

Mirage Ed

At last here it is, the thing all Mirage owners have been waiting for, an easy way to edit your Mirage.

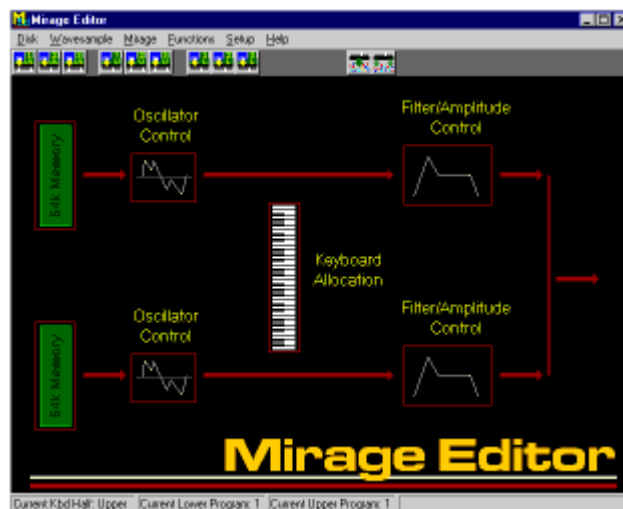
Mirage Ed allows full control over the majority of the Mirage's functions, no more looking up the code stuff. This makes editing the Mirage so much quicker and easier. This is not just a screen display of the parameters but is arranged to feel like a synth with a sample wavetable attached, but allows you to change values from your computer. It is now easy to make adjustments to existing sounds.

By using Mirage Ed you can now see how other sounds have been created particularly to see how the wavetables are laid out across the keyboard. Especially the factory sound library which is very good, not always easy to see what has been programmed, until now.

Remember all that **top key** stuff and how confusing it gets? Well the Keyboard Allocation window in Mirage Ed provides a quick and easy way to see how the wavetables have been laid out across the keyboard.

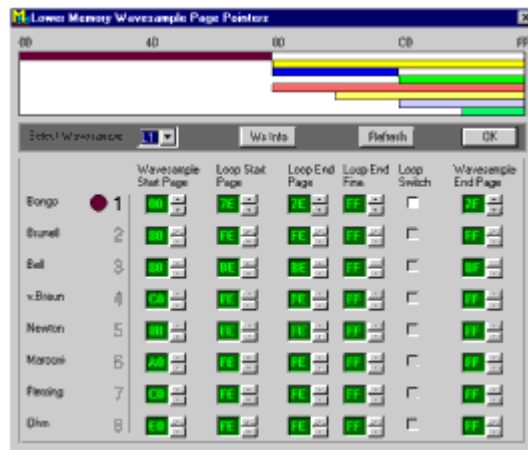
Main Screen

This is the main starting point showing the basic synth layout of the Mirage sound structure. The various synth modules are accessed by clicking its block, shown in a red box offering quick access.



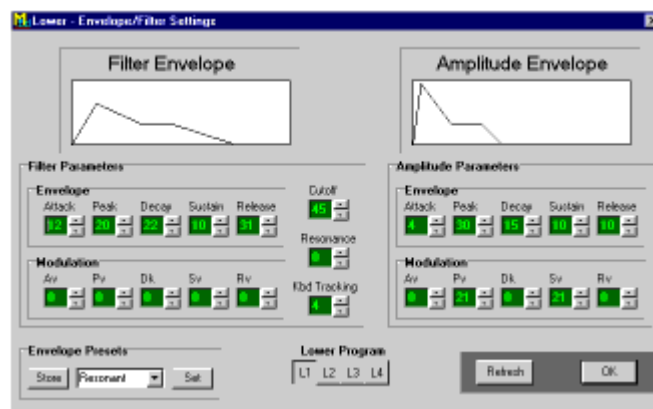
Memory Window

The top part of the window shows the memory pointers and the memory space they represent. Below that are the various memory pointers (in hex). The text in green boxes are editable Mirage parameters. Also on this screen are the wavesample names, this feature helps as a reminder of the samples.



Envelope Screen

Here you can see and make changes to the two envelopes. There is also a preset envelope feature where you can either recall a previously stored envelope or save one of your own.



Additional features:

- **Disk load/save**
- **Wavesample tuning/relative amplitude/relative filter**
- **sampling control**
- **get wavesample from Mirage ***
- **send wavesample to Mirage**
- **wavesample pointer calculator**
- **program copy/wavesample copy**
- **keyboard configuration**
- **name wavesamples (local only)**
- **oscillator control**
- **keyboard wavesample allocation**
- **wavesample rotate**

* limited to 34k

Mirage Ed is designed for Windows 95/98 but not guaranteed to work 100% under XP. Runs on basic 200MHz PC, with MPU401 compatible soundcard. I have done a full help file which is a useful addition to the Advanced Sampler's Guide giving tips on how to process samples necessary for the Mirage, do give it a look.

And now the link you've been waiting for... [Download Mirage Ed \(version 1.1\)](#)
