



POOTUTE
OWNER'S MANUAL

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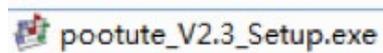
Install Pootute

1.1 Operation System Requirement

Items	Requirements
Operating system	Windows 2000/XP/VISTA/7 or higher version of Windows
CPU	Pentium 4 1.4G or higher
Internal memory	128MB or higher
Sound card	Common
Hard drive storage size	500MB or higher
Device (or instrument)	Standard MIDI device with USB connectivity to computer

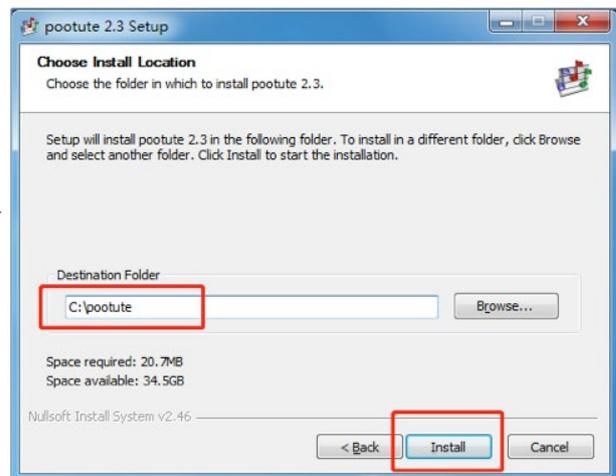
1.2 Start installation

1. Double click Pootute_Setup.exe.



2. Select a language. Then follow the on-screen instructions to finish installation.

Note: If you're using Windows Vista or higher version of Windows, to avoid any compatibility issue, please do not install Pootute to a system partition, especially these folders "Program Files" and "Windows".



Install Pootute

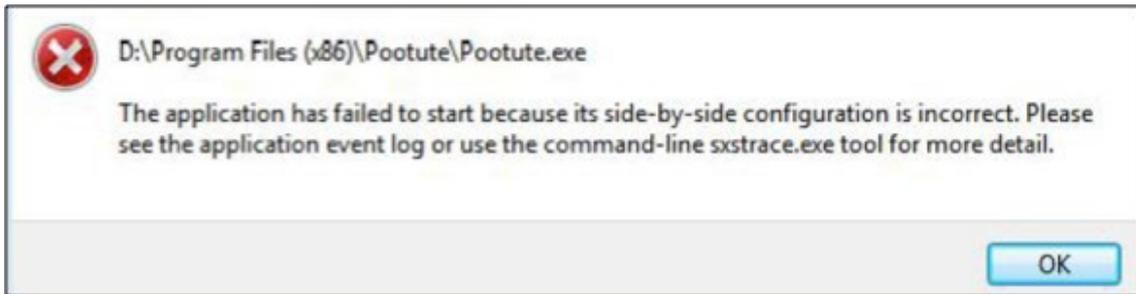


3. This Pootute icon will appear on desktop when installation is finished.



1.3 Installation Supplement (neglect this step if Pootute works normally)

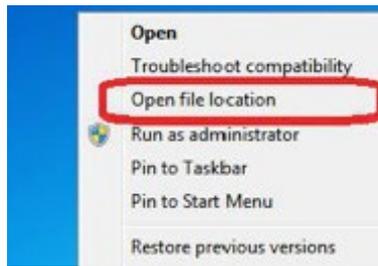
If you encounter the following dialogue when using Pootute on computer, this is probably because your computer is missing a required VC package (marked in red in the image). Please follow the steps below to manually install this VC package.



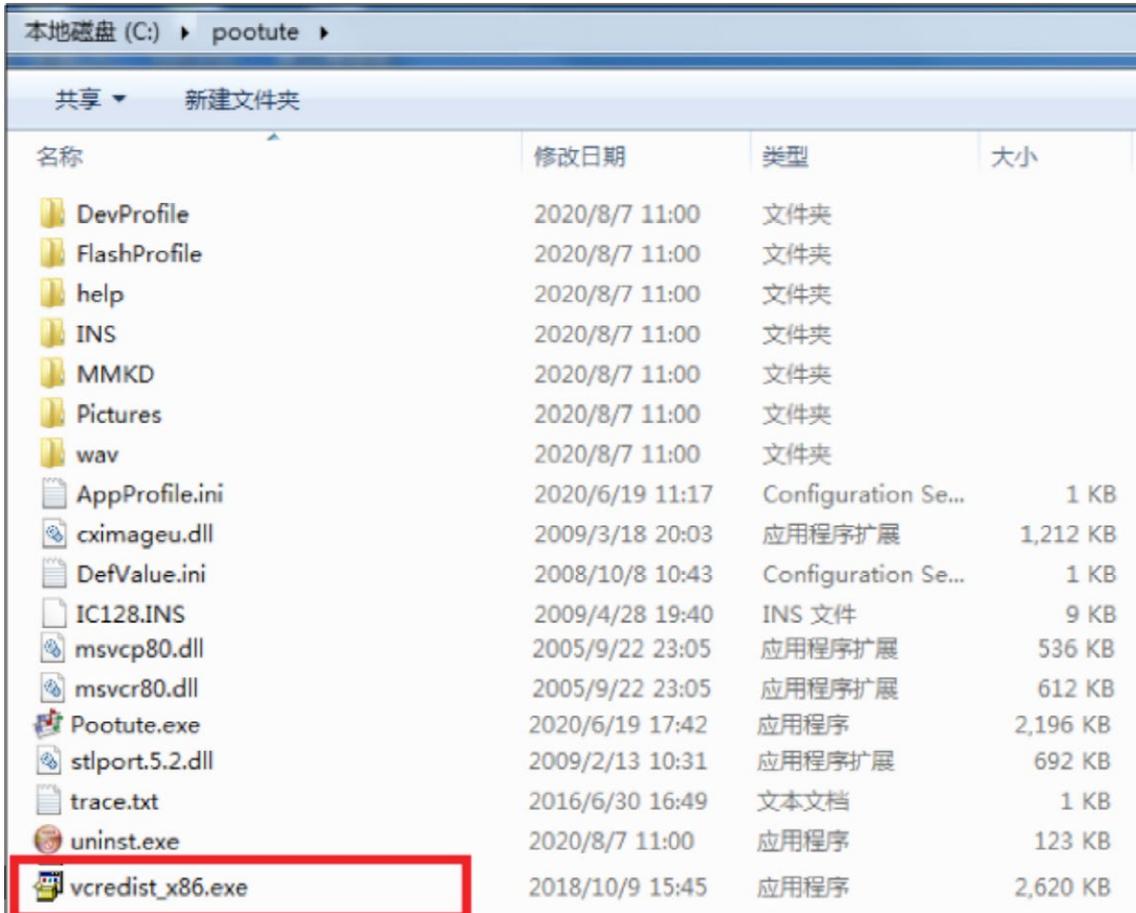
Name	Publisher	Installed On	Size	Version
Bus Hound	Perisoft	2016/6/23	1.29 MB	6.1.0
Comm Firmware Update version 2.6		2016/5/16	4.23 MB	2.6
Microsoft Visual C++ 2005 Redistributable	Microsoft Corporation	2017/6/1	428 KB	8.0.56336
Microsoft Visual C++ 2005 Redistributable (x64)	Microsoft Corporation	2017/6/1	840 KB	8.0.50727.4

Install Pootute

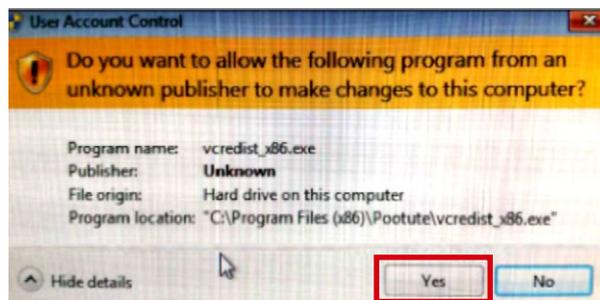
1. Right click the Pootute icon on desktop. Then select “Open file location”.



2. It will open the Pootute directory. Double click the “vcredist_x86”.



3. In the prompt-out message, click “YES”. Wait until the installation is finished.



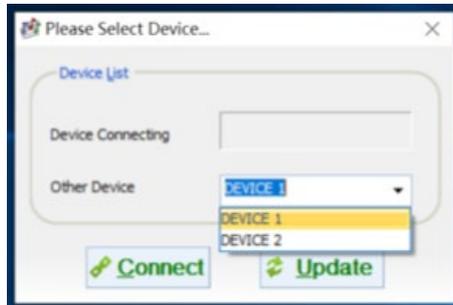
4. When installation is finished, double click the Pootute icon to use this tool.

Connecting a Device to Pootute

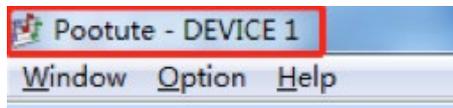
1. Before connecting to Pootute, please make sure the device is turned on and is already connected to computer via a USB cable.
2. Double click the Pootute icon on computer. Normally Pootute will automatically connect to the device.

If you cannot find the device name in the connection dialog, click [Update]. It will show all available devices in the drop-down list of "Other Device". Select a device (for example, DEVICE 1), then click [Connect] to establish connection.

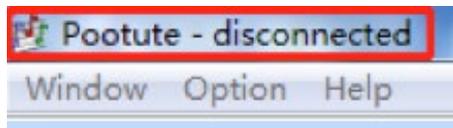
Since Pootute will not directly indicate a device's model name, to avoid confusion, we don't suggest connecting more than two devices to computer at the same time.



3. When connection is successfully, the device name (for example, DEVICE 1) will appear on the left top corner of the Pootute interface:



If connection fails, it will show this image on the Pootute interface:



Note: If the connection dialog doesn't respond, and the [Update] button is not available, please check the USB connection between the device and computer. Unplug and then re-plug the USB cable, and then click the [Update] button.

Upload / Download User Data

With Pootute, you can transfer these user data between the device and computer.

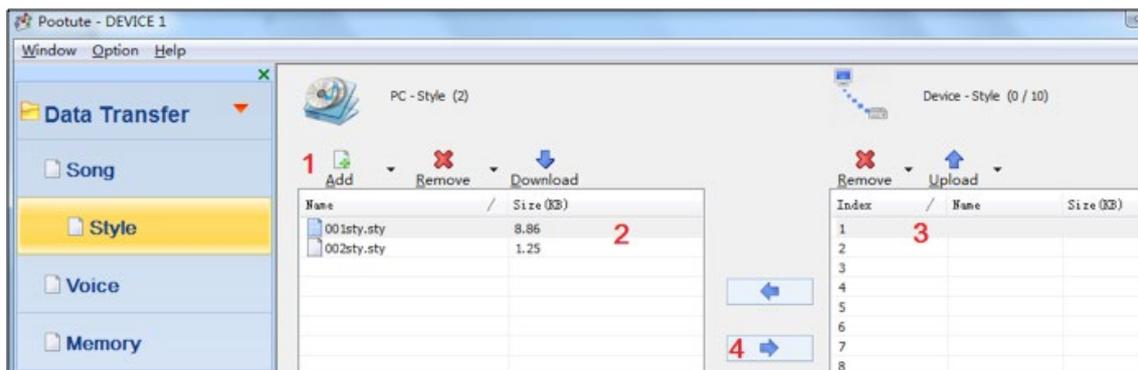
- User song (.mid)
- User style (.sty)
- User voice (.voc) (Only for models that supports user voice)
- User memory (.mem)

The upload and download operations of these user data are quite similar. Here it takes uploading and downloading user style as an example. You can use similar operations to download and upload user songs/ user voices/user memories.

For more details, please refer to Pootute Help. Click [Help] > [Data Transfer] > Song/Style/Voice/Memory data transfer.

3.1 Download user styles from computer to device

Click the menu [Data Transfer] > [Style] to enter the style-transfer dialog. In the style-transfer dialog, it has a PC box (on the left) and a Device box (on the right).



1. Add user styles to the PC box:
Click the [Add] button above this box. You can select to add file or add directory (adding directory will not include adding the sub-directories). Or you can simply select and drag user styles to the PC box.
2. Now in the PC box, it will show all available user styles. Select style (or styles) in the PC box.
3. Select a target position in the Device box.
4. Click “ → ” icon to download user styles from computer to the device. Now the software will not accept any kind of data input before the download process is finished.
5. The downloaded user style will appear in the Device box. The index numbers in the Device box correspond to user style numbers on the device.

Alternatively, you can directly select and drag a style (or styles) from the PC box to the target position in the Device box.

Notes:

1. Make sure the style files on computer are converted to this format “.sty” before using Pootute to download them to the device. Please refer to Chapter 4 Edit a Style for more details.
2. If a file name has this mark “  ”, it indicates this file doesn’t comply with the Pootute format, and cannot be downloaded.

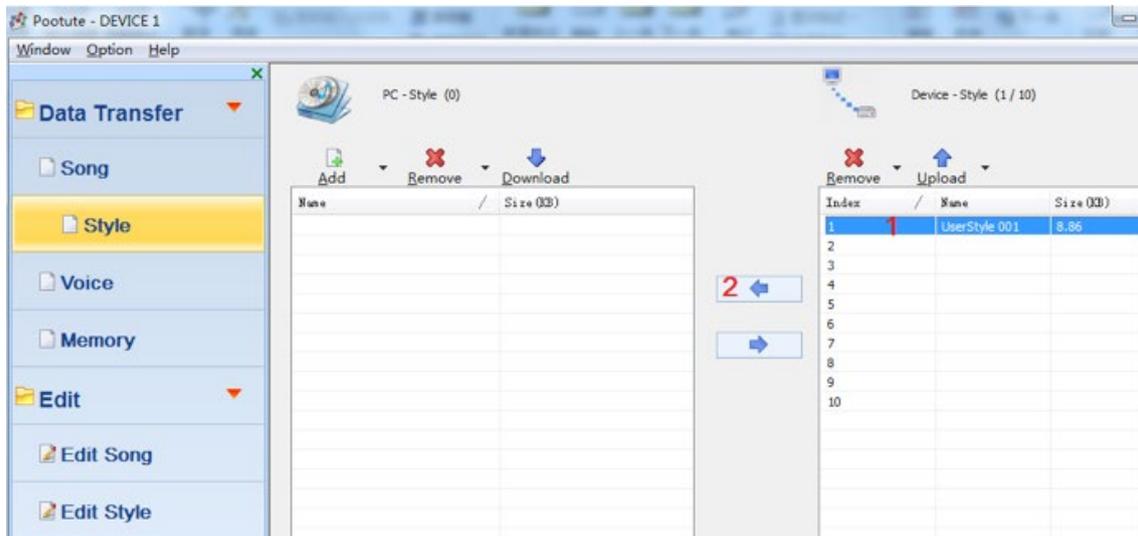
Upload / Download User Data

3.2 Upload user styles from device to computer

Click the menu [Data Transfer] > [Style] to enter the style-transfer dialog. You can upload user styles from the device to computer.

1. If there are user styles on the device, when connecting the device to Pootute, these user styles will appear in the Device box on Pootute. Select a style (or styles) that you want to upload.
2. Click the “ ← ” icon to upload the selected user style from the device to computer. When uploading is finished, the uploaded user style will appear in the PC box.

Alternatively, you can directly select and drag a style (or styles) from the Device box to the PC box.



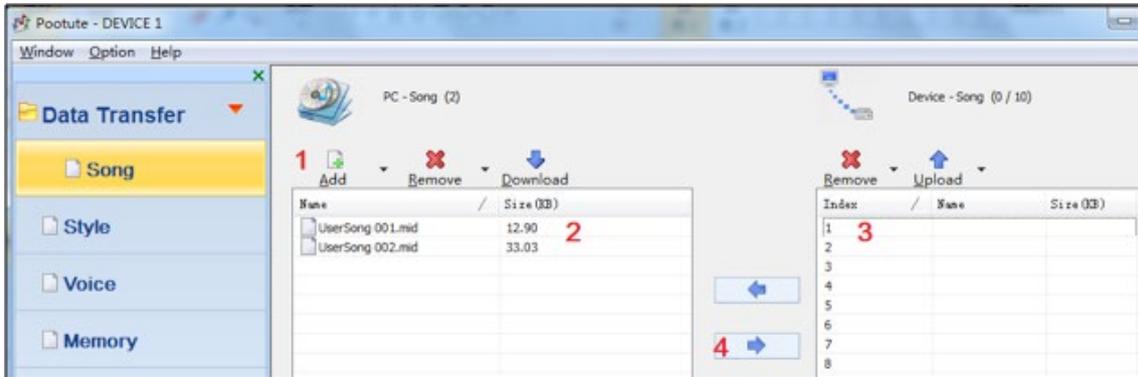
Upload / Download User Data

3.3 Download user songs/ voices / memories

You can use similar operations steps as in Chapter 3.1 to download user songs, user voices and user memories in the song-transfer dialog, voice-transfer dialog, and memory-transfer dialog.

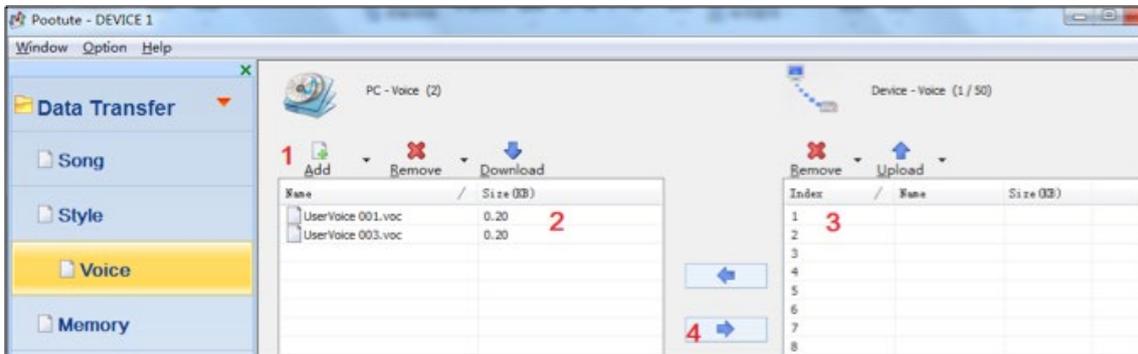
Download user songs:

Click [Data Transfer] > [Song] to enter the song-transfer dialog.



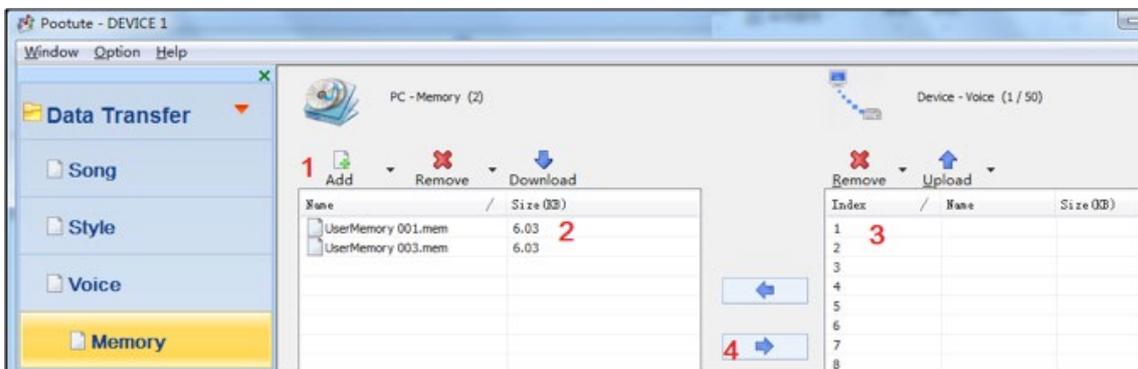
Download user voices: (only for the models that support user voices)

Click [Data Transfer] > [Voice] to enter the voice-transfer dialog.



Download user memories:

Click [Data Transfer] > [Memory] to enter the memory-transfer dialog.



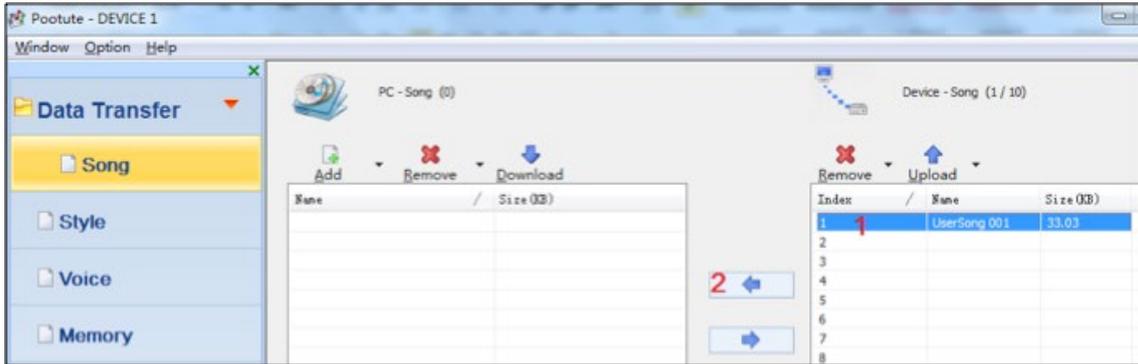
Upload / Download User Data

3.4 Upload user songs/ voices / memories

You can follow the operations steps in Chapter 3.2 to upload user songs, user voices and user memories in the song-transfer dialog, voice-transfer dialog, and memory-transfer dialog.

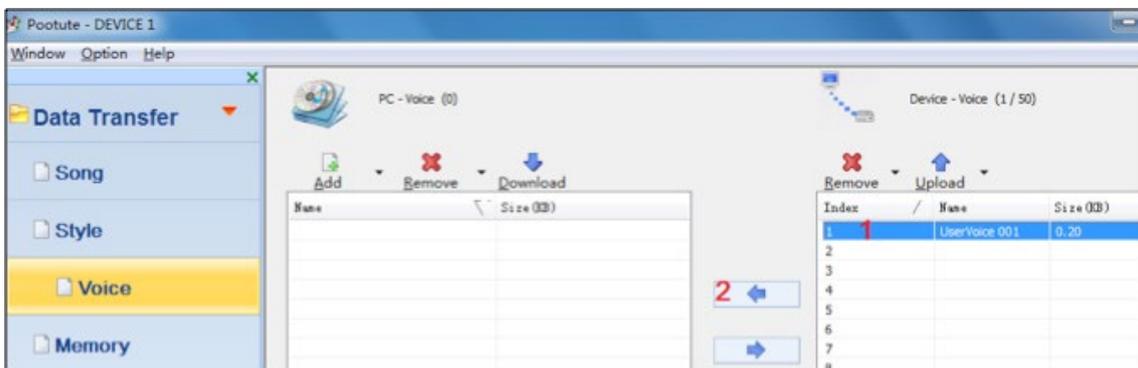
Upload user songs:

Click [Data Transfer] > [Song] to enter the song-transfer dialog.



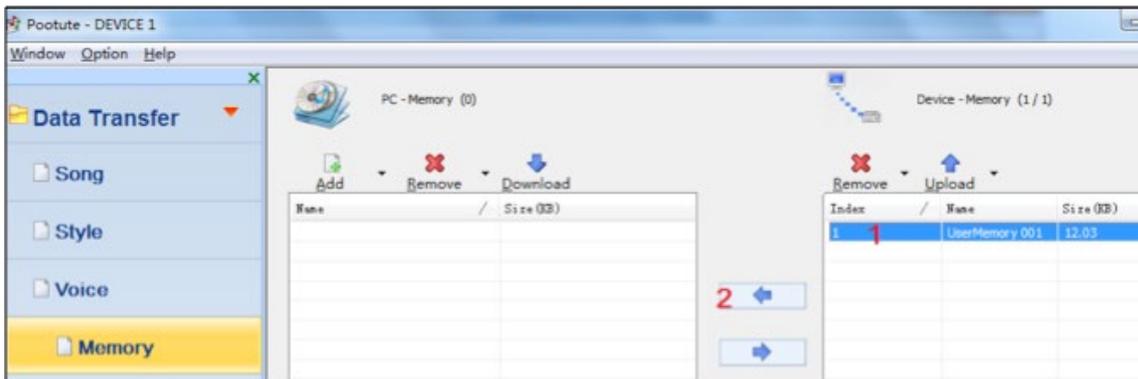
Upload user voices: (only for the models that support user voices)

Click [Data Transfer] > [Voice] to enter the voice-transfer dialog.



Upload user memories:

Click [Data Transfer] > [Memory] to enter the memory-transfer dialog.

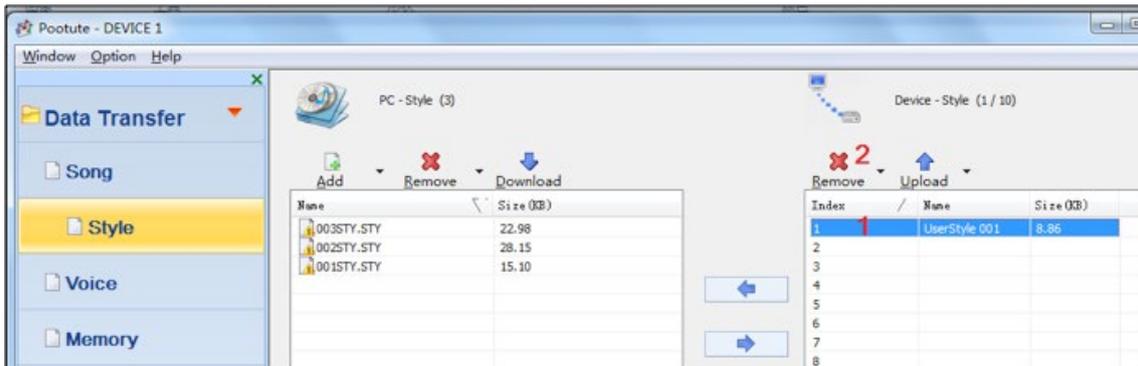
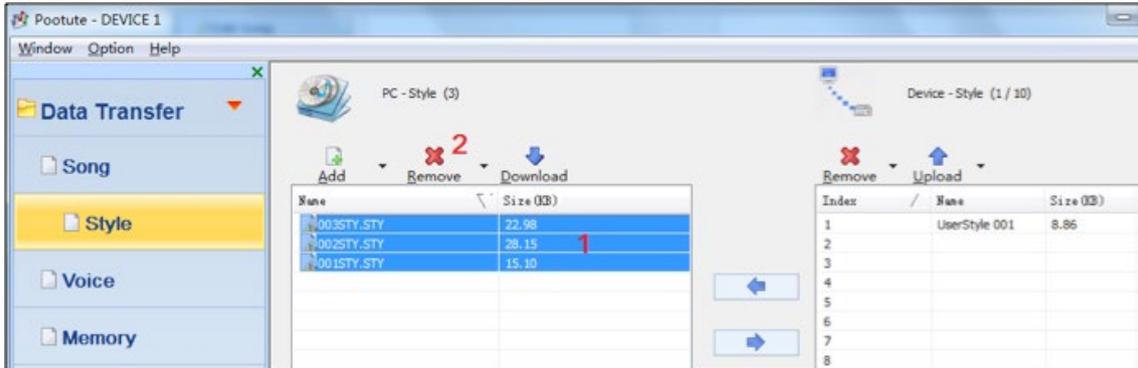


Upload / Download User Data

3.5 Delete user data

The operation to delete user data is the same. Here it takes deleting user styles as an example. You can use similar operations to delete user songs/voices/memories.

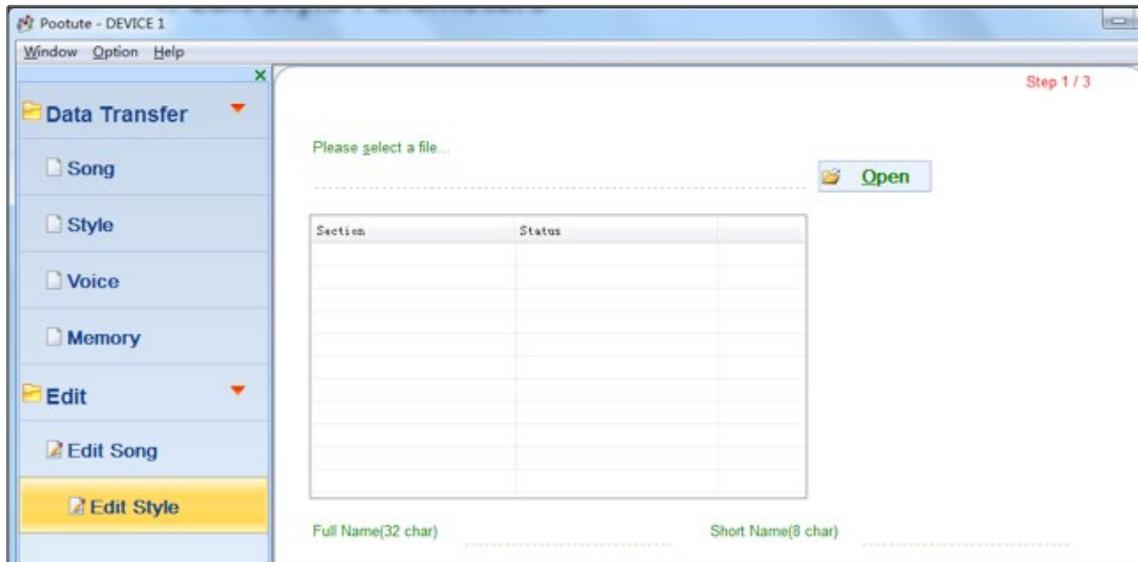
1. Select a user style (or styles) in the PC box or Device box.
2. Click the corresponding [Remove] button to delete the selected style.



Edit a Style

You can use the Edit Style function to convert a MIDI file (.mid) to the required format (.sty). Please make sure the MIDI file you use complies with file requirement listed in Chapter 4.1.

Click [Edit] > [Edit Style] to enter the Style edit dialog.



4.1 File requirement

Item	Requirement
File format	Standard MIDI file, MIDI format 0
Section mark	Section mark is a standard MIDI Marker event. Section mark: SINT, INTRO A, INTRO B, MAIN A, MAIN B, MAIN C, MAIN D, FILL IN AA, FILL IN BB, FILL IN CC, FILL IN DD, ENDING A, ENDING B. Note: No space should exist before and after a section mark. Section marks should be placed at the beginning of a measure and should never be overlapped.
Section function	SINT: includes program change, control for all channels. This Section will take 1 measure. INTRO: means the "Prelude" Section. MAIN: indicates the "Main" Sections. FILL IN: means the "Fill" Sections. ENDING: indicates the "Ending" Section.
Section order	Recommend order: SINT -> INTRO -> MAIN -> FILL -> ENDING

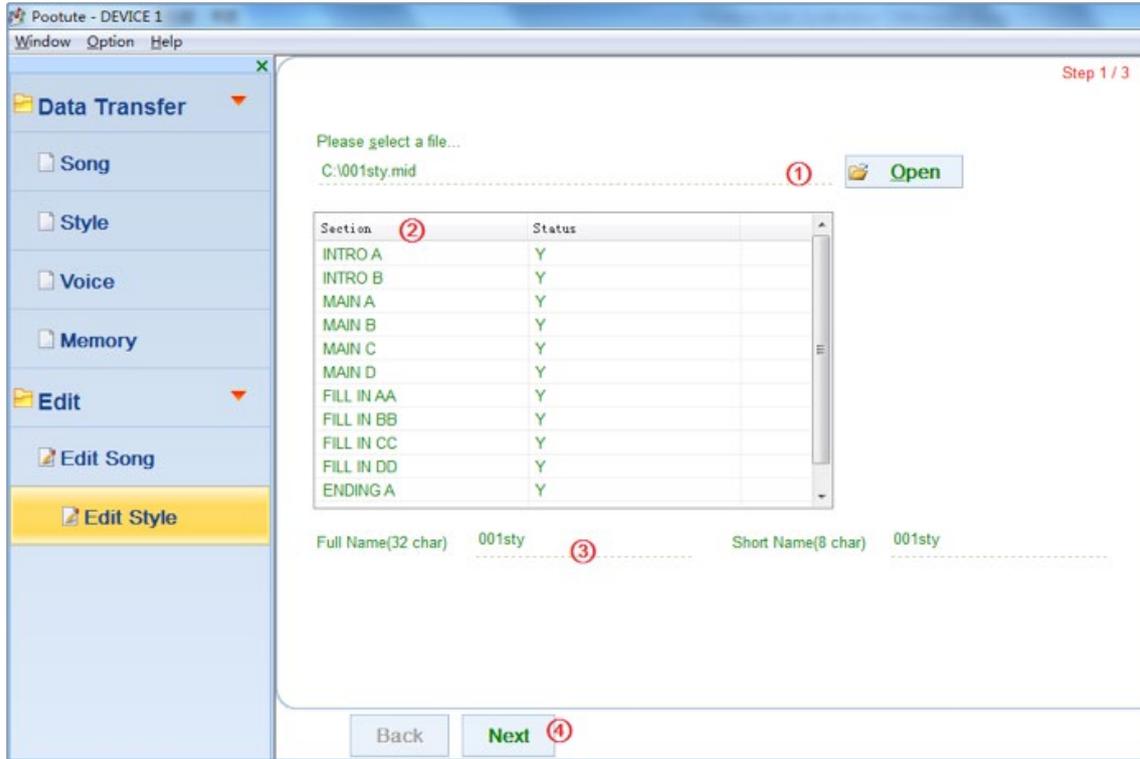
Edit a Style

4.2 Edit the style parameters

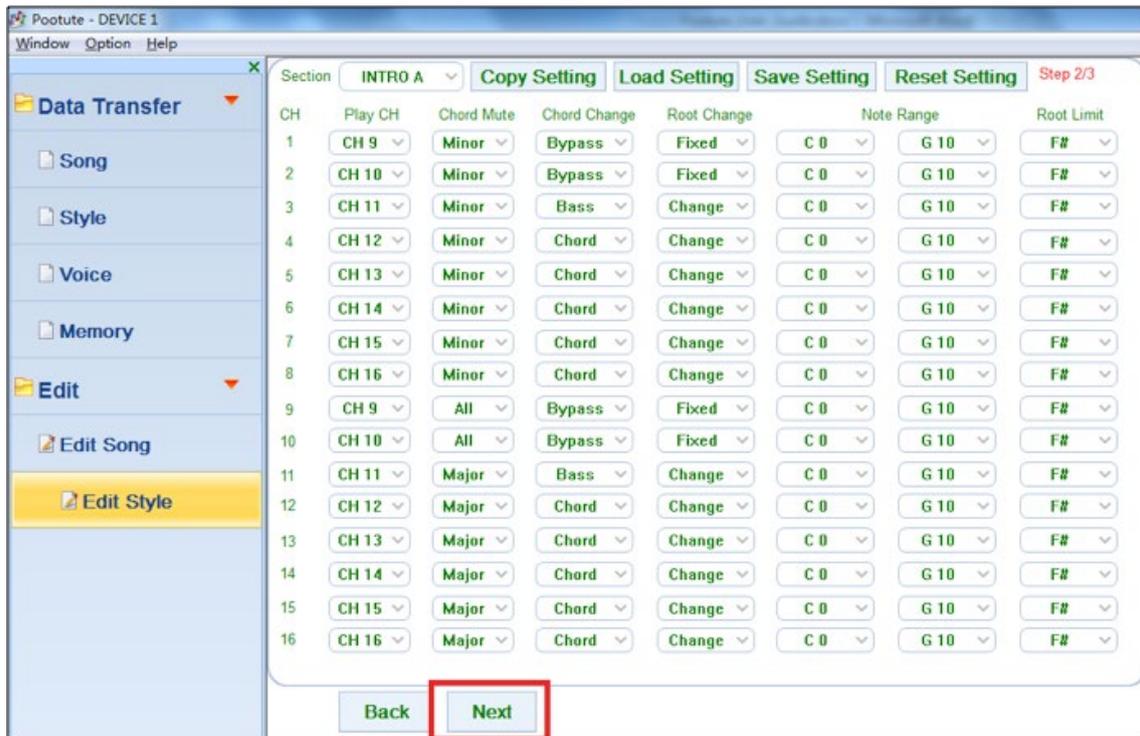
1. Open a MIDI file.

Click [Open] to select and open a MIDI file. Make sure all the sections status are marked “Y”, which means the format of the select MIDI is correct. (If the status shows an “N”, it means the MIDI format is not correct, and cannot be converted).

Then check the full name and short name. You can edit these names. Then click [Next] to go next.



2. Edit the CASM parameters. When you finish, click [Next] to go next.



Edit a Style

3. Edit the O.T.S. parameters.

When you finish, click [Finish] and save the edited file to this directory “\Pootute\MMKD\style”.

The screenshot shows a software interface for editing style parameters. At the top, there are three buttons: 'Load Setting', 'Save Setting', and 'Reset Setting'. In the top right corner, it says 'Step 3/3'. The interface is divided into four sections, each labeled 'O.T.S 1' through 'O.T.S 4'. Each section contains three rows of parameters for 'Voice R1', 'Voice R2', and 'Voice L'. Each row has a dropdown menu for the instrument (all set to '001 Acoustic Grand f'), a 'Vol' knob (set to 100, 080, and 045 respectively), a 'Rev' knob (all set to 040), a 'Chor' knob (all set to 000), and an 'Oct' knob (all set to 000).

4. You can download the edited style from computer to device in the style-transfer dialog.

Please see Chapter 3.1 for operation steps.

For more details, please refer to Pootute Help. Click [Help] > [Edit] > Edit Style.

4.3 Style-edit examples

Example #1:

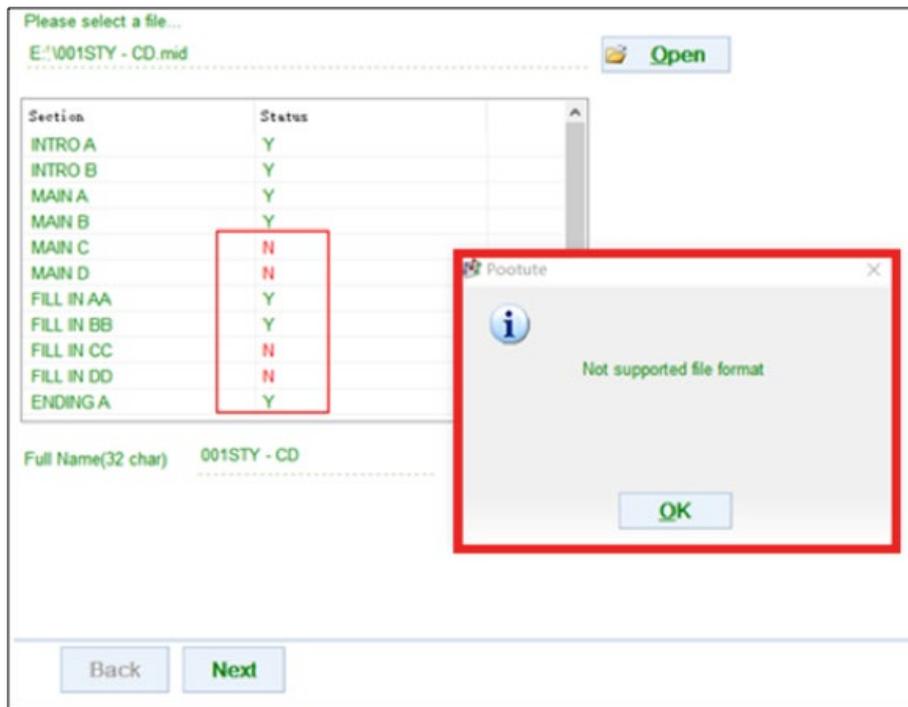
Suppose in a device's software configuration, it has all these sections:

```
25 [STY_ESSENTIAL_SEC]
26 1=INTRO A
27 2=INTRO B
28 3=MAIN A
29 4=MAIN B
30 5=MAIN C
31 6=MAIN D
32 7=FILL IN AA
33 8=FILL IN BB
34 9=FILL IN CC
35 10=FILL IN DD
36 11=ENDING A
37 12=ENDING B
```

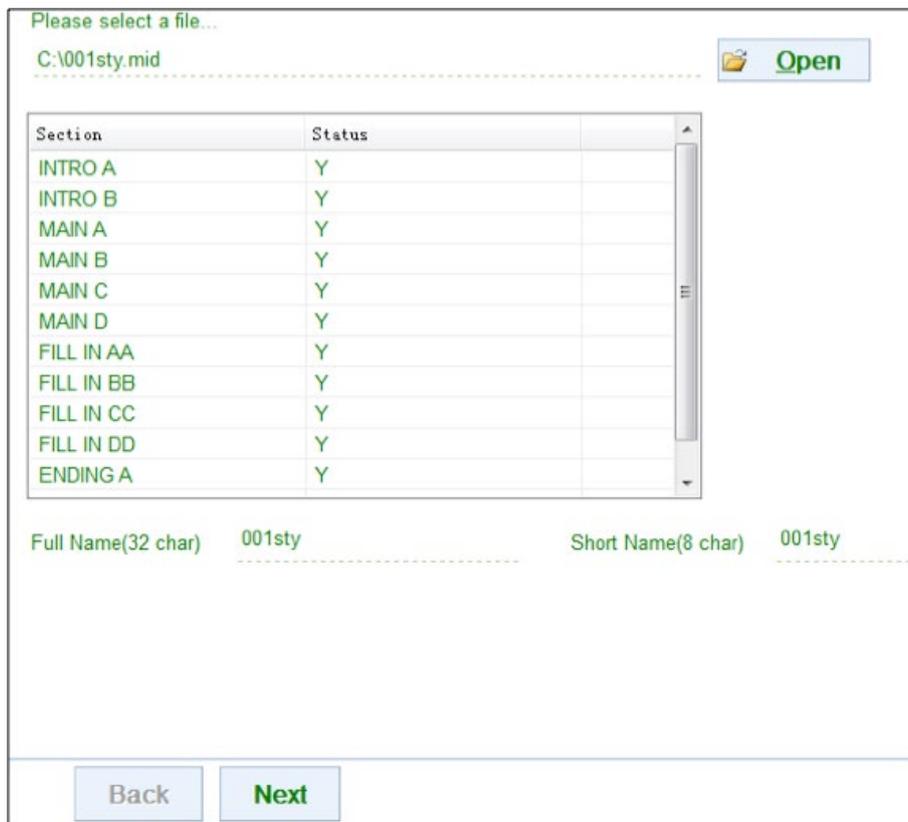
When you use the Edit Style function to open a MIDI file, make sure this MIDI file includes all the sections as listed above. Otherwise, it will mark “N” for any missing section. Pootute will indicate this MIDI file's format is not supported.

Edit a Style

As shown in this image, these sections (MAIN C, MAIN D, FILL C, and FILL D) have an “N” in their status, which means these sections are missing in the MIDI file. It’s probably because the section MARKs are missing.



Now, try again and open a MIDI file that has all sections.



Edit a Style

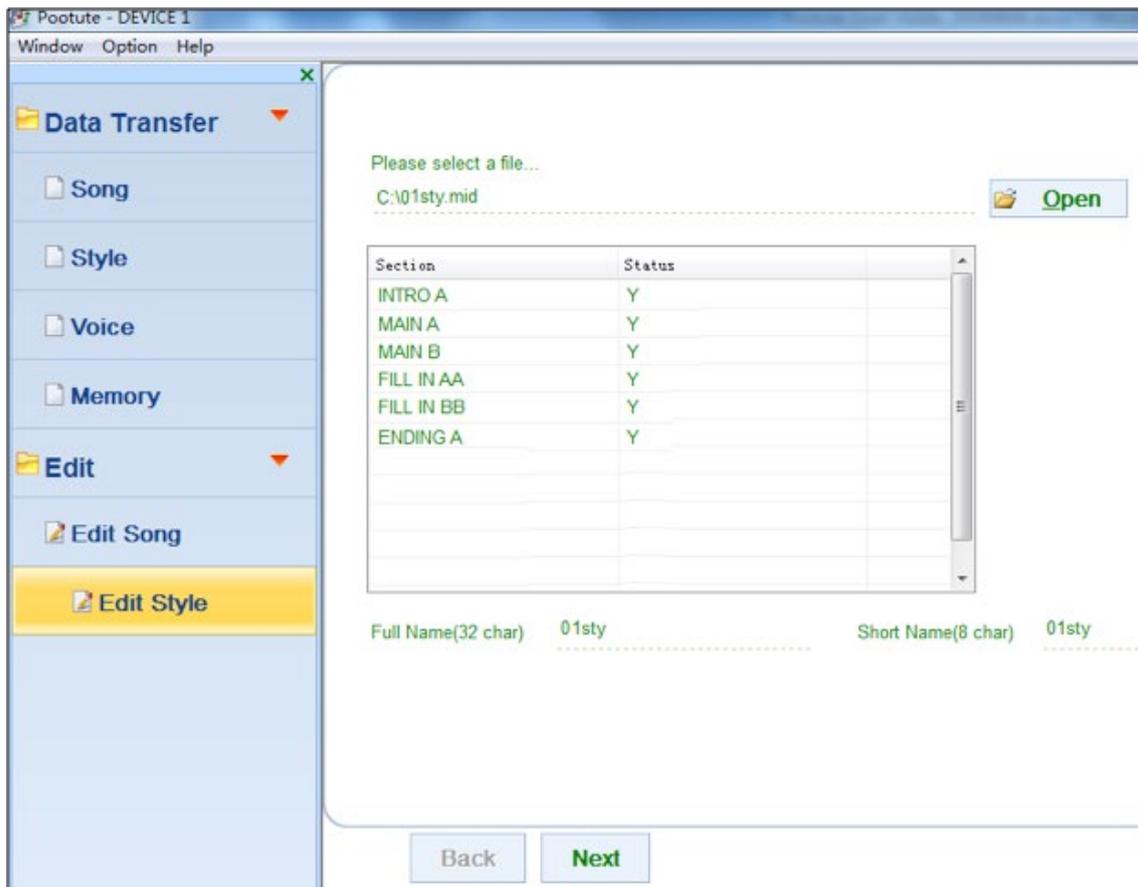
Example #2:

Suppose in a device's software configuration, it has these sections only:

```
25 [STY_ESSENTIAL_SEC]
26 1=INTRO A
27 2=MAIN A
28 3=MAIN B
29 4=FILL IN AA
30 5=FILL IN BB
31 6=ENDING A
```

When you open a MIDI file which has only these sections as required in the software, it will show the screen as below:

If a MIDI file contains all sections (INTRO A~B, MAIN A~D, FILL IN A~D, ENDING A~B), when you open it on Pootute, it will show the same screen as below:



Edit a Style

Example #3: Style making rules

If you're making a style MIDI, you may refer to these rules below:

1. Assigning channels

Channel #	Contents
3	Bass
4	Main Instrument Voice
5	Main Instrument Voice
6	Pad / Strings
7	Phrase
8	Phrase
9	Rhythm sub
10	Rhythm main
11	Bass
12	Chord
13	Chord
14	Chord
15	Phrase
16	Phrase

Notes:

1. Major and minor melodies in the Intro/Ending sections should be made separately.
2. Channel 3- 8 are for C minor melodies. Channel 9-16 are for C major melodies. Channel 9 is for the sub rhythm, and Channel 10 for the main rhythm. Rhythms (in channel 9 and 10) can also be used in minor melodies.
3. The melody part in the main and fill-in sections should be major melodies and should be assigned to channel 11-16. Each section should include a complete CM7 chord.

2. Section, measure (bar), chord type

Section	Number of Measures	Chord type	Remarks
SINT	1		Always put at the beginning of a file.
Intro A	unlimited	C & Cm	
Intro B	unlimited	C & Cm	
Main A	4	CM7	
Main B	4	CM7	
Main C	4	CM7	
Main D	4	CM7	
Fill AA	1	CM7	
Fill BB	1	CM7	
Fill CC	1	CM7	
Fill DD	1	CM7	
Ending A	unlimited	C & Cm	
Ending B	unlimited	C & Cm	

Notes:

1. SINT will reset the channels to default settings when playing back a section. Make sure to input the channels' default settings correctly, such as voice number, effect settings etc.
2. We use MARK to identify and differentiate each section. When editing an original style MIDI, you can insert/edit a MARK at the corresponding time position.
3. Each section should start at the beginning of a measure/bar, and end at the end of a measure/bar.

Edit a Style

3. Controllers

Controller No.	Name	Default Value
01	Modulation	0
07	Volume	100
10	Pan	64
11	Expression	127
Pitch Wheel	Pitch Wheel	0
RPN00	Pitch Bend Sensitivity	256
91	Reverb	40
93	Chorus	0

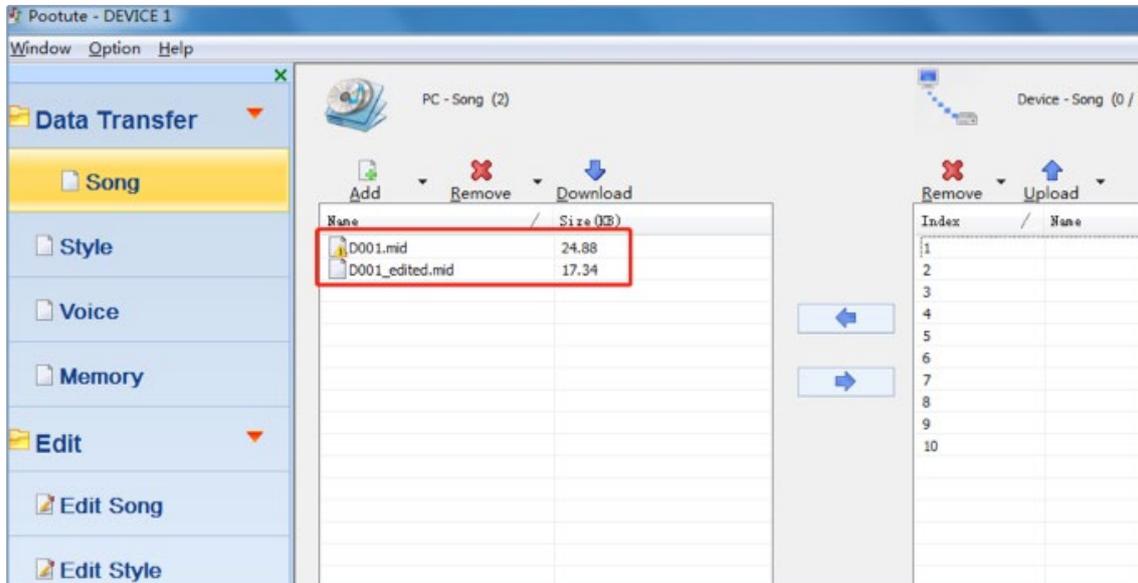
4. File format

The ticks per quarter-note of a MIDI file should be set to 120 ticks.
The original style file should be saved in MIDI Format 0.

Edit a Song

You can use the Edit Song function to convert a MIDI song so as to make it adapt to the Pootute format. For example, in the image below, the original MIDI song (D001.mid) is not correct, so it has this mark “”.

Now use the Edit Song function to convert this MIDI and make it in the correct format (D001_edited.mid).

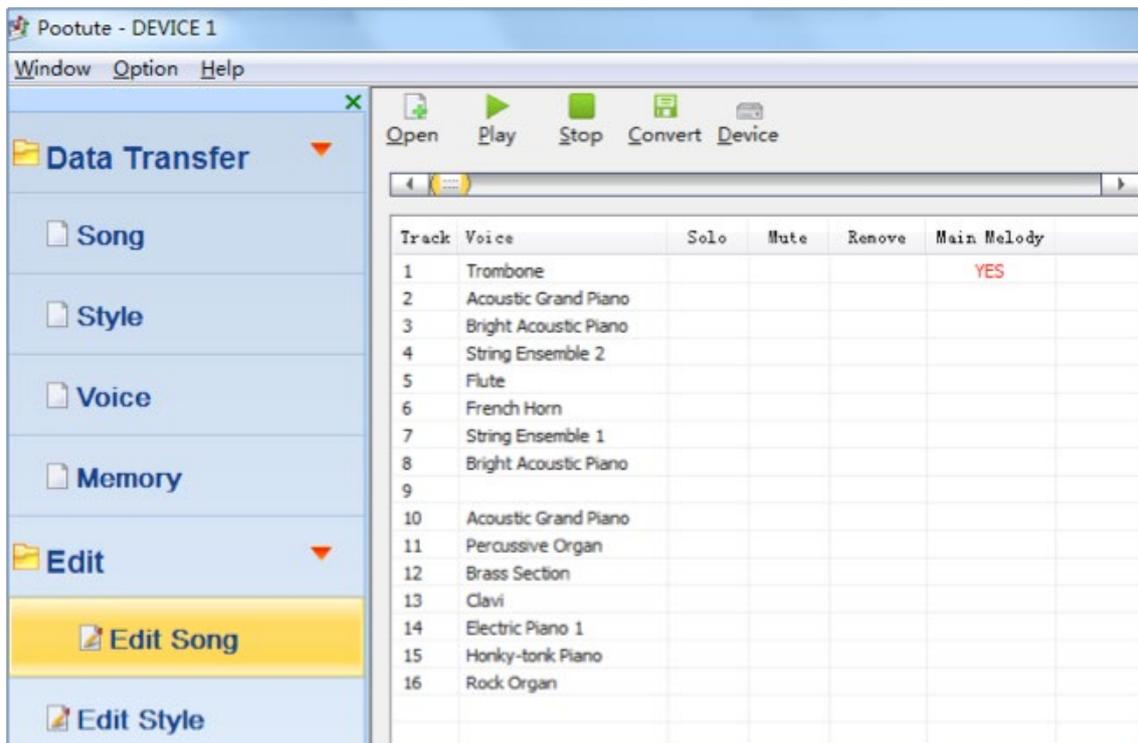


Operations:

1. Click [Edit] > [Edit Song] to enter the Song edit dialog.
2. Click [Open] to select and open a MIDI song.

Note:

MIDI file format should be standard MIDI format 0 or format 1.

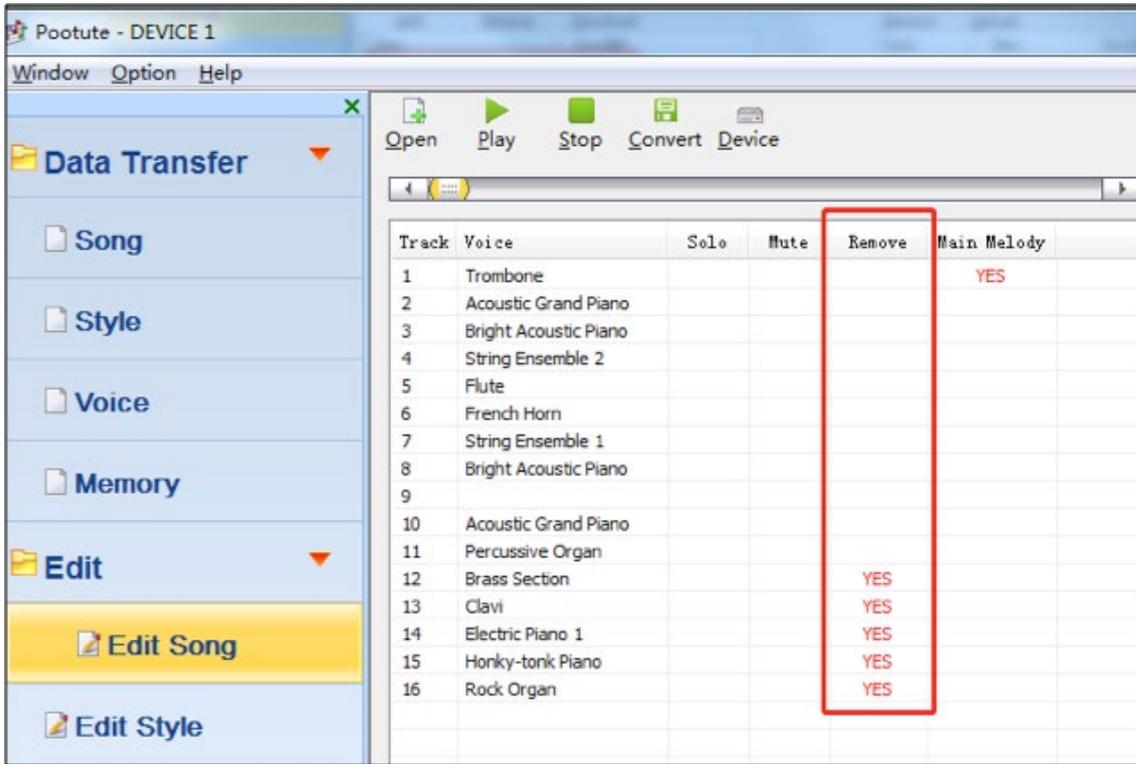


Edit a Song

3. Remove extra tracks.

It supports converting 10 tracks in maximum, so you will need to remove the extra tracks. In the “Remove” column, click the box of the corresponding track that you want to remove, and it will mark “Yes”, as shown in this image:

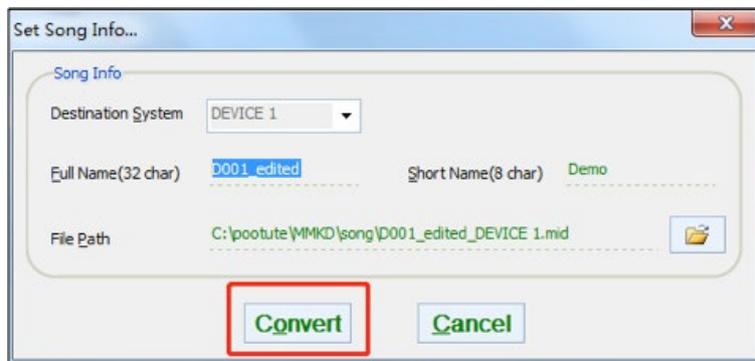
Note: Each song has only one main melody track which cannot be removed. Other tracks can be removed. The removed tracks will be excluded when you convert the song.



4. Press the [Convert] button, it will prompt the conversion dialog.

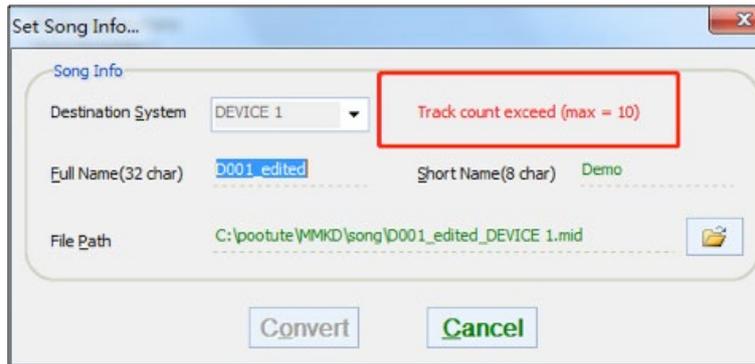


5. You can edit the song's names in the conversion dialog. Now press the [Convert] button to convert the song.



Edit a Song

If the track number exceeds the limit, it will prompt this message “Track count exceed (max =10)”. Go back to the Song edit dialog and remove some tracks, then try again.



6. It will prompt this message “Successful” when the conversion is successfully
For more details, please refer to Pootute Help. Click [Help] > [Edit] > [Edit Song].

