Bugs

1) If you have a lot of syntax errors in your **playnote** list it could result in a deadlock situation as the interface attempts to feed information to the driver while the driver attempts to report on all the errors.   You will have to kill the application from elsewhere and start over.

2) The driver does not always keep up.   In fact it quite often fails to keep up, creating skips and pauses. Usually, if the mix is within the 400kbytes limitation, trying again will result in a successful mix since the process and necessary pages have been placed in virual memory.   It is good to remember however that this program has definite limitations due to the hardware, but things can only get better.   (None of this would have been remotely possible on the 030 machine).

3)   Sometimes, for a reason I don't understand yet, garbage gets stuffed at the beginning of the **playnote window,** when it is read by the driver.   Usually you will see something like   "p: command not found".   I'll fix it as soon as I understand it.   I think it is a simple problem.   The workaround is simply to put the cursor in the upper left hand corner of the **playnote window** and hit delete.

4) (Not a bug, but a feature!).   When you open multiple paste-boards, they are not tiled, but placed directly over one another.   This is part laziness on my part, but also an attempt to keep the workspace relatively clean.   You have to clean it up yourself.

5) Not really a bug, but an annoyance: When you set a very high play start time in the **play from** form in the control window, it takes a few moments while the program pretends to play everything preceding that time.   Speed depends on how much is in virtual memory at that point.   Ways around this are to use a separate scratchpad, and combine mixes later with the **offset** feature, or temporarily set **offset=-**x, where x is the starting time of the first note you want, and then use the mouse to select the portion of the mix you want when you load it in.