

# Sound Editor for MAGICSTOMP Owner's Manual

**ver. 2.10**

Sound Editor for MAGICSTOMP ver. 2.10 is for units using version 2.10 firmware or greater.

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This owner's manual assumes that you are already familiar with basic Windows/Macintosh operations. If you are not, please refer to the owner's manual which came with your Windows/Mac OS software before using Sound Editor.

For information on software and hardware requirements and the interconnection of devices that are required to use the Sound Editor for MAGICSTOMP, please refer to the Owner's Manual that came with your MAGICSTOMP.

The screen illustrations in this manual are mainly taken from Windows. Differences that exist in the Macintosh version are duly shown and explained.

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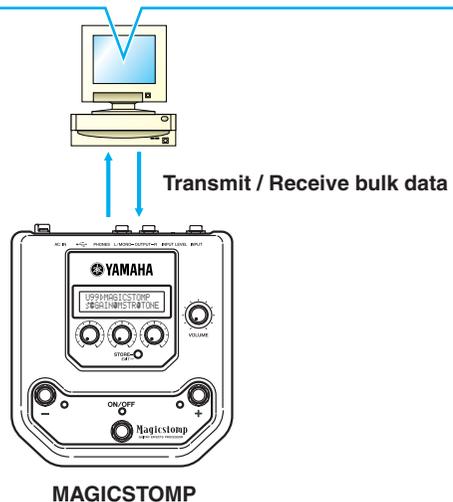
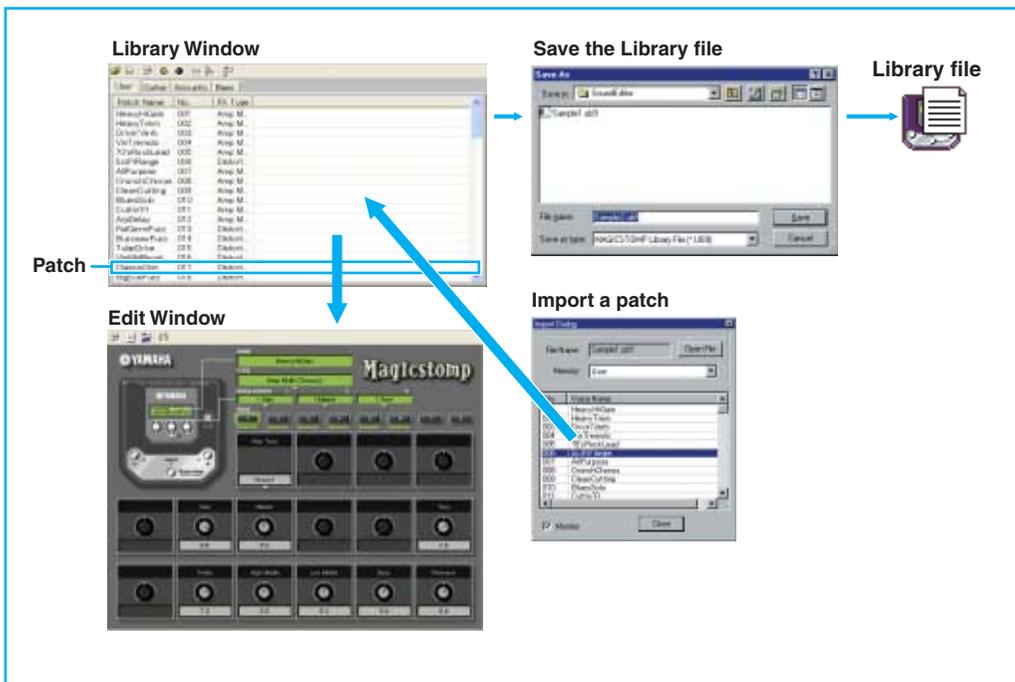
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# What is the Sound Editor?

The Sound Editor for MAGICSTOMP lets you edit the MAGICSTOMP's effect patches to create your own original effect patches.

The Sound Editor's easy to understand graphical interface lets you edit all of the effect parameters right from your computer. Using the mouse, it lets you intuitively adjust the virtual knobs on the computer's display. You can also assign the parameters that can be controlled with the MAGICSTOMP's three control knobs.

The Sound Editor also lets you transfer the patches you've edited to the MAGICSTOMP's memory, store patch data in the MAGICSTOMP to your computer, and transfer the library files found in the accompanying CD-ROM to the MAGICSTOMP.



# Using the Sound Editor

The Sound Editor for MAGICSTOMP lets you do the following:

- In the accompanying CD-ROM → (Macintosh only: “International” folder →) “Sample” folder → “Library Files” are some additional patches that can be used in the MAGICSTOMP. These patches differ from the Preset Patches (P01-P99) found in the MAGICSTOMP. You can select patches you like from the library and transfer them into the MAGICSTOMP’s User Patches (U01-U99) for use.
- With the MAGICSTOMP’s three control knobs you can control only three parameters. But the Sound Editor for Magic Stomp lets you edit all of the effect’s parameters. You can also edit patch type (effect type), patch names, and assign the parameters to be controlled by the MAGICSTOMP’s three control knobs. The edited patches can also be transferred to the MAGICSTOMP’s User Memory at any time (page 6).

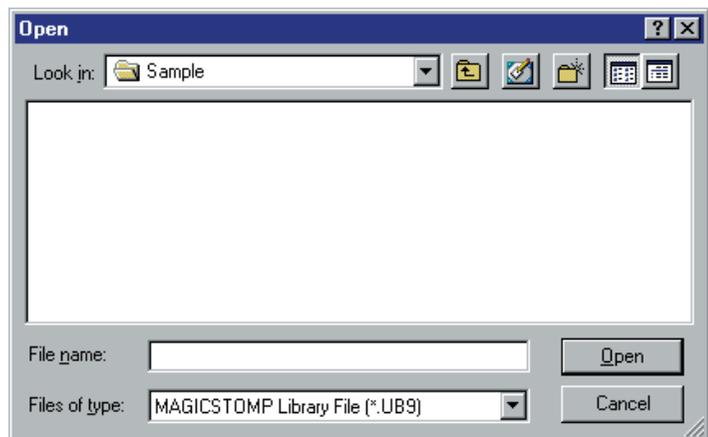
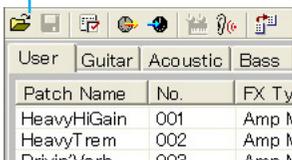
## About the communications between the Sound Editor for MAGICSTOMP (computer) and the MAGICSTOMP.

- Data sent from the Sound Editor for MAGICSTOMP can only be received by the MAGICSTOMP when it is in its normal operating mode (when a patch is selected and the effect is switched “ON”). Data can not be received if the effect is switched “OFF” or when the MAGICSTOMP is in the Name Edit Mode, Store Mode, or Tuner Mode.
- The Sound Editor For MAGICSTOMP is not effected by MAGICSTOMP operation.

## Using the Library Files (Patches) found in the CD-ROM

- 1 Using the supplied USB cable, connect the MAGICSTOMP to your computer.
- 2 Start the Sound Editor for MAGICSTOMP application.  
**NOTE** If you want to store the patches found in the MAGICSTOMP’s User Patch memory you should backup (page 8) that data at this point. Transferring library files into the MAGICSTOMP’s User Patches overwrites the current User Patch data with new data.
- 3 Insert the accompanying CD-ROM into your computer.
- 4 Click on the “Open” button in the toolbar to display the “Open File” dialog box. (page 14)  
Select the library file from within the (Macintosh only: “International” folder →) “Sample” folder. Then click the “Open” button on the dialog box.

Open Button

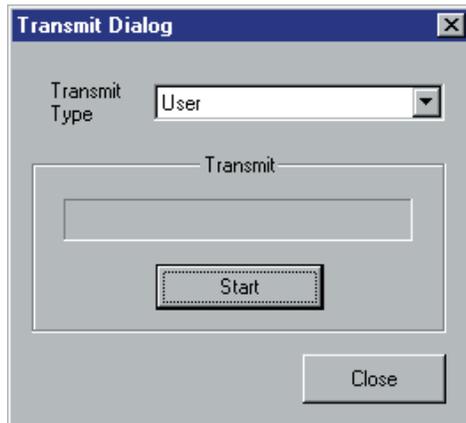
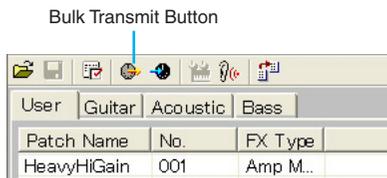


The contents of the library file appear on the computer display

Patch Name	No.	FX Type
HeavyHiGain	001	Amp M...
HeavyTrem	002	Amp M...
DrivinVerb	003	Amp M...
VinTremolo	004	Amp M...
70'sRockLead	005	Amp M...
SciFiFlange	006	Distort...
AllPurpose	007	Amp M...
CrunchChorus	008	Amp M...
CleanCutting	009	Amp M...
BluesSolo	010	Amp M...
Cuttin'Fi	011	Amp M...
ArpDelay	012	Amp M...
FatGermFuzz	013	Distort...
BuzzsawFuzz	014	Distort...
TubeDrive	015	Distort...
VinMidBoost	016	Distort...
ClassicDist	017	Distort...
BigSusFuzz	018	Distort...

**NOTE** Double-clicking on a patch name in the library window opens the edit window where the patch name, effect type, knob assignments, and parameters can be set. (page 21)

- 5 Click on the “Bulk Transmit” button in the tool bar to display the “Bulk Transmit” dialog box (page 17)



- 6 Click the “Start” button to write the library file’s contents into the MAGICSTOMP’s User Patch memory. The MAGICSTOMP’s display will indicate how much patch data has been received.

BULK IN ALL!  
NOW PATCH:59

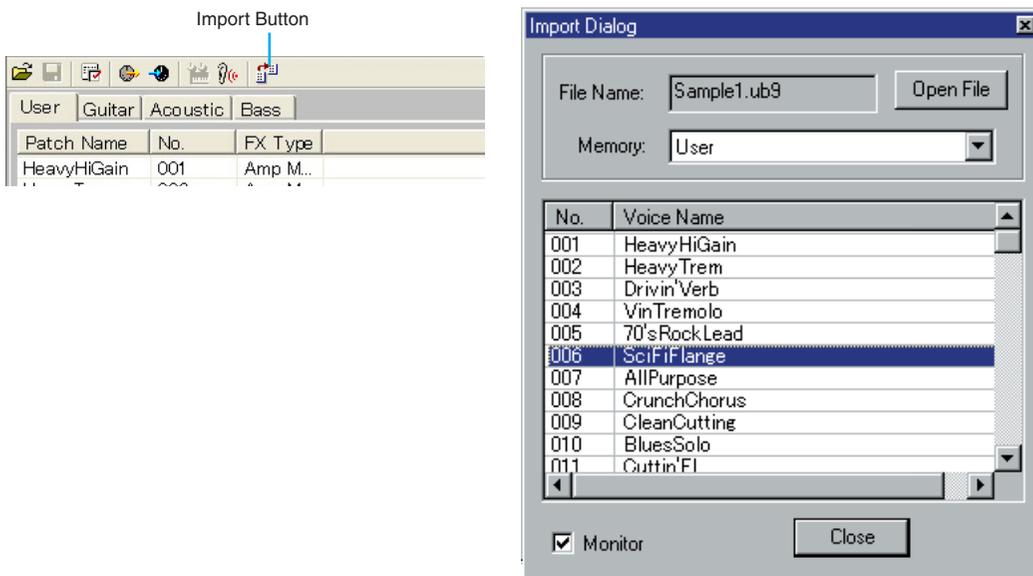
From 01-99

- 7 Data transfer is complete when the MAGICSTOMP’s display returns to its normal display.

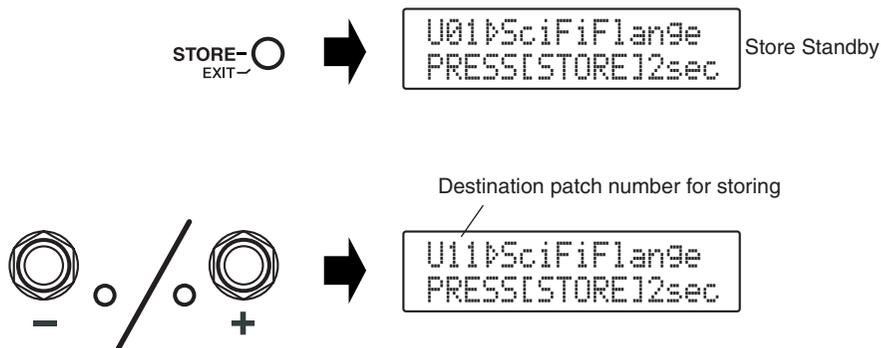
# Copying Patches You Like From the Library File

Steps 1 to 3 are identical to those found in the “Using the Library Files (Patches) found in the CD-ROM” on page 4.

- 4 Click on the “Import” button in the toolbar to display the “Import” dialog box.
- 5 Click “OpenFile” and select and open the library file you want to work with. The contents of the library file are displayed in the import dialog box (page 19).
- 6 Check the “Monitor” box in the “Import” dialog box. If you check this box, data for the patch you select (click on) is sent to the MAGICSTOMP for monitoring. Try out the patch with your guitar connected to the MAGICSTOMP (page 19).



- 7 Clicking on the patch you want to store sends its patch data to the MAGICSTOMP. Press the [STORE/EXIT] button on the MAGICSTOMP to enter the Store Standby mode, then use the – and + switches on the MAGICSTOMP to select the destination to which the patch will be stored.



- 8 After selecting the destination to which the patch data will be stored, press and hold the [STORE/EXIT] button until “NOW STORING...” appears on the display.

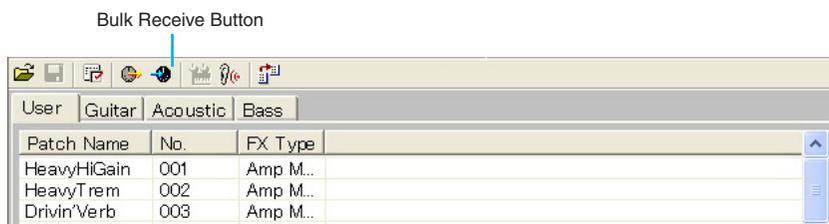
Now the patch is stored to the selected patch number in the MAGICSTOMP.

**If you want to store multiple library files or patches to the MAGICSTOMP, rather than storing them directly to the MAGICSTOMP as done in the previously described steps 7 and 8, first store those patches you want to use to the library that is displayed on the computer. Then, bulk dump the whole library into the MAGICSTOMP. In this case, proceed with the following steps after completing step 6 described previously.**

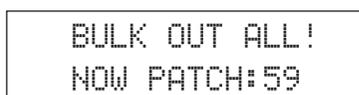
- 7 Drag the patch to the library window and drop it on the patch number to which you want to store the data, and the patch data is copied to that patch number.  
**NOTE** You can have more than one Import dialog box open simultaneously.
- 8 After copying the desired patches to the library window, click on the “Bulk Transmit” button in the tool bar and then click on “Start” in the dialog box (page 17).
- 9 The library’s contents are written to User Patch memory in the MAGICSTOMP.

# Backup the MAGICSTOMP's User Patch Data

- 1 Using the supplied USB cable, connect the computer to the MAGICSTOMP, then turn on the computer and the MAGICSTOMP.
- 2 Start the Sound Editor for MAGICSTOMP.
- 3 Click on the “Bulk Receive” button on the tool bar, and then click the “Start” button (page 18).



- 4 The contents of the MAGICSTOMP's User Patch memory are transferred to the computer. The MAGICSTOMP's display will indicate how much data has been transferred.



- 5 The Bulk Receive operation is complete when the contents of the MAGICSTOMP's User Patch memory appears in the library window.
- 6 Click on the “Close” button to close the Bulk Receive dialog box.
- 7 Click on the “Save” button to give the file a name and store the data in the computer (page 15). This is your backup file.

# Menu Bar

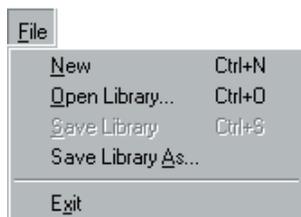
The Menu Bar contains various editing and setup functions/commands. Click the desired menu name to open the appropriate pull-down menu, and choose the function/command you wish to apply. Those functions/commands which are unavailable are grayed out.

**NOTE** The most commonly-used menus in the Menu Bar are available as buttons in Sound Editor's toolbar.

## File

---

Windows



Macintosh



### New

Creates and opens a new Library file.

### Open Library... (Open...)

This is the same as the "Open" button in the toolbar ([page 14](#)).

### Save Library (Save)

This is the same as the "Save" button in the toolbar ([page 15](#)).

### Save Library As... (Save As...)

Lets you save the Library file under a new or different name.

### Close (Macintosh only)

Close the window. This is the same as the "Close" box in the Title bar.

### Exit (Quit)

Exits from the Sound Editor.

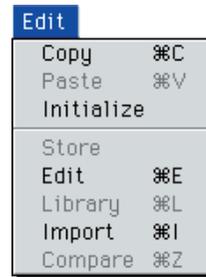
# Edit

---

Windows



Macintosh



## Copy

Copies the selected patch to the clipboard. If nothing is selected, this item is grayed out.

## Paste

Copies the patch from the clipboard to the Sound Editor.

## Initialize

Resets the selected patch parameters to the default values. If nothing is selected, this item is grayed out.

## Edit

This is the same as the “Edit Window” button in the toolbar ([page 19](#)).

## Library

This is the same as the “Library Window” button in the toolbar ([page 21](#)).

## Store...

This is the same as the “Store” button in the toolbar ([page 23](#)).

## Import...

This is the same as the “Import” button in the toolbar ([page 19](#)).

## Compare

This is the same as the “Compare” button in the toolbar ([page 24](#)).

# Setup (Windows) / MIDI (Macintosh)

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## Windows



## Macintosh



### **Setup... (Editor Setup...)**

This is the same as the “Editor Setup” button in the toolbar ([page 16](#)).

### **Transmit Bulk... (Transmit...)**

This is the same as the “Transmit Bulk” button in the toolbar ([page 17](#)).

### **Receive Bulk... (Receive...)**

This is the same as the “Receive Bulk” button in the toolbar ([page 18](#)).

### **Monitor**

This is the same as the “Monitor” button in the toolbar ([page 19](#)).

### **OMS Port Setup... (Macintosh only)**

Opens the OMS Port Setup window for the Sound Editor.

For more details, please refer to the PDF file “SOFTWARE for MAGICSTOMP installation guide”.

### **OMS MIDI Setup... (Macintosh only)**

Opens the OMS MIDI setup display however, use the OMS Studio Setup explained below to setup the OMS.

### **OMS Studio Setup... (Macintosh only)**

Opens the OMS Studio Setup window. Refer to the documentation that came with OMS for further details.

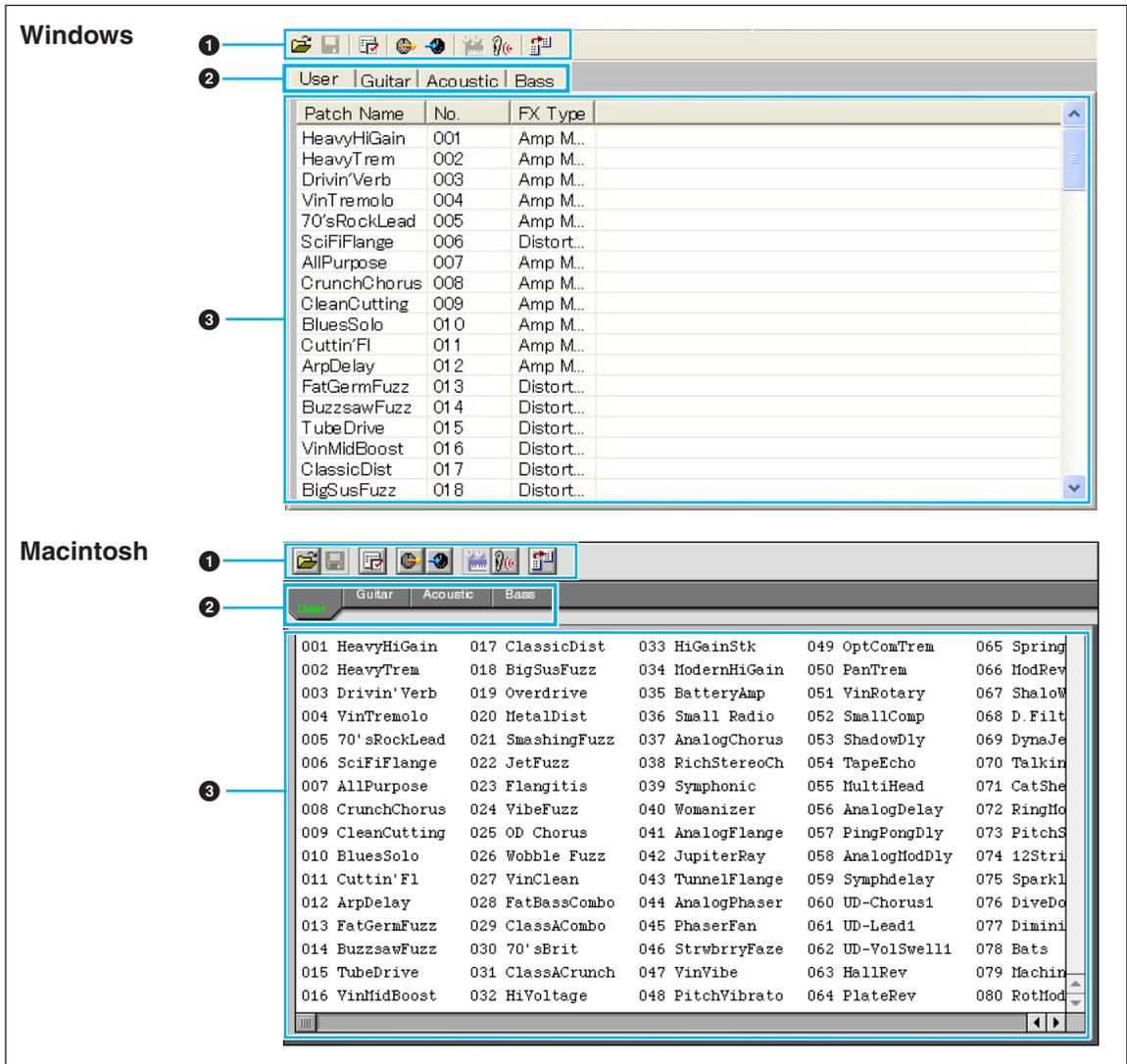
# Library Window

The library window shown below appears after the Sound Editor starts.

Patches are displayed in the library window. Double click on the memory tab to switch between the patch lists (User Patches/Presets Patches) in the window.

To edit a patch you can either double click on the patch name, or click once on a patch name to select it then click on the "Edit" button in the tool bar to open the edit window for the selected patch (page 21).

**NOTE** The library can be stored as a file (the file name has a "UB9" extension) and these files can be opened from the library window as needed.



## 1 Toolbar

This area contains the buttons controlling the Sound Editor (page 14).

## 2 Tabs

Switch between the MAGICSTOMP's patch lists. There are four lists in the MAGICSTOMP, one for User Patches (User) and three Preset Patches (Guitar, Acoustic, Bass).

### 3 Patch list

**In the Windows version**, each patch (patch name, patch number, effect type) has its own row in the list. Use the scroll bar to scroll through the patch list, and view patches further down the list. To edit the patch name, click on the patch name once then use the keyboard to edit the patch name. You can also drag-and-drop patch names to reorganize patches in the library list.

**In the Macintosh version**, patch numbers and patch names are both listed. To edit the patch name, hold the Control Key and click on a name to open a pull-down menu and select “Edit Patch Name” to open the dialog box. You can also drag and drop patch names to reorganize patches in the library list.

**NOTE** To select a continuous block of patches, click the number of the first patch, hold down the [Shift] key, then click the last number.

**NOTE** Patch names can consist of up to 12 characters.

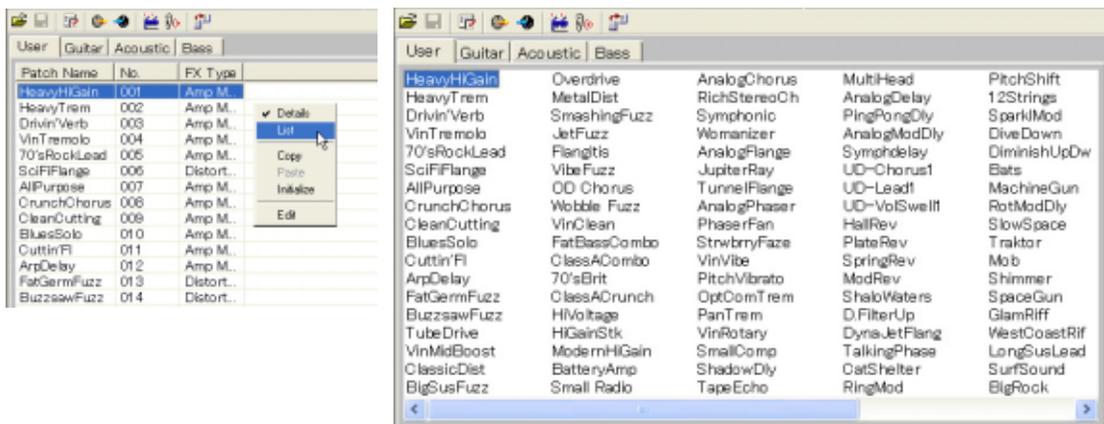
### Split Bar (Windows only)

If you place the mouse pointer over the line (Split Bar) that divides the Track Parameter Section from the Block Section, the pointer will change shape into the split tool. With this tool, you can drag the Split Bar back and forth and change the widths of the two sections.

**NOTE** You can change the size of any of the windows by placing the mouse pointer on the top, bottom, left, or right border lines of the window, then dragging the line until the window is as big or small as you like.

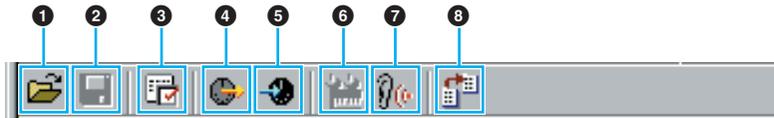
### Viewing Just the Patch Names (Windows only)

You can view just the names of all patches in the Memory without their “Number” and “FX Type” information. To do this, right-click on any part of the voice list and choose “List.” This may be useful when choosing patches quickly, since you will have less scrolling to do.



**NOTE** To switch back to the full Patch Name/Number/FX Type list, right-click on any part of the voice list and choose “Details.”

# Library Window Toolbar

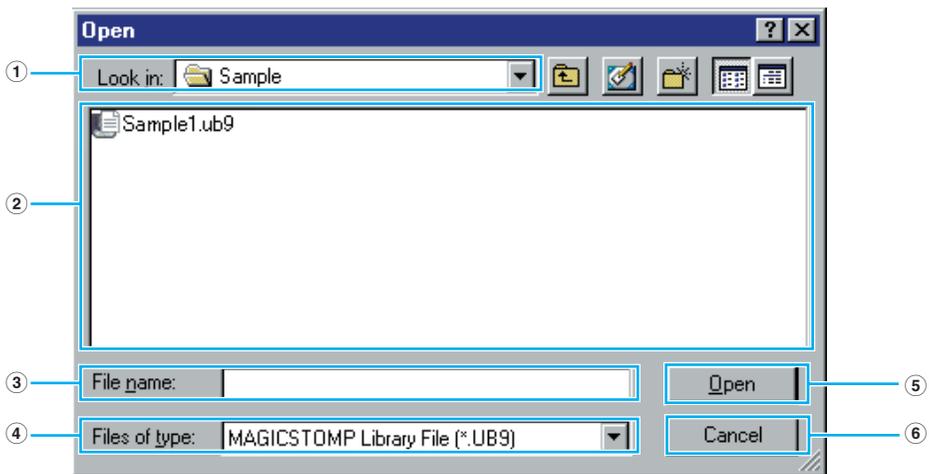


## 1 “Open” button

Click this to open the “Open” dialog and select a Library file to open.

### “Open” Dialog

Select the desired Library file (extension: .UB9) and click [Open]. The contents of the selected file is indicated on the Library Window.



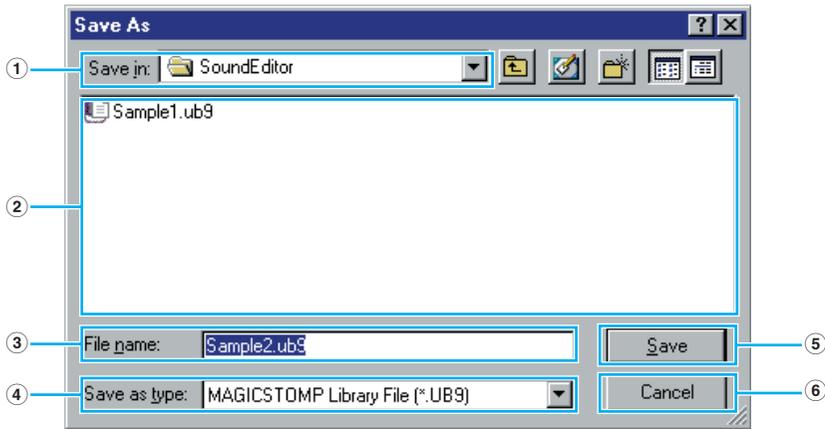
**NOTE** If you are using a Macintosh, the typical Macintosh “Open” dialog will appear.

- ① **Look in:** .....Click this and choose the folder containing the Sound Editor files.
- ② **List box** ..... Shows the contents of the current folder.
- ③ **File name:** ..... Shows the name of the files selected from the List.
- ④ **Files of type:** ..... Click this and choose the file type (.UB9).
- ⑤ **[Open] button** ..... Click this to open the file selected from the List.
- ⑥ **[Cancel] button** ..... Click this to cancel the operation.

## 2 “Save” button

Click this to save the existing Library file with your new settings. If you are working on a new file, this button will open the “Save As” dialog, where you can name and save your settings as a new Library file (\*.UB9).

### “Save As” Dialog



**NOTE** If you are using a Macintosh, the typical Macintosh “Save As” dialog will appear.

- ① **Save in:**.....Click this and choose the folder in which to save the Library file.
- ② **List box**.....Shows the contents of the folder you wish to save to.
- ③ **File name:**.....Specify the name of the Library file to be saved here.
- ④ **Save as type:**.....Click this and choose the file type.
- ⑤ **[Save] button**.....Click this to save the Library file with the name specified in the “File name” field.
- ⑥ **[Cancel] button**.....Click this to quit the dialog without storing.

**NOTE** If you save a file to a Macintosh computer, the extension “.UB9” is not added automatically.

### 3 “Editor Setup” button

Click this to open the “Setup” dialog and specify the MIDI port settings.

## “Setup” Dialog

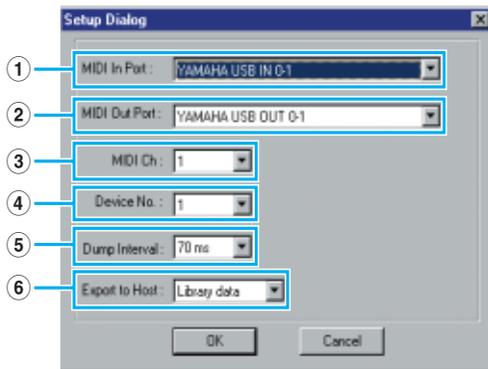
These settings let you transmit and receive patch data between the MAGICSTOMP and the computer.

Click the [OK] button to apply the settings and quit the dialog. Click the [Cancel] button to quit without applying the settings.

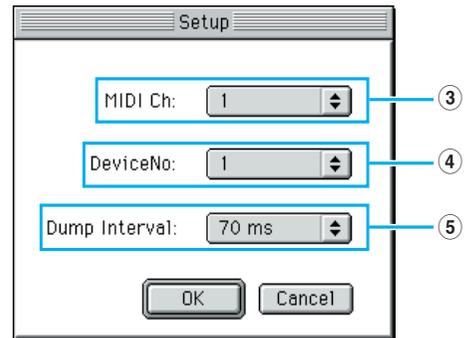
\* Bulk Transmit: Data in the computer is transmitted to the MAGICSTOMP.

\* Bulk Receive: Data in the MAGICSTOMP is downloaded into the computer.

#### Windows



#### Macintosh



① **MIDI In Port:** .....Click this and choose the MIDI In port. You can use the Sound Editor to receive data sent from the MAGICSTOMP connected to this port.

**NOTE** If you are using a Macintosh, the MIDI In Port setting is assigned in the OMS Port Setup. (page 11).

② **MIDI Out Port:** .....Click this and choose the MIDI Out port. You can use the Sound Editor to control and edit the MAGICSTOMP connected to this port.

**NOTE** If you are using a Macintosh, the MIDI Out Port setting is assigned in the OMS Port Setup. (page 11).

③ **MIDI Ch:** .....Sets the MIDI transmit/receive channels for transferring data between the MAGICSTOMP and the computer.  
Set the MAGICSTOMP to “1”.

④ **Device No.:** .....This number is used when transmitting/receiving system exclusive data (bulk transmit/receive).  
Set the MAGICSTOMP to “1”.

⑤ **Dump Interval:** .....Click this and choose the interval between successive MIDI dumps.

**NOTE** If errors occur while transferring data, set this value to a higher number.

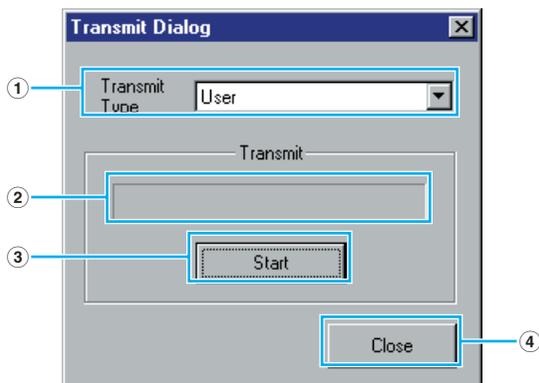
⑥ **Export to Host:** .....This function is not available with the MAGICSTOMP.

#### 4 “Transmit” button

Click this to open the “Transmit” dialog to transmit all settings to MAGICSTOMP.

### “Transmit” Dialog

Transmits the entire contents in the User Patch library window (001-099) to the MAGICSTOMP. Click the [Start] button to begin transmitting the data. The progress bar shows how much of the data has been transmitted. Finally, click the [Close] button to quit the dialog.



- ① **Transmit Type** ..... Indicates the patch data to be transmitted.  
This setting is fixed to “User” with the MAGICSTOMP.
- ② **Progress bar** ..... Indicates how much of the data has been transmitted.
- ③ **[Start] button** ..... Click this to transmit the data.
- ④ **[Close] button** ..... Click this to close this dialog.

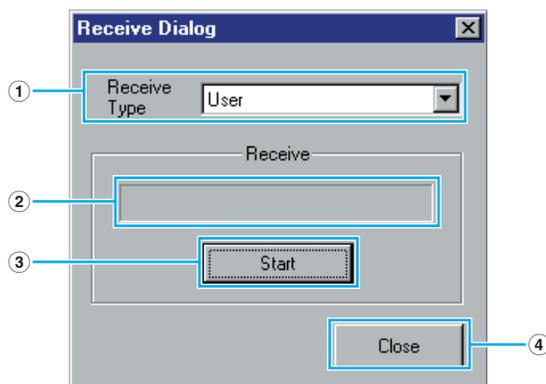
**NOTE** The MIDI Device Number has to be set correctly in order to transmit bulk data. For further details, see [page 16](#).

## 5 “Receive” button

Click this to open the “Receive” dialog to receive all settings from MAGICSTOMP.

### “Receive” Dialog

Patch data can be received in bulk from your MAGICSTOMP. Select the bulk patch data you wish to receive, then click the [Start] button. The progress bar shows how much of the data has been received. Finally, click the [Close] button to quit the dialog.



- ① **“Receive Type”** .....Click this and choose the Patch data (internal/external/all) to receive. This setting is fixed to “User” with the MAGICSTOMP.
- ② **Progress bar** .....Indicates how much of the data has been received.
- ③ **[Start] button**.....Sends a bulk dump request to the connected MAGICSTOMP which then starts transmitting the data to the computer. When the computer starts receiving data, the button changes to “Stop” and cancels the bulk receive if clicked while data is being received.
- ④ **[Close] button** .....Click this to close this dialog.

**NOTE** The MIDI Device Number has to be set correctly in order to receive bulk data. For further details, see [page 16](#).

**6 “Edit Window” button**

Click this to open the Edit Window for the selected patch in the list.

**7 “Monitor” button**

With this button switched ON, the patch’s bulk data is sent for monitoring to the MAGICSTOMP each time you select (click on) a patch. This lets you try out the patch with your guitar connected to the MAGICSTOMP.

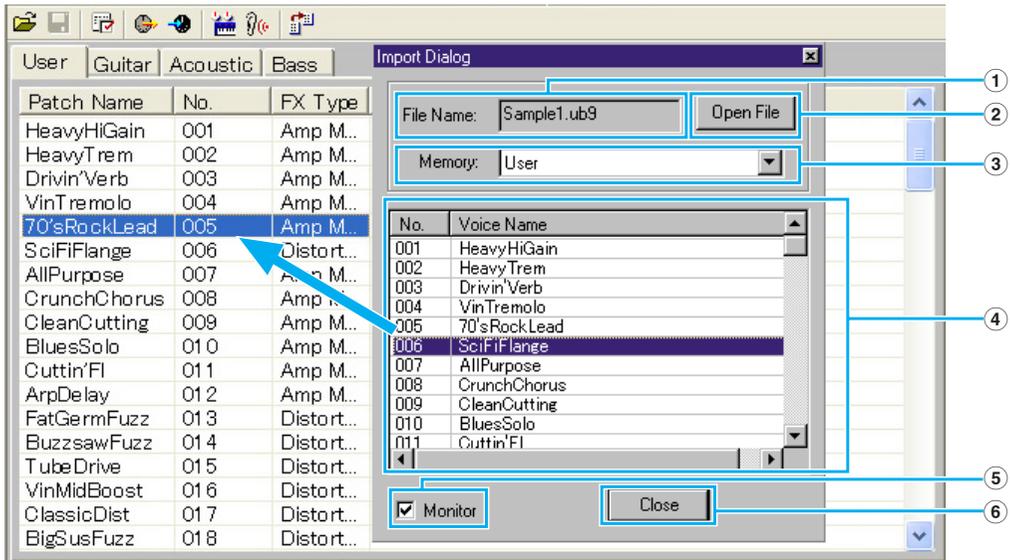
**NOTE** Monitoring will not be possible if the MIDI Out port and other parameters in the Editor Setup are not set correctly. For further details, see [page 16](#).

**8 “Import” button**

Click this to open the “Import” dialog and import patches from an existing Library file. You can drag-and-drop patches to the Library Window.

### “Import” Dialog

**NOTE** More than one of these dialogs can be opened simultaneously.



① **File Name:** ..... Indicates the name of the Library file from which you will import patch data.

② **[Open File] button** . Click this to open the “Open File” dialog and select a Library file (extension “.UB9”) to open.

③ **Memory:** ..... Switches the patches in the Patch List. This setting is fixed to USER with the MAGICSTOMP.

- ④ **Patch list** ..... This area shows all the patches in the selected Memory as a scrollable list, in order of patch number. You can select a patch here and import it directly to the patch list in the Library Window by drag-and-drop. (Multiple patches can also be imported this way.) In Windows, you can alternatively copy the patch by selecting it and pressing [Ctrl]+[C] on the computer keyboard, and then switch to the Library Window and press [Ctrl]+[V] at the new location to paste (import) it.

**NOTE** The selected patch cannot be imported to the list in the Preset Patch tab.

**NOTE** To select a block of patches, click the number of the first patch, hold down the [Shift] key, then click the last patch.

- ⑤ **Monitor** ..... When this box is checked, the patch's bulk data is sent for monitoring to the MAGICSTOMP each time you select (click on) a patch. This lets you try out the patch with your guitar connected to the MAGICSTOMP.

**NOTE** Monitoring will not be possible if the MIDI Out port and other parameters in the Editor Setup are not set correctly. For further details, see [page 16](#).

- ⑥ **[Close] button** ..... Click this to close the Import dialog.

# Edit Window

This is the Sound Editor's graphic interface where each of the effect's parameters in the MAGICSTOMP are displayed on the computer's display. It provides you with an easy way to edit effect types and parameters, lets you assign which parameters will be controlled with the MAGICSTOMP's three control knobs, and give the patch a name.

- **Settings in the Edit window are transmitted via MIDI from the computer to the MAGICSTOMP in real time.**
- **Settings in the Edit window can be stored to a Library file.**
- **For more information on individual parameters, refer to the "EFFECT LIST" that came with the MAGICSTOMP, or the "EffectList\_E.pdf" in the "Manual" folder found in the accompanying CD-ROM.**



## 1 Toolbar

This contains buttons for executing various basic functions in the program. The following four buttons are available:

- Editor Setup button ..... See [page 16](#).
- Library Window button ..... Click this to bring the Library Window back into view.
- Store button ..... Click this to open the "Store" dialog, where you can name your edited patch and select a location in which to store it.
- Compare button ..... If you click this, bulk data for the original patch (prior to editing) will be sent to on your connected instrument. Click it again to send the bulk data for the edited patch. This button is useful for making A/B comparisons between the original and edited patches.

## 2 NAME (Patch Name)

This shows the name of the patch currently being edited. Click on the “NAME” text box and use the computer keyboard to edit the name.

**NOTE** Patch names can consist of up to 12 characters.

## 3 TYPE (Effect Type)

This shows the effect type of the patch currently being edited. Click on the “TYPE” text box to select an effect type from the pull-down effect type list.

## 4 KNOB ASSIGN

This shows the parameters that are assigned to the MAGICSTOMP’s three control knobs. Click on a “KNOB ASSIGN” text box to open the pull down list of parameters that are available for the currently selected effect type. From this list, select the parameter you want assigned to the corresponding control knob.

## 5 PAGE (Parameter Page)

Click on a “PAGE” button that has an illuminated line underneath to display the parameter knobs that can be edited for the currently selected effect type. Also, the button with the green illumination around its perimeter is the button for the currently selected page.

**NOTE** The number of parameters varies with the effect type.

## 6 Parameter Knobs

These knobs are used to edit parameter values for the selected effect type. The name of the parameter is shown above the knob and the parameter’s value is shown below.

### Selecting Parameter Knob Operation

You can use the mouse to edit values with the knobs.

**On Windows machines**, right click on any knob to display the pull-down menu.

**On Macintosh machines**, hold down the control key and click on any knob to display the pull-down menu.

When “Rotate” is selected, click on the knob and drag the mouse in a circular motion around the knob to change parameter values. Also, clicking on the knob at the point you want it set at, sets the knob to that point.

When “Up/Down or Left/Right” is selected, click on the knob and drag the mouse vertically or horizontally changes parameter values.

The following methods are also available for changing parameter values.

- Click in the upper half of the value box to increase the value one increment at a time. Click in the lower half to decrease the value one increment at a time.
- **On Macintosh machines**, click on a knob to select the knob, then use the “← / → / ↑ / ↓” cursor keys on the computer to raise or lower values.
- **On Windows machines**, click on a knob to select the knob, then use the “page up / page down” keys on the computer to raise or lower values.

**NOTE** This setting effects all knobs.

# The Toolbar



## 1 “Editor Setup” button

Click this to open the “Setup” dialog. See [page 16](#) for details.

## 2 “Library Window” button

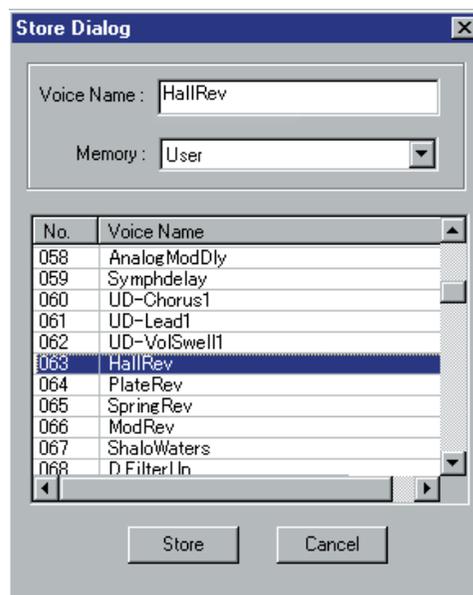
Click this to bring the Library Window back into view. See [page 12](#) for details.

## 3 “Store” button

Click this to open the “Store” dialog. See below for details.

## “Store” Dialog

You can store the edited patch to any of the Library file.



1 Click the Patch Name box at the top of the dialog. The cursor is highlighted and you can enter characters for the name.

2 Enter the Patch name via the keyboard of your computer.

**NOTE** Patch names can consist of up to 12 characters.

3 Click the Memory box and choose the Memory in which to store your edited patch. This setting is fixed to “User” with the MAGICSTOMP.

4 In the Patch Name list, click the patch in which your edited patch will be stored.

**NOTE** After storing to a Library file, the data for the original patch will be overwritten when you save the Library file. It is recommended that you back up important data.

5 Click the [Store] button to store your edited patch in the location specified in step #4.

**NOTE** The “Store” dialog is used to temporarily store your Library file. After storing, save your Library file. If you do not save your Library file after storing, your edits will not be saved.

#### 4 “Compare” button

If you click this, bulk data for the original patch (prior to editing) will be sent to MAGICSTOMP. Click it again to send the bulk data for your edited patch. This button is useful for making A/B comparisons between the original and edited patches.

# Troubleshooting

If you encounter problems such as no sound output or abnormal behavior, verify the connections before checking the following.

## <Windows / Macintosh>

### **The MAGICSTOMP does not receive data from the Sound Editor For MAGICSTOMP.**

#### **The sound does not change.**

- Is the effect switched "OFF"? Is the MAGICSTOMP in the Tuner Mode, Store Mode, or Name Edit Mode? Make sure the MAGICSTOMP is in its normal operating mode (select a patch and switch the effect "ON").

#### **Bulk data is not transmitted.**

- Are the MIDI Out port and Device Number set correctly in the Editor Setup? ([page 16](#))
- Is the editor's dump interval setting too short? Set the dump interval setting to a larger value. ([page 16](#))

#### **Sound does not change when Monitor button is pressed.**

- Are the MIDI Out port and Device Number set correctly in the Editor Setup (OMS Port Setup)? ([page 16](#))

## <Windows>

### **Bulk data is not received.**

- Open the Setup Dialog and check that the Device Number has been properly assigned ([page 16](#)).

### **MIDI In/Out port is not available in Editor Setup.**

- The MIDI In/Out port in Editor Setup is selected from the MIDI In/Out ports in the MIDI Setup. Check the MIDI In/Out settings in the MAGICSTOMP Setup Toolbar.

## <Macintosh>

### **The USB port is not recognized.**

- Check whether the USB driver has been installed to your computer correctly.

### **No MIDI In/Out data**

- Check whether the MIDI IN/OUT setting in the Utility mode corresponds to the actually used cable (USB or MIDI).
- In the OMS Port Setup, is the MIDI In/Out setting left blank? If you change the OMS ports or setup, the OMS output ports have to be set accordingly in Sound Editor's OMS Port Setup window. Choose the appropriate receiving device. ([page 11](#))
- If the port and setup assignments are frequently altered, OMS may be unable to easily recognize the port. Reboot the Macintosh, set up OMS correctly, then start up the Sound Editor.

### **Bulk data is not received.**

- Open the OMS Port Setup window and check that the MIDI In has been properly assigned ([page 11](#)).
- Open the Setup Dialog and check that the Device Number has been properly assigned ([page 16](#)).

### **Sound Editor does not start up when Library File (extension .UB9) is double-clicked.**

- Change the Type/Creator settings for Library Files as follows, then try double-clicking the file again.  
Type: UB9\_  
Creator: UB9E