



USB MIDI Interface

Ver: USB 082499

Introduction

Thank you for purchasing the MIDISPORT™ 2x2 multi-port MIDI interface for USB equipped PC and Macintosh computers. MIDISPORT's high speed Universal Serial Bus connection to the computer assures reliable and speedy transfer of MIDI data.

Follow the installation instructions in this manual and you will be up and running in no time. The MIDISPORT is self-powered and installs externally to your computer, requiring no computer disassembly. Expansion is easy too- just plug in additional MIDISPORT units for more MIDI ports.

Features

The MIDISPORT 2x2 USB MIDI Interface has the following features:

- 2-In, 2-Out MIDI Interface (32x32 MIDI channels).
- High-speed connection to USB-equipped PC or Apple computers.
- MIDI-In and Out activity indicators for each port.
- Self-powered - requires no external power supply.
- "MIDI Thru" push-button allows you to play your gear even when your computer is turned off - without having to disconnect cable.
- Mac OS 8.6, OMS compatible.
- Windows 98 compatible - true Plug and Play installation requires no IRQ, I/O Address or DMA channel setup.
- Extremely compact size.
- Lifetime Warranty.

Please thoroughly read the installation instructions before physically installing your MIDISPORT 2x2. For driver installation please refer to the section "Software Installation."

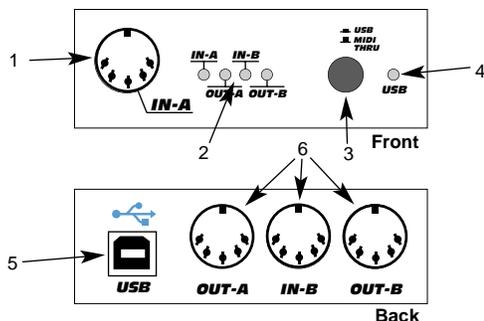
Package Contents

Included in the MIDISPORT 2x2 package are:

- This manual.
- MIDISPORT 2x2 Interface.
- 1 Standard USB A/B Cable for Mac or PC.
- Drivers diskette for Windows 98 and Macintosh. Both of these drivers are provided on a single PC formatted disk.

IMPORTANT: For iMac users, or those without floppy drives, the driver is also downloadable from our website at www.midiman.net.

Front and Back Panels



Front Panel:

1. In-A Connector - for MIDI Input Channel A (the first MIDI input of two).
2. MIDI In and Out LEDs - These LEDs indicate MIDI activity on the two MIDI inputs and outputs.

3. USB/MIDI Thru button - selects between interface mode (USB) and MIDI Thru, which allows MIDI throughput when the computer is off. When this button is in the MIDISPORT functions as a MIDI interface. When this button is out MIDI In-A is connected to MIDI Out-A and MIDI In-B is connected to MIDI Out-B. **IMPORTANT:** This button must be IN for the MIDISPORT to function as a MIDI interface.
4. USB LED - When lit, indicates that the MIDISPORT is in interface mode.

Back Panel:

5. USB Connector - used to connect the MIDISPORT to the host computer's USB port.
6. Out-A; In-B; Out-B - Out A is the first of two MIDI outputs; In B is the second MIDI input; and Out B is the second MIDI output.

Overview

The MIDISPORT 2x2 provides two independent MIDI input ports and two independent MIDI output ports. Each MIDI port supports 16 MIDI channels, therefore the MIDISPORT is capable of receiving 32 channels (16x2) as well as outputting 32 channels. MIDI is the acronym for Musical Instrument Digital Interface and is the protocol used when "MIDI" keyboards and devices that record and playback the "MIDI" information (computer and hardware "sequencers") communicate with each other.

The USB port is a powerful, new technology that allows easy connection to the "host" computer and up to 127 USB peripheral devices to be running simultaneously -- all without having to configure jumpers, I/O addresses, DMA channels, etc.

On a PC: You must be running Windows 98 to properly use the MIDISPORT 2x2. Also, either your motherboard must support USB or you will need to install a PCI to USB host adapter to provide the USB ports. It is possible for a motherboard to support USB and yet not have the physical port connectors installed. A simple USB back panel extender can be purchased at a computer supply store and can be installed easily to provide USB port connectors.

On an Apple Computer: Your Apple must support USB with the physical ports present. Standard iMac's or G3's with USB ports will work just fine. If you choose to use a PCI to USB card for the Mac, then a Mac OS that supports USB will also be required.

IMPORTANT: On the Mac an OMS MIDI driver is provided. So you MUST have a sequencer that supports OMS, and have OMS properly installed in order to use the MIDISPORT.

Guide to Getting Started

Here is an outline of the steps needed to begin using your MIDISPORT on either a Mac or a PC:

1. Attach the MIDISPORT to your computer (see "Hardware Installation").
2. Install the Driver (see "Software Installation").
3. Hook your keyboards and sound modules to the MIDISPORT (see "Setting Up Your MIDI Studio").
4. Configure the MIDISPORT in your application software (see "Using the MIDISPORT in your Application Software").

Hardware Installation

Installing your MIDISPORT involves simply attaching it to your USB port using the standard USB cable included. We recommend that you power down (turn off) your computer for a first time installation.

Find a good spot around your computer station to place the MIDISPORT. The USB port on your computer is a small (1/8" x 3/8"), rectangular female connector and is usually found in a group of two. Take the male end of the USB cable that matches the size of your host computer's USB port and plug it into the USB port on the back of your computer. Take the other end of the USB cable and plug it in to the USB port on the back panel of the MIDISPORT. This male end of your USB cable is more square

(1/4" x 1/4") and should fit easily into the female USB connector on your MIDISPORT. Next, power up your computer and proceed to the next section, "Software Installation."

Software Installation

MIDI application software communicates with devices such as the MIDISPORT via software known as "drivers." This software driver is a special, dedicated program that makes a MIDI interface accessible to an application. On the included diskette, Midiman supplies the drivers that enable you to use MIDISPORT with either Windows 98 or Opcode's OMS for Mac users. Both MIDISPORT drivers are supplied on the included PC formatted disk (We assume all Mac owners can read a PC formatted disk).

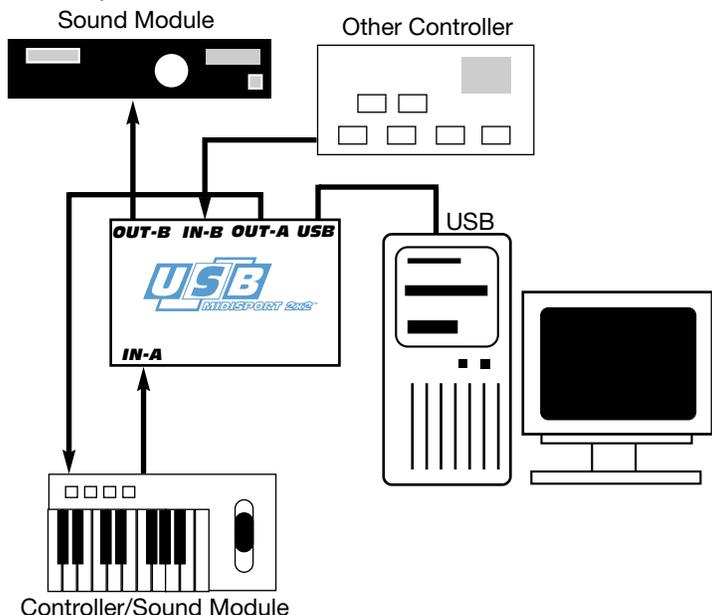
NOTE: iMac users or computers without floppy drives may need to download the proper driver software from our website. To do this, go to www.midiman.net and click on the "Drivers" button. Locate the MIDISPORT in the list and then click on either the PC or the Mac driver.

On your driver diskette there is a "Readme" file that will give you step by step instructions on how to install the driver software. Locate the file entitled "#installMac" for Mac users or "#install.txt" for PC users. Double click on the filename to open it. Carefully follow the instructions given to properly install your driver software.

Setting Up Your MIDI Studio

A typical MIDI system set-up would include your MIDISPORT 2x2, a computer, MIDI sequencing software, a MIDI controller keyboard and perhaps MIDI compatible sound modules. This type of set-up can be connected as follows:

1. The MIDISPORT 2x2 is connected to the computer via the USB port connectors, using the supplied USB standard cable.
2. The MIDI out of your controller keyboard is connected to Input-A of the MIDISPORT.
3. Output-A of the MIDISPORT 2x2 is connected to the MIDI In of a sound module. (This can also be your MIDI controller keyboard if it is also serving as a sound module).
4. Output-B is connected to an additional sound module.
5. Input-B is connected to a second controller, such as drum pads or wind controller. (Input-B can also be used as a synchronization input such as MIDI clock received from a drum machine or MIDI Time Code from another sync source)



Typical MIDI System Set-up Fig. 1

In the set-up above, the MIDISPORT 2x2 is being used as a MIDI interface, inputting and outputting MIDI data between the controller keyboard, the computer and its application software and the sound modules from which the sounds will be produced. In the setup shown, Input B receives input from an alternate controller, which could be MIDI synchronization from a drum machine.

NOTE: When the MIDISPORT is not being used as a MIDI interface (i.e., when the computer is off or when not using a music application), the USB/MIDI Thru switch can be pressed to the OUT position, engaging the "MIDI Thru" mode. This will allow the output from your controllers to go directly to the sound modules without having to repatch MIDI connections. When in Thru Mode, In-A is connected to MIDI Out-A and MIDI In-B is connected to MIDI Out-B.

IMPORTANT: The USB/MIDI Thru switch MUST be pressed "in" for USB mode in order for the MIDISPORT to work as a MIDI interface.

Using the MIDISPORT in your Application Software

Once the MIDISPORT driver has been installed, you will need to configure your MIDI application software to utilize the MIDISPORT. The manner in which this is done varies between applications, so we can just cover the basics here.

Generally with both the Mac and PC, most MIDI applications have a MIDI port configuration or settings dialog box, sometimes called "MIDI Devices" or "MIDI Setup." It is within this dialog box that you will select or enable your MIDI input and output devices. If the MIDISPORT drivers are properly installed, then the port selection in this case will be the MIDISPORT In-A and In-B in the input column, and then Out-A and Out-B in the output column. Those inputs and outputs A and B correspond to the physical inputs and outputs A and B on your MIDISPORT 2x2. Make sure that those items are highlighted or checked.

Some MIDI applications may limit the total number of input and output ports that may be used at one time but you should have no trouble enabling and using both MIDISPORT input ports and both output ports. The output port that you select on a specific MIDI track within your sequence will output MIDI information to the keyboard or sound module that is attached to that port.

MIDIMAN U.S.

45 East Saint Joseph Street
Arcadia, CA 91006-2861 U.S.A.

Sales Information: 626-445-2842
Sales Information (email): info@midiman.net
International Sales (email): midimanuk@compuserve.com
Tech Support: 626.445.8495
Tech Support (email): techsupt@midiman.net
Fax: 626.445.7564
Internet Home Page: <http://www.midiman.net>

MIDIMAN U.K.

Unit 22, Harrogate Business Park
Freemans Way
Harrogate
N Yorks
HG3 1DH England

Sales Information: 01423 886692
Sales Information (email): midimanuk@compuserve.com
Technical Support: 01309 671301
Technical Support (email): richard@maudio.freereserve.co.uk
Fax: 01423 886692

MIDIMAN Deutschland (Germany)

Kuhallmand 34
D-74613 Ohringen Germany

Sales Information: 07941-98-7000
Sales Information (email): info@midiman.de
Technical Support: 07941-98-70030
Technical Support (email): support@midiman.de
Fax: 07941-98-70700
Internet Home Page: <http://www.midiman.de>

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This product complies with European CE requirements.

