

merish



mp3
KARAOKE

GENERAL
MIDI
KARAOKE

REFERENCE MANUAL

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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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Warnings

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

Documentation

Any updates or other support can be found on the Web site www.m-live.com

merish

THE LIVE MACHINE

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, MP3-Karaoke5, MP3+G, 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.



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.

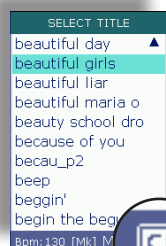
This means that **different memory media can contain different settings and operating choices.**

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 by keeping the **TITLE** button pressed for a couple of seconds or replying to the question 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

The backing tracks are copied to the memories using the computer. The USB pen / CompactFlash card must therefore be **inserted in the computer** (or the peripherals controlled by the computer).

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.

Updating the database

After having added, removed or moved songs to, from or in a memory, it is best to run an update of the database to enable Merish to apply the advanced functions to all the contents.

The operation is normally automatically proposed by Merish, but can also be carried out via **MENU > Find new songs** or via the faster function **Tools > Rebuild songs database** of the MerishPC software.





KAR

MF3



Formats & Compatibility

Merish is compatible with **KAR** and **MID** standard files (0 and 1), **MP3+G(*)**, **MP3-Karaoke5** 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.

(*) viewable only on the Merish display - NOT on the AV Out output.


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	GENERAL MIDI KARAOKE	MF3	MF4	MF5	mp3 KARAOKE
Full Title	•	•	•	•	•
Performing Artist		•	•	•	•
Genre		•	•	•	•
Marker	•				
Lyrics with "syllable highlighting"	•	•	•	•	•
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.

Songs and Memories in practice: the REPERTORIES

Merish is able to recognize and play the music files in compatible formats in standard USB pens / CompactFlash cards, without any modification being necessary.

Nevertheless, some optimization procedure enables to exploit to the utmost the musical contents and/or apply the advanced Merish functions. This chapter describes the simplest methods or those most suited to the various cases.

Using normal standard memories



To use a standard memory containing backing tracks, it is sufficient to insert it in Merish's appropriate slot and switch the unit on. Merish will analyze its contents and, if necessary, prompt for the creation / update of the database, i.e. the series of index that enables advanced functions, such as a rapid search according to Title, Artist and Genre, to be run.

Prompt for Creation / Update of the database

- If the **ENTER** button is pressed the rebuild of the database is launched.
The length of this process varies according to the number of backing tracks involved. At the end of database rebuild procedure, the memory is ready to be used with the utmost potential.

- If the **ESC** button is pressed database creation procedure is exited.
This has immediate effect and avoids any waiting.

In this case, according to the mode in which Merish is being used, the following conditions occur:

If there is already a database in the memory, it will not be updated. Therefore, if the advanced search/display mode is enabled (**MENU > System settings > List mode = title/artist**) the changes to the contents (i.e. songs added or eliminated) will not be listed.

To view all the effective contents of the memory, it is necessary to enable the Merish's **folder browsing** mode
(**MENU > System settings > List mode = filename**).

If there is no database in the memory, the contents of the memory are automatically displayed in **folder browsing** mode (similar to that used in computers), no matter what the settings of the Merish (**MENU > System settings > List mode**).

Reading Memory
Do you want to create
songs database?
(It may take some minutes)
ENTER confirm, ESC skip

Therefore, if it is necessary to use the advanced search and display functions of Merish, after having added or removed one or more songs to/from a memory, it is advisable to carry out an update of the database by means of the function automatically proposed by Merish.

*In the event of automatic operation failing or faulty operation, the database can also be updated by means of the Merish functions **MENU > Find new songs** and **MENU > System settings > Optimize Memory**.*

For large quantities (e.g. thousands) of songs it is advisable to carry out a rebuild of the database on the computer, by means of the **MerishPC** software function **Tools > Rebuild songs database**, which is much more rapid.



Advanced search / display

The Merish **search/display advanced mode** allows to search and list the songs according to Artist, Full Title and Genre and is based on the presence of meta events in the songs.

If there are no meta events, the songs are only displayed with the file name (e.g. everybre.mid).

It is advisable to use the MerishPC software to integrate the meta events in the songs that have none.

For M-Live songs purchased prior to August 2010, the integration of the meta events with MerishPC is automated.

For MIDI songs produced by third parties, the integration of the meta events can be done manually, using MerishPC.

M-Live songs purchased after August 2010 already include all the meta events.

- The **advanced search/display mode** is enabled by setting the Merish option **MENU > System settings > List mode** on **title/artist**.

Procedure regarding this mode is described in Chap. *“Operating functions” (page 22)*.



Search / Folder browsing

Use a repertory as on a computer

From Release 1.4, Merish offers an option that allows to access the songs on a USB pen / CompactFlash card also with the typical methods of a computer, thus allowing to search for the backing tracks **browsing** directly through the folders and sub-folders, instead of using an advanced Artist/Title/Genre search.

In this way, if you have a repertory already organized in folders according to Artist or Genre or type of use (e.g. a repertory used with a karaoke program or a backing track player on your computer), you can continue to use it with the same search/browse methods, without necessarily having to create a database for Merish.

- Insert the memory containing your repertory in the appropriate Merish slot and start the unit.
- Set **MENU > System settings > List mode** on **filename**.
(This mode is automatic when a memory has no database).
- Press the **Title** button to search for the song/access the contents of the memory.
- For access to the contents of a folder, select the folder with the **UP/Down** buttons and press **Enter**: Merish will search for all the compatible files and list them in alphabetical order.
- To exit a folder and return to the higher level, press **ESC**.
- To close the browsing panel, keep **ESC** pressed for a couple of seconds.

With folder browsing, Merish only displays the files' names (e.g. illflyfo.mid).

In this mode, an alphabetical search by file name in the selected folder is enabled.

The other modes are disabled. Moreover, every time a function that requires a database is enabled (e.g. pressing the Artist or Genre buttons), Merish automatically proposes the creation of one.

NB: in the event of extensive repertories, to maintain a good operating speed it is advisable not to put more than 300/400 songs in each folder (or sub-folder). Avoid memorizing songs in the “root” (i.e. the memory's main directory).

NB: This method is not advisable with the CompactFlash cards of OkyWeb and OkyFly, because the file names would be expressed in numerical form (e.g. 00125.mf4).



Copying songs to the memories for Merish

Using a computer is the **easiest way** to copy the songs to the memories to use with Merish.



Copy the songs to the computer

e.g.. repertoires stored on floppy disk, CD/DVD, USB pens, CompactFlash cards, keyboards, devices for karaoke, other computers, etc.



Copy the songs to the memories

it is possible to organize them **in folders and sub-folders** (e.g. divided according to genre), avoiding memorizing them in the "root" (i.e. the memory's main directory).
To maintain a good operating speed, do not to put more than 300/400 songs in each folder (or sub-folder).



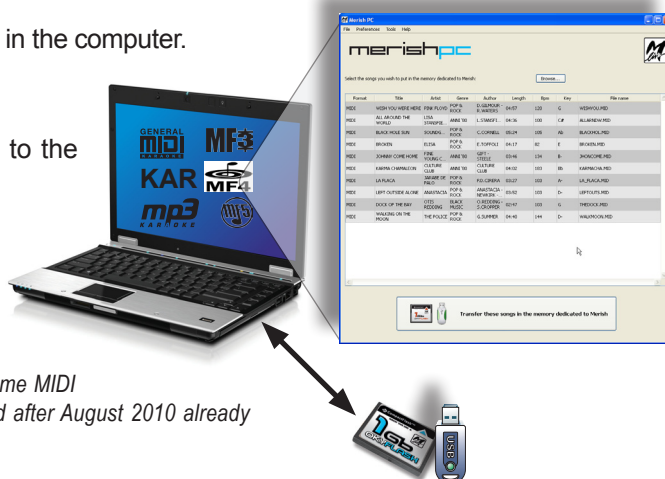
Insert the memories in Merish

Adding songs to the memories with MerishPC

With synchronization (suggested method)

- Install **MerishPC** rel.1.2 software (or a later version) in the computer (supplied on the CD or downloadable from the Web site www.m-live.com).
- Insert the USB pen / CompactFlash card for Merish in the computer.
- Run MerishPC.
- Click on **Browse...** and select the songs to copy to the memory.
- Click on **Open** to confirm the selection.
- When prompted, accept the synchronization with the M-Live database: the meta events **Full title, Artist, Genre, Marker**, etc. will be included in the songs
This works with the MIDI songs produced by M-Live (and with some MIDI songs produced by third parties). M-Live MIDI songs purchased after August 2010 already include all the meta events and do not require synchronization.
- MerishPC prompts for the creation of a backup copy of the original files of the songs to be synchronized.
You can decide whether or not to carry out the backup and continue.
- Click on **Transfer these songs in the memory dedicated to Merish** and follow the instructions on the screen (e.g. choice of destination).
- When finished, remove the USB pen USB / CompactFlash card from the computer and insert it in the appropriate Merish slot: the memory is ready to be used with the utmost potential.

merishPC



Adding/Modifying meta events manually

It is possible to add or modify songs' meta events manually, in order to integrate them in the songs that do not have any (e.g. those produced by third parties) or to adapt them to suit your requirements.

- After having selected the songs, in the main page of MerishPC, double click on one of the selected songs.

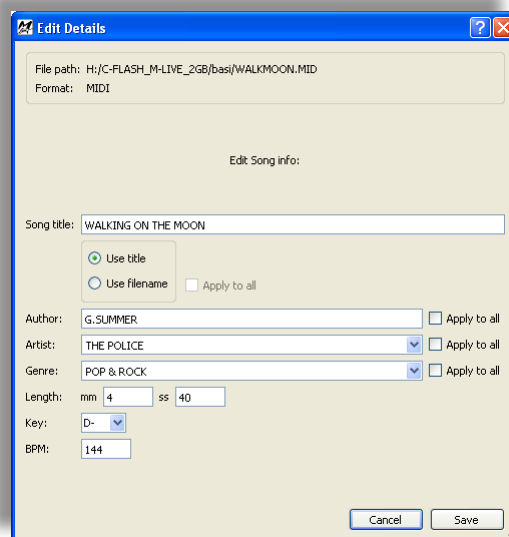
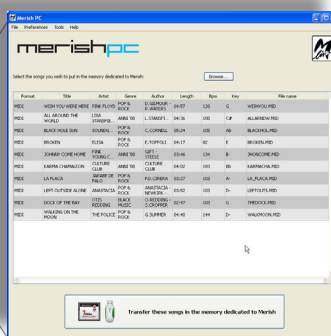
- In the **Edit song details** window it is possible to edit the various meta events, including **Song Title**, **Artist** and **Genre**.

You can key in the data according to your requirements, considering that they will correspond to what Merish will display and use for advanced search functions.

You can decide where to display the **full title of the song** (e.g. the meta event *Walking On The Moon*) or the **file name** (e.g. *walkmoon.mid* or *Police_Walking_On_The_Moon*).

In the same way, you can use a custom "Genre" according to the type of use (e.g. weddings).

- Enabling the options **Apply to all** of the events **Song Title** (*Use title or Use FileName*), **Composer**, **Artist** and **Genre**, the relative settings are applied to all the selected songs.
- Click on **Transfer these songs in the memory dedicated to Merish**.
- When finished, remove the USB pen USB / CompactFlash card from the computer and insert it in the appropriate Merish slot: the advanced search functions (if enabled), will use your custom meta events.



Converting an existing memory organized in folders according to Artist or Genre

(e.g. Sting, 70s Rock, Weddings, Dance music, Parties, etc.):



- In MerishPC click on **Browse..** and select all the songs of a "thematic" folder, e.g. Police.
You can accept or ignore the synchronization with the M-Live database and the backup of the song proposed by MerishPC.
- Back on the main page, double click on the name of a file for access to **Edit song details**.
- **Song Title**: if you previously used the songs distinguishing them by the name of the file and want to continue with the same criterion, select **Use filename** and enable and confirm the relative option **Apply to all**.
- **Artist**: write *Police* (or *The Police*) and enable and confirm the relative option **Apply to all**.
- **Genre**: write the necessary definition (e.g. *Pop & Rock*) and enable and confirm the relative option **Apply to all**.
- Click on **Save**.
- Return to the main page, click on **Transfer these songs in the memory dedicated to Merish**.
- Repeat this procedure for all the necessary folders.
- When finished, remove the USB pen USB / CompactFlash card from the computer and insert it in the appropriate Merish slot: the advanced search functions (if enabled), will use your custom meta events.



Adding/ removing songs to/from the memories (without MerishPC)

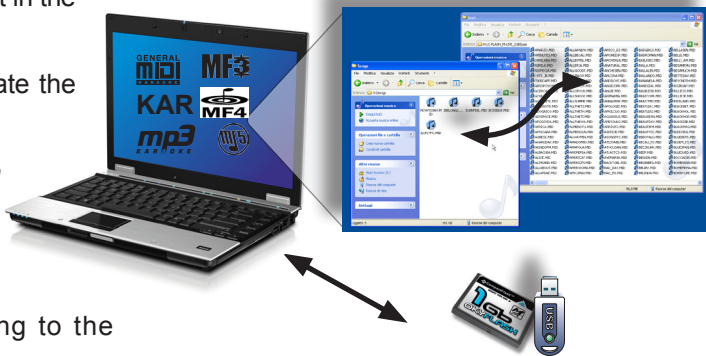
- Insert the memory (USB pen / CompactFlash card) intended for Merish in the computer.
- Use the customary procedure for copying/eliminating files.
*In the event of extensive repertoires, it is advisable to organize the songs in folders and sub-folders (e.g. divided according to Artist, Genre or type of use), putting no more than 300/400 songs in each, to maintain a good operating speed.
Avoid memorizing songs in the "root" (i.e. the memory's main directory).*
- Remove the memory from the computer, insert it in the appropriate Merish slot and start the unit.
- When prompted, press **ENTER** to create/update the song lists.

Reading Memory
Do you want to create
songs database?
(It may take some minutes)
ENTER confirm, ESC skip

The **Full title, Artist and Genre** meta events will be included in MIDI songs purchased before August 2010.
M-Live songs purchased after August 2010 already include them.

The length of this process varies according to the number of backing tracks involved.

For large quantities of songs, it is advisable to use the MerishPC software function **Tools > Rebuild songs database**, which is much more rapid.



- At the end of the process, the memory is ready for use.

General tips on using the memories



Tips on using the memories

Copying the songs to your CompactFlash card/USB pen, you can organize them **in folders and sub-folders**, according to your requirements (e.g. divided by genre). However always bear the following suggestions in mind

- Avoid saving songs in the "root" directory (i.e. the memory's 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 amount of data actually stored on it.
- Do not put more than 300/400 songs in each folder (or sub-folder) to ensure a good working speed.



Using an OkyWeb/OkyFly/Grinta CF (with advanced search)

This method allows to use the OkyWeb/OkyFly/Grinta CompactFlash cards with the Merish advanced search/display functions (Artist, Full Title and Genre) without resorting to a computer.

- Insert the CompactFlash card in Merish.
- When prompted for the creation of the database press **ENTER**.

Reading Memory

Do you want to create
songs database?
(It may take some minutes)
ENTER confirm, ESC skip

The length of the process varies according to the number of backing tracks contained in the memory and may required several minutes.

- At the end of the process, the CompactFlash card is ready to be used (with advanced search by Full Title, Artist and Genre).

Converting an OkyWeb/OkyFly/Grinta CF

This mode is the most suitable and rapid in the event of a large quantity of songs (e.g. thousands).

- Insert the CompactFlash card in the computer.
- Copy the songs to computer (*the easiest option*).
- Follow the procedure described in *"Adding songs to the memories with MerishPC" (page 10)*.
- At the end, the CompactFlash card will be able to be used with the maximum potential (with Markers and advanced search by Full Title, Artist and Genre).

Using an OkyWeb/OkyFly/Grinta CF (unaltered)

Although operational, this method is not particularly advisable with the CompactFlash cards of OkyWeb and OkyFly, because file names will be expressed in numerical form (e.g. 00125.mf4).

- Insert the CompactFlash card in Merish.
- When prompted for the creation of the database, press **ESC**.

The CompactFlash card is immediately ready for use, but the advanced functions for searching by Title, Artist and Genre will not be available: the songs will only be listed with the file name (e.g. illflyfo.mid or 00125.mf4).

- For information on the individual songs, select a song in the **Title** list and keep the **EDIT** button pressed for a couple of seconds.

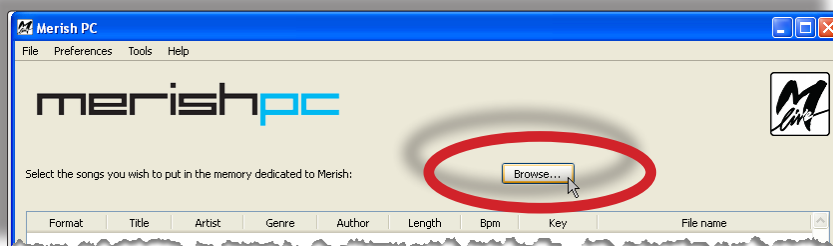
Reading Memory
Do you want to create
songs database?
(It may take some minutes)
ENTER confirm, ESC skip

Current Song		"STING" (12)
SONG INFO		jimmy hendrix
Title: DOMANI		king crimson
Artist: POOH		peter gabriel
Genre: LEGGERA ITALIANA		sting
Bpm: ---	Key: +0	00435.mf4
Format: MF4	Marker: No	billy idol - rebely...
Path: /songs/00435.mf4		david bowie - let...
Press any key to Exit		dire straits - sult...
		eric clapton - tea...
		incognito - after...
		Bpm: --- MF4

Songs and Memories: detailed procedure with MerishPC

Adding songs with MerishPC (suggested method)

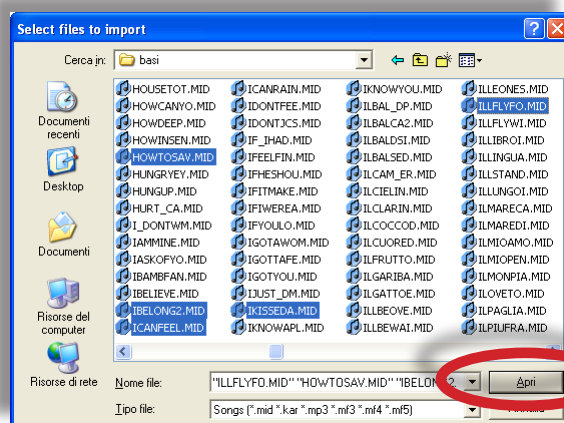
- Install MerishPC rel.1.2 or later software in your computer
(supplied with the product or downloadable from the Web site www.m-live.com).
- Insert the USB pen / CompactFlash card for Merish in the computer.
- Run MerishPC.



- Press the **Browse...** button.

- Access the required folder and select one or more songs with the operating system's usual procedures (e.g. multiple selections with Shift+click).

NB: MerishPC currently only allows to add songs. To eliminate/move them from a memory, work directly on the USB pen/CompactFlash card, using the procedure normally used to cancel, move or copy files with your operating system.

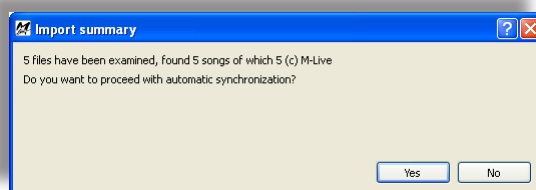


- Confirm the selection and follow the instructions on the screen:

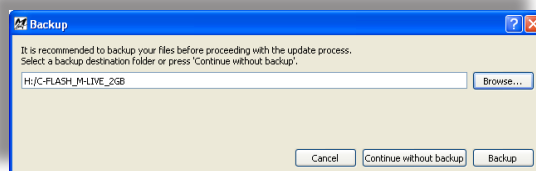
- MerishPC will ask if it is necessary to carry out automatic **synchronization** with the M-Live database. This procedure allows to automatically integrate the meta events **Title, Artist, Genre, Composer, Duration, Key, BPM** and **Marker** in the songs.

It works with all the MIDI formats of M-Live songs purchased before August 2010.

NB: M-Live songs purchased from August 2010 do not require synchronization.



- MerishPC allows to create a backup copy of the selected file (it is possible to select a target folder or continue without creating the backup).

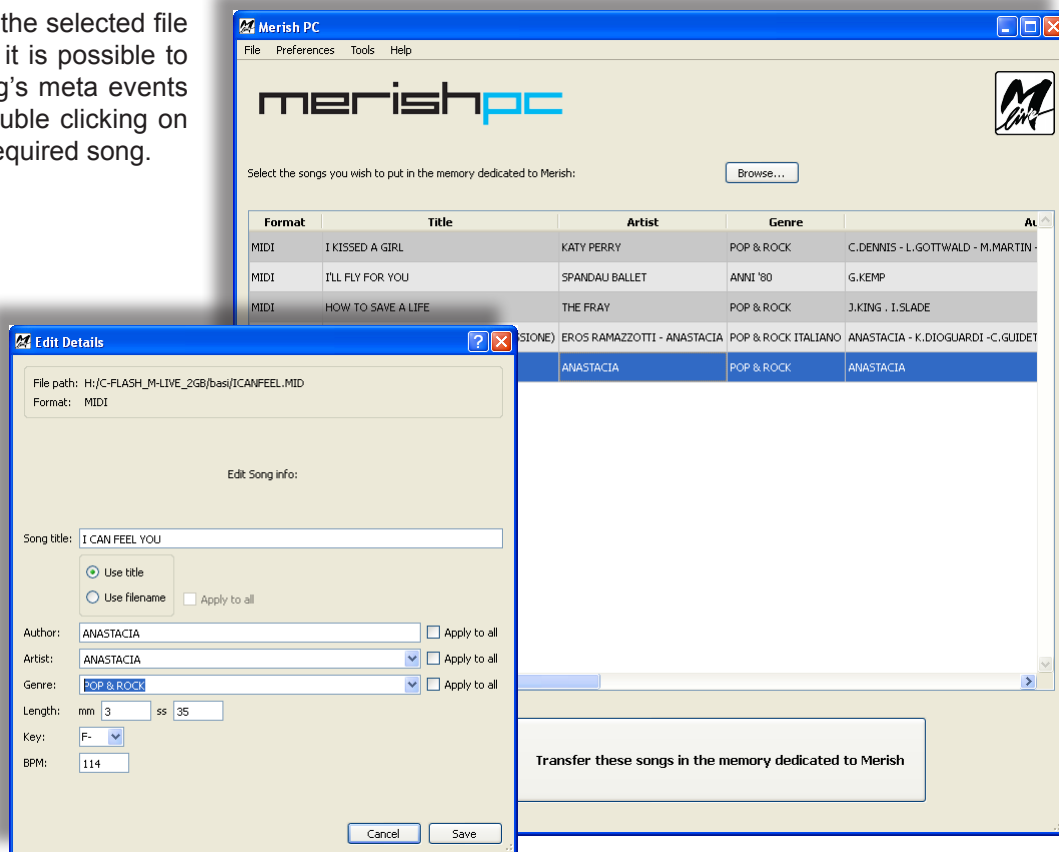


- Proceeding, MerishPC updates the data of the selected files (if however the data of one or more backing tracks not produced by M-Live can be synchronized, MerishPC prompts for confirmation of the operation).

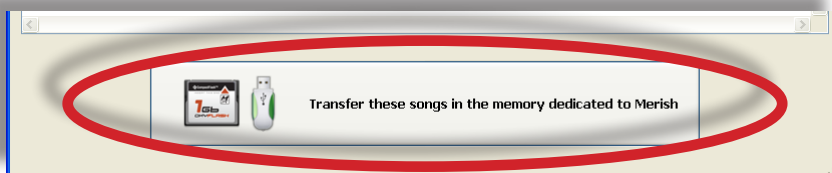
(continues)



- Before copying the selected file to the memory, it is possible to modify the song's meta events manually by double clicking on the line of the required song.



- The button **Transfer these songs in the memory dedicated to Merish** enables to copy the backing tracks, allowing to choose the destination.

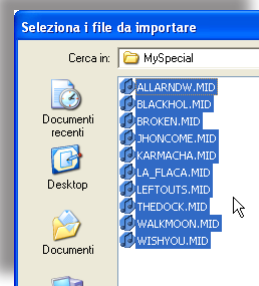


When the procedure is finished, it is sufficient to insert the memory in Merish's appropriate slot and switch the unit on. Merish immediately displays the list of titles and the memory is ready to be used to the utmost of its potential.

Example: using your own repertory, already organized in custom genres

Let's suppose that you already have a repertory organized in folders, classified according to genre or type of use (e.g. weddings, birthdays, dance evenings, etc.).

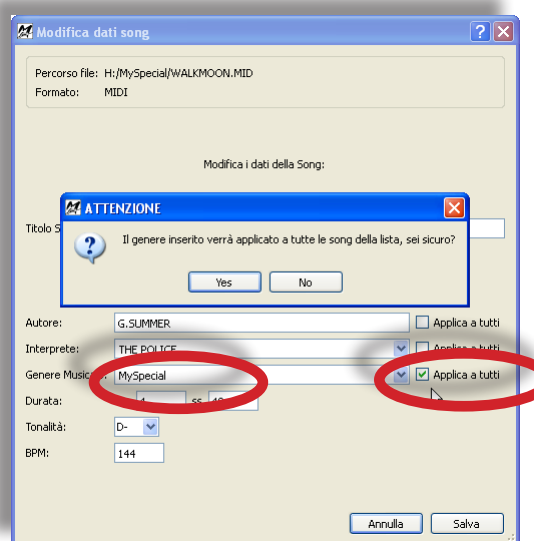
- With MerishPC select the required songs, e.g. all the songs contained in the folder "MySpecial" (or "Weddings", etc.).



- In the main page of MerishPC, double click on one of the selected songs

Formato	Titolo	Artista	Genere	Autore	Durata	Bpm	Tonalità	Nome file
MIDI	ALL AROUND THE WORLD	LISA STANSFIELD	ANNI '80	L.STANSFI...	04:36	100	C#	ALLARNDW.MID
MIDI	BLACK HOLE SUN	SOUNDGA...	POP & ROCK	C.CORNELL	05:24	105	Ab	BLACKHOL.MID
MIDI	BROKEN	ELISA	POP & ROCK	E.TOFFOLI	04:17	82	E	BROKEN.MID
MIDI	JOHNNY COME HOME	FINE YOUNG CANNIBALS	ANNI '80	GIFT - STEELE	03:46	134	B-	JHONCOME.MID
MIDI	KARMA CHAMALEON	CULTURE CLUB	ANNI '80	CULTURE CLUB	04:02	183	Bb	KARMACHA.MID
MIDI	LA FLACA	JARABE DE PALO	POP & ROCK	P.D.CIRERA	03:27	103	A-	LA_FLACA.MID
MIDI	LEFT OUTSIDE ALONE	ANASTACIA	POP & ROCK	ANASTACIA - NEWKIRK - ...	03:52	103	D-	LEFTOUTS.MID
MIDI	DOCK OF THE BAY	OTIS REDDING	BLACK MUSIC	O.REDDING - S.CROPPER	02:47	103	G	THEDOCK.MID
MIDI	WALKING ON THE MOON	THE POLICE	POP & ROCK	G.SUMMER	04:40	144	D-	WALKMOON.MID
MIDI	WISH YOU WERE HERE	PINK FLOYD	POP & ROCK	D.GILMOUR - R.WATERS	04:57	120	G	WISHYOU.MID

- Edit the **Genre** keying in the required definition e.g. "MySpecial" (or "Weddings", etc.).
- Enable the option **Apply to all** to extend the custom definition to all the songs in the current list.



- The songs are thus ready to be transferred to the USB pen / CompactFlash card and be found with the Merish search function, using the "Genre" **MySpecial** (or Weddings, etc.).

Formato	Titolo	Artista	Genere	Autore	Durata	Bpm	Tonalità	Nome file
MIDI	WISH YOU WERE HERE	PINK FLOYD	MySpecial	D.GILMOUR - R.WATERS	04:57	120	G	WISHYOU.MID
MIDI	ALL AROUND THE WORLD	LISA STANSFIELD	MySpecial	L.STANSFI...	04:36	100	C#	ALLARNDW.MID
MIDI	BLACK HOLE SUN	SOUNDGA...	MySpecial	C.CORNELL	05:24	105	Ab	BLACKHOL.MID
MIDI	BROKEN	ELISA	MySpecial	E.TOFFOLI	04:17	82	E	BROKEN.MID
MIDI	JOHNNY COME HOME	FINE YOUNG CANNIBALS	MySpecial	GIFT - STEELE	03:46	134	B-	JHONCOME.MID
MIDI	KARMA CHAMALEON	CULTURE CLUB	MySpecial	CULTURE CLUB	04:02	183	Bb	KARMACHA.MID
MIDI	LA FLACA	JARABE DE PALO	MySpecial	P.D.CIRERA	03:27	103	A-	LA_FLACA.MID
MIDI	LEFT OUTSIDE ALONE	ANASTACIA	MySpecial	ANASTACIA - NEWKIRK - ...	03:52	103	D-	LEFTOUTS.MID
MIDI	DOCK OF THE BAY	OTIS REDDING	MySpecial	O.REDDING - S.CROPPER	02:47	103	G	THEDOCK.MID
MIDI	WALKING ON THE MOON	THE POLICE	MySpecial	G.SUMMER	04:40	144	D-	WALKMOON.MID

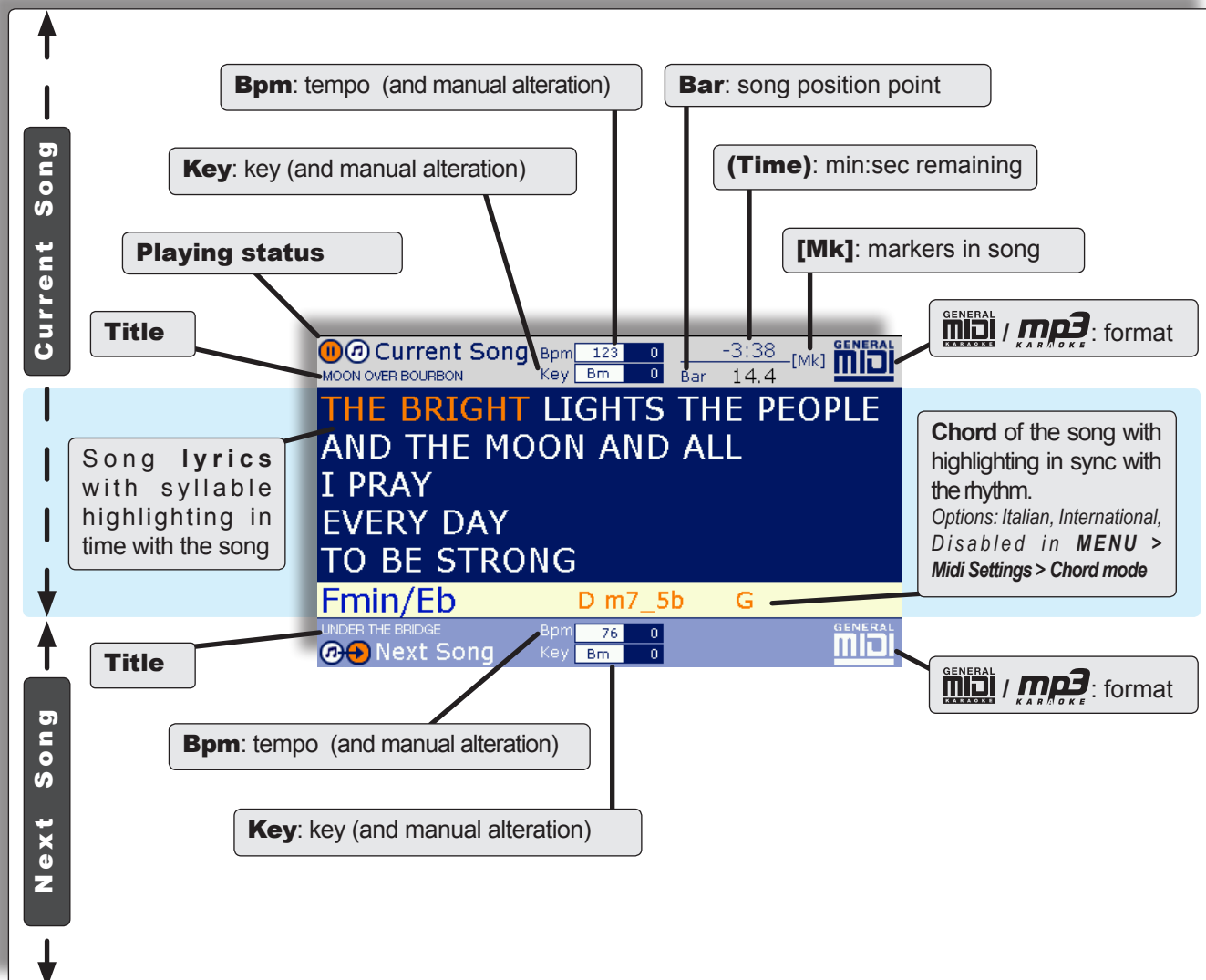


Display & Control Maps

The Display

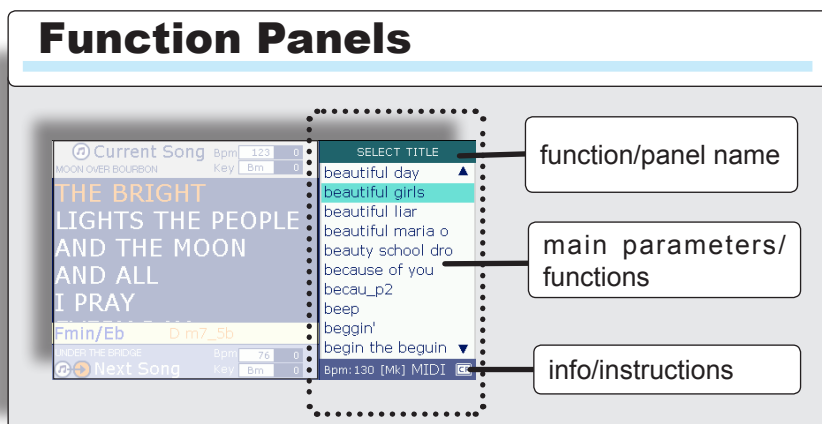
Current Song & Next Song

- 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.

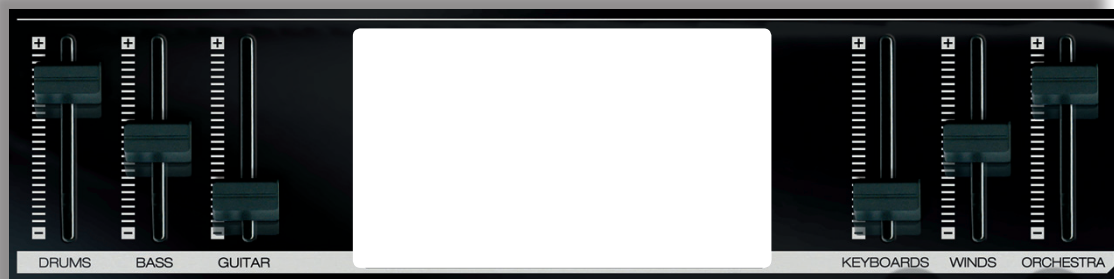
Function Panels



Control Panel

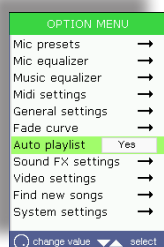
Merish is an instrument conceived for live performance:

- 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

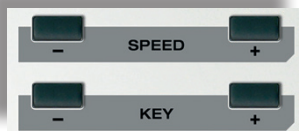
temporarily attenuates the level of the music and removes the effects from the mic, facilitating the intelligibility of introductions and announcements.



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*.

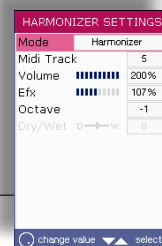
(MERISH Plus & MERISH Gold)

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.).

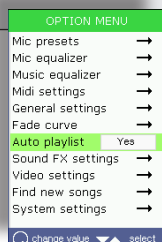
If kept pressed for a couple of seconds when a song is selected and is not being played, allows to view its detailed information in the *Song Info* panel.



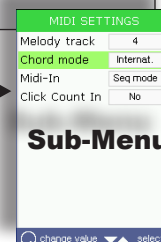
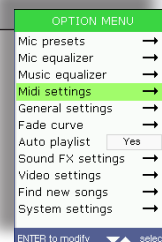
SAVE lights up when changes are made to the current function (playlist, song, instrument, etc.) and, if pressed, saves them.

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**.



Sub-Menu

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 (or file name) and Genre respectively.

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

TITLE: if kept pressed for a couple of seconds when two memories are inserted, allows to select one of them.

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.

PLAY

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

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).

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

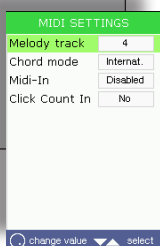
When pressed in succession offers 3 conditions:

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:



#1: MIDI IN port • 16 channels



#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

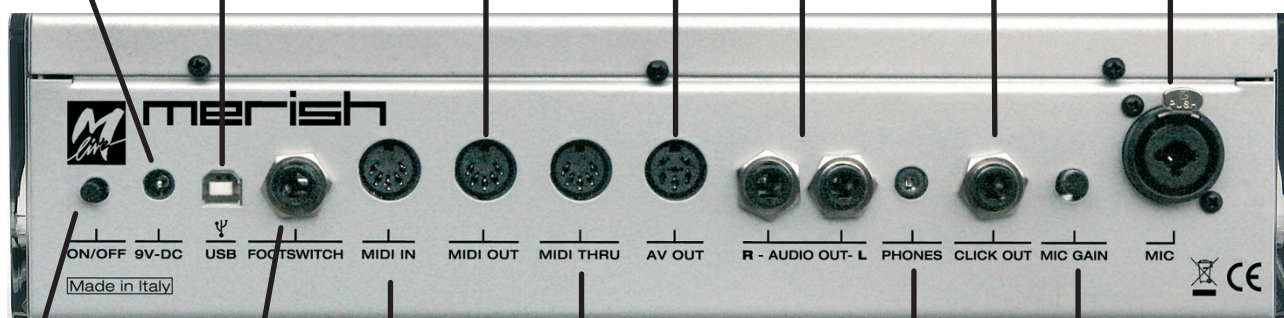
MIDI output.

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 57).

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



Operating functions

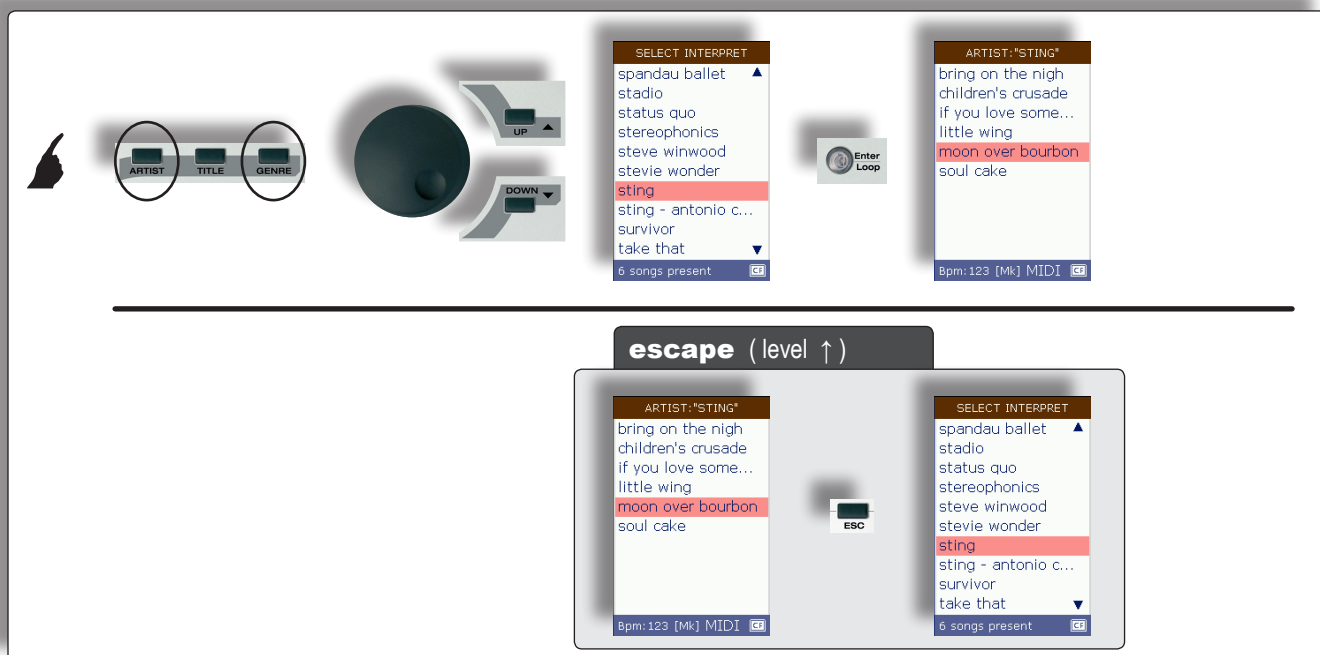
Selecting and performing a song



Playing controls



Access to songs in the Artist & Genre lists



Finding immediately with an A/Z search

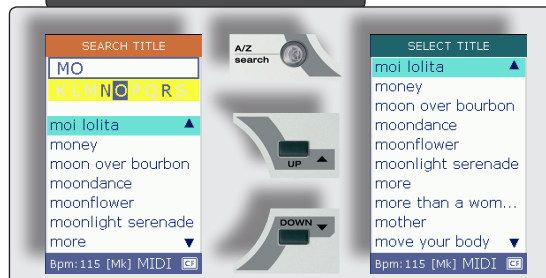
search example: **MOON**



search reset



search exit



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

example
Current Song: **Beautiful Girls**
desired Next Song: **Home**



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	MARKER
1-intro	1-intro
5-verse 1	3-chorus 1
13-bridge 1	11-chorus 2
22-verse 2	19-verse 1
26-chorus 1	27-verse 2
30-verse 3 (e...)	35-verse 3
34-bridge 2	43-chorus 3
43-verse 4	51-chorus 4
51-chorus 2	59-verse 4
57-final	67-verse 5
	75-verse 6
	83-chorus 5
	91-chorus 6
	99-verse 7
Next Song	Current Song



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

Current Song Bpm 103 -2:29 [Mk] GENERAL
LEFT OUTSIDE ALON Key F#m 0 Bar 34,4

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 0 GENERAL
I'LL FLY FOR YOU

example

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



Wizard OFF

...to next Bpm 103 -2:28 [Mk] GENERAL
LEFT OUTSIDE ALON Key F#m 0 Bar 35,3

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
GAVE

Dm Bb C

Current Song Bpm 120 -5:02 [Mk] GENERAL
I'LL FLY FOR YOU Key Abm 0 Bar 4,1

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 TUNING

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 -2:24 [Mk] GENERAL
LEFT OUTSIDE ALON Key F#m 0 Bar 37,2

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 0 From: Chorus 2 -7 To: Verse 1 GENERAL
I'LL FLY FOR YOU

-2:10
Bar 43,1

ME LIKE
ELSE TO

Bb

From: Chorus 2 -1 To: Verse 1

Current Song Bpm 120 -4:41 [Mk] GENERAL
I'LL FLY FOR YOU Key Abm 0 Bar 16,1

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 THING
THE WHAT'S GONE TO YOU

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 -4:35 [Mk] GENERAL
I'LL FLY FOR YOU Key Abm 0 Bar 16,1

PASSION TAKE THE WIND
AND BREAK ME FOR THIS TIE
WE'RE MORTALS ON THE EARTH
OH BUT GOD'S IN THE

Bbm7/9 Eb/Bb

MARKER

- 2-intro
- 6-instrumental
- 16-verse 1
- 32-bridge
- 36-bridge
- 40-verse 2
- 48-bridge
- 56-chorus 1
- 70-bridge
- 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**

Current Song Bpm 95 0 -0:49 [Mk] GENERAL MIDI
BLUEBERRY HILL
ON BLUEBERRY HILL
THE WIND IN THE WILLOW
PLAYED
LOVE'S SWEET MELODY
BUT ALL OF THOSE VOWS WE
Bb Ebm Bb
Next Song Bpm 101 0 Key E 0 GENERAL MIDI
BEAST OF BURDEN

Current Song Bpm 95 0 -0:49 [Mk] GENERAL MIDI
BLUEBERRY HILL
ON BLUEBERRY HILL
THE WIND IN THE WILLOW
PLAYED
LOVE'S SWEET MELODY
BUT ALL OF THOSE VOWS WE
Bb Ebm Bb
Next Song Bpm 101 0 Key E -2 GENERAL MIDI
BEAST OF BURDEN
optional
Next Current SONG KEY

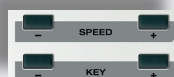
GO TO
...to next Bpm 95 0 -0:45 [Mk] GENERAL MIDI
BLUEBERRY HILL
ON BLUEBERRY HILL
THE WIND IN THE WILLOW
PLAYED
LOVE'S SWEET MELODY
BUT ALL OF THOSE VOWS WE
MADE
WHERE NEVER TO BE
Eb/F Bb Eb/F

Current Song Bpm 95 -6 -3:21 [Mk] GENERAL MIDI
BEAST OF BURDEN
Endadp
I'LL NEVER BE YOUR BEAST OF
BURDEN
MY BACK IS BROAD BUT IT'S A
HURTING
ALL I WANT FOR YOU TO MAKE
LOVE TO ME
G D A

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.

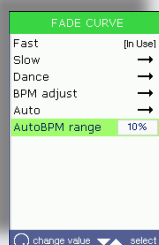


Automatic changes

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.



Current Song Bpm 95 -6 -3:21 [Mk] GENERAL MIDI
BEAST OF BURDEN
Current Song Bpm 97 -4 -3:12 [Mk] GENERAL MIDI
BEAST OF BURDEN
Current Song Bpm 98 -3 -3:05 [Mk] GENERAL MIDI
BEAST OF BURDEN
Current Song Bpm 101 0 -2:43 [Mk] GENERAL MIDI
BEAST OF BURDEN
I'VE WALKED FOR MILES
MY FEET ARE HURTING
ALL I WANT FOR YOU TO MAKE
LOVE TO ME
AM I HARD ENOUGH AM I
ROUGH ENOUGH
AM I RICH ENOUGH
G A D

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**



Current Song Bpm: 100 0 Key: D 0

WALK ON
WALK ON
WHAT YOU GOT
THEY CAN'T STEAL
IT
NO THEY CAN EVEN
FEEL IT

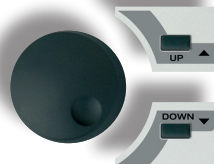
D A

Bpm: 100 [Mk] MIDI

SELECT TITLE

wake me up befo...
wake me up whe...
walk like an egyp...
walk on
walk on by
walk on the wild ...
walking away
walking in memphis
walking on the moo
want

Bpm: 100 [Mk] MIDI



SELECT TITLE

wake me up befo...
wake me up whe...
walk like an egyp...
walk on
walk on by
walk on the wild ...
walking away
walking in memphis
walking on the moo
want

Bpm: 128 [Mk] MIDI

with the **PLAY** button



PLAY



Current Song Bpm: 128 0 Key: C#m 0 Bar: 1,3 [Mk]

"WANT"
(Natalie Imbruglia)
Universal Music Publishing
WWW.SONGSERVICE.IT
WELL SO I SUPPOSE YOU GOT
WHAT YOU WANT
TAKE A GOOD LOOK AT WHAT

C#m Amaj7 B6/9

GENERAL MIDI



Wizard

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

with the **GO TO** button



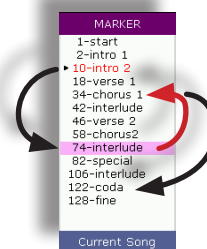
GO TO

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*” (page 25)

GO TO: jumping between markers in the same song

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



Marker 13.4 Bar

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-chorus 2
- 74-interlude
- 82-special
- 106-interlude
- 122-coda
- 128-fine

UP

DOWN

Current Song

Wizard OFF

GO TO

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-chorus 2
- 74-interlude
- 82-special
- 106-interlude
- 122-coda
- 128-fine

Bmin C

Current Song

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

Wizard ON

GO TO

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-chorus 2
- 74-interlude
- 82-special
- 106-interlude
- 122-coda
- 128-fine

C D

Current Song

GO TO

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-chorus 2
- 74-interlude
- 82-special
- 106-interlude
- 122-coda
- 128-fine

Bmin C

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

MARKER	MARKER
3-intro	1-intro
11-verse 1	9-verse 1
19-verse 2	17-bridge
27-bridge	29-chorus 1
31-chorus 1	48-interlude
47-interlude	54-verse 2
51-verse 3	62-bridge
59-verse 4	74-chorus 2
67-bridge	93-special
71-chorus 2	109-chorus 3
87-interlude	127-chorus 4
91-bridge	145-chorus 5
95-special	164-fine
111-chorus 3	
Current Song	Next Song

Current



Marker

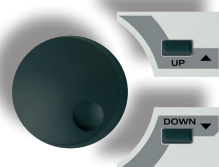
Current	Bpm 119 0 -3:22	MARKER
BAD ROMANCE	Key Am 0 Bar 31.1	3-intro
I WANT IT BAD, I WANT		11-verse 1
BAD ROMANCE		19-verse 2
I WANT YOUR LOVING		27-bridge
AND I WANT		31-chorus 1
YOUR REVENGE YOU		47-interlude
AND ME		51-verse 3
G	Am	59-verse 4
ASEREJE'		67-bridge
Bpm 182 0		71-chorus 2
Key Ebm 0		87-interlude
Next		91-bridge
		95-special
		111-chorus 3
		Current Song

Next



Marker

Current	Bpm 119 0 -3:22	MARKER
BAD ROMANCE	Key Am 0 Bar 31.2	1-intro
I WANT IT BAD, I WANT		9-verse 1
BAD ROMANCE		17-bridge
I WANT YOUR LOVING		29-chorus 1
AND I WANT		48-interlude
YOUR REVENGE YOU		54-verse 2
AND ME		62-bridge
G	Am	74-chorus 2
ASEREJE'		93-special
Bpm 182 0		109-chorus 3
Key Ebm 0		127-chorus 4
Next		145-chorus 5
		164-fine
		Next Song



MARKER
1-intro
9-verse 1
17-bridge
29-chorus 1
48-interlude
54-verse 2
62-bridge
74-chorus 2
93-special
109-chorus 3
127-chorus 4
145-chorus 5
164-fine
Next Song

Wizard OFF

to next	Bpm 119 0 -1:59	MARKER
BAD ROMANCE	Key Ebm 0 Bar 32.2	1-intro
AND I WANT		9-verse 1
YOUR REVENGE YOU		17-bridge
AND ME		29-chorus 1
COULD WRITE A BAD		48-interlude
ROMANCE		54-verse 2
(OHOHOHO OOH!) I		62-bridge
WANT YOUR LOVING		74-chorus 2
C	F	93-special
		109-chorus 3
		127-chorus 4
		145-chorus 5
		164-fine
		Current Song

Current	Bpm 182 0 -1:57	MARKER
ASEREJE'	Key Ebm 0 Bar 74.1	1-intro
LA BAILA LA GOZA		9-verse 1
Y LA CANTA		17-bridge
ASEREJE'		29-chorus 1
JA DE JE'		48-interlude
DE JEBE TU DE JEBERE		54-verse 2
SEIBIUNOUVA		62-bridge
MAJAVI AN DE BUGUI		74-chorus 2
Ebm	Db	93-special
		109-chorus 3
		127-chorus 4
		145-chorus 5
		164-fine
		Current Song

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

Wizard ON

to next	Bpm 119 0 -3:19	MARKER
BAD ROMANCE	Key Am 0 Bar 32.2	1-intro
AND I WANT		9-verse 1
YOUR REVENGE YOU		17-bridge
AND ME		29-chorus 1
COULD WRITE A BAD		48-interlude
ROMANCE		54-verse 2
Am	C	62-bridge
		74-chorus 2
		93-special
		109-chorus 3
		127-chorus 4
		145-chorus 5
		164-fine
		Current Song

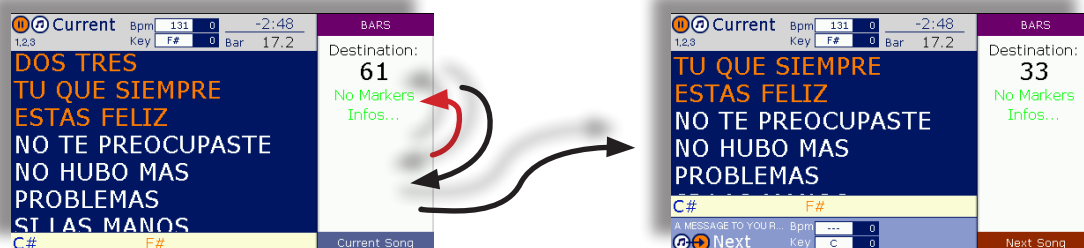
-2:51
Bar 46.2
AAH!
MAAH
AI!
From: Chorus 1
-1 To Chorus 2

Current	Bpm 182 0 -1:08	MARKER
ASEREJE'	Key Ebm 0 Bar 75.1	1-intro
JA DE JE'		9-verse 1
DE JEBE TU DE JEBERE		17-bridge
SEIBIUNOUVA		29-chorus 1
MAJAVI AN DE BUGUI		48-interlude
AN DE BUIDIDIPI		54-verse 2
Ebm	Db	62-bridge
		74-chorus 2
		93-special
		109-chorus 3
		127-chorus 4
		145-chorus 5
		164-fine
		Current Song

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

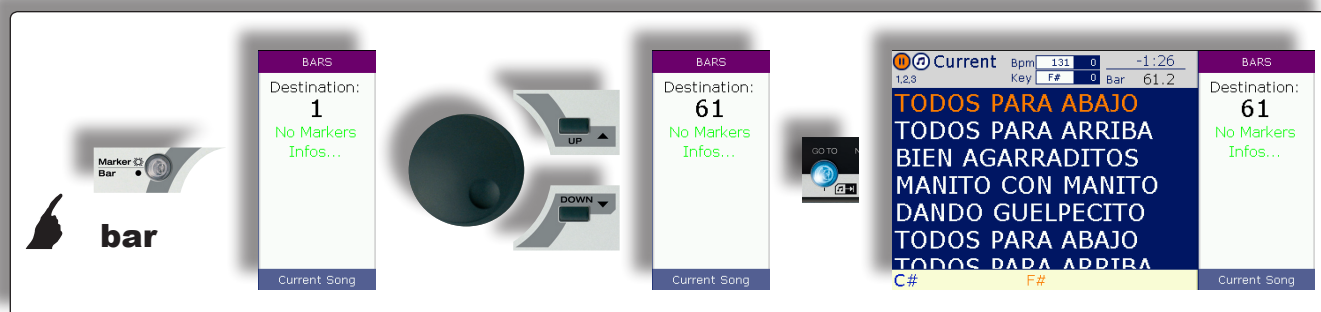


Songs with no markers cannot take advantage of a series of advanced Merish functions.

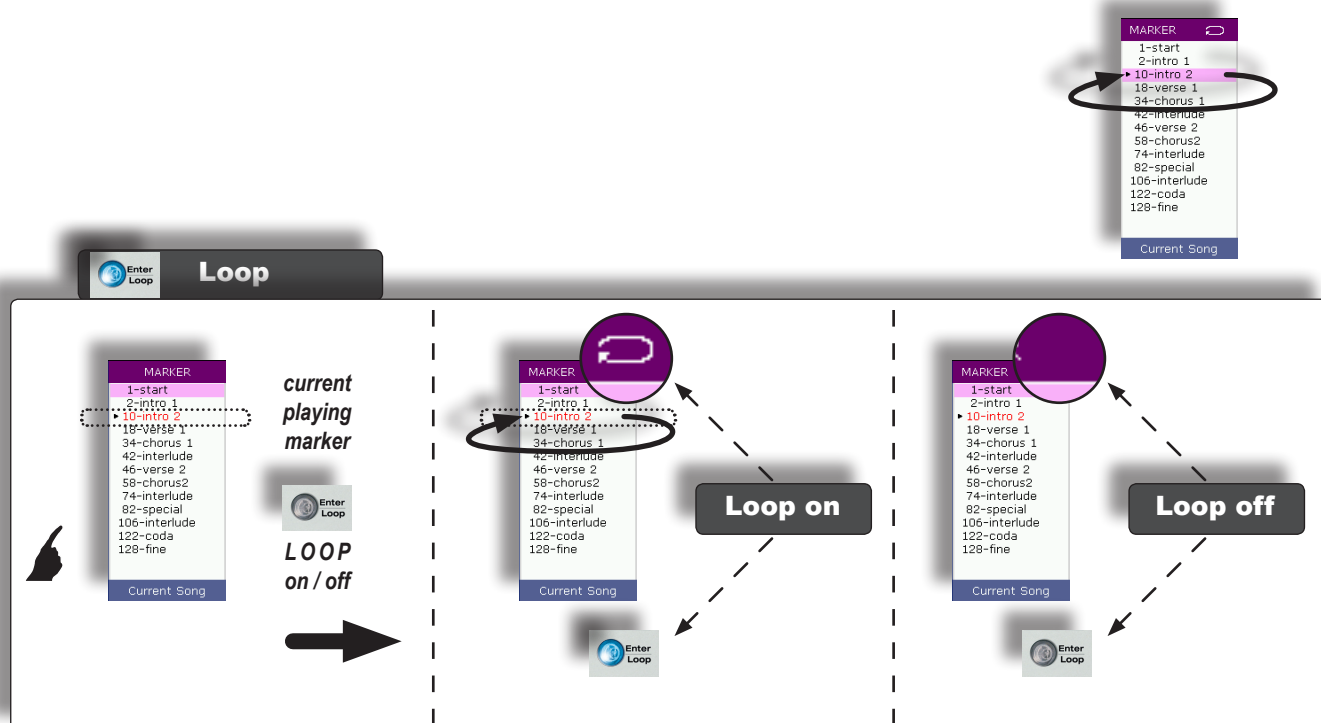
Nevertheless, with songs with no markers, Merish allows to jump to a specific bar in the same song or in the next song.

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:

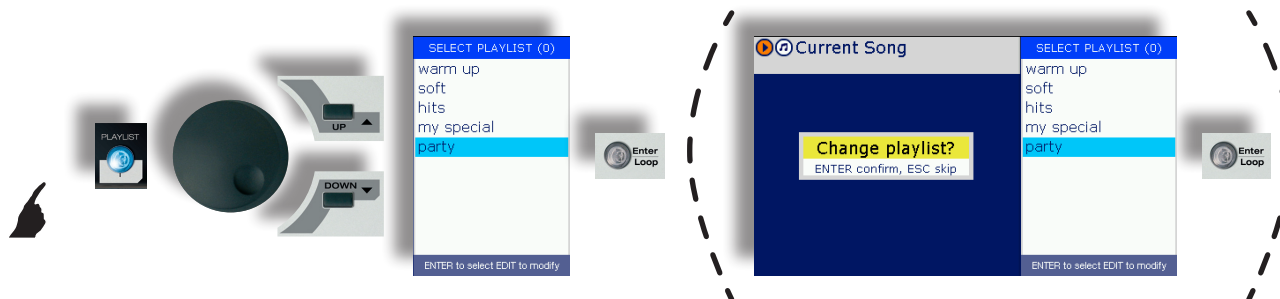
- Select Playlist:** A menu shows 'warm up', 'soft', 'hits', and 'my special'. 'my special' is selected.
- Current Song Screen:** An 'Actions' menu is shown with 'New playlist' highlighted.
- Insert playlist name:** The user starts entering the name 'PARTY' one letter at a time (P, A, R, T, Y) using the DIAL and pressing Enter. Unwanted letters are deleted using 'CANC' + Enter.
- Final State:** The new playlist 'PARTY' is created and selected in the 'SELECT PLAYLIST (S)' menu. The 'Current Song' screen displays instructions on 'How to add a song'.

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

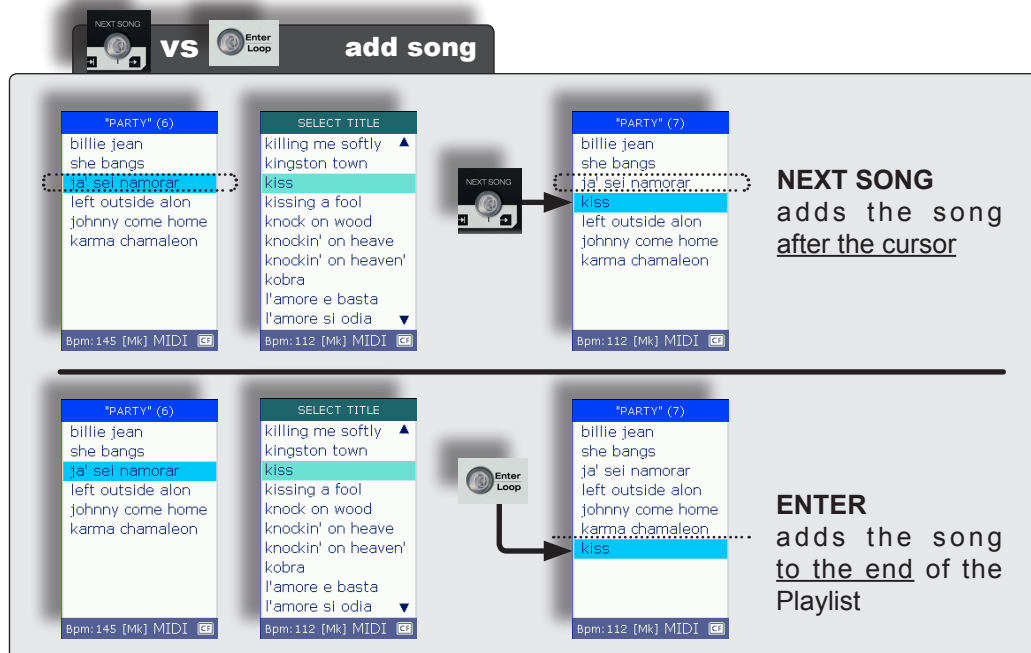
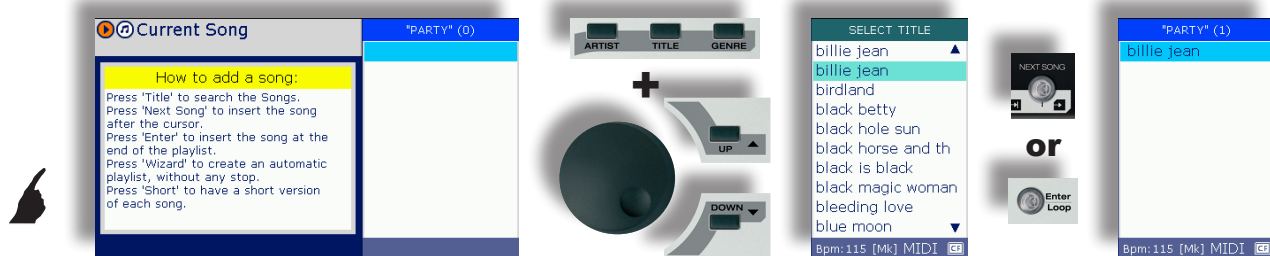
A new Playlist, called PARTY, has been created. The new Playlist is empty: Merish directly displays the panel for adding songs.

Adding a song to a Playlist

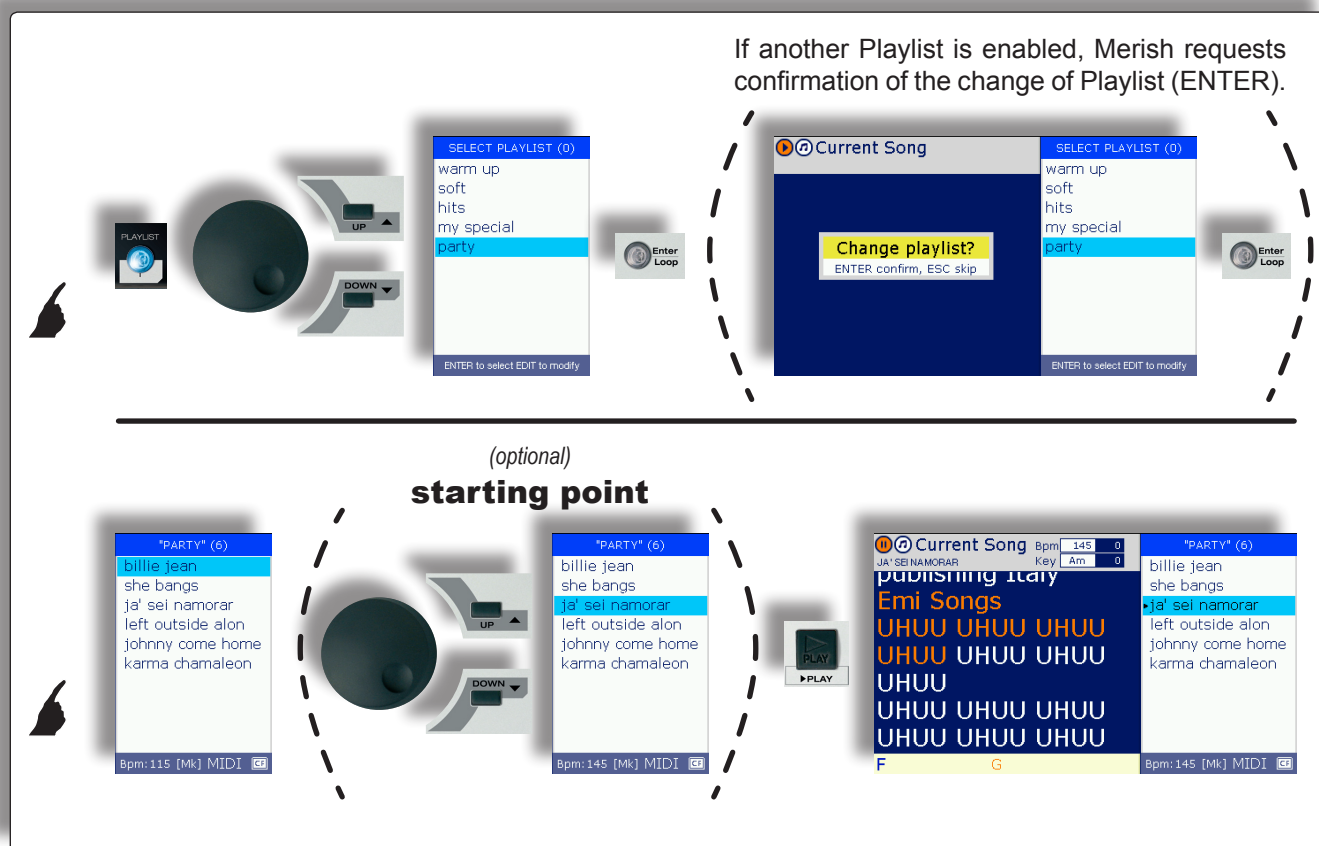
If another Playlist is enabled, Merish requests confirmation of the change of Playlist (ENTER).



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




Playing a Playlist



Exiting a Playlist


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

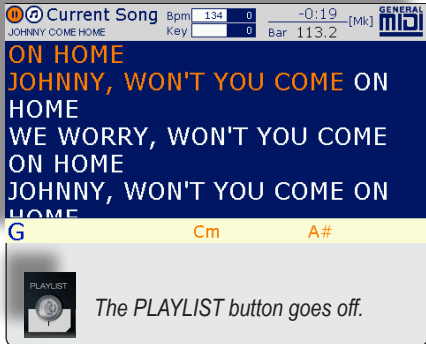
To prevent accidentally exiting during a live performance, the procedure for exiting from a Playlist requires confirmation:





(pressing ESC again, exit procedure is cancelled, and one remains in the Playlist)





The PLAYLIST button goes off.



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**

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
 I'M A MAN
 Bb F Bpm: 115 [Mk] MIDI

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

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

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
 I'M A MAN
 Bb F Bpm: 115 [Mk] MIDI

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

Change playlist?
 ENTER confirm, ESC skip

pressing ENTER confirms the changeover, stopping any performance under way

Playlist "SOFT" ready

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
 I'M A MAN
 Bb F Bpm: 115 [Mk] MIDI

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

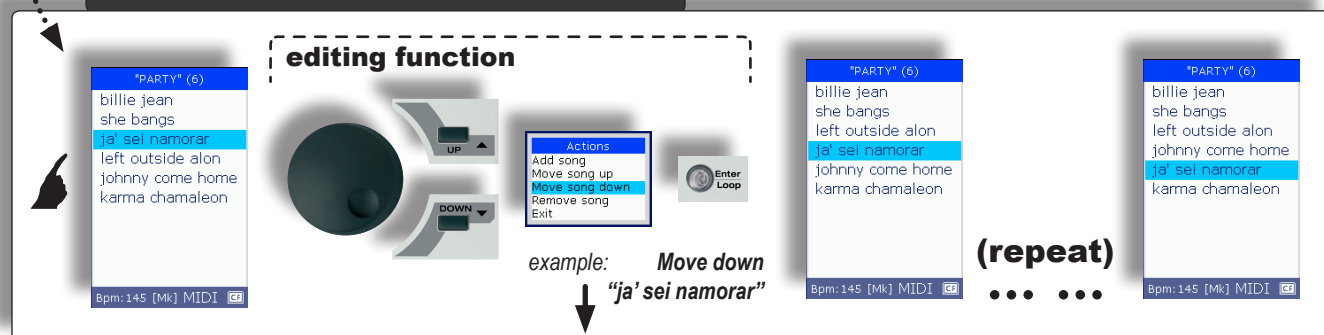
ESC
 (pressing ESC cancels the procedure, remaining in the same Playlist)

Editing the contents of a Playlist

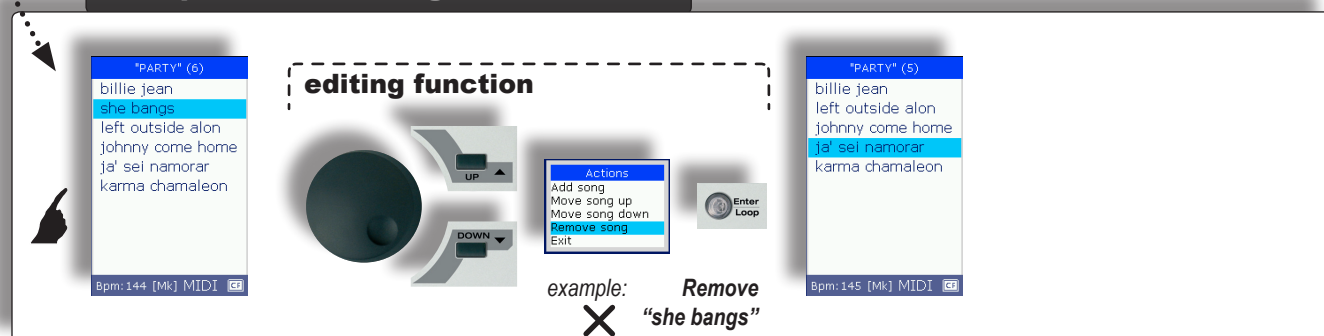
The contents of a Playlist can be modified at any time without stopping the performance under way. E.g. it is possible to remove the songs or change the order in which they are played.
(Obviously, the changes can't be made to the song being played).



example: Move song up / down

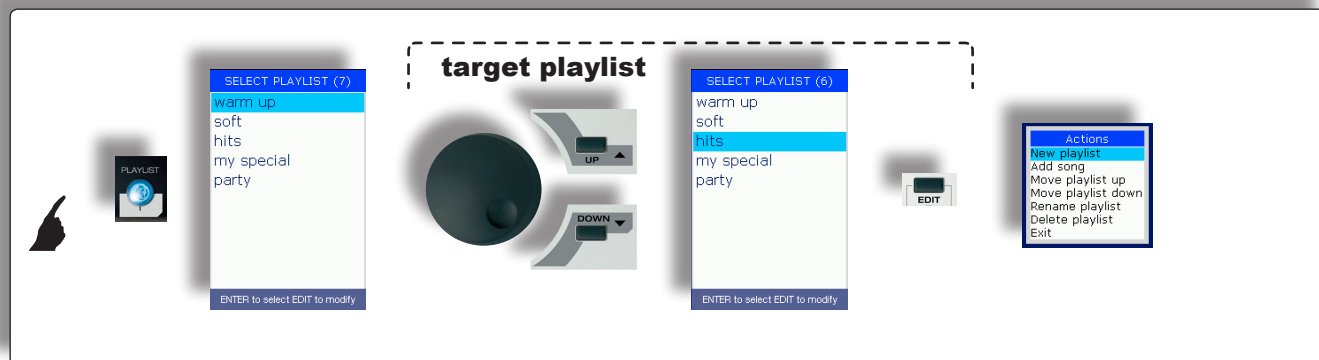


example: Remove song

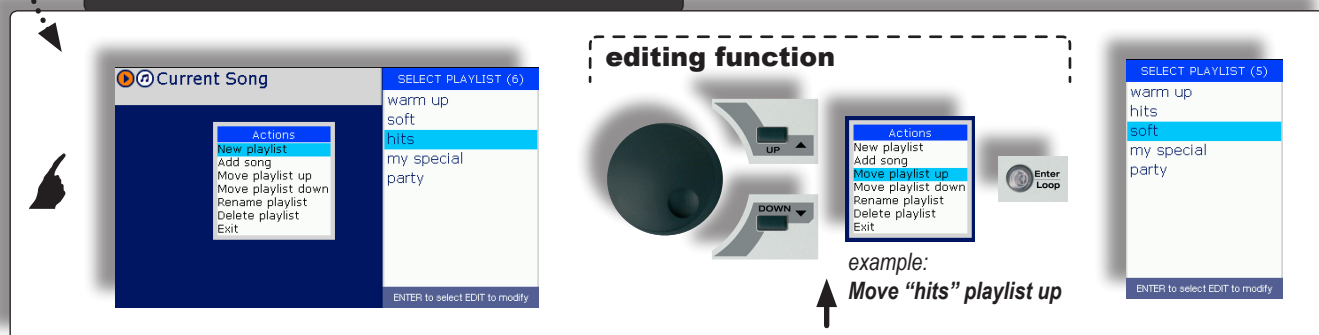


Managing Playlists

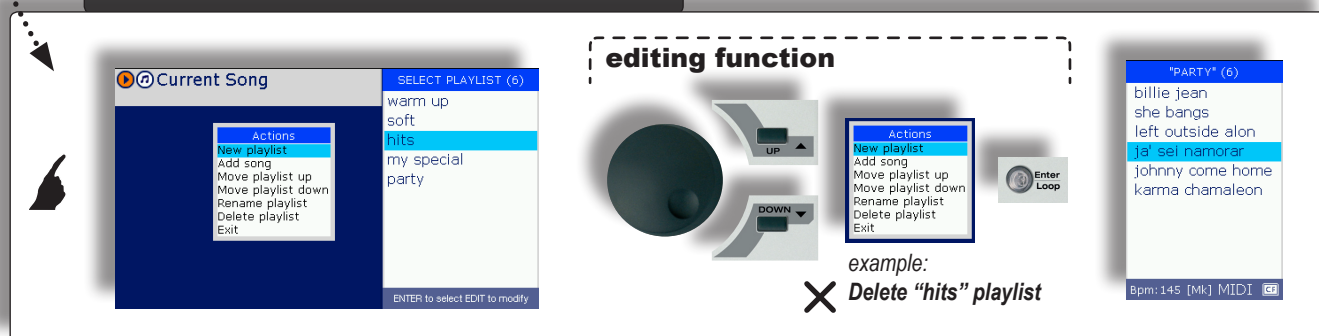
Playlists can be moved, renamed and cancelled at any time without stopping the performance under way.



example: Move playlist up / down



example: Delete 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

Playlist + Wizard + (AutoBPM)

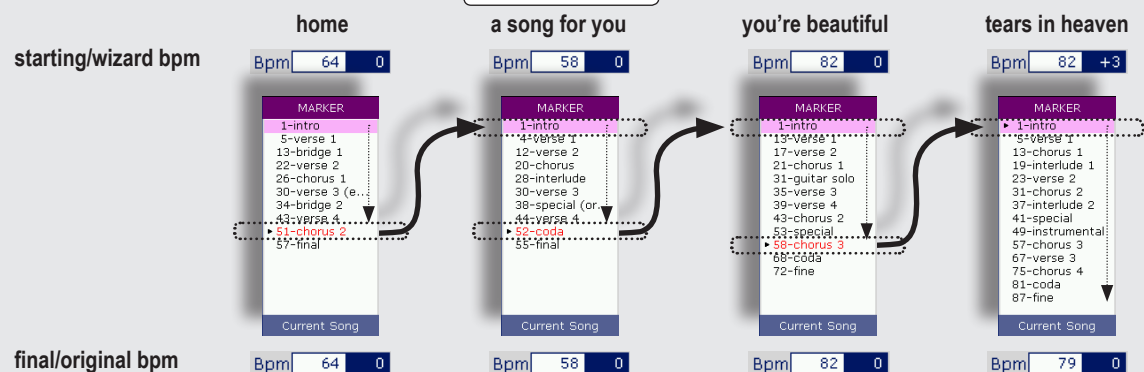
Playlists' playing procedure and commands don't change when Wizard is enabled • see [“Playing a Playlist” \(page 33\)](#). On the other hand, the methods of linking automatically change.

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%



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.

FADE CURVE

Fast	[In Use]
Slow	→
Dance	→
BPM adjust	→
Auto	→
AutoBPM range	10%

change value select



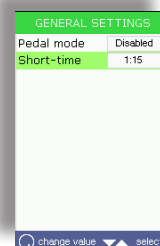
Playlist + Wizard + Short + AutoBPM

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).

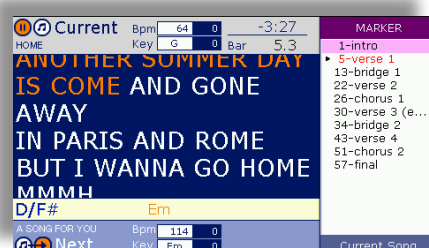
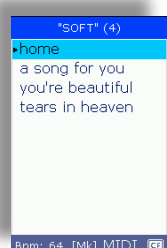
The duration can be set from a minimum of 1 minute.

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.

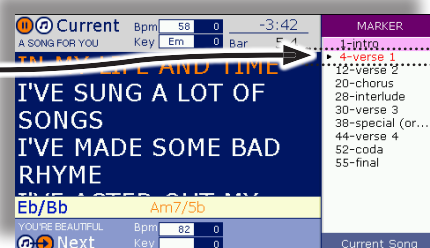


Playlist + Wizard + Short + (AutoBPM)



The Playlist's playing procedure and commands don't change when Wizard and Short are enabled • see “*Playing a Playlist*” (page 33).

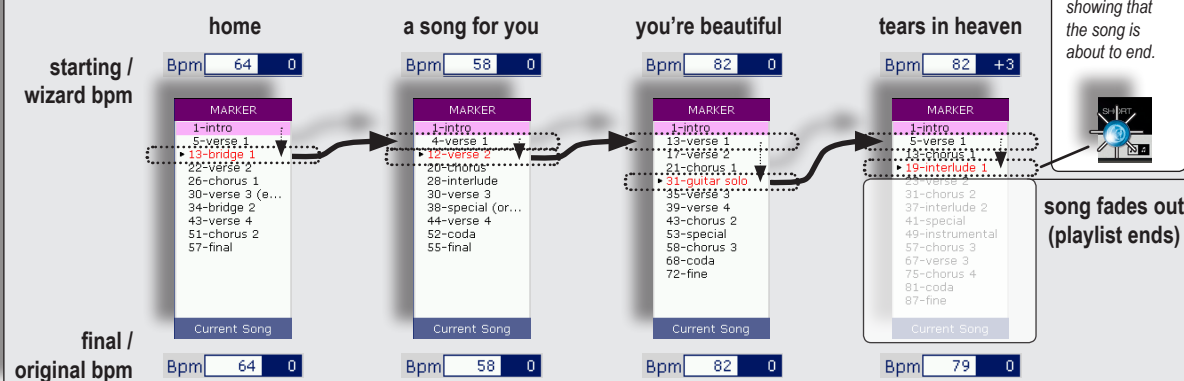
On the other hand, the methods of linking automatically change.



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.

(example)
Short-time = 1.00 (1 min.)
AutoBPM range = 10%



AutoBPM

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

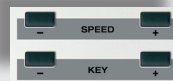


Editing Songs

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.

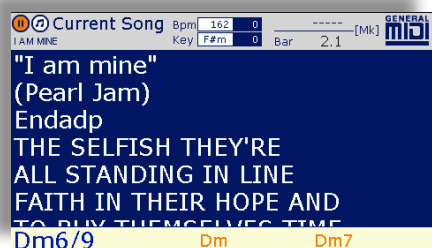
MIDI Songs

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.

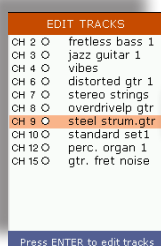
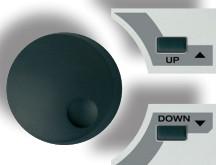
MERISH Plus and MERISH Gold also have the **Insert Effects** parameter • see *"Insert Effects"* (page 42).



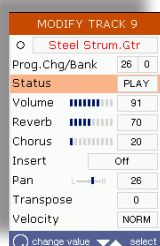
Song Edit: MIDI Songs



select track

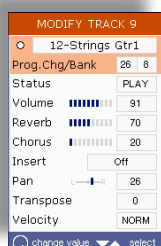
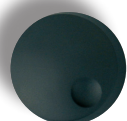


select parameter



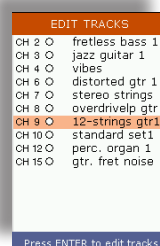
example: Program Change / Instrument

edit parameter



(repeat for each desired parameter)

... ..



SAVE
(optional)

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



MP3 files

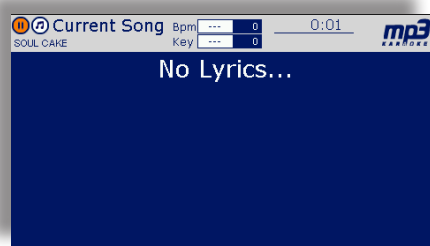
MP3 files can be processed with the **Voice Cancel** effect, a device that allows to suppress in real time some components of the audio frequency spectrum of an audio file, cancelling, within certain limits, the vocal parts contained in it.

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.

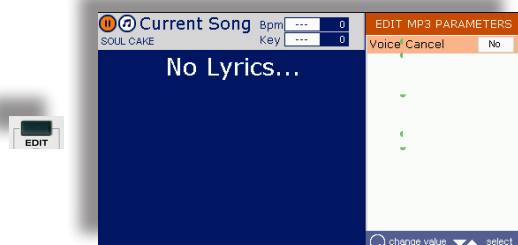


Songs in **MP3 karaoke** format produced by **M-Live** do not require the **Voice Cancel** effect as they are expressly produced as audio backing tracks with lyrics divided into syllables in sync with the song, without lead vocals.

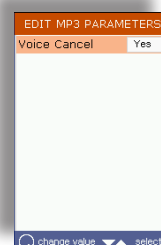
Song Edit: MIDI Songs



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



voice cancel



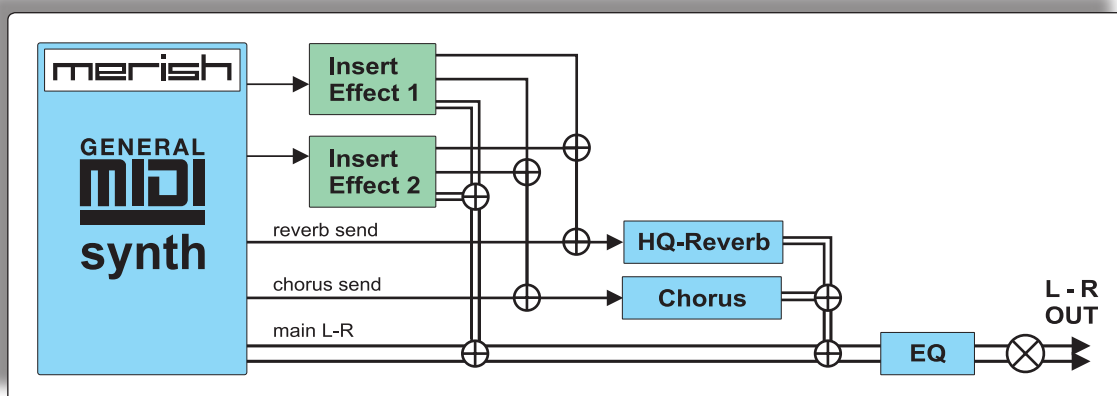
Insert Effects & WSF (Merish Plus & Merish Gold)

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](#)” (page 40)

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.**

Song Edit: Insert Effects

Current Song Bpm 104 0
Key 0

"BLEEDING LOVE"
(Leona Lewis)
Sony Bmg Music
Publishing
WWW.OKYWEB.COM
CLOSED OFF FROM
LOVE

F Dm7

EDIT TRACKS

CH 2	○	fretless bass 1
CH 4	○	flute vibrato
CH 5	○	choir st. aahs
CH 6	○	distorted gtr 1
CH 7	○	slow st.strings
CH 8	○	synth strings 1
CH 9	○	synth drums
CH 10	○	standard set1
CH 11	○	st.grandpiano
CH 12	○	jazz guitar 1
CH 13	○	panflute vibr...
CH 14	○	synth strings 1
CH 15	○	rock organ 1
CH 16	○	distorted gtr 1

Press ENTER to edit tracks

select track

UP

DOWN

Enter Loop

EDIT TRACKS

CH 2	○	fretless bass 1
CH 4	○	flute vibrato
CH 5	○	choir st. aahs
CH 6	○	distorted gtr 1
CH 7	○	slow st.strings
CH 8	○	synth strings 1
CH 9	○	synth drums
CH 10	○	standard set1
CH 11	○	st.grandpiano
CH 12	○	jazz guitar 1
CH 13	○	panflute vibr...
CH 14	○	synth strings 1
CH 15	○	rock organ 1
CH 16	○	distorted gtr 1

Press ENTER to edit tracks

select parameter

UP

DOWN

MODIFY TRACK 15

Rock Organ 1

Prog.Chg/Bank 19 0

Status PLAY

Volume 127

Reverb 80

Chorus 36

Insert Off

Pan 26

Transpose 0

Velocity NORM

change value select

edit Insert Effect

UP

DOWN

MODIFY TRACK 15

Rock Organ 1

Prog.Chg/Bank 19 0

Status PLAY

Volume 127

Reverb 80

Chorus 36

Insert Off

Pan 26

Transpose 0

Velocity NORM

change value select

MODIFY TRACK 15

Rock Organ 1

Prog.Chg/Bank 19 0

Status PLAY

Volume 127

Reverb 80

Chorus 36

Insert DistRotary

Pan 26

Transpose 0

Velocity NORM

change value select

SAVE
(optional)

(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*” (page 42) 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.

Song Edit: Wizard Sound Function

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.

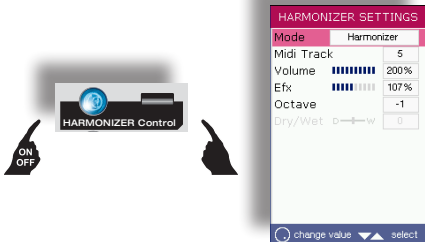
3-voice Harmonizer mode

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.



The image shows a physical button labeled 'HARMONIZER Control' with 'ON' and 'OFF' indicators. Next to it is a screenshot of the 'HARMONIZER SETTINGS' menu. The menu has a 'Mode' tab selected, showing parameters: Midi Track (5), Volume (200%), Efx (107%), Octave (-1), and Dry/Wet (5). At the bottom of the screen are 'change value' and 'select' buttons.

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 > Mic Effects > 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

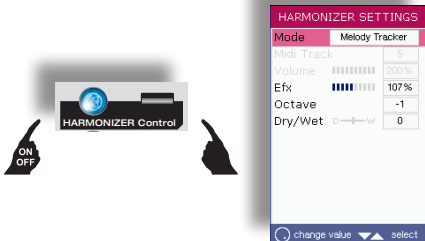
Instead of as a Harmonizer, the processor can be set as **Melody Tracker**, a function that allows to force the voice of the microphone to follow the melody line contained in the song's **Melody Track**.

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).



The image shows a physical button labeled 'HARMONIZER Control' with 'ON' and 'OFF' indicators. Next to it is a screenshot of the 'HARMONIZER SETTINGS' menu. The menu has a 'Melody Tracker' tab selected, showing parameters: Midi Track (5), Volume (200%), Efx (107%), Octave (-1), and Dry/Wet (0). At the bottom of the screen are 'change value' and 'select' buttons.

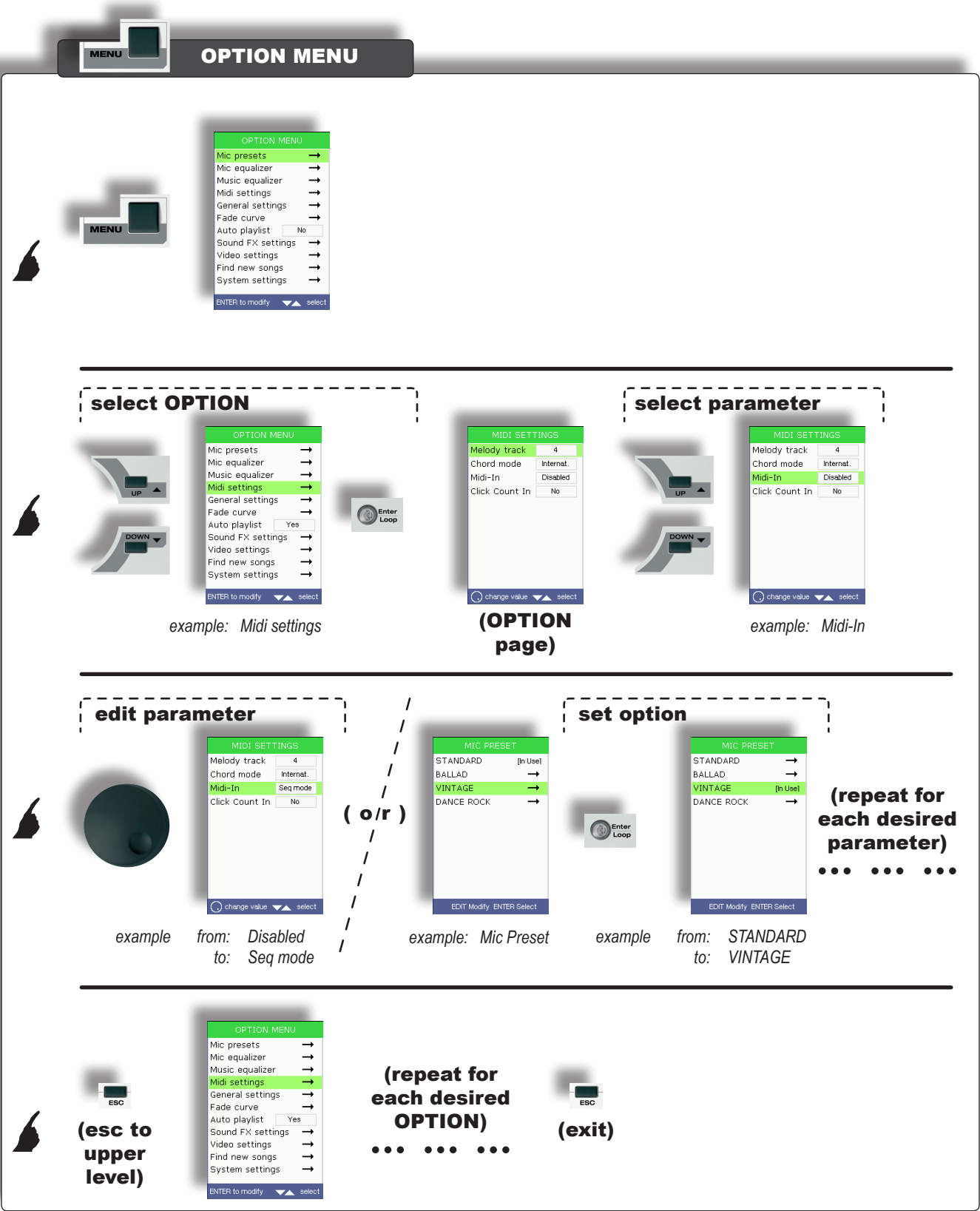
Mode	Operating Mode (<i>Harmonizer / Melody Tracker</i>)
Efx	Reverb send of the Melody Tracker <i>The reverb is the one used for the Microphone (MENU > Mic Effects > MIC PRESETS; the percentage value shows the level of the send compared to the level of the Mic Reverb knob: 50% = half; 100% = identical; 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.



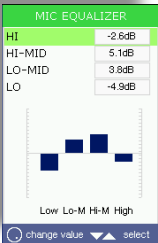
Mic Preset



Presets of the combinations of effects for the microphone.
Sets the effects controlled by the MIC Delay and Reverb knobs.

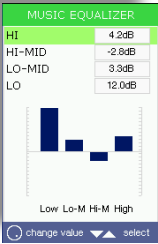


Mic Equalizer



4-band graphic microphone equalizer.
HI, HI-MID, LO-MID and LO frequencies: $\pm 12\text{dB}$

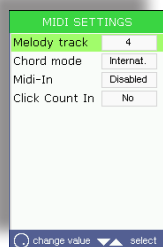
Music Equalizer



4-band graphic equalizer for the Merish sound generator.
HI, HI-MID, LO-MID and LO frequencies: $\pm 12\text{dB}$



Midi settings



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

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**” (page 44) of the **Harmonizer**.

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

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**” (page 57).

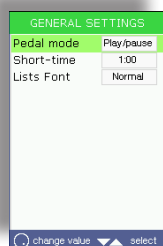
Click Count-In plays a *count-in* bar (only a reference click) before the start of each song (useful, for example, for line-ups with a drummer).

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).

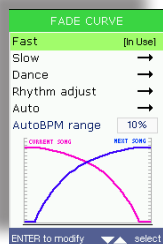
Option also accessible by keeping the Short button pressed down for a couple of seconds.

Lists Font chooses the font to use in the Artist, Title, Genre and Playlist lists:

Normal, Capital, Bold and Big (bold capital).



Fade curve



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

Fast fast crossfade.

Slow slow crossfade.

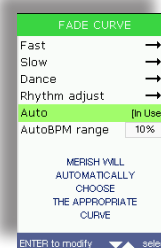
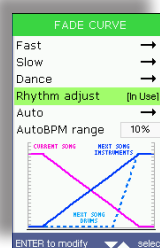
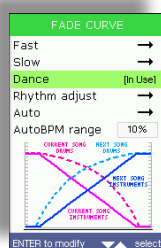
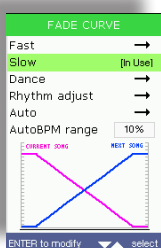
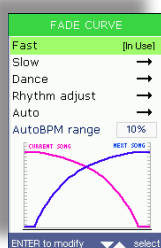
Dance fast crossfade for the percussion and slow for the other instruments.

Rhythm adjust slow crossfade of the instruments, with delayed fade-in of the percussion of the Next Song.

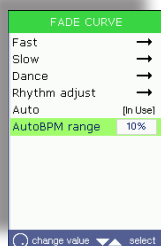
Auto automatic Merish choice of the appropriate type of crossfade.



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.



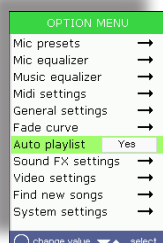
Values available: 0% ÷ 25%

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.

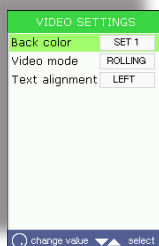
The support CD contains a collection of (MP3) sound effects that can be chosen at will and put in the "sfx" folder of the USB pen/Compact Flash card.

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



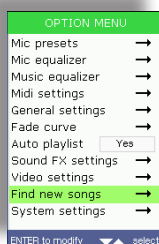
Settings of the display on TV/ video monitor of the lyrics and chords.

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

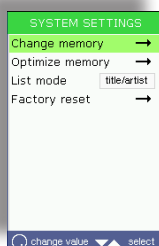


Search and indexing of new songs added to the USB pen/CompactFlash card currently in use.

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.

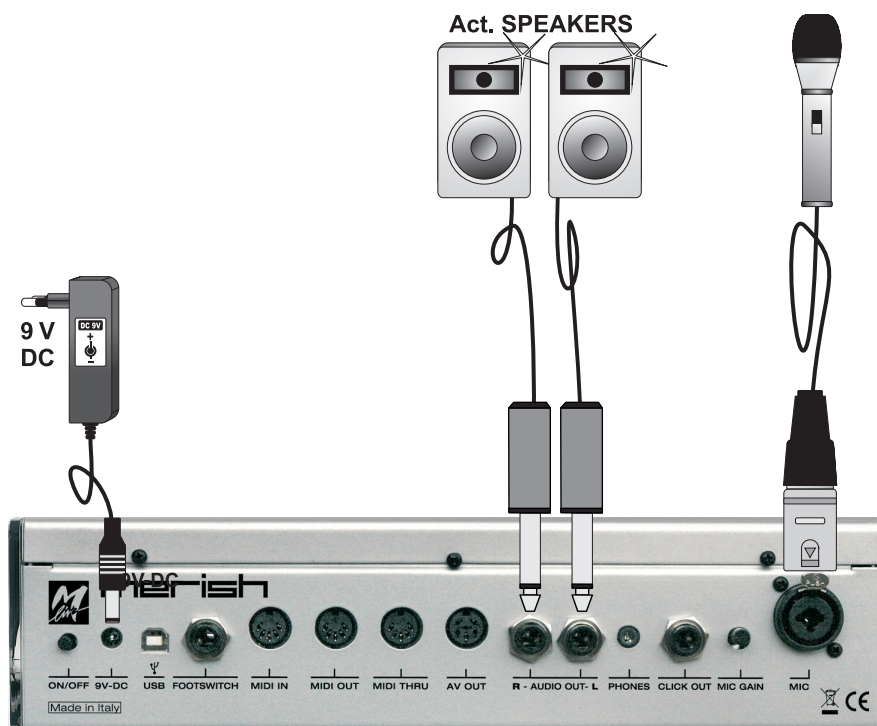
List mode: list search/display mode:
title/artist: advanced, via Artist/Title/Genre meta events.
filename: by file name, with folder browsing.

Factory reset: resets Merish default factory settings

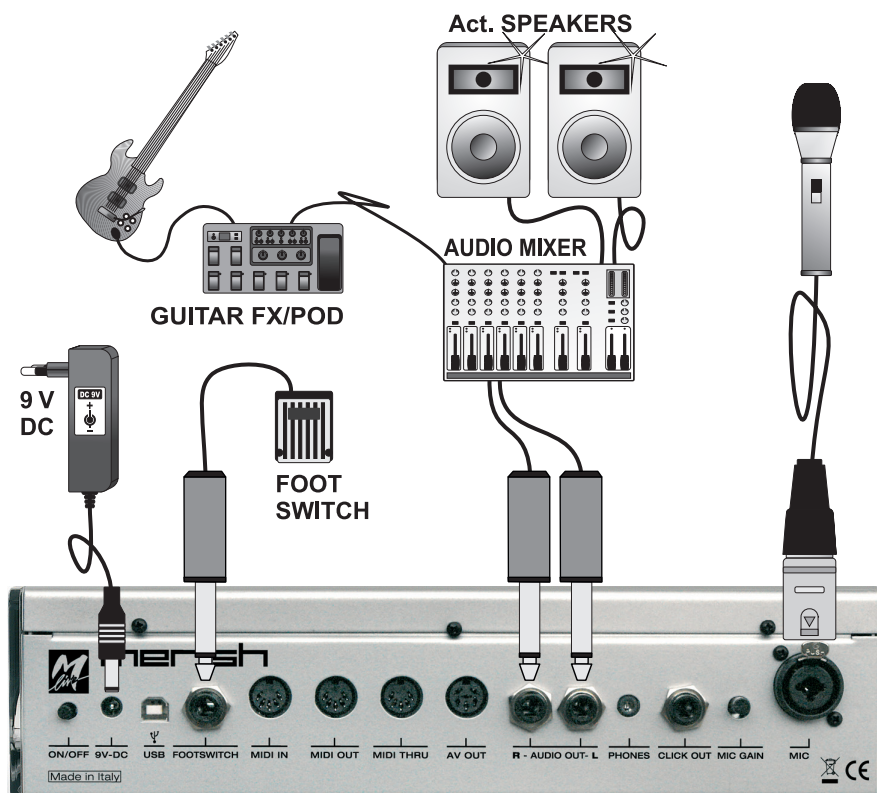
Some operations require confirmation: Enter to proceed, Esc to cancel.

Connection Examples

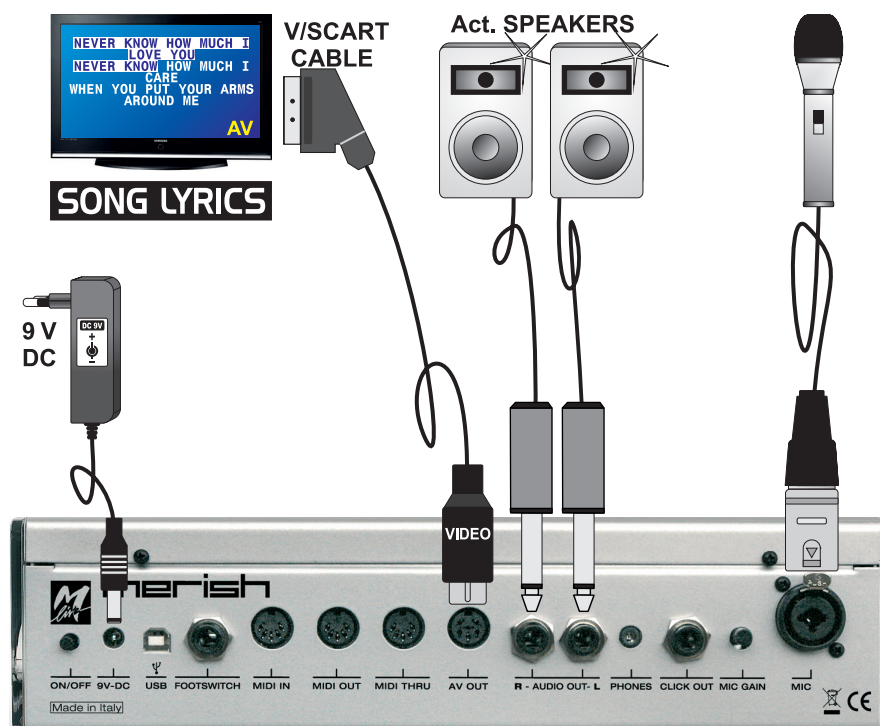
Set for solo vocalist



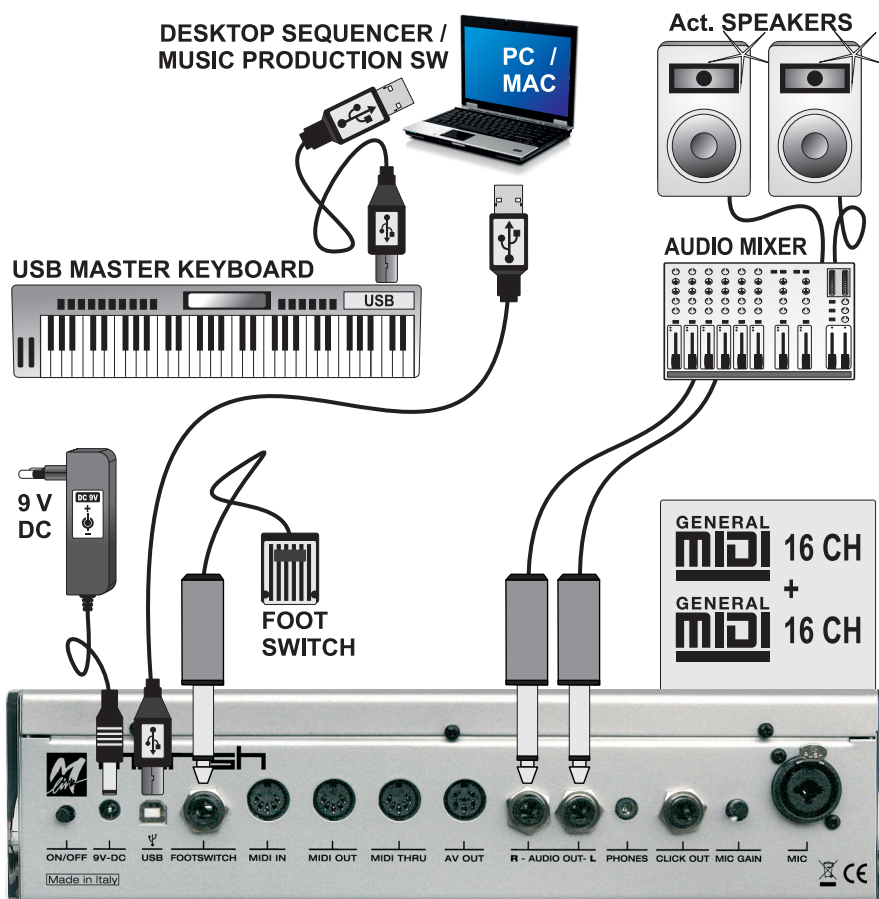
Set for singer guitarist with mixer and footswitch



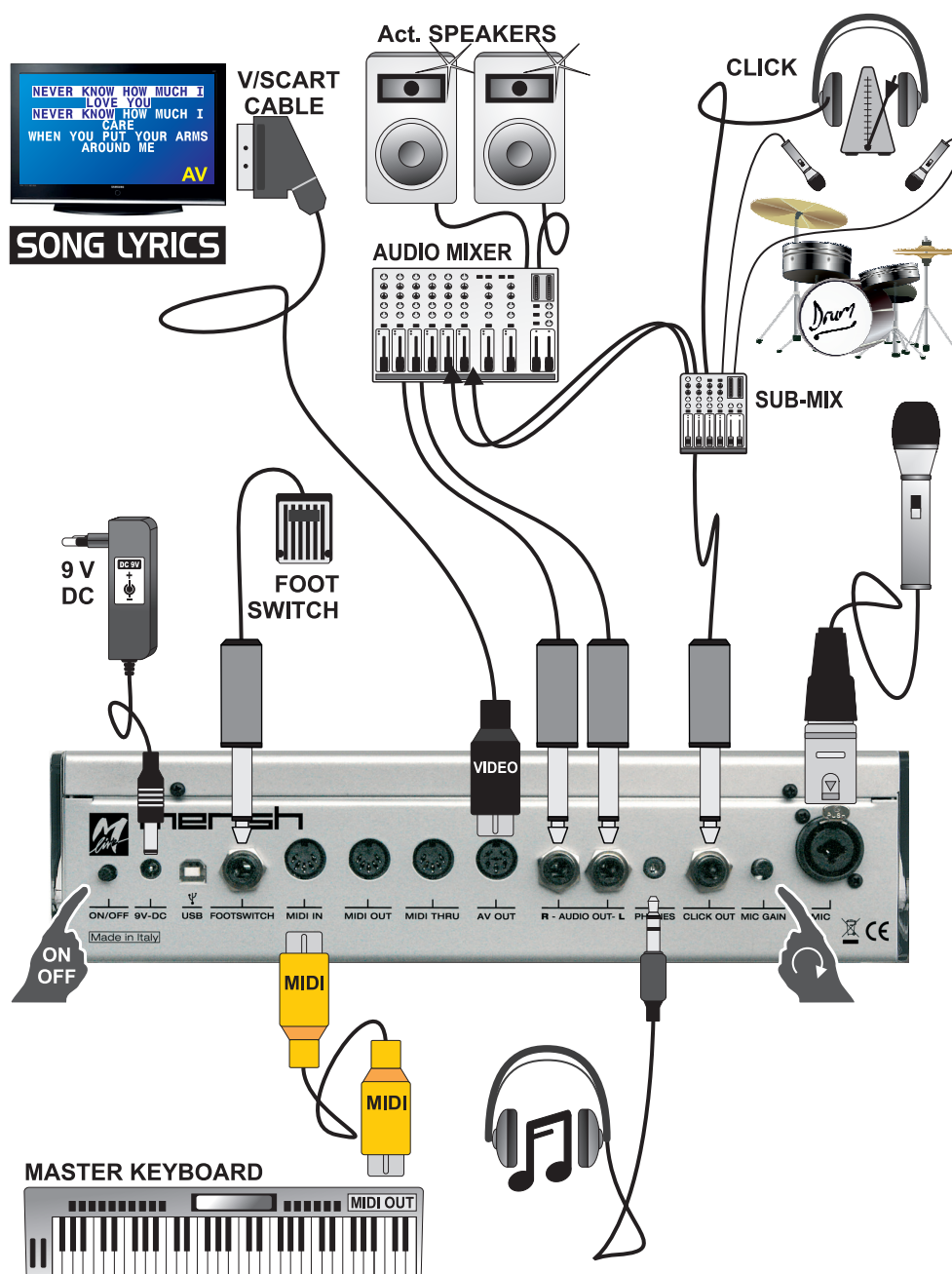
Set for solo vocalist with video monitor / Karaoke



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	St.GrandPiano	Ac. Piano
	2	Mono GrandPiano	Ac. Piano
002	0	Stage Ac.Piano	Ac. Piano
003	0	El. GrandPiano	El. Piano
004	0	Honky-Tonk	Ac. Piano
	0	Stage El.Piano	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	El. FM Piano	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	Harpsichord	Chromatic Perc.
	8	Coupled Harpsi	Chromatic Perc.
008	0	Clavinet	Chromatic Perc.
009	0	Celesta	Chromatic Perc.
010	0	Glockenspiel	Chromatic Perc.
011	0	Music Box	Chromatic Perc.
012	0	Vibes	Chromatic Perc.
	1	Vibraphone	Chromatic Perc.
013	0	Marimba	Chromatic Perc.
	8	Balafon	Chromatic Perc.
014	0	Xylophone	Chromatic Perc.
015	0	Tubular Bells	Chromatic Perc.
	8	Church Bell	Chromatic Perc.
	9	Carillon	Chromatic Perc.
016	0	Santur	Chromatic Perc.
017	0	Drawbar Organ	Organ
	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	Perc. Organ 1	Organ
	1	Perc. Organ 2	Organ
	8	Detuned Organ 2	Organ
	9	Jazz Organ	Organ
	16	Detuned Organ 3	Organ
019	0	Rock Organ 1	Organ
	1	Rock Organ 2	Organ
	8	Rotary Switch	Organ
	16	Rotary Percuss.	Organ
020	0	Church Organ 1	Organ
	8	Church Organ 2	Organ
021	0	Reed Organ	Organ
022	0	Fisa Musette	Accordion
	1	French Musette	Accordion
	8	Ital Accordion	Accordion
023	0	Harmonica	Accordion
024	0	Bandoneon	Accordion

PC	CC00	Sound Name	Type
025	0	Nylon Live Gtr	Ac. Guitar
	1	Nylon Guitar	Ac. Guitar
	8	Ukulele	Ac. Guitar
	9	VeloHarmnix	Ac. Guitar
	16	Nylon Gt.o	Ac. Guitar
026	0	Steel Strum.Gtr	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
027	32	Steel Guitar 3	Ac. Guitar
	40	Nylon + Steel	Ac. Guitar
	0	Jazz Guitar 1	El. Guitar
	1	Jazz Guitar 2	El. Guitar
028	8	Hawaiian Guitar	El. Guitar
	0	Clean Live Gtr	El. Guitar
	1	Clean Guitar	El. Guitar
	8	Chorus Guitar 2	El. Guitar
029	16	Clean Guitar 2	El. Guitar
	0	Muted Guitar 1	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	OverdriveLP Gtr	El. Guitar
	1	Overdrive Gtr 1	El. Guitar
031	8	Overdrive Gtr 2	El. Guitar
	0	Distorted Gtr 1	El. Guitar
	1	Distorted Gtr 2	El. Guitar
032	8	Feedback Guitar 1	El. Guitar
	0	Dist.Harmonix 1	El. Guitar
	1	Dist.Harmonix 2	El. Guitar
	8	Feedback Guitar 2	El. Guitar
033	16	Ac.Gtr.Harmonix	El. Guitar
	0	Acoustic Bass	Bass
	0	Fingered Bass 1	Bass
034	1	Finger Okybass	Bass
	8	Fingered Bass 2	Bass
	16	Dynamic Bass	Bass
035	0	Picked & Hybrid	Bass
	1	Picked Okybass	Bass
036	0	Fretless Bass 1	Bass
	1	Fretless Bass 2	Bass
037	0	Slap Bass 1	Bass
	16	Slap Bass 3	Bass
038	0	Slap Bass 2	Bass



PC	CC00	Sound Name	Type
039	0	Synth Bass 1	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	Synth Bass 2	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	Violin Solo	Strings
	1	Violin	Strings
042	0	Viola Solo	Strings
	1	Viola	Strings
043	0	Cello Solo	Strings
	1	Cello	Strings
044	0	Double Bass	Strings
	1	Contrabass	Strings
045	0	Tremolo Strings	Strings Ensemble
046	0	Pizzicato Strings	Strings Ensemble
047	0	Orchestral Harp	Strings
	1	Mellow Harp	Strings
048	0	Timpani 1	Percussion
	1	Timpani 2	Percussion
049	0	Stereo Strings	Strings Ensemble
	2	Mono Strings	Strings Ensemble
	8	Ensemble Orch.	Strings Ensemble
050	0	Slow St.Strings	Strings Ensemble
	2	Slow MonoStrings	Strings Ensemble
051	0	Synth Strings 1	Strings Ensemble
	8	Synth Strings 3	Strings Ensemble
052	0	Synth Strings 2	Strings Ensemble
	1	Synth Section	Strings Ensemble
053	0	Choir St. Aahs	Vocals
	1	Choir Aahs	Vocals
	2	Choir Mono Aahs	Vocals
	8	Real Choirs Vib	Vocals
054	0	Choir St. Oohs	Vocals
	1	Choir Oohs	Vocals
055	0	Synvox Stereo	Vocals
	1	Synvox	Vocals
056	0	Orchestra Hit	SFX
	8	Impact Hit	SFX
	9	Philly Hit	SFX

PC	CC00	Sound Name	Type
057	0	Trumpet 1	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	Trombone Solo	Brass
	1	Dark Bone	Brass
059	0	Tuba	Brass
060	0	Muted Trumpet 1	Brass
	8	Muted Trumpet 2	Brass
061	0	Dyn.FrenchHorns	Brass
	1	French Horns	Brass
062	0	Brass Section 1	Brass
	8	Brass Section 2	Brass
	16	Brass Fall	Brass
063	0	Synth Brass 1	Brass
	8	Synth Brass 3	Brass
064	0	Synth Brass 2	Brass
	8	Synth Brass 4	Brass
065	0	Soprano Sax 1	Sax
	8	Soprano Sax 2	Sax
066	0	Alto Sax 1	Sax
	1	Alto Okysax	Sax
	2	Liscio Sax	Sax
	8	Hyper Alto Sax	Sax
	9	Alto Sax 2	Sax
067	0	Tenor Sax	Sax
	8	Breathy Tenor	Sax
068	0	Baritone Sax 1	Sax
	8	Baritone Sax 2	Sax
069	0	Oboe	Woodwinds
070	0	English Horn 1	Woodwinds
	8	English Horn 2	Woodwinds
071	0	Bassoon	Woodwinds
	8	Bassoon 2	Woodwinds
072	0	Clarinet	Woodwinds
	8	Bass Clarinet	Woodwinds
073	0	Piccolo	Pipes
074	0	Flute Vibrato	Pipes
	1	Flute	Pipes
075	0	Recorder	Pipes
076	0	Panflute Vibrato	Pipes
	1	Panflute	Pipes
077	0	Bottle Blown	Pipes
078	0	Shakuhaci	Pipes
079	0	Whistle	Pipes
080	0	Ocarina	Pipes



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

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



Drum Kits

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



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

INPUTS – OUTPUTS	
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 - 12.2 x 3.15 x 9.06 inches
Weight	2,4 kg - 5.29 lb
NORMATIVES	
Compliant with 89/336/CEE on electromagnetic compatibility	
Compliant with 93/68/CEE on CEE marking	



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