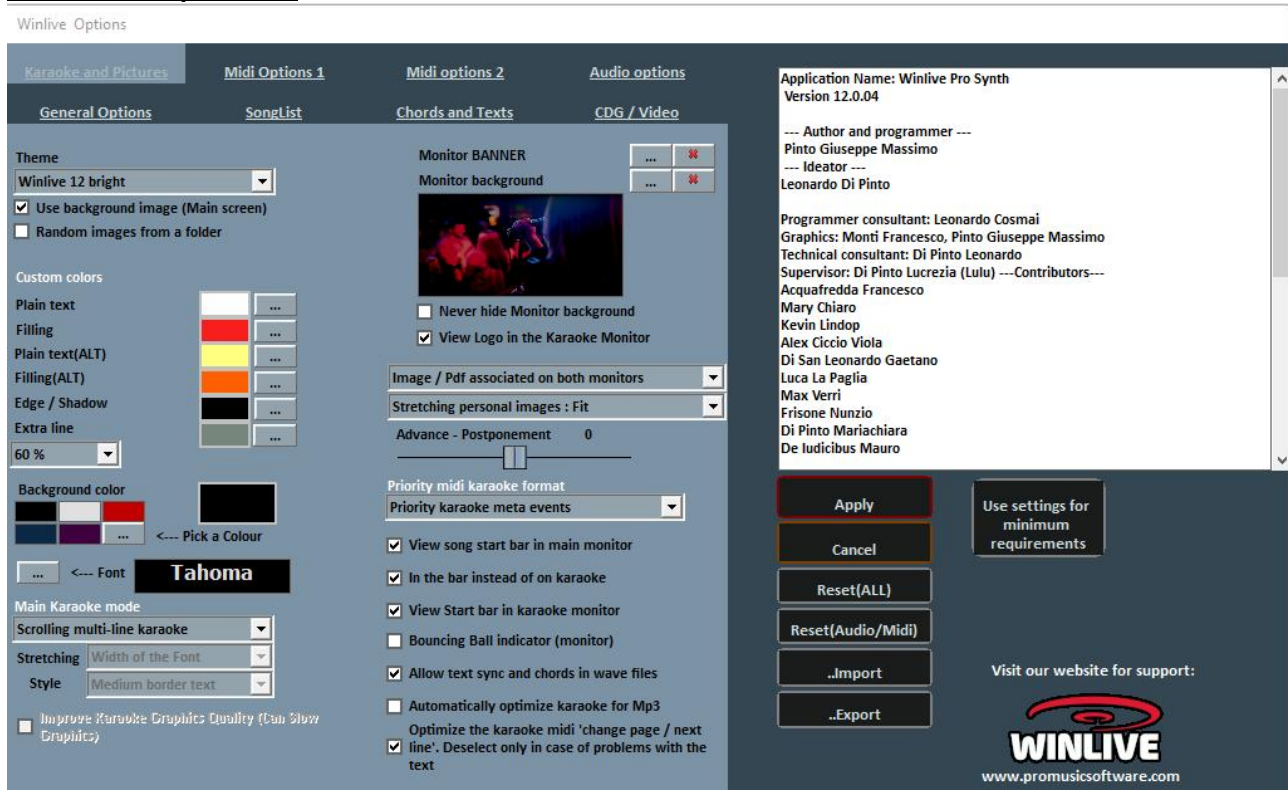
Fade IN

Set possible fade IN fixed for audio songs (time expressed in Milliseconds).

Fade OUT

Set possible fade OUT fixed for the audio songs (time expressed in Milliseconds).

Karaoke and pictures:



From this screen you can change the graphic theme of the program, the background image, customize the colours of the text and the background as well as the character of the Karaoke and more.

Theme

Allows you to select a graphic theme for Winlive.

The theme affects the background and colour of the text, the fill and the shadows or effects.

Use background image

If checked, it matches by default the background image of the theme for all executions.

Random images from a folder

It is possible to select a folder from which Winlive loads images randomly and associates them with each song.

Custom colours

Allows customization of colours for text, fill and so on

By extra line, we mean the extra lines following the running text

Background colour

In the absence of a background image, it is possible to change the background colour

Font

It is possible to establish a character common to all the text display modes

Main Karaoke mode

I come seven modes and parameters for displaying the text in the main monitor

It is also possible to improve the graphic quality of karaoke (not recommended for "slow" computers)

Monitor background

Allows you to customize the background of the main monitor and the Karaoke monitor.

Monitor banner

Allows you to insert a banner in the karaoke monitor

Never hide monitor wallpaper

As a description

Display logo in the karaoke monitor

In the absence of the tick, it does not display the WINLIVE logo in the middle of the Karaoke Monitor. In WINLIVE logo in the upper right corner of the Karaoke monitor it is always displayed

Viewing images or pdf files

It is possible to decide where to display images or pdfs (scores or images) with various visualization possibilities

Advance - Postponement text

Possibility of anticipating or postponing for a selected number of Milliseconds the scrolling of the text according to the criteria of Midi File or Mp3.

Singing start bar

Possibility to display the start bar on the karaoke monitor and to move it.

Bouncing Ball indicator

Displays an animation on the line or syllable of the scrolling karaoke text.
On the Midi Files, it changes colour according to the metronome.

M-live encoding precedence (songservice) instead of Karaoke

There are midi songs that can have more encodings for the text / chords, for example sysex format and tune 1000 format.

Allow text sync and chords in wave files

Ability to insert lyrics and chords in audio files

Automatically optimize karaoke for mp3

The mp3 text is optimized for a easily readable display

Optimize midi karaoke

The text in the midi files is optimized

SongList:

Winlive Options

Karaoke and Pictures **Midi Options 1** **Midi options 2** **Audio options**

General Options **SongList** **Chords and Texts** **CDG / Video**

Song List sorting type
TITLE

Song list cells
5 Stripes

Song list columns
3 Cols.

Font size / song list cell
18 Pt.

Number of characters per cell
32 Characters

Song List position
Song list below

Cell width
Very wide

☐ Manage Artist / author / time / genre field ..

Artist to the right of the title

Typing in song list
Search first letter

Grid style
Normal

Text style
Normal

SongList colors

Background

Selection

Midi Song

Audio Song

Song CDG

MultiTrack Song

Video Song

Text Song

Image Song

Midi Groove Song

Audio Groove Song

Executed (Cell)

Orphans/File missed

☒ Highlight missing files in the songlist

Calibri

☐ Song list in Karaoke monitor

☐ Color songs performed

☐ Pre-load song lists
(Requires a lot of Ram)

☐ Do not hide the Song List at the end of the song

☒ Flag Song with Karaoke / 'K' Chords

☐ Use mouse wheel to scroll

Application Name: Winlive Pro Synth
Version 12.0.04

--- Author and programmer ---
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Apply
Cancel
Reset(ALL)
Reset(Audio/Midi)
..Import
..Export

Use settings for minimum requirements

Visit our website for support:
WINLIVE
www.promusicsoftware.com

SongList sort type

It is possible to choose the sorting order for all the SongLists

ID = insertion order, the last inserted will go to the end

TITLE = by title, INTERPRETER = by interpreter, AUTHOR = by author,

GENRE_NOTES = for the genre of the song or for the relative annotations

TYPE = by type of song (e.g. midi, mp3, video, etc.)

The sorting order of the SongList can be selected by combining different fields.

You can use the Order field, which allows you to make a customized sorting of the lists as defined in the database. For a specific sorting for each SongList, refer to the SongList editor function in the instrument voice.

SongList cells

Allows you to set the size of the cells. Setting two cells per row gives you the largest dimensions for the cells.

SongList columns

Allows you to set the number of columns to be displayed in the SongList.

Font size / SongList cell

It allows you to set the font size within the cells of all the SongLists.

Number of characters per cell

It is used to set the maximum number of characters that each cell must have.

SongList position

You can view the SongList at the bottom, left or right side

Manage interpreter / author / time field etc.

Interpreter to the right of the title

It allows you to choose where to place the interpreter of a song.

Typing in SongList

It allows you to do a smart search, even writing only the first letters of the song.

Grid style

Allows you to adjust the border of the cells of all the SongLists.

Text style

Allows you to adjust the evidence of the text within the SongLists.

SongList colours

It allows the variation of the colours displayed within the SongList, assigning a different colour for each type of file, as well as for the background and selection.

Highlight orphaned files in the SongList

This important function identifies orphan files, i.e. files whose path does not match the one in the database. If the files are blackened, it means that they are unplayable.

SongList font

Allows the adjustment of characters within the SongList.

SongList in Karaoke Monitor

It also allows you to view the SongList on the second monitor.

SongList in Karaoke Monitor

View the SongList also in the Karaoke Monitor.

Song done

Colour all the songs already played.

Pre-load the SongLists

Pre-loading of the SongList by increasing the display speed of the same

Do not hide SongList at the end of the song

At the end of each song, the SongList remains active even if there is no "closed padlock"

Report song with Karaoke / 'K' chords

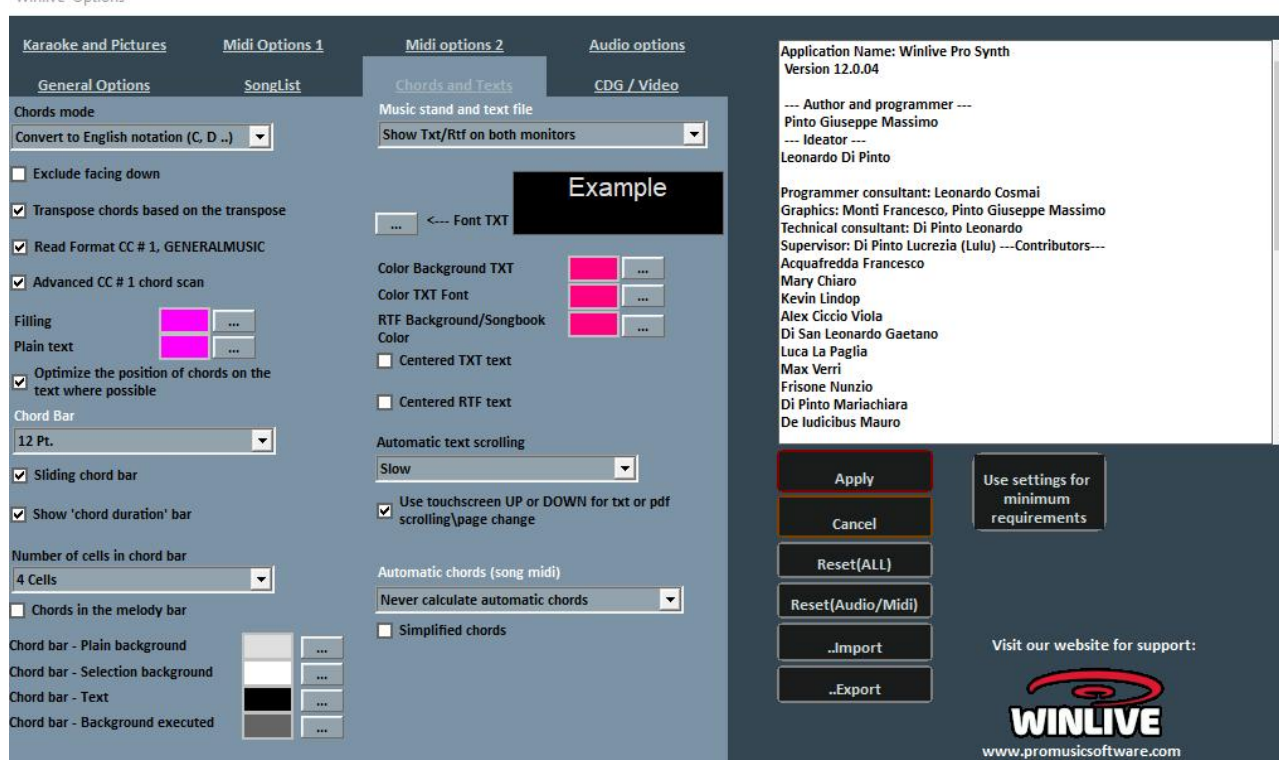
Signals the presence of the text or Chords through the letter K

Use mouse wheel to scroll

The mouse wheel is enabled to scroll through the songs of the SongList in performance

Chords and Texts:

Winlive Options



Chords notation

Allows you to leave the notation unchanged, or to convert all the chords that may be contained in the files in Italian format (Do-Re-Mi ..) or in Anglo-Saxon format (C-D-E ..)

Exclude Bass Revolt

If active, displays the Chords excluding the address, if any.

Example: Gsus / C will be displayed as Gsus

Transpose chords based on the transpose

If active, the chord transposed follows the pitch change of the song (audio or midi). If deactivate, leave the chords unchanged when the pitch change is performed.

Read Format CC # 1, GENERALMUSIC

It allows the reading of chords in particular formats. By enabling this option, information next to the simple chords may be read in the chords field.

Advanced CC # 1 chord scan

It allows the reading of "advanced" of chords in CC # 1 format

Fill and plain text

It is possible to change the colour of the chords on the lyrics (Lectern with Chords mode), useful for differentiating the Karaoke text from the chords.

Optimize the position of chords on the text where possible

As per description

Chord Bar

Allows you to set the height dimension of the chord bar.

Sliding Chord Bar

Allows the chord bar to slide along with the song.

Number of cells in chord bar

Allows you to choose the number of cells inside the chord bar

Chords in the melody bar

Allows chords to be inserted into the melody bar

Colours of the chord bar

Choice of colours for the chord bar

Automatic chords (midi song)

Ability to automatically calculate chords in midi files with various options

View Txt and Rtf also in Karaoke Monitor

If checked, it allows the text to be displayed even within the Karaoke Monitor

TXT font

Allows you to change the font, colour and size of the text beyond the background.

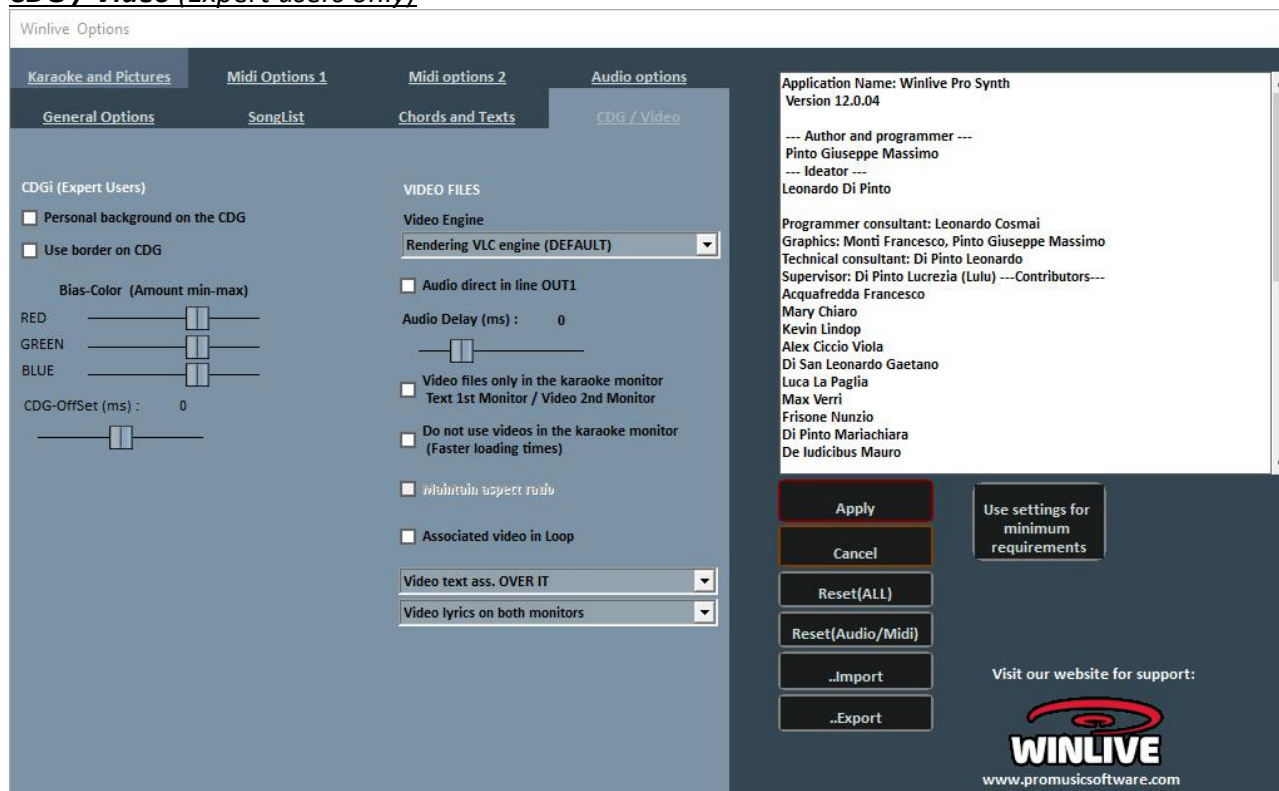
It is also possible to center the TXT text and the RTF text

Automatic text scrolling

When associating a text (txt or rtf) with a file we can decide the scrolling speed of the text.

Remember that you can use the K and L keys to move forward or backward in the text.

CDG / Video (Expert users only)



It is good to interact with these parameters only if you are fully aware of the structure and characteristics of the Mp3 + CDG (Graphic Karaoke) files.

CDG (expert users)

Personal background on the CDG

If enabled, use the current background colour instead of the original background colour in the CDG.

Use board on the GDG

Enable border colouring in the CDG where available.

Disabling, by default, allows an improvement in the reproduction of CDGs on the computer that do not need a border like on a TV.

Bias-Colour

You can adjust the RGB colour gamut (Red, Green, Blue), higher values result in greater brightness for the respective colour gamut.

VIDEO FILES

Video Engine

Select the video "engine" to read the files

Audio direct in line OUT 1

Enable if you want to route the audio of the video to OUT 1 output (Audio options)

Audio Delay

Establishes the audio delay compared to video. It is used when there is no perfect synchrony between video and audio

Video files only in the Karaoke monitor

The video file will be loaded only in the Karaoke monitor, while in the main monitor there will be the text Karaoke.

Do not use videos in the karaoke monitor

Activating this function the video will not be displayed on the Karaoke monitor decreasing the video loading time.

Maintain aspect ratio

Keep the video size equal to the original size.

Associated video in loop

Associating a video file in this function will allow playback in the background continuously (loop)

Text on the video

It is not currently possible to display the text on a video but it can be positioned above or below the video, only in the karaoke monitor or on both monitors

OPERATIONS ON THE OPTIONS

- **TO APPLY THE OPTIONS IT IS NECESSARY TO CLICK ON "APPLY"**
- **TO EXIT THE SCREEN BY LEAVING THE MODIFICATIONS CLICK ON "CANCEL"**

With **IMPORT** you can import configuration options from one computer to another by exporting them with **EXPORT**

With **RESET (ALL)** the "factory" configurations are restored

With **RESET (Audio/Midi)** the "factory" configurations are restored. Only for midi and audio settings.

USE SETTINGS FOR MINIMUM REQUIREMENTS to set the minimum options compatible with less performing computers

SHORTCUTS

Here is a list of keys (shortcuts) and related functions:

(Windows)

Spacebar	Opens the SongList or Pause / Play of the Song
Arrow Keys	Opens the relevant SongList
F1, F2, ..., F10	Opens the relevant SongList
Shift + [F1 .. F10]	Opens the relative SongList
Ctrl + [F1 .. F10]	Opens the relative SongList
Shift + Ctrl + [1 .. 0]	Opens the relative SongList
1..2..3 0	Play from the relevant Lessor or silent channel
Shift + [1..0]	Book the relative Lessor
Ctrl + [1..0]	Reserves the relative Marker of the booked Song
Shift + Ctrl + [F1 .. F10]	Jumps to the relative Marker of the booked Song
O	Play from the beginning of the song
Q	Fade Out to the booked Song
W	Change the size of the Karaoke text (small Med. Grd.)
Shift + W	Change the text mode in the Main monitor
Ctrl + W	Change the text mode in the karaoke monitor
F	Next
R	Back
M	Melody (ch. 4) Yes / No [Song Midi]
T	Restores the original Tempo [Song Midi]
U	Solo Melody (Ch. 4) [Song Midi]
N	Channels on / off as originally
P	Talk Over (on key pressed)
A	Activate all channels [Song Midi]
K, L	Scroll for text in the lectern
D	Drum only (Ch. 10) [Song Midi]
C	Show / Hide chords
Shift + C	Displays / Hides the Chords in the Karaoke Monitor
Y	Mix with the booked Song
Shift + Y	Manual Mixing (then press Y) of the booked song
H	Scrolls through the mixing modes
X	Opens the mixer
I	Opens the Mixer in Instruments mode (you can press the 1..0 and Q ... Y keys for the On / Off tracks)
V	Vocalist track (Ch. 16) Yes / No [Song Midi]
B	Bass only (Ch. 2) and Drums (Ch. 10) [Song Midi]
Enter	Send Play of the booked Song
Pause	Pause / Play
+	Increase by a semitone
-	Decrease of a semitone

Pg. Up	Tempo increase [Song Midi]
Pg. Down	Tempo decrease [Song Midi]
Ctrl + +	Increase a Semitone of the booked song
Ctrl + -	Decrement of a Semitone of the Booked song
Ctrl + Pg. Up	Tempo increase of the booked song [Midi and Audio]
Ctrl + Pg. Down	Tempo Decrement of the booked Song [Midi and Audio]
Ctrl + M	Melody (Ch. 4) of the booked song Yes / No [Song Midi]
End	Stop the booked song (STOP)
Z	Fullscreen mode
Backspace	Opens the song search window in the SongList
Tab	Scrolls between occurrences of searches in the SongList
S	Audio Sampler
J	Pre Listening
E	Show / Hide the Melody Bar
Ctrl + Q / Ctrl + S	Virtual save current song
Ctrl + K	Enable / Disable the Karaoke Monitor
Ctrl + J	Enable / Disable the Clone Monitor
,	Enable / Disable Drum Part Off midi drums
.	Enable / Disable Drum Part Off midi percussion effects
Shift + M	Enable / Disable any second associated track
Shift + Pg. Up	Increase the Song Volume
Shift + Pg. Down	Decreases the Song Volume
Shift + [F11]	Open the whole database
Home	Open Song List
Del	Only if in loop Markers: Exit the loop
Y	Only if it is Groove (midi or audio) does it exit the groove at the end

Performance Display (With the SongList open):

Home / Home	First column of the SongList
End	Last column of the SongList
Initial	Search for the first song with the initial
Space	Book the Song and close the SongList
Ins	Insert the Song into the Temporary Song List (F10)
Pg. Up	First line of the SongList
Pg. Down	Last line of the SongList
Backspace	Search for a Song
Tab	Repeat search
Enter / Return	Play of the Song and close the SongList
Esc	Close the SongList
Del	Only in F10: delete from the F10 list

Pre Listening

Esc	Closes without saving
F	Next
R	Back
G	It positions itself at the point set with J and pauses
J	Set the position without closing the pre-listening
H	Position test without closing pre-listening
O	Start

ENTER	Closes by saving the Current position
SPACE	Pre-listening pause / play area

Audio Sampler

\	Stop on all samplers
S	Opens / closes and stops all samplers
1..2..3 0	Play of the Sample
CTRL + 1..2..3 0	Select the set

Open search

TAB	Search Song in the current SongList
Shift + F11	Opens the entire database for research
Ctrl + T	Filter by title
Ctrl + I	Filter by interpreter
Ctrl + G	Filter by Genre
Ctrl + C	Filter by Artist / Composer
Ctrl + D	Filter by ID
Ctrl + B	Filter by Time or time range (from-to)
Ctrl + A	All songs no filter
Esc	Closes the search window

In Database

Ctrl + K	Enable / Disable the Karaoke Monitor
ENTER	Send Play of the Song
Esc	Stop of the Song
E	Edit the database cell

(Mac Osx)

Performance view (with the SongList closed):

Spacebar	Opens the SongList or Pause / Play of the Song
Arrow Keys	Opens the relevant SongList
? + 2 digit number from 00 to 43	Opens the relative SongList (43 = the whole database)
1..2..3 0	Play from the relevant Lessor or silent channel
Shift + [1..0]	Book the relative Lessor
Ctrl + [1..0]	Reserves the relative Marker of the booked Song
Shift + Ctrl + [F1 .. F10]	Jumps to the relative Marker of the booked Song
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Ins	Insert the Song into the Temporary Song List (F10)
Pg. Up	First line of the SongList
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Backspace	Search for a Song
Tab	Repeat search
Enter / Return	Play of the Song and close the SongList
Esc	Close the SongList
Del	Only in F10: delete from the F10 list

Pre Listening

Esc	Closes without saving
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Ctrl + D	Filter by ID
Ctrl + B	Filter by Time or time range (from-to)
Ctrl + A	All songs no filter
Esc	Closes the search window

In Database

Ctrl + K	Enable / Disable the Karaoke Monitor
ENER	Send Play of the Song
Esc	Stop of the Song
E	Edit the database cell

Tips:

- 1) Winlive is structured to manage many functions while performing in a show or concert, through the exclusive use of the computer keyboard thus avoiding the inconvenience of having to manage the functions with the use of the mouse, which implies longer time.
- 2) It is advisable to keep a printout of the hot keys on hand, generally after a couple of performances in order to memorize the keys and managing the program in a more immediate way.

VIDEO TUTORIAL

We can connect with the latest video tutorial available on Youtube

MOBILE SOFTWARE (iOS/Android)

List of APPs for smartphones and tablets produced by Promusicsoftware. They are available for both iOS and Android

WINLIVE ON FACEBOOK

The official Facebook page of Promusicsoftware

Demo Songs

DEMO SONGS

A songlist with various demo backing tracks

DEMO SONGS (MORE DOWNLOAD)

Other demonstration songs are provided

BACKING TRACKS

Links to major backing track producers

Remote Support

This technical support allows you to connect directly ONLINE with Promusicsoftware technicians for any info about some functions

This support is highly appreciated by all users of the PRO versions in fact by purchasing or upgrading to Winlive Pro / Pro Synth 12 you are entitled to 120 minutes of free remote assistance

Addendum

Specifications and compatibility

Funzione	Caratteristica
File compatibility:	midi, kar, mp3, wav, wmt, cdg, cdg-zip, avi, mpg, mp4, flv, wma, lrc, txt, rtf, jpg, gif, bmp, ytb YouTube, pdf
Midi format compatibility:	Tipo 0, Tipo1, Smf 16 tracce
Lyrics compatibility:	Tune1000, M-live, Solton, TextInKar, MP3TagV2, MP3 M-liveText
Reset mode:	GS, ensures full compatibility with most midi songs
Maximum number of songs in the list:	120.000
Maximum song number in database:	> 200.000
Average song access time:	0.05 - 0.2 sec. calculated on 2Gzh, 2GB ram
Number of pre-set sounds:	344 Instruments * + 32 DrumKit * + 32 User Sounds

The midi engine has been redesigned from scratch compared to all previous versions of Winlive, therefore slight differences in reproduction may be noticed.

Now the management of the midi takes place totally in MultiTasking, an independent process whereby it is now possible to open windows and programs while working on it, reducing Winlive to an icon even during the execution of a Midi File, without incurring in slowdowns.

* There are a lot of usable midi sounds but, by convention, only the name of the first bank displayed on the program (e.g. for Hard FM Piano bank024-pc: 006 the name ELECTRIC PIANO 2 bank will be displayed: 000- pc006). If the device is enabled to reproduce this sound, it will use the correct sound.

Winlive Pro user license

READ THIS DOCUMENT CAREFULLY BEFORE INSTALLING THE PROGRAM.

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5 - Installation

Winlive Pro uses a self-installing installation package.

At the time of installation, it will be possible to choose the installation path and other parameters. Note that registry entries and system settings may be changed to allow the correct functioning of the program itself.

6 - Other restrictions

The Setup in this Pro version is redistributable as it is. It is forbidden to reproduce even partial and the partial distribution of the individual files generated by the Setup. 120 minutes of **FREE REMOTE ASSISTANCE, YOUTUBE SERVICE** and the use of the **WINLIVE REMOTE CONTROL** app until March **2023** are guaranteed.

Credits and Thanks

A special thanks is due to all BetaTesters as well as those who have worked on our Forum in order to make the program more and more in line with current standards, providing ideas and advice to make the program more efficient and pleasant.

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This guide generally follows the version of Winlive Pro / Pro Synth 12, we are not responsible for any omissions or inconsistencies as micro-updates released frequently may vary product specifications.