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Introduction

Thank you for choosing **WINLIVE PRO SYNTH 14** 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 14 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**, sent via email at the time of purchase.

The screenshot shows the 'Winlive License' window for 'Professional Edition 14 Synth'. It features a dark theme with the Winlive logo and a red arrow icon on the left. The form includes input fields for 'Personal Account', 'Serial Number', 'E-mail', 'Surname', and 'First name'. The 'Computer name' field is pre-filled with 'PC-DESKTOP'. Below these fields is a 'Software ID' field with the placeholder text 'Enter Personal Account and Serial Number'. A text box provides instructions: 'An internet connection is required to obtain the license key. If the PC is connected to the internet, complete the fields and press 'Activate Winlive'. 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'. At the bottom, there are three buttons: 'Try DEMO', 'DEMO ONLINE', and 'I don't have the code'.

Click on the **TRY DEMO** button to 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. The **DEMO ONLINE** button allows the **PROMUSICSOFTWARE** operator, once connected ONLINE with the user, to provide a demonstration that must be booked by email, phone or whatsapp. If on click on **I DO NOT HAVE THE CODE** you can proceed to the eventual purchase of the program.

In order to activate the program you need, however, an Internet connection from a networked device even if not properly from the PC itself where WINLIVE will be installed. Internet connection is necessary to activate the software. When the computer is connected to the internet, you can simply enter **PERSONAL ACCOUNT**, **SERIAL NUMBER**, and all required data. When an **SOFTWARE ID** appears, you just need to click on: **ACTIVATE YOUR COPY OF WINLIVE 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. For **computer name** we can write anything so as to identify the PC in question.

At this point, an **SOFTWARE ID** 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 **SOFTWARE ID** generated by the program. Then a license number will appear. Copy it and paste it in the blank line as required by the program.

FOR EACH LICENSE YOU WILL RECEIVE, VIA EMAIL, ACTIVATION CODES FOR THE PROGRAM. YOU CAN USE UP TO 2 ACTIVATIONS PER LICENSE EVEN ON DIFFERENT COMPUTERS. ACTIVATIONS CAN BE MANAGED INDEPENDENTLY WITHOUT THE INTERVENTION OF PROMUSICSOFTWARE STAFF. TRANSFERRING YOUR ACTIVATIONS TO THIRD PARTIES IS PROHIBITED. ADDITIONAL EXTRA ACTIVATIONS CAN BE PURCHASED DIRECTLY FROM THE PROMUSICSOFTWARE SITE. EXTRA ACTIVATIONS REFER TO THE CURRENT VERSION AND CANNOT BE CARRIED OVER TO LATER VERSIONS.
For additional info 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 Sonoma)*

**** Multitrack management not compatible for Apple Mac with ARM M-series processor (M1, M2, M3)**

**** Note for Apple Mac users: some functionalities may be different or 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 SYNTH 14** 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, Cloud Storage 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 2025.

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

Main features of WINLIVE PRO SYNTH 14

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

PLAYER section

- Professional multimedia player (midi, kar, mp3, mp3+lrc, wav, cdg, cdg.zip, wmt, avi, mpg, mp4, flv, wma, lrc, 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
- Import text in TXT, RTF, PDF format (electronic music-stand)
- Grooves import in both midi and audio formats
- Management of Youtube direct links within Winlive

EDIT

* KEY TRANSPOSE AND TEMPO FOR MIDI FILES, AUDIO, AUDIO MULTITRACKS AND VIDEO

- Event Management to associate specific events to midi, audio and video files

* NEW IMPLEMENTATIONS FOR EVENT MANAGEMENT: VOLUME EDIT FOR MULTITRACKS

* VISUAL TRACKS: graphic display of events within the song.

- Customizable midi channel output for each midi file
- Customizable precount for each midifile
- 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)
- Management of 10 markers for each song
- MPX function for audio files with tracks divided into left and right

DATABASE

- Management of your repertoire divided into 39 songlists + 1 temporary so that you can save and later quickly recall your songs with all the changes you have made.

* DATABASE SYNCRO: DATABASE BACKUP AND SYNCHRONIZATION FROM ONE PC TO ANOTHER.

Free 10 Gb of cloud space is provided for synchronizing one's database, including songs and attached files, from a primary PC to a secondary PC.

The files and the related database will be kept online for 30 days from the time of upload.

- Search for duplicate files

MEDIA EXPLORER

- 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

* ALSO SORT BY FILE TYPE

LYRICS AND CHORDS

- Lyrics and chords insertion for Midi and Mp3 (physically stored in the file)
- * **INSERTING LYRICS AND CHORDS DIRECTLY INTO A MULTITRACK AUDIO FILE (WMT)**
- Auto chords recognition from midifiles
- Display chords on the text (midi and audio)
- Synchronization of lyrics for video files (lyrics and chords in the upper and lower edges of the video)
- View chords in guitar tab
- Ability to associate a text, image or pdf to an Audio or Midi
- Score for single track selectable and stored for each song
- View mode as songbook with synchronization
- New ways of displaying texts

* IN EDIT MODE NEW FUNCTIONS AND DISPLAY OF THE LYRICS AND CHORDS IN THE SAME SCREEN

* POSSIBILITY OF SAVING THE CHORDS IN THE MIDI FILE IN DIFFERENT FORMATS (SOLTON, YAMAHA XF, GENERALMUSIC, ETC)

- Scrolling text ** *Only Windows*
- Images as a moving background can be recalled randomly even from an image folder
- Programmable zoom for each pdf linked to the song
- Dual monitor support (karaoke monitor) for Video and CDG files too-

- Clone monitor of main monitor or karaoke monitor
- Melody preview bar
- SongService (M-live) format compatibility (lyrics and chords)
- Flowing subtitles management for karaoke monitor

SYNTH SECTION

- * **NEW INTERNAL GS/GM+ SOUND BANK OF HI-QUALITY WAVETABLE (SFX SOUNDS INCLUDED)**
- * **WAVETABLE WITH 47 DRUMKITS AND 362 SOUNDS IN 110 MB**
- * **NEW AND MORE AND MORE PERFORMING SOUNDS TO INCREASE THE QUALITY OF YOUR MIDIFILES**
- Customize sound mapping
- User sound editor for the creation of new sound banks
- User drumkit editor for new drumkits creation
- Management of up to 16 different devices for midi
- Possibility to edit the individual notes of the drum track
- Midi Cover function to vary in the midifiles the choice of instruments according to the selected style.
- Implementation of low latency WASAPI drivers
- New implementations for connecting a midi keyboard to the PC (MIDI IN. Only PC Windows)
- Winlive digital piano with 4 part Synth and new functions (Only PC Windows)
- 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

METRODRUMMER

- Metrodrummer (drum machines with preset rhythms) and midifiles synchro possibility
- Midi remix style using a library containing more than 320 rhythms
- * **NEW AVAILABLE RHYTHMS** *** (available soon)*
- Possibility to easily replace the rhythm to a midifile and save it in the database

SAVE AND EXPORT

- Storing virtual or physical changes for each song (midi and audio)
- Convert midifile to wave or mp3 with lyrics, chords and markers included
- Saving separate tracks from midi to midi and from midi to audio with the possibility to generate and save the metronome click
- * **SAVING FILES (MIDI, MP3, CDG, VIDEO) TO VIDEO FORMAT (AVI, MP4) WITH NEW FORMATS ALSO WITH SCREEN CAPTURE**
- Saving in lyrics3 ID3v1 format (e.g. Ketron instruments)
- Physical saving of markers in mp3 also from midi-> mp3 conversion
- Recording of an Audio track on Midi, Audio and video with the possibility of creating a single audio file ****windows only**
- Saving video files to audio files (wav,mp3)
- * **EXPORT TO AUDIO OF A MULTITRACK FILE WITH EDITING (VOLUME, PAN, MUTE, TRANSPOSE)**
- * **PHYSICAL SAVING OF VIDEO WITH START/END POINTS VIA MARKERS**

FUNCTIONS AND OTHER

- * **RECORD AUDIO TO A VIDEO FILE AND SAVE IN VIDEO OR AUDIO**
- It is possible, for example, to record your voice or an instrument and save everything in a video or audio file.*
- Medley creator to easily create medleys and save physically with lyrics and chords included
- Real-time mixing between midi, audio and video (excluding midi and midi)
- Evolved mixing editor with max 5 different live time liable to recall monitors
- Background playlist with automatic start in moments of pause
- Audio Samples editor for real-time insertion up to 100 samples (mediafiles)
- Detailed marker structure with text insertion, images, loops, jump key change at specific points
- Volumes compressor for both Audio and Midi Files
- Ability to match a midi to an audio and vice versa or 2 audio tracks together
- Synchronization of the linked video (timing start and seek)
- Specific views for Windows Tablets.
- Visual metronome

- WINLIVE DJ section with typical tools for dj's
- Preview the audio/video files on your secondary device (E.G. Headphones)
- Assignment of the midi melody to any midi channel (default midi channel 4)
- Images as background insertion
- Import of VanBasco playlists with tonal parameters, silent channels, etc.
- Quick icons programmable for an immediate access to other sections
- Winlive DJ Control mode with BMP recognition for Audio files with real time effects application
- Integrated video codec repair/installation function
- Display of notes on piano keyboard for educational use (midifile)

FREE ADDITIONAL SERVICES expiring on March 31, 2025

- * Free space of 10 GB in CLOUD for DATABASE BACKUP AND SYNCRO
- * WINLIVE REMOTE CONTROL app to remotely control the main Winlive functions (iOS and Android new release) (available soon)
- * Youtube functions (The Youtube service being provided by third parties may undergo changes without notice)
- * 120 minutes of free remote assistance

IMPORTANT

FOR EACH LICENSE YOU WILL RECEIVE, VIA EMAIL, ACTIVATION CODES FOR THE PROGRAM.
YOU CAN USE UP TO 2 ACTIVATIONS PER LICENSE EVEN ON DIFFERENT COMPUTERS.
ACTIVATIONS CAN BE MANAGED INDEPENDENTLY WITHOUT THE INTERVENTION OF PROMUSICSOFTWARE STAFF
TRANSFERRING YOUR ACTIVATIONS TO THIRD PARTIES IS PROHIBITED.
ADDITIONAL EXTRA ACTIVATIONS CAN BE PURCHASED DIRECTLY FROM THE PROMUSICSOFTWARE SITE.
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For additional info please contact Promusicsoftware.

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 lyricist 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	Frank Sinatra - That's Life		
Gen.Note	Created with Winlive	Key	
Artist	Author		
(Image or Pdf)			... ✖
Text			... ✖

WMT tracks :6

Main track	vocals.mp3	<input type="checkbox"/>	Not transposed
Extract <input checked="" type="checkbox"/>	bass.mp3	<input type="checkbox"/>	CUE / LOCATORS
Extract <input checked="" type="checkbox"/>	drums.mp3	<input checked="" type="checkbox"/>	NO cue / locators
Extract <input checked="" type="checkbox"/>	guitar.mp3	<input type="checkbox"/>	
Extract <input checked="" type="checkbox"/>	other.mp3	<input type="checkbox"/>	
Extract <input checked="" type="checkbox"/>	piano.mp3	<input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	
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		<input type="checkbox"/>	

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

DISABLE AUTOMATIC SONG START

By putting a check mark on this function, the song will not start automatically but will wait for our start/play command.

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.

Winlive Pro 14.0

File View mode Tools Database Extra/Help Demo Songs Remote Support

Elapsed 00:22 Total 4:09:692 Countdown -03:48 Signature N/A Current N/A Back

C7 F Bb C7 F Bb C7
MY MOTHER WAS A TAILOR

F Bb C7 F Bb
SHE SEWED MY NEW BLUE JEANS

C7 F Bb C7 F
MY FATHER WAS A GAMBLIN' MAN

Bb C7 Bb C7 F Bb C7 F Bb C7
DOWN IN NEW ORLEANS

F Bb C7 Bb
NOW THE ONLY THING

C7 F
A GAMBLER NEEDS

Bb C7 F Bb C7
IS A SUITCASE AND A TRUNK

F Bb C7
AND THE ONLY TIME

F Bb
HE'S SATISFIED

C7 F Bb C7 F Bb C7 F Bb C7 F Bb C7
IS WHEN HE'S ALL A DRUNK

F Bb C7 F Bb C7 F Bb C7 F
OH MOTHER TELL YOUR CHILDREN

SongList 1 - 1 Songlists Kar U.Tozzi Lei (Songservice)

MixMode Quick

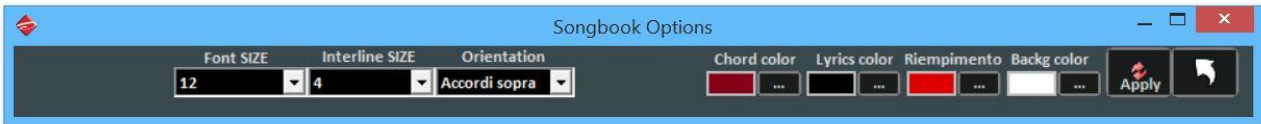
MP3 1 2 3 4 5 6 7 8 9 10

0 N/A



<https://youtu.be/Fx1Y9TVAVIc?t=214>

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



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.

Time	Event	p1(0-255)	p2(0-255)	p3(0-255)	p4(16 bit)	Text value
0 1	01 MIDI MESSAGE	192	0	0	0	0
1 1	02 MIDI SYSEX	0	0	0	0	F0 7E 7F 09 01 F7
2 1	03 KEY CHANGE	0	0	0	0	0
3 1	04 TEMPO CHANGE	0	0	0	100 %	0
4 1	06 PDF PAGENUM	0	0	0	1	F
5 1	07 STYLE REMIX	255	255	1	0	0
6 1	09 SONG VOLUME	100	0	0	0	0
7 1	10 REMOVE PDF/TXT/IMA	0	0	0	0	0
8 1	11 ENABLE/DISABLE MET	1	0	0	0	0
9 1	12 FADE OUT	0	0	0	0	0
10 1	13 START MIX	0	0	0	0	0
Ending list						

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
- 14 NEXT-STOP:** books the stop at the end of the song currently playing
- 15 SUBTITLES/KARAOKE MONITOR:** allows a scrolling title to be inserted into the subtitle bar of the karaoke monitor
- 16 TXT/RTF PAGE SCROLL:** sets how many lines to advance or set a page change if a TXT or RTF file is associated
- 17 TRACK VOLUME:** allows you to change the volume of a single track for wmt (multitrack audio) files

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→ **VISUAL TRACKS** [CTRL+ALT+T]

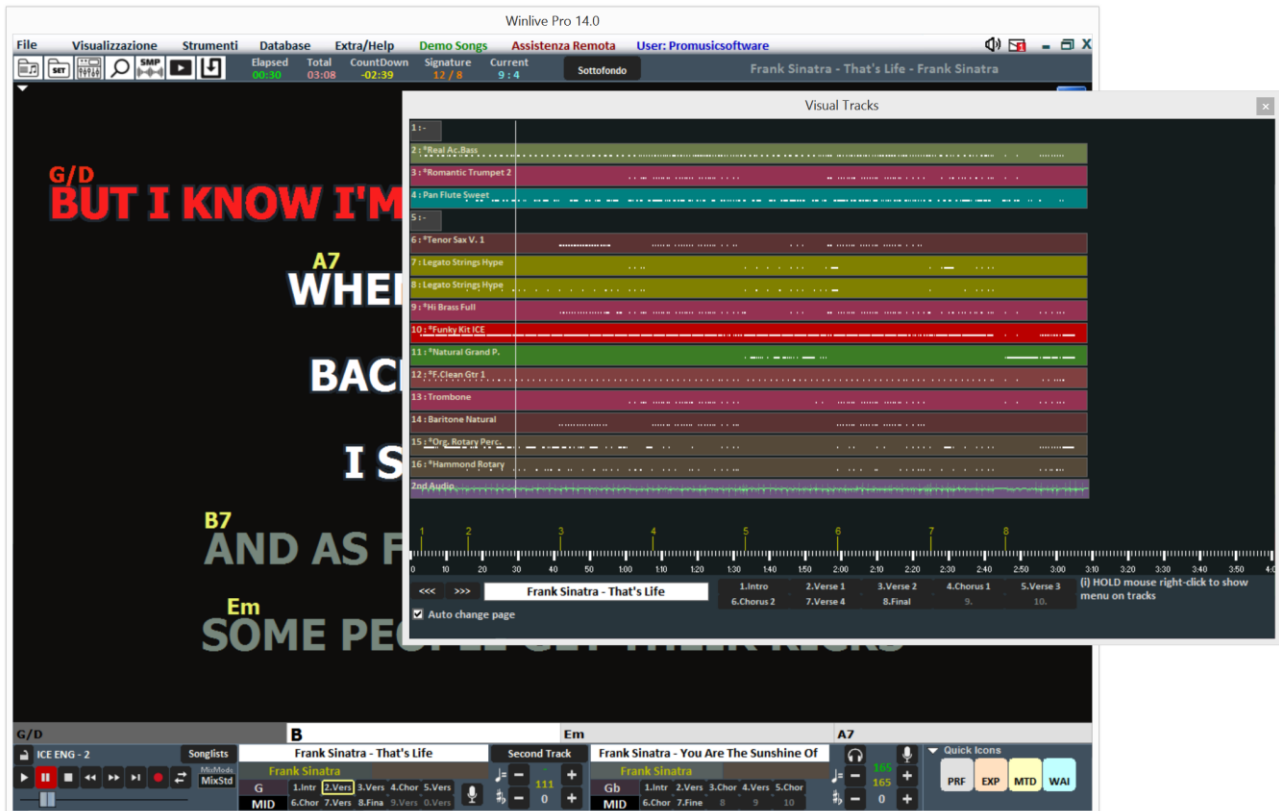
In this new function we can view the note events for each track in a midifile.

This way we can position ourselves with the mouse and press the left mouse button to hear the relevant part.

With the right mouse button we can choose to isolate the track in question with the **SOLO** function, enable all tracks with **ALL ON**, and disable transpose for the track in question (**CHANNEL NOT TRANSPOSED**).

For audio files (mp3,wave and mp3-Cdg), even as a second matched track, the waveform will be displayed and with the same mode we can position to the desired point.

The **AUTO CHANGE PAGE** function, if enabled, will allow automatic scrolling to the next page of the Visual Tracks window.



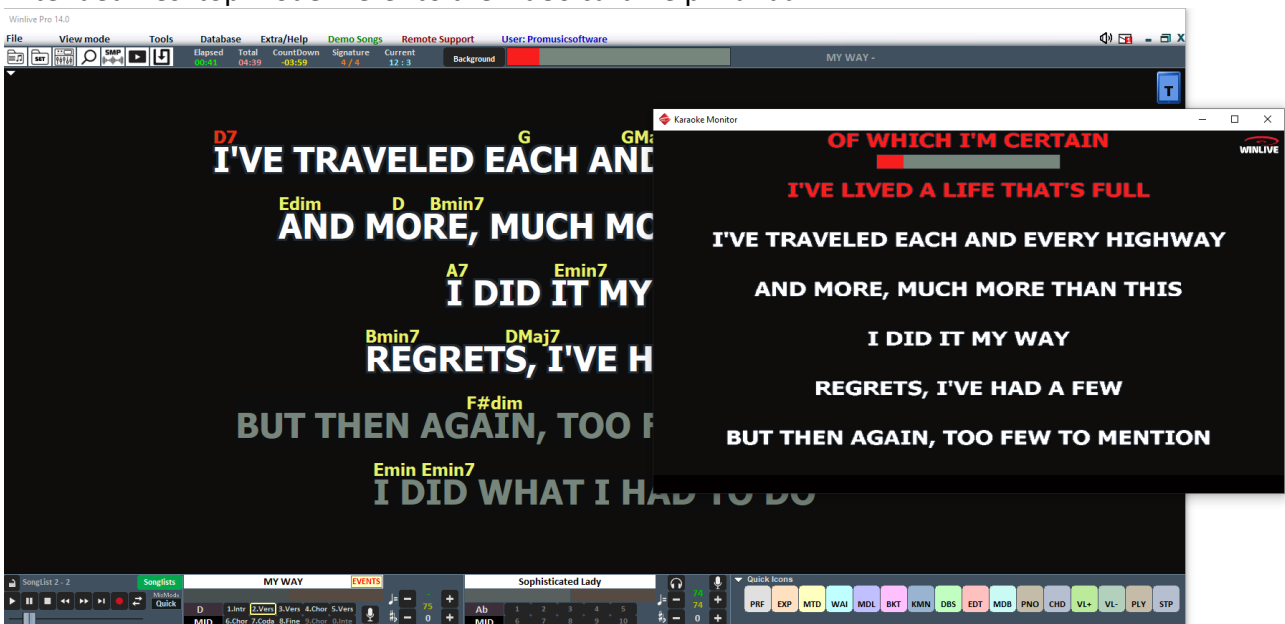
Other Windows → **KARAOKE MONITOR** [CTRL+K]

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:

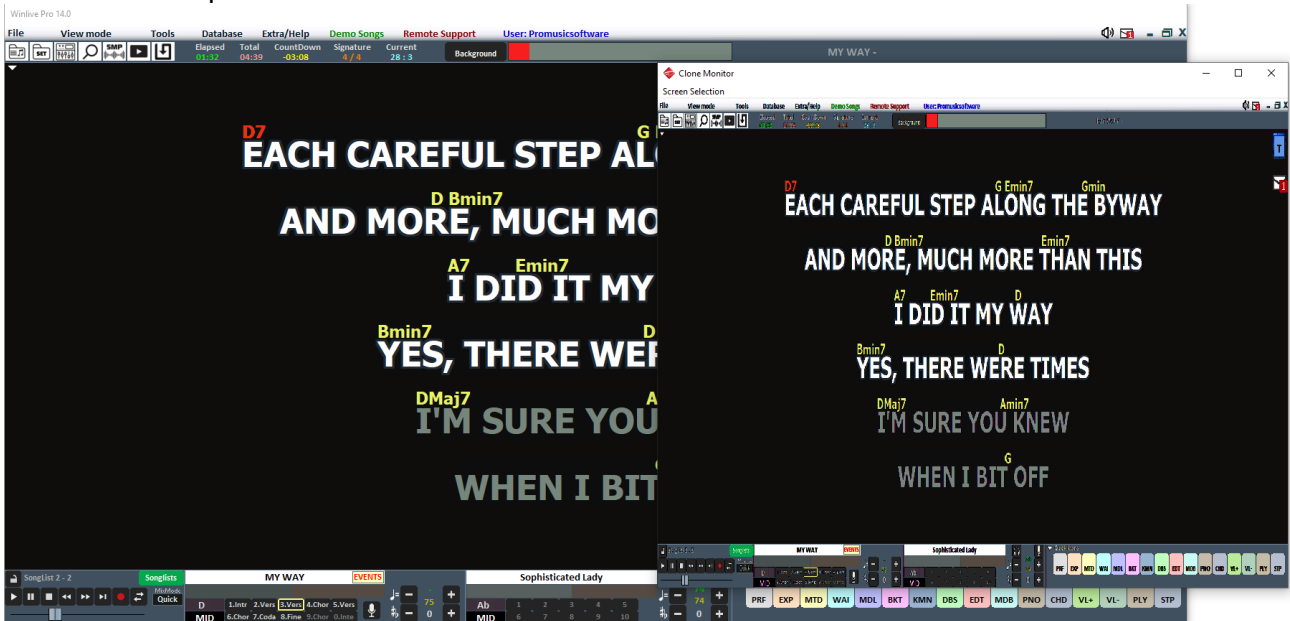
- Multiline scrolling karaoke (only PC Windows);
 - Winlive Classic: 2 lines;
 - Modern Style: 4 lines;
 - Music Stand: 4 lines + 1;
 - Karaoke Zoom mode
- * Line by line: 5 rows
- No Karaoke

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]

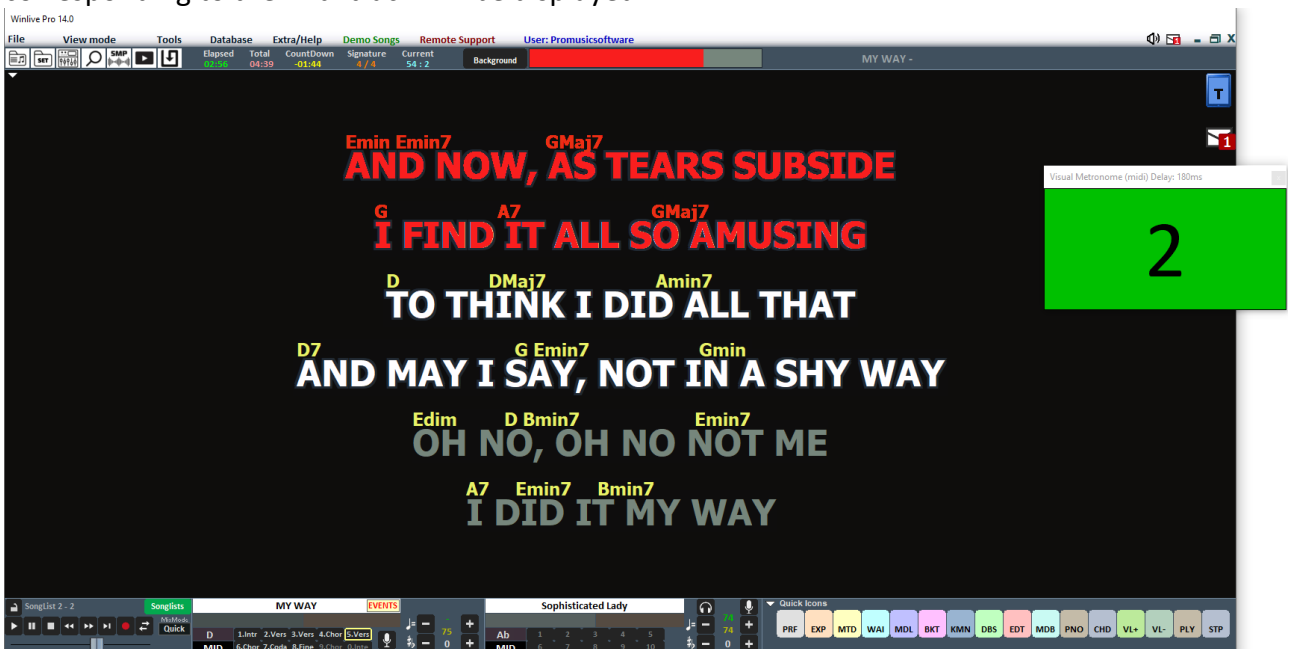
By the **clone monitor** it is possible to clone the main monitor or the karaoke monitor so that it can be viewed on a possible third monitor.



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.




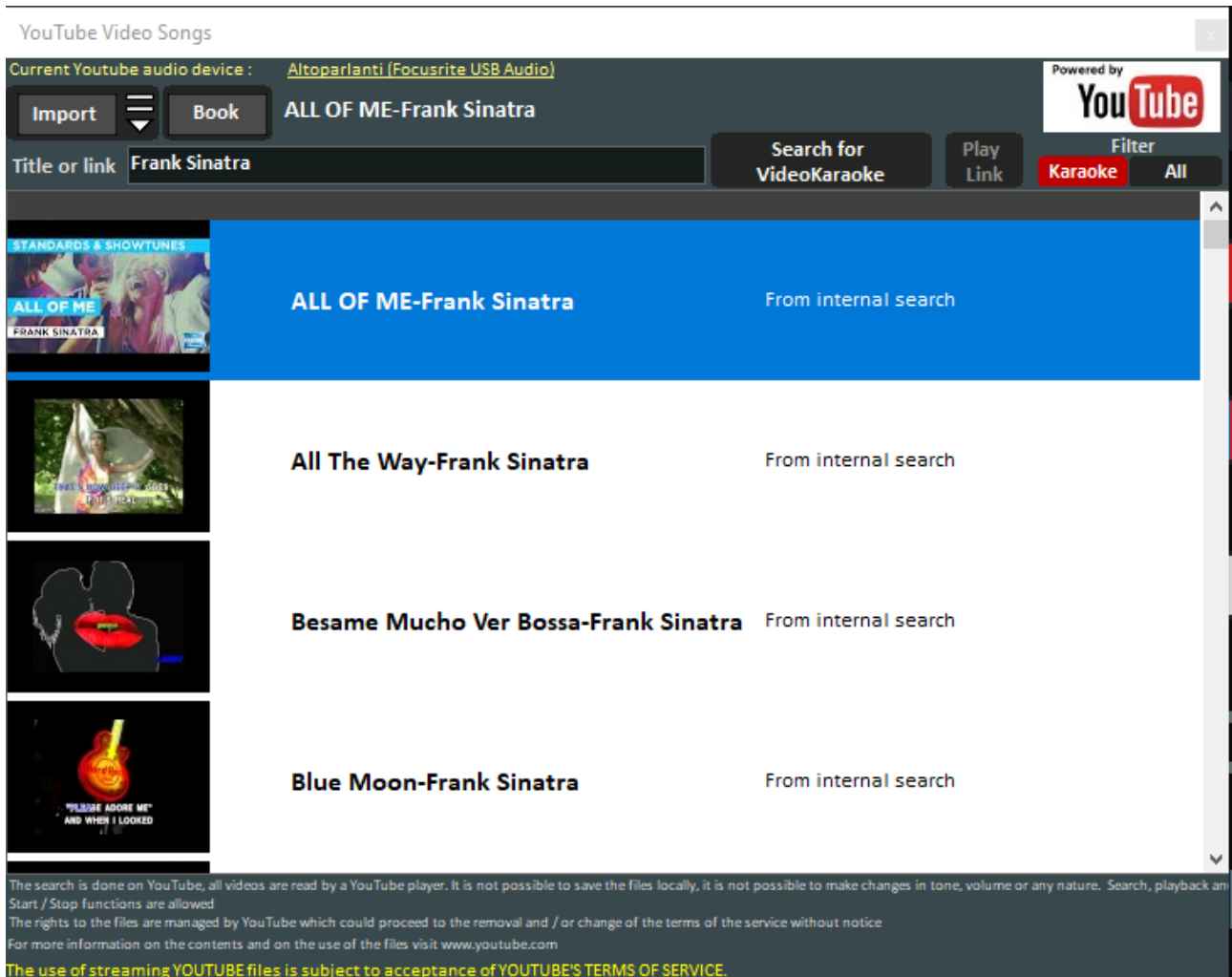
<https://youtu.be/QoXKFH65T30?t=134>

YOUTUBE SONGS [CTRL + ALT + Y]

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

We remind you that the YOUTUBE service, like all free services, 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 mode.



The screenshot displays the 'YouTube Video Songs' interface. At the top, it shows the current audio device as 'Altoparlanti (Focusrite USB Audio)'. Below this, there are buttons for 'Import' and 'Book', and a search bar containing 'Frank Sinatra'. A 'Search for VideoKaraoke' button and a 'Play Link' button are also visible. A 'Filter' dropdown menu is set to 'Karaoke'. The search results are displayed in a list format, with the first result 'ALL OF ME-Frank Sinatra' highlighted in blue. The results are sourced from an internal search. At the bottom, there is a disclaimer: 'The search is done on YouTube, all videos are read by a YouTube player. It is not possible to save the files locally, it is not possible to make changes in tone, volume or any nature. Search, playback and Start / Stop functions are allowed. The rights to the files are managed by YouTube which could proceed to the removal and / or change of the terms of the service without notice. For more information on the contents and on the use of the files visit www.youtube.com. The use of streaming YOUTUBE files is subject to acceptance of YOUTUBE'S TERMS OF SERVICE.'

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.

To speed up and optimize the search, links from an internal list are recommended.

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.

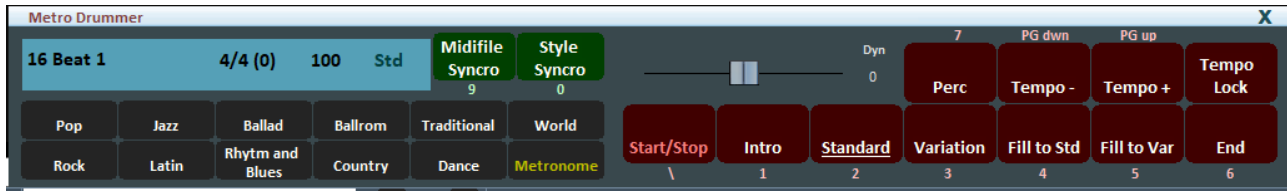
YOUTUBE SONGLIST [CTRL + ALT + L]



Is a weekly uploaded section of links to YouTube songs. An internet connection is required, as well as the acceptance of YouTube conditions. This function is accessible through the YouTube button located on the other on the left, in Performance mode

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.

File Visualizzazione Strumenti

	Voice Name	Vol	Vol% >> Outputs
1		127	100 %
2	Real El.Bass	126	100 %
3	Clean Strat	114	100 %
4	Flute Natural	114	100 %
5	Choir Aah Female	114	100 %
6	Oboe Sweet	127	100 %
7	Synth Strings 2	127	100 %
8	Trumpet Nat	126	100 %
9	Legato Strings Hype	127	100 %
10	Kit Real Std 1	127	100 %
11	Winlive St.Piano	126	100 %
12	Synth Strings 1	126	100 %
13	El.Piano Pro	127	100 %
14	Dist Guitar St.1	126	100 %
15	Dist Guitar St.1	126	100 %
16	@_Dist Guitar St.1	127	100 %

4 / 4 0
SETTINGS 16 : 1 Pre-Count

Remix Style **Original style** to End
Intro Var1 Var2 Perc Fill in

Retiming Quantize Swing Pop 16 Pop 8 Original

AUDIO Peaks EQUALIZER Lo Med Hi Gain V.Att.

Pan Mpx-R Mpx-L

MIDI In Rev Cho Drum Part-Off
BD SN
CRH HAT
TOM OTH
PC1 PC2

Midi cover **Stile normale**

Audio EFX
FX1 **Vocal Delay**
FX2 **Vocal**

SongList 1 - 1 Songlists
MixMode Quick

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.

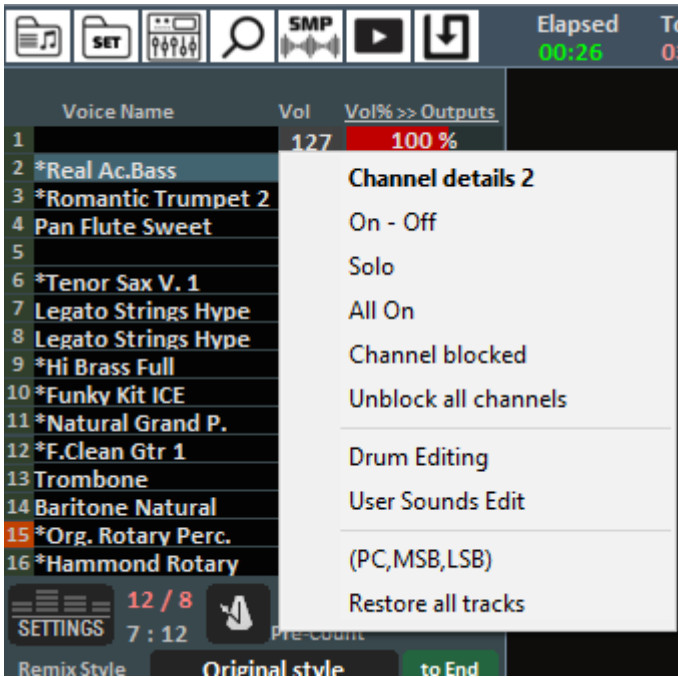
In the first column **VOICE NAME** we will find the various instruments that make up the midifile

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

The **OUTPUTS** 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.

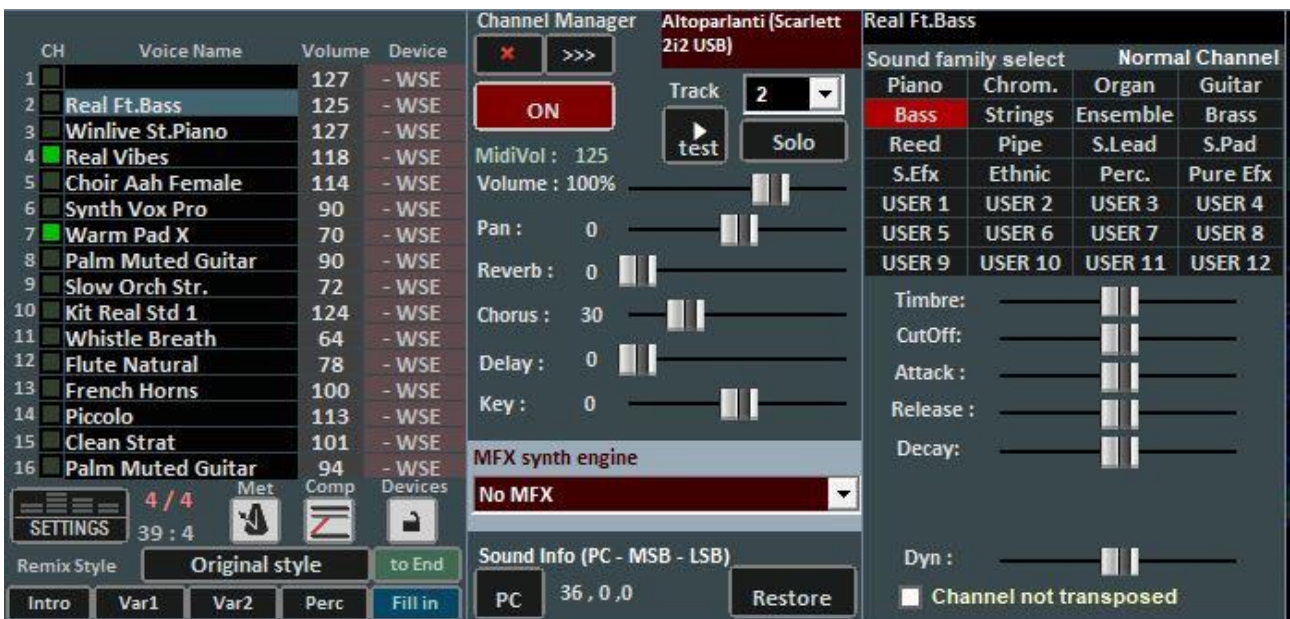
The use of different midi devices is allowed if, for example, a multiport midi interface or multiple midi devices are used. To do this, in Options → Midi 1, we have to exclude the use of the WSE (winlive synth engine). Therefore, it will not be possible to use WINLIVE's internal sounds or sounds derived from soundfont sf2, not in combination with external devices. Also, to enable multiple external midi devices you will have to select the function **Allow multiple midi outputs** in Options → Midi 2



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

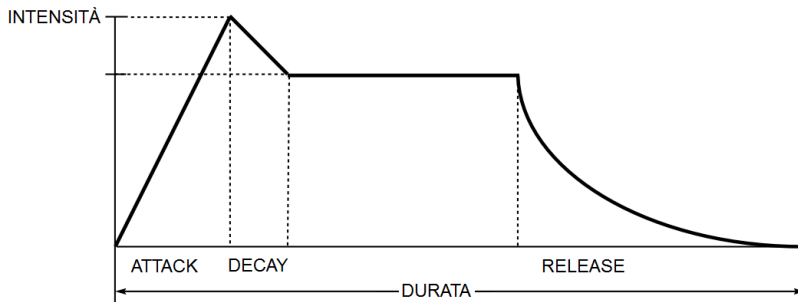
The detail (in the mixer, click on the name of an instrument)



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 "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

Voice Name	Vol	Vol% >> Outputs
1		100 %
2 Real El.Bass	126	100 %
3 Clean Strat	114	100 %
4 Flute Natural	114	100 %
5 Choir Aah Female	114	100 %
6 Oboe Sweet	127	100 %
7 Synth Strings 2	127	100 %
8 Trumpet Nat	126	100 %
9 Legato Strings Hype	127	100 %
10 Kit Real Std 1	127	100 %
11 Winlive St.Piano	126	100 %
12 Synth Strings 1	126	100 %
13 El.Piano Pro	127	100 %
14 Dist Guitar St.1	126	100 %
15 Dist Guitar St.1	126	100 %
16 @_Dist Guitar St.1	127	100 %

Drum Editing

From Note: (B 1) Kick Drum 2, (C 2) Kick Drum 1, (C# 2) Side Stick, (D 2) Snare Drum 1, (D# 2) Hand Clap H, (E 2) Snare Drum 2, (F# 2) Closed Hi-Hat, (A# 2) Open Hi-Hat

To Note: (B 1) Kick Drum 2, (C 2) Kick Drum 1, (C# 2) Side Stick, (D 2) Snare Drum 1, (D# 2) Hand Clap H, (E 2) Snare Drum 2, (F# 2) Closed Hi-Hat, (A# 2) Open Hi-Hat

% Dyn: [Slider]

Reset

4 / 4, 90 : 2, Pre-Count 0

Remix Style: Original style

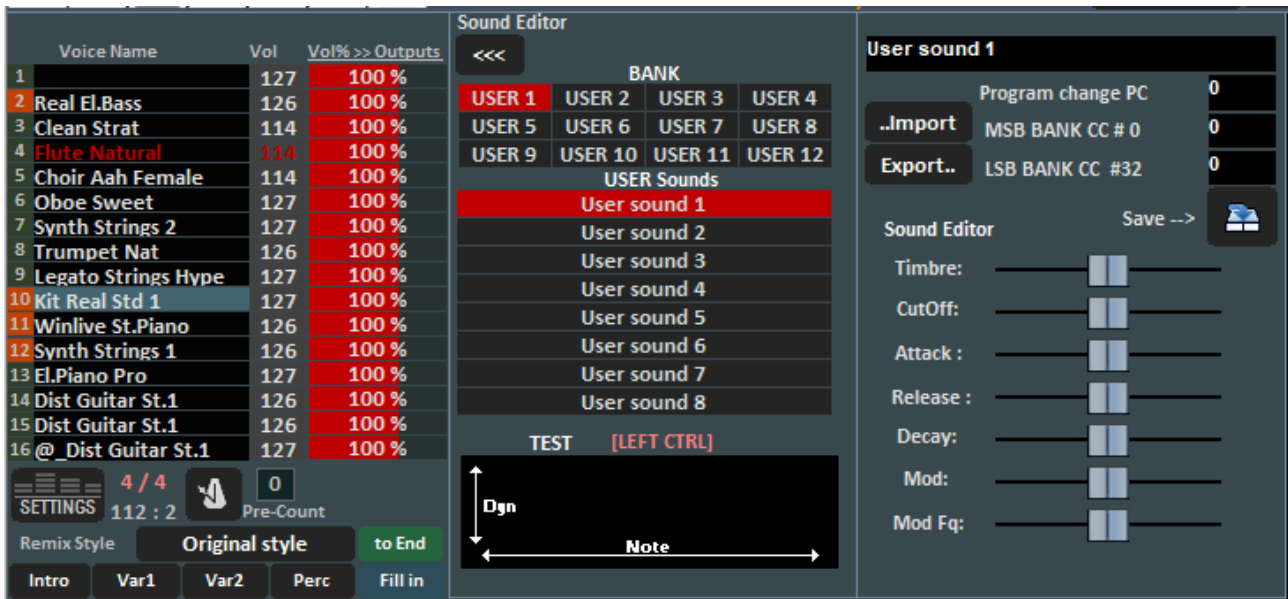
Intro, Var1, Var2, Perc, Fill in

(B 1) Kick Drum 2, (D 2) Snare Drum 1, (D# 2) Hand Clap H, (F 2) Low Tom 2, (F# 2) Closed Hi-Hat, (G 2) Low Tom 1, (G# 2) Pedal Hi-Hat, (A 2) Mid Tom 2, (A# 2) Open Hi-Hat, (B 2) Mid Tom 1 R, (C# 3) Crash Cymbal, (F# 3) Tambourine, (G 3) Splash Cymbal, (G# 3) Cowbell, (A 3) Crash Cymbal 2, (D 4) Mute Hi Conga, (D# 4) Open Hi Conga, (E 4) Low Conga, (G 4) High Agogo, (G# 4) Low Agogo, (A# 4) Maracas, (A# 5) Shaker

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.

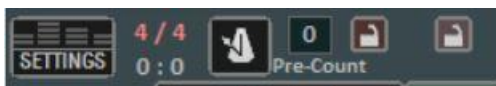


(PC, MSB, LSB): the instruments of the 16 tracks will be displayed with the indication of the Program change (PC), Bank Select Most Significant Byte (MSB) and Bank Select Least Significant Byte (LSB).

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.

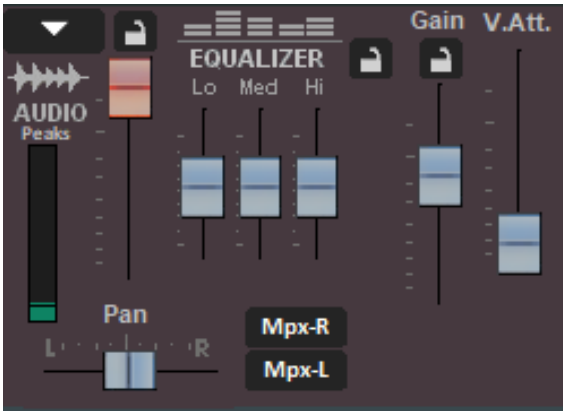
You can enable / disable a metronome by clicking on the corresponding button.

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

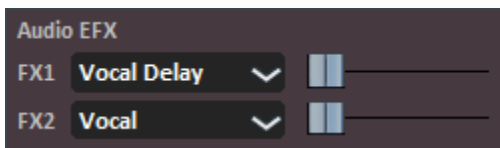
Through the **REMIX STYLE** it is possible to change the style of the song, choosing between the various styles and being able to apply 2 types of variation and the use of percussion, the intro and the end of the style. This is obviously valid only for midi file.

With **RETIMING QUANTIZE** you have the option of using a different quantization according to the rhythm you choose.

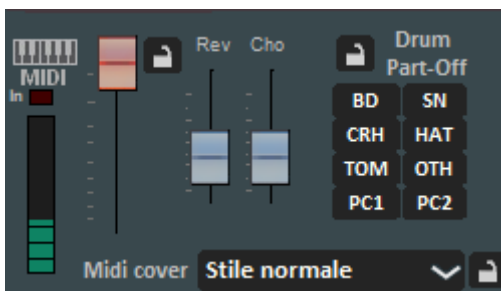


AUDIO SECTION

In the Audio section we find the **Volume** Fader to adjust the level of the output audio, the three faders for **equalizing** the sound, **Gain** adjusts the gain of the audio backing track, the **V.Att** fader regulates the attenuation of the voice. For the first three, it is possible to secure them for all audio bases by locking the relevant lock. 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

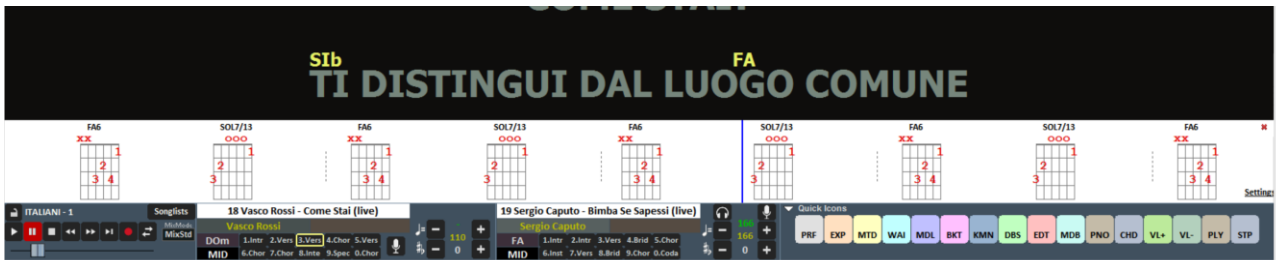
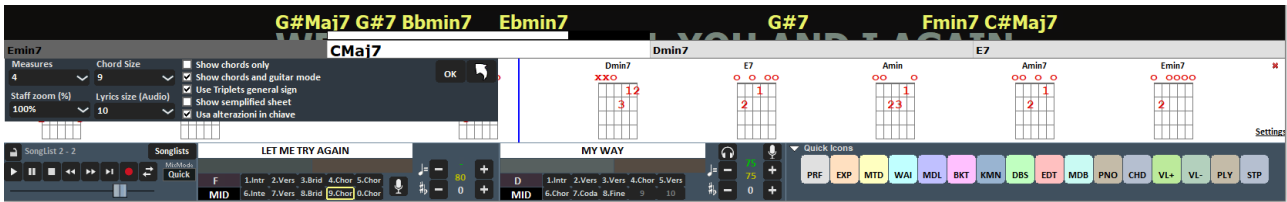


Other Controls → **MELODY BAR** [E]

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



In addition, by clicking on the settings function (bottom right) we can change parameters for displaying MELODY BARS such as displaying guitar chords.



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.



The lines showing us the melody can be vertical (as in the picture) or horizontal.

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]

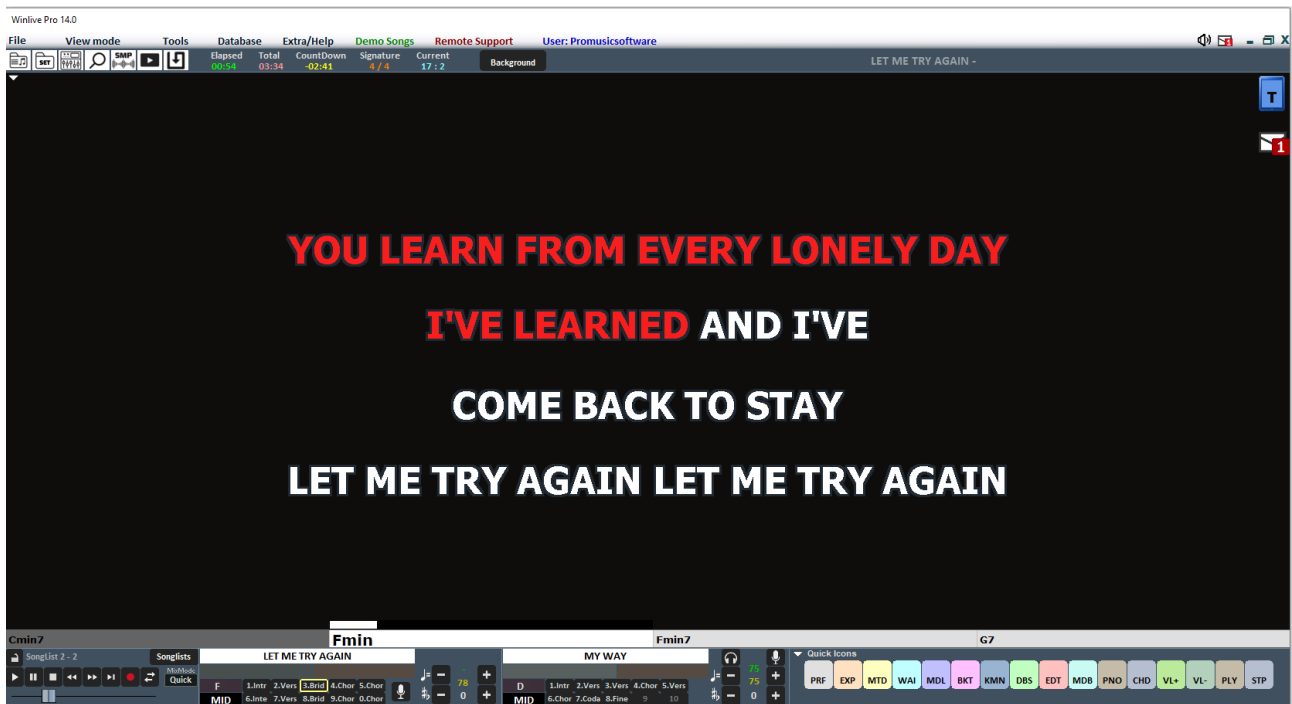
It is activated through the menu "View mode" -> "Chord Bar" or by pressing the Quick Icon CHD or through the letter key [C]. View the chords (if any), scrolling them simultaneously with the song.

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

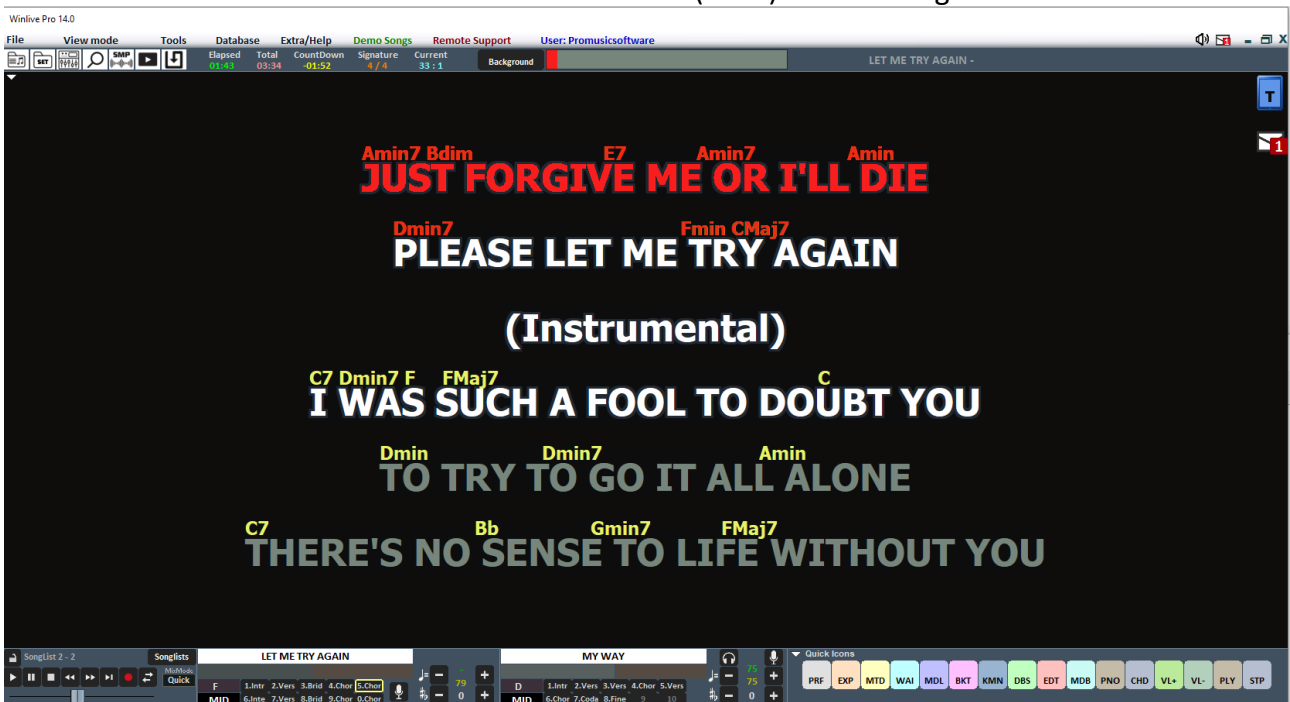
For audio files, it allows the display of chords only if they are written within the audio file.

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

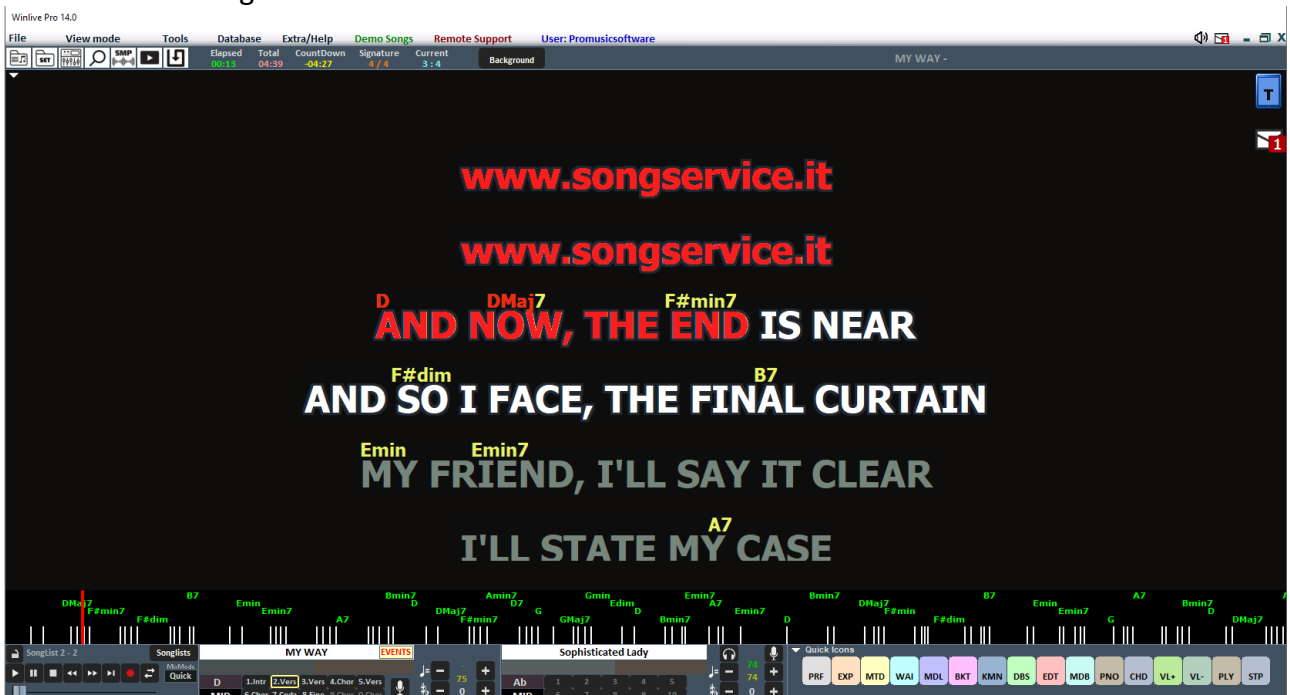
The related chords options can be found in Tools→Options→Chords and text



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.

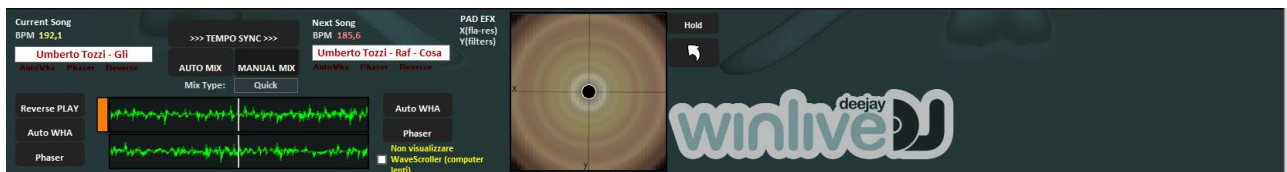
With **Fade** selected, it is possible to fade when the sound effect ends.

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

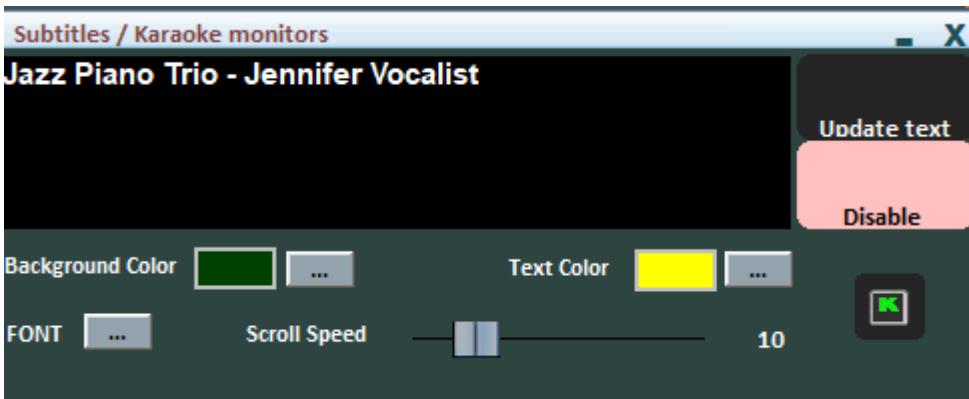


To perform the Automatic mix with the first track in play and the second one booked, just click first on Tempo Sync and then on Auto mix, in this way Winlive DJ will automatically switch from one track to another.

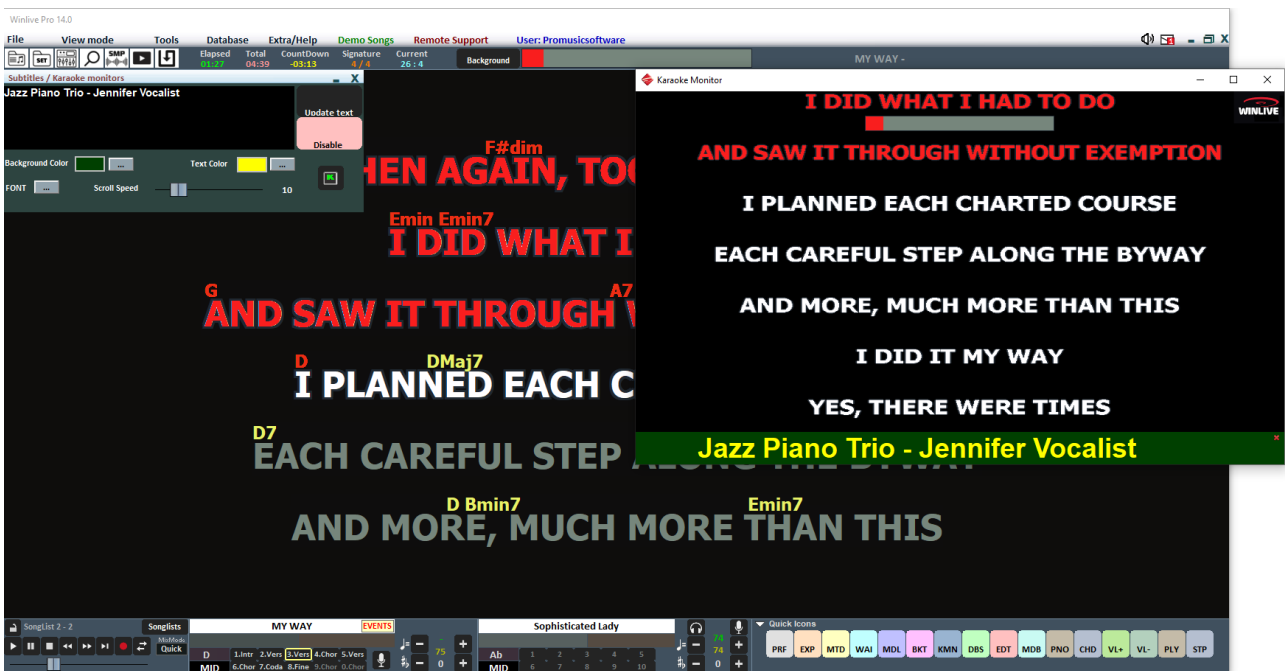
In order to mix manually, so with the first track in play and the second one booked, just click first on Tempo sync and then on Manual mix. In this case, you will find a writing in red (Mix 2%). Click on it to advance the mixing percentage and gradually switch from one track to another.

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.

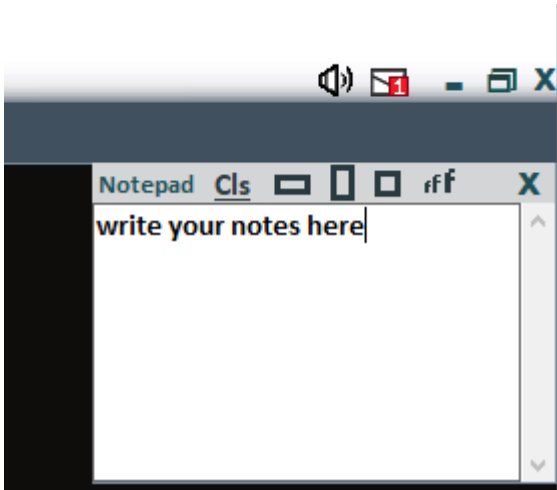


Other Controls → WINLIVE DIGITAL PIANO [CTRL+ALT+W]

It is possible to use the sounds of WINLIVE PRO SYNTH 14 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.

Also you can, enlarge or shrink the font.

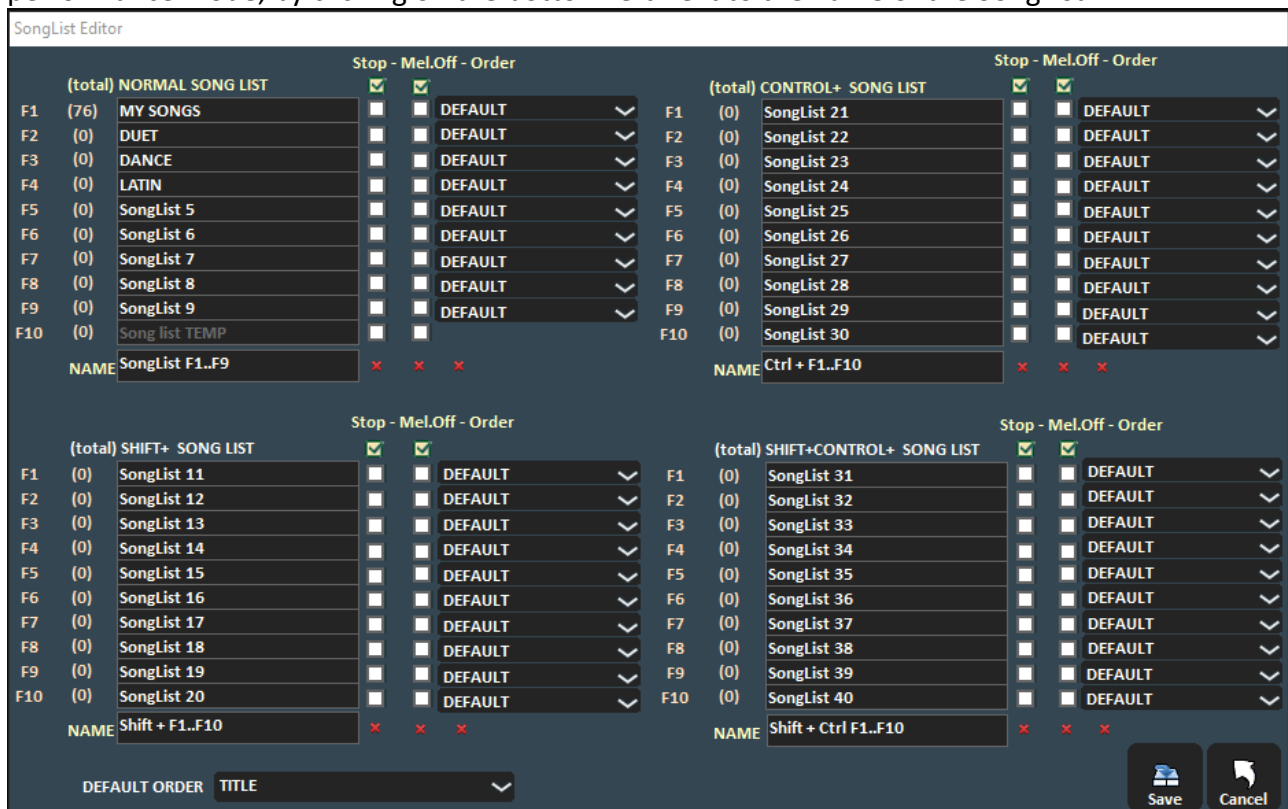
Tools menu

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 30 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, in performance mode, by clicking on the bottom left next to the name of the SongList.



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).

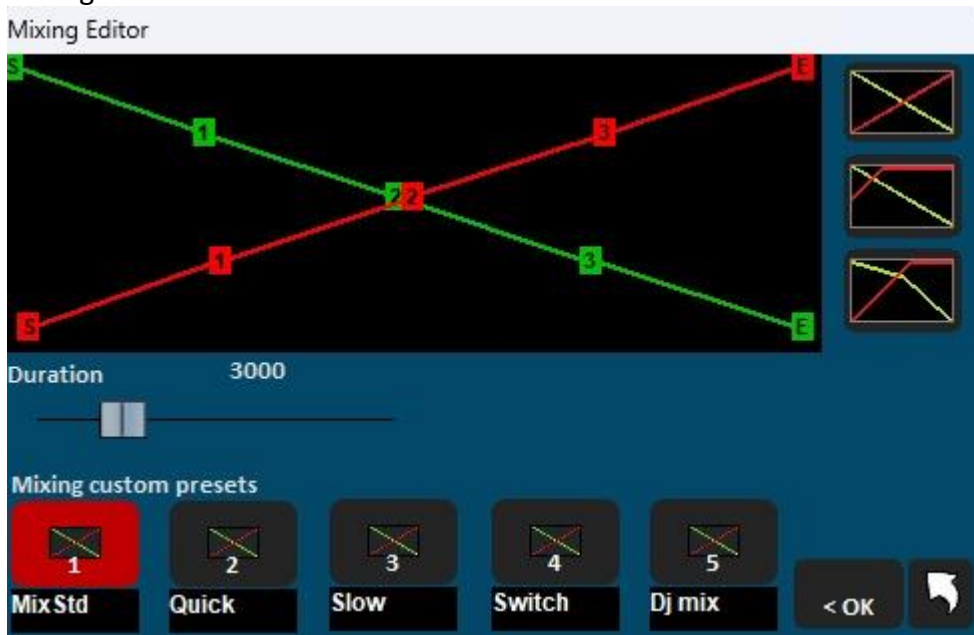
DEFAULT ORDER: here we can select a general order as long as there is no specific order in the SongList.



<https://youtu.be/y5E5pEAKWag>

Editor → MIXING EDITOR

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



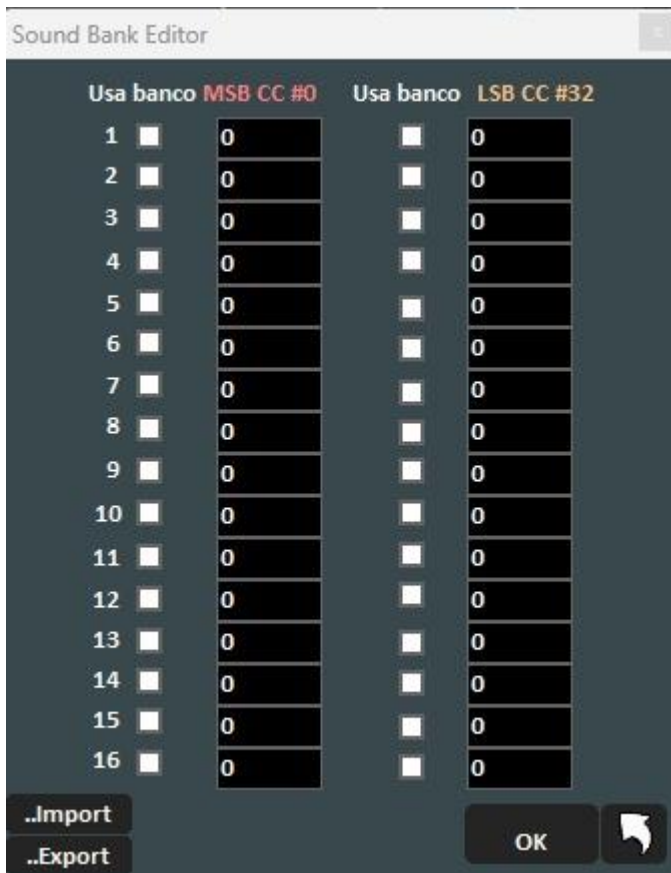
With the mixing editor, you can set the progress and duration (in milliseconds) of the Cross-Fade, i.e. the mixing of two songs. We remind you that mixing between 2 midifiles is not possible. In this case we will pass from the first to the second song, by fade out and not mixing

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.



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.

The screenshot shows the 'Voice List Editor' window. On the left, there is a table for selecting sound families and instruments. The table has columns for 'Sound family select', 'Instrument Name', 'Program PCG', 'CC# 00 MSB', and 'CC# 32 LSB'. The 'Sound family select' column includes Piano, Chrom. Reed, Organ Pipe, Guitar S.Pad, Bass S.Efx, Strings Ethnic, Ensemble Perc., Brass Pure Efx, and DRUM KIT. The 'Instrument Name' column lists various piano models like Upright Jazz Piano, Bright Up. Piano, El. Grand 2, Honky Man, E. Piano 1, E. Piano 2, St. HarpsiChord, Clavi 2, and Classic St. Piano. The 'Program PCG' column contains values 1 through 8, and the 'CC# 00 MSB' and 'CC# 32 LSB' columns contain values 1 and 0 or 2.

On the right side of the window, there is a 'Piano' section with several icons for file operations: a trash can, a plus sign, a document, a document with a plus sign, and a document with a minus sign. Below this is a 'TEST [LEFT CTRL]' section with a piano roll diagram showing a vertical axis labeled 'Dgn' and a horizontal axis labeled 'Note'. At the bottom right, there are buttons for 'Import', 'Export', and 'OK', along with a small icon of a piano keyboard.

Editor → DRUM KIT USER

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

User Drumkit creator

User drumkit selector

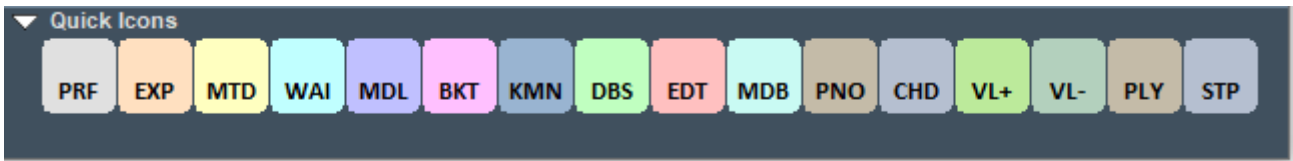
User Kit 1

Patch Kit Real Std 1 Name User Kit 1 MSB 0 LSB 0

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

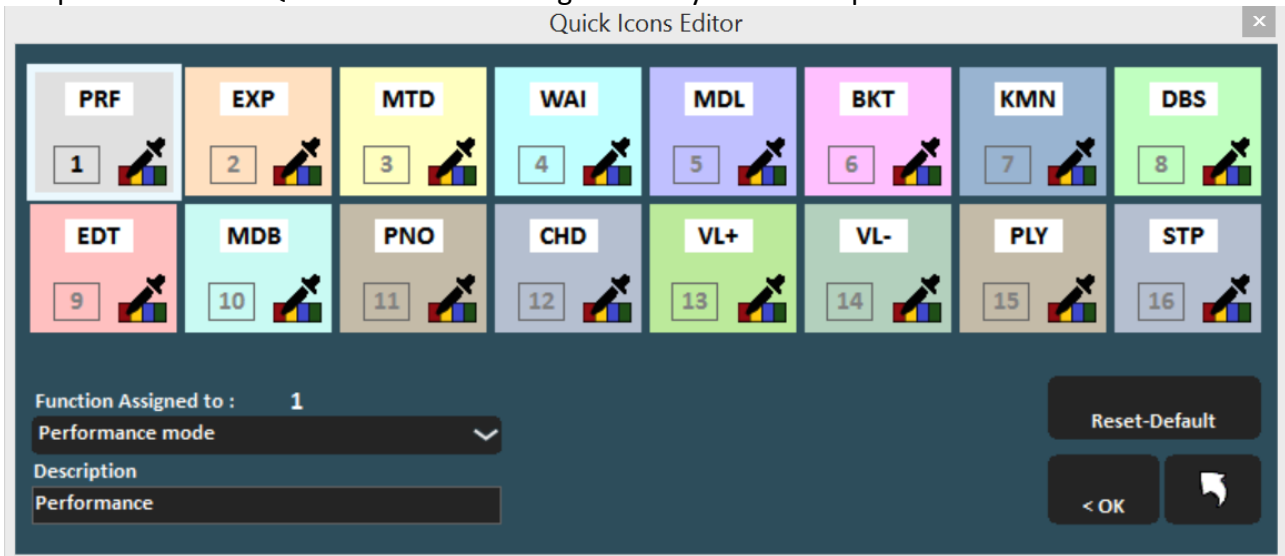


In the right part of the bar you can see several coloured buttons which allow the quick access to several functions and modes::

(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)

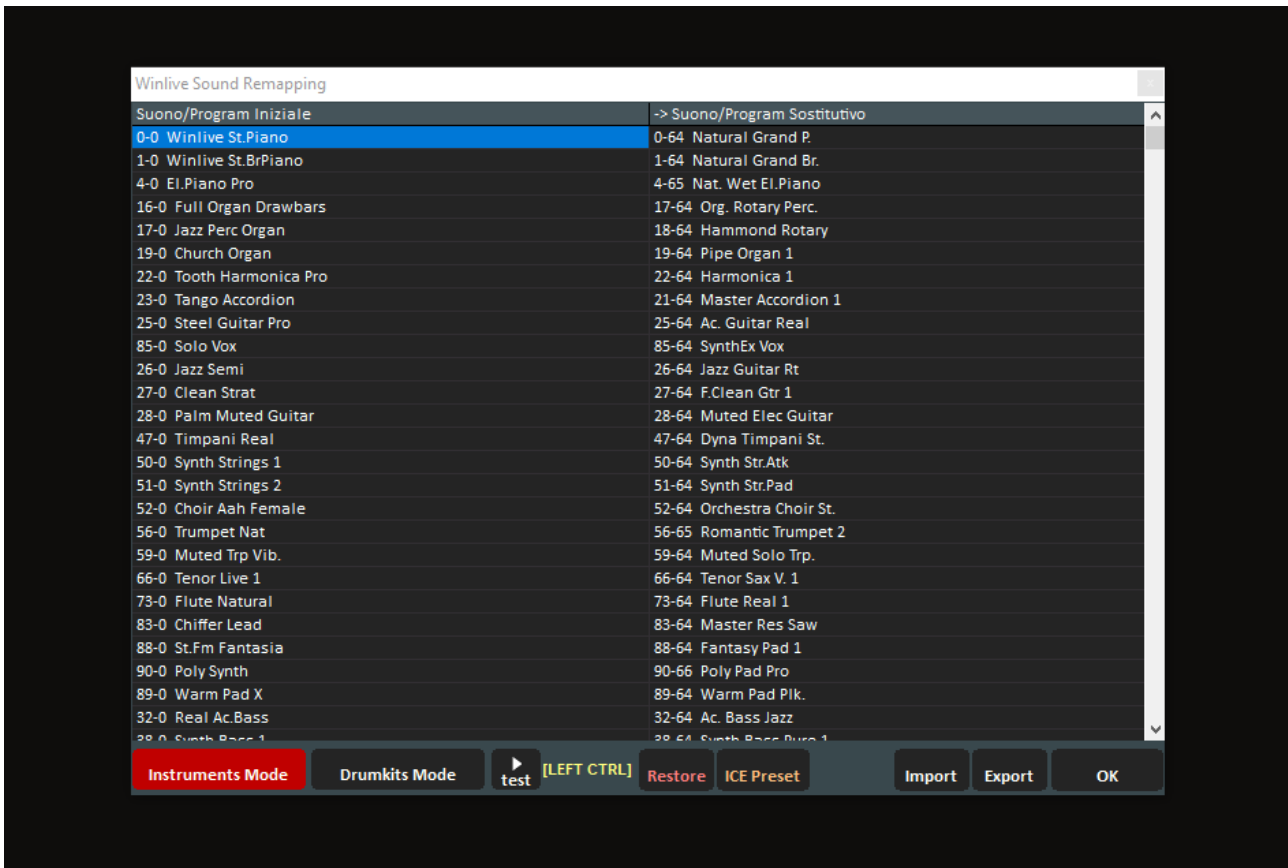
- PRF: Quick button to come back to Performance mode
- EXP: Quick button to enter in Media Explorer mode
- MTD: Quick button to enter in Metrodrummer (Virtual Drum Machine)
- WAI: Quick button for accessing the WINLIVE AI Audio processor extra service
- MDL: Quick button for the access to Medley Creator
- 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.

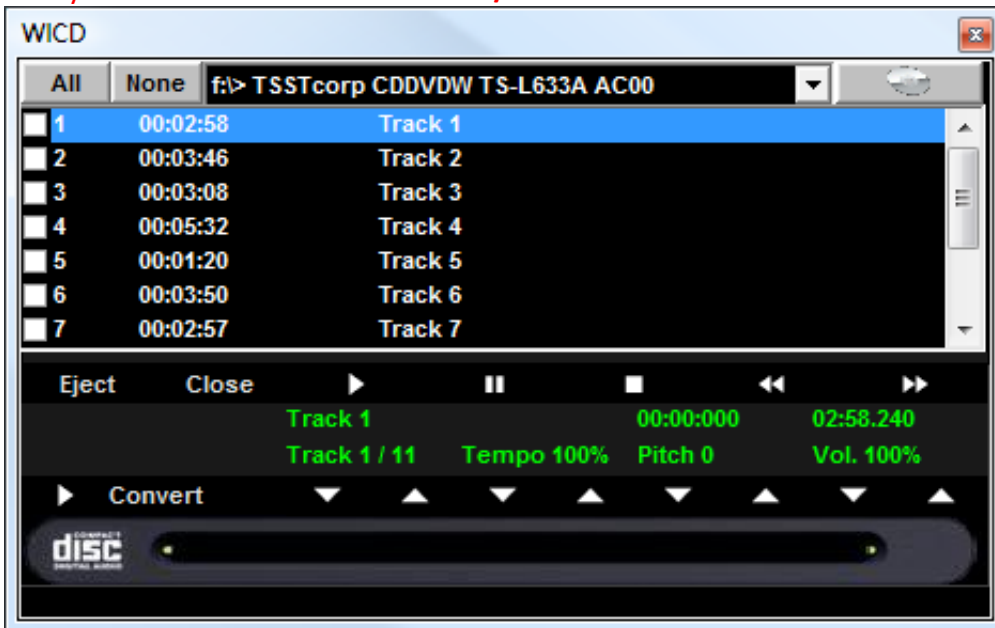
Utility → OPEN FOLDER WINLIVE DOCUMENTS

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.

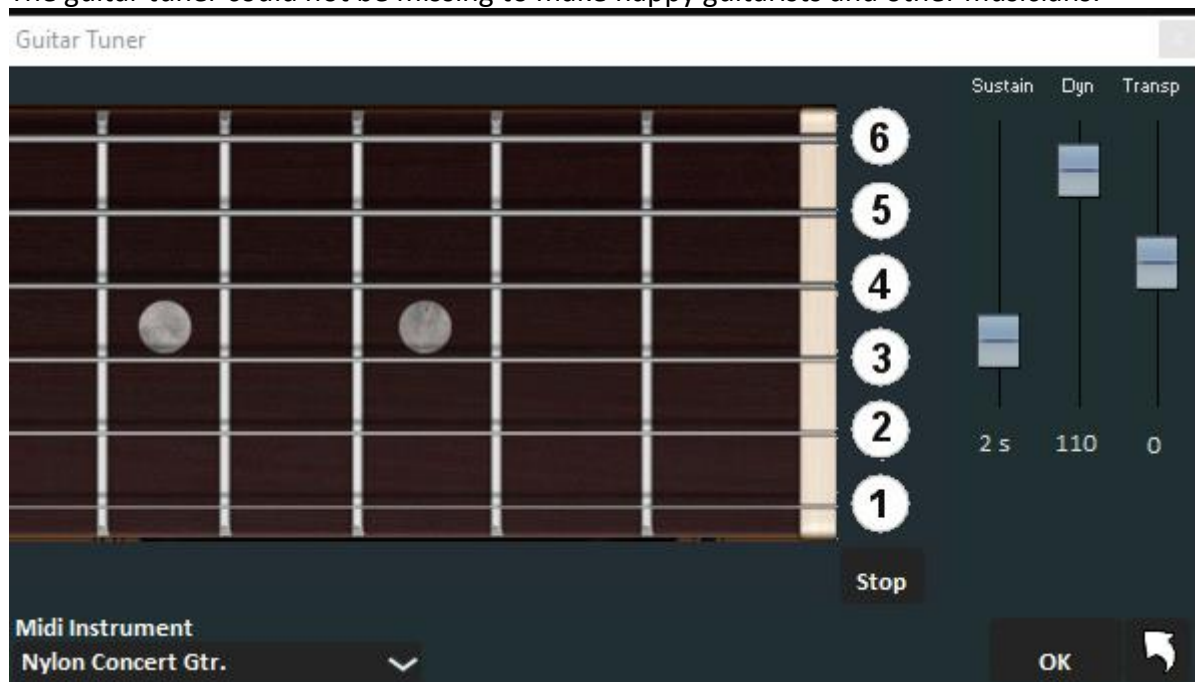
It is necessary to select them (you can select them all through the "All" button or select them manually by clicking on the first column), then click on the Convert button.

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.

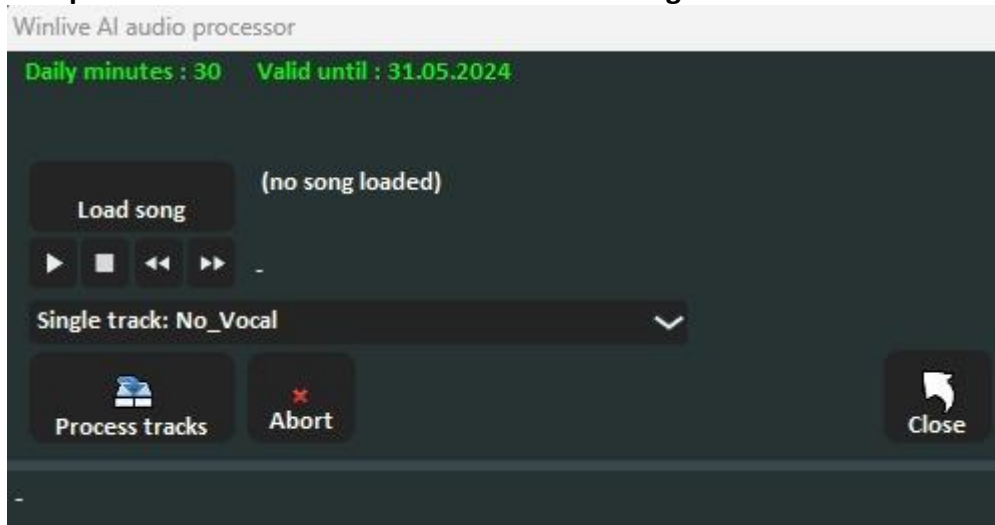
Utility → CONVERT LYRICS IN LYRICS3 FORMAT

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).

WINLIVE AI Audio processor (paid service)

This service, which can be purchased by subscription, allows you to analyze an audio or video track and split it into several tracks.

Accept the terms and conditions before continuing.



At the top are the

daily minutes and the expiration date of the service.

The minutes to be scaled are given by the duration of the track to be processed. For example, an audio song of 3 minutes and 40 seconds will scale our daily count by only 3 minutes.

By **Load Song** we load the song we want to process.

The buttons below allow us to put it on play, stop or go backward or forward.

With the drop-down menu we can choose which function we want to use:

- **Single track: no vocal:** saves to an audio file excluding the vocal track.
- **2 tracks: Vocal/Music:** saves in ***.Zip** format or in ***.wmt** format (Winlive multitracks) the two separate tracks (vocal and music part)
- **4 tracks: Vocal/Drum/Bass/Other:** saves in ***.Zip** format or in ***.wmt** format (Winlive multitracks) the 4 separate tracks (vocals, drums, bass and other parts)
- **6 tracks: Vocal/Drum/Bass/Other/piano/guitar:** saves in ***.Zip** format or in ***.wmt** format (Winlive multitracks) the 6 separate tracks (vocals, drums, bass, guitar, piano and other parts)

Clicking **Process tracks** starts the operation.

For **video files** only the first function can be used (**single track: no vocal**) thus obtaining a video file without the vocal part.

The processing is done on high-performance servers equipped with **artificial intelligence (AI)** algorithms so an Internet connection is required for these operations.

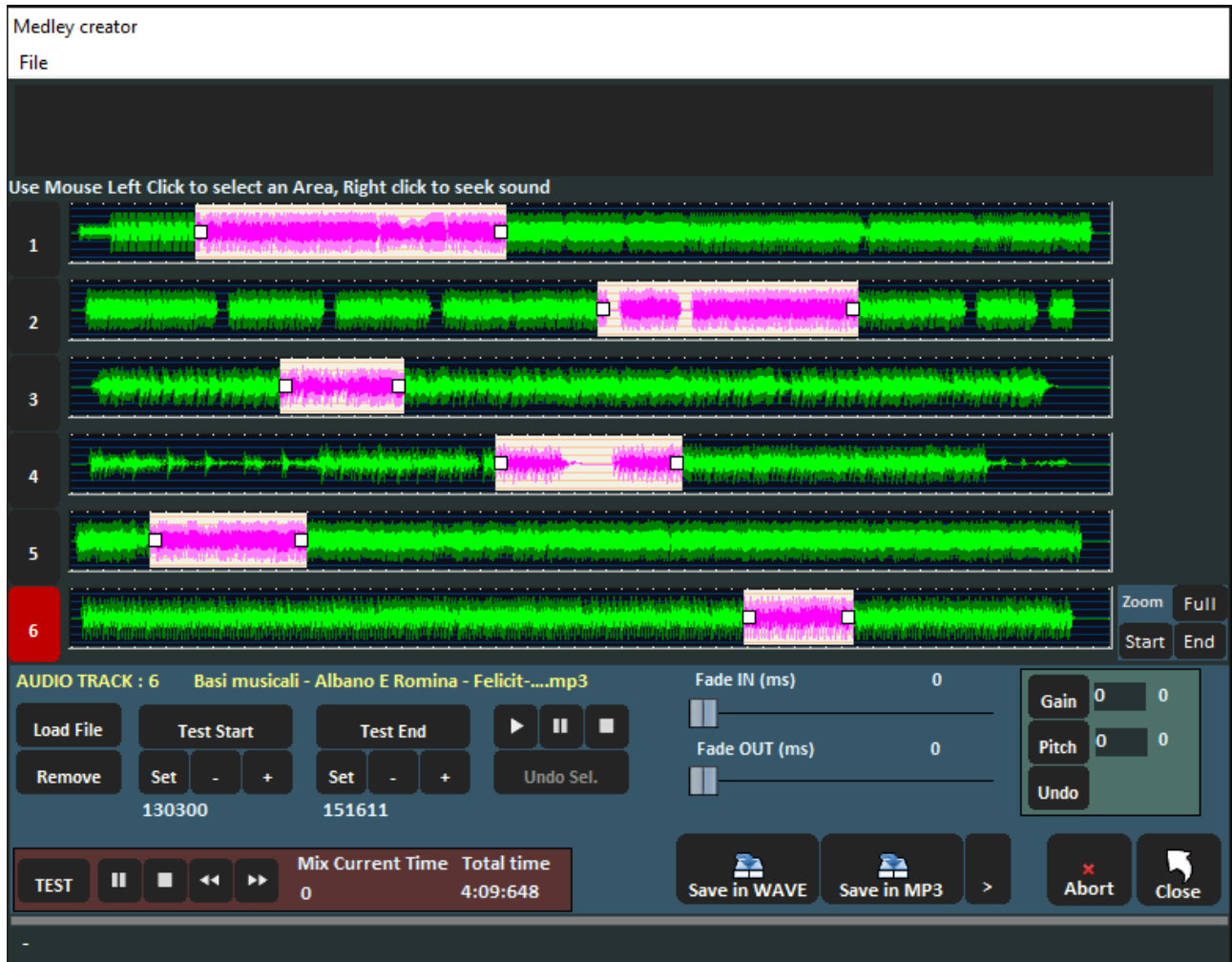
The **artificial intelligence algorithms** are self-learning, which means they become increasingly accurate over time.



<https://youtu.be/jxj4CbN-tNc>

MEDLEY CREATOR

In this screen you can combine up to 6 audio tracks (mp3 or wave) to create real medleys. If we also want to use midi or video files, however, we must first convert them to audio using the relevant functions within Winlive Pro Synth 14



To load the first track, we click on the **1** button followed by **Load file**, where we can select the first track of our medley. We repeat the same procedure to load up to 6 tracks, remembering to click each time on the number corresponding to track 1 through 6.

To select the desired portion of the track, let us position ourselves on the starting point and left-click, dragging to the right to highlight the area of interest.

The same operation, and more precisely, can be done using the buttons at the bottom.

We click **SET** of the **START** section and then **SET** of the **END** section so as to establish, by ear, the start and end points of our selection. We can adjust the **START** and **END** points using the **(-)** and **(+)** buttons and test them with **TEST START** and **TEST END**. For each song we can graphically enlarge the start (**START**) and end (**END**) part or whole with **FULL**.

With **FADE IN** and **FADE OUT** we can gradually raise or lower the input and output volume of the highlighted portion of the song.

If the selected tracks have different volumes, we can enter a percentage value and then click on **GAIN** to equalize the volumes of the different tracks.

With the **PITCH** button we can change the pitch of the selected song.

UNDO cancels the last operation.

Finally, by selecting the first track of our medley and pressing the **TEST** button at the bottom left, we can listen to the final medley and decide whether to save it in **WAVE** or **MP3** format, selecting the various resolutions for the latter.

If we want to save our project, perhaps to edit it later, we can click on **FILE** at the top and then save or load an existing project.

Finally, remember that saving our medley will preserve lyrics and chords present in the various songs. In addition, **markers** will be inserted at the tracks in question.



<https://youtu.be/2fjdmpQt3kw>

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.

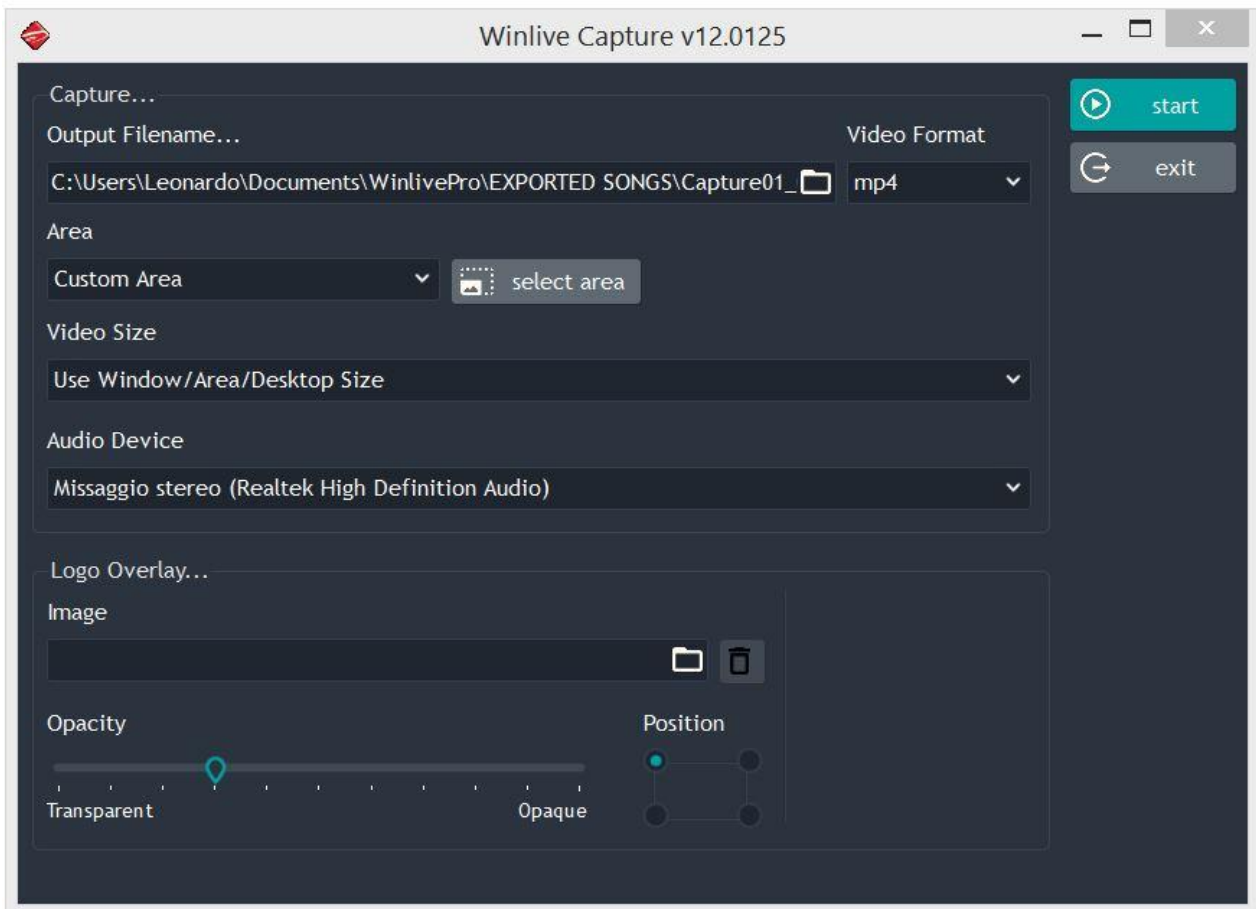
MASTER means that from our smartphone or tablet we can control our PC. If we decide to enable it as a SLAVE we can only view the texts included in the midi, mp3 and mp3-cdg files.



<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

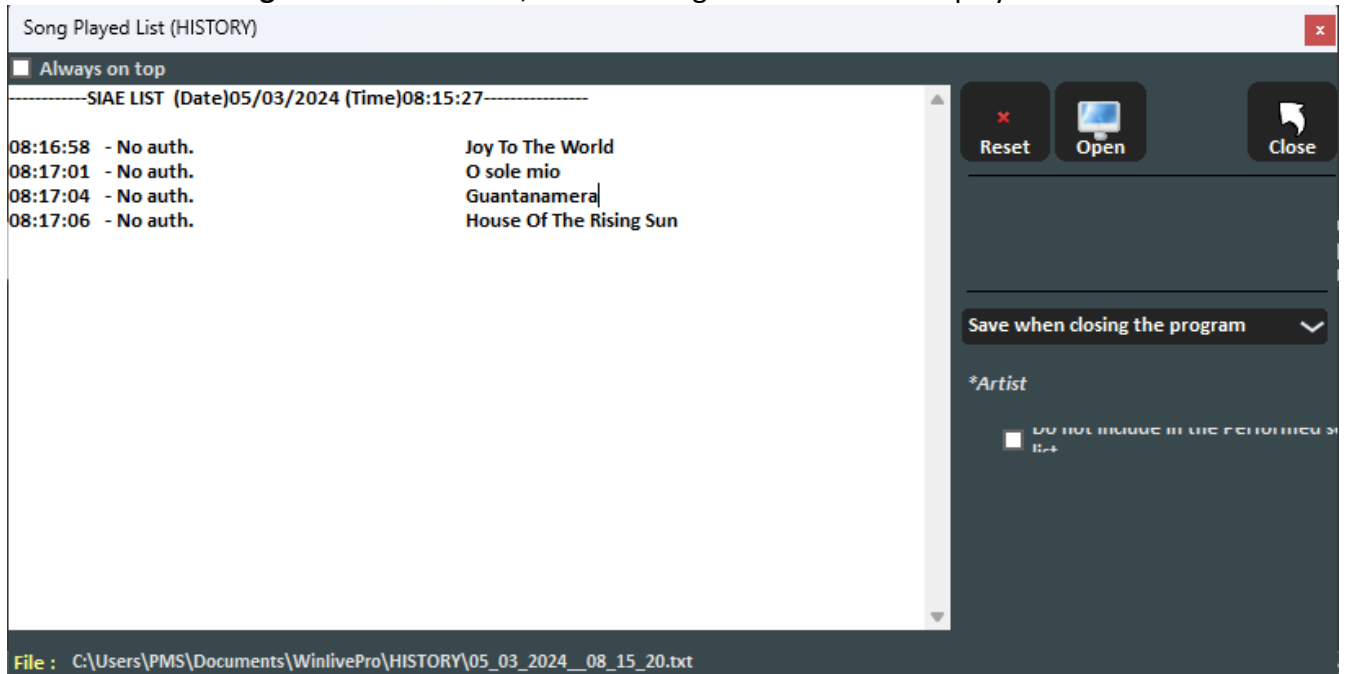
LOGO OVERLAY: here we can decide whether to superimpose one of our images on the video and decide both the position and the opacity

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.

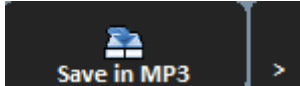
With the key  changes are virtually saved to the database, while the keys



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: 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 File

Save Midi song

	OutPut	Instrument	Vol (%)	Dyn	Midi Vol.	Fixed Vol.
1	1	<input checked="" type="checkbox"/>	100		109	-
2	2	<input checked="" type="checkbox"/>	100		85	-
3	3	<input checked="" type="checkbox"/>	100		120	-
4	4	<input checked="" type="checkbox"/>	100		120	-
5	5	<input checked="" type="checkbox"/>	100		104	-
6	6	<input checked="" type="checkbox"/>	100		95	-
7	7	<input checked="" type="checkbox"/>	100		100	-
8	8	<input checked="" type="checkbox"/>	100		104	-
9	9	<input checked="" type="checkbox"/>	100		104	-
10	10	<input checked="" type="checkbox"/>	100		95	-
11	11	<input checked="" type="checkbox"/>	100		127	-
12	12	<input checked="" type="checkbox"/>	100		127	-
13	13	<input checked="" type="checkbox"/>	100		127	-
14	14	<input checked="" type="checkbox"/>	100		127	-
15	15	<input checked="" type="checkbox"/>	100		127	-
16	16	<input checked="" type="checkbox"/>	100		127	-

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

Save in WAVE Wave ALL F10

Tempo 0 Tone MIDI chord saving format

Karaoke Chords

Std. Winlive/Solton MEV#FF-05(%)

Input Window Size * Hi Cpu Required

1024 x 600 WSVGA (default)

Fast encoder (big file size)

Audio Sync: 0

Speed and FPS

20fps 3x (default)

Output Size and Format

Use input size (safe and fast)

Good (718k)

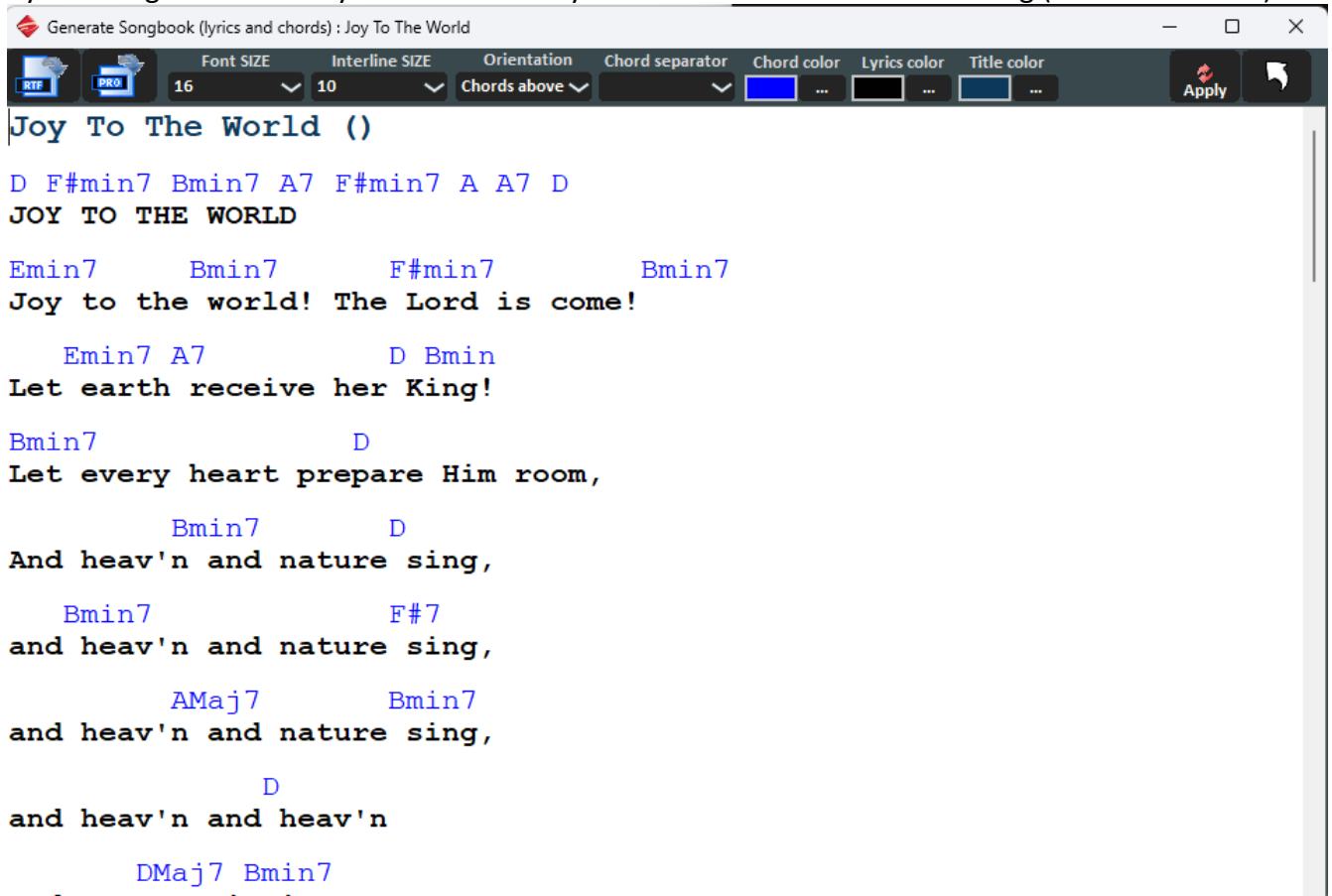
Save in VIDEO Use settings for minimum requirements .H264 (MP4) XVID (AVI) Close



<https://youtu.be/Fx1Y9TVAVIc?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)



The screenshot shows a software window titled "Generate Songbook (lyrics and chords) : Joy To The World". The interface includes a toolbar with options for "RTF" and "PRO" formats, and settings for "Font SIZE" (16), "Interline SIZE" (10), "Orientation" (Chords above), "Chord separator", "Chord color" (blue), "Lyrics color" (black), and "Title color" (blue). The main display area shows the following lyrics and chords:

```
Joy To The World ()  
D F#min7 Bmin7 A7 F#min7 A A7 D  
JOY TO THE WORLD  
Emin7 Bmin7 F#min7 Bmin7  
Joy to the world! The Lord is come!  
Emin7 A7 D Bmin  
Let earth receive her King!  
Bmin7 D  
Let every heart prepare Him room,  
Bmin7 D  
And heav'n and nature sing,  
Bmin7 F#7  
and heav'n and nature sing,  
AMaj7 Bmin7  
and heav'n and nature sing,  
D  
and heav'n and heav'n  
DMaj7 Bmin7
```

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



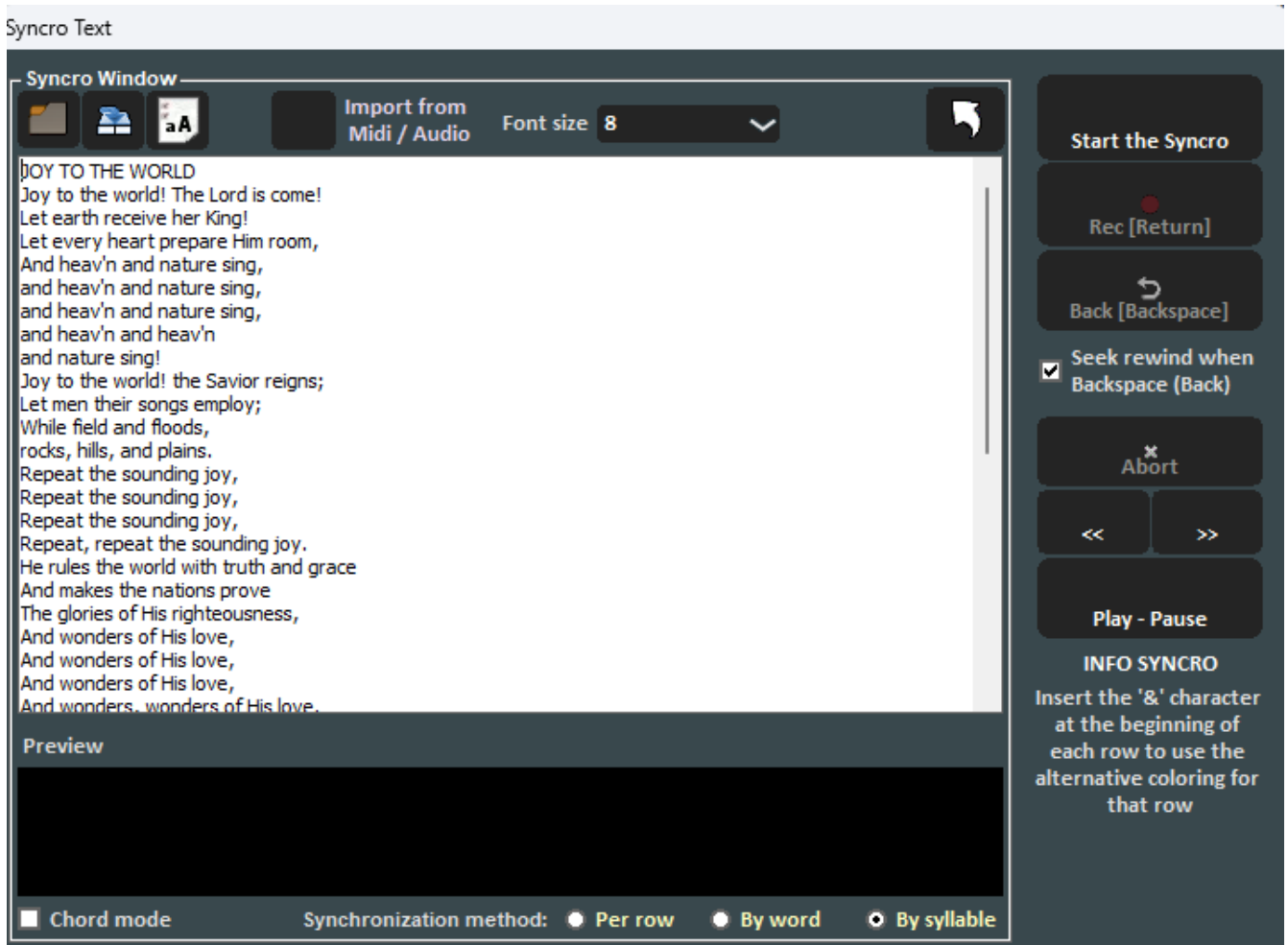
The screenshot shows a "Songbook Options" dialog box with the following settings:


- Font SIZE: 16
- Interline SIZE: 10
- Orientation: Chords above
- Chord color: blue
- Lyrics color: black
- Filling: red
- Backg color: white



Buttons for "Apply" and a help icon are also visible.

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

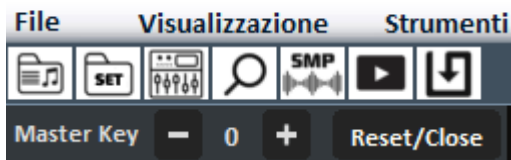
Star how to enter chords by checking the "Chord mode" box.

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

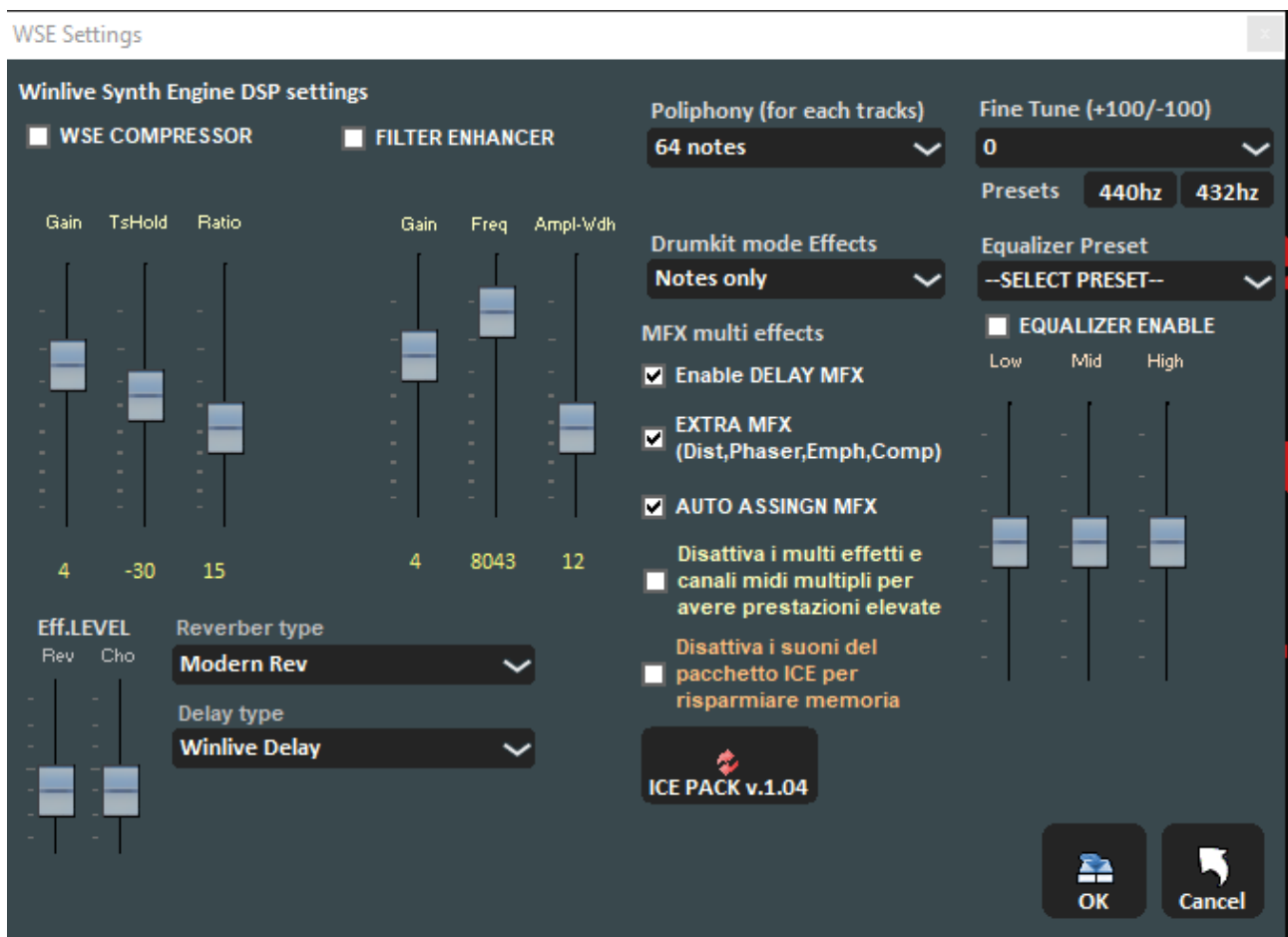
Winlive Pro 14.0



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.

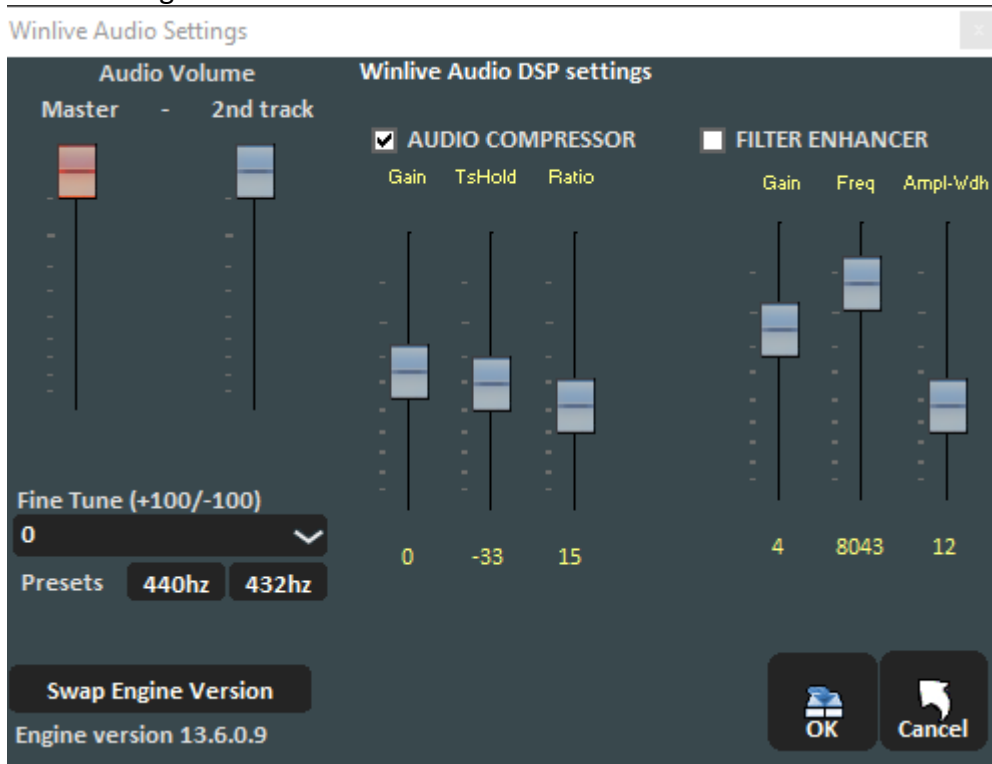
We can adjust the WSE COMPRESSOR and FILTER ENHANCER values, set the POLYPHONY, assign a pitch to cents, establish whether or not we want the effects on the drums and adjust the equalization of the internal sounds of the Winlive by enabling the parametric equalizer. We can enable or disable (recommended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

Auto Chords

TrackMute	Instrument			
1	<input type="checkbox"/> *Natural Grand Br.	Emin7	53760	56 - 1
2	<input type="checkbox"/> Real El.Bass	Emin	54720	57 - 1
3	<input type="checkbox"/> Bowed Glass	Amin	55680	58 - 1
4	<input checked="" type="checkbox"/> *Harmonica 1	?	56640	59 - 1
5	<input type="checkbox"/> Rock Organ	Emin7	57600	60 - 1
6	<input type="checkbox"/> *F.Clean Gtr 1	Emin	58560	61 - 1
7	<input type="checkbox"/> Legato Strings Hype	F	59520	62 - 1
8	<input type="checkbox"/> Slow Strings Hype	?	60480	63 - 1
9	<input type="checkbox"/>			
10	<input type="checkbox"/> *Rock Kit ICE	Dmin7	61440	64 - 1
11	<input type="checkbox"/>	Dmin	62400	65 - 1
12	<input type="checkbox"/>	?	63360	66 - 1
13	<input type="checkbox"/>	?	64320	67 - 1
14	<input type="checkbox"/>	C	65280	68 - 1
15	<input type="checkbox"/>	?	66240	69 - 1
16	<input type="checkbox"/>	Emin7	67200	70 - 1
	<input type="checkbox"/> Accordi semplificati	Emin	68160	71 - 1
	2 Accordi per misura	Amin	69120	72 - 1
	CALCOLA ACCORDI ORA	?	70080	73 - 1
		Emin7	71040	74 - 1
		Emin	72000	75 - 1

C:\Users\PMS\Desktop\tozz\Umberto Tozzi - Io camminerò'.kar

Save Optimize Close

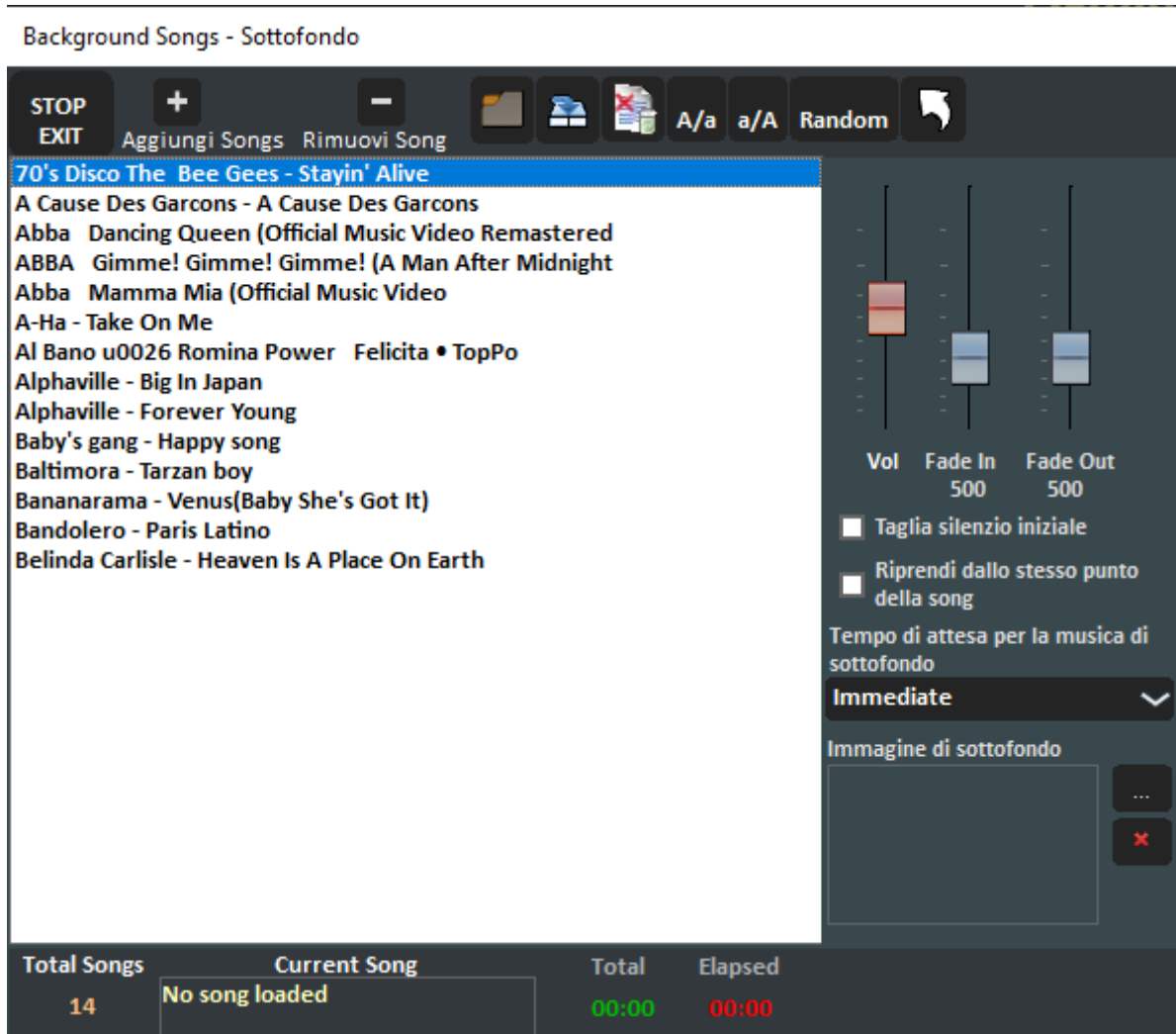
Here

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.

With **Remove Song** you remove the selected song

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.

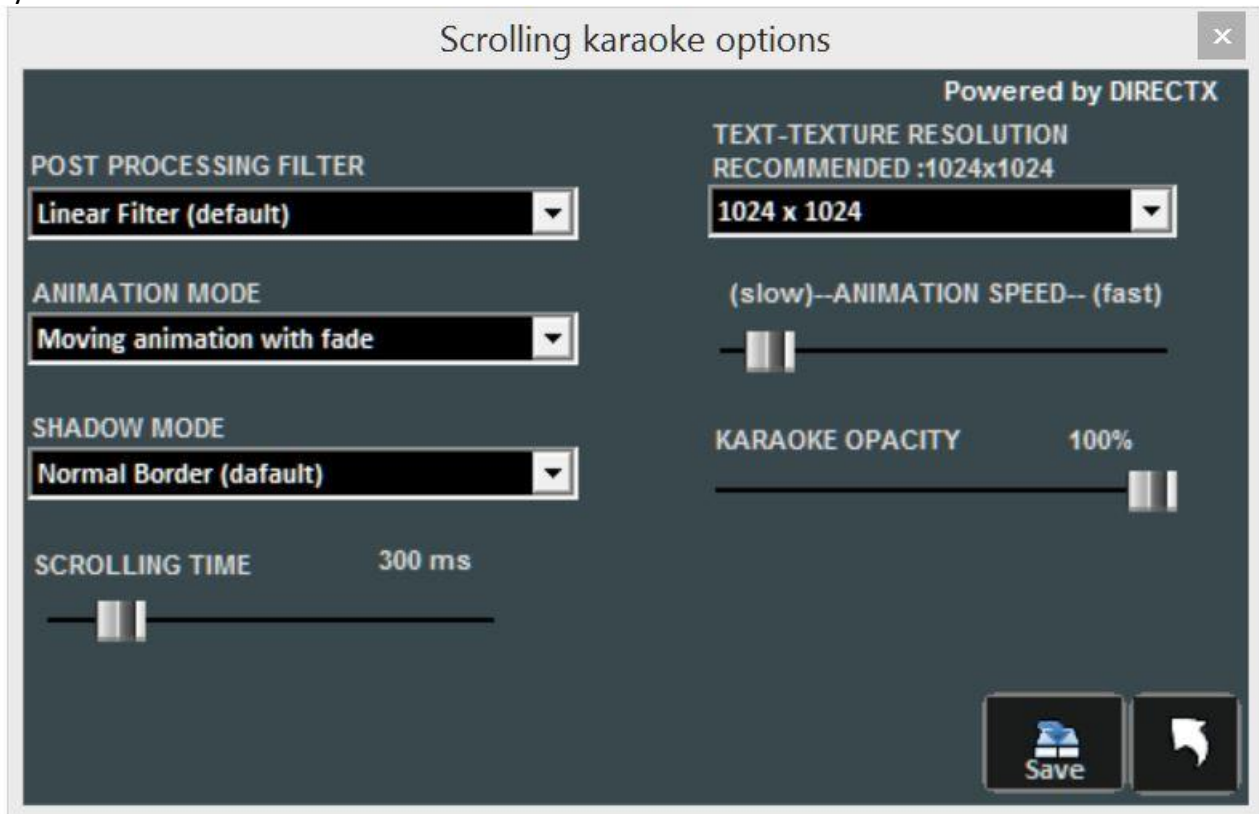
With the initial **silence cut**, it is possible to eliminate the silences at the beginning of the song finally it is possible to establish a wait (in seconds) before starting.

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

In the background function you can also insert videos but only the audio will be played.

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

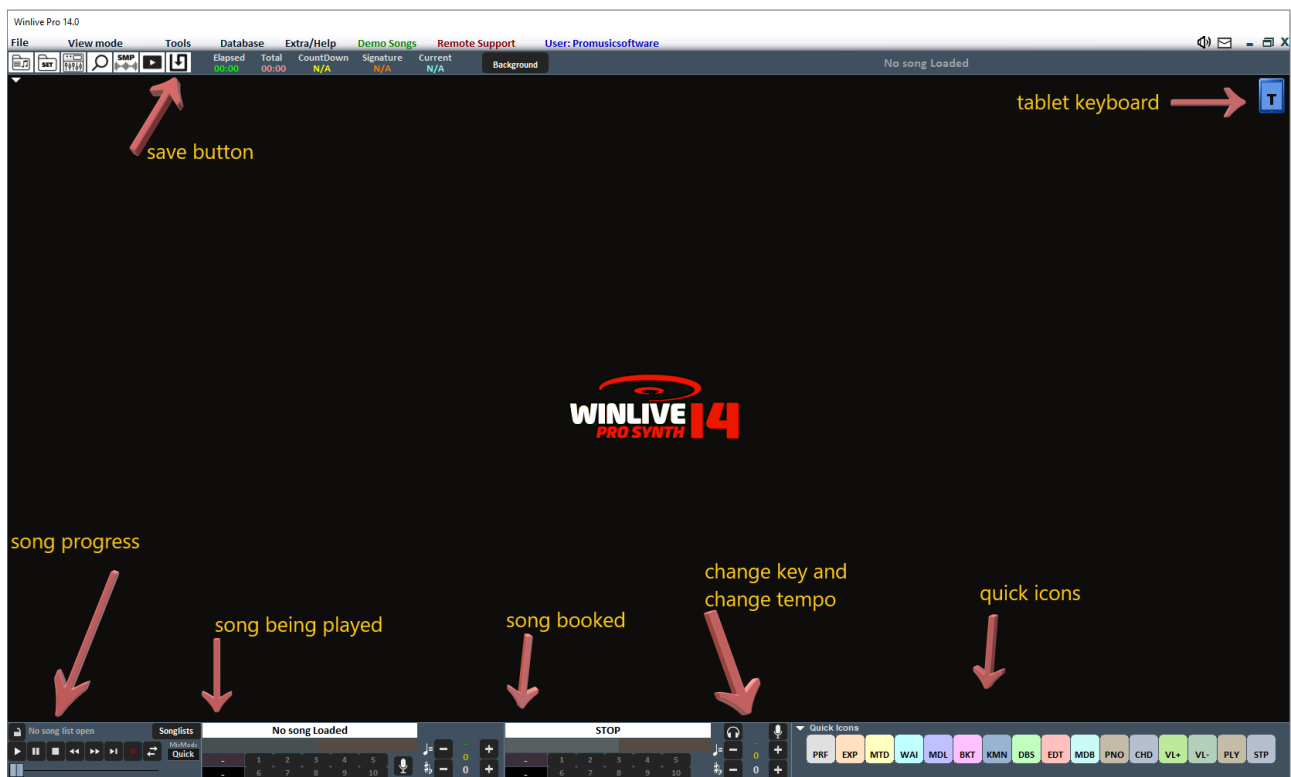
It can rarely happen that, especially due to Windows updates, video files are not played properly (no sound or no video). This feature allows us to restore everything. For example, if we launch a video and we do not hear the audio, we can click on the following function then OPEN FOLDER and finally launch 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 14



The SongList


The SongList is the "heart of the program" accessible through function Keys or **Songlists**. 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 PC 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**
 - Press the function keys (as PC windows)
 - Push the button "?" and type the playlist number (from playlist 1 to 40)


In addition, it is possible to set special SongLists:

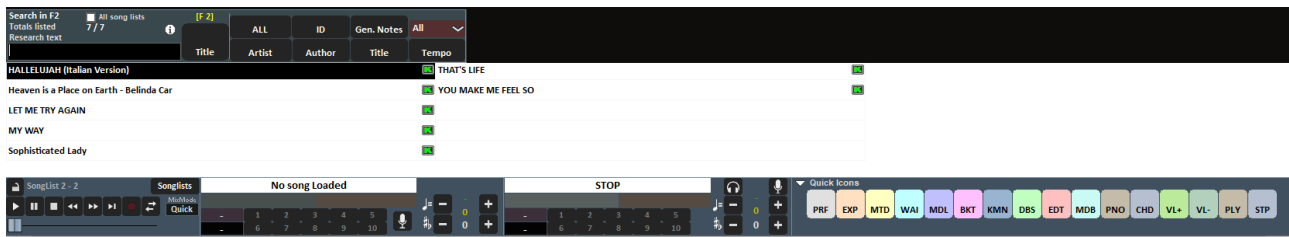
- **F10** (temporary SongList) it is possible to add songs from other SongLists by pressing the button 'INS' or clicking the right mouse button then 'add to F10' or by selecting the song and pressing the + button

- **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")

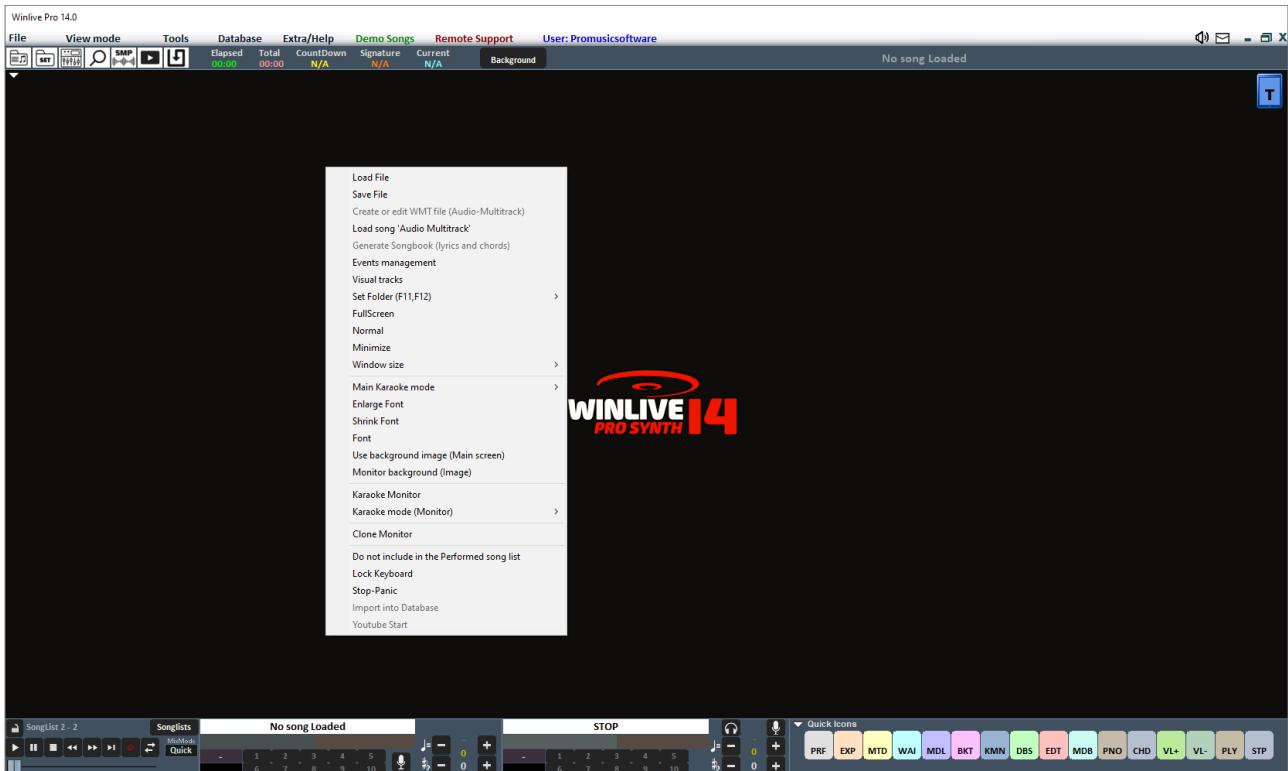
It is possible to scroll the results through the button "TAB" of the keyboard, for example a research of "HELLO" will give you results such as "HELLO DOLLY", "I SAY HELLO", and so on.

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);
- **Create or edit WMT file (Audio-Multitracks):** allows editing or creating a multi-track audio file in the proprietary wmt (winlive multi tracks) format
- **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
- **View Tracks:** opens the screen to view note and audio events in midi and audio tracks
- **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), 2 lines at the top (karaoke style no chords) 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;

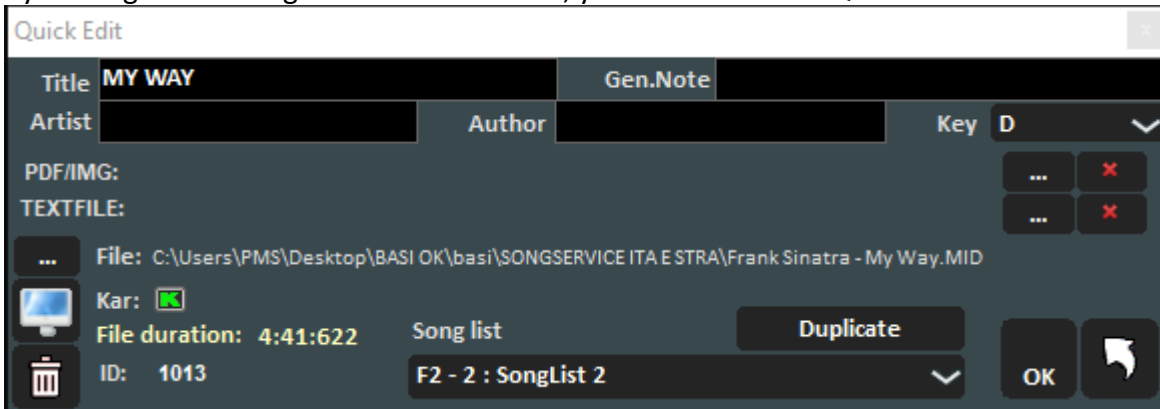
The tempo in BPM compared to the original tempo for midifiles;

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



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.

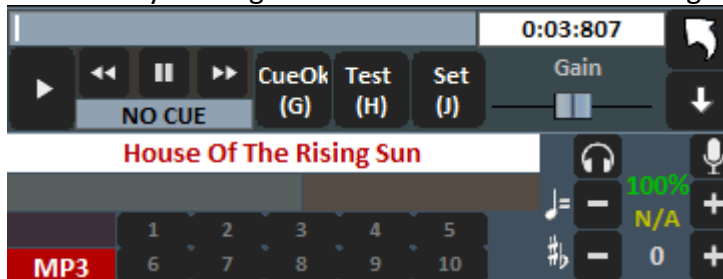
It is possible to quickly access the markers by clicking with the mouse on the button corresponding to the Marker, or by using the numeric keys (from 1 to 0). For midi files, pressing the Marker via the numeric keypad will allow you to access the reserved point "in time".


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; The names of the various songlists are given.

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.

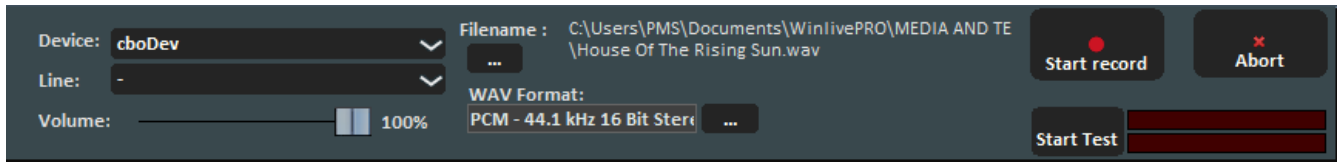
the X button closes this screen.

AUDIO TRACK RECORDING

This function allows you to record an audio track on a song (midi, audio or video) 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.

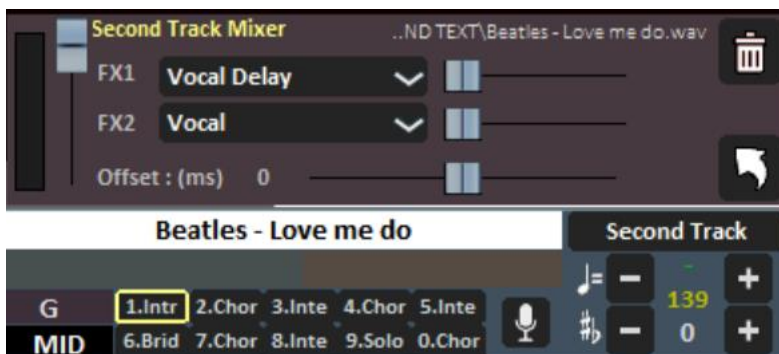
By clicking on **Start Test** you can perform a recording test by checking the incoming volume level.

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 **Second Track** window will appear next to the song title.

Clicking on **Second Track** will open the following screen:



From left to right you will find: the volume of the second track, the FX1 and FX2 effects that you can combine with the second track and their levels.

Below with Offset (ms) we can anticipate or postpone in milliseconds the second track with respect to the song.

Everything can be saved virtually with the quick save button

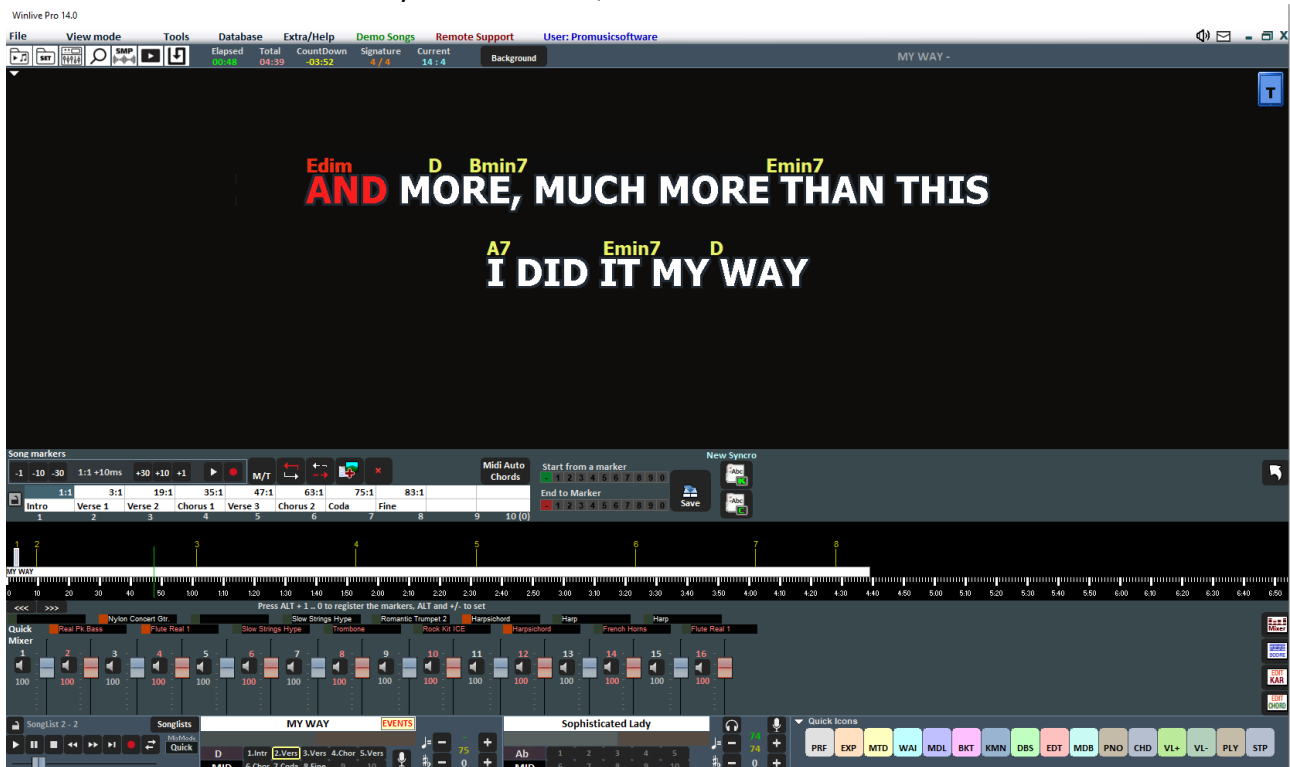
If you want to export the song and its second track into a single audio or video file, you must press the SAVE FILE function in the File menu.

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




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.

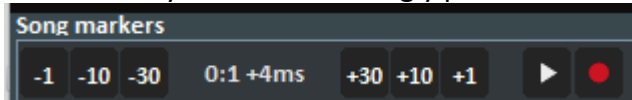
There are several ways to register new Markers while reproducing a song:

- 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.

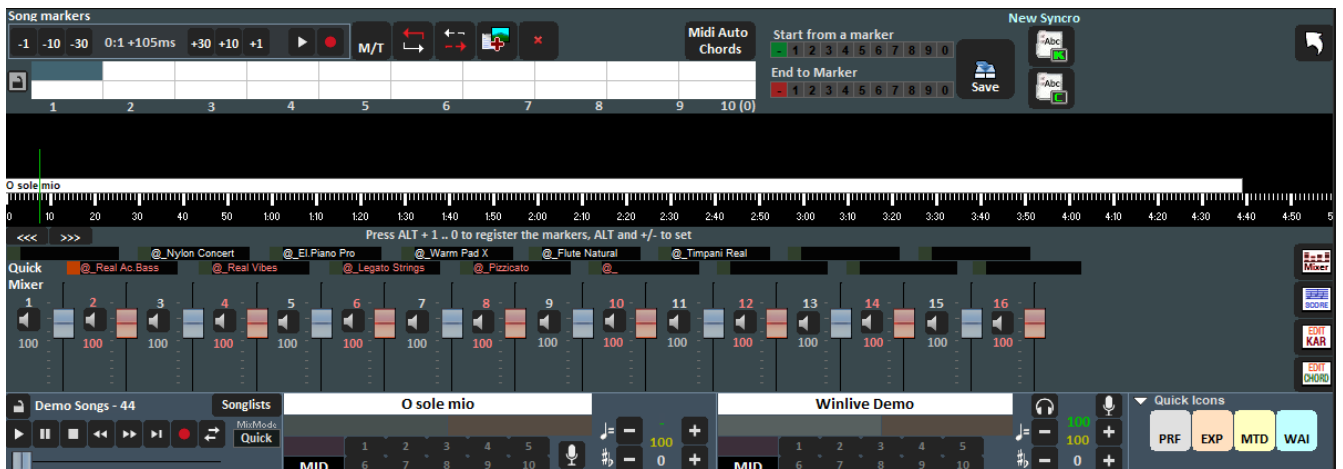
While the song is playing, the Markers can be quickly called up by pressing the number on the corresponding keyboard while for the midifiles the next beat of the song will be expected.

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.


Visual Mixer

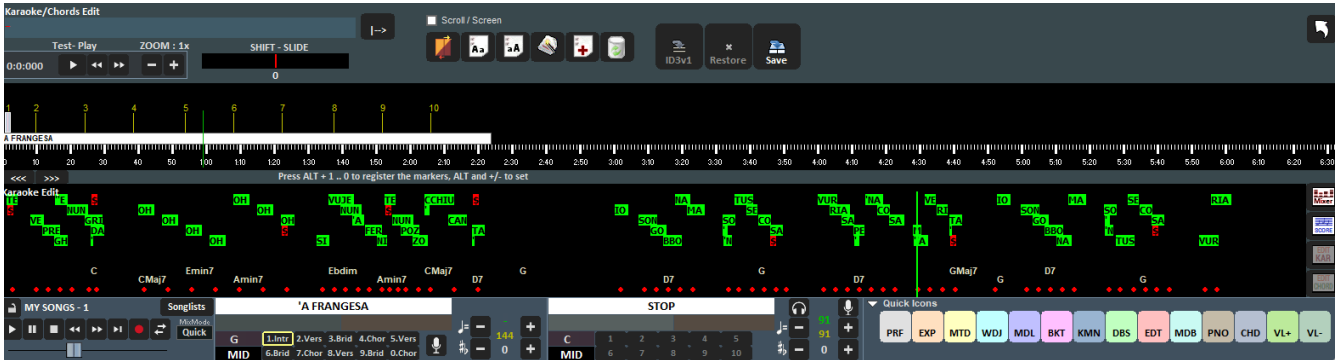
Next to the markers function, a simplified version of the Mixer is visible, valid for midifiles and audio multitracks.



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).

LYRICS EDITOR

It can be activated with the key  which is located in the lower right-hand corner. 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.



By clicking on this icon we can change the color of a line for example to highlight a phrase that will be sung by another singer



The button capitalizes the whole text and the next key all in MINUSCOLOCK



This 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. ton



Allows the insertion of new text.



Deletes all lyrics



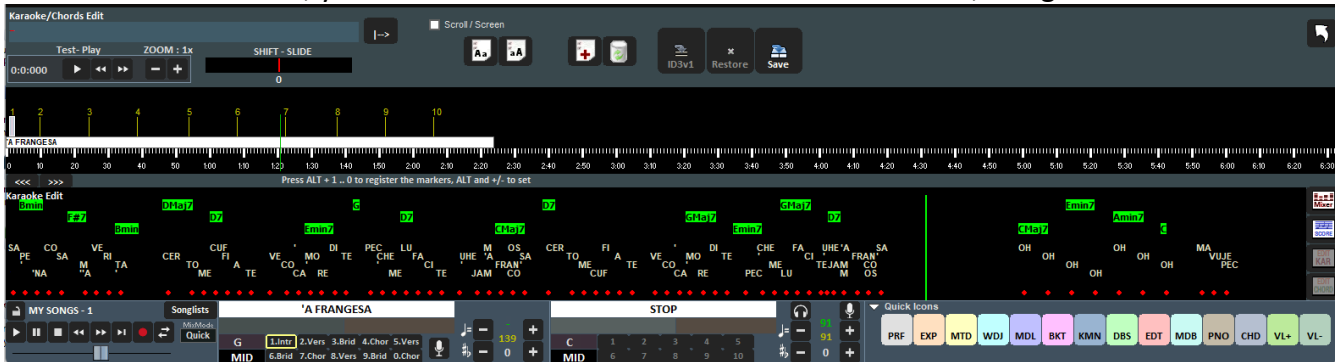
With this key, on the other hand, you can save in ID3V1 format compatible with many systems (such as Ketron Midijay) that use the display of the text line by line.

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

CHORDS EDITOR



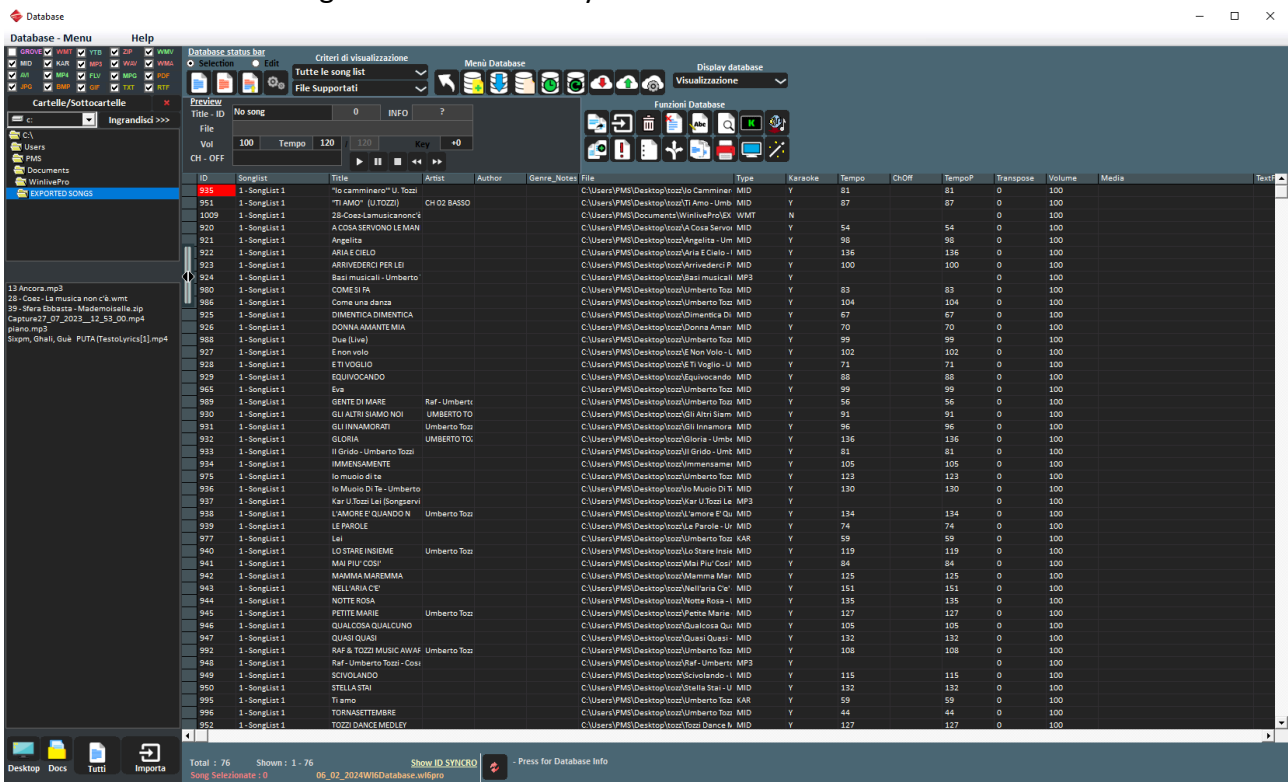
Like the Karaoke Editor, you can access the Chord Editor to edit the chords, using the button



Here you can edit the chords and change their position in reference to the text below. After editing press the SAVE button to save the chords within the file. Remember that, unlike text, there is no standard format for chords so currently the chords entered or edited by WINLIVE are read only by WINLIVE series programs for PC (Windows or MacOSx) or WINLIVE APP (Android or iOS)

Database mode


Below is the **DATABASE** grid of Winlive Pro Synth 14



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 Synth 14 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 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

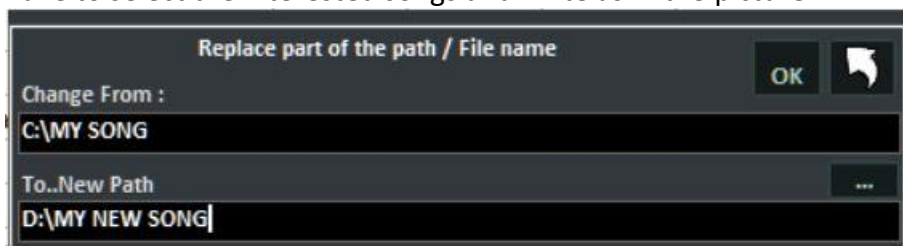
You can change the cells values by double clicking on each cell if you are in "Selection" mode or by pressing the "E" key. You just need a single click when in "Edit" mode.

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.

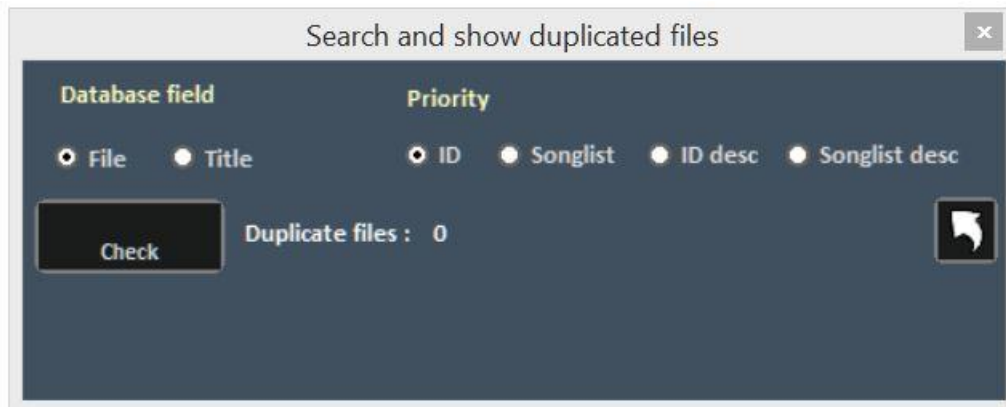
Right clicking on a cell (or on a selection of cells) allows you to access a menu through which you can perform various operations:

- **Select all:** highlight all songs **[CTRL+A]**
- **Reset selection:** cancels the selection of the tracks **[CTRL+N]**
- **Copy:** copy **[CTRL+C]**
- **Edit:** edit the selected cell
- **Multi field insertion:** if multiple songs are selected it allows multiple entry in different fields.
- **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

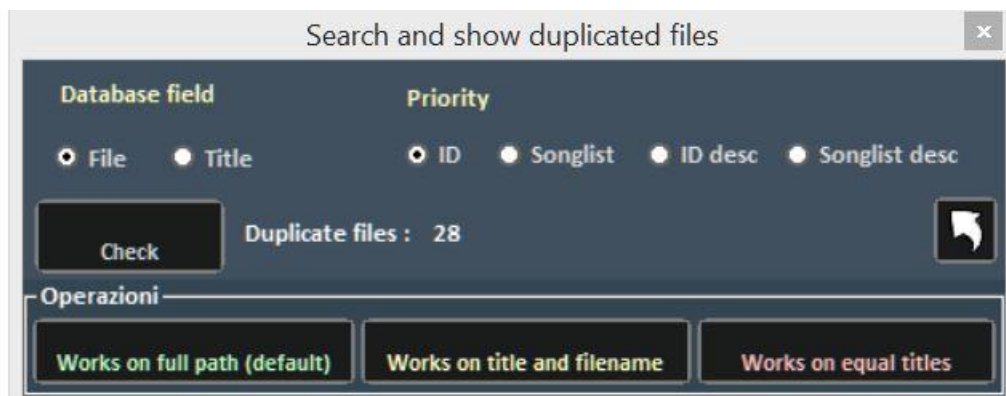


- **Mute channels:** to select the channels to be muted
- **Copy IN:** physically copies the songs from one folder to another with the possibility of updating the paths in the database
- **Move IN:** physically move the songs from one folder to another with the possibility of updating the paths in the database

- Find and show duplicate files: this function is accessible from the key . It shows duplicates in different ways. Most of the 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/Author/Artist 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

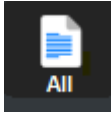
Import of the songs


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

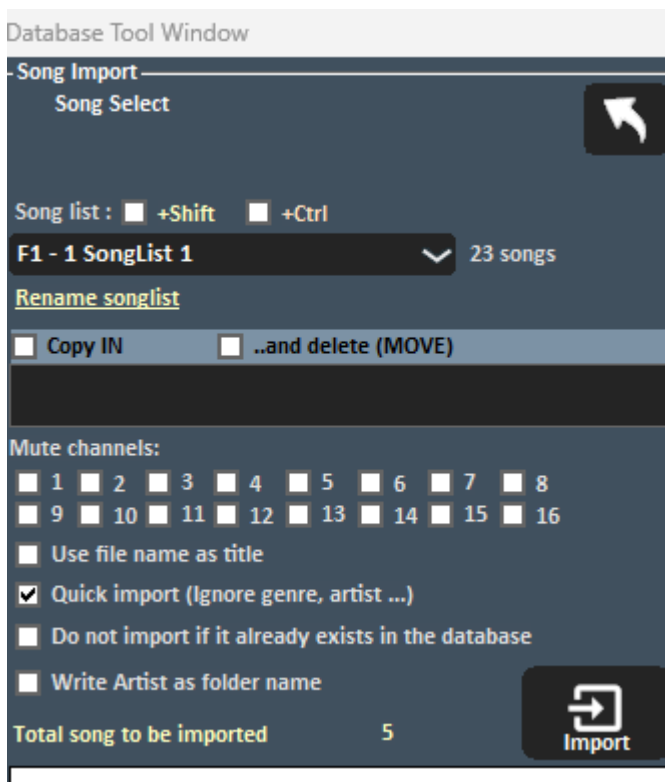
Select a folder and open it with a double click. The songs contained in the folder in question will appear. If the folder is located on the desktop or in Docs folder, we can view them simply by

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**;
- ❖ **Rename songlist**: it is possible in this procedure to name our 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.

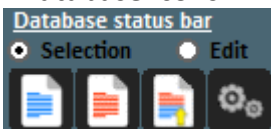
Note: fast import performs the process extremely quickly but does not allow thorough checks on the integrity of the file and the MP3 tags.

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.

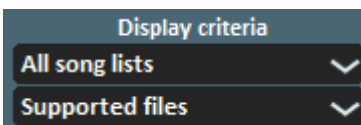
In any case, at the end of the import a short report will appear about the imported and invalid files.

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 Icons



Respectively: deselect all, select all, select multiple and Database setup for changing display parameters.



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

Let us now dwell on the last 3 icons that are part of the new function

DATABASE SYNCRO



This important function allows you to save your database with all its associated songs and files to the cloud.

This will allow us to:

- ❖ Save our entire database in the cloud and resume it in case of accidental deletion:
- ❖ Transfer to a secondary PC the database with related songs so that we will always have a synchronized and updated database.

A space of 10 Giga is provided, free of charge, for this function provided that you use the latest version of WINLIVE

This is done as follows:

from the Main PC:



after you have finished your work on the database you click on the following icon in order to transfer, automatically, all the database and related songs to a reserved space in our servers. The first time you perform this operation the system will pass all the files in the database and therefore the time taken will be relative to the transfer of all the files. In a second step only the modified files and the new files entered in the database will be transferred. Transfer times depend on the number of files, their size, and the Internet connection.

from the secondary PC:



By clicking on the following icon on the secondary PC, the system will download both the database and all related files sent to the cloud from the Main PC and physically they will be saved, unless otherwise located, in the IMPORTED SONGS folder found in the WINLIVE PRO folder which in turn is located in Documents. Again, the first time all files will be downloaded while in a second operation only modified or new files will be downloaded. Of course, even in downloading, transfer times depend on the number of files, their size, and your Internet connection.

Info spazio in cloud



By clicking on this icon we will know the size of our cloud space, the space occupied, the destination path of the downloaded files on the secondary computer, and the free space on our PC Hard Disk. Also with the Delete ALL function we could delete all the content in cloud. The SYNCRO ID identifies our file transfer.

DATABASE FUNCTIONS



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
- ❖ Search and show duplicates
- ❖ Create a database report (excel or html report)
- ❖ Locate the file on the hard disk
- ❖ - Title optimization

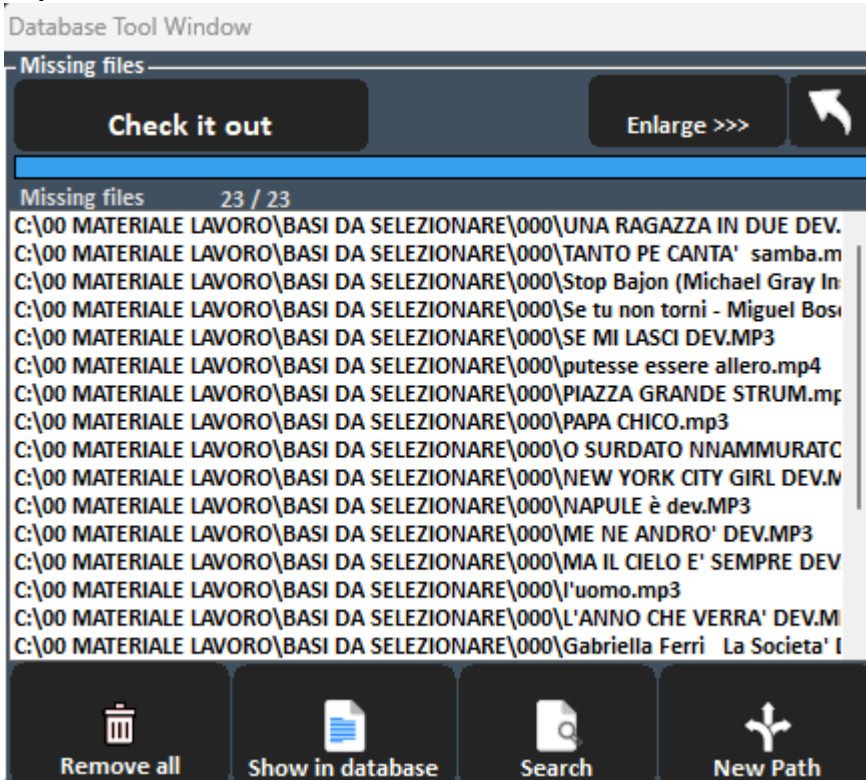
ORPHAN FILES (missing files)



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.

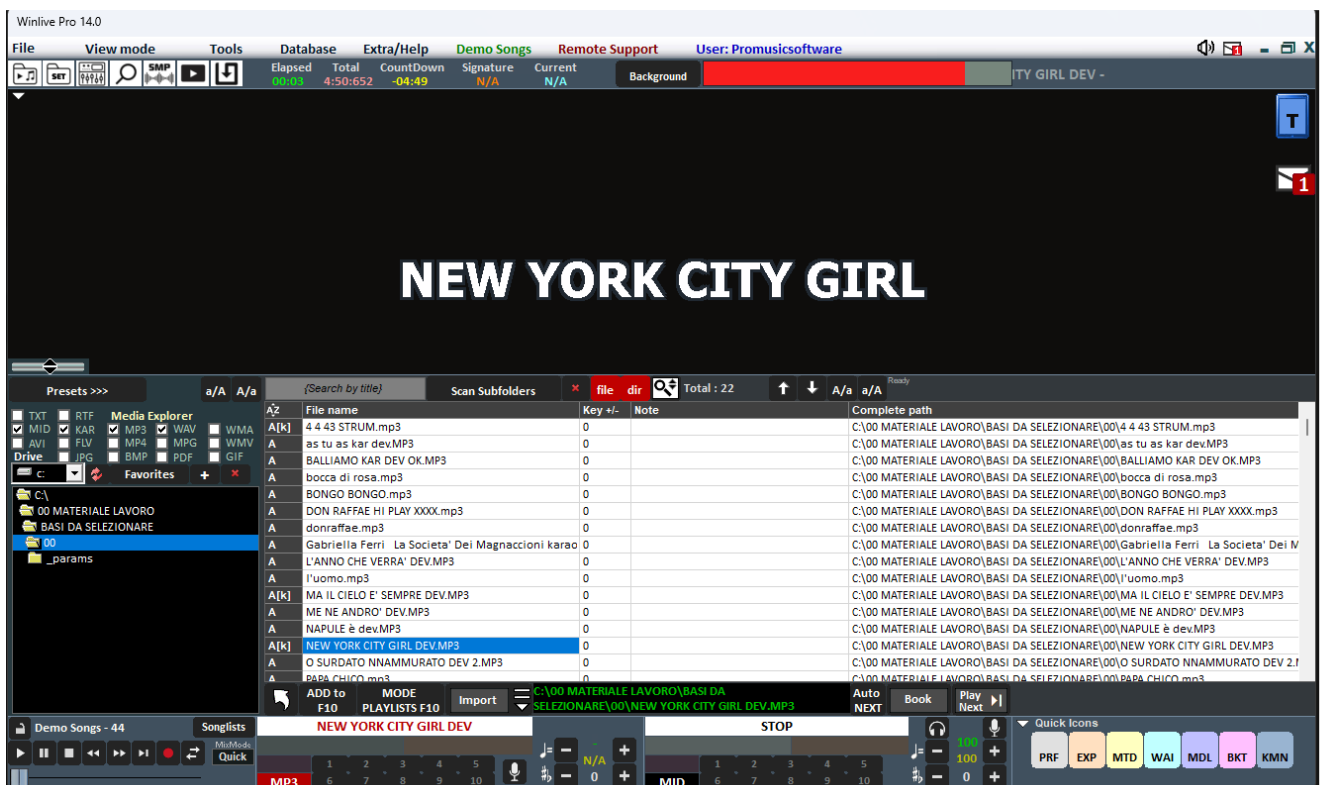
With **New path**, on the other hand, the new path is updated manually.

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.

Just below we will find **boxes to check** to decide which files to search for.

The **FILE** and **DIR** boxes have the following meanings:

FILE: the keywords of the search will only concern the name of the file.

(e.g. if we enter the word "Sinatra" the search will cover all files that have the word "Sinatra" in the title. Example filename="Frank Sinatra – My Way.mid")

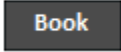
DIR: the search keywords will only affect the folder name.

(e.g. if we enter the word "Sinatra" the search will cover all the files included in the folders with the name "Sinatra". Example "C:\Songs\Sinatra\My way.mid")

If you select both (**FILE** and **DIR**) the search will affect both the file name and the folder names.

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. **[BACKSPACE]**

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  .

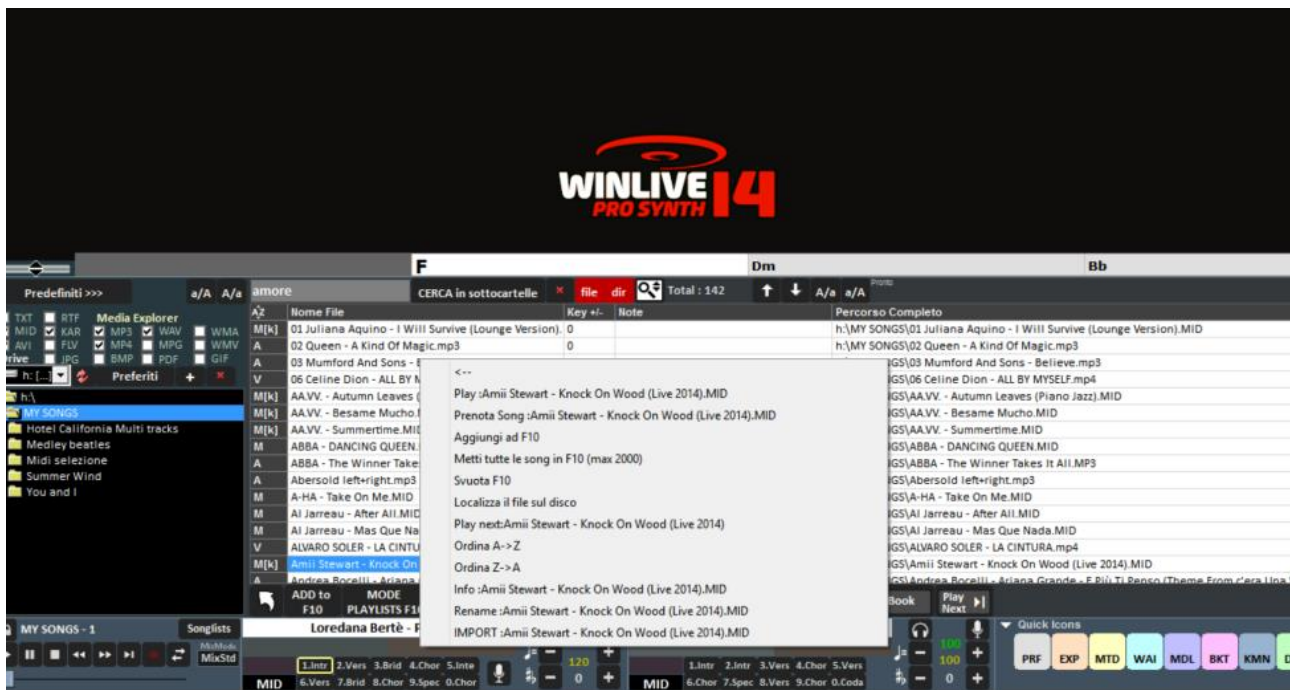
With the button  you can play the booked song (or by pressing the **[CTRL+ENTER]** keys).

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

Once the search is performed the files will be displayed in the following columns: (in order from left to right):

- ❖ **AZ File type:** **M** for midi files, **A** for audio files, and **V** for video files. For **Midi and Audio** files if we hover over the file title Winlive checks for text by putting the letter **K** next to the file type. You can also sort by file type by clicking on the **AZ** column header.
- ❖ **File Name:** represents the name of the file as stored on our PC.
- ❖ **Key +/-:** we can determine the key variation of the song before playing it.
- ❖ **File Notes:** we can write a comment at the selected song for example to remind us of a dedication by the person who requests it.
- ❖ **Path Name:** indicates the location of the song within our PC by specifying the relative path

Pressing the right mouse button will open a menu with the following functions:



- ❖ **Play:** plays the current song
- ❖ **Book a song:** books the current song. This will be placed in the lower right.
- ❖ **Add to F10:** the current song is placed in a temporary playlist that can be recalled with the **[F10]** function key.
- ❖ **Put all songs in F10 (max 2000):** all songs resulting from the search are placed in the temporary playlist F10 for a maximum number of 2,000 songs.
- ❖ **Empty F10:** empties the F10 songlist.
- ❖ **Locate the file on the disk:** opens the folder where the song file is physically contained and highlights it
- ❖ **Play next:** plays the booked song
- ❖ **Sort A->Z:** sorts song titles alphabetically from A to Z
- ❖ **Sort Z->A:** sorts song titles alphabetically from Z to A
- ❖ **Info:** show file information
- ❖ **Rename:** physically rename the song file
- ❖ **IMPORT:** imports the selected song into the Database

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.

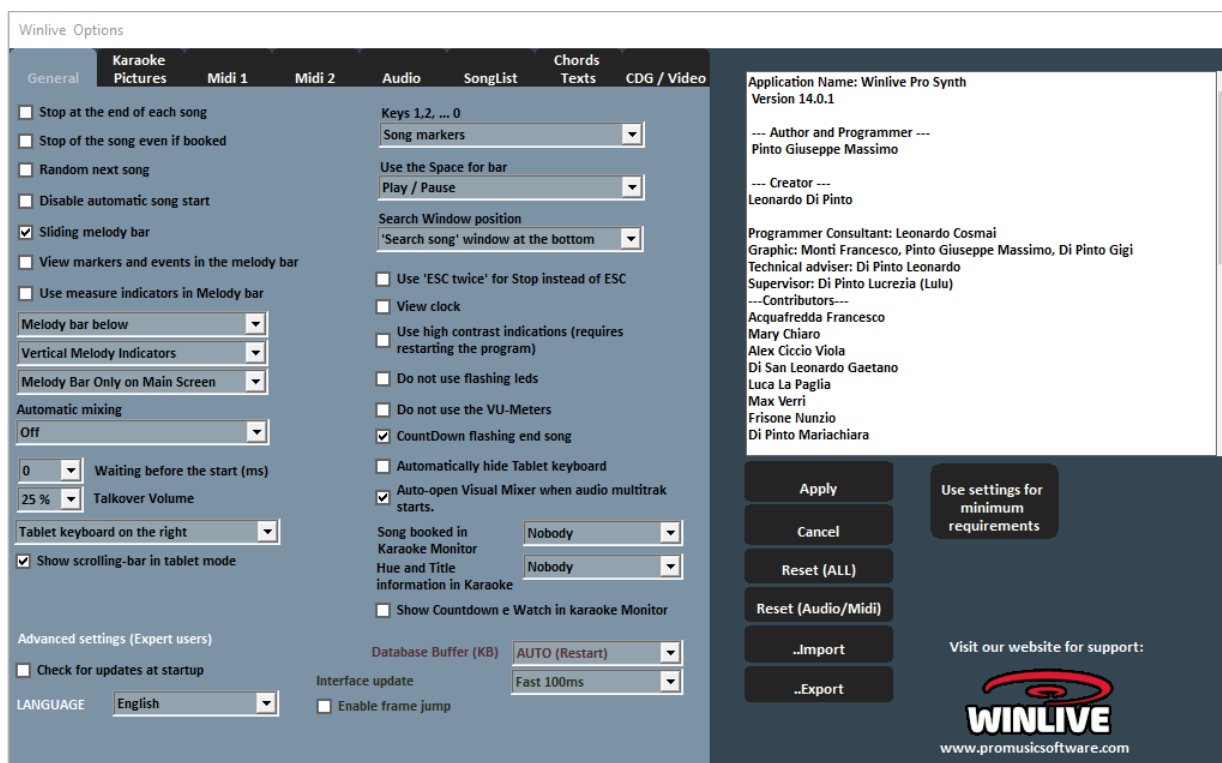
The booked songs will be displayed by pressing the **[F10]** key or clicking on the button



The reserved tracks will be displayed and infinite **PLAYLISTS (*.F10)** can be created, saved and recalled later.

Options

➤ GENERAL



- ✓ **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 key **[E]** in performance, can be fixed in screens or sliding
- ✓ **View markers and events in the Melody bar**
View both markers and events entered via event management
- ✓ **Use measure indicators in Melody bar**
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 description

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

As description

- **Automatic mixing**

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

- **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

- ✓ **Show scrolling bar in tablet mode**

If the virtual keyboard for Tablet is displayed we can show a scroll bar to move more easily within the songlist. Obviously this feature is important if you are using a tablet without a physical PC keyboard

- **Keys 1,2, ..., 0**

You can use number keys to quickly access to the markers or mute for midifiles tracks from 1 to 10 and with Q,W,E,R,T,Y keys tracks from 11 to 16

- **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

- ✓ **Show Countdown and Watch in karaoke monitor**

As description

ADVANCED SETTINGS (expert users)

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

- ✓ **Check for updates at startup**

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

- **Language**

Choice of preferred language. Requires restarting the program

- **Database Buffer**

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

- **(Video) Interface update**

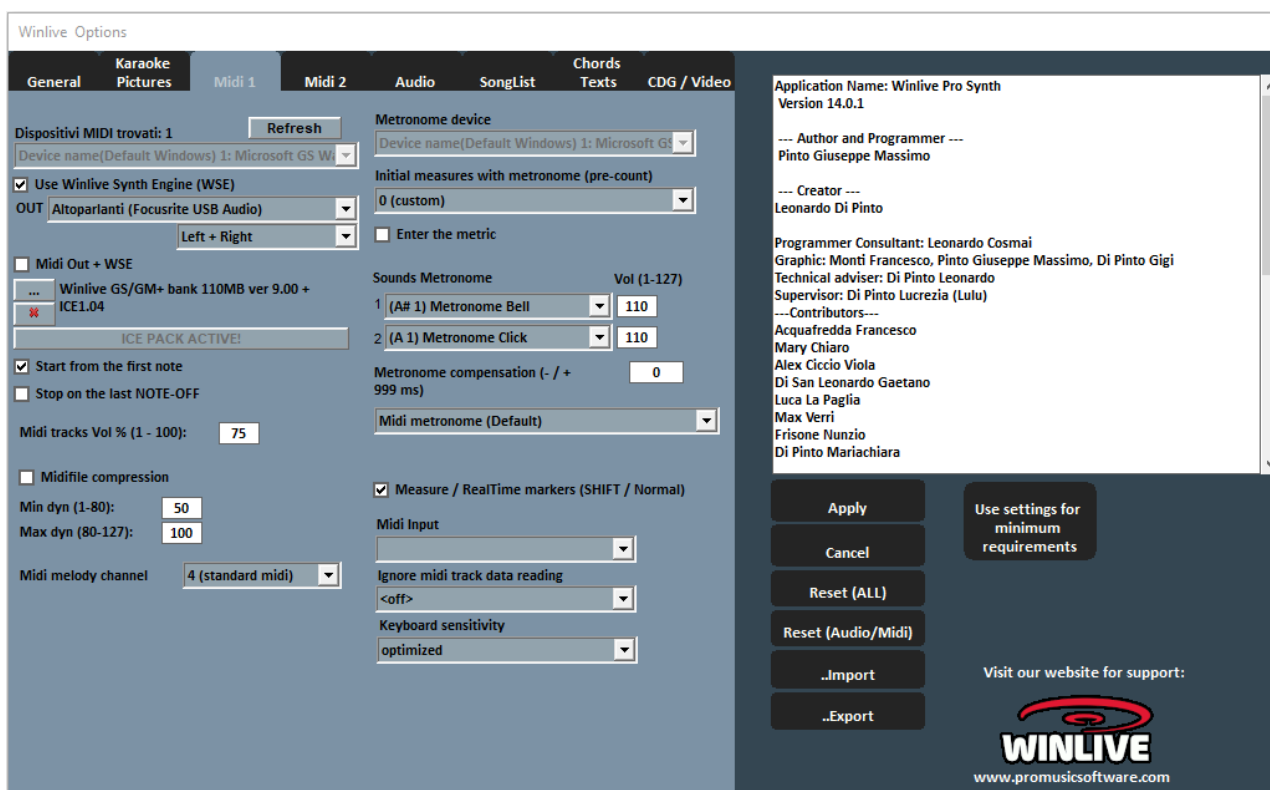
Winlive will update the graphic interface every few milliseconds. Set the value according to the graphics processor speed.

- ✓ **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

➤ MIDI 1



▪ **Device Midi**

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

For example, if we use a vocalist device via midi, midi signals will be sent to both the winlive internal synth and the vocalist.

▪ ...

▪ 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)

▪ **Metronome Device**

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 (pre-count)**

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).

✓ **Enter the metric**

Enter from the first metronome movement

▪ **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

▪ **Metronome type**

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

✓ **Markers in measures mode**

As description

▪ **Midi input**

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

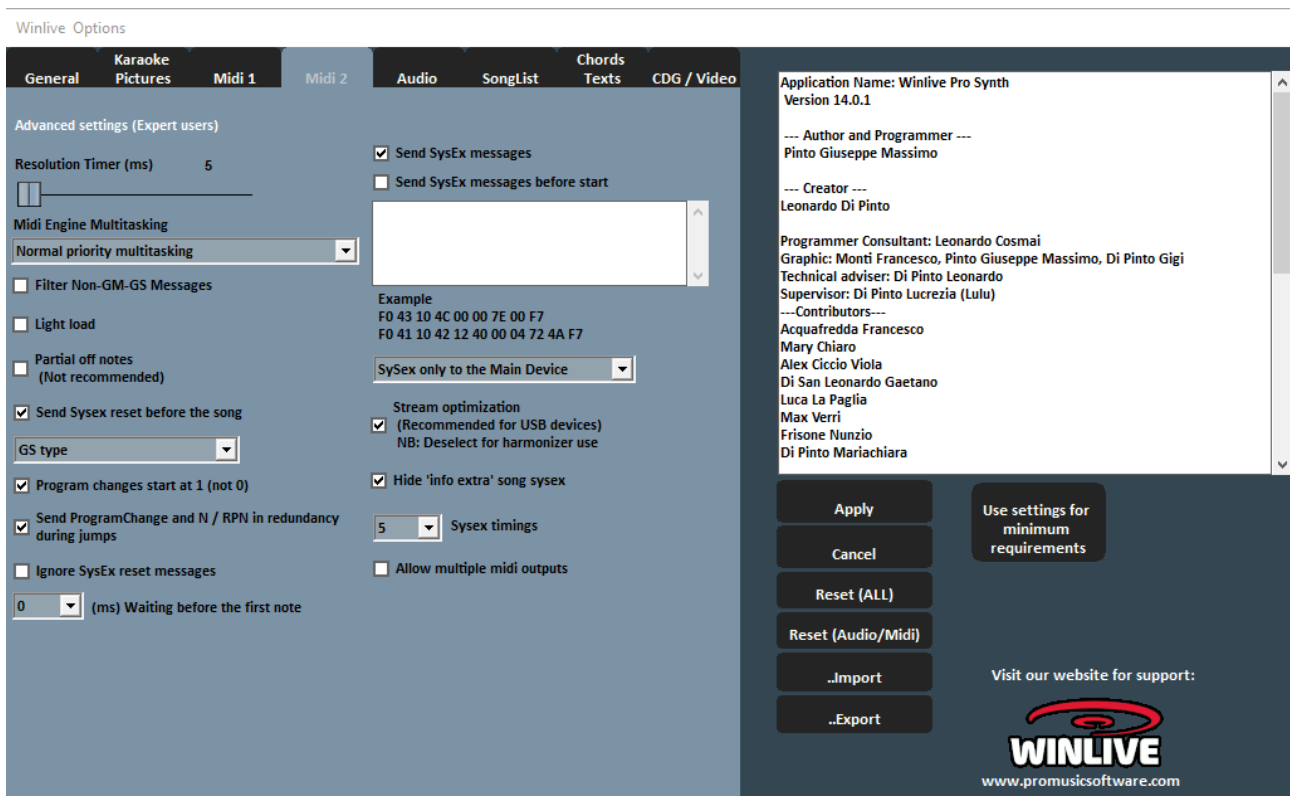
▪ **Ignore Midi track reading**

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



▪ 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**

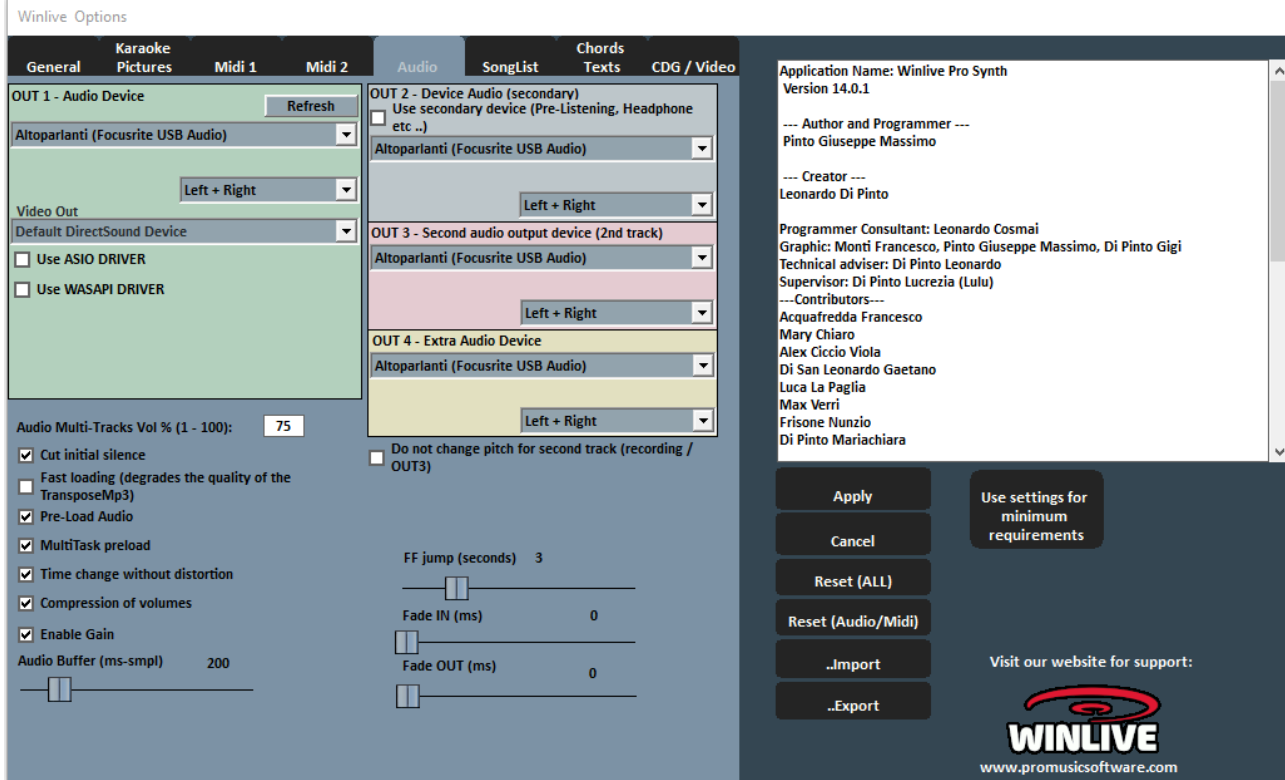
Set the delay time after sending a sysex message to the device.

✓ **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.

To reduce audio latency we can use ASIO DRIVERS or WASAPI DRIVERS depending on the characteristics of the sound card in question.

▪ **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 description

▪ **FF Jump (seconds)**

These are the jumping seconds when FastForward fast forward is chosen on an Audio song,  **[F]** key.

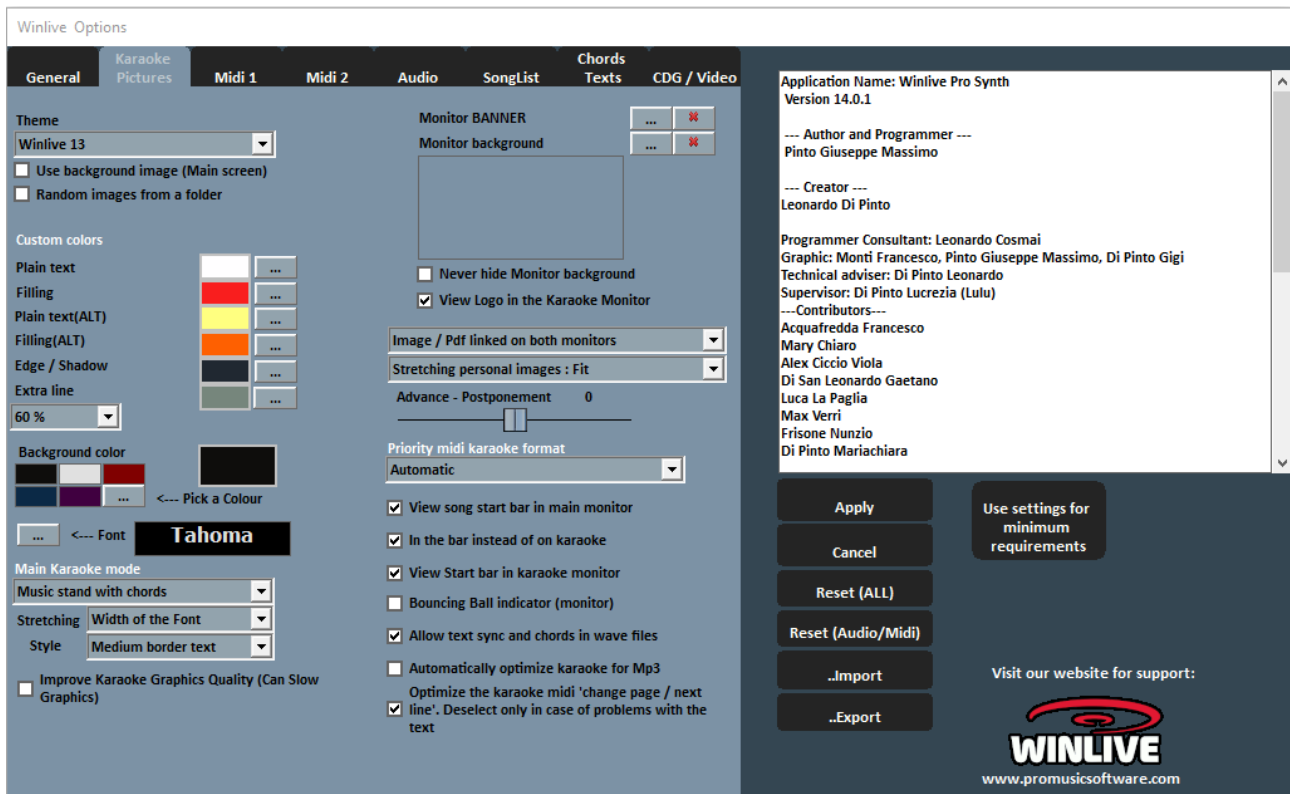
▪ **Fade IN**

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 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 banner**

Allows you to insert a banner in the karaoke monitor

- **Monitor background**

Allows you to customize the background of the main monitor and 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 lyrics**

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.

- **Priority midi karaoke format**

It may happen that several lyrics created with different programs are inserted inside the midifile.

In this case Winlive, according to some internal criteria, can determine, automatically, which lyrics to display.

Or one of two systems can be used: **Karaoke meta events** or **Sysex format M-live**

- ✓ **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.

- ✓ **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



▪ **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"

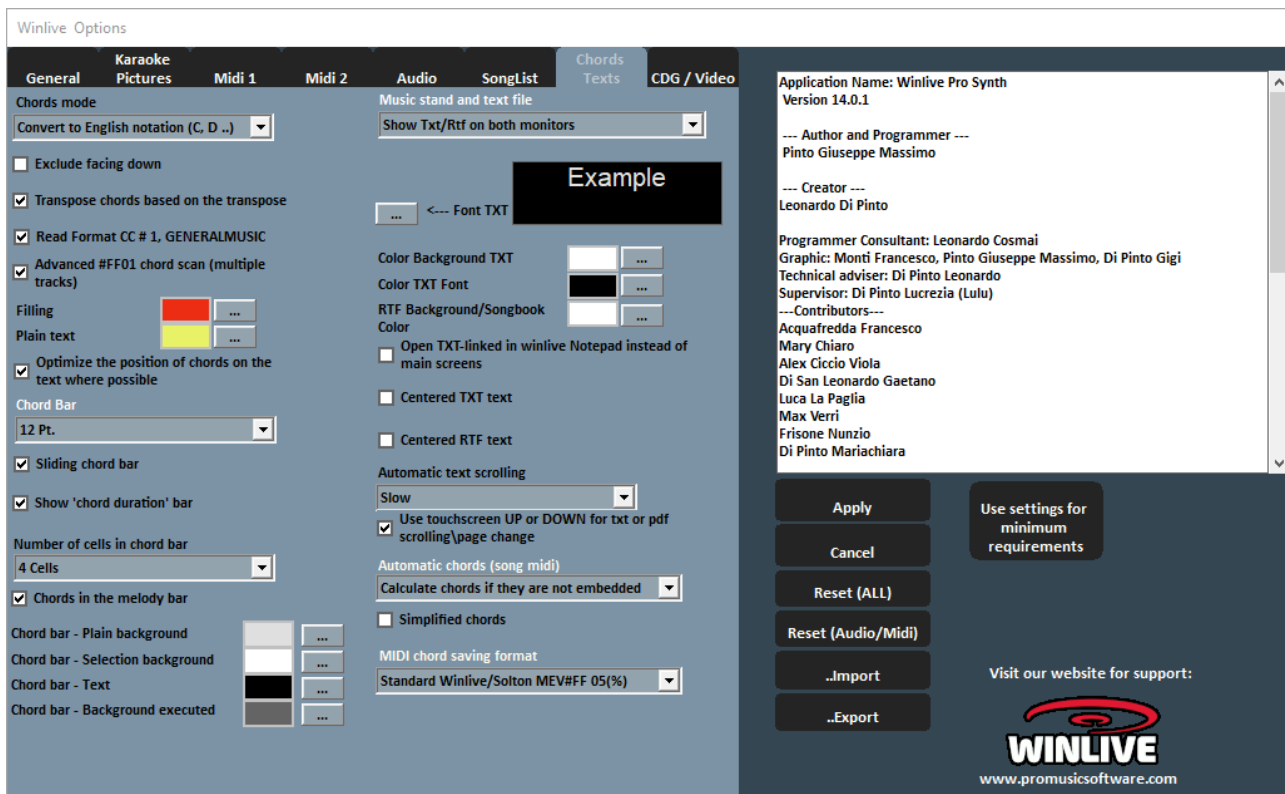
✓ **Report song with Karaoke / 'K' chords**

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:



- **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.

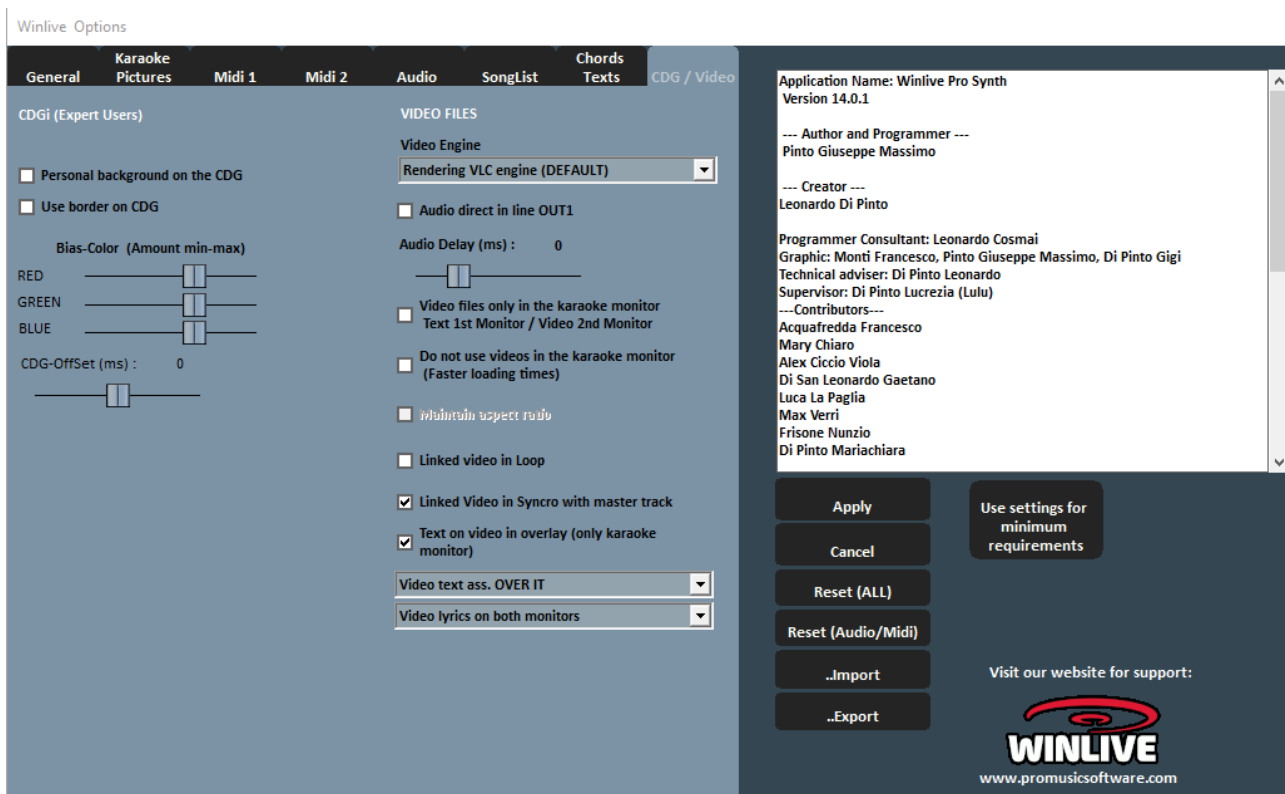
It is also possible to center the TXT text and the RTF text

- **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

Extra/Help

GUIDE

Manuals and audio and video media related to the program are displayed

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
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
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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
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Shift + [F11]	Open the whole database
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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
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 Synth 14 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.

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5 - Installation

The software uses a self-installing installation package or an equivalent procedure designed to copy the files for the operation of the software itself.

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 for correct operation of the program itself.

6 - Right of withdrawal

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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 Synth 14, we are not responsible for any omissions or inconsistencies as micro-updates released frequently may vary product specifications.