

Electone Blitzzer Users Guide



What is the Electone Blitzer.

The Electone Blitzer is an addition program to the MDREliminator software which allows multiple scores (music) to be played on a Yamaha Electone. The user picks the desired scores and creates a “build list” of their liking, much like picking songs in a Jukebox. When the build List is completed the Blitzer plays each score (song) in turn until all scores are completed.

Installation

The Electone Blitzer is part of the MDREliminator software from Build 04.02.17 onward which can be download from my Dropbox site as part of the MDREliminator.zip program.

Requirements are the same as the MDREliminator program i.e. a Windows PC with a UNO Midi to USB converter cable.


Select your model and Midi In/Out devices from the main MDREliminator program window and then access the Blitzer by clicking on the bottom left hand blue Blitzer button.



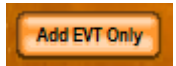
How it Works.

- a file with an .EVT file extension is a music (score) file.
- a file with an .R00 file extension is a registration (Rego) file.
- a 'Build List' is individual scores and Regos added to make a play list.
- a 'Saved List' is a previously saved Build List.
- a file with an .HXJ file extension is a 'Saved Build List' file (HXJukebox).

Each score (EVT file) is selected in turn with the “Add List/Both” button to create a build list.
Normally the score requires a matching Rego (R00) file.
“Both” means both EVT and R00 files are required.

A rectangular button with a brown gradient and rounded corners, containing the text "Add List/Both" in a small, black, sans-serif font.


The first selected file in a build list must have an associated Rego file. All other files in the build lists can be either both (R00 and EVT) or a standalone (EVT) score file.
If “Add EVT Only” is selected the last loaded Rego. is used.

A rectangular button with a brown gradient and rounded corners, containing the text "Add EVT Only" in a small, black, sans-serif font.

Once you have a build list to your liking you can save all the files as a “Saved List” (eg My Best Music List File.hxj) to your computer by clicking on the “Save List” button.

A rectangular button with a brown gradient and rounded corners, containing the text "Save List" in a small, black, sans-serif font.

To reload your list simply select it with the “Add List/Both” button.

A rectangular button with a brown gradient and rounded corners, containing the text "Add List/Both" in a small, black, sans-serif font.

To play your list click on the “Play” button.

A rectangular button with a brown gradient and rounded corners, containing the text "Play" in a small, black, sans-serif font.

On completion the list structure is retained to replay

Other Controls.

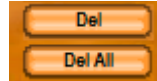
Pause Button.

Suspends all playing until clicked a second time to restart. (Handy for answering the telephone etc.).



Delete Button.

'Del Button' deletes the last file in the build list or if a list was loaded deletes the entire list ready to load a new one.



'Del All' Button deletes the entire list.

About The Files.

The 'saved list' file is a pointer (record of disk, directories subdirectories and file) to where the files are on your computer.

Accordingly if you move the files on your computer the Blitzer will fail to find them.

Hint. By using a USB drive (or SSD) the lists will remain conveniently accessible and interchangeable between computers – ensure the USB drive has the same drive letter when used in another computer.

More Controls



The '**Stop Button**' will stop all playing in readiness for a new build list or play list.

If stopped the '**Back Button**' will reset the Blitzer and take you back to the MDREliminator main screen.

The '**Exit Button**' will terminate the program.

The '**Next Button**' will stop the currently playing score and proceed to the next score in the list or the user selected score.

User Selected Score

To play the next score in the list click on the 'Next Button'.
If the last song on the list is playing and the 'Next Button' is pressed the list will reset.
Click on Play to replay the list



The left hand display indicates the number of scores in the playing or build list.
The right hand display indicates the current playing score or the user selected next score to play.

To change the next score to play use the up/down arrows to change the right hand display to the next score number required.

When the currently playing score finishes the next score to play will jump to the score number selected in the right hand display.

To progress immediately to the score selected in the right hand display click on the 'Next' button.

Tracking.



The Score being played is hi-lighted in Lime. If the list exceeds the display space use the list scroll bars to adjust as necessary.



The top running text alternatives can be changed to select;

- the full location of the file being played (as shown)
- the short name of the file being played, and
- if a Play List file is loaded the name of the play list.

Click on the Wurlitzer badge to toggle between the running texts alternatives.



(The top right hand small red LED turns off/on the running text).

Other Stuff.

Turns the display list on/off.



The bottom green bar indicates (left to right) the current position of the song being played.

The left hand red LEDs indicate when a Rego is being transmitted.
(Most controls are inhibited when the regos are being transmitted).
The number beside the bottom red LED is the size (bytes) of the Rego file.



The right hand green LEDs indicate when a Score is being transmitted.
The number beside the bottom green LED is the size (bytes) of the Score file.

The top green LED minimizes the Blitzer screen so other (not so important) work can be done! – playing continues when minimized.

Volume Control



The Volume is set to the master volume control slider on the main MDREliminator panel.
Up/Down arrows are available to adjust the master volume from the Blitzer panel.

The master volume is reloaded on starting the MDREliminator program.
If the master volume is not reloaded on starting you will need to manually delete the current “MDREL.log” file.

THE END