

# merish



**mp3**  
KARAOKE

**GENERAL**  
**MIDI**  
KARAOKE

## REFERENCE MANUAL

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# merish

T H E L I V E M A C H I N E

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O n t h e s t a r s ' s t a g e

## **INIMITABLE**

M-Live has produced Backing Tracks and manufactured Equipment for live music since 1987. In 1998 it launched the first Merish, a highly innovative unit that represented reference point for MIDI players manufactured by other companies after that date. Twelve years later, M-Live proposes a new version of Merish, exploiting over twenty years of experience in the MIDI, Audio and DSP Technology fields, as well as in the production of Digital Music in various formats.

## **SIMPLE & POWERFUL**

The Merish you will discover is an easy Player to use, with no limits as far as compatibility and music formats are concerned, but at the same time has very powerful functions and essential ergonomic lines. We've tried to produce what you musicians have always wanted: A machine that's powerful but simple and reliable.

## **NEW SOUNDS**

We've taken great care with the creation of the sounds and the configuration of all the Audio parts. In this work, we were helped by our twenty years' experience as producers of MIDI Files and a proprietary library of over 10,000 titles. The sound generation of the Merish is entrusted to two powerful DSP able to play two MIDI Files simultaneously, with 32 channels and 108 voices.

## **WIZARD PLAYLIST**

Merish plays and mixes music files in MIDI or MP3 format. With the MIDI Files, the mixing can be done "from" and "to" any point in the songs, with various connection modes: immediate or mixed with various cross-fade curves. Merish identifies the musical phrases of the MIDI songs and connects them like a DJ/arranger would. The Playlists are created in real time: it's sufficient to choose the Next Song and Merish will mix the song it is playing with the following one.

## **LIVE MIXER**

All the audio levels are easily adjustable directly from the panel, via physical controls: main volume, volume of the MIDI backing track, volume of the Mp3 backing track, microphone volume and volume of the individual sections of the MIDI File. It is also possible to select the type and amount of effect on the voice. The Microphone and Audio section has a digital Mixer to adjust all the parameters of the Voice and the Backing Tracks. The channel Microphone has two separate effects, a dynamic compressor and a 4-band equalizer.

## **SONG OPTIMIZATION**

Merish plays the majority of digital music formats on the market: Mp3, Mp3 karaoke, MIDI, General MIDI, MF3, MF4, MF5, Kar. To obtain the utmost from the functions, it is advisable to use original M-Live backing tracks, which feature the following characteristics:

- Markers in the backing tracks.
- Exact tested writing of the MIDI events.
- Database information (title, artist and genre)
- Tested guaranteed files.
- Files in compliance with the Italian Performing Rights society, as far as both music and Karaoke lyrics are concerned.

MERISH PC, the software provided, optimizes the files, to make them fully compatible with Merish and take advantage of the Markers and Database Info.

All original M-Live songs purchased after August 2010 are already fully Merish-compatible, so therefore don't require optimization with the MERISH PC Software.



# Warnings

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## Connecting to the mains power supply





Before connecting it to the mains supply, make certain that the voltage is the same as shown (max. tolerance  $\pm 10\%$ ). Only use the power supply/adaptor supplied, or a replacement with identical technical characteristics: otherwise, you cause faulty operation or damage to the unit.

## Connection, switching on and off



Connections must always be carried out with the equipment switched off. Switch the unit on and off with the audio amplification switched off.

## Connection to the computer

When connected to a computer via USB, MERISH is automatically recognized as a double audio/MIDI device, without the need to install any software. It is normally indicated as USB Speaker 1 and USB Speaker 2, corresponding to the two on-board generators  #1 and  #2, but the name can change according to the operating systems or applications used.

## Protection & maintenance



Avoid exposing the unit to direct sunlight for lengthy periods, sources of strong heat, strong vibrations, particularly damp or dusty environments or rain, as these can cause faulty operation, deterioration or even electric shocks. In the event of any dust accumulating, it must be removed using a dry soft cloth or a brush: never use alcohol, acetone or any kind of solvents. No other maintenance is required.

## In the event of breakdown



All the controls for using the unit are external and easily accessible. Access to the internal parts can cause electric shock and must only be carried out by qualified authorized staff. In the event of breakdown, please contact your distributor or the M-LIVE Assistance Centre – e-mail: [assistenza@m-live.com](mailto:assistenza@m-live.com)

## Documentation

Any updates or other support can be found on the Web site [www.m-live.com](http://www.m-live.com)

# Songs & Memories

Merish uses a **CompactFlash** card or **USB pen** as a mass storage device.

Merish is compatible with media formatted with FAT and FAT32 file systems:



all *CompactFlash™* standard media can be used. It is advisable to use CompactFlash cards sold with the M-Live brand, already formatted and guaranteed by M-Live.



all *USB pen drive* type media can be used.  
 NB: some USB pens on the market integrate extra functions that can prevent the media from working with Merish. In this case, the media must be formatted or the functions removed, following the manufacturer's instructions.



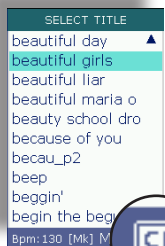
### Merish requires at least one memory

In order for Merish to operate, at least one storage device must be inserted, since, as well as the songs, is required to host other data, such as the preferences and the user settings.

This means that **different memory media can contain different settings and operating choices.**

*This can be exploited to prepare different operating sets: e.g. a USB pen (or CompactFlash card) for the normal performance of the songs with the Merish player and another for the using Merish as a MID expander.*

The two types of media are automatically recognized and can be inserted simultaneously, but Merish will use them one at a time.



The choice is made via **MENU > System settings > Change memory** or replying to the prompt that Merish displays when a second memory is inserted.

The type of memory being used appears in the bottom right-hand corner of the list of songs.



### Transferring songs to the memories

Transferring and cancelling songs is done using the computer, with exactly the same procedure used for any transfer/copy/cancellation on disks.

### Updating Index

Inserting in Merish a memory on which songs have been added/eliminated/moved, it is necessary to carry out an index update, so that Merish manages the new contents correctly. This procedure is carried out with **MENU > Find new songs**  
*(Merish will save the data in the memory itself for future use).*



### Tips on the use of FAT formatted memories

It is advisable to **store the songs in folders** (and sub-folders), organized as required, **avoiding memorizing them in the "root"** of the CompactFlash card/USB pen, i.e. the main directory. In fact, for historical reasons, if the root of a FAT formatted device contains more than 512 "items" the memory seems to be completely full, no matter what its capacity and the quantity of data actually stored on it.





**Formats & Compatibility**







Merish is compatible with **KAR** and **MID** standard files (0 and 1) and all formats of MIDI and audio files produced by M-Live: MIDI standard, MF3, MF4, MF5 e MP3 karaoke, i.e. it is normally able to play them as they are.

**Merish and meta events**

Merish makes massive use of meta events such as **Marker**, **Full Title**, **Performing Artist** and **Genre**. Merish also handles songs with no meta events, but to take advantage of all its functions advanced, these data must be included in the files.

**Pre-August 2010 M-Live Library**

M-Live files produced before August 2010 include the following meta events:

 pre 08-2010 production					
Full Title	•	•	•	•	•
Performing Artist		•	•	•	•
Genre		•	•	•	•
Marker	•				
Lyrics <i>with "syllable highlighting"</i>	•	•	•	•	•
Chords	•	•	•	•	

**Post-August 2010 M-Live Library**

MIDI files produced by M-Live from August 2010 have the complete set of meta events.

**Optimizing pre-August 2010 M-Live MIDI files for Merish**

It is advisable to process the MIDI format files produced by M-Live (*MIDI standard, MF3, MF4, MF5*) purchased before August 2010 with **merishPC**, the software provided.

The software is very intuitive and is able to establish by itself what work to carry out on the single M-Live MIDI files, automatically integrating any meta events (including markers) missing from the files.

Even M-Live files purchased many years ago can thus be fully imported to Merish and used with functions at the maximum.

**Files produced by third parties**

Merish is also able to play back MIDI standard files produced by third parties. Nevertheless, the musical contents and extra features (lyrics, markers, etc.) depend entirely on the respective producers.

In the majority of the cases, **merishPC** is able to chase **Title**, **Artist** and **Genre** meta events in these files too and, anyway, enables to add them manually.

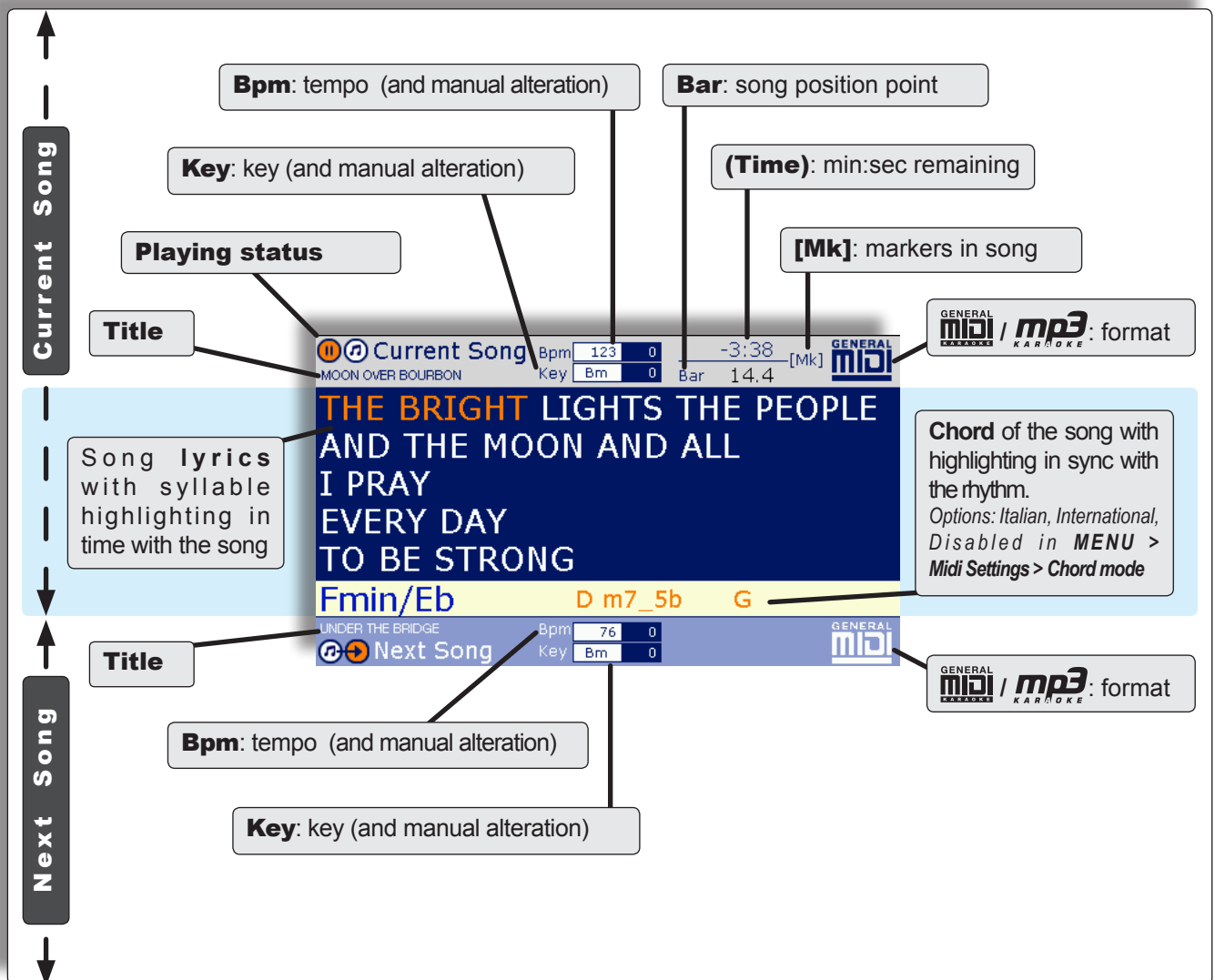


# Display & Control Maps

## The Display

### Current Song & Next Song

- In the main area, the display always shows the lyrics with the syllable highlighting (and the chords) following the tempo of the current song.
- The display also shows marker, tempo, key and other data of the current song and/or the next one.



- The display also shows the panels of a series of operating and setting functions: list of Artist, Title and Genre, searches, playlists, markers, system setting, etc.
- The panels can be used in an interactive manner, even while the songs are being played.
- Each panel is normally enabled via the corresponding key, has peculiar functions and displays specific information or instructions.

### Function Panels

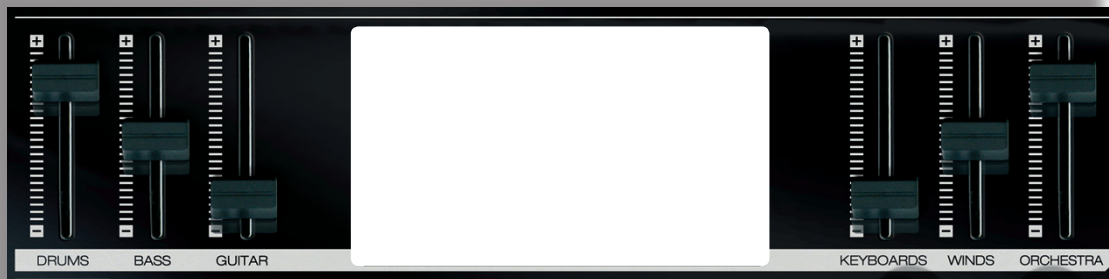




# Control Panel

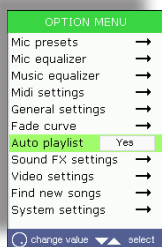
Merish is an instrument conceived for live performance:

- The luminous buttons, physical knobs and sliders enable to control all the essential functions in real time and in an intuitive manner.
- The auxiliary functions also have rapid access: generally speaking, they require just one click and the most important can also be accessed directly by pressing the appropriate button for a couple of seconds.



### MIXER

the button enables/disables the totally manual control of the levels of the Drums, Bass, Guitar, Keyboards, Winds and Orchestra sections of the on-board sound generator by means of the respective sliders. *(Has no effect on MP3 songs).*



### PLAYLIST

enables the playlists and relative functions. *If pressed down for a couple of seconds, allows direct access to the Auto playlist option.*



### SHORT

plays abbreviated versions of the songs. The duration is adjustable with *MENU > General settings > Short-time*. The minimum setting is one minute. Songs with markers are however played until the end of the marker currently being played at the end of the minimum duration *(minimum duration + completion of current marker)*. *If pressed down for a couple of seconds, allows direct access to the Short-time option.*



### WIZARD

applies intelligent playing algorithms, based on musical criteria, such as the jump between markers or songs, only after completing a section of the song, or only between musically coherent sections, with automatic adaptation of tempo and other parameters.

*(MERISH Plus & MERISH Gold)* in Edit Song mode, enables the **WSF (Wizard Sound Function)**, which further enriches the sounds with two audio processors.



### IMMEDIATE

carries out a crossover between songs with a rapid mix.



### CROSSFADE

carries out the crossover between songs with a crossfade, which can be selected between various curves. *If pressed down for a couple of seconds, allows direct access to the FADE CURVE sub-menu.*



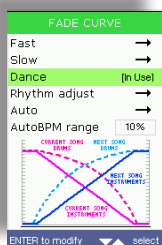
### GO TO

triggers the move to the next marker or song. If Wizard is enabled and there are markers, the changeover takes place at the end of the marker being played, otherwise it takes place at the end of the current bar.



### NEXT SONG

selects the following song ("booking" it to be played after the current song or adding it to the playlist).



### SMOOTH

temporarily attenuates the level of the music and removes the effects from the mic, facilitating the intelligibility of introductions and announcements.



### MIC delay & reverb

adjust the levels of the microphone's effects.

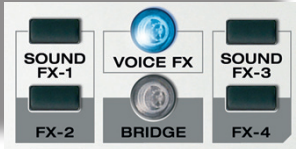




**SPEED** - / + change the songs' playback speed.

**KEY** - / + change the song's key.

The changes are temporary (i.e. are only applied to the current performance), can be eliminated by pressing the SPEED or KEY buttons simultaneously respectively, or can be made permanent with **SAVE**.



**SOUND FX-1 FX-2 FX-3 FX-4 (MERISH) • SOUND FX-1 FX-2 (MERISH Plus & MERISH Gold)**

when kept pressed down, play sound effects that can be used as comments, announcements, attention tones/sounds, etc. (selectable with MENU > Sound FX settings);

NB: this function is blocked when MP3 songs are being played.

The support CD contains a collection of (MP3) sound effects that can be chosen at will and put in the "sfx" folder of the USB pen/Compact Flash.

**VOICE FX** when pressed repeatedly, selects various effects that transform the voice: Woman, Megaphone, Monster, Child and No Effect.



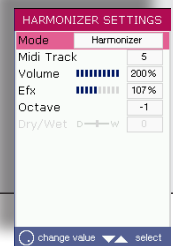
(MERISH Plus & MERISH Gold)

**HARMONIZER**

enables/disables the microphone's Harmonizer / Melody Tracker effect.

**(HARMONIZER) Control**

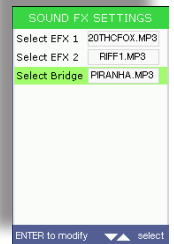
opens the panel of the settings of the Harmonizer / Melody Tracker effect.



**BRIDGE** plays a piece of music, which can be selected with MENU > Sound effects and used as a bridge between songs or as an "emergency" song.

The support CD contains a collection of pieces of music (MP3 files) that can be chosen at will and put in the "bridge" folder of the USB pen/Compact Flash card.

If pressed down for a couple of seconds, allow direct access to the choice of the tune in the SOUND FX SETTINGS sub-menu).



**ESC** allows to exit the current environment (function, menu, editing, playlist, list, etc.), returning to the upper level or the main work environment.

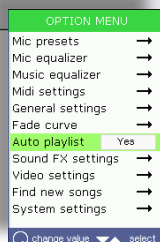


**EDIT** allows access to the editing of the currently selected function (playlist, song, instrument, etc.).

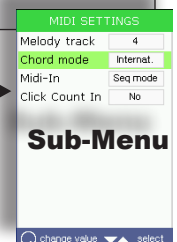
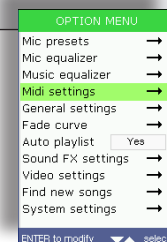
**SAVE** lights up when changes are made to the current function (playlist, song, instrument, etc.) and, if pressed, saves them.

**MENU** opens the panel of the system's options and settings:

options with a value box can be selected with the UP/DOWN buttons and modified directly with the DIAL;



the options with "→" have a dedicated sub-menu, accessible by selecting the option with the UP/DOWN buttons and pressing ENTER.



**Next / Current SONG**

**button lit (Next):** shows that *Bpm*, *Key* and *Marker/Bar* (and relative buttons and panels) are relative to the following song;

**button unlit (Current):** shows that the above elements regard the current song.

**If pressed,** switches between the two songs (providing a *Next Song* has been uploaded).

**ARTIST TITLE GENRE**

show the songs, listed in order of Artist, Title and Genre respectively.

The lists are scrolled using **UP/DOWN** and the **DIAL**; the selection is confirmed with **ENTER** or **NEXT SONG**.

**Marker / Bar**

**button lit:** the song being played has markers; the button enables/disables the Marker panel;

**button unlit:** the song doesn't have markers; the button enables/disables the Bars panel (target bars).

*Does not work on MP3 files.*

**DIAL**

according to the context:

- moves the selection cursor
- edits the value of the selected parameter
- controls the general volume

**UP / DOWN**

moves the selection cursor along the items (songs, tracks, instruments, parameters, etc.) of the various environments (playlists, lists, edit, menu, etc.). Pages are scrolled automatically.

**MP3 songs**

only displays the songs in MP3 format of the Artist, Title and Genre list selected.

**A/Z search**

enables an A/Z search in the Artist, Title and Genre lists: the **DIAL** scrolls through the alphanumerical characters available (those able form a name or title in the memory);

**ENTER** adds the character to the search filter (moving the cursor to the first match of the selection);

**A/Z** (and/or **UP/DOWN**) ends the search.

**Enter / Loop**

normally confirms the current selection (choice of song, access to page/function/parameter, etc.);

if pressed when the Marker panel is displayed, enables the infinite repetition (loop) of the current marker (lighting up), until it is pressed again (and goes off).

**PLAY**

begins the playing of the selected song and/or continues playing the song put in "pause".

**STOP**

stops the payout of the song: pressed once = **pause** (press Play to start playback again from the same point); pressed twice = **stop**

**Melody mute**

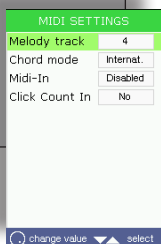
When pressed in succession offers 3 conditions:

**mute** = no melody (button with fixed lit);

**semi-mute** = melody played at minimum volume (button with flashing light);

**normal** = the melody is played (button unlit).

*If pressed down for a couple of seconds, allows direct access to the MIDI SETTINGS sub-menu.*

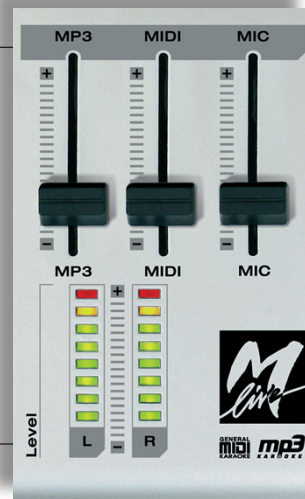


**MP3 MIDI MIC**

adjust the respective output levels.

**L R Level**

display the main output volume (can be adjusted with the DIAL).



# Connector Panel

**USB**  
 USB port used typically for connection to a computer (PC or Mac).  
 The computer identifies Merish as 2 peripherals (the name can vary according to the type and language of the operating system).  
 The USB port therefore operates simultaneously as:

**GENERAL MIDI KARAOKE #1: MIDI IN port • 16 channels**  
**GENERAL MIDI KARAOKE #2: MIDI IN port • 16 channels**

**VIDEO OUT**  
 Composite video output for viewing (on a TV screen/video monitor) the song's lyrics, with syllables highlighted in sync with the music, and chords.  
*Obviously, lyrics and chords must be contained in the file to be displayed.*  
*All M-Live songs have them.*  
*V/SCART supplied as standard.*

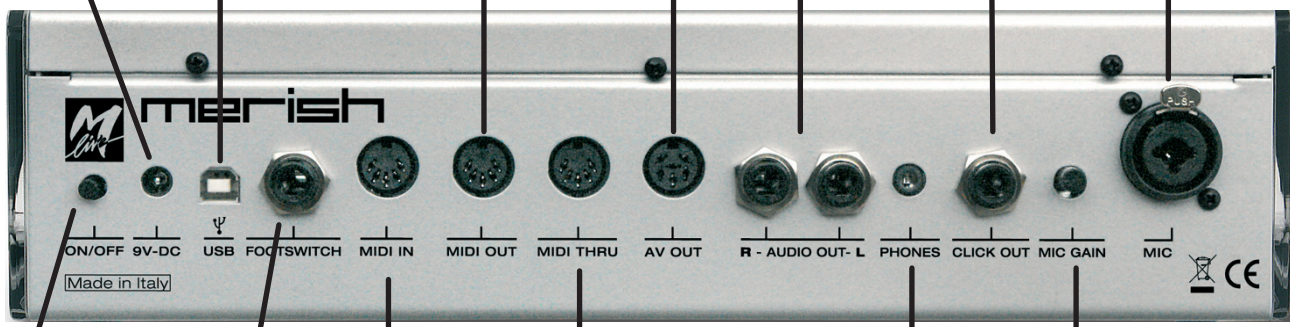
**CLICK OUT**  
 Click output  
*(typically used by drummers as a metronomic reference, usually mixed in their headphones with the other signals).*  
*If the function MENU > MIDI settings > Click Count-In is enabled, the output allows a count-in bar to be heard.*  
*Only works with MIDI files.*  
*(unbalanced jack).*

**9V-DC**  
 power supply socket.

**MIDI OUT**  
 MIDI output.

**AUDIO OUT L-R**  
 Audio outputs.  
*(unbalanced jacks).*

**MIC**  
 Microphone input.  
*(balanced combo XLR/Jack).*



**ON / OFF**

**MIDI THRU**  
 Forwards the MIDI IN signal  
*(allows several MIDI units to be daisy-chained).*

**PHONES**  
 Headphone output.  
*(stereo mini-jack)*

**MIC GAIN**  
 Control of the gain (input amplification) of the microphone signal.

**FOOTSWITCH**  
 Jack socket for pedal control (n.o. type).  
*The pedal's function can be programmed with MENU > General settings > Pedal mode: Disabled, Play/pause, Smooth, (Harmonizer, Merish Plus and Gold versions).*

**MIDI IN**  
 MIDI input of the General MIDI generator.  
 Operation varies according to the parameter's setting  
 MENU > Midi settings > Midi-In:

**Disabled:** MIDI input disabled.

**Keyb mode:** special operation  
 Events received on any MIDI channel are converted and fed to MIDI 1 channel only.  
 Instead of single sounds, the events of Program Change 1..99 recall **Performances**, i.e. combinations of sounds (split or layer, e.g. *Piano&Strings*) or single sounds selected for the most frequent uses (see tables on page 47).

**Seq mode:** GM standard operation – MIDI IN port • 16 channels

**GENERAL MIDI KARAOKE**



# Operating functions

## Selecting and performing a song

The diagram illustrates the workflow for selecting and performing a song. It starts with a control panel where the **TITLE** button is highlighted. This leads to a 'SELECT TITLE' menu showing a list of songs. A central knob with **UP** and **DOWN** buttons is used to navigate through the list. A detailed view of a selected song shows the lyrics: "YOU'RE WAY TOO BEAUTIFUL GIRL THAT'S WHY IT'LL NEVER WORK YOU'LL HAVE ME SUICIDAL SUICIDAL WHEN YOU SAY IT'S OVER" with a chord progression of F#m, D, and E. Playback information includes Bpm: 130, Key: Cb, Bar: 4.4, and a -3:41 timer.

## Playing controls

The diagram shows the following playing controls:

- PLAY** = PLAY
- STOP** = PAUSE
- PLAY** = CONTINUE
- STOP** **STOP** = STOP & CLEAR CURRENT SONG
- PLAY on** = RE-START

## Access to songs in the Artist & Genre lists

The diagram illustrates access to songs in the Artist & Genre lists. It shows a control panel where the **ARTIST** and **GENRE** buttons are highlighted. A central knob with **UP** and **DOWN** buttons is used to navigate. Two detailed views of the 'ARTIST: "STING"' list are shown, one with an **Enter Loop** button and another with an **ESC** button. The song list includes: "bring on the nigh children's crusade", "if you love some...", "little wing", "moon over bourbon", and "soul cake". Playback information includes Bpm: 123 and 6 songs present.



## Finding immediately with an A/Z search

**search example: MOON**

The sequence illustrates the A/Z search process:

- Initial state: **SELECT TITLE** menu showing a list of songs.
- Press **A/Z search** button: **SEARCH TITLE** menu shows **ABCDEFGHI**.
- Press knob: **SEARCH TITLE** menu shows **IJKLMNOPQ**.
- Press **Enter Loop** button: **SEARCH TITLE** menu shows **M**.
- Press knob: **SEARCH TITLE** menu shows **KLMPQRS**.
- Press **Enter Loop** button: **SEARCH TITLE** menu shows **MO**.
- Press knob: **SEARCH TITLE** menu shows **KLMPQRS**.
- Press **Enter Loop** button: **SELECT TITLE** menu shows **moon over bourbon**.

### search reset

Pressing **ESC** resets the search to the first result.

### search exit

Pressing **A/Z search** exits the search and returns to the main menu.

### **IMPORTANT ! The meta events in the songs**

**Full Title, Performing Artist and Genre data (as well as Markers, Lyrics and Chords) must be in the Files.**

MIDI files produced by M-Live from August 2010 already have the complete set of meta events.

It is advisable to process the MIDI format files produced by M-Live (*MIDI standard, MF3, MF4, MF5*) purchased before August 2010 with **merishpc**, the software provided.

The software is very intuitive and automatically integrates any meta events (including the markers) missing from the files.

*Even M-Live files purchased many years ago can thus be fully relocated to Merish and used with functions at the maximum.*



## NEXT SONG: setting the next song



The **NEXT SONG** button lights up = the next song has been uploaded.



The **Next/Current SONG** button lights up = selection of Next Selection. Pressing it switches the selection between Current Song (button unlit) and Next Song (button lit).

The **Marker/Bar** button lights up if the song selected has markers and remains unlit if it does not have any.

Pressing it enables/disables the Marker/Bar panel of the song selected with the Next/Current SONG button (does not work on MP3 files).

MARKER
1-intro
5-verse 1
13-bridge 1
22-verse 2
26-chorus 1
30-verse 3 (e...)
34-bridge 2
43-verse 4
51-chorus 2
57-final

Next Song

MARKER
1-intro
3-chorus 1
11-chorus 2
19-verse 1
27-verse 2
35-verse 3
43-chorus 3
51-chorus 4
59-verse 4
67-verse 5
75-verse 6
83-chorus 5
91-chorus 6
99-verse 7

Current Song



# GO TO: passing from the Current Song to the Next Song

**Current Song** Bpm 103 Key F#m Bar 34.4  
 LEFT OUTSIDE ALON  
 ALL MY LIFE I'VE BEEN WAITING  
 FOR YOU TO BRING A FAIRYTALE  
 MY WAY  
 BEEN LIVING IN A  
 FANTASY WITHOUT MEANING  
 C Dm Bb  
**Next Song** Bpm 120 Key Abm  
 I'LL FLY FOR YOU

*example*  
**Current Song:** Outside Alone  
**Next Song:** I'll fly for you

**Wizard OFF**

**...to next** Bpm 103 Key F#m Bar 35.3  
 LEFT OUTSIDE ALON  
 ALL MY LIFE I'VE BEEN WAITING  
 FOR YOU TO BRING A FAIRYTALE  
 MY WAY  
 BEEN LIVING IN A  
 FANTASY WITHOUT MEANING  
 IT'S NOT OKAY I DON'T FEEL  
 Dm Bb C

**Current Song** Bpm 120 Key Abm Bar 4.1  
 I'LL FLY FOR YOU  
 Emi Music Publishing Italy  
 PASSION TAKE THE WIND  
 AND BREAK ME FOR THIS TIE  
 WE'RE MORTALS ON THE EARTH  
 OH BUT GOD'S IN THE SKY  
 I HAVEN'T GOT A CLUE  
 I HAVEN'T GOT A CLUE  
 Bbm7/9 Eb/Bb Bbm7

If the Wizard is disabled, the change takes place at the end of the current bar.

**Wizard ON**

**...to next** Bpm 103 Key F#m Bar 37.2  
 LEFT OUTSIDE ALON  
 FOR YOU TO BRING A FAIRYTALE  
 MY WAY  
 BEEN LIVING IN A  
 FANTASY WITHOUT MEANING  
 IT'S NOT OKAY I DON'T FEEL  
 C A Dm  
**Next Song** Bpm 120 Key Abm From:Chorus 2 -7 To: Verse 1  
 I'LL FLY FOR YOU

**Next Song** Bpm 120 Key Abm From:Chorus 2 -1 To: Verse 1  
 ...ME LIKE  
 ...ELSE TO  
 Bb

**Current Song** Bpm 120 Key Abm Bar 16.1  
 I'LL FLY FOR YOU  
 PASSION TAKE THE WIND  
 AND BREAK ME FOR THIS TIE  
 WE'RE MORTALS ON THE EARTH  
 OH BUT GOD'S IN THE SKY  
 I HAVEN'T GOT A CLUE  
 I HAVEN'T GOT A CLUE  
 Eb/Bb Bbm7 Bbm7/9

If the Wizard is enabled, the change takes place at the end of the current marker. The display shows the countdown of the bars left before the changeover.

The mix is carried out automatically on a musically suitable marker, not necessarily at the beginning of the Next Song (obviously, the song must contain the markers).

In the example, the mix was carried out on the *verse 1* marker, missing out the initial *intro* and *instrumental* markers.

**Current** Bpm 120 Key Abm Bar 16.1  
 I'LL FLY FOR YOU  
 PASSION TAKE THE WIND  
 AND BREAK ME FOR THIS TIE  
 WE'RE MORTALS ON THE EARTH  
 OH BUT GOD'S IN THE SKY  
 Bbm7/9 Eb/Bb  
**MARKER**  
 2-intro  
 6-instrumental  
 15-verse 1  
 32-bridge  
 36-interlude  
 40-verse 2  
 48-bridge  
 56-chorus 1  
 70-interlude  
 78-verse 3  
 94-bridge  
 102-chorus 2  
 116-bridge  
 120-special  
 Current Song





# GO TO: Next Song with mixing in sync and with key change

**example**  
 Current Song: **Blueberry Hill**  
 Next Song: **Beast of Burden**

## Changing bpm and key of the Next Song

### Manual changes

It is possible to change the **tempo** and **key** of the Next Song manually, even before playing it, selecting it with the **Next/Current SONG** button and using the **SPEED** and **KEY** keys.



### Automatic changes

When **Crossfade** mode is enabled, instead of **Immediate** mode (or when a **Playlist** is enabled), if the current song and next song have a **difference in tempo** that is less than that set with **MENU / Fade Curve / AutoBPM range**, Merish **automatically** adapts the Next Song's Bpm to match that of the Current Song, then gradually increases or decreases it during the performance of the Next Song, until its original value is reached.

If the difference in tempo is greater, Merish leaves the original tempo of the Next Song unchanged, to avoid spoiling its musical sense.

In practical terms: in the event of **small differences** in tempo, Merish adapts the starting Bpm of the Next Song, in the event of **large differences**, Merish leaves things as they are.

In the example:

The original **key** of the Next Song (**E**) was **manually** lowered by two semitones to keep the same key as the Current Song (**D**).

The **tempo** of the Next Song was **automatically** adapted by Merish: the Next Song begins at 95 Bpm (6 beats per minute slower than its original tempo) to adapt to the Bpm of the (ex) Current Song and gradually increases until it reaches the original value of 101 Bpm at bar position 19.2.



## Jumping “on-the-fly” to another song

**example**  
from: **Walk On**  
to: **Want**

### with the **PLAY** button

Ignores the status of the Wizard  
the new song is always played immediately, cutting off the current song.

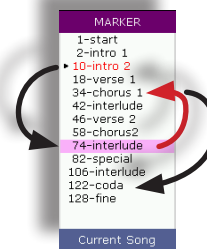
### with the **GO TO** button

**This is equivalent to uploading a song as Next Song and pressing the GO TO button.**  
Merish uploads the selected song as the Next Song (replacing any other already uploaded) and carries out the changeover to the Next Song with the method described in “*GO TO: passing from the Current Song to the Next Song*” (pag. 15)



# GO TO: jumping between markers in the same song

example: **Bring on the Night**  
intro 2 → 74-interlude



Wizard OFF

Current Bpm 128 0 -3:41  
Key Bm 0 Bar 13.4

MARKER

- 1-start
- 2-intro 1
- 10-intro 2
- 18-verse 1
- 34-chorus 1
- 42-interlude
- 46-verse 2
- 58-chorus2
- 74-interlude
- 82-special
- 106-interlude
- 122-coda
- 128-fine

Current Song

Wizard OFF

Current Bpm 128 0 -1:44  
Key Bm 0 Bar 74.1

MARKER

- 1-start
- 2-intro 1
- 10-intro 2
- 18-verse 1
- 34-chorus 1
- 42-interlude
- 46-verse 2
- 58-chorus2
- 74-interlude
- 82-special
- 106-interlude
- 122-coda
- 128-fine

Current Song

If Wizard is disabled, the changeover takes place at the end of the current bar.

Wizard ON

to mark Bpm 128 0 -3:34  
Key Bm 0 Bar 17.4

MARKER

- 1-start
- 2-intro 1
- 10-intro 2
- 18-verse 1
- 34-chorus 1
- 42-interlude
- 46-verse 2
- 58-chorus2
- 74-interlude
- 82-special
- 106-interlude
- 122-coda
- 128-fine

Current Song

Current Bpm 128 0 -1:44  
Key Bm 0 Bar 74.1

MARKER

- 1-start
- 2-intro 1
- 10-intro 2
- 18-verse 1
- 34-chorus 1
- 42-interlude
- 46-verse 2
- 58-chorus2
- 74-interlude
- 82-special
- 106-interlude
- 122-coda
- 128-fine

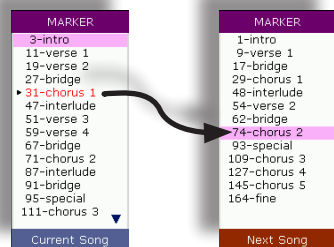
Current Song

If the Wizard is enabled, the changeover takes place at the end of the current marker.  
The display always shows the current bar position and the time left before the end of the song.



# GO TO: jumping to a specific marker of the Next Song

**example**  
 from **Current Song: Bad Romance** Marker: **chorus 1**  
 to **Next Song: Asereje** Marker: **chorus 2**



**Current**

**Marker**

**Marker**

**Wizard OFF**

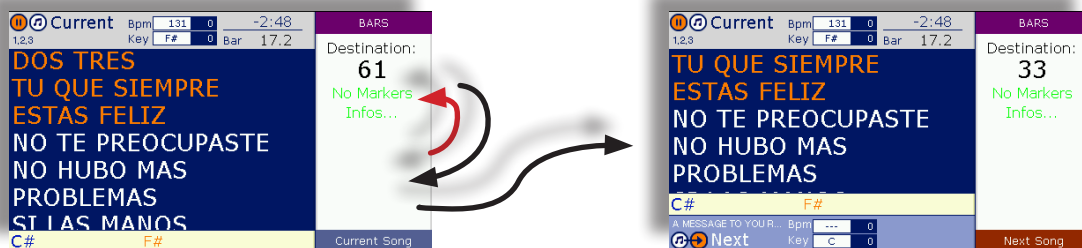
If the Wizard is disabled, the jump takes place at the end of the current bar.

**Wizard ON**

If the Wizard is enabled, the jump takes place at the end of the current marker. The display shows the countdown of the bars left before the jump.



## GO TO: jumps with songs with no markers

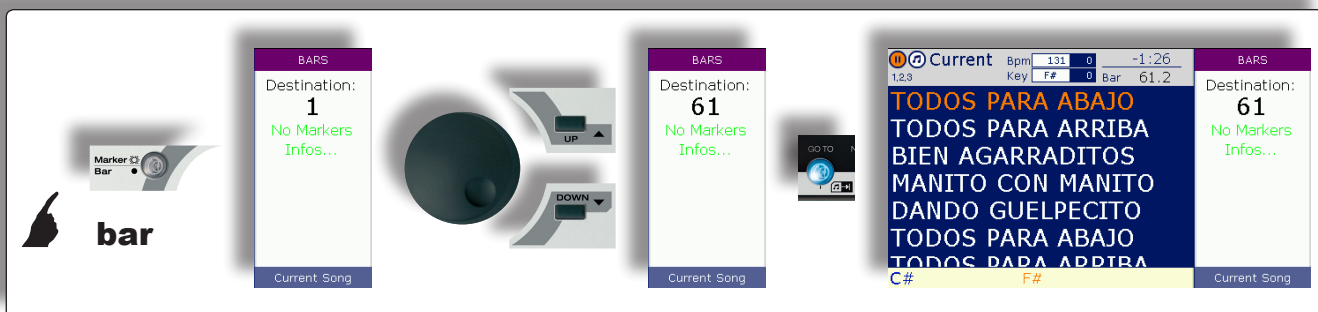


Songs with no markers cannot take advantage of a series of advanced Merish functions.

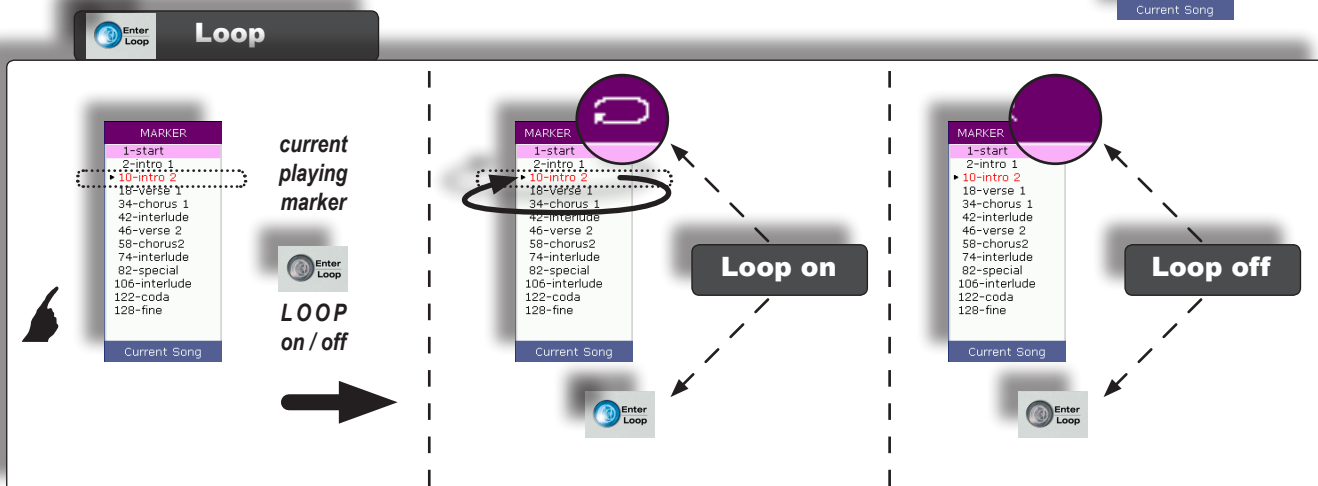
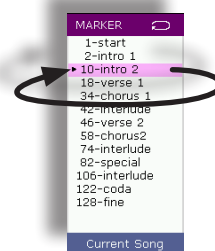
Nevertheless, **with songs with no markers, Merish allows to jump to a specific bar** in the same song or in the next song.

The procedure is the same as that used for the jumps with songs with markers.

The jumps with songs with no markers are not subject to Wizard functions.



## LOOP: repetition ad libitum of the same marker



# Playlist

The Playlists are *lists of the performance of songs* that can be saved and played back at will.

Generally speaking, Playlists are customized filters that allow to manage in a practical functional manner several lists of songs, organized according to the most varied criteria (e.g. current hits, type of show, point in the performance, favourites, etc.).

But Merish allows to create Playlists that are not just a mere succession of songs, combining them with the sophisticated **Wizard**, **Short** and **Crossfade** functions and transforming them instantly into articulations able to automatically link and mix the songs with extremely "musical" criteria.

## Creating and naming a Playlist

The screenshots illustrate the following steps:

- SELECT PLAYLIST (5)**: A menu with options: warm up, soft, hits, my special. An **EDIT** button is shown.
- Current Song**: An **Actions** menu is open, highlighting **New playlist**. Other actions include Add song, Move playlist up, Move playlist down, Rename playlist, Delete playlist, and Exit.
- Insert playlist name**: A text entry screen with a DIAL and an **Enter Loop** button. The screen shows a grid of letters and numbers for selection.
- Insert playlist name**: The name 'PA' is entered.
- Insert playlist name**: The name 'PAR' is entered.
- Insert playlist name**: The name 'PART' is entered.
- Insert playlist name**: The name 'PARTY' is entered.
- SAVE**: A confirmation screen with a **SAVE** button.
- SELECT PLAYLIST (0)**: The new playlist 'party' is now listed in the menu.
- Current Song**: The interface shows the new playlist selected, with instructions on how to add songs to it.

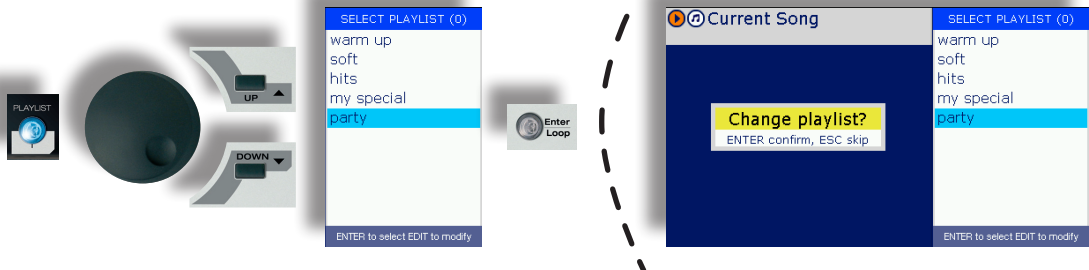
The name is written one letter at a time, selecting required letters with the DIAL and pressing Enter. To delete a letter: CANC + Enter.

A new Playlist, called PARTY, has been created. The new Playlist is empty: Merish directly displays the panel for adding songs.

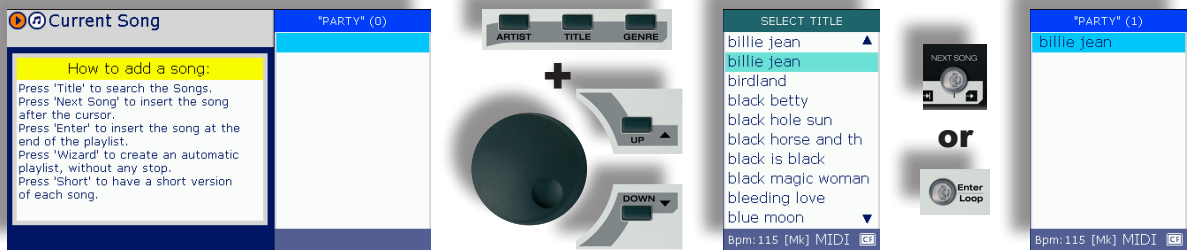


# Adding a song to a Playlist

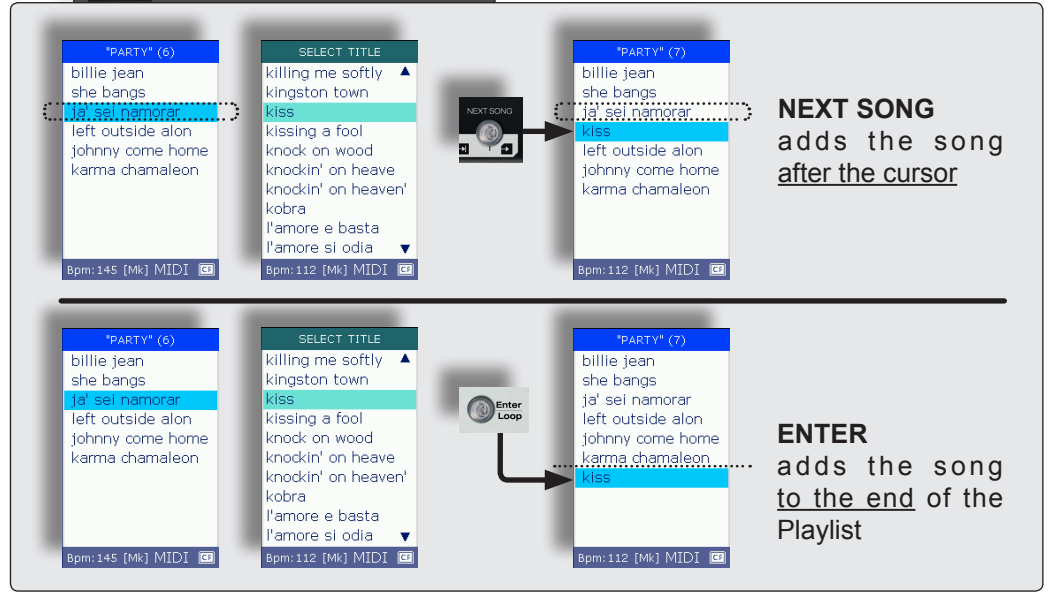
If another Playlist is enabled, Merish requests confirmation of the change of Playlist (ENTER).



If no songs are being played, Merish displays a prompt on the addition of songs to the Playlist.

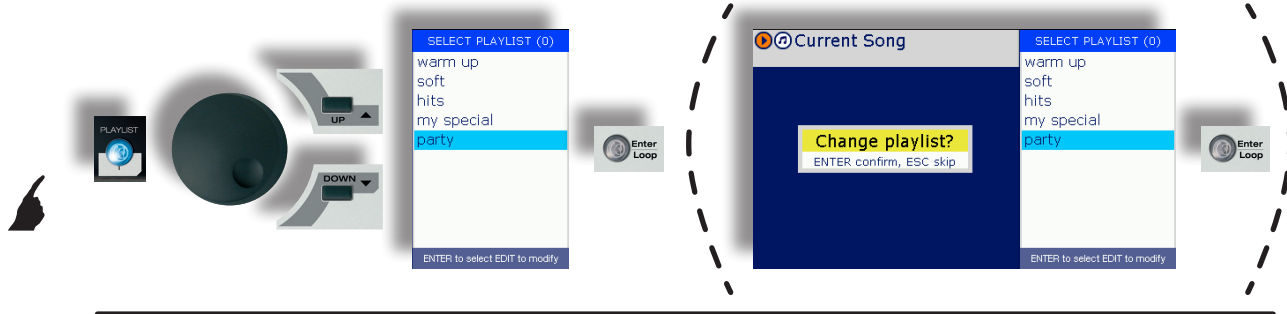


## add song

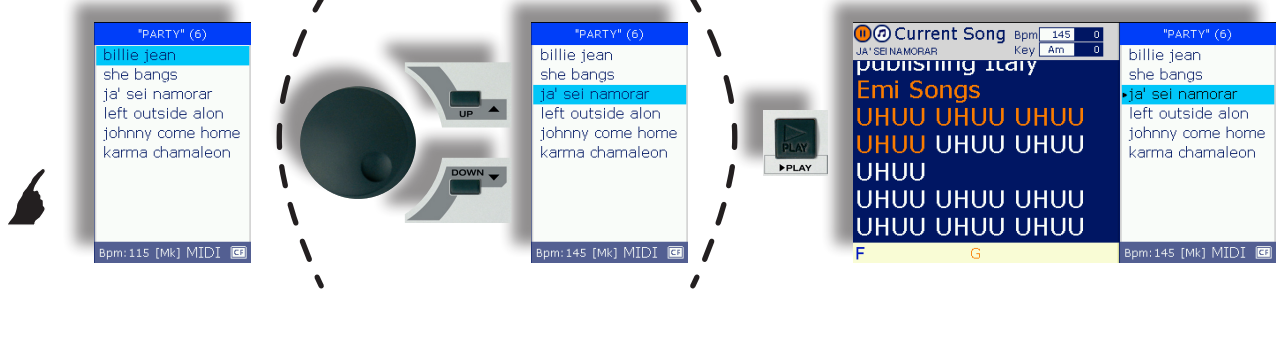


# Playing a Playlist

If another Playlist is enabled, Merish requests confirmation of the change of Playlist (ENTER).



(optional)  
starting point



## Auto playlist

OPTION MENU

- Mic effects →
- Mic equalizer →
- Music equalizer →
- Midi settings →
- General settings →
- Fade curve →
- Auto playlist Yes
- Sound effects →
- TV settings →
- Find new songs →
- System settings →

change value select

**YES** the songs in the Playlist are automatically played one after another.

**NO** each song in the Playlist must be started manually (with the PLAY button).





## Exiting a Playlist

It is possible to exit from a Playlist at any time and from any point without stopping the performance under way.

To prevent accidentally exiting during a live performance, the procedure for exiting from a Playlist requires confirmation:

The image contains two side-by-side screenshots of a music software interface, likely Merish, showing the process of exiting a playlist.

**Left Screenshot:** The interface displays the current song "JOHNNY COME HOME" with lyrics: "WON'T YOU COME ON HOME WE WORRY, WON'T YOU COME ON HOME JOHNNY, WON'T YOU COME ON HOME WE WORRY, WON'T YOU COME ON HOME". A yellow box contains the text "Exit playlist mode? ENTER confirm, ESC skip". Below the lyrics, a yellow bar shows the chord progression "A# F/A G#". A hand icon points to an "ESC" key icon. A grey box below the screen contains the text: "(pressing ESC again, exit procedure is cancelled, and one remains in the Playlist)".

**Right Screenshot:** The interface displays the same song and lyrics. A yellow bar shows the chord progression "G Cm A#". A "PLAYLIST" button icon is shown on the screen. A grey box below the screen contains the text: "The PLAYLIST button goes off." An "Enter Loop" icon is also visible.



# Passing from one Playlist to another

It is possible to pass from one Playlist to another at any time and from any point.

**example**

from Playlist: **PARTY**

Current Song: Karma Chamaleon (playing)

to Playlist: **SOFT**

SELECT PLAYLIST (6)

- warm up
- soft
- hits
- my special
- party

ENTER to select EDIT to modify

Current Song Bpm: 183 Key: D

KARMA CHAMALEON

(CULTURE CLUB)

DESERT LOVING IN YOUR EYES ALL THE WAY

IF I LISTEN TO YOUR LIES WOULD YOU SAY

Bb F Bpm: 115 [Mk] MIDI

"PARTY" (6)

- billie jean
- she bangs
- ja' sei namorar
- left outside alon
- johnny come home
- karma chamaleon

PLAYLIST

Current Song Bpm: 183 Key: D

KARMA CHAMALEON

DESERT LOVING IN YOUR EYES ALL THE WAY

IF I LISTEN TO YOUR LIES WOULD YOU SAY

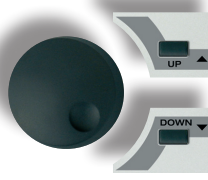
T'M A MAN

F Bb

SELECT PLAYLIST (6)

- warm up
- soft
- hits
- my special
- party

ENTER to select EDIT to modify



SELECT PLAYLIST (5)

- warm up
- soft
- hits
- my special
- party

ENTER to select EDIT to modify

---

Enter Loop

Current Song Bpm: 183 Key: D

KARMA CHAMALEON

DESERT LOVING IN YOUR EYES ALL THE WAY

IF I LISTEN TO YOUR LIES WOULD YOU SAY

T'M A MAN

Bb F

Change playlist?

ENTER confirm, ESC skip

(pressing ESC cancels the procedure, remaining in the same Playlist)

Enter Loop

pressing ENTER confirms the changeover, stopping any performance under way

Current Song Bpm: 183 Key: D

How to add a song:

Press 'Title' to search the Songs. Press 'Next Song' to insert the song after the cursor. Press 'Enter' to insert the song at the end of the playlist. Press 'Wizard' to create an automatic playlist, without any stop. Press 'Short' to have a short version of each song.

"SOFT" (5)

- chasing pavements
- home
- a song for you
- you're beautiful
- tears in heaven

Bpm: 80 [Mk] MIDI

Playlist "SOFT" ready

25

## Editing the contents of a Playlist

The contents of a Playlist can be modified at any time without stopping the performance under way. E.g. it is possible to remove the songs or change the order in which they are played.  
*(Obviously, the changes can't be made to the song being played).*

**SELECT PLAYLIST (6)**  
 warm up  
 soft  
 hits  
 my special  
 party

**"PARTY" (6)**  
 billie jean  
 she bangs  
 ja' sei namorar  
 left outside alon  
 johnny come home  
 karma chamaleon

**target song**

**"PARTY" (6)**  
 billie jean  
 she bangs  
 ja' sei namorar  
 left outside alon  
 johnny come home  
 karma chamaleon

### example: Move song up / down

**editing function**

**"PARTY" (6)**  
 billie jean  
 she bangs  
 ja' sei namorar  
 left outside alon  
 johnny come home  
 karma chamaleon

**Actions**  
 Add song  
 Move song up  
 Move song down  
 Remove song  
 Exit

example: **Move down**  
 "ja' sei namorar"

**(repeat)**  
 ... ..

**"PARTY" (6)**  
 billie jean  
 she bangs  
 left outside alon  
 ja' sei namorar  
 johnny come home  
 karma chamaleon

**"PARTY" (6)**  
 billie jean  
 she bangs  
 left outside alon  
 johnny come home  
 ja' sei namorar  
 karma chamaleon

### example: Remove song

**editing function**

**"PARTY" (6)**  
 billie jean  
 she bangs  
 left outside alon  
 johnny come home  
 ja' sei namorar  
 karma chamaleon

**Actions**  
 Add song  
 Move song up  
 Move song down  
 Remove song  
 Exit

example: **Remove**  
 "she bangs"

**"PARTY" (5)**  
 billie jean  
 left outside alon  
 johnny come home  
 ja' sei namorar  
 karma chamaleon



# Managing Playlists

Playlists can be moved, renamed and cancelled at any time without stopping the performance under way.

**SELECT PLAYLIST (7)**  
warm up  
soft  
hits  
my special  
party  
ENTER to select EDIT to modify

**target playlist**

**SELECT PLAYLIST (6)**  
warm up  
soft  
hits  
my special  
party  
ENTER to select EDIT to modify

**EDIT**

**Actions**  
New playlist  
Add song  
Move playlist up  
Move playlist down  
Rename playlist  
Delete playlist  
Exit

## example: Move playlist up / down

**@Current Song**

**SELECT PLAYLIST (6)**  
warm up  
soft  
hits  
my special  
party  
ENTER to select EDIT to modify

**Actions**  
New playlist  
Add song  
Move playlist up  
Move playlist down  
Rename playlist  
Delete playlist  
Exit

**editing function**

**Actions**  
New playlist  
Add song  
Move playlist up  
Move playlist down  
Rename playlist  
Delete playlist  
Exit

**Enter Loop**

**SELECT PLAYLIST (5)**  
warm up  
hits  
soft  
my special  
party  
ENTER to select EDIT to modify

example:  
↑ Move "hits" playlist up

## example: Delete playlist

**@Current Song**

**SELECT PLAYLIST (6)**  
warm up  
soft  
hits  
my special  
party  
ENTER to select EDIT to modify

**Actions**  
New playlist  
Add song  
Move playlist up  
Move playlist down  
Rename playlist  
Delete playlist  
Exit

**editing function**

**Actions**  
New playlist  
Add song  
Move playlist up  
Move playlist down  
Rename playlist  
Delete playlist  
Exit

**Enter Loop**

**"PARTY" (6)**  
billie jean  
she bangs  
left outside alon  
ja sei namorar  
johnny come home  
karma chamaleon  
Bpm: 145 [Mk] MIDI

example:  
X Delete "hits" playlist



## Advanced Playlists

The various functions of Merish can be used in various combinations, allowing to apply a series of playing variations. In particular, these combinations allow to instantly create advanced forms of Playlists, which are considerably effective from a musical point of view.

### Playlist + Wizard + AutoBPM

With Wizard enabled, the linking and mixing of the songs in the Playlists are controlled by algorithms that take the songs' musical properties into consideration.

#### Playlist + Wizard + (AutoBPM)

Playlists' playing procedure and commands don't change when Wizard is enabled • see "Playing a Playlist" (pag. 23).  
On the other hand, the methods of linking automatically change.

#### Wizard & Markers

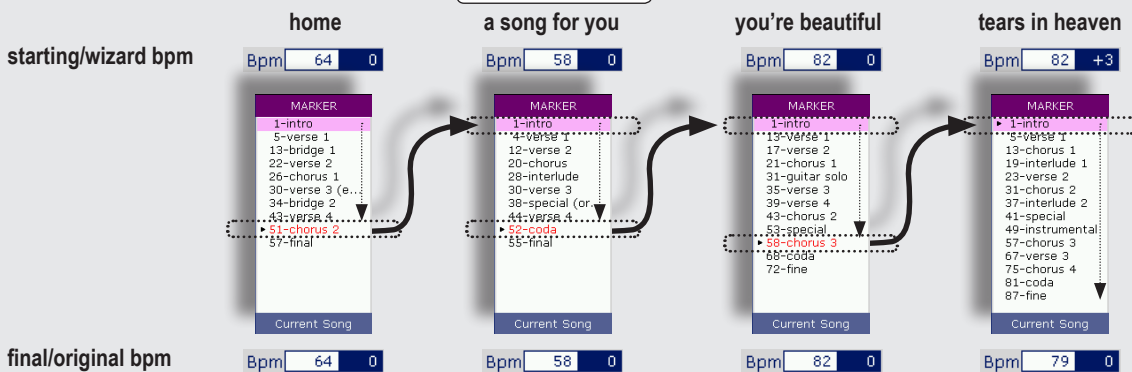
With Wizard enabled, the changeover from one song to another automatically takes place between musically coherent markers (so not necessarily between "end of current song" and "beginning of next song").

(example)

AutoBPM range = 10%

The Intro of this song contains a Rallentando, which is respected.

automatic adaptation of the BPM.



#### AutoBPM

In Playlist (and/or Crossfade) mode, if the current song and next song have a difference in tempo that is less than that set with MENU > Fade Curve > **AutoBPM range**, the next song begins with the same tempo as the Current Song, then gradually returns to its own original tempo during the performance.

If the difference in tempo is greater, the next song is begun with the respective original tempo, to avoid spoiling its musical sense.



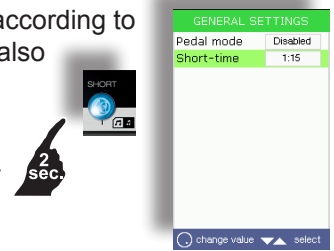
# Playlist + Wizard + Short + AutoBPM

The Short function allows to perform the songs in short versions, which are variable according to the duration set. Setting is carried out with *MENU > General Settings > Short-time* (also accessible by keeping the Short button pressed for a couple of seconds).

The duration can be set from a minimum of 1 minute.

Songs with markers are however played until the end of the current marker.

Combining Wizard and Short functions, "intelligently" linked series of short versions of songs are immediately created.

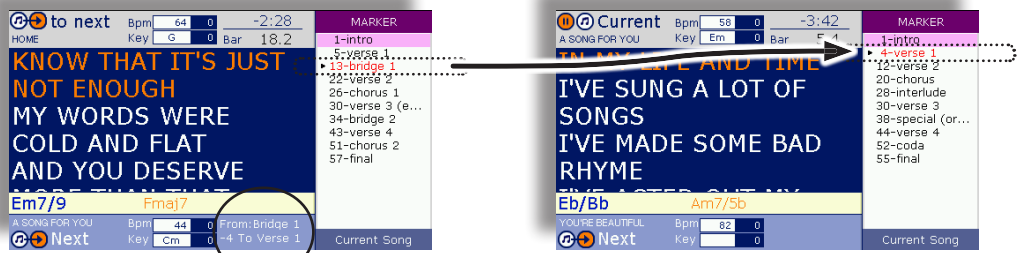


## Playlist + Wizard + Short + (AutoBPM)



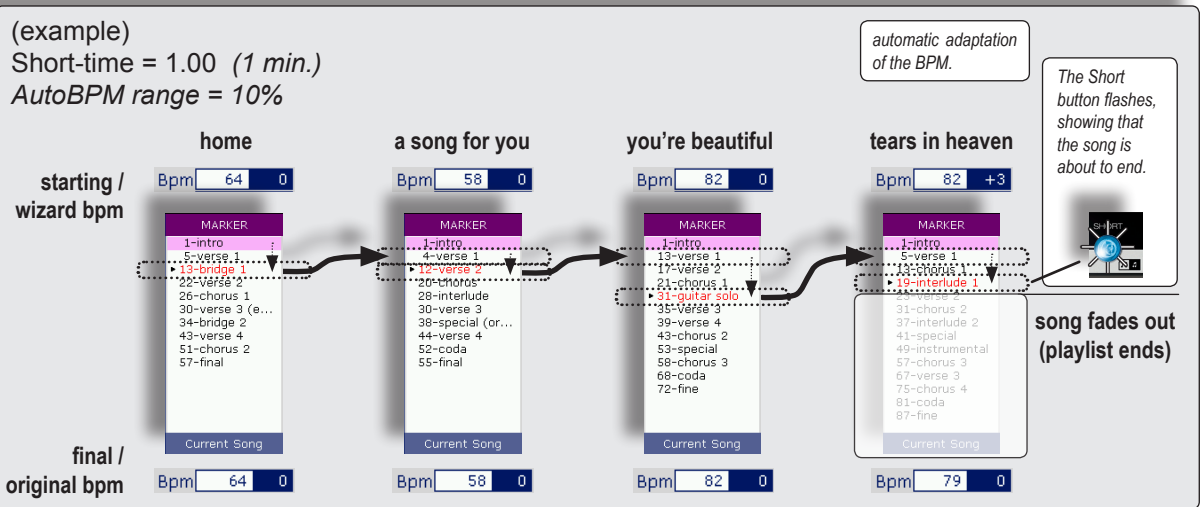
The Playlist's playing procedure and commands don't change when Wizard and Short are enabled • see "Playing a Playlist" (pag. 23).

On the other hand, the methods of linking automatically change.



### Wizard+Short & Markers

With Wizard and Short enabled, the changeover from one song to another takes place automatically between musically coherent markers adapted to the short version of each song.



**AutoBPM** (The same functions as the Playlist + Wizard combination).



## Editing Songs

Changes to the *contents* of individual songs are carried out by playing or selecting as **Current Song** the necessary song and pressing the **EDIT** button.

Changes to song *Tempo* (Bpm) and *Key* are carried out directly on the control panel, via the **SPEED** and **KEY** buttons.



The **SAVE** button lights up when changes are made.



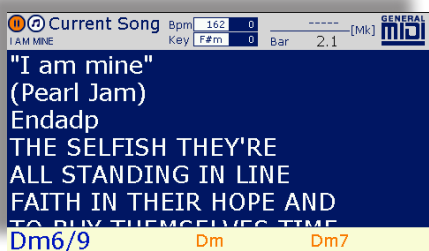
By pressing it, the changes can be made permanent, and therefore automatically called up in future performances of the song. Otherwise, they only remain effective until another song is uploaded or until the current memory is emptied.

## MIDI Songs

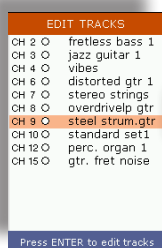
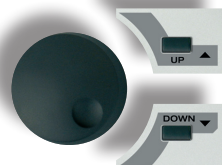
Merish allows to edit the individual tracks of MIDI songs. The parameters that can be changed are: **Program Change / Bank, Status (Play, Mute, Solo), Volume, Reverb, Chorus, Pan, Transpose** and **Velocity**. The functions and characteristics of these parameters are described in depth in publications on MIDI.

MERISH Plus and MERISH Gold also have the **Insert Effects** parameter • see *“Insert Effects” (pag. 32)*.

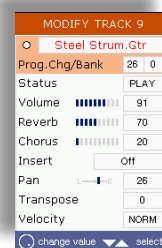
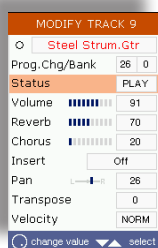
### Song Edit: MIDI Songs



#### select track

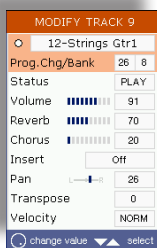


#### select parameter

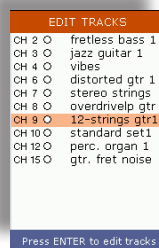


example: Program Change / Instrument

#### edit parameter



(repeat for each desired parameter)




example from: PC 26 / 0 Steel Strum.Gtr  
to: PC 26 / 8 12-Strings Gtr1



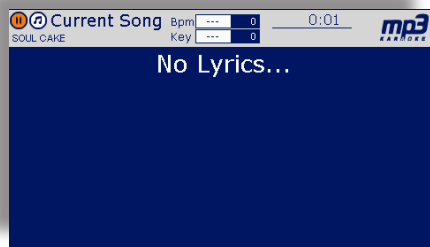
## MP3 files

MP3 files can be processed with the **Voice Cancel** effect, a device that allows to suppress in real time some components of the audio frequency spectrum of an audio file, cancelling, within certain limits, the vocal parts contained in it.

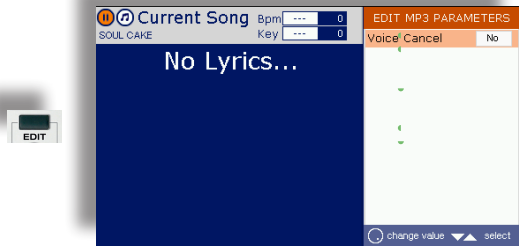
Practically speaking, the effect was conceived to be applied to the “normal” versions of tunes that also have vocal parts, in order to adapt them to use as *backing tracks*. The effectiveness of the effect and the quality of the result depend on the file's contents: in fact, as well as the voice, more or less significant part of the audio contents can also be suppressed.

 Songs in **MP3 karaoke** format produced by **M-Live** do not require the **Voice Cancel** effect as they are expressly produced as audio backing tracks with lyrics divided into syllables in sync with the song, without lead vocals.

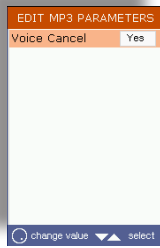
### Song Edit: MIDI Songs



(example)  
**standard mp3 song  
with vocals  
(and without lyrics)**



### voice cancel



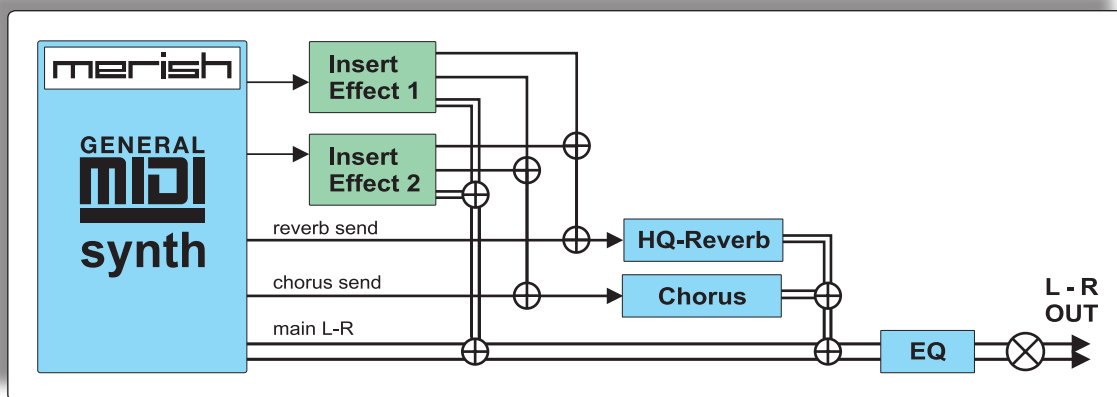


## Insert Effects & WSF (Merish Plus & Merish Gold)

Insert Effects and WSF Wizard Sound Function are important supplementary features of the **Plus** and **Gold** versions of Merish which form a further extension of the sonic possibilities and the user-friendliness of Merish.

### Insert Effects

The Insert Effects are two audio processors that can be *inserted* on two MIDI channels, chosen at will. The processors are added to the two MIDI Reverb and Chorus effects but, as opposed to them, **the Insert Effects process the audio**, i.e. process the “physical” sound produced by the MIDI instruments, exactly as would be done by outboard processors, thus offering greater combination possibilities and a wider variety of sounds.



The choice of the MIDI channels/instruments and the Insert Effects is made in the EDIT environment of the selected song, with the same procedure as described in “*Editing Songs*” (pag. 30)

Each processor’s effect can be chosen from several types: **Chorus, Flanger, Phaser, PhaserLite, Tremolo, Auto Wah, Low Filt, DistRotary, DistDelay, VO Drive, Crunch, Dyna Amp, R-Fier, Metal, Stack, Tweed.**

EDIT
**Song Edit: Insert Effects**

select track

---

edit Insert Effect

(example) song: **Bleeding Love** • track: **15** • PC/Bank: **19 / 0** **Rock Organ 1** • Insert Effect: **DistRotary**



# WSF • Wizard Sound Function

The WSF function analyzes all the tracks of the MIDI File that has been uploaded and automatically allocates up to two Insert Effects, following musical and mixing logic.

By default, the Wizard Sound Function is disabled, but can be enabled/disabled at will by entering the selected song's **EDIT** environment and pressing the **WIZARD** button.



In the EDIT TRACKS page, the tracks processed by the WSF are indicated with the prefix **"(i)-"** (for Insert Effect) before the name of the instrument.

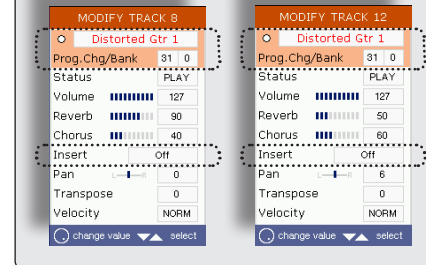
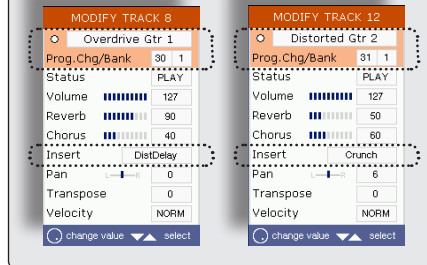
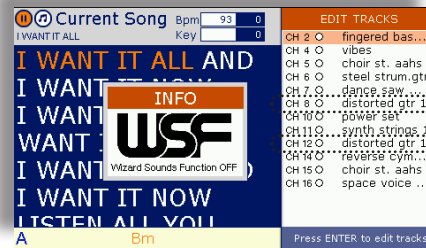
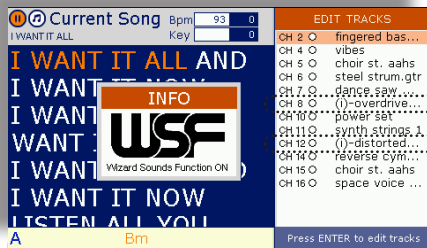
Naturally, the choices proposed by the WSF can be modified manually, for example, changing the type of Insert Effect, or changing the tracks to which the Insert Effect are to be allocated. In this case, the procedure and logic are those used for normal manual editing of the *"Insert Effects"* (pag. 32) and the **WIZARD** button stops affecting a specific song (at least until the song is uploaded without Insert Effects enabled).

As with the other editing operation, saving the song by means of the lit **SAVE** button, the proposals of the WSF (or the manual changes) become permanent and therefore automatically used in later performances.



## WSF ON

## WSF OFF



## Harmonizer (Merish Plus & Merish Gold)

**Plus** and **Gold** versions of Merish also feature a Harmonizer, an audio processor able to sample the microphone signal and divided it into three additional distinct audio signals, guided by MIDI events. In practical terms, the resulting effect is **vocal harmonization that adds up to three voices to the singer's**, enabling to create choruses and second voices.

### 3-voice Harmonizer mode

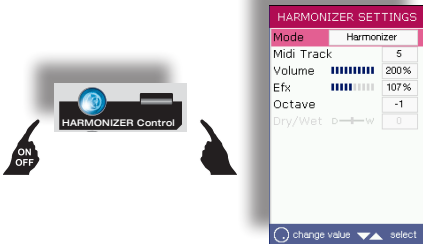
In order for the voices of the Harmonizer to be in sync and musically suited to each individual backing track, the "parts" of the vocal harmonization must be contained in the song.

Normally, a dedicated track (MIDI channel) purposely "written" for the vocal harmonization is used.

**By default, the songs produced by M-Live use track 5 as the Harmonizer Track.**

The Merish Harmonizer can however be set to read the data of any other MIDI track.

*Alternatively, the voices of the Harmonizer can be controlled in real time by means of a keyboard connected to the Merish MIDI IN port (which can be enabled with MENU > MIDI settings > MIDI-In). The data must be fed to the MIDI Channel set using the Harmonizer's MIDI Track parameter.*



Mode	Operating Mode ( <i>Harmonizer / Melody Tracker</i> )
Midi Track	Track/Channel for reading/receiving MIDI events
Volume	Volume of the Harmonizer's voices <i>the percentage value shows the level of the Harmonizer's voices compared to the level of the microphone signal: 50% = half; 100% = identical; 200% = double</i>
Efx	Reverb Send of the Harmonizer <i>The reverb is the one used for the Microphone (MENU &gt; Mic Effects &gt; MIC PRESETS; the percentage value shows the level of the send compared to the level of the Mic Reverb knob: 50% = half; 100% = identical; 200% = double</i>
Octave	Octave of transposition of the Harmonizer's voices

### Melody Tracker Mode

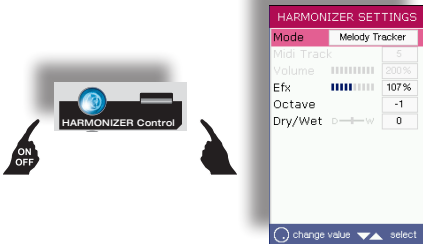
Instead of as a Harmonizer, the processor can be set as **Melody Tracker**, a function that allows to force the voice of the microphone to follow the melody line contained in the song's **Melody Track**.

**By default, songs produced by M-Live use track 4 as the Melody Track.**

However, Merish can be set to play any other MIDI track as a Melody Track with MENU > MIDI settings > Melody track.

*Alternatively, the Melody Tracker function can be controlled in real time by means of a keyboard connected to the Merish MIDI IN port (which can be enabled with MENU > MIDI settings > MIDI-In). The data must be fed to the MIDI Channel set as the Merish Melody Track.*

In practical terms, according to the setting of the proportion of real voice and processed voice (Dry/ Wet parameter), the Melody Tracker function can be used to scrupulously follow the melody of the song, improve intonation, double up the voice in unison or in another octave to obtain a fuller voice or a light chorus effect, or to obtain the type of vocoder effect known as *Cher* effect (Wet = 50).



Mode	Operating Mode ( <i>Harmonizer / Melody Tracker</i> )
Efx	Reverb send of the Melody Tracker <i>The reverb is the one used for the Microphone (MENU &gt; Mic Effects &gt; MIC PRESETS; the percentage value shows the level of the send compared to the level of the Mic Reverb knob: 50% = half; 100% = identical; 200% = double</i>
Octave	Octave of transposition of the Melody Tracker
Dry/Wet	Dry/Wet Balance of the level between the original (Dry) signal and the processed (Wet) signal.

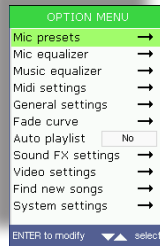
**Trick:** with a little skill, using the Melody Tracker function, it is possible to create 2-part harmonies even with files that do not contain a vocal harmonization track. In fact, while singing, it is possible to have the processor reproduce the Melody Track, while singing a second harmony voice with one's own voice. The function can be enabled/disabled as required (e.g. using it only in certain points of a song), by hand (Harmonizer button) or with a pedal (MENU > General settings > Pedal mode = Harmonizer).



# Option Menu

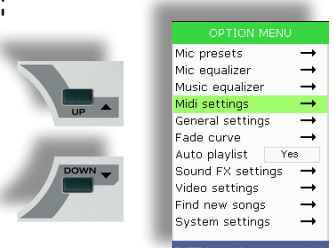
The MENU button allows access to general settings, audio, video and MIDI preferences, the choices of operation of some functions and the Merish system settings.

MENU
OPTION MENU



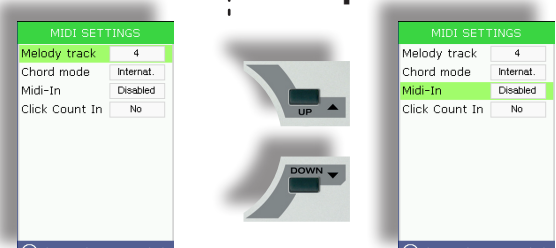
---

**select OPTION**



example: *Midi settings*

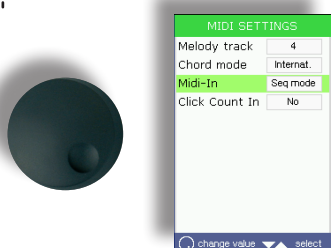
**select parameter**



(OPTION page)  
example: *Midi-In*

---

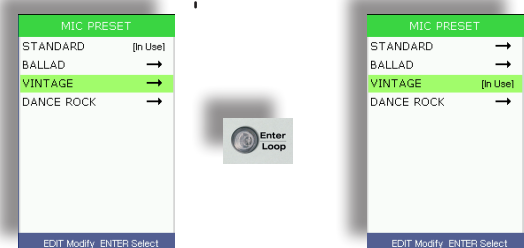
**edit parameter**



example from: *Disabled*  
to: *Seq mode*

( o/r )

**set option**

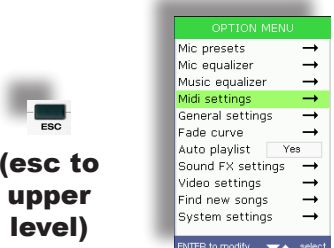


example from: *STANDARD*  
to: *VINTAGE*

**(repeat for each desired parameter)**  
.....


---

**(esc to upper level)**




**(repeat for each desired OPTION)**  
.....

**(exit)**





## Mic Preset



**MIC PRESET**

STANDARD [In Use] →

BALLAD →


VINTAGE →

DANCE ROCK →

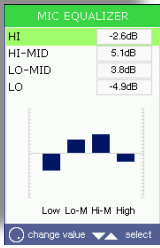
EDIT Modify ENTER Select

**Presets of the combinations of effects for the microphone.**

Sets the effects controlled by the MIC Delay and Reverb knobs.



## Mic Equalizer



**MIC EQUALIZER**

HI -2.6dB

HI-MID 5.1dB

LO-MID 3.8dB

LO -4.9dB

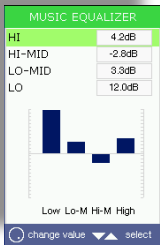
Low Lo-M Hi-M High

change value select

**4-band graphic microphone equalizer.**

HI, HI-MID, LO-MID and LO frequencies:  $\pm 12\text{dB}$

## Music Equalizer



**MUSIC EQUALIZER**

HI 4.2dB

HI-MID -2.8dB

LO-MID 3.3dB

LO 12.0dB

Low Lo-M Hi-M High

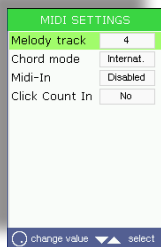
change value select

**4-band graphic equalizer for the Merish sound generator.**

HI, HI-MID, LO-MID and LO frequencies:  $\pm 12\text{dB}$



## Midi settings



### Merish MIDI settings.

**Melody track** track/MIDI channel considered by Merish as the song track containing the melody line.

This is the track that is muted by the **Melody mute** function.

In the **Plus** and **Gold** versions of Merish, it is also the track that is used by the “**Melody Tracker Mode**” (pag. 34) of the **Harmonizer**.

### The songs produced by M-Live use track 4 as the Melody Track.



Panel also accessible by keeping the Melody Mute button pressed down for a couple of seconds.

**Chord mode** display mode for the chords:  
*Italian* (Do, Re, Mi, ...), *International* (C, D, E, ...), *Disabled*.

**Midi-In** operating mode of the Merish MIDI IN port:

Disabled;

Seq mode (sequencer mode): GM standard operation – 16 channels

Keyb mode (keyboard mode): special operation – the events received on any MIDI channel are converted and sent only to the MIDI 1 channel. Instead of single sounds, the events of Program Change 1..99 recall **Performances**, i.e. combinations of sounds (split or layer, e.g. *Piano&Strings*) or single sounds selected for the most frequent uses • see tables “**Performances**” (pag. 47).

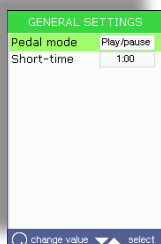
**Click Count-In** plays a *count-in* bar (only a reference click) before the start of each song (useful, for example, for line-ups with a drummer).

The click track is only heard on the **CLICK OUT** output and only with MIDI files.

Yes (enabled): the songs are preceded by a count-in bar;

No (disabled): the songs start immediately.

## General settings



### General Merish settings.

**Pedal mode** sets the function enabled/disabled by the pedal connected to Merish:  
Disabled (pedal disabled); Play/pause, Smooth (lowers the volume of the music and eliminates any effects from the microphone for better intelligibility of announcements).

The **Plus** and **Gold** versions of Merish also include the Harmonizer option, allowing to enable/disable the processor’s current mode.

**Short-time** time after which the songs are faded out when the Short function is enabled. The minimum duration is a minute. Songs with markers are however played until the end of the current marker

(short-time + completion of current marker).

Option also accessible by keeping the Short button pressed down for a couple of seconds.



# Fade curve

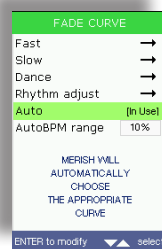
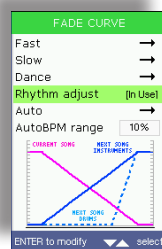
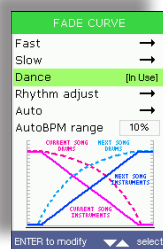
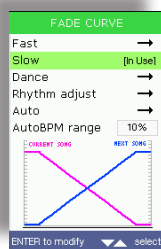
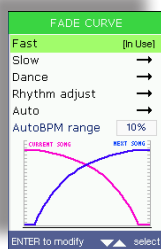


**Fade curve: type of crossfade between the Current Song and the Next Song:**

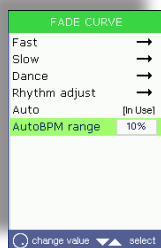
- Fast** fast crossfade.
- Slow** slow crossfade.
- Dance** fast crossfade for the percussion and slow for the other instruments.
- Rhythm adjust** slow crossfade of the instruments, with delayed fade-in of the percussion of the Next Song.
- Auto** automatic Merish choice of the appropriate type of crossfade.



Panel also accessible by keeping the Crossfade button pressed down for a couple of seconds.



**AutoBPM range:** percentage of BPM difference between the Current Song and Next Song for automatic adaptation of the BPM.



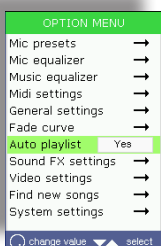
Values available: 0% ÷ 25%

If the current song and next song have a difference in tempo that is less than or the same as the value set, Merish automatically adapts the Bpm of the Next Song to match that of the Current Song, and then gradually increases or decreases it during the performance of the Next Song, until its original value is reached.

If the difference in tempo is greater, Merish leaves the original tempo of the Next Song unchanged, to avoid spoiling its musical sense.

*In practical terms: in the event of small differences in tempo, Merish adapts the starting Bpm of the Next Song, in the event of large differences, Merish leaves things as they are.*

# Auto Playlist



**Automatic playlist playback mode.**

- Yes (enabled): the current Playlist's songs are automatically played one after another.
- No (disabled): each song in the Playlist must be started manually (with the PLAY button).



Option also accessible by keeping the Playlist button pressed down for a couple of seconds.



## Sound FX settings



**Selection of the sound effects of the SOUND FX buttons and the file of the Bridge button.**

**Select FX-1 FX-2 FX-3 FX-4 (Merish) • FX-1 FX-2 (Merish Plus & Merish Gold):**

Sound effects that can be used as comments, announcements, attention tones, etc.

*NB: playback of sound effects is blocked when MP3 songs are being played.*

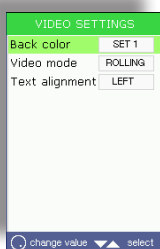
*The support CD contains a collection of (MP3) sound effects that can be chosen at will and put in the "sfx" folder of the USB pen/Compact Flash card.*

**Select Bridge:** a piece of music that can be used as a bridge between songs or as an "emergency" song. *The support CD contains a collection of pieces of music (MP3 files) that can be chosen at will and put in the "bridge" folder of the USB pen/Compact Flash.*



*Option also accessible by keeping the Bridge button pressed down for a couple of seconds.*

## Video settings



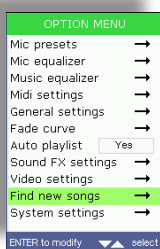
**Settings of the display on TV/ video monitor of the lyrics and chords.**

**Back color:** four different color combinations.

**Video mode:** lyrics scroll mode: *Normal* or *Rolling* (as if on a reel).

**Text alignment:** *Left* or *Center*

## Find new songs

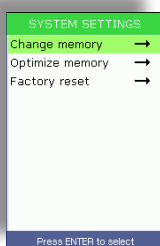


**Search and indexing of new songs added to the USB pen/CompactFlash card currently in use.**

This operation updates the files that allow to manage the songs and carry out a rapid search, so must be carried out after songs have been added to or removed from a memory.

*Before proceeding, a confirmation of the operation is required (Enter to proceed, Esc to cancel).*

## System settings



**System functions and settings.**

**Change memory:** changeover from one memory to another (only works when both a USB pen and a Compact Flash card are inserted).

**Optimize memory:** optimization of the memory, can be carried out in the event of faulty operation of a USB pen or a Compact flash card.

**Factory reset:** resets Merish default factory settings

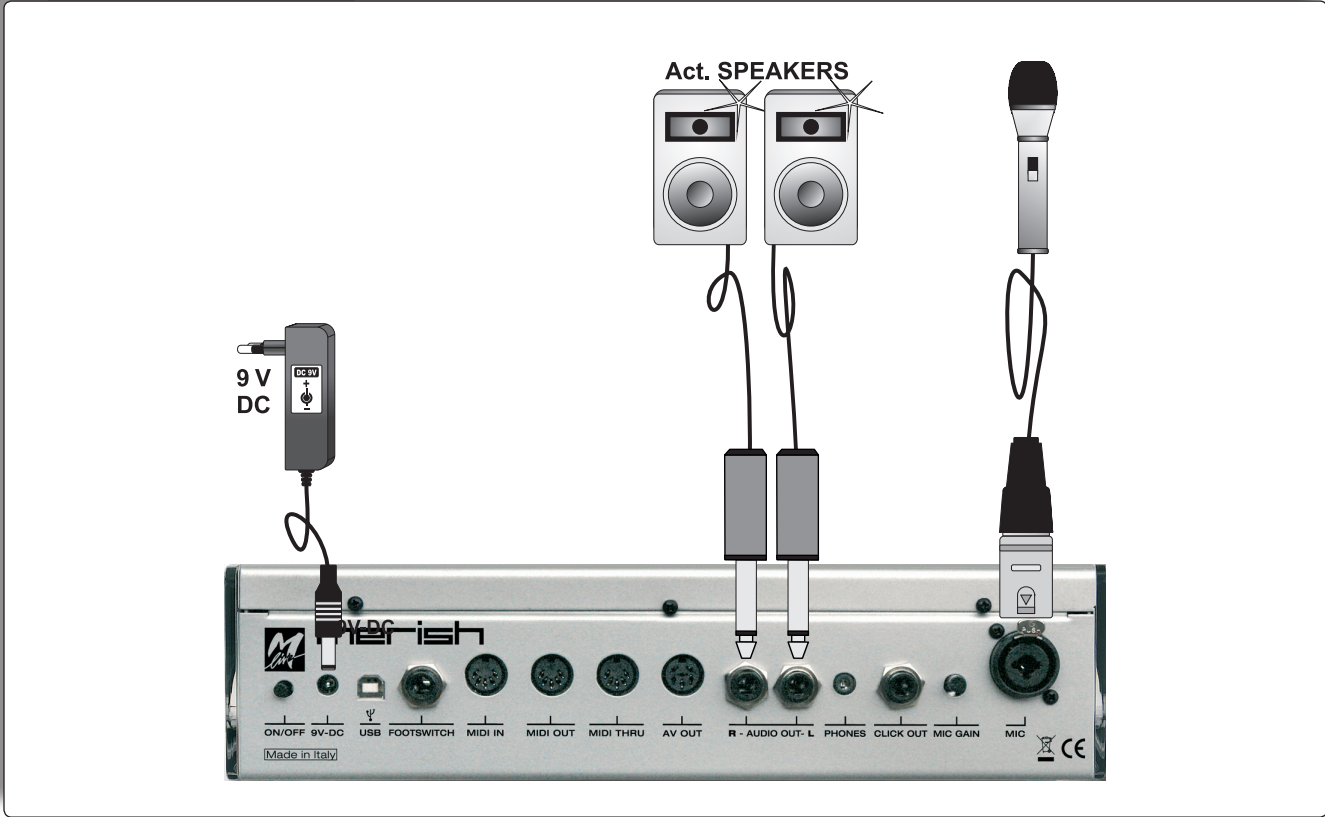
*Before proceeding, a confirmation of the operation is required (Enter to proceed, Esc to cancel).*



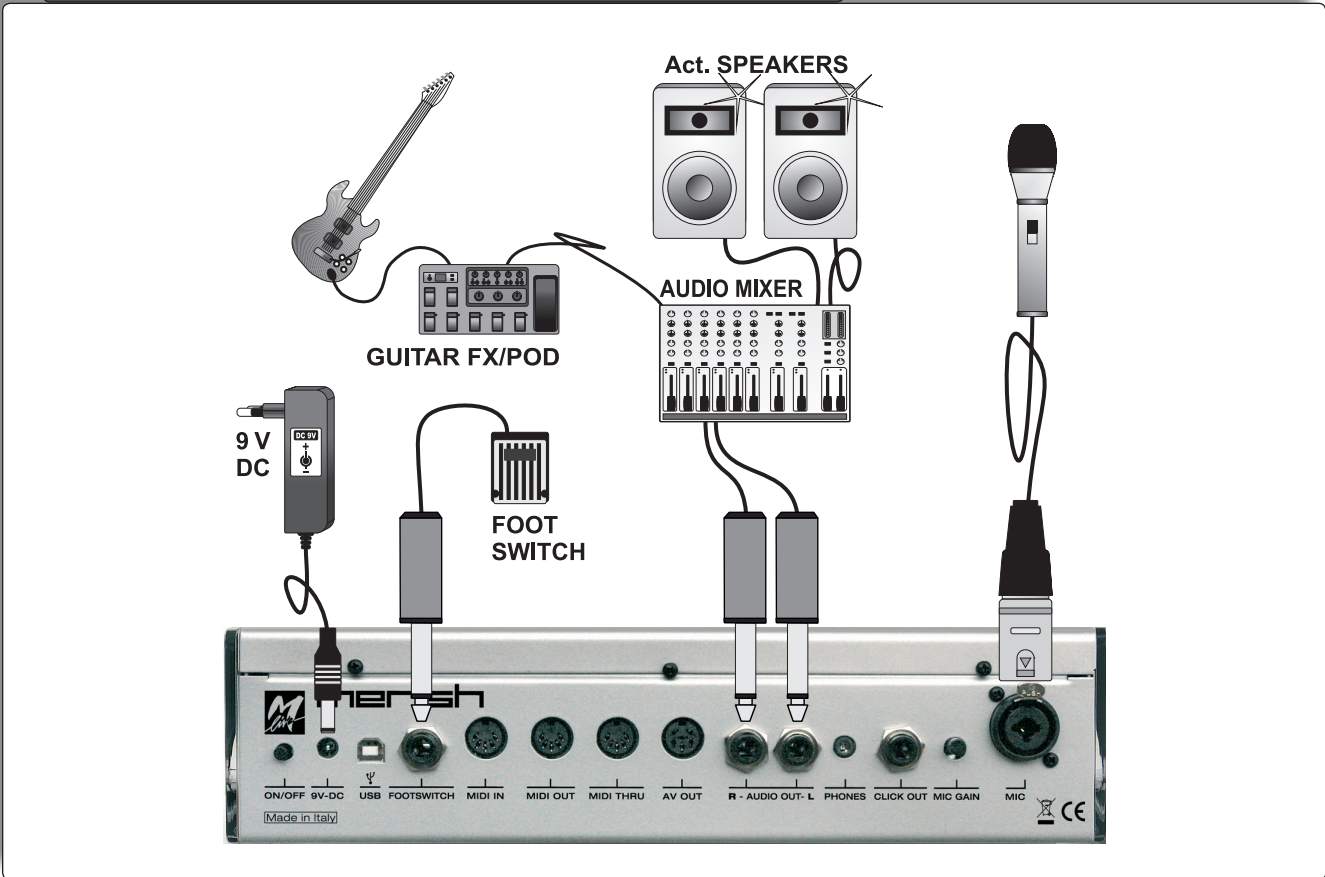


# Connection Examples

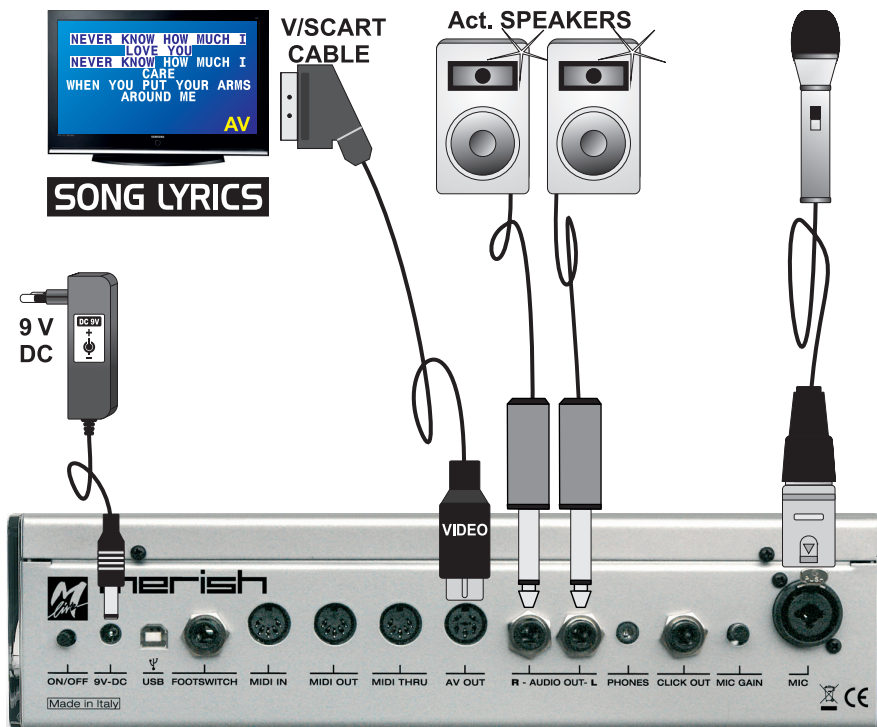
Set for solo vocalist



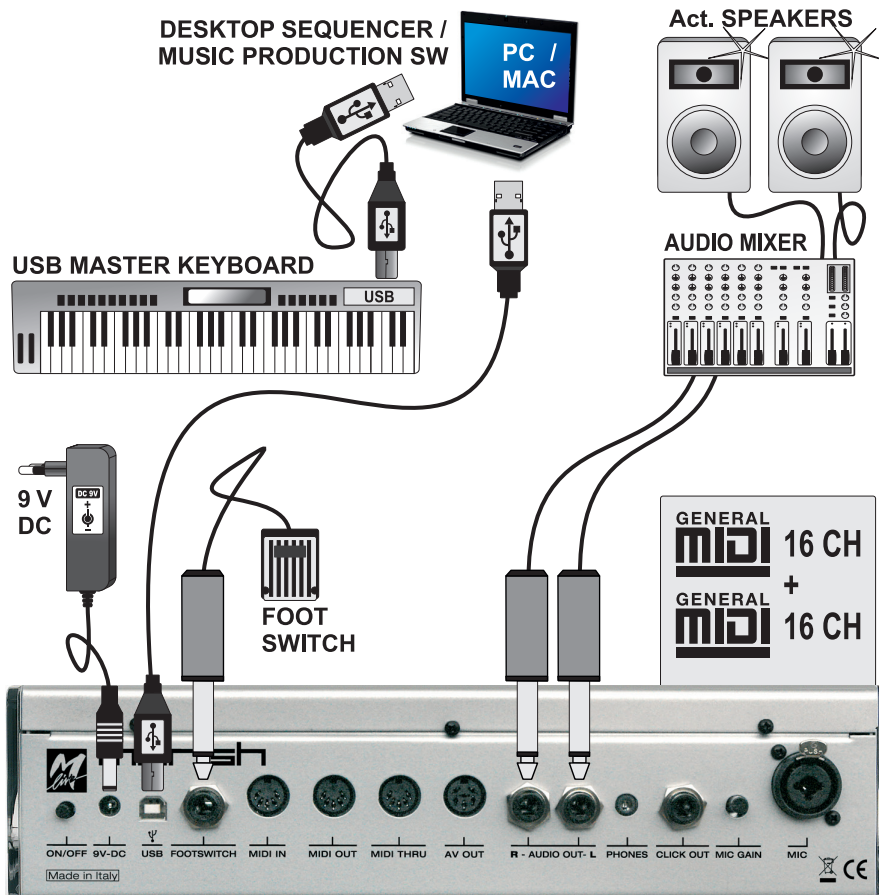
Set for singer guitarist with mixer and footswitch



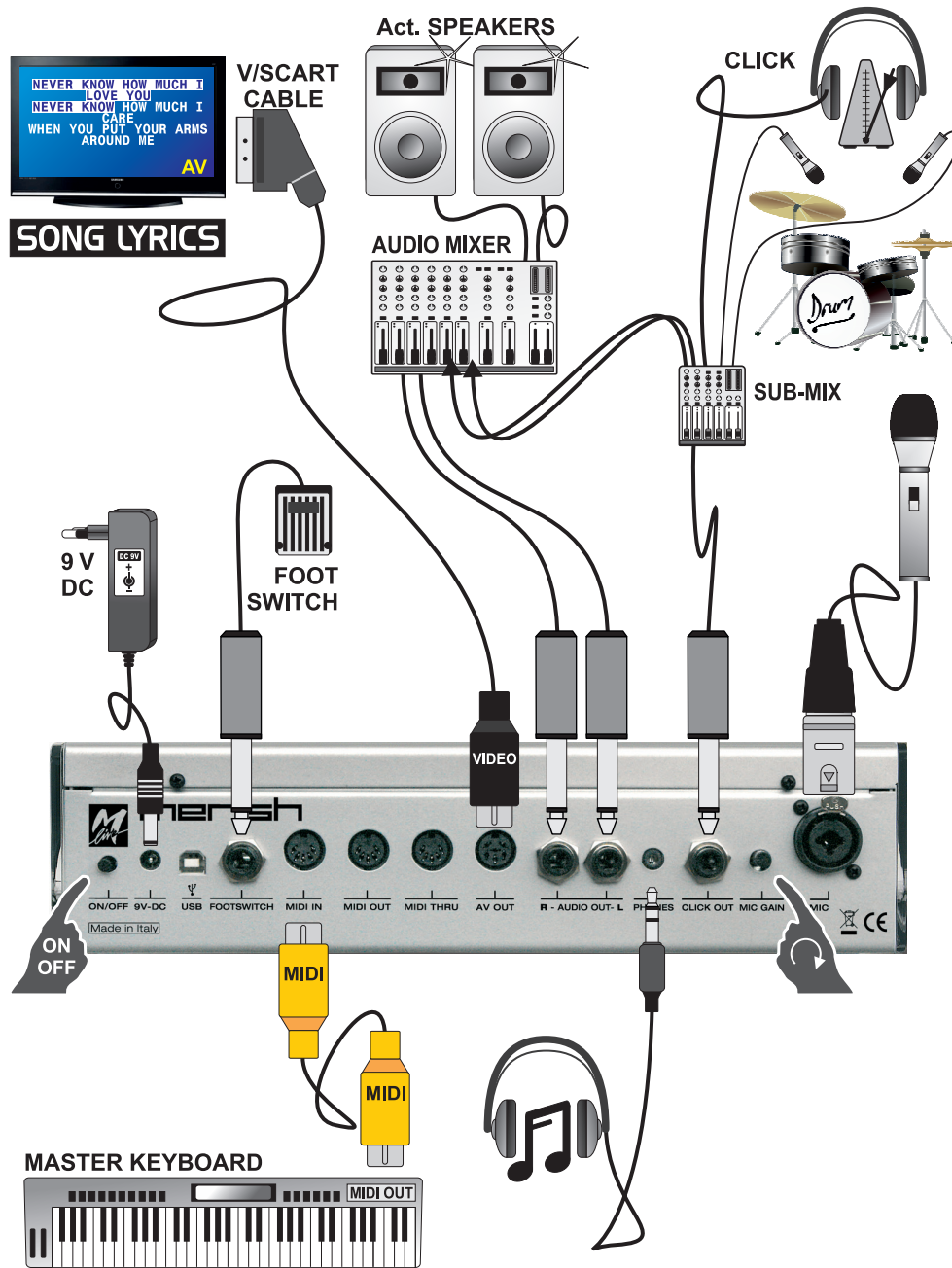
**Set for solo vocalist with video monitor / Karaoke**



**Set PC + Master Keyboard USB + Merish used as expander via USB**



Set for Small Band with master keyboard and click track for drummer



## Sound and Effect Charts

### Sounds

PC	CC00	Sound Name	Type
001	0	<b>St.GrandPiano</b>	Ac. Piano
	2	Mono GrandPiano	Ac. Piano
002	0	<b>Stage Ac.Piano</b>	Ac. Piano
003	0	<b>El. GrandPiano</b>	El. Piano
004	0	<b>Honky-Tonk</b>	Ac. Piano
	0	<b>Stage El.Piano</b>	El. Piano
005	1	El. Piano 2	El. Piano
	8	Detuned EP 1	El. Piano
	9	Soft El.Piano	El. Piano
	16	FM+SA EP	El. Piano
	24	60's El.Piano	El. Piano
	32	Hard Rodex	El. Piano
	40	Rodex	El. Piano
006	0	<b>El. FM Piano</b>	El. Piano
	8	Detuned EP 3	El. Piano
	9	Detuned EP 2	El. Piano
	16	FM Soft EP	El. Piano
	24	Hard FM EP	El. Piano
007	0	<b>Harpichord</b>	Chromatic Perc.
	8	Coupled Harpsi	Chromatic Perc.
008	0	<b>Clavinet</b>	Chromatic Perc.
009	0	<b>Celesta</b>	Chromatic Perc.
010	0	<b>Glockenspiel</b>	Chromatic Perc.
011	0	<b>Music Box</b>	Chromatic Perc.
012	0	<b>Vibes</b>	Chromatic Perc.
	1	Vibraphone	Chromatic Perc.
013	0	<b>Marimba</b>	Chromatic Perc.
	8	Balafon	Chromatic Perc.
014	0	<b>Xylophone</b>	Chromatic Perc.
015	0	<b>Tubular Bells</b>	Chromatic Perc.
	8	Church Bell	Chromatic Perc.
016	0	<b>Santur</b>	Chromatic Perc.
	0	<b>Drawbar Organ</b>	Organ
017	8	Detuned Organ 1	Organ
	9	Ham 109 Organ	Organ
	16	60's Organ	Organ
	24	PedalBass Organ	Organ
	32	Even Bar	Organ
018	0	<b>Perc. Organ 1</b>	Organ
	1	Perc. Organ 2	Organ
	8	Detuned Organ 2	Organ
	9	Jazz Organ	Organ
	16	Detuned Organ 3	Organ
019	0	<b>Rock Organ 1</b>	Organ
	1	Rock Organ 2	Organ
	8	Rotary Switch	Organ
	16	Rotary Percuss.	Organ
020	0	<b>Church Organ 1</b>	Organ
	8	Church Organ 2	Organ
021	0	<b>Reed Organ</b>	Organ
022	0	<b>Fisa Musette</b>	Accordion
	1	French Musette	Accordion
	8	Ital Accordion	Accordion
023	0	<b>Harmonica</b>	Accordion
024	0	<b>Bandoneon</b>	Accordion

PC	CC00	Sound Name	Type
025	0	<b>Nylon Live Gtr</b>	Ac. Guitar
	1	Nylon Guitar	Ac. Guitar
	8	Ukulele	Ac. Guitar
	9	VeloHarmnix	Ac. Guitar
	16	Nylon Gt.o	Ac. Guitar
026	0	<b>Steel Strum.Gtr</b>	Ac. Guitar
	1	Steel Guitar	Ac. Guitar
	5	SteelstringsGtr	Ac. Guitar
	8	12-Strings Gtr1	Ac. Guitar
	9	12-Strings Gtr2	Ac. Guitar
	16	Mandolin	Ac. Guitar
	24	Steel Guitar 2	Ac. Guitar
	32	Steel Guitar 3	Ac. Guitar
027	40	Nylon + Steel	Ac. Guitar
	0	<b>Jazz Guitar 1</b>	El. Guitar
	1	Jazz Guitar 2	El. Guitar
028	8	Hawaiian Guitar	El. Guitar
	0	<b>Clean Live Gtr</b>	El. Guitar
	1	Clean Guitar	El. Guitar
	8	Chorus Guitar 2	El. Guitar
029	16	Clean Guitar 2	El. Guitar
	0	<b>Muted Guitar 1</b>	El. Guitar
	1	Muted Guitar 2	El. Guitar
	8	Funk Guitar	El. Guitar
030	16	Chorus Funk	El. Guitar
	24	Funky Okytar	El. Guitar
	0	<b>OverdriveLP Gtr</b>	El. Guitar
031	1	Overdrive Gtr 1	El. Guitar
	8	Overdrive Gtr 2	El. Guitar
032	0	<b>Distorted Gtr 1</b>	El. Guitar
	1	Distorted Gtr 2	El. Guitar
	8	Feedback Guitar 1	El. Guitar
033	0	<b>Dist.Harmonix 1</b>	El. Guitar
	1	Dist.Harmonix 2	El. Guitar
	8	Feedback Guitar 2	El. Guitar
034	16	Ac.Gtr.Harmonix	El. Guitar
	0	<b>Acoustic Bass</b>	Bass
	0	<b>Fingered Bass 1</b>	Bass
035	1	Finger Okybass	Bass
	8	Fingered Bass 2	Bass
	16	Dynamic Bass	Bass
036	0	<b>Picked &amp; Hybrid</b>	Bass
	1	Picked Okybass	Bass
037	0	<b>Fretless Bass 1</b>	Bass
	1	Fretless Bass 2	Bass
038	0	<b>Slap Bass 1</b>	Bass
	16	Slap Bass 3	Bass
038	0	<b>Slap Bass 2</b>	Bass



PC	CC00	Sound Name	Type
039	0	<b>Synth Bass 1</b>	Synth Bass
	1	Synth Okybass	Synth Bass
	5	Reso SH Bass	Synth Bass
	6	Synth Bass 5	Synth Bass
	8	Synth Bass 3	Synth Bass
	9	TB 303 Bass	Synth Bass
	16	Tekno Bass 1	Synth Bass
	24	Tekno Bass 2	Synth Bass
	32	Sq 303 Flat	Synth Bass
	40	Sq 303 Overdr.	Synth Bass
040	0	<b>Synth Bass 2</b>	Synth Bass
	1	Synbass 201	Synth Bass
	2	Modular Bass	Synth Bass
	3	Seq Bass	Synth Bass
	4	Analogic Bass	Synth Bass
	5	Subsonic Bass	Synth Bass
	6	Synth Bass 6	Synth Bass
	8	Synth Bass 4	Synth Bass
	9	Smooth Bass	Synth Bass
	16	Synth Bass 7	Synth Bass
	24	80's Bass	Synth Bass
	32	SH101 Bass 1	Synth Bass
	40	SH101 Bass 2	Synth Bass
	041	0	<b>Violin Solo</b>
1		Violin	Strings
042	0	<b>Viola Solo</b>	Strings
	1	Viola	Strings
043	0	<b>Cello Solo</b>	Strings
	1	Cello	Strings
044	0	<b>Double Bass</b>	Strings
	1	Contrabass	Strings
045	0	<b>Tremolo Strings</b>	Strings Ensemble
046	0	<b>Pizzicato Strings</b>	Strings Ensemble
047	0	<b>Orchestral Harp</b>	Strings
	1	Mellow Harp	Strings
048	0	<b>Timpani 1</b>	Percussion
	1	Timpani 2	Percussion
049	0	<b>Stereo Strings</b>	Strings Ensemble
	2	Mono Strings	Strings Ensemble
	8	Ensemble Orch.	Strings Ensemble
050	0	<b>Slow St. Strings</b>	Strings Ensemble
	2	Slow MonoStrings	Strings Ensemble
051	0	<b>Synth Strings 1</b>	Strings Ensemble
	8	Synth Strings 3	Strings Ensemble
052	0	<b>Synth Strings 2</b>	Strings Ensemble
	1	Synth Section	Strings Ensemble
053	0	<b>Choir St. Aahs</b>	Vocals
	1	Choir Aahs	Vocals
	2	Choir Mono Aahs	Vocals
	8	Real Choirs Vib	Vocals
054	0	<b>Choir St. Oohs</b>	Vocals
	1	Choir Oohs	Vocals
055	0	<b>Synvox Stereo</b>	Vocals
	1	Synvox	Vocals
056	0	<b>Orchestra Hit</b>	SFX
	8	Impact Hit	SFX
	9	Philly Hit	SFX

PC	CC00	Sound Name	Type
057	0	<b>Trumpet 1</b>	Brass
	1	Classic Trumpet	Brass
	8	Flugel Horn	Brass
	9	Trumpet 2	Brass
	16	Mariachi	Brass
	24	Bright Trumpet	Brass
	32	Sharp Trumpets	Brass
	40	Trumpet 3	Brass
058	0	<b>Trombone Solo</b>	Brass
	1	Dark Bone	Brass
059	0	<b>Tuba</b>	Brass
060	0	<b>Muted Trumpet 1</b>	Brass
	8	Muted Trumpet 2	Brass
061	0	<b>Dyn.FrenchHorns</b>	Brass
	1	French Horns	Brass
062	0	<b>Brass Section 1</b>	Brass
	8	Brass Section 2	Brass
	16	Brass Fall	Brass
063	0	<b>Synth Brass 1</b>	Brass
	8	Synth Brass 3	Brass
064	0	<b>Synth Brass 2</b>	Brass
	8	Synth Brass 4	Brass
065	0	<b>Soprano Sax 1</b>	Sax
	8	Soprano Sax 2	Sax
066	0	<b>Alto Sax 1</b>	Sax
	1	Alto Okysax	Sax
	2	Liscio Sax	Sax
	8	Hyper Alto Sax	Sax
	9	Alto Sax 2	Sax
067	0	<b>Tenor Sax</b>	Sax
	8	Breathy Tenor	Sax
068	0	<b>Baritone Sax 1</b>	Sax
	8	Baritone Sax 2	Sax
069	0	<b>Oboe</b>	Woodwinds
070	0	<b>English Horn 1</b>	Woodwinds
	8	English Horn 2	Woodwinds
071	0	<b>Bassoon</b>	Woodwinds
	8	Bassoon 2	Woodwinds
072	0	<b>Clarinet</b>	Woodwinds
073	0	<b>Piccolo</b>	Pipes
	0	<b>Flute Vibrato</b>	Pipes
074	1	Flute	Pipes
	0	<b>Recorder</b>	Pipes
076	0	<b>Panflute Vibrato</b>	Pipes
	1	Panflute	Pipes
077	0	<b>Bottle Blown</b>	Pipes
078	0	<b>Shakuhaci</b>	Pipes
079	0	<b>Whistle</b>	Pipes
080	0	<b>Ocarina</b>	Pipes



PC	CC00	Sound Name	Type
081	0	<b>Square Synwave1</b>	Synth Lead
	8	Sine Wave	Synth Lead
	16	Square Synwave2	Synth Lead
082	0	<b>Dance Saw Wave</b>	Synth Lead
	1	Saw Synwave 1	Synth Lead
	8	Saw Synwave 2	Synth Lead
	16	Killer Synth	Synth Lead
083	0	<b>Syn Calliope</b>	Synth Lead
084	0	<b>Chiffer Lead</b>	Synth Lead
085	0	<b>Dist.Charang</b>	Synth Lead
	1	Charang GM	Synth Lead
086	0	<b>Solo Vox</b>	Synth Lead
087	0	<b>5th Saw Synth</b>	Synth Lead
088	0	<b>Bass &amp; Lead</b>	Synth Lead
089	0	<b>Fantasia Pad</b>	Synth Pad
090	0	<b>Warm Stereo Pad</b>	Synth Pad
	1	Air Stereo Pad	Synth Pad
	2	Warmono Pad	Synth Pad
	3	Okyswarm Pad	Synth Pad
	8	Rotary Strings	Synth Pad
091	0	<b>Poly Synth Pad</b>	Synth Pad
092	0	<b>Space Voice Pad</b>	Synth Pad
093	0	<b>Bowed Glass Pad</b>	Synth Pad
094	0	<b>Metal Pad</b>	Synth Pad
095	0	<b>Halo Pad</b>	Synth Pad
096	0	<b>Sweeping Pad</b>	Synth Pad
	1	Okysweep Pad	Synth Pad
097	0	<b>Ice Rain</b>	Synth Pad
098	0	<b>Soundtrack</b>	Synth Pad
099	0	<b>Crystal Pad</b>	Synth Pad
100	0	<b>Atmosphere</b>	Synth Pad
101	0	<b>Brightness</b>	Synth Pad
102	0	<b>Goblin</b>	Synth Pad
103	0	<b>Echo Drops</b>	Synth Pad
	8	Echo Pan	Synth Pad
104	0	<b>Star Theme</b>	Synth Pad
105	0	<b>Sitar</b>	Ethnic
106	0	<b>Banjo</b>	Ethnic
107	0	<b>Shamisen</b>	Ethnic
108	0	<b>Koto</b>	Ethnic
	8	Taisho Koto	Ethnic
109	0	<b>Kalimba</b>	Ethnic
110	0	<b>Bagpipes</b>	Ethnic
111	0	<b>Fiddle</b>	Ethnic
112	0	<b>Shanai</b>	Ethnic
113	0	<b>Tinkle Bell</b>	Percussion
114	0	<b>Agogo</b>	Percussion
115	0	<b>Steel Drums</b>	Ethnic
116	0	<b>Woodblock</b>	Percussion
	8	Castanets	Percussion
117	0	<b>Taiko</b>	Percussion
	8	Concert B-drum	Percussion
118	0	<b>Melodic Toms 1</b>	Percussion
	8	Melodic Toms 2	Percussion
119	0	<b>Synth Drums</b>	Percussion
	8	TR-808 Toms	Percussion
	9	El.Percussions	Percussion

PC	CC00	Sound Name	Type
120	0	<b>Reverse Cymbal1</b>	SFX
	1	Reverse Cymbal2	SFX
121	0	<b>Gtr. Fret Noise</b>	SFX
	1	Gtr. Cut Noise	SFX
	2	String Slap	SFX
	5	Bass Slide	SFX
	6	Pick Scrape	SFX
122	0	<b>Breath Noise</b>	SFX
	1	Fl. Key Ckick	SFX
123	0	<b>Seashore</b>	SFX
	1	Rain	SFX
	2	Thunder	SFX
	3	Wind	SFX
	4	Stream	SFX
	5	Bubbles	SFX
124	0	<b>Bird 1</b>	SFX
	1	Dog	SFX
	2	Horse Gallop	SFX
	3	Bird 2	SFX
125	0	<b>Telephone Ring1</b>	SFX
	1	Telephone Ring2	SFX
	2	Door Creaking	SFX
	3	Door Closing	SFX
	4	Scratch	SFX
	5	Wind Chime	SFX
126	0	<b>Helicopter</b>	SFX
	1	Car Engine Start	SFX
	2	Car Breaking	SFX
	3	Car Pass	SFX
	4	Car Crash	SFX
	5	Police Siren	SFX
	6	Train	SFX
	7	Jet Takeoff	SFX
	8	Starship	SFX
9	Burst Noise	SFX	
127	0	<b>Applause</b>	SFX
	1	Laughing	SFX
	2	Screaming	SFX
	3	Punch	SFX
	4	Heart Beat	SFX
128	5	Footstep	SFX
	0	<b>Gun Shot</b>	SFX
	1	Machine Gun	SFX
	2	Laser Gun	SFX
	3	Explosion	SFX



## Drum Kits

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PC	Drumkit Name	0-127
<b>1</b>	<b>STANDARD SET 1</b>	<b>0</b>
2	STANDARD SET 2	1
3	R&B SET	2
4	HIP-HOP SET	3
5	OKYDRUM SET	4
6	STANDARD SET 3	5
7	STANDARD SET 4	6
8	STANDARD SET 5	7
<b>9</b>	<b>ROOM SET</b>	<b>8</b>
<b>17</b>	<b>POWER SET</b>	<b>16</b>
<b>25</b>	<b>ELECTRONIC SET 1</b>	<b>24</b>
<b>26</b>	<b>TR-808 SET</b>	<b>25</b>
27	DANCE SET 1	26
28	TECHNO SET	27
29	DANCE SET 2	28
30	ELECTRONIC SET 2	29
31	ELECTRONIC SET 3	30
<b>33</b>	<b>JAZZ SET 1</b>	<b>32</b>
34	JAZZ SET 2	33
<b>41</b>	<b>BRUSH SET</b>	<b>40</b>
<b>49</b>	<b>ORCHESTRA SET</b>	<b>48</b>
50	ETHNIC SET 1	49
51	ETHNIC SET 2	50
54	BD & SD SET	53
<b>57</b>	<b>SFX SET</b>	<b>56</b>
<b>128</b>	<b>CM-64/32 SET</b>	<b>127</b>



## Performances

MIDI	Performance Name	USB		Type
		PC	Bnk	
01	Grand Piano	001	0	single
02	Rock Piano	002	0	single
03	Piano & Strings	001	99	layer
04	Pianopad	002	99	layer
05	Pianovox 1	002	98	layer
06	Pianovox 2	001	98	layer
07	Bass & Piano	003	99	split
08	Honky-Tonky Piano	004	0	single
09	Latin Piano	004	99	layer
10	Electric Grand	003	0	single
11	Chip 80 Atmos	003	98	layer
12	Rodex	005	0	single
13	Electric Mood	005	99	layer
14	FM Piano	006	0	single
15	FM & Pad	006	99	layer
16	Harpsichord	007	0	single
17	Harpsistrings	007	99	single
18	Vibraphone	012	0	single
19	Balafon	013	8	single
20	Drawbar organ	017	0	single
21	60's Organ	017	16	single
22	Rock Organ	019	0	single
23	Organizer	019	99	split
24	Jazz Organ 1	018	0	single
25	Jazz Organ 2	018	1	single
26	Leslie Switch	019	8	single
27	Church Organ	020	0	single
28	Fisa Musette	022	0	single
29	Fisa Italiana	022	8	single
30	Bandoneon	024	0	single
31	Folk Lead	022	99	split
32	Harmonica	023	0	single
33	Nylon	025	0	single
34	Acustica	026	0	single
35	12-Strings	026	8	single
36	Jazz Guitar	027	0	single
37	Jazz & Strings	049	99	split
38	Clean Guitar 1	028	0	single
39	Clean Guitar 2	028	1	single
40	Clean Pad	028	99	layer
41	Hybrid Electric	035	0	single
42	Hybrid Muted	029	0	single
43	Rock Guitar	031	0	single
44	Overdrive	030	0	single
45	Bad Distorsion	085	0	single
46	Violin	041	0	single
47	Viola	042	0	single
48	Cello	043	0	single
49	Contrabass	044	0	single
50	Tremolo strings	045	0	single

MIDI	Performance Name	USB		Type
		PC	Bnk	
51	Pizzicato strings	046	0	single
52	Classic Harp	047	0	single
53	Strings	049	0	single
54	Orchestra	049	8	single
55	Vintage 1	051	0	single
56	Vintage 2	052	0	single
57	Chori Aahs	053	0	single
58	Choir Oohs	054	0	single
59	Vibrato Vox	053	8	single
60	Trumpet	057	0	single
61	Mariachi	057	16	single
62	Muted Trumpet	060	0	single
63	Trombone	058	0	single
64	Big Tuba	059	0	single
65	Brassband	062	0	single
66	Analogic Brass	063	0	single
67	French Horns	061	0	single
68	Soprano Sax	065	0	single
69	Sax Alto	066	0	single
70	Sax Folk	066	2	single
71	Tenor Sax	067	0	single
72	Clarinet	072	0	single
73	Oboe	069	0	single
74	Saxopad	089	99	split
75	Flute	074	0	single
76	Pan Flute	076	0	single
77	Pan Atmos	076	99	layer
78	Human Whistle	079	0	single
79	Square Solo	081	0	single
80	Housewaves	082	0	single
81	House combo	082	99	split
82	Saw Synth	082	1	single
83	Superlead	088	0	single
84	Killer Synth	082	16	single
85	Fantasy	089	0	single
86	Warmpad	090	0	single
87	Airpad	090	1	single
88	Space Voice Pad	092	0	single
89	Bowed Pad	093	0	single
90	Metal Pad	094	0	single
91	Voxpad	055	0	single
92	Solo & Pad	090	99	split
93	Polypad	091	0	single
94	Resopad	096	0	single
95	Soundtrack	098	0	single
96	Crystal Pad	099	0	single
97	Atmosphere	100	0	single
98	Brightpad	101	0	single
99	Banjo	106	0	single





# FX

INSERT PRESETS
Chorus
Flanger
Phaser
PhaserLite
Tremolo
Auto Wha
Low-Fi
DistRotary
DistDelay
VO Drive
Crunch
Dyna Amp
R-Fier
Metal
Stack
Tweed

MIC MACRO PRESETS
Standard
Ballad
Vintage
Dance Rock

EFX VOICE PRESETS
Woman
Megaphone
Monster
Child

SOUND FXs (on CD)	
AlarmClock	No! 1
Applaus1	No! 2
Applaus2	No! 3
Applaus3	NoSignal
Applaus4	Okay 1
Baby_Toy	Okay 2
BottlePop	PhoneDial
Bye Girl	Picture
Bye Long	Prot
Bye Sad	Rain
Carpenter	Ringtone
CityLife	Scissors
CoinFall	Sexygirl
Crowd1	Snoring1
Crowd2	Snoring2
DjScratch	Splash
DoorBell	Swoop
DoorCreek	Throat
Fax	TocToc
FooFoo	VibroCel
Hello Man	Vinyl 1
KnifeSharp	Vinyl 2
Laser	WaterCloset
Laugh 1	WaterGlass
Laugh 2	Whoosh
Laugh 3	WindChimes
Laugh 4	Woman Ahh
Laugh 5	Woo Hoo
Laugh 6	Wow_Girl
Mmhhh	YesLaugh

BRIDGE MUSIC (on CD)
01 - Loveshadow - Act Cool (Roman Holiday) - (3.47)
02 - Zapac - Test Drive (3.35)
03 - Nyx - Undercover (3.40)
04 - Jazztunes - BeeKoo Mix (4.13)
05 - Loveshadow - Takin' Yo Time (3.21)
06 - Zapac - Put your hands up (3.37)
07 - Stefsax - Awel (3.05)
08 - George Ellinas - Hornet (4.39)



## Technical Specifications

INPUT – OUTPUT	
MIC Microphone input	Combo (JACK, XLR) balanced -40dB 1 KOhms, Gain 0-10dB
AUDIO OUT Audio L-R outputs	2 x unblanced JACKs +4dB
CLICK OUT Metronomic reference output	1 x unbalanced JACK +4dB
PHONES Headphone output	Stereo mini-JACK 400mW @ 8Ohms 100mW @ 32Ohms
AV OUT Audio/Video output	6-pole DIN PAL/TV composite video (AV / SCART cable supplied)
COMMUNICATION PORT	
MIDI IN MIDI THRU MIDI OUT	MIDI ports
USB PORT PC Connection for using Merish as an expander	USB port (standard USB2.0 Full speed) (USB cable supplied)
USB PEN DRIVE	slot for USB pen (standard USB2.0 Full speed)
COMPACT FLASH	Slot for Compact Flash memory card (standard <CF> CompactFlash™)
FOOTSWITCH	Mono JACK mono Pedal control (n.o. type)
GENERAL SPECIFICATIONS	
Frequency response	20Hz ÷ 20kHz ±3dB
Distortion (THD + noise)	<0.01% 20Hz ÷ 20kHz
Signale:Noise ratio	-85dB
Power supply	9V DC (+ centr.) 1650mA
AC/DC Adapter	Input 100-240V AC 50/60Hz Output 9V DC 1650mA
DIMENSIONS & WEIGHT	
Dimensions L x H x D	31 x 8 x 23 cm
Weight	2,4 Kg
NORMATIVES	
Compliant with 89/336/CEE on electromagnetic compatibility	
Compliant with 93/68/CEE on CEE marking	





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**Directive 2002/96/EC (Waste Electrical and Electronic Equipment - WEEE)**

**Information for users**

This product complies with EU Directive 2002/96/EC.

The crossed-out wastebasket symbol on the appliance means that at the end of its useful lifespan, the product must be disposed of separately from ordinary household wastes.

The user is responsible for delivering the appliance to an appropriate collection facility at the end of its useful lifespan.

Appropriate separate collection to permit recycling, treatment and environmentally compatible disposal helps prevent negative impact on the environment and human health and promotes recycling of the materials making up the product.

For more information on available collection facilities, contact your local waste collection service or the shop where you bought this appliance.



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[www.m-live.com](http://www.m-live.com)



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