

Tutorial: recording into a song (4 of 4)

"Follow Song" recording

Suppose you have a bunch of sections lined up end to end in the top row of the arrangement grid, and you want to record Clarinet takes for each section while you play the entire song. To do this, select "Follow Song" in the Record menu. When this feature is turned on, the record-enabled section will move to the next section in the top row of the arrangement grid as each section is encountered, as you play. Note, however, that in this case you are not recording a single take like you did when you recorded into the separate "Linear" section. In this case your notes go into the current take selected in each section, in turn, as it is encountered.

Type Alt-W-2 to bring the Arrangement window to the front again. The View popup menu in the graphic editing/notation window shows "My Song." Make sure that "Follow Song" is checked in the Record menu and that the record button is on in the control palette. Just to give us something new to record, let's add a player to the ensemble. Choose "Add Player" from the Setup menu and choose "Clarinet" from the Player Library Entry drop-down list, then click OK. You will see that a Clarinet player has been added in the ensemble palette, and that the Clarinet player is record-enabled. Now click the rewind and play buttons and play Clarinet notes while the first two "Verse" and "Chorus" **sections** play. This time, when the wiper is over the body of the first Verse section, the notes will go into the Verse and when the wiper is over the body of the first Chorus section, the notes will go into the Chorus. You may notice that as the wiper reaches the end of the Verse section and enters the Chorus section, the red bar in the arrangement window moves from the Verse to the Chorus, indicating that the record-enabled section has automatically changed for you. When the wiper reaches the beginning of the second Verse section, you will hear the Clarinet notes that you recorded in your pass over the first Verse section. Any new Clarinet notes that you play will be overdubbed on top of the existing notes in the Verse. This is because the section "Verse" plays back in exactly the same way wherever it appears in your arrangement.

If you want to make a Verse2 section that can be modified independently from the Verse section, do the following: Click on the second Verse section in the arrangement grid to select it and hit the delete key. Next, click once on the name "Verse" in the section list on the left side of the arrangement window (not on the first Verse section instance that is placed on the arrangement grid). Choose "Duplicate Section" from the Song menu. A section called "Verse Copy" appears at the bottom of the section list. Double-click on "Verse Copy" and type "Verse2" to rename it -- then hit the enter key. Drag out "Verse2" and position it in the hole on row 1 where the second instance of "Verse" used to be. Now you can make changes to Verse2 in your arrangement which will not affect the "Verse" section.

Once you have created a song you are not limited to recording into the song as a whole. You can double click on any section instance in the arrangement grid to view that section in isolation. Then you can record into the section as described earlier in this tutorial and your changes will affect all songs that use the section.

The Player Library (3 of 4)

Designing your Player library

Resist the temptation to create one player template for each sound on your MIDI device. Instead, think of a player template as a category of instrument, such as brass, or even a more specific classification, such as piano. Player templates are useful for making players that are more or less what you're after. No doubt once a player is created you will want to refine it to suit your piece. For example you should probably only have one "Piano" player template that can be used to create players that will actually become grand piano, honky tonk piano, or harpsichord. On the other hand, if you are constantly using a Fender Rhodes keyboard sound, then it would, for convenience sake, make sense to add a Fender Rhodes player template. It's up to you to create a Player Library that fits the way you work.

Add Button

Click the Add button to add a device to the list.

Setup Menu

Add Player

Adds a single player of your choice to your document. You can choose any player template from the Player library. If the library doesn't have exactly the type of player you want, just pick one that's close and change it after it's created.

Working with text (6 of 7)

Adding a part name to all parts

To add a part name to all parts that automatically shows the correct instrument name:

1. Make sure only a single player is currently visible.
2. Make a text box by selecting the Text Tool and clicking on the page where you want the text to appear.
3. Choose the Insert Part Name command from the Text menu.
3. You should see the name of that player appear in the text box.
5. Select the part name by clicking to the left or right of it inside the text box and dragging across the name.
6. Make font, size, and style selections from the Text menu to set the appearance of the part name.
7. Finally, choose a setting other than This Page Only from the pages menu.

For example, if you want the text to appear on the first page of each part, choose First Pages. You may want to repeat this process a second time with a different Pages setting; it is common to show the part name in large letters on the first page of each part, and in smaller letters on subsequent pages.

8. Press the enter key to exit the text box.

Working with text (7 of 7)

Adding page numbers

To add page numbers:

1. Make sure no text is selected by clicking on empty space with the arrow tool.
2. Select Center from the justify menu.
3. This will help to automatically align the text box you are about to insert.
4. Select the text tool by clicking on the Text button at the top of the main window.
5. Click on the page at the height you want the text to appear.
6. FreeStyle will create a text box centered on the printable area of the page with a blinking cursor right in the middle.
7. Choose a font, size, and style for the page numbers from the Text Menu.
8. Choose Insert Page Number from the Text menu.
9. Select All Pages from the Text menu.
10. Press the Enter key to exit the text box.

Additional FreeStyle Topics

Overview

The topics below are additional topics not covered in the Basics section of this on-line help. These are all of the tasks in FreeStyle that are not crucial to basic recording and playback of your music. But they are things you will find extremely useful and helpful in your music-making.

[Working With Text](#)

[Page Layout](#)

[Controllers](#)

[Playback Loops](#)

[Using the Metronome](#)

[Using Remote Controls](#)

[Copying and Pasting](#)

[Transposing](#)

[Quantizing](#)

[The Move Palette](#)

[The Player Library](#)

[The Ensemble Library](#)

[Preferences](#)

[Making your own metronome riff](#)

[Synchronizing FreeStyle](#)

[Opening standard MIDI files](#)

Record Menu

Advance Record Loop

Makes the Record Loop jump ahead to the next range of measures. For example, if the Record Loop is currently looping measures 1 through 4, advancing it will make it jump to the next four bars, measures 5 through 8. If you are currently viewing a song and the Record Loop matches the boundaries of a section, it will advance to the boundaries of the next section. The Advance Record Loop command is disabled when the Record Loop is turned off. To turn on the Record Loop, choose Toggle Record Loop from the Record menu, or press CtrlL.

Playback loops (2 of 9)

Advantages of playback loops

Using a playback loop has a few benefits. First, it saves time. You don't have to copy and paste your one bar of drum notes many times to get the effect you want. Secondly, it saves memory in the computer. It takes less space to store one bar of notes with the directions to repeat those notes ten times than it does to store ten identical copies of the notes. Thirdly, it's convenient to edit. When you change a note that is part of a playback loop, the note will change for all repeats of the note as well.

Alesis

Quadrasynth and S4

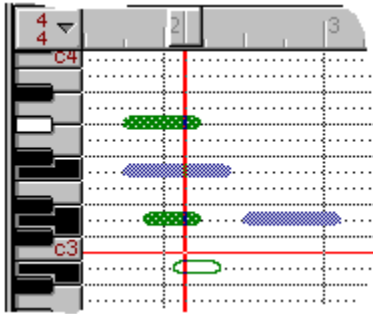
FreeStyle puts the QuadraSynth/S4 into Mix mode automatically. For best results, you should refrain from taking the QuadraSynth/S4 out of this mode while using FreeStyle. There is no way to choose from which bank, user or preset, a program is recalled when FreeStyle sends a program change message.

Therefore, you will need to manually switch the QuadraSynth/S4 to the desired bank, user or preset, before selecting a program name from the popup patch list. There are multiple possible default patch lists for the QuadraSynth/S4. This is because different version of the QuadraSynth/S4 ROM contained different factory-installed programs. The current list installed is for ROM v 1.07. Contact Mark of the Unicorn technical support if you have an older ROM version and want the matching default patch lists.

Preferences (5 of 16)

Animate Piano

Causes the keys on the pitch ruler in the Graphic Editing window to highlight when a note of that pitch is played or recorded.



Setup Menu

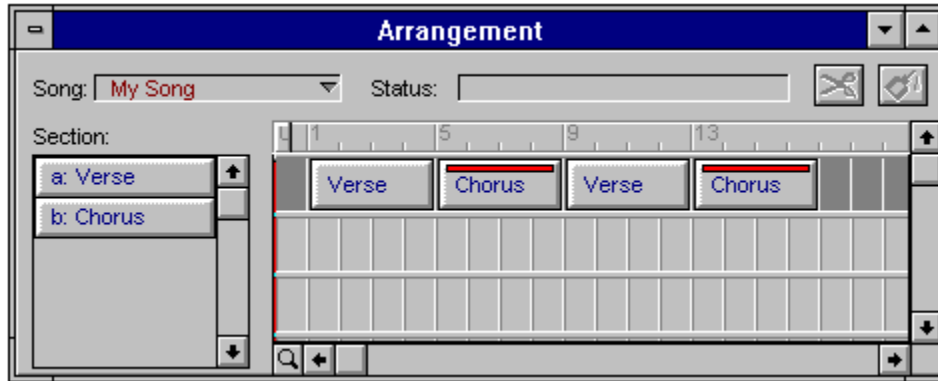
Apply to “Player”

Applies a Player Library Entry's settings to the currently selected player in the Ensemble window (or the record-enabled player if several players are selected). Just choose the desired replacement from the pop-up menu in the dialog box as shown below.

Window Menu

Arrangement Window

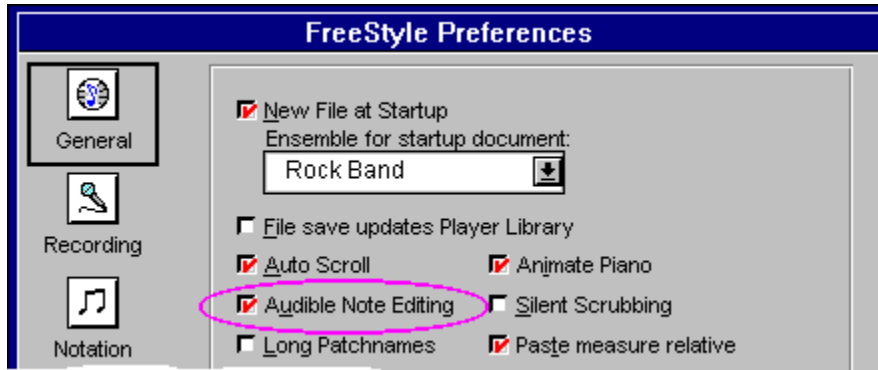
The arrangement window for the currently open document displays the songs that have been created in the document. If multiple documents are open at the same time, each one is followed in the list by its Arrangement window.



Preferences (6 of 16)

Audible Note Editing

Causes notes to play when you click them and drag them.



Quick-Start Guide (5 of 6)

Auditioning Players

Now you should check your players to make sure they have the correct instrument sound.

1. **Audition several players by clicking their names and playing a few notes on your MIDI keyboard.**

Does the sound you hear match the name of the player? For example, does the piano player sound like a piano? If you are using a General MIDI device, the answer is probably Yes. If so, you are ready to begin using FreeStyle!

2. **If you don't hear the correct instrument sounds, open up the Ensemble palette to check the players' sound assignments.**

3. **Click each player's name, choose a sound from the sound menu that is appropriate for that player, and try playing a few notes again.**

If you now hear the correct sound, choose Edit Player Library from the Setup menu. Choose each player from the *Player* pop-up menu at the top of the dialog box and select a sound from the *Sound* pop-up menu below.

4. **If you still don't hear the correct sound for the first player (or no sound at all), check the table below.**

Problem or situation	What to do
The Sound pop-up menu lets you choose sounds, but players don't have an appropriate sound assigned to them yet.	See Setting Up Players for a non-General MIDI device .
The Sound pop-up lets you choose sounds, but it displays generic patch names such as "Patch-1, Patch 2" etc.	If you see generic sound names as described, it means that FreeStyle isn't familiar with your MIDI instrument. But don't worry. You can still use it with FreeStyle. All you have to do is determine the MIDI program change (or "patch") number that matches the sound you want in your MIDI device. Then just choose that number from the sound pop-up list. Most MIDI instruments list their internal sounds by program change number in the manual. For more information, see What to do if you see a generic sound list .
You choose a sound by name, such as <i>Piano</i> , but you don't get that sound and instead get a different sound, such as a clarinet.	This probably means that your MIDI device is in the wrong mode, or its bank-select setting needs to be turned on. See Checking the settings in your MIDI device and then Exit FreeStyle and re-open it after you've made the necessary changes to the settings in your MIDI instrument. You may also find it helpful to review the help topic General advice about setting up your MIDI device .
You see MIDI channels in the sound	See What to do if you see MIDI channels instead of a

pop-up menu instead of sounds.

[sound list](#).

You don't hear any sound at all.

Check cables, headphones, and volume settings. Make sure the instrument is properly set for multi-timbral operation as described in FreeStyle's on-line help. Try playing the instrument directly, without FreeStyle. Can you hear it? If you can, but then you can't when you run FreeStyle, you've probably got a MIDI communication problem. Does your MIDI interface have activity lights on it? Do they blink when you play your keyboard into FreeStyle? If not, do you have other MIDI software you could test as well?

Tutorial: recording into a section (6 of 14)

Auto Loop Record

Auto loop record causes FreeStyle to automatically sense when you have stopped playing after two measures and then automatically set up the record loop over the music you just recorded in.

Record Menu

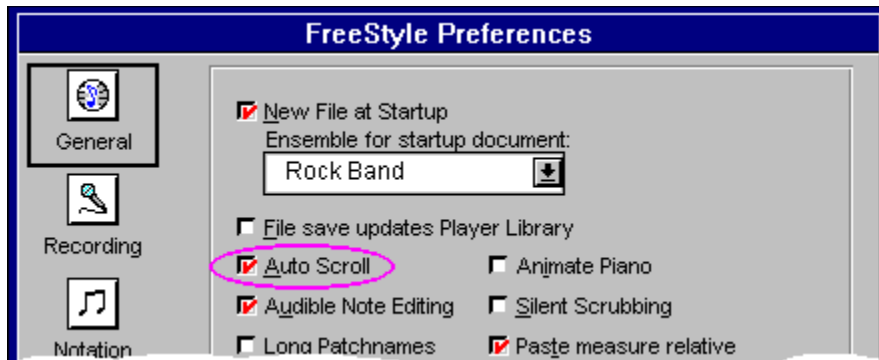
Auto Loop Record

During recording, Auto Loop Record causes FreeStyle to automatically loop back to the beginning of your performance two bars after you stop recording. Just lift your hands off your MIDI keyboard and wait a couple bars. FreeStyle automatically returns to where you began recording and starts playing from there. It also turns on the Record Loop (if it isn't already on) so that the section will continue looping until you stop playback with the main transports. FreeStyle also stays in record so that you can continue recording into the section if you'd like. Auto Loop Record is a checkable menu item. Check it to turn it on; uncheck it to turn it off.

Preferences (4 of 16)

Auto Scroll

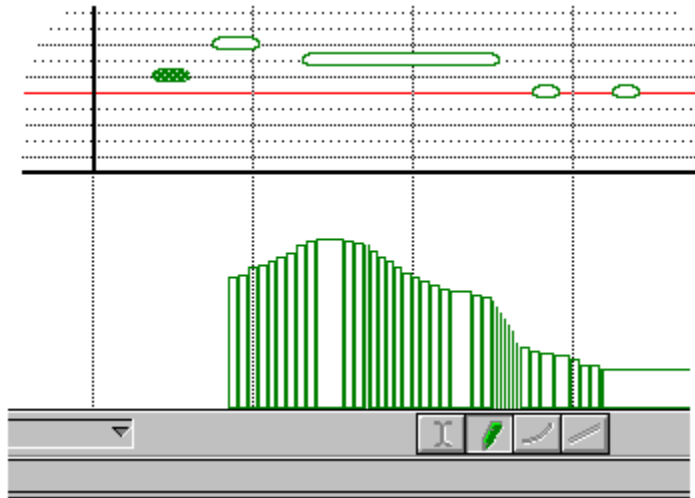
Causes windows to automatically scroll during recording and playback to follow the playback wiper. The playback wiper always moves, regardless of this option.



Preferences (15 of 16)

Auto-Select Controllers

The Auto-Select Controllers feature applies musical “intelligence” to MIDI data recorded into FreeStyle. When this option is checked, pitch bend, volume changes, and other aspects of the musical performance that consist of MIDI controller data in the controller pane are automatically “linked” to the notes that they affect. As a result, you can select, move, cut, copy, paste and otherwise edit notes, and the controller data is automatically included with the notes. This means that you don’t have to worry about pitch bend or similar data; FreeStyle takes care of it automatically for you when you edit the notes. The example below shows how the pitch bend in the controller pane is selected when the note is selected.



When the Auto Select Controllers option is turned off, notes and controller data must be selected and edited separately.

Notation view (4 of 12)

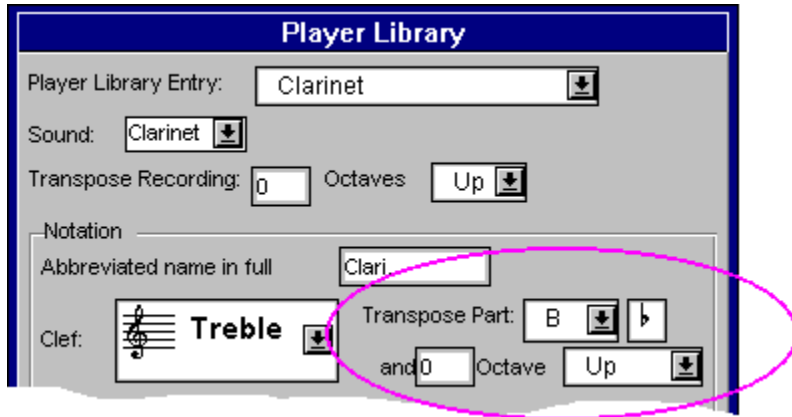
Automatic instrument part transposition

When you display more than one player at a time in the Notation view, FreeStyle uses concert pitch for all players. When you display one player by itself, FreeStyle automatically transposes the part according to standard practice for the instrument. For example, alto sax players are transposed to Eb. The Edit Player Info command in the Setup menu lets you choose how an individual player is transposed, as well as the amount of space needed between its staff and neighboring staves.

Transposing (3 of 6)

Automatic instrument transposition

Many Player Library Entries are preset to do an automatic instrument transposition in the notation view whenever a player of that type is displayed by itself. For example, choose “Edit Player Library” from the “Player Library” sub-menu in the Setup menu. Choose “Clarinet” from the “Player Library Entry” popup menu at the top of the dialog. In the box within the dialog labelled “Notation”, you will see that “Transpose Part” has been set to B flat. This is because a clarinet is a B flat instrument. A Clarinet part played in the concert key of C will be transposed up a full step to the key of D when the part is displayed or printed by itself. This type of transposition does not affect the pitch of a player at all, only the way that it is notated.



View Menu

Back

Zooming back brings the magnification back to the previous level you were using just before the current zoom level. This command lets you easily switch between any two zoom levels. Just zoom to one level, zoom to another level, and then use the Zoom Back command repeatedly to switch between the two. It's also a convenient command to use right after zooming in to do a fine edit, to get you back to where you were. Zoom back restores the scroll position as well as the zoom level.

Synchronizing FreeStyle (3 of 8)

Beat clock ratio

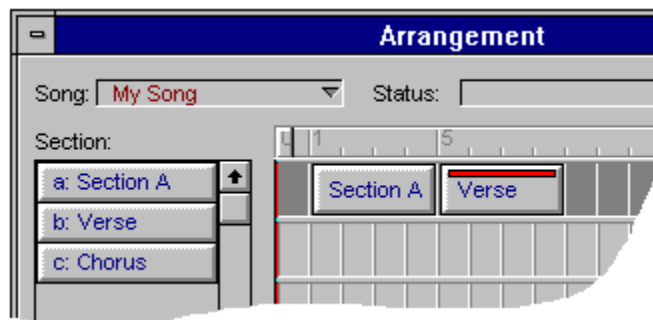
Some manufacturers have begun to make devices which send 24 clock signals per beat (one click of the device's metronome) instead of the standard 24 clocks per quarter note. This new method is very useful when there are meters which do not use the quarter note as the beat unit: $3/8$, $5/16$, etc. In $6/8$, for example, there might be a metronome click every three eighth notes; in $4/1$, the metronome would click once every whole note. If you were using a less common meter such as $5/32$ or $3/16 + 4/16$, using the quarter note as the timing base would not be very useful. Instead, use the 24 clocks per metronome click option.

Songs (3 of 9)

Building a song in the Arrangement window

To add sections to the song, drag them from the Section list on left into the grid on the right. You can add the same section as many times as you want. For example, the chorus section may appear four times in your song. So just drag it from the Section list into the grid four times and place the four copies where they should go. The four copies are called "instances" of the original section. If you change the original, they all change, too. This doesn't have to be the case, though. If you want to make a copy that is different, use the Duplicate Section command to make a copy of the original, and then modify the duplicate section.

You can freely drag sections around in the Arrangement grid. Place sections in any row you wish; sections placed above or below one another play at the same time. If you place a section between two other back-to-back sections, FreeStyle automatically moves them to squeeze in the new section. Sections in the same row cannot overlap. To overlap them, place them in different rows.



Tips & troubleshooting (6 of 12)

Can't open FreeStyle

Try removing the FMSPREFS file from the FREEMIDI directory, which should be located in your Windows directory.

Tips & troubleshooting (2 of 12)

Can't access the right sounds in your MIDI device

If you are having trouble getting FreeStyle to call up the right sounds on your MIDI instrument, there may be one or more settings that you need to make in the instrument so that it responds properly to FreeStyle. For detailed information about your MIDI instrument, see [How to set up your MIDI instrument for FreeStyle.](#)

Window Menu

Cascade

This command places all of the currently open document windows on top of each other with every title bar visible (in the standard Windows fashion) so that you can conveniently access any window.

Graphic Editing view (5 of 13)

Changing a note's duration

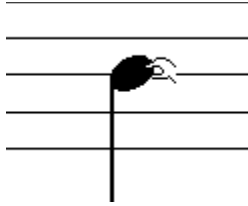
To change durations, hold the cursor near the end of a note (or one of several selected notes) until you see this hand. Then click and drag.



Notation view (7 of 12)

Changing a note's duration

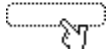
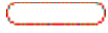
Click near the end of the note to change duration. If it is a tied note, click near the end of the last tied note.



Graphic Editing view (6 of 13)

Changing a note's pitch

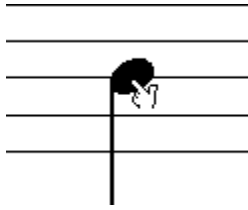
To change pitch, drag notes up or down. To change their time, drag them left or right. This works with a single note, as well as with a group of selected notes.



Notation view (5 of 12)

Changing a note's pitch

Drag the note up and down to change its pitch.



The Ensemble Palette (6 of 14)

Changing a player name

Double-click a player's name in the Ensemble palette to change it.



The Ensemble Palette (11 of 14)

Changing a player's color or pattern

To change a player's color or pattern, double-click the show button.

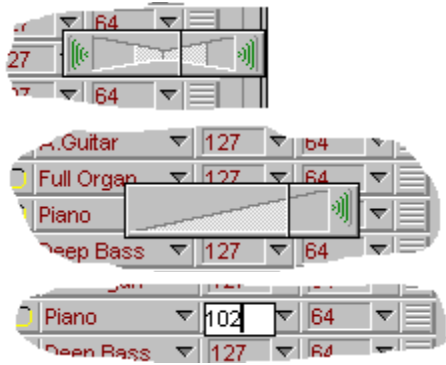


Show/hide button

The Ensemble Palette (12 of 14)

Changing a player's volume and pan settings

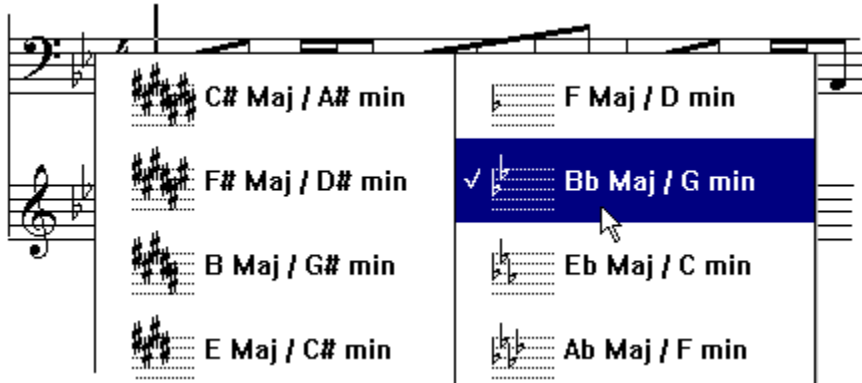
Use the volume and pan controls by either typing in a value or by dragging the pop-up controls as shown. You can also draw changes in volume and panning over time in the [controller pane](#).



Transposing (5 of 6)

Changing key signature without transposing pitch

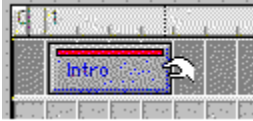
Suppose you just recorded a piano part in the key of D, but when you look at the notation view you see that it was written in the key of C. The pitches are correct, but the notation view doesn't know what key you want. To fix this, click on the treble or bass clef symbol at the left edge of any staff (you'll know you're in the right place when the cursor changes to a "#/b" symbol). A popup menu of all the possible key signatures will appear. Choose the appropriate key signature and the notation view will update its transcription of your recording.



Songs (5 of 9)

Changing section lengths in the Arrangement grid

To lengthen and shorten sections in the Arrangement grid, drag their right edges.



Working with text (4 of 7)

Changing the font, size, style, etc.

You can change the font, size, and style of any selected text (including automatically generated measure numbers, staff names, and section names) using the settings in the Text menu.

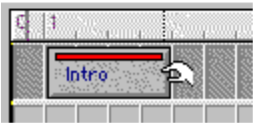
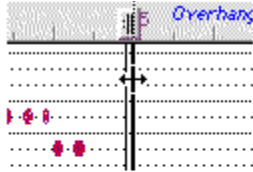
□ **Example Song** □

Sections (3 of 6)

Changing the length of a section

Sections can be of any length. They are initially given a length of four bars, but if you record past the end of a section, it will grow to accommodate the notes you play in. If the section has been placed in a song and it butts up against another section, FreeStyle won't automatically grow the section any more.

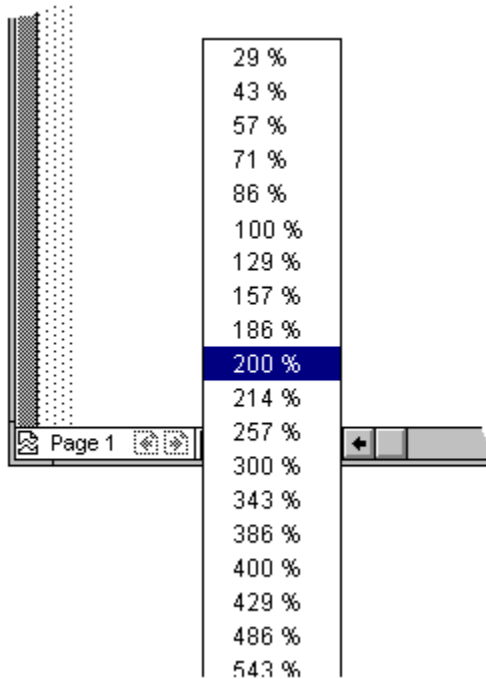
To adjust the length of a section, drag the heavy, black double-lined vertical end bar displayed in the Graphic Editing window in the note grid. You can also adjust its length anywhere it appears in the Arrangement window grid: just grab the right edge of the section and drag it.



Notation view (11 of 12)

Changing the magnification in the notation view

Choose a magnification from the magnification pop-up menu to reduce or enlarge the display. You can also zoom in on a particular area by Ctrl-dragging over it. To get back to normal size, choose Zoom Normal from the View menu.



Page layout (8 of 10)

Changing the spacing between staves

You can use the Edit Player Info command (Setup menu) to change the way staves are spaced. This is the only aspect of your page layout that is the same for parts and scores. The piano setting in the clef pop-up menu gives the player two staves, with bass and treble clefs. All the other choices result in a single staff for the player. The ledger line settings in the window control how much space is needed around this player's staff or staves, expressed as a number of ledger lines (equal to the space between two staff lines). When working with a two-staff player ("Piano" clef), the setting called ledger lines between controls how much space appears between the player's two staves.

Page layout (7 of 10)

Changing the staff size

There are two ways to affect the size of the music that FreeStyle will print. If you use the staff size setting in the Page Layout dialog, FreeStyle will show you the page the way it would print. This method affects only the size of your music, leaving staff names and other text unchanged. Since your printer probably has higher resolution than your computer monitor, you may choose a staff size that is too small to view comfortably on your screen. If so, you can use the zoom setting in the lower left of the Notation View to zoom in on the staves.

The other way to change the size of the printed music is to choose a scaling setting in the Print Setup command Options dialog box. If you want everything to be 80% of normal size, type in 80%. Since the size of the paper in your printer doesn't change, FreeStyle changes the size of the white page area in the notation display so that after scaling, it will correspond to the actual page size. This method scales everything that FreeStyle prints, so all text, section names, measure numbers, etc. will come out at 80% of normal size. Also any text you've placed on the page in a specific relation to the margins will probably need to be repositioned after you change the scaling amount.

Quick-Start Guide (2 of 6)

Checking The Settings In Your MIDI Device

Before you proceed further, click the manufacturer of your MIDI playback device below. These help topics, listed by manufacturer, tell you how to make crucial settings in your MIDI instrument that allow FreeStyle to initialize the instrument. Doing so lets you access the device's sounds as easily as possible from within FreeStyle. It is best to do this before you launch FreeStyle for the first time.

>> If you have a sound card, you can skip this step.

If your MIDI device is not listed, read the section called "General advice about setting up your MIDI device". It will help you figure out how to best set up your instrument for use with FreeStyle.

After you jump to one of the topics below, click the "Return to Quick-Start Guide button (shown below) to jump back here.

[Alesis](#)

[E-mu Systems](#)

[Ensoniq](#)

[Kawai](#)

[KORG](#)

[Kurzweil](#)

[Roland](#)

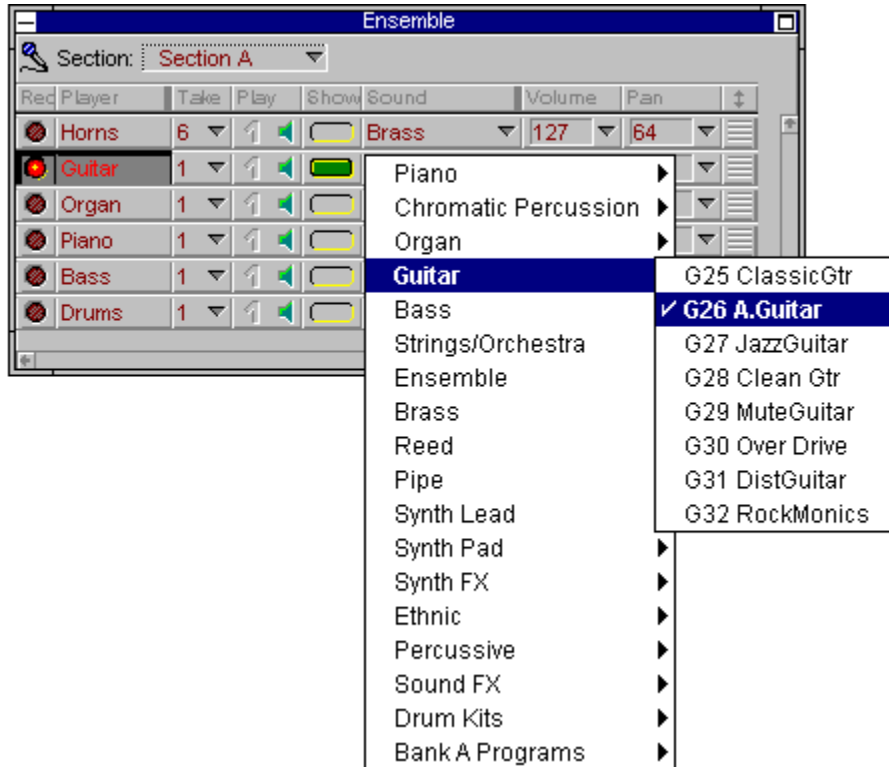
[Yamaha](#)

[General advice about setting up your MIDI device](#)

The Ensemble Palette (7 of 14)

Choosing a playback sound for a player

To choose a sound for a player, click in the "Sound" column in the Ensemble palette on the same line as the desired player. The sounds you see in the resulting pop-up menu are the sounds available in your MIDI synthesizer(s).



Choosing what to record into (3 of 5)

Choosing a player

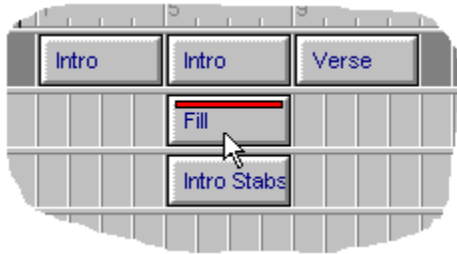
Click the record button next to the player's name to record-enable it.



Choosing what to record into (2 of 5)

Choosing a section in the Arrangement grid

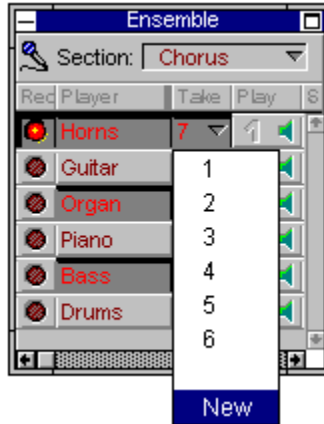
Another way to choose a section for recording is to click it in the Arrangement grid.



Choosing what to record into (4 of 5)

Choosing a take

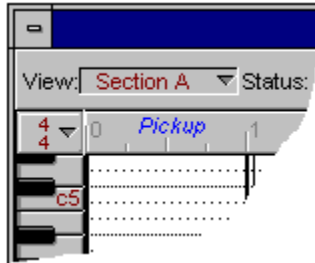
Choose a take for the player by selecting it from the Take pop-up menu next to the player's name. You can record into a new take by choosing new from the take pop-up menu. You can also record into an existing take, even if it already has music in it. FreeStyle will just add the new music you record to what is already there.



Graphic Editing view (13 of 13)

Choosing a time signature (meter)

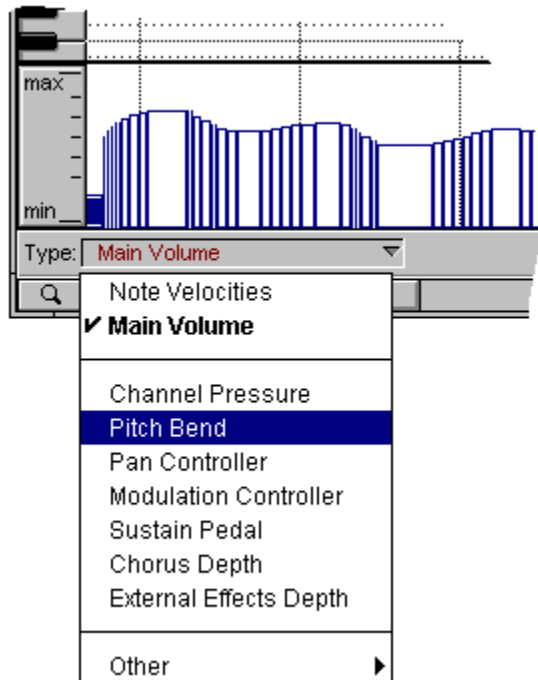
To choose a time signature (meter) for your song, press on the meter pop-up menu shown here. It's located in the upper left-hand corner of the Graphic Editing/Notation view.



Controllers (3 of 7)

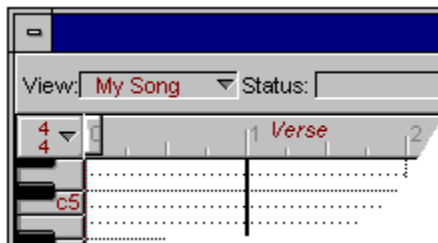
Choosing a type of controller to work with

Choose the type of controller you want to work with from the Type pop-up menu as shown here.



Choosing the current section or song (1 of 1)

The current section or song is the one you are listening to, viewing, and recording into in the Arrangement and Graphic Editing/Notation windows. Most of the commands in the Song menu affect the current section or song. If you are currently viewing a song, then there is also a "record-enabled section" within that song. If you are currently viewing a single section, then that section is also the record-enabled section. In FreeStyle, use these popup menus to always be aware of which section or song you are working on:

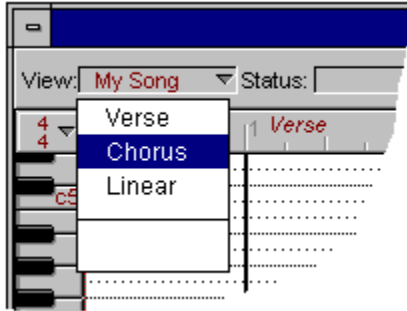


- > "View:" popup menu in the Graphic Editing/Notation Window -- allows you to choose either a song or a single section for viewing. Sections are listed first.
- > "Song:" popup menu in the Arrangement Window -- allows you to choose a song. The song will be shown in both the Arrangement Window and the Graphic Editing/Notation Window.
- > "Section:" popup menu in the Ensemble Palette -- this popup menu is active only when you are viewing a song. When you choose a section here, the section you choose becomes the record-enabled section, and the Take column in the Ensemble Palette shows the current take number for each player in that section. Another way to do the same thing is to click on a section instance in the Arrangement Window's layout grid.

Choosing what to record into (1 of 5)

Choosing what to record into

One way to choose a section for recording is to select it from the View pop-up menu.



Edit Menu

Clear

Removes the selected items. Anything that can be selected can be cleared. As an alternative to choosing clear from the Edit menu, you can press the delete (backspace) key on the keyboard. Clear differs from Cut in that it does not place the cleared material on the Clipboard.

File Menu

Close

The Close command closes the currently open window. If several windows are open, it closes the window that is currently in front. Closing a document's main window (the window containing the graphic editing and notation views) also closes the document. If the document you want to close is not in front, click on its main window.

Quick-Start Guide (6 of 6)

Congratulations!

You've completed your FreeStyle installation and are ready to begin making music. For more information, see the topics in FreeStyle Help Contents.

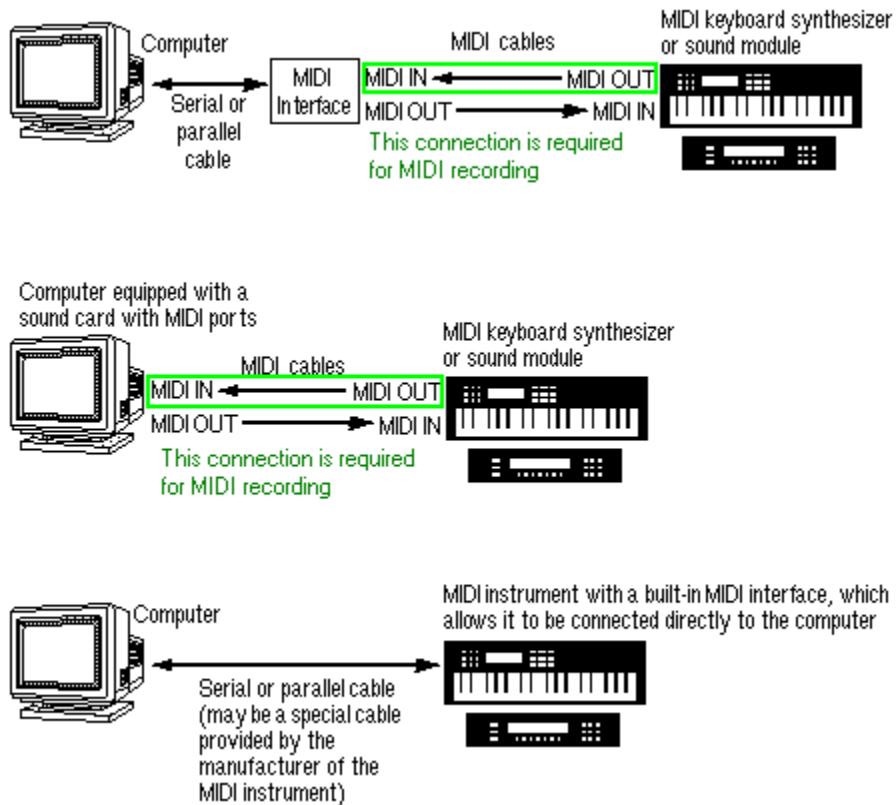
For more information:

[FreeStyle On-Line Help Contents](#)

Connecting a MIDI Controller

To record music into FreeStyle, you need an electronic keyboard synthesizer or other MIDI controller. There are several ways a MIDI controller could be connected to your computer, depending on your hardware. Below are several of the most common ways:

Figure 2: Several common ways to connect a MIDI controller.



FreeStyle Help Contents

[READ THIS FIRST! FreeStyle Quick-Start Guide](#)

[FreeStyle Basics](#)

[Additional FreeStyle Topics](#)

[FreeStyle Tutorials](#)

[FreeStyle Menus](#)

[Tips and Troubleshooting](#)

[Keyboard shortcuts](#)

[How to set up your MIDI instrument for FreeStyle](#)

Edit Menu

Controller Preferences

The controller preferences affect the way that FreeStyle handles MIDI continuous controller data.

Controllers (1 of 7)

Overview

The word "controller" is shorthand for the MIDI term "continuous controller data", which is a type of MIDI information. Continuous controllers are used to add musical effects that change smoothly over time, such as volume changes (crescendos & decrescendos), amount of vibrato (which often increases in intensity over the duration of a note), and pitch bend to name a few. There are over a hundred types of controllers, although only about 30 are commonly used. In most cases, controllers affect whatever notes are playing at the time that they occur. In addition, they usually consist of a stream of individual data events that change their value over time. For example, a crescendo that occurs over the period of one bar might actually consist of 50 or 60 individual volume control MIDI events spaced only a few fractions of a second apart. In addition, each one has a value that is a little higher than the one before it (controllers have a value range from 0 to 127). To our ears, the net effect sounds like a smooth crescendo.

Since Controllers have this dual nature (individual events that constitute a smooth gesture) FreeStyle displays them in a way that lets you see where each event is, as well as the overall shape. Whenever you see a bracket in the controller view it indicates that there is a single event in effect for the entire duration of the bracket.

Note velocities (the "velocity" of a note determines how loud it is) are the one exception to the way that controllers are displayed. Since there is only one velocity setting for each note, they are drawn as vertical bars, rather than as a connected shape.

[Drawing controllers in the controller grid](#)

[Choosing a type of controller to work with](#)

[Selecting controllers for editing](#)

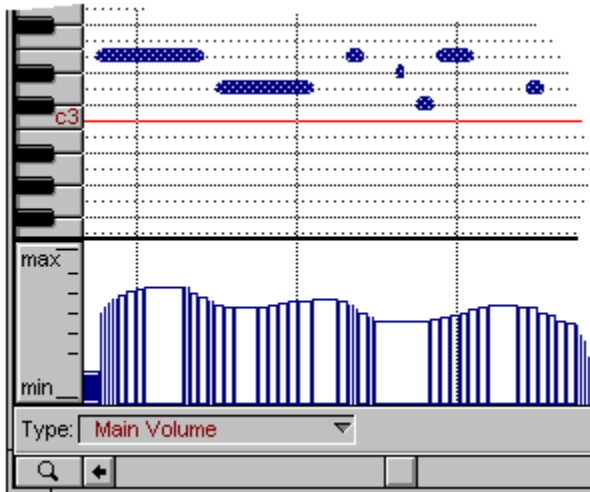
[Drawing straight line effects and smooth curves](#)

[Working with note-on velocities](#)

[FreeStyle is intelligent about editing controllers with notes](#)

View Menu Controllers

When this menu item is checked, the MIDI controller strip appears at the bottom of the Graphic Editing window. The Controller strip lets you view, insert, and edit MIDI controller data, which produces musical effects such as pitch bending, continuous volume changes, panning, chorus and effects depth, sustain pedal, pitch modulation, and more. The strip can display any type of controller data for any player, and it can show data for multiple players at a time (i.e. volume for all players at once), although it only shows one type of data at a time (i.e. volume or pitch bend, but not both).



Edit Menu

Copy

Makes a copy of the selected music or text and places the copy on the Clipboard, from which it can be pasted with the Paste command.

Copying and Pasting (1 of 6)

FreeStyle has standard Windows cut, copy, and paste commands in the Edit menu. These simple features give you an amazing amount of control over your music. You can “slice and dice” your music in much the same way that you can rearrange text in a word processor. You can use copy and paste to move music around or make repeating variations on a figure. And since FreeStyle lets you work with multiple documents at the same time, you can even copy bits from one piece of music into another.

[Cut and Copy](#)

[Paste](#)

[Determining which player to paste into](#)

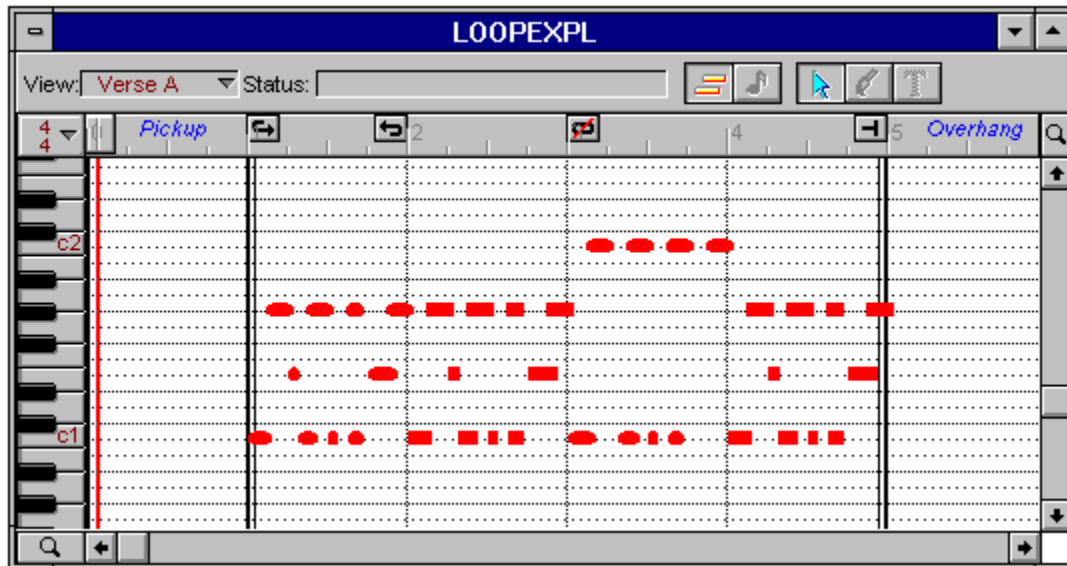
[Pasting music into multiple players](#)

[Pasting into a song](#)

Region Menu

Create Play Loop

A play loop is a region of material that repeats itself within the section for as many times as you specify. The Create Play Loop command creates a play loop out of the currently selected material. If nothing is selected, then the measure containing the playback wiper becomes the source measure for the loop. For your convenience, FreeStyle automatically figures out how many repeats are necessary to make the loop play for the entire length of the section.



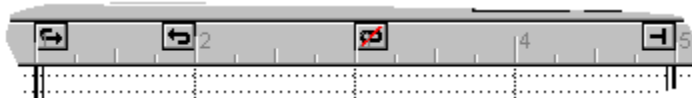
The benefit of creating a play loop instead of just copying and pasting by hand is that if you make a change to the original material, the change is automatically reflected in all iterations of the loop. You can even make modifications to iterations within a play loop (called overrides) so that the loop doesn't sound exactly the same each time it repeats.

Playback loops (5 of 9)

Creating a playback loop

To create a playback loop for a player, first record-enable the player that you want to loop and select the take which you want to affect. Then switch to the graphic editing view by clicking on the graphic editing button and use one of the following two methods:

- > Looping the selected notes: with the arrow tool, drag a selection box around the notes that you want to repeat. They will turn white to indicate that they are selected. Choose Create Play Loop from the Region menu. Loop markers will appear in the time line to indicate the beginning of the loop source material, the end of the loop source material, and the end of the last repetition of the loop.
- > Looping the current measure: If any notes are selected, deselect them by clicking on empty space in the graphic editing grid. Click in the time line to position the time wiper within a measure that you wish to contain the source material for the loop. Choose Create Play Loop from the Region menu. Loop markers will appear in the time line to indicate the beginning of the loop source material, the end of the loop source material, and the end of the last repetition of the loop.



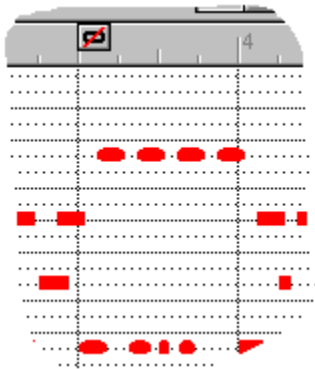
If loop markers do not appear in the time line, try zooming time in with the zoom slider (magnifying glass) in the lower left of the editing window. Loop markers do not appear in the time line when you are zoomed way out and measure lines are very close together. If zooming doesn't make them appear, then you have the wrong player selected or the wrong take selected.

Playback loops (8 of 9)

Creating a playback loop override

To create an override measure within an existing playback loop, first select the take that contains the loop and record-enable its player. Switch to the graphic editing view by clicking on the graphic editing button. Playback loop markers will appear in the time line. Then do one of the following:

- > Manual override: Click in the time line to position the time wiper within the measure that you wish to override. You must choose one of the repeating measures within the loop, not one of the loop source measures. Choose “Override Play Loop” from the Region menu.
- > Automatic override: With the record button on in the control palette, play new notes anywhere within the loop. If you play into the source measures of the loop, all repeats of the loop will receive the new notes and no override will be created. If you play into a repeat bar of the loop, the new material appears only in that measure.



In either case above, a loop override marker will appear in the time line to indicate that the measure is now editable independently from the rest of the loop. Also, you will notice that all notes in the override measure (including the new ones you just played in) now have rounded edges to indicate that they are no longer just repeating ghosts of previous notes.

Sections (2 of 6)

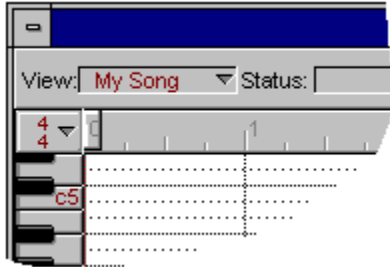
Creating a section

Creating a section is easy. Just choose New Section from the Song menu. FreeStyle asks you to name it. After you do so and click OK, the section appears at the bottom of the Section list in the Arrangement window. It also appears in the Graphic Editing/Notation window, empty and ready to be recorded into.

Songs (2 of 9)

Creating a song

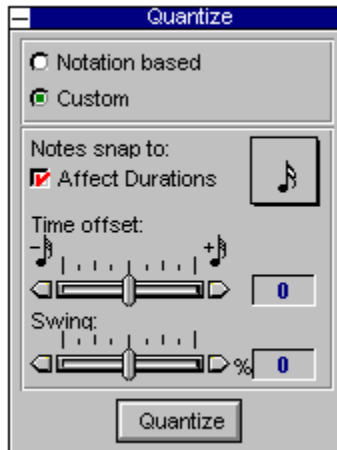
Creating a song is easy. Just choose New Song from the Song menu. FreeStyle asks you to name it. After you do so and click OK, the song appears in the Arrangement window, as well as the Graphic Editing/Notation window. It is ready for you to place sections into it.



Region Menu

Custom

This quantize option matches the timing of all currently selected notes to an evenly spaced quantize grid. You choose the grid's resolution from the note pop-up menu provided; most often, you'll want to choose the resolution that matches the shortest duration you are quantizing. You can choose whether or not to include durations when quantizing with the Affect Durations check box. The Time offset slider lets you shift all notes a little bit earlier or later than the grid locations themselves, which occur on exact beat divisions, creating either a pushed or laid back feel. The Swing slider lets you shift every other grid point to create jazz and hip-hop feels.

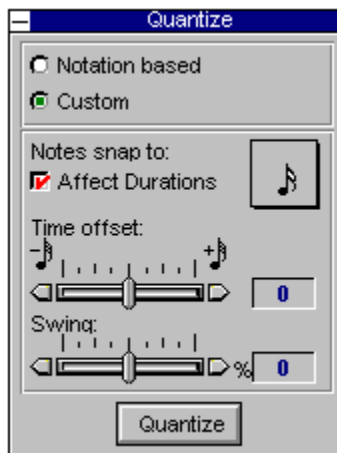


Quantizing (3 of 5)

Custom quantizing

Custom quantize, on the other hand, uses a fixed grid, but gives you complete control over it.

Notation based quantize is great when your playing is fairly exact, but you just want to tighten up the overall feel. Use custom quantize in situations where you want to alter or precisely control the rhythmic feel.



Edit Menu

Cut

Removes the selected music or text and places it on the Clipboard, from which it can be pasted with the Paste command.

Copying and Pasting (2 of 6)

Cut and Copy

The copy command places a copy of everything selected onto the clipboard. (Cut works the same, except that the selected events are then deleted.) It stays on the clipboard until you copy something else. You can copy any selection of notes and controllers, even if there is more than one Player involved. This lets you move entire stretches of music in a single operation.

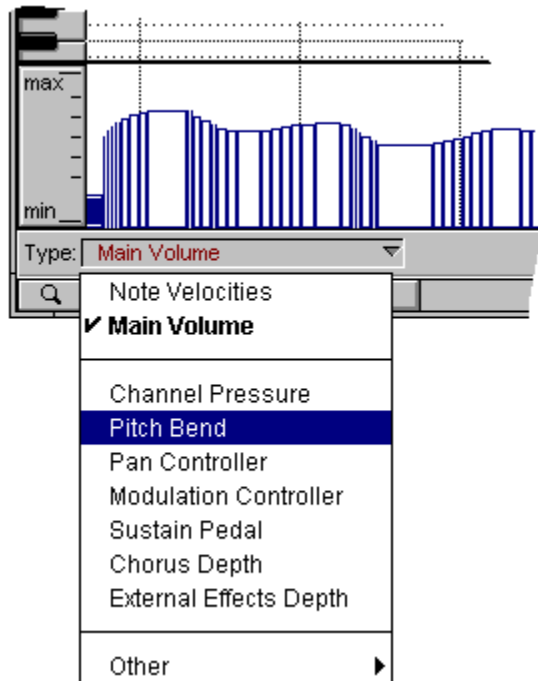
When you copy notes that are in a playback loop, only the source notes are copied to the clipboard; the notes generated by the playback loop (i.e. the notes in the playback loop with the squared-off edges) do not copy.

When you copy while viewing a song, a copy of the selection will be placed on the clipboard for each instance of its section in the current song. For example if I have put five copies of “Chorus” in my song, and I copy some music from “Chorus” I will wind up with five repetitions of the events on the clipboard. This may or may not be what you intended. In general it is less confusing and error prone to copy and paste when viewing a section.

Preferences (16 of 16)

Default controllers for pop-up

Lets you choose which controllers appear in the controller pop-up menu below the controller pane. Use the Add and Remove buttons to add or remove controllers from the pop-up list. All other controllers, unless they are present in the displayed takes, are accessed with the “other” item in the pop-up menu.



Delete Button

To remove a device from the list, click the device's icon to select it and then click the Delete button.

Setup Menu

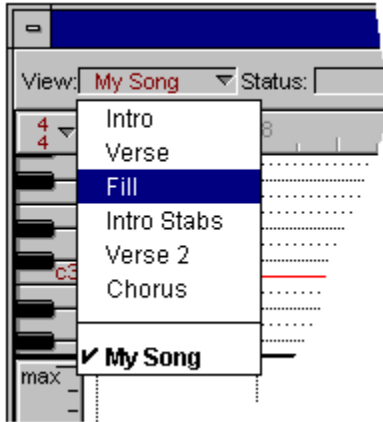
Delete Player

Removes the currently selected player (or the record-enabled player if several players are selected) from your document. The player is removed from all sections, and all of its takes are discarded as well. This command doesn't permanently get rid of the player from the Player library; it only removes the player from the current document. To remove a player from the library, use the Edit Player Library command.

Song Menu

Delete Section

Gets rid of the section that you specify before choosing this command. To indicate which section you want deleted, either click it in the Section List in the Arrangement window to select it, or choose it from the View pop-up menu in the graphic editing or notation view to make it the current section. Deleting a section removes it from all songs in which it is used.



Song Menu

Delete Song

Gets rid of the song that is currently displayed in the Arrangement window, Graphic Editing window, or Notation display. If the window is currently showing a section instead of a song, the Delete Song command grays out to indicate that it is not available. To make it available, select a song from the pop-up menu. Deleting a song just removes the arrangement of sections, not the sections themselves.

Record Menu

Delete Take

Deletes the current take for the record-enabled player in the Ensemble window. For example, if you select take 5 and then use Delete Take, take 5 completely disappears from the pop-up menu.

Playback loops (6 of 9)

Deleting a playback loop

To delete a playback loop, select the take that contains the loop and show only that take's player in the graphic editing view. Playback loop markers will appear in the time line. Click any loop marker other than an override marker and hit the delete key to delete the loop. When the loop is removed, all repeating notes will go away. The original source notes for the loop and all notes entered into override measures will remain.

Playback loops (9 of 9)

Deleting a playback loop override

To delete a playback loop override within an existing playback loop, first select the take that contains the loop and show only that take's player in the graphic editing view. Playback loop markers will appear in the time line. Click on the override marker in the measure that you wish to revert and press the delete key to delete the override. When the override is removed, the take will revert to playing and showing ghosts of the original looping notes (with square edges). It is important to note that deleting an override does not delete whatever extra notes were recorded within the override. If you override the measure again, those notes will appear again. If you want the notes in your override to be deleted as well, select them and delete them before you delete the override marker.

When you add a playback loop to a take which contains existing notes beyond the end of the loop source, the playback loop will act like an opaque layer on top of whatever notes were previously recorded. Repeating notes will temporarily obscure whatever used to be in the repeat bars until the playback loop is removed -- at which time the old notes will become visible again. When you override a playback loop in a given measure, it is like cutting a hole in the opaque layer and looking through to the raw take underneath. Hence, if you add a playback loop to a take which obscures a group of old notes, you may be surprised to find them popping up in your override measures. To avoid this, delete unwanted notes from a take before adding a playback loop.

Details

Click the Details expand button to view further settings about the device.

Copying and Pasting (4 of 6)

Determining which player to paste into

If you only copied music from one player, the music will always be pasted into the record-enabled player, regardless of which player it was copied from.

Device Icon

Click the device icon to select the device for deleting or testing with the Delete or Test buttons at the bottom of the window.

Device ID

If you know what the MIDI system exclusive device ID is for the device, indicate it here. If you don't know it, don't worry about it.

Device Name

Type in a name for the device here.

Device Usage button

The Device Usage button lets you make various settings regarding MIDI devices in your computer, such as MIDI-equipped sound cards.

Tips & troubleshooting (9 of 12)

Disk Repairs

We are glad to replace damaged disks belonging to registered users. Please contact Mark of the Unicorn Technical support by phone, fax, e-mail, or letter, if your disk needs to be repaired or replaced. See [Technical Support](#) for information about how to contact Mark of the Unicorn.

Tips & troubleshooting (3 of 12)

Display seems to stall and skip

You may be running into the limits of your computer's processing power. FreeStyle gives priority to sending and receiving MIDI data over most screen redispays. However, with enough of an overload you may hear delays or erratic timing in your music.

Usually the overload is caused by vast reams of aftertouch (mono or poly key pressure), controller, or pitch bend events in one or more synthesizer tracks.

To solve the problem, you must reduce the amount of MIDI information being sent by FreeStyle in one of the following ways:

- > Slow down the tempo of the sequence during the problem passages.
- > Delete unneeded aftertouch or other controller data in the controller view. (See [Controllers](#) for more information.)
- > Delete a track or tracks from the sequence.

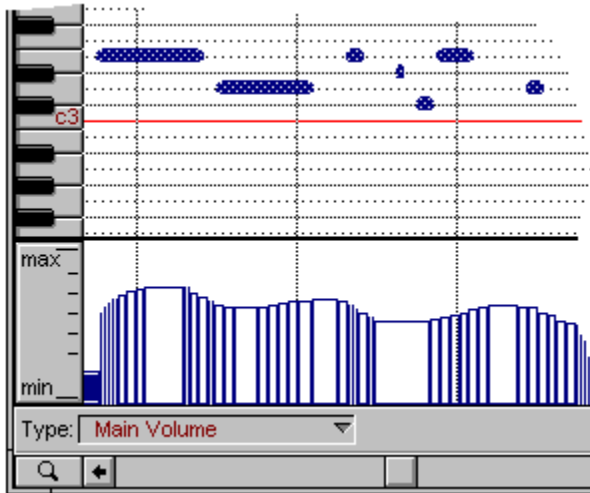
Done Button

When you are finished with the Device Setup window, click Done, and you will proceed into FreeStyle.

Controllers (2 of 7)

Drawing controllers in the controller grid

Controllers are inserted, displayed, and edited in the controller grid, which appears right below the note grid in the Graphic Editing view. To display the grid, display the Graphic Editing view and then choose Controllers from the View menu, or press Ctrl+F11 instead as a shortcut. In FreeStyle's controller grid, you can draw a single controller by clicking once with the pencil tool to achieve a sudden effect, or you can draw a smooth curve by dragging the pencil, line, and curve tools. When inserting controllers, you do so for one player at a time: the currently record-enabled player. So any time you draw controllers, first record-enable the player you want to edit.

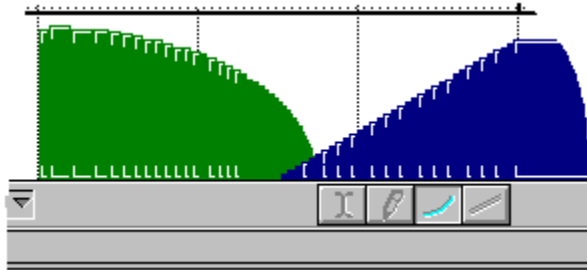


Controllers (5 of 7)

Drawing straight line effects and smooth curves

The straight line tool lets you insert a straight line of controllers, which produces a smooth effect. Just click the line tool and then drag in the grid.

The Curve tool lets you draw curves and arcs. FreeStyle determines the curve shape to draw based on the direction in which you first start drawing. Initially drawing up or down makes one type of curve; drawing left or right makes another. Try it, you'll quickly get the hang of it.



Song Menu

Duplicate Section

After choosing a section, you can use this command to make an exact copy of the section. The copy appears at the bottom of the section list with the word copy appended to the original name as shown below. The copy is completely separate; it is not “linked” or otherwise related to the original in any way, so you can freely modify it without affecting the original section. Duplicating is useful when you want to use an existing section as a basis for new material.



It is not necessary to duplicate sections before adding multiple copies of a section to a song in the arrangement grid. Just drag in as many copies of a section as you want. Unlike the sections made from the Duplicate command, copies dragged into the arrangement grid are references to the original; this means that if you change the original, all instances of it in the song will change, too. If you want to make one instance of a section different from the others, make a copy of it using the Duplicate Section command.

Graphic Editing view (7 of 13)

Duplicating a note

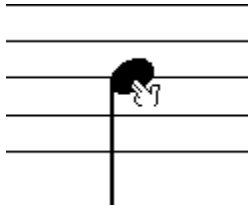
To duplicate notes, hold down the Ctrl key while dragging.



Notation view (6 of 12)

Duplicating a note

Ctrl-drag a note to duplicate it.



Notation view (2 of 12)

Dynamic transcription

The notation display is dynamic: you can fully edit the music using the same conventions as graphic editing. Changes in either view are immediately reflected in the other. When you record, the staves immediately fill up with the notes you play as you record. Unlike other simplistic music software programs, FreeStyle's notation transcription is a sophisticated interpretation of the raw MIDI data you record. For example, if you play swing, turn on the Straighten Swing feature in the Setup menu (under the Notation menu item) and FreeStyle writes it using straight rhythms instead of triplets.

E-mu

Proteus, MPS, Morpheus, Vintage Keys families

No specific preparations are necessary to use these devices with FreeStyle.

Edit Menu

This section provides specific information about each of the commands in the Edit menu.

[Undo](#)

[Redo](#)

[Cut](#)

[Copy](#)

[Paste](#)

[Clear](#)

[Select All](#)

[Preferences](#)

[General Preferences](#)

[Recording Preferences](#)

[Notation Preferences](#)

[Controller Preferences](#)

Setup Menu

Edit Notation Settings

Causes a window to appear where you can adjust all of the notation settings in the current document. To adjust these settings for all new documents, use the Preferences command.

Setup Menu

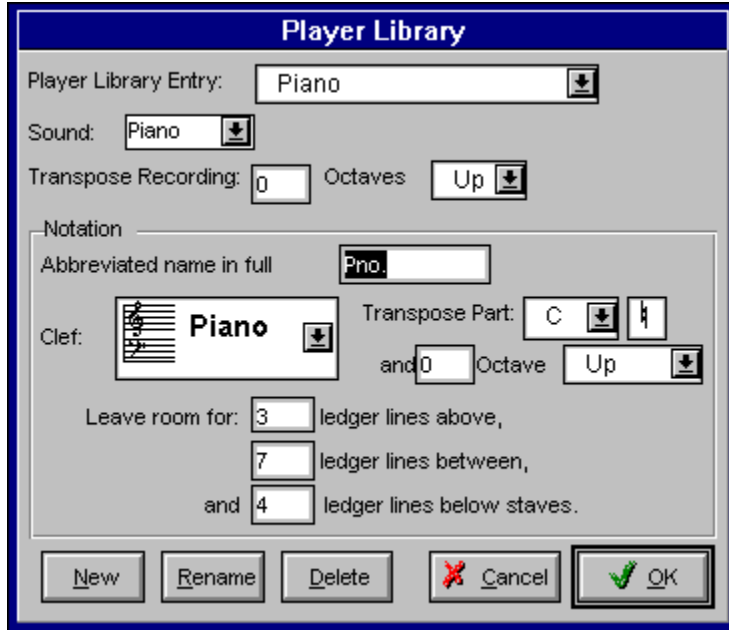
Edit Player Info

Lets you view and modify various settings for the currently selected player in the Ensemble window (or the record-enabled player if several players are selected). Although this dialog looks a lot like the Edit Player Library dialog, this one allows you to change a player's settings only in the current document without changing the settings of any Player Library entry.

Setup Menu

Edit Player Library

Produces a dialog that lets you view the player library and make changes to it.



The Player Library (2 of 4)

Editing your player library

To edit your player library, choose Player Library from the Setup menu and choose Edit Player Library from the sub-menu.

The screenshot shows a dialog box titled "Player Library" with a blue header. The settings are as follows:

- Player Library Entry: Piano
- Sound: Piano
- Transpose Recording: 0 Octaves Up
- Notation section:
 - Abbreviated name in full: Pno.
 - Clef: Piano (with a musical staff icon)
 - Transpose Part: C (with a musical staff icon)
 - and 0 Octave Up
 - Leave room for: 3 ledger lines above, 7 ledger lines between, and 4 ledger lines below staves.

At the bottom, there are five buttons: New, Rename, Delete, Cancel (with a red X icon), and OK (with a green checkmark icon).

Setup Menu

Ensemble Library

An ensemble is a group of player templates. The Ensemble library contains preset ensembles that you can use when creating a new document. The Ensemble Library menu commands let you create your own new ensembles, change existing ones, and add an ensemble to an existing document.

Edit Ensemble Library

Produces a dialog that lets you view the Ensemble library and make changes to ensembles.

Save Current Ensemble

Asks you to name the current ensemble in the Ensemble window and then saves it in the Ensemble Library. It also automatically adds the players in the ensemble to your player library.

Add Ensemble to this file

Adds the players from the ensemble of your choice to the Ensemble window. This command does not replace the current ensemble; it adds to it.

Ensoniq

ESQ-1

For best results with FreeStyle, set up the ESQ-1 by setting the MIDI Basechannel to 1 and assigning each of Tracks 1-8 to MIDI channels 1-8. Also, set the MIDI Mode to be MULTI and Local Control OFF.

ESQ-M

For best results with FreeStyle, set up the ESQ-M by setting the MIDI Base channel to 1 and assigning each of Tracks 1-8 to MIDI channels 1-8. Also, set the MIDI Mode to be MULTI.

KS-32

For best results with FreeStyle, put the KS-32 into MULTI mode and SEQ/PRESET mode. Also, you should disable local control manually on the KS-32. To do so: Press the 'TRACK MIDI' button until you come to 'SEND/RECV'. Use the DATA ENTRY Slider to set the parameter to 'LOCAL-OFF'. You will need to do this individually to each of the 8 Tracks.

TS-10

For best results, FreeStyle automatically puts the TS-10 into Multi-Mode. If SYS-EX is set to OFF, you should set it to ON before using it with FreeStyle. To do so press the MIDI Control button until you see the page that displays 'SYS-EX = '. You should leave the TS-10 in Multi-Mode. Once in this mode, you should make sure that each track is assigned_____ a unique MIDI channel from 1-12. Note however that in Multi-Mode only the 'Sound Banks' are available. YOU WILL NOT HAVE ACCESS TO THE 'PRESET BANKS'.

Also, you should disable local control manually on the TS-10. To do so: Press the 'TRACK MIDI' button until you come to 'SEND/RECV'. Use the DATA ENTRY Slider to set the parameter to 'LOCAL-OFF'. You will need to do this individually to each of the 12 Tracks.

VFX SD

For best results with FreeStyle, set up the VFX by setting the MIDI Mode to be MULTI and Local Control OFF.

Record Menu

Erase Take

Removes all music from the current take of the currently record-enabled player in the Ensemble window.

Erase Take and Delete Take differ in that Erase Take just removes the contents of the take, whereas Delete Take removes both the contents and the take itself.

File Menu

Exit

Closes all open documents, exits FreeStyle, and returns to Windows. If an open document has unsaved changes, FreeStyle asks if you wish to save them before closing the file.

Expand Icon

Click the expand icon to tell FreeStyle about the device's MIDI connections.

File Menu

This section provides specific information about each of the commands in the File menu.

New

Open

Opening a standard MIDI file

Import Into Section

Close

Save

Save As

Save a Copy As

Revert to Saved

Print

Print Setup

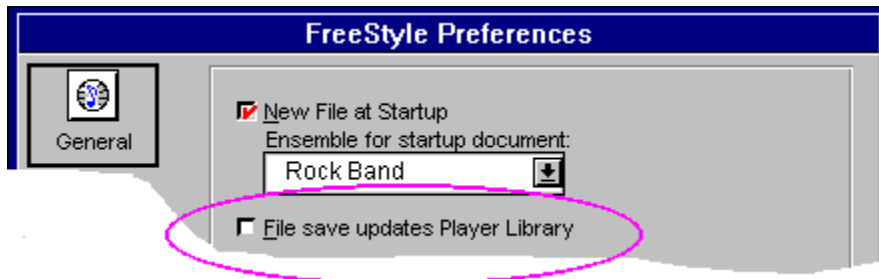
Page Layout

Exit

Preferences (3 of 16)

File save updates Player Library

Causes changes you make to the players in the Ensemble window to be automatically saved in the Player Library. If you don't want your library entries to be changed automatically, don't check this option.



Synchronizing FreeStyle (5 of 8)

First clock is time 1

When First clock is time 1 is checked, FreeStyle interprets the first MIDI clock signal it receives as the second timing clock of the sequence, 1/24th of a beat after the beginning. Devices manufactured recently send the first clock signal (time 0) after the start command for the sequence. Some earlier devices assume the start command to be the first clock signal. The first clock signal they send would be 1/24th of a beat after the beginning. If you are using one of these devices, you should check this option.

Since manufacturers rarely explain this aspect in their documentation, you may not know if your device behaves this way. The best way to find out is to experiment: set the metronome to the slowest possible tempo, play both devices (with FreeStyle as slave) and listen for discrepancies in attacks and beat alignment. The difference of 1/24th of a beat is very audible at a slow tempo. If FreeStyle seems slightly behind the master device, try checking this option.

Tutorial: recording into a section (8 of 14)

Follow Song

Follow song becomes available when the section you are recording into has been placed into a song in the Arrangement window. But since we haven't done this in this tutorial, it is currently grayed out in the menu and you can ignore it for now.

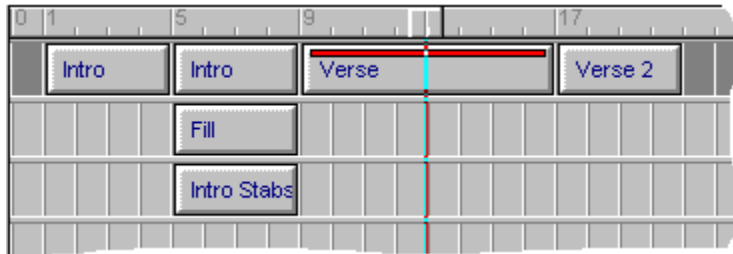
Record Menu

Follow Song

FreeStyle lets you record into sections and also into songs. The Follow Song command affects the process of recording into a song.

Turning Off Follow Song

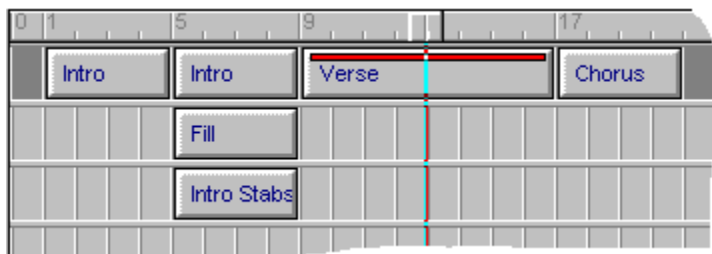
When it is turned off (unchecked), FreeStyle only records into the currently record-enabled section in the Arrangement window (indicated by a red bar as shown below). To make a section record-enabled, just click it.



As playback proceeds through the song, FreeStyle only drops into record when it reaches the record-enabled section. If the section appears in the song more than once, FreeStyle drops into record each time it reaches the record-enabled section. In the example above, recording would occur only when the verse plays at measures 8-17. (Note that this range includes the measure before and the measure after the section. That's because each section has a "pickup" and "overhang" measure.) FreeStyle drops out of recording during sections that are not record-enabled (no red bar).

Turning On Follow Song

When Follow Song is turned on (checked), FreeStyle records into each section in the top row of the Arrangement Window as it plays. The top row is called the primary song structure row. Notice that the Verse section is record-enabled because it is currently playing (the scrolling playback wiper is in it). When the wiper reaches the next section, Chorus, it will become record-enabled.



As you can see, the Follow Song feature lets you set up sections in a song before recording and then record into them continuously from one to the next. FreeStyle automatically places what you play in each appropriate section. You can easily go back and forth between this style of "linear" recording within a song and loop-recording within a single section. The Follow Song feature gives you the best of both worlds.

Using Follow Song with Stationery

The follow song command can be used any time you wish to record without being concerned about what section you are in. It is ideal when used with FreeStyle Stationery files, which are song templates with sections already set up in them, ready for you to record into when you start a new document.

Text Menu

Fonts

The list of fonts in this dialog box are the fonts currently installed in Windows. To choose a font for some text, select the text and choose the desired font.

FreeStyle Basics

Overview

The sections below cover the basic tasks and features in FreeStyle that have to do with recording and playing back your music.

[Graphic Editing View](#)

[Notation View](#)

[The Ensemble Palette](#)

[Sections](#)

[Songs](#)

[Choosing the current section or song](#)

[Showing and hiding players](#)

[Choosing what to record into](#)

Controllers (7 of 7)

FreeStyle is intelligent about editing controllers with notes

Many sequencers treat notes and controllers completely separately, and they leave it up to you to remember to edit the controllers after you edit the notes they affect. For example, if you copy some notes that also have a crescendo, you'd need to remember to copy and paste the crescendo after doing so with the notes.

FreeStyle helps you out by automatically selecting controllers when you select notes by dragging a selection box over them. When you copy or modify the notes, the controller information will come along for the ride. FreeStyle decides whether or not to auto-select the controller information based on the amount of overlap that the selected notes have with the other notes around them. Since there are times when FreeStyle may not select controllers you want it to, or may select ones you don't, you should keep the controllers view open if you are not sure what is happening. Also, if you find that you do not like the decisions that FreeStyle makes about when to select controllers, there is a preference to turn auto selection off.

FreeStyle also gives you a hand when it comes to pasting controllers. In other sequencers, when you paste controller information on top of other controller information, the events are simply merged together. This almost always yields horrible sounding results. FreeStyle takes a more intelligent approach. It looks at the controllers that are being merged together, and if there is a conflict it only keeps the controllers you are pasting. What you are pasting always takes precedence over the destination. In this way the notes that you paste will sound the same as when they were copied. (You can reverse this behavior by checking the "keep destination controllers" preference.)

FreeStyle Menus

The topics below provide help for each menu item in FreeStyle, and they are organized by their position in the menus.

[File Menu](#)

[Edit Menu](#)

[View Menu](#)

[Region Menu](#)

[Record Menu](#)

[Song Menu](#)

[Setup Menu](#)

[Text Menu](#)

[Window Menu](#)

FreeStyle Tutorials

Overview

These tutorials take you step by step through the process of recording into a section and recording into a song.

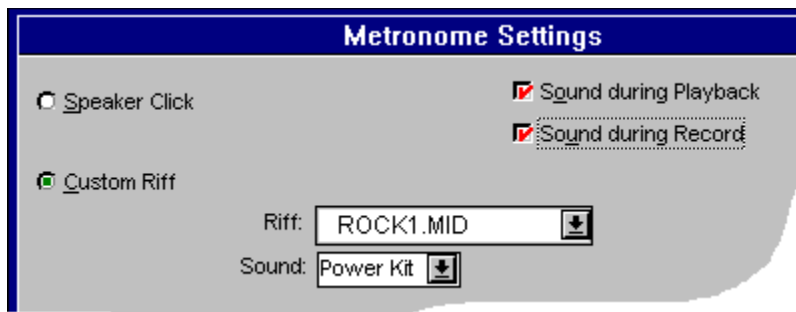
[Tutorial: Recording into a Section](#)

[Tutorial: Recording into a Song](#)

Using the metronome (2 of 2)

FreeStyle's "Riff" Metronome

FreeStyle's "riff" metronome is probably one of the most musical metronomes you've ever encountered. A riff can be any musical phrase you want. FreeStyle provides a list of stock drum loops as riffs, but you can make your own riffs out of anything, such as a bass part or keyboard lick. To use a riff, choose it from the pop-up menu as shown below. To add your own riff to the menu, either save it into FreeStyle's metronome directory as a standard MIDI file using the Save As command, or select anything you've recorded into FreeStyle and use the Save As Metronome command in the Region menu. Then start jamming. Once you've got some ideas down, you can convert the metronome riff into a player using the Become Player button below to fine-tune it.



Setting Up Your Instrument

General advice about setting up your MIDI device

When you are setting up a MIDI synthesizer or sound module to use it with FreeStyle, the goal is to be able to access as many sounds as possible in the device by name from within FreeStyle, and to get it to play as many different sounds as possible at the same time.

FreeStyle supports the devices listed in this section as best as it can. In order to do so, it assumes that the instrument is pretty much like it was when you first pulled it out of the box. This is especially true with regard to the automatic sound lists that appear for the device within FreeStyle. Most General MIDI devices work great with FreeStyle--even without any changes to the module itself by you. If you've made only a few changes to the instrument's settings, it should work fine, as long as you follow the recommendations mentioned in this on-line help for the device. If you've made substantial changes to the instrument (such as changing the internal banks of sounds), the sound lists probably won't work.

Here is a checklist of things you want to look into for a device if things don't seem to be working quite right:

- > Make sure the device you are using is set up for multi-timbral operation with a sequencer. There is a wide variety of ways that devices handle this, so there is no set rule we can recommend here. Check the device's manual. (Many Korg and Yamaha devices call it "Multi" mode. Many Roland devices call it "Performance" mode.)
- > FreeStyle attempts to use all channels that it thinks are available in the device. Some MIDI devices always receive on all 16 channels. Others can only receive on 8 channels at a time, and you can often choose which channels you want to use. In addition, many instruments let you turn channels off if you want. In general, make sure FreeStyle knows which channels are available and which ones aren't. You do this in the Studio Setup command in the Setup menu. (If you get the Easy Setup window, you may need to click the "Launch Config program" button and then double-click on the icon of the device that appears.) Double-check the device to make sure its settings match what you tell FreeStyle.
- > If your device is a controller, and you are also using it as a sound source for FreeStyle, make sure that its "Local Control" feature is turned off. Local control makes the keys on the keyboard trigger sounds in the on-board synthesizer. Since you will be doing this via FreeStyle, you want to turn it off in the synth itself. Otherwise, you'll trigger it from both the keyboard and FreeStyle and you'll get doubled notes.
- > FreeStyle uses MIDI system exclusive, bank select, and program change events to call up sounds on MIDI devices. Be sure your device is set up so that it will respond to these types of messages. If it isn't, FreeStyle won't play the correct sounds.
- > Some devices can handle drum kits on any receive channel. Others force you to use drums on only a particular channel (usually channel 10). If so, FreeStyle needs to know which channel is reserved for drums. For the devices listed in this section, this has already been set up for you.

Edit Menu

General Preferences

General preferences are ones that affect the overall operation of FreeStyle.

Tips & troubleshooting (12 of 12)

Getting updates

Although we do not announce release dates and features of new versions of our software in advance, we will notify all registered users immediately by mail as soon as new releases become available. If you move from the address indicated on your registration card, please send us a note with your change of address so that we can keep you informed of future upgrades and releases.

Graphic Editing view (1 of 13)

Overview

FreeStyle provides two intuitive environments in which to view and edit your music: the graphic editing and notation views. These views are where you'll do the majority of your work in FreeStyle. Both views exist in the same window, and you toggle between them using the buttons shown below. Think of them as two windows through which you view the same music.



Both views can show any combination of players at any time. Just highlight the player names you want to see in the Ensemble palette. In the Graphic Editing view, each player is shown in a unique color or pattern (depending on the setting in the Preferences command). In the notation view, each player gets its own staff or grand staff.

Both views can display any section or song in the document. Just choose the desired section or song from the pop-up menu at the top of the window. When you view a song, you see all of its sections together at once. The boundaries between sections are indicated by heavy vertical lines in the note grid.

[Using the cursor buttons](#)

[Using the scrolling playback wiper](#)

[Working with the pitch ruler to determine pitch](#)

[Changing a note's duration](#)

[Changing a note's pitch](#)

[Duplicating a note](#)

[Using cursor snapping for rhythmic precision](#)

[Selecting notes for editing](#)

[Inserting notes by hand](#)

[Zooming in to increase accuracy](#)

[Opening the note detail window for precise note info](#)

[Choosing a time signature \(meter\)](#)

Guidelines for Choosing a Playback Device

FreeStyle plays music best on a multi-timbral MIDI sound module or synthesizer that provides a good variety of instrument sounds. Multi-timbral means that the instrument can play more than one type of sound at a time (drums, bass, piano, etc.)

Why having a multi-timbral sound module or synthesizer is important

FreeStyle depends on your MIDI hardware to produce sounds. For example, when you record a piano part in FreeStyle, your MIDI sound module produces the piano sound that you hear. FreeStyle itself produces no sound whatsoever. Instead, FreeStyle precisely records performance information: *when* notes were played, *what* notes were played, *how hard* they were struck, *how long* they were held down, and so on. During playback, FreeStyle sends this performance information to the MIDI sound module, triggering the music that you hear. This is one of the reasons why MIDI sequencing is so powerful. It gives you incredible flexibility in working with the performances you record and the instruments and sounds you choose to play them with.

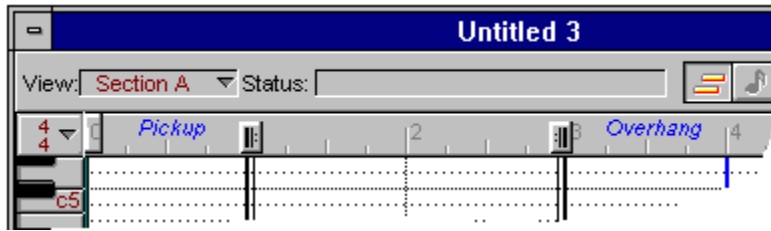
FreeStyle supports General MIDI devices

FreeStyle works great with any MIDI compatible synthesizer. But many people find General MIDI devices particularly easy to set up and use. General MIDI is a term that refers to an industry-accepted standard setup for a multi-timbral MIDI device. MIDI devices vary widely in their architecture, sounds, and capabilities. General MIDI devices adhere to a simple set of characteristics that make them similar to all other General MIDI devices. For example, every General MIDI device provides a standard set of musical instrument sounds, including piano, bass, guitar, strings, various drum kits, and others. If a MIDI device supports General MIDI, you can be sure that it has this standard set of GM sounds. Many GM devices provide additional sounds as well. General MIDI includes other standard musical characteristics such as reverb, chorusing, and so on.

View Menu

Hide/Show Loop Markers

Hide Loop Markers makes the playback loop icons in the time line invisible. Show Loop Markers makes them visible.



View Menu

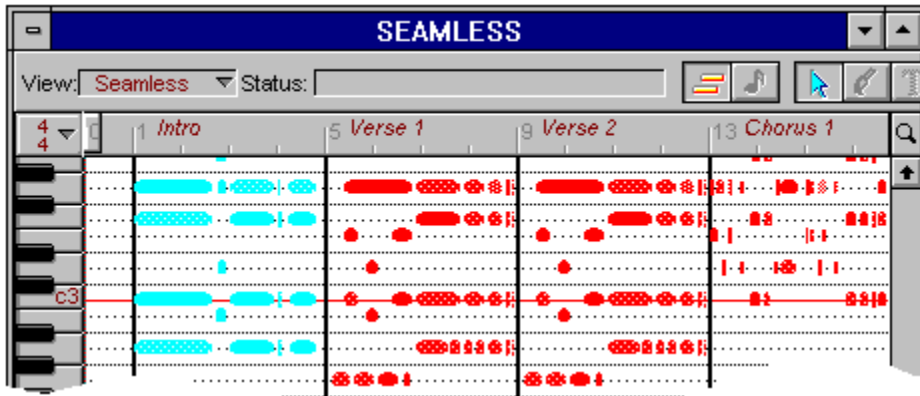
Hide/Show Rewind Marker

Makes the rewind marker visible or hidden in the time line of the graphic editing view. See [Place Rewind Marker](#) for more information about the rewind marker.

View Menu

Hide/Show Section Names

Hide Section Names makes section names in the time line invisible. Show Section Names makes them visible. This command will also hide and show section names in the notation view.



Setting Up Your Instrument

How to set up your MIDI instrument for FreeStyle

The topics below give you important setup information about using MIDI devices that are specifically supported by FreeStyle. To find your device, click the manufacturer of the device listed below.

[General advice about setting up your MIDI device](#)

[Alesis](#)

[E-mu Systems](#)

[Ensoniq](#)

[Kawai](#)

[KORG](#)

[Kurzweil](#)

[Roland](#)

[Yamaha](#)

Tips & troubleshooting (7 of 12)

If you hear "flanging" during playback

If you are using your MIDI controller as a sound source for FreeStyle, make sure that its "Local Control" feature is turned off. Local control makes the keys on the keyboard trigger sounds in the on-board synthesizer. Since you will be doing this via FreeStyle, you want to turn it off in the synth itself. Otherwise, you'll trigger it from both the keyboard and FreeStyle, and you'll get doubled notes.

Setup Menu

Ignore mistakes

Causes the notation view to not display notes that are both very short and relatively quiet. Notes like these are often mistakes and cause the notation transcription to be inaccurate. To change the definition of “short” and “quiet” choose “Edit Notation Settings”.

File Menu

Import into Section

FreeStyle lets you import Standard MIDI files into Sections in a Document. This is especially useful for transferring sequences from other sequencers into FreeStyle. Selecting Import into section displays a standard open file dialog.

FreeStyle then lets you match the tracks in the Standard MIDI File with the Players in your Document. Unlike opening a Standard MIDI File from scratch, when you import into an existing document you have the option of either assigning a track to an existing player, or of creating a player from a player template. The standard MIDI file will appear as a new section in the current document.

If you are having trouble importing complex sequences: Many sequencers let you work with “sections”, “chunks” or “sub-sequences”. The Standard MIDI File format has no provision for storing multiple sections within a single file. The answer is to save multiple files, one for each section in your sequence. FreeStyle lets you import all of these SMFs at once using the “Import into section” feature.

Tips & troubleshooting (4 of 12)

Importing Standard MIDI files

FreeStyle only reads "Format 1" Standard MIDI files.

FreeStyle maps each track inside the SMF into a Player. Because of this do not use tracks that contain events for different channels. If you have tracks like this, pull them apart so that each track only has events for a single channel.

FreeStyle does not support program changes in the middle of a track. FreeStyle will use the first program change it sees in a track as the player's sound, but will ignore subsequent program changes.

Since FreeStyle currently only supports one global tempo, it will use the first tempo event it sees as the global tempo, and ignore subsequent tempo changes. This also applies to time signature changes.

View Menu

In

Zooming in enlarges the note grid and notation display to make notes larger. Zooming in gives you a high degree of resolution and makes it easier to see the music. Use this command repeatedly to zoom in one magnification level at a time.

Page layout (5 of 10)

Indenting the first system

FreeStyle adds additional indentation for the first system on the first page of music. Use this setting to specify how far it will be indented.

Text Menu

Insert Page Number

A page number is a special text item that automatically displays the number of the current page. To insert a page number, click the Text tool to get the text cursor. Then create a new text box by clicking anywhere on the page, or edit an existing text box by clicking on it. Choose Insert Page Number from the Text menu. The page number appears at the location of the text cursor. The page number can be selected, cut, copied, pasted or formatted with any font and text setting (e.g. bold, italic, etc.) To make the page number appear on all pages, click it with the arrow cursor to select it and choose Pages/All Pages from the Text menu. To display it on all pages except the title page (page 1), choose Pages/Body Pages from the Text menu.

Text Menu

Insert Part Name

A part name is a special text item that shows the name of the player currently being displayed in the notation view. It automatically changes when you display a different player. If more than one player is showing, the word Score is used. To insert a part name, click the Text tool to get the text cursor. Then create a new text box by clicking anywhere on the page, or edit an existing text box by clicking on it. Choose Insert Part Name from the Text menu. The part name appears at the location of the text cursor. The part name can be selected, cut, copied, pasted and formatted with any font and text setting (e.g. bold, italic, etc.) The only thing you can't do to a part name is edit the specific letters in the name. FreeStyle won't even let you position the text cursor in the middle of a part name. To change the part name itself, change the name of the player in the Ensemble window. To make the part name appear in all parts, give it the All Pages text setting. To make it appear on the first page of all parts, give it the First pages text setting.

Remember, you must use the text tool to create a text box before you choose "Insert Page Number" or "Insert Part Name". These commands INSERT text into an existing text box.

Graphic Editing view (10 of 13)

Inserting notes by hand

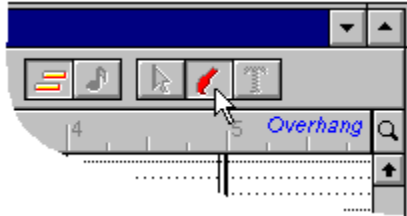
To insert notes by hand, drag from left to right with the brush cursor. Drag up and down to set the pitch. Use the cursor settings to control the duration and loudness of the notes you brush in.



Notation view (8 of 12)

Inserting notes by hand

Using the brush tool, press the mouse on the staff at the location you want (check the cursor location in the 'Status' bar at the top of the window), drag up and down to set the pitch, and drag left and right to set the duration. Use cursor snapping for easy rhythmic precision. Double-click on the brush tool button to get a window where you can set the default duration and velocity (volume) of the notes that you enter with the brush tool. To set the default duration, pick the closest note value from the note popup menu and then fine-tune the duration with the staccato/legato slider.



Working with text (2 of 7)

Inserting text

To insert or edit text, begin by clicking the Text button to get the Text tool. Click or drag anywhere on the page to create a text box and type the desired text. If you click on existing text, you begin editing it. To insert a page number or instrument name that automatically updates, use the Text menu commands.

Example Song

Installing A MIDI Driver

A **MIDI driver** is software that you install into Windows (using the Drivers applet in the Windows Control Panel) that allows FreeStyle to communicate with the MIDI hardware device(s) it requires for playback and recording. A MIDI driver should have been included on a disk with your MIDI-equipped sound card, MIDI interface, or MIDI instrument (if it has a built-in MIDI interface). The driver needs to be Windows Multi-media Extensions (MME) compatible.

>> The MIDI driver must be installed before you try to run FreeStyle. FreeStyle won't open if a MIDI driver has not yet been installed.

>> If you have a Mark of the Unicorn MIDI interface, such as the MIDI Express PC, MIDI Express PC Notebook, or MIDI Time Piece II PC, the FreeStyle setup program will ask you to update the driver currently in your system using Disk 1 of the FreeStyle setup disks. To do so, just follow the procedure below. This update is necessary for FreeStyle to work properly with your Mark of the Unicorn interface.

If you need to install a MIDI driver now as described below, you can get back into this Quick-Start guide afterwards by double-clicking the FreeStyle Help icon in the FreeStyle group in Program Manager.

How to install (or update) a MIDI driver in Windows 3.1

If possible, consult the installation guide for your MIDI device. In general, the process goes something like this:

1. In Program Manager, open the Control Panel. (It's usually located in the group called *Main*).
2. Double-click the Drivers applet to open it.
3. Click the Add button to add the new driver (or update one already in the system).
4. Choose "Unlisted or Updated Driver" from the list and click OK.
5. Insert the disk that has the driver on it (or use the browse button to go to the directory that has the new/updated driver) and then click OK.
6. When Windows locates the driver, a window appears with a list of one or more drivers. Select one and click OK.
7. Exit Windows and then re-open Windows to activate the new (or updated) driver.

How to install (or update) a MIDI driver in Windows 95

If you need to add a MIDI device to your computer, first turn off your computer and physically install or connect your MIDI device (multi-port interface, soundcard, etc.). Be sure to check the device documentation for the proper physical installation procedure. Once the device has been installed or attached, turn your computer back on.

If the new device is Plug & Play, Windows should either automatically load the device's driver files or prompt you to provide them (probably by inserting the floppy diskette included with the device). Windows 95 should be able to load and configure the appropriate driver for the device automatically. If this is the case, you can stop reading this file right now since the Windows 95 Plug & Play system will take care of everything automatically.

If the new device is NOT Plug & Play, you will have to load and configure the driver yourself. To do so, open Control Panel and double-click "Add New Hardware" to start the "Add New Hardware Wizard". In general, follow the Wizard's on-screen instructions.

IMPORTANT: When the Wizard asks...

>> "Do you want Windows to search for your new hardware?"

...select "No". This will allow you to specify the MIDI device yourself. Selecting "Yes" to allow Windows to search for non-Plug & Play MIDI devices MAY NOT WORK. If you know what kind of device you want to add, you are better off selecting "No" and then manually specifying the device, as described below.

After selecting "No" and clicking "Next", the next step in the Wizard is to specify a hardware type. From the Wizard's "Hardware types" list, scroll-down and choose...

>> "Sound, video and game controllers"

This type encompasses MIDI devices. Click "Next" and then determine if your MIDI device appears in the Wizard's list. If it does, select your device from the list, click "Next" and skip the following paragraph.

If the Wizard did NOT list your device, but you DO have diskette for the device, insert the diskette into your floppy drive and click the special "Have disk..." button to the right. In the resulting "Install From Disk" dialog, specify the floppy drive and then click "OK". A list will appear containing one or more entries. Choose the entry appropriate for your MIDI device and click "OK".

Continue to follow the Wizard's instructions. When it finishes, a configuration dialog for your MIDI device may appear. At this point, you should consult your device's documentation for how to properly configure it using the dialog.

IMPORTANT: After the driver has been installed and configured, you will be prompted to restart Windows. You must restart Windows for the new driver to take effect. When Windows restarts, your MIDI device should be ready to use.

>> **NOTE:** If the Wizard didn't list your MIDI device and you don't have a diskette for it, or for technical support on loading and configuring the device's driver, you should contact the device manufacturer, NOT Mark of the Unicorn, Inc. or Microsoft Corporation.

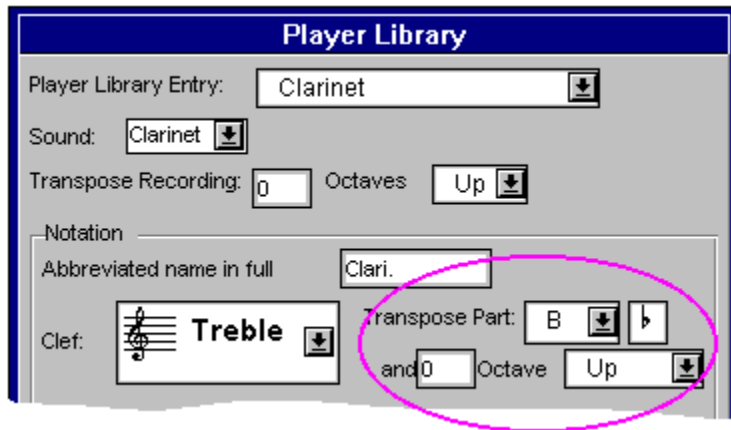
Instrument drop-down list

Choose your MIDI instrument from this drop-down list.

The Player Library (4 of 4)

Instrument Part Transposition

The part transposition settings affect how players created from this template will be notated when viewed on their own. It does not change the way the Players will sound. Enter the standard transposition for the instrument you are describing. For example, you would enter Bb for a Bb Clarinet. (The up/down pop-up menu has no affect if zero octaves is entered.) For Baritone Sax you would enter Eb and 1 octave up, since it is notated one octave and a major sixth above concert pitch.



Kawai

GMega

Before you use FreeStyle with the GMega, you should set the serial interface mode. For information on how to do this, see page 100 of the GMega manual. If you are using the GMega's built-in MIDI interface, set SER. I/F MODE = SEQ. If you connect the GMega to a separate MIDI interface, set SER.I/F MODE = OUT. FreeStyle automatically selects the General MIDI bank.

K11

Before you use FreeStyle with the K11, you should set the serial interface mode. For information on how to do this, see page 94 of the K11 manual. If you are using the K11's built-in MIDI interface, set SER. I/F MODE = ON. If you connect the K11 to a separate MIDI interface, set SER.I/F MODE = OFF. You should also set Local Control = OFF. FreeStyle automatically selects the General MIDI bank.

Preferences (14 of 16)

Keep Destination Controllers

This preference determines what happens when you paste notes into a region of time where controller events currently exist, and the notes you are pasting have controller events along with them. The easiest way to understand this is through an example. Let's say that you have copied a section of notes into the clipboard. FreeStyle has automatically included some volume controllers because they affect the notes you just copied. Now you go to paste the notes somewhere else, but there happens to be volume controllers at the location where you are pasting. When Keep Destination Controllers is unchecked, the volume controllers in the clipboard are pasted with the notes, and they replace the controllers at the paste destination. When Keep Destination Controllers is checked, the volume controllers in the clipboard are not pasted with the notes, and the controllers at the paste destination remain unaffected.



Record Menu

Keep Recording

Makes any music you have just recorded permanent in the sense that it will no longer be susceptible to the Undo Record command. Use this command if you are happy with what you have recorded so far and you want to keep it. After using the Keep Recording command, you can record more overdubs into the same take and freely use Undo Record without losing the “kept” material.

Tutorial: recording into a section (12 of 14)

Keep Recording & drum parts

The Keep Recording command in the Record menu is a way of protecting what you have recorded so far so the "Undo Recording" command in the Edit menu won't erase it.

This command is especially useful when recording drum parts. Most of the time, you'll record each drum (e.g. kick, snare, hi hat) into a single take for a single player named Drums (or a similar name). But what should you do if you've recorded the kick and snare, and you like what you've got so far, but then you make a mistake when adding the hi hat? If you choose Undo Recording, you'll lose the kick and snare also. If you choose New Take, the kick and snare will disappear.

This is where the Keep Recording command helps: it causes everything you've recorded into the take so far to be "kept" when you use Undo. So in our current example, if you recorded kick and snare, and you like what you have so far, you choose Keep Recording (from the Record menu) before you add anything else. Then, if you make a mistake when adding the hi hat, you can use Undo Recording to discard the hi hat without losing the kick and snare.

- > Note: Keep Recording is not a substitute for saving your file! Keep Recording will protect your notes from Undo Recording, but new notes are never actually saved to the file until you use Save or Save As in the File menu.

Tutorial: recording into a section (11 of 14)

Keep the music going

Once you have recorded your first pass and the record loop has begun repeating the section, you can continue the recording process without ever stopping the music. Here are the things you can do while the section repeats:

- > Record a new take for the same player (remember, every take is preserved) by choosing New Take from the Record menu.
- > Record-enable a different player and record takes for it. Click the record button to the left of the player name in the ensemble window.
- > Discard everything you have recorded into a take (since the last time you used the "Keep Recording" command) by choosing Undo Record from the Edit menu.
- > Do A/B listening tests between takes to decide which one you like best. Use the up and down arrow keys, type single digit take numbers, or choose takes with the take pop-up in the ensemble window.
- > Record again into the same take to add more material to the take (see [Keep Recording and Drum Parts](#)).

Keyboard shortcuts

In general these keyboard shortcuts can be used in combination with each other. For example, you can simultaneously hold down the Command Key to select a different tool, and the Shift Key to toggle the setting of Cursor Snaps to Grid.

Space Bar: Toggles Pause. (Begins playback if not paused)

ESC: Stop

` (~ without the shift key): Toggle Record

Enter key on the main keyboard: Rewind

Enter key on the numeric keypad: Rewind and begin playing

Delete: Same as choosing "Clear" from the edit menu

Up-Arrow: Previous Take

Down-Arrow: Next Take

Left-Arrow: Previous Player

Right-Arrow: Next Player

Numbers 1-9, and 0: Selects the current Player's Takes 1-10

Shift: Toggles "Cursor snaps to grid" for dragging operations. (Stretch notes, move notes, paint notes, box select etc.). Extends selection for box-selection, or when selecting in lists.

Ctrl: Zooms to selection

Atl: Toggles selection/brush tool

Ctrl-Shift-Click: Zoom Back to last zoom level

Ctrl-drag notes: duplicates the selection

Alt-Scrub: Toggles "Silent scrubbing"

KORG

01/W-series

FreeStyle automatically puts the 01/W into Sequencer Mode. In order for FreeStyle to do this, system exclusive data reception must be enabled. To do so, press the Global button and use the cursor and H buttons to scroll to the EXCL: field and then press the UP button until EXCL:ENA is displayed. For best results, leave the 01/W in Sequencer mode while working with FreeStyle.

i-series

FreeStyle automatically puts the i-series into Song Mode. In order for FreeStyle to do this, system exclusive data reception must be enabled. To do so, press the Global button and use the cursor and H buttons to scroll to the EXCL: field and then press the UP or DOWN button until EXCL:ENA is displayed. For best results, leave the i-series in Song mode while working with FreeStyle. After FreeStyle puts the i-series into Song mode or after you do so manually, you need to disable the sending of data from tracks in the song. To do so, use the Page buttons to find the Track Status page and set every track to EXT. The default is BOTH.

X-Series

FreeStyle automatically puts the X-Series into Sequencer Mode. In order for FreeStyle to do this, system exclusive data reception must be enabled. To do so, press the Global button and use the cursor buttons to scroll to page 3D FILTER2 and the EX: field. Press the YES button so that EX:ENA is displayed. For best results, leave the X-Series in Sequencer mode while working with FreeStyle. You must also assign each track, in whatever Song is current when you switch to Sequencer mode, to a unique MIDI channel from 1-16. To do so after switching to Sequencer mode, press the Channel button and use the left cursor button to select the Track field. Go through each track from 1-16 and assign each a track a unique MIDI channel from 1-16. The simplest setup would be to have Track 1=channel 1, Track 2= channel 2, Track 3= channel 3, etc.

>> IMPORTANT NOTE: if you are using the built-in MIDI interface on your KORG X5 (or other X-series synth) to connect it directly to the computer, see the important setup information at the end of this topic.

03R/W

Use 03R/W's front panel to manually enable system exclusive in the Global MIDI filter menu. After that, FreeStyle can automatically put the 03R/W into Multi mode. For best results with FreeStyle, you should leave the 03R/W in this mode.

05R/W

Use 05R/W's front panel to manually enable system exclusive in the Global MIDI filter menu (it should read "EX:ENA" on page 02C if you set it correctly). You only have to set this once because the 05R/W remembers the settings unless you change the battery or perform a Preset Data Load from page 05C. After that, FreeStyle can automatically put the 05R/W into Multi mode. For best results with FreeStyle, you should leave the 05R/W in this mode.

>> IMPORTANT NOTE: if you are using the built-in MIDI interface to connect your 05R/W directly to the computer, see the important setup information at the end of this topic.

M1-series

For best results in FreeStyle, put the M1 into Combination mode with a Combination selected in which each part is set to one each of MIDI channels 1-8. Also, you should set the M1's global channel to be 16 or some other MIDI channel than 1-8.

C-15/C-25

Put the C-15/C-25 into MIDI Multi mode and set the MIDI receive channel to 1. Turn Local Control OFF. Set Program Change ON. Only change sounds from FreeStyle, do not use the voice selector buttons on the front panel.

C-303/C-505

Set the MIDI receive channel to 1. Set Local Control OFF. Set Program Change ON. Only change sounds from FreeStyle, do not use the voice selector buttons on the front panel.

Special Note for X5, X5D, X5DR, 05R/W, AG-10 and AG-3 Owners

If you have one of these KORG instruments and you DO use the special built-in "PC I/F" serial MIDI feature to connect it directly to your computer...

YOU SHOULD install the latest driver for it. The latest KORG PC I/F Windows MIDI driver (which works with all KORG devices that have the PC I/F feature) has been included on the first FreeStyle setup disk. To install the driver, use the "Add New Hardware" icon (for Windows 95) or the "Driver" icon (for Windows 3.1) in Control Panel.

If you have a PC I/F-capable instrument, but you DO NOT use the special built-in "PC I/F" serial MIDI feature to connect it directly to you computer...

YOU SHOULD NOT install the KORG PC I/F Windows MIDI driver. If you would like to use the PC I/F feature, you will need a special connector cable.

In either case, please contact KORG or your KORG dealer for more information about the PC I/F feature.

Configuring the KORG X5 When Using the Built-In Computer "Host" Interface Port

The following settings must be made in the Global pages of the X5 when you are connecting the instrument directly to the PC via the built-in PC/IF computer "host" port.

Global Settings:

<u>PAGE</u>	<u>PARAMETER</u>	<u>SETTING</u>
00E	PC/IF CLK	38.4 KBPS
02A	MIDI GLOBAL CH	Usually set to ch. #1
02B	LOCAL	OFF
02C	EXT OUT SEL	PCIF
02D	PRG:	ENA (to fully enable bank select messages)
	AFT:	ENA (to fully enable after touch messages)
02E	CTRL:	ENA (to enable MIDI controller messages)
	EX:	ENA (to enable system exclusive messages)

FreeStyle Setup:

It is important to install and configure the KORG driver prior to launching FreeStyle for the first time. Not doing so may result in failed MIDI communication between the X5 and the computer. If this has happened, delete the file called 'fmsprefs' from the FreeMIDI directory, (which is located in the Windows directory) and proceed with the driver installation/configuration below.

To install the KORG driver:

1. **Open the Drivers control panel and click the Add button/Select Unlisted or Updated driver in the Installed Drivers window and click OK.**
2. **At the prompt, insert the FreeStyle disk 1 into drive A and click OK.**
3. **Select the KORG PC/IF (for X5 series, 05R/W, AG-10) driver and click OK.**

>> NOTE: If an message appears indicating that the required driver is already installed on the system, select NEWER.

4. **When the driver has installed, a setup window will appear. Select the proper COM Port (usually COM Port 1) and click OK.**

The MIDI Out Messages should all be checked by default. The Independent Synth/MIDI Out check box is for enabling MIDI input to the KORG instrument from an external MIDI device.

If the KORG instrument has been configured properly, you will be prompted to restart Windows. If the instrument has not been properly configured you will get the following error message:

>> No KORG instruments are found on the COM Port. Check your hardware configuration and select proper port.

Be sure that all GLOBAL settings and cable connections are correct, and repeat the steps above. Once the driver is properly configured, continue to the next section.

Launching FreeStyle for the first time:

After restarting Windows you are ready to launch FreeStyle. When you launch FreeStyle for the first time, you will be greeted by the following dialog box:

Welcome to FreeStyle! FreeStyle has detected a KORG instrument directly connected to this computer...

Click CONTINUE, and you will be prompted with the Studio Setup dialog screen. You should see a box-like icon, named X5, appear in this window. For further details on configuring your studio, please refer to the installation chapter in the FreeStyle User's Manual.

NOTE: If the X5 icon appears as a keyboard, the setup has not been configured correctly. Remove the file 'fmsprefs' from the FreeMIDI directory and launch FreeStyle again.

Kurzweil

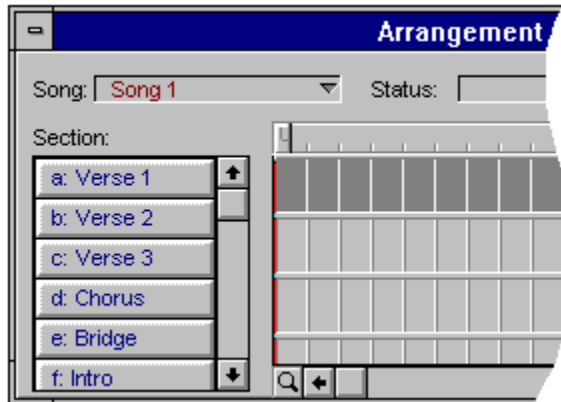
K2000-series

For best results with FreeStyle, set the K2000's Drum Channel to 10. You can adjust this on the Master page. Also, set MIDI program change mode to EXTENDED. This is set on the MIDI Receive page. We have provided the default patch list for the Orchestral ROM expansion as Bank 9. If your K2000 does not have this upgrade, choosing patches from this list will cause the K2000 to display 'Not Found'.

Sections (4 of 6)

Letters of the alphabet are automatically assigned to sections

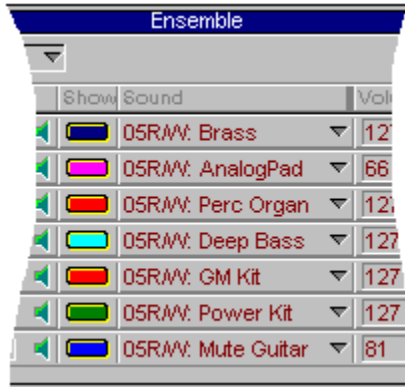
Each time you add a new section, it is automatically assigned a letter of the alphabet. This letter is displayed before its name in the Section list in the Arrangement window. When you type the Section's letter, the section is added to the end of the current song if the Arrangement window is active.



Preferences (8 of 16)

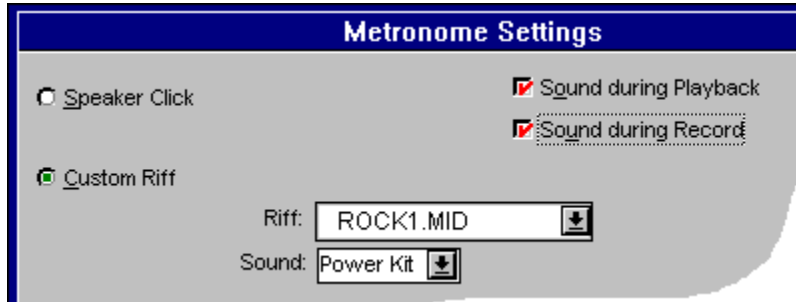
Long Patch Names

Causes patch names to be displayed along with their source MIDI device as shown below.



Making your own metronome riff (1 of 1)

If the music you want to use for a metronome riff has been saved as a standard MIDI file (with one track only), just drop it into the "Metronom" directory on your hard disk. It then shows up in the Custom Riff pop-up menu in the Metronome command in the Setup menu.



If not, just select the music in the Graphic Editing view or Notation view and then choose Save as Metronome in the Region menu. Be sure to only select one player's worth of music. Metronomes cannot consist of more than one player.

Setup Menu

Metronome

This command opens the Metronome window, which lets you adjust the metronome settings. FreeStyle's metronome can play a speaker click on the computer's internal speaker or a click that consists of any sound (such as a side stick or rim shot) produced by a MIDI drum machine or other MIDI instrument. It can also play a custom riff. A riff is a musical phrase played by a single player, usually a drummer. FreeStyle provides a wide selection of stock riffs; most are in the form of two-bar drum loops. You can create your own riffs by using the Save As Metronome command in the Region menu or by placing a standard MIDI file (.MID) in the FreeStyle's metronom directory. (To delete a riff, just remove it from the directory.) Note that a riff doesn't have to be a drum loop; it can be any single instrument that you want, such as a bass loop or a keyboard riff.

Sound during Playback/Recording

These two options control when FreeStyle plays the metronome. To turn off the metronome completely, uncheck both boxes.

Speaker Click

Produces a generic metronome click sound from the computer's internal speaker.

Custom Riff

If you want a custom riff, choose the desired riff from the menu, and then choose a drum kit or other appropriate sound.

MIDI Click

The MIDI click option produces a generic click using sounds from a MIDI instrument, such as a rim shot sound from a drum machine. The downbeat click occurs at the downbeat (beat 1) of each measure. Choose the desired pitch, velocity, and duration for the two click sounds.

Become Player

The Become Player button turns the currently selected custom riff into a player in the Ensemble window so that you can edit the riff and develop it further as part of each section or song. If the custom riff is not long enough to fill up a section, the player will be installed with a playback loop. This command is grayed out except when the custom riff option is selected.

Save As Default

Save As Default makes FreeStyle remember the metronome settings for new documents.

Audition

Hold down the Audition button to listen to the metronome using the current settings.

Synchronizing FreeStyle (6 of 8)

MIDI Beat Clocks

MIDI Beat Clocks consist of a continuous stream of real-time messages. They are produced by most MIDI compatible drum machines and sequencers, and by some synthesizers (particularly those with built-in sequencers). MIDI beat clocks are transmitted 24 times per beat. If the master device changes tempo, the MIDI beat clocks slow down or speed up accordingly; any slave device will follow this tempo change.

MIDI In

Indicate which MIDI input the device is connected to here.

MIDI Out

Indicate which MIDI output the device is connected to here.

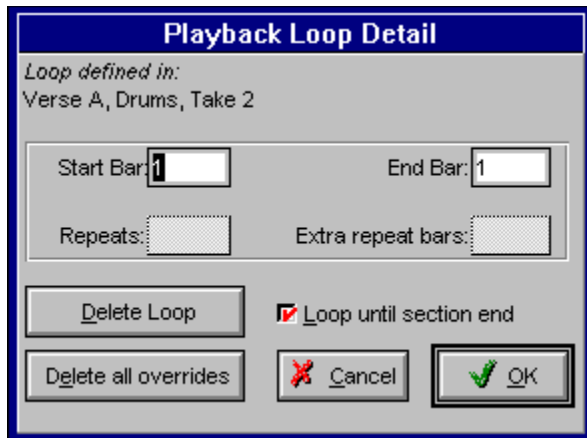
MIDI Thru

If the MIDI device has another device connected to its MIDI Thru port, indicate so here.

Playback loops (7 of 9)

Modifying a playback loop

To change a playback loop, simply drag the loop markers in the graphic editing view's time line. Dragging the loop source start marker will move both the source start and the source end marker, thereby preserving the length of the source material. Dragging the loop source end marker will shorten or extend the loop source area without affecting the loop source start point. Dragging the loop extent marker will change the number of repeats in the loop. If the loop extent marker is dragged so it lines up with the section end double-lines in the graphic editing view, then the loop will automatically resize when the section size changes (it will always loop until the end of the section). Loop Override markers cannot be dragged -- they can only be selected and deleted.

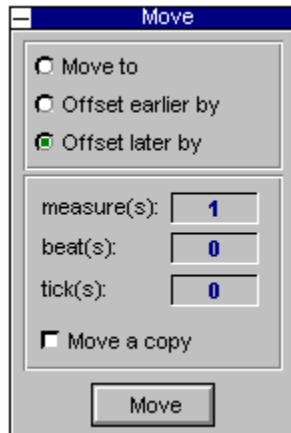


An alternate way to change the settings of a playback loop is to double-click on a loop marker. This will bring up the playback loop Detail dialog where you can easily set the loop start bar, end bar, and number of repeats.

Region Menu

Move

Changes the location of all currently selected material. You can either shift the music earlier or later in time from its current position, or you can specify an absolute time for the material to be moved to. The Move a copy option leaves the original material unmodified and makes an exact copy at the new location.



The Ensemble Palette (9 of 14)

Muting a player

Click the player's mute button to temporarily silence the player.

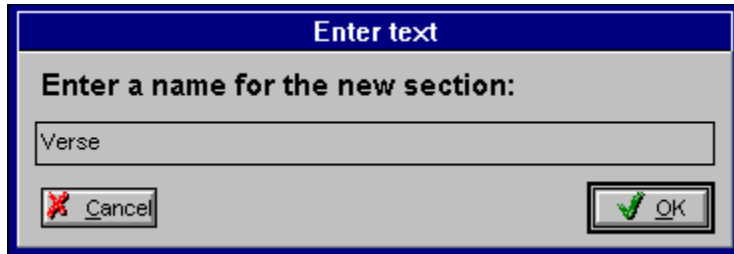


Mute button

Tutorial: Recording into a section (2 of 14)

Name the Section

New documents open with a blank, four-bar section called Section A. Let's rename it. Choose "Rename Section" from the Song menu and type in the name "Verse".



The image shows a dialog box titled "Enter text" with a blue header bar. Below the header, the text "Enter a name for the new section:" is displayed. A text input field contains the word "Verse". At the bottom left, there is a "Cancel" button with a red 'X' icon. At the bottom right, there is an "OK" button with a green checkmark icon.

File Menu

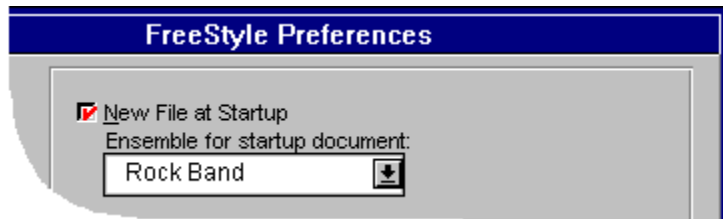
New

The New command opens a new FreeStyle document. You can create a new document at any time, even if another document is already open. The new document is given the temporary name “Untitled”. When you save the new document for the first time, you are given an opportunity to name it. You can have as many documents open at a time as you like.

Preferences (2 of 16)

New File at Startup

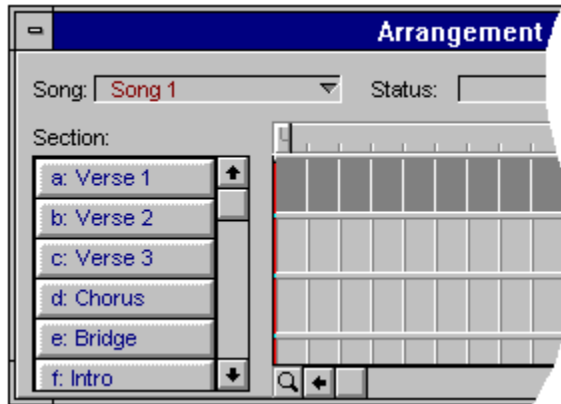
When this option is checked, FreeStyle automatically opens a new file when you first open the program. When it is unchecked, FreeStyle opens, but no file appears. Instead, you choose either New or Open from the File menu to open a file. This option also provides a pop-up menu from which you can choose a default ensemble for new files.



Song Menu

New Section

Creates a new, empty section, which appears in the Section list in the Arrangement window. In addition, the Graphic Editing view and Notation view display the new section.



Song Menu

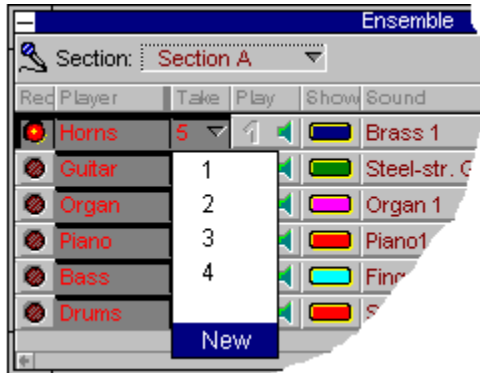
New Song

Creates a new song in the FreeStyle document. A song consists of sections, and it can be displayed in all three FreeStyle views (Arrangement, Graphic editing, and Notation). When you create a new song, its name appears in the Song or View pop-up menu in each window as shown below. When you choose it, the song is displayed in the window. There is no limit to the number of songs you can create in a FreeStyle document.

Record Menu

New Take

A take is a place to store a performance by a single player in a specific section of music. You can record as many takes as you want for each player. Takes are numbered consecutively, and they can be instantly accessed from the take pop-up menu next to each player in the Ensemble window as shown below. You can also type single-digit numbers to select one of the first ten takes for a player, or use the up and down arrow keys to cycle through all the takes. The New Take command creates a new, empty take for the currently record-enabled player. It does the same thing as choosing New from the take pop-up menu in the Ensemble window (as shown below). Once you've created a new take, you are ready to record into it.



View Menu

Normal

Returns the display to the standard magnification level (the level you see when you first open a new document). In the Notation view, this command returns the display to 100% magnification.

Setup Menu

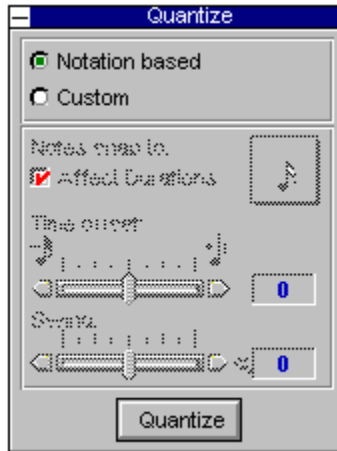
Notation

The notation settings affect how music is written in the notation editing view.

Region Menu

Notation based

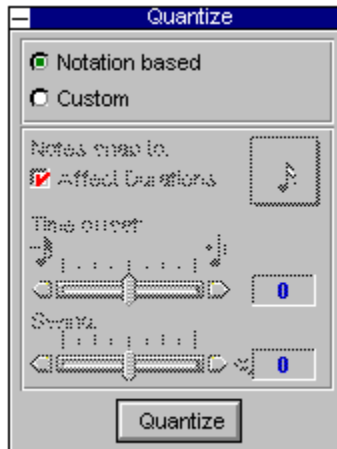
This quantize option causes the notes to precisely match their rhythmic transcription in the notation display. Only the start locations are adjusted - not their durations. This type of quantization happens automatically according to FreeStyle's music transcription technology, so no quantize options are provided. In short, what you see is what you get.



Quantizing (2 of 5)

Notation based quantizing

Notation based quantize uses the same process used to display your music in the Notation view. You can think of the Notation based quantize grid as being “flexible” in that it will bend and stretch to try to make musical sense of your selection. It can accommodate notes on even beat divisions as well as triplet divisions in one pass. In essence, what you see in the Notation view is exactly how the music will be quantized, except Notation based quantize does not change note durations.

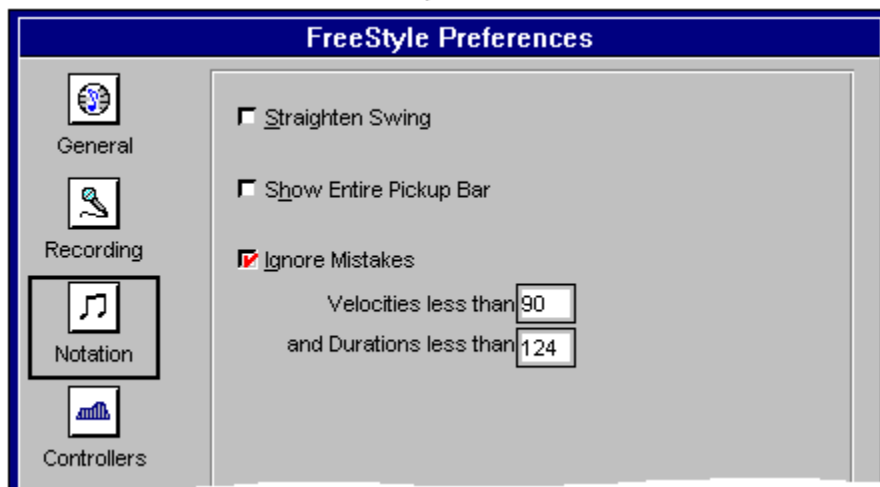


Preferences (13 of 16)

Notation preferences

The Notation preferences are identical to the three commands in the Setup menu with the same name. The three notation preferences determine whether they are on or off when you open a new FreeStyle document.

Edit Player Info...	
Notation	Straighten Swing
Toggle Metronome Ctrl+Y	Show Entire Pickup Bar
Metronome...	✓ Ignore Mistakes
Remote Controls...	Edit Notation Settings...



Notation view (12 of 12)

Notation Preferences

The setup menu has several preferences for the notation display under the menu heading “Notation”. For more information, see [The Notation Command \(Setup Menu\)](#).

Notation view (1 of 12)

Overview

The notation view displays your music in standard music notation. You can view any section or song at any time by choosing it from the View pop-up menu at the top of the window. Each player is transcribed on a single staff or “grand staff”, depending on the instrument. Players can be shown or hidden at any time using the Ensemble window.

[Dynamic transcription](#)

[What you see is what you get](#)

[Automatic instrument part transposition](#)

[Changing a note's pitch](#)

[Duplicating a note](#)

[Changing a note's duration](#)

[Inserting notes by hand](#)

[Using the scrolling wiper in notation](#)

[The shaded border in the notation view](#)

[Changing the magnification in the notation view](#)

[Notation Preferences](#)

File Menu

Open

The Open command loads existing FreeStyle files and standard MIDI files from disk in the standard Windows fashion.

Quick-Start Guide (4 of 6)

Opening A FreeStyle Document

By now, you should have just clicked “Done” in the Studio Setup window (as shown in the previous help topic). FreeStyle will now open a new, untitled document. If it doesn’t for some reason, choose New from the File menu.

File Menu

Opening a standard MIDI file

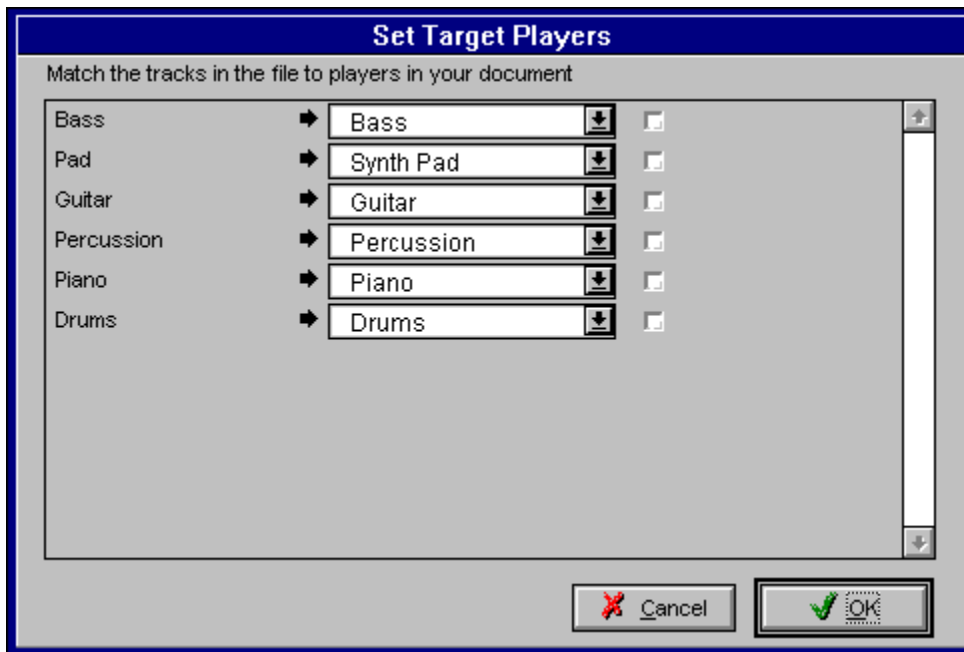
FreeStyle only reads "Format 1" Standard MIDI files.

When opening a standard MIDI file, you are given a chance to map each track in the file to any player template in your Player Library as shown below. Choose a player template for each track from the pop-up menu.

FreeStyle maps each track inside the SMF into a Player. Because of this, do not use tracks that contain events for different channels. If you have tracks like this, pull them apart so that each track only has events for a single channel.

FreeStyle does not support program changes in the middle of a track. FreeStyle will use the first program it sees in a track as the player's sound, but will ignore subsequent program changes.

Since FreeStyle currently only supports one global tempo, it will use the first tempo event it sees as the global tempo, and ignore subsequent tempo changes. This also applies to time signature changes.



Quick-Start Guide (3 of 6)

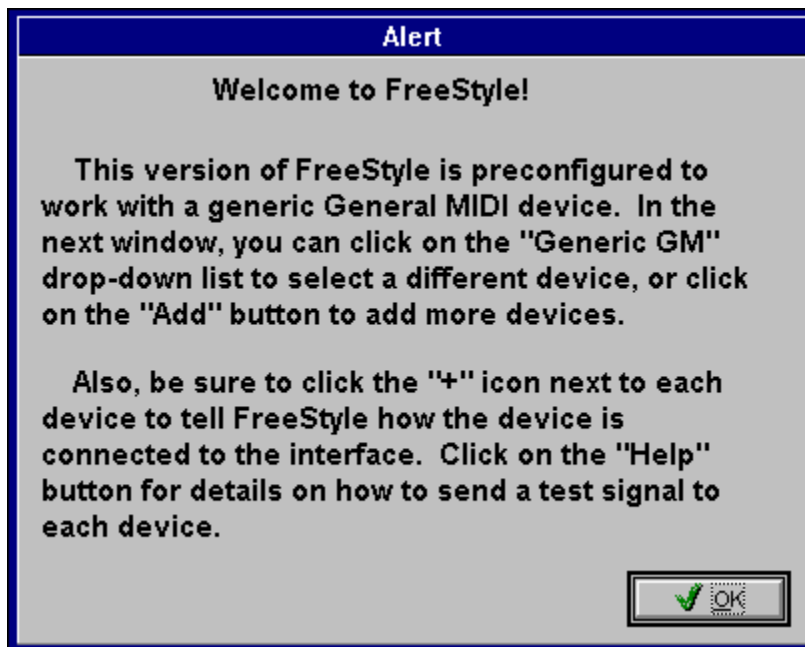
Opening FreeStyle For The First Time

Now you are ready to run FreeStyle for the first time!

1. Make sure all of your MIDI gear is switched on.
2. In Program Manager, double-click the FreeStyle icon to launch the program.

After a brief moment, the FreeStyle start-up screen appears (displaying the FreeStyle logo), followed by the Welcome to FreeStyle window shown below. If FreeStyle cannot find a MIDI driver in the system, it will notify you instead and exit back to Windows. If this happens, see [Installing a MIDI Driver](#).

The Welcome to FreeStyle Window. Note: the directions in this window may be slightly different depending on your MIDI hardware.



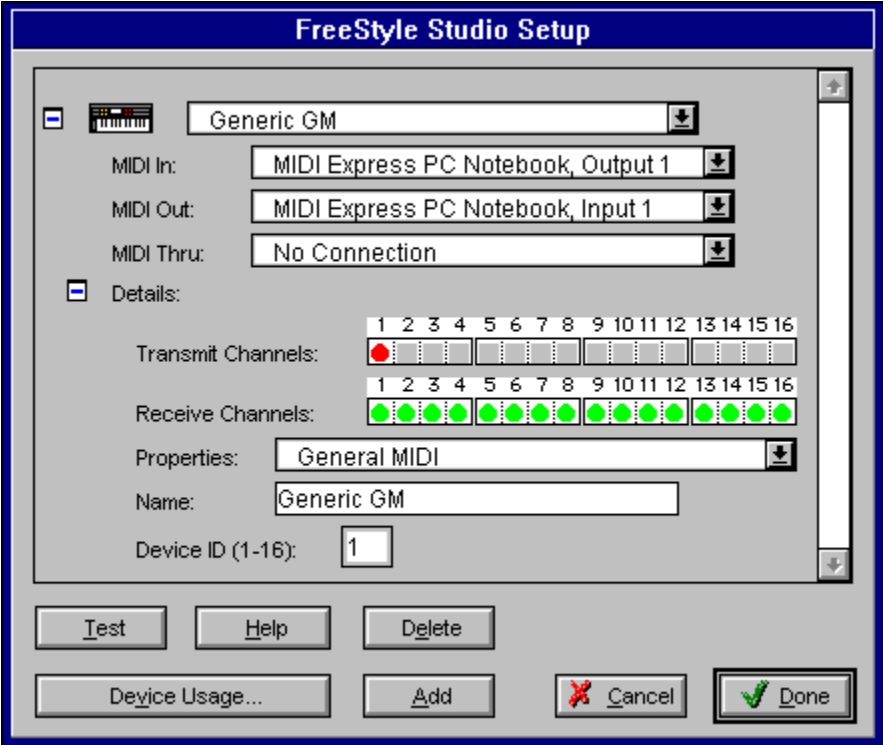
3. After reading the "Welcome to FreeStyle" window, click OK to proceed to the Studio Setup window shown below, which lets you tell FreeStyle about your MIDI gear.

If you have a MIDI-equipped sound card in your computer, it should appear in this window, and no further settings should be necessary for the card. The same goes for KORG devices connected directly to the computer. If you have MIDI devices connected to a MIDI interface, you'll see a generic General MIDI device in the window as shown below. Replace the Generic device with your MIDI device by choosing it by name from the drop-down list.

4. When you are finished with the Studio Setup window, click "Done".

If you don't see your MIDI device listed in the Studio Setup window drop-down list, see: [What to do for MIDI devices that do not appear in FreeStyle's list](#).

FreeStyle's Studio Setup window. To get information about an item in the window below, click it.



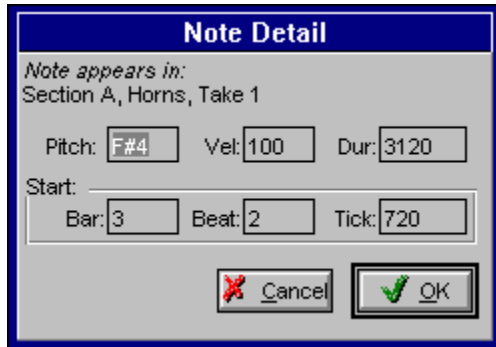
Opening standard MIDI files (1 of 1)

To open a standard MIDI file in FreeStyle, just choose Open from the File menu. Each track in the MIDI file will become a player in FreeStyle's Ensemble palette. A dialog appears asking you to map the tracks in the MIDI file to players in your FreeStyle player library. FreeStyle can only open Type 1 MIDI files.

Graphic Editing view (12 of 13)

Opening the note detail window for precise note info

Double-click a note to open the Note detail window.



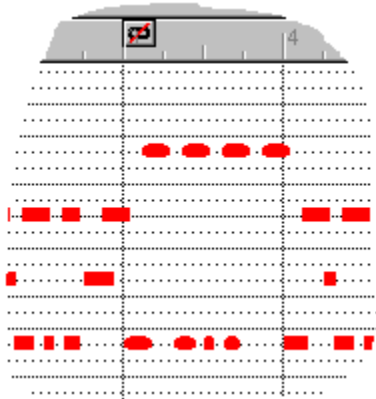
View Menu Out

Zooming out reduces the display to make notes smaller and to give you more of an overview of the music. When you zoom out, you can see more at a time. Use this command repeatedly to zoom out one magnification level at a time.

Region Menu

Override Play Loop

This command operates on the measure that currently holds the playback wiper. It allows you to modify notes in the measure that are part of a playback loop without affecting other repetitions of the the loop. For example, you might want to create a drum fill in one measure of a drum loop without causing the fill to be in any other measures in the loop.



Page layout (1 of 10)

Page layout

FreeStyle gives you a considerable amount of control over the page layout in the notation view, while at the same time doing much of the work automatically for you.

[Two separate page layouts: instrument parts and scores](#)

[The Page Layout dialog](#)

[Setting margins](#)

[Indenting the first system](#)

[Units of measurement](#)

[Changing the staff size](#)

[Changing the spacing between staves](#)

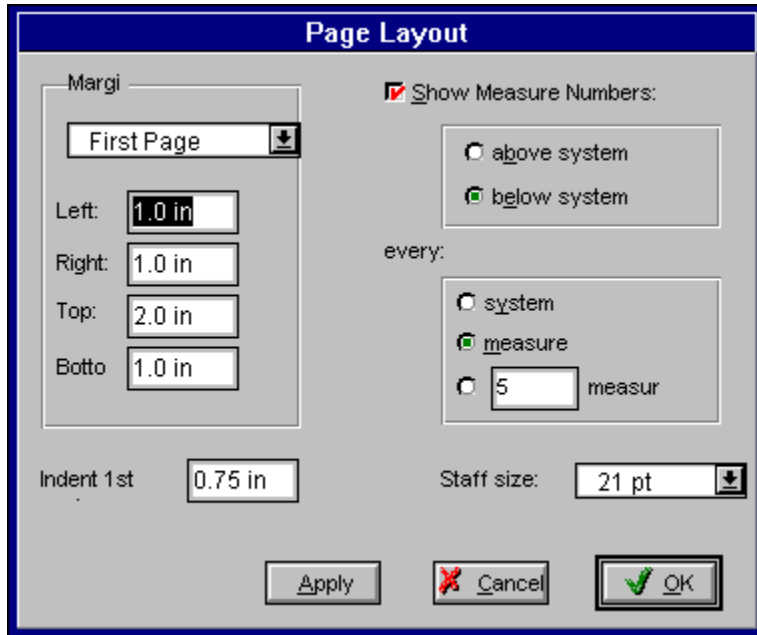
[Paper size and orientation](#)

[Saving text setups and page layouts using Stationery](#)

File Menu

Page Layout

Controls the appearance of the pages in FreeStyle's music notation display. Settings in this window are saved on a per file basis. Units of measurement for the margins are inches (in), centimeters (cm), millimeters (mm), and points (pt). You can change the settings at any time.



Page layout (9 of 10)

Paper size and orientation

Your choice of paper sizes and orientations is determined by the printer you are using. These settings are available when you choose Print Setup from the File menu. Aside from the scaling, paper size, and orientation, the other settings in the Print Setup dialog are usually not needed when using FreeStyle.

Copying and Pasting (3 of 6)

Paste

Paste places the contents of the clipboard into the current document. There are two ways to determine where the music gets pasted. By default, FreeStyle places the music in the same measure that the wiper is in and maintains the relationship the music originally had with the bar line. In other words, if the music you copied started on beat three of the measure it was in, then it will be placed at beat three of whatever measure the wiper is in. This is called “measure-relative” pasting, and it makes copying and pasting quick and easy. It lets you quickly duplicate chunks of music without needing to precisely position the wiper.

In some situations, you may prefer to have more control over the exact location where the music is placed. If you un-check “Paste measure relative” in the General section of the Preferences dialog, FreeStyle will paste relative to the current brush/cursor grid setting, rather than the bar line. For example, if you copied a note that began on beat three plus a sixteenth note, then pasted with a grid setting of one quarter note with the wiper near beat two, the note would be placed at beat two plus a sixteenth note, thus maintaining its original relationship to a quarter note grid.

Preferences (9 of 16)

Paste Measure Relative

Causes pasted material to be placed with the same relationship to the bar-line as when it was copied. If this option is not checked then material will be placed relative to the current brush/cursor grid setting.

Edit Menu

Paste

When pasting music, pastes the contents of the Clipboard into the measure that currently holds the scrolling playback wiper (the measure currently playing back or where playback will begin). Material is placed in the measure in the same location from which it was cut or copied. (There is a preference to make the material paste at the exact wiper location instead.) To move the playback wiper, click the desired location in any ruler, or double-click the staff in the notation display in the desired measure.

When pasting text, the Paste command places the contents of the Clipboard at the current text insertion point. If there currently is no insertion point, text is pasted on the page at the same location from which it was copied (or cut).

Copying and Pasting (6 of 6)

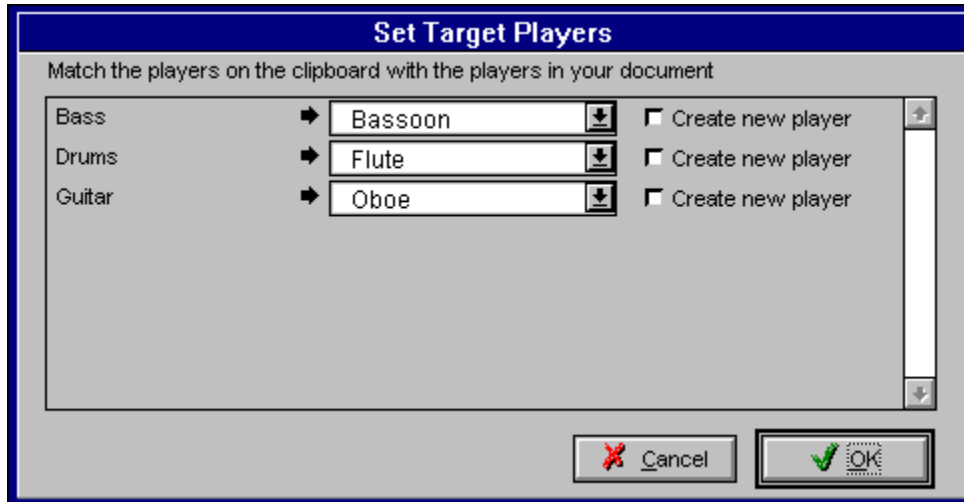
Pasting into a song

When viewing a song in the editing window, you may be looking at several sections that are playing simultaneously. So if you paste into this view, which section gets your pasted notes? FreeStyle always picks the section in the top-most row in the arrangement window. Generally this will be row 1, the primary song structure row. If the music on the clipboard is longer than can fit into the section, FreeStyle will place the extra music into the next section in the same row. Sometimes this is exactly what you want, but other times it will yield results you did not intend. In general it is less confusing and error prone to copy and paste while viewing a single section.

Copying and Pasting (5 of 6)

Pasting music into multiple players

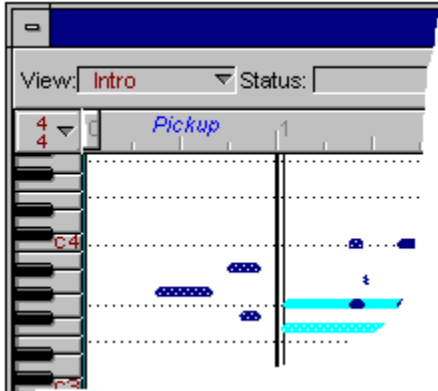
If you copied music from multiple players onto the clipboard, FreeStyle will try to place the music back into the players that it was originally copied from. If any of the players are no longer selected in the ensemble window, or if you are pasting into a different document that does not have players that match, you will be given the option of selecting destinations for the music as shown below. FreeStyle will temporarily remember the relationships you set up in this dialog, and try to use them the next time you paste. This lets you perform multiple copy/paste operations without needing to reset all the relationships each time.



Sections (6 of 6)

Pickup and overhang measures

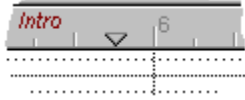
Each section has a pickup measure and an overhang measure. This makes it possible to record notes into a section even if they occur before the downbeat of bar 1, or after what would normally be considered the last bar of the section. The pickup and overhang measures are part of the section: they go with the section wherever the section goes. But the best part is that they don't get in the way. For example, when you work with sections in a song, a four bar section is still a four bar section, even if it has a few pickup notes.



View Menu

Place Rewind Marker

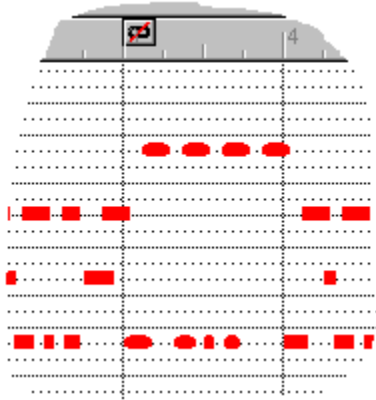
The Rewind Marker is triangular icon that appears in the graphic editing view time line. You can place it anywhere you like. When it is visible, FreeStyle rewinds to it when you press the rewind button, instead of rewinding to the beginning. This is convenient if you want to work on a particular section and do not want to have to rewind all the way to the beginning each time. Use the Show/Hide Rewind Marker command in the View menu to turn off (hide) and turn on (show) the rewind marker. Use the Place Rewind Marker command to choose where you want to put it. You can also just drag it in the time line with the mouse.



Playback loops (3 of 9)

Playback loop overrides

FreeStyle has an extra feature for playback loops called loop overrides. Loop overrides make it possible for you to make changes to measures within a playback loop without affecting the other repeating measures in the loop. For example, suppose you have a 1-bar drum pattern that is looping throughout your entire chorus. If you want to add a couple of fills here and there but leave the rest of the loop intact, you can just override the loop for the bars you want to change. In fact, if you just want to overdub your changes on top of the existing loop, FreeStyle will automatically make loop overrides for the measures that you record on top of.

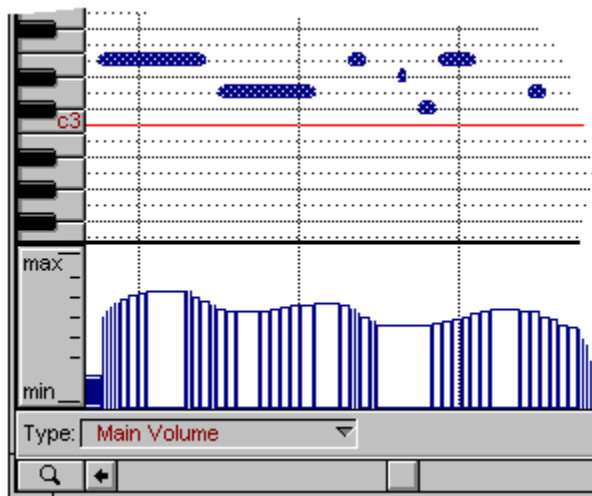


Playback loops (1 of 9)

Playback loops

There are two kinds of loops that you can use in FreeStyle. A Record Loop causes time to cycle between two points. Whenever the end of a record loop is reached, the time wiper jumps back to the beginning of the loop and all players start playing whatever notes they have recorded at that time. A record loop is merely a convenience for recording notes repeatedly over the same section of time.

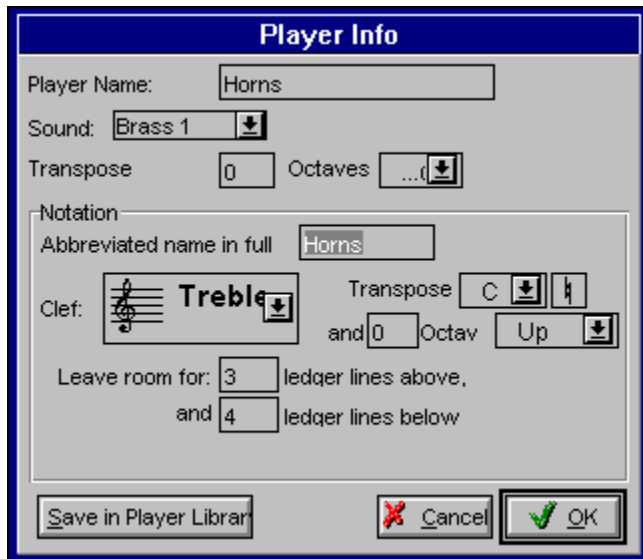
A playback loop, on the other hand, does not affect the passage of time at all. It affects the performance of a single take by a single player in a single section of music. When you create a playback loop for a take, you are asking FreeStyle to repeat one or more bars of the take for some number of times. For example, you could record one bar of a drum groove and create a playback loop which would cause that one bar to repeat four times, or until the end of the section. But while the drum notes are repeating, the time wiper will continue to move forward normally so other players can play normally. If the piano player does not have a playback loop, then when the wiper is in bar 4 the piano will be playing the notes that it has in bar 4, but the drummer will be playing the third repeat of the notes that it has in bar 1.



The Ensemble Palette (3 of 14)

Player info

Players in the Ensemble window represent much more than just a sound on your MIDI instrument. They also have many settings that control the way they are presented throughout the program. For example, the Player Info window has several options that control how the player is formatted when displayed in the Notation view.



Setup Menu

Player Library

A player is a single instrument in the Ensemble, such as piano or bass. The Player Library is a list of all the currently defined Player Templates available to FreeStyle. Player library entries are templates for use when adding new players to an ensemble. FreeStyle ships with a fairly long list of player templates already set up for you in the library. You can add your own templates, rename templates, and modify player characteristics, such as the default synth sound. The commands in the Player Library sub-menu let you manage your player library.

The Ensemble Palette (2 of 14)

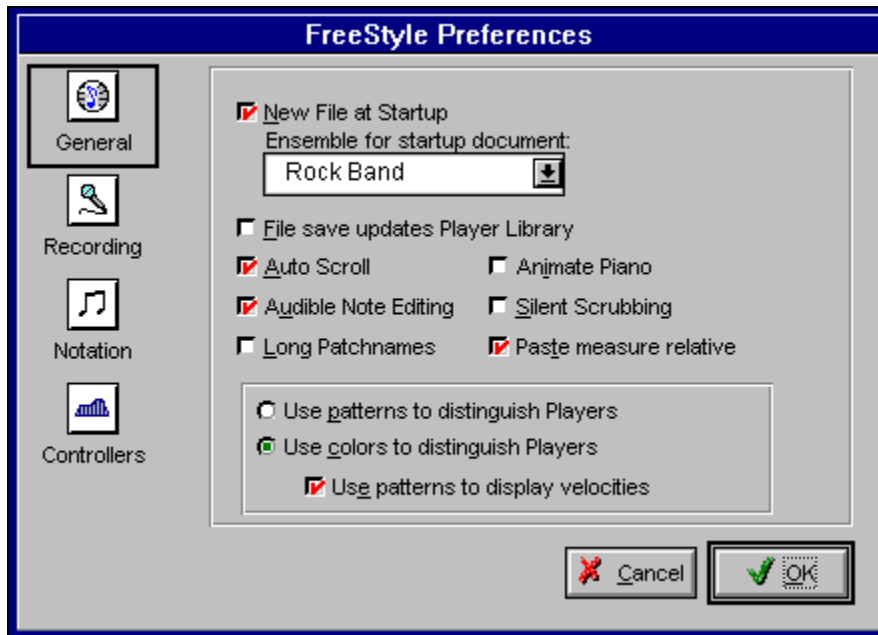
Players

Players in the Ensemble Palette act much like musicians: they play a certain instrument, and they can record multiple takes for each section of music. They only play one take at a time, but they remember every take you record, so you can play any take you want at any time. Just select it from the take pop-up menu. Each player has settings for volume, left/right panning, and more.

Preferences (1 of 16)

Overview

The Preferences command lets you set up FreeStyle in ways that best suit the way you work. The preferences are organized by categories, which appear as icons on the left side of the dialog box. Click a category icon to view its settings and make changes as desired. The options in each category are covered in the topics listed below.



[New File at Startup](#)

[File save updates Player Library](#)

[Auto Scroll](#)

[Animate Piano](#)

[Audible Note Editing](#)

[Silent Scrubbing](#)

[Long Patch Names](#)

[Paste Measure Relative](#)

[Use Patterns/Colors to distinguish players](#)

[Use patterns to display velocities](#)

[Recording Preferences](#)

[Notation Preferences](#)

[Keep Destination Controllers](#)

[Auto-Select Controllers](#)

[Default controllers for pop-up](#)

See Also:

[Preferences Command \(Edit menu\)](#)

Edit Menu

Preferences

The Preferences command lets you set up FreeStyle in ways that best suit the way you work. The preferences are organized by categories, which appear as icons on the left side of the dialog box. Click a category icon to view its settings and make changes as desired. The options in each category are covered in the following sections.

Song Menu

Previous/Next

This menu item has a hierarchical sub-menu with four sets of commands corresponding to the four important elements in a FreeStyle song: sections, players, takes, and sounds. In each case, the next/previous command moves to the next or previous item in the list. If you are at the end of the list, the Next command cycles you back to the beginning of the list; likewise, if you are already at the beginning of the list, the Previous command brings you to the end. This lets you cycle indefinitely with either command.

Next/Previous Section

If you are currently viewing a single section, these commands will cycle through all of the currently defined sections in the FreeStyle document. If you are currently viewing a song arrangement, they will cycle through only those sections which appear in the top row of the arrangement grid in the arrangement window.

Next/Previous Player

Cycle through the list of players in the Ensemble window.

Next/Previous Take

Cycle through the list of takes for the currently record-enabled player in the Ensemble window.

Next/Previous Sound

Cycle through the list of sounds available to the currently record-enabled player in the Ensemble window. For General MIDI devices, you will hear a beep before cycling into drum sounds. That's to warn you that you are about to change the drum sound on channel 10, which could cause your Riff Metronome to stop playing correctly if the Riff Metronome is using the same output device.

File Menu

Print

Prints the currently displayed players in standard music notation. Settings are provided for the number of copies to print, the page range, the paper source in the printer, and the destination (to the printer or to a file on disk).

Use the Help button in the print dialog box for more information on each option. Also refer to your printer's user's guide.

File Menu

Print Setup

The Print Setup command defines the paper size, orientation, and special printer effects for the notation view in the document. Consult your printer's user's guide.

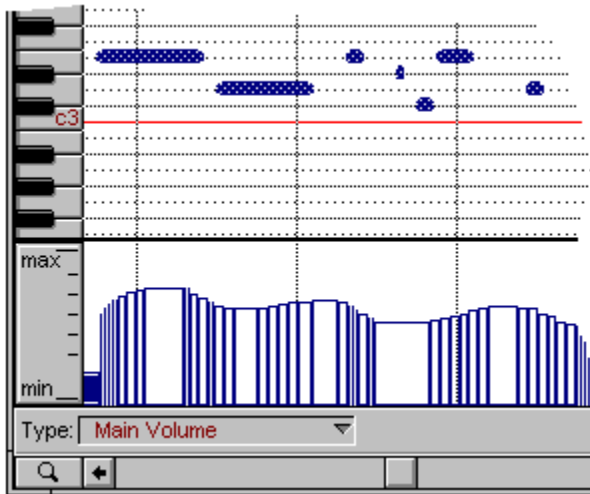
Device Properties

These settings tell FreeStyle various important things about the device, like whether it is a General MIDI compatible device, how it handles bank select messages (if at all), and so on.

Region Menu

Quantize

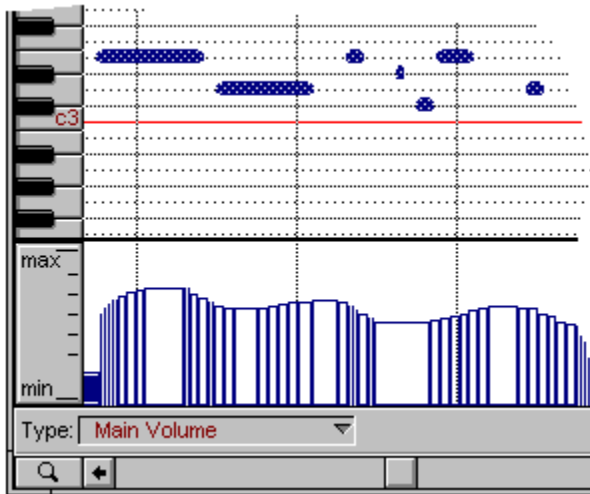
Changes the timing of the currently selected notes to make them rhythmically precise. Two types of quantization are provided: Notation based and Custom.



Quantizing (1 of 5)

Quantizing

Quantize lets you tighten up the rhythmic feel of your music by aligning the notes to a “Time Grid”. There are two main types of quantization available to you: Notation based and custom.



Notation based quantizing

Custom quantizing

Time offset

Swing

Quick-Start Guide (1 of 6)

Welcome to FreeStyle! This Quick-Start guide will help you get started as quickly as possible.

Check These Things First

Before you run FreeStyle for the first time, review the checklist below.

>> Have you installed a Windows MME-compatible MIDI driver in your computer's system?

FreeStyle won't run if a MIDI driver is not present. Even if you just want to explore FreeStyle and don't intend to record or play back any music, you still need to install a MIDI driver. For more information, see [Installing A MIDI Driver](#).

>> If you want FreeStyle to play music, do you have a MIDI playback device connected to (or installed in) the computer?

FreeStyle requires MIDI-equipped hardware to record and play back music. For playback, you can use a MIDI-equipped sound card or an external keyboard synthesizer or sound module. For more information, see [Setting Up MIDI Playback](#)

>> If you want to record your own music into FreeStyle, do you have a MIDI keyboard or other controller connected to the computer?

For more information, see [Connecting a MIDI Controller](#).

Once you've completed the checklist, use the browse button (>>) at the top of this help window to continue with this Quick-Start Guide.

The Ensemble Palette (13 of 14)

Rearranging and resizing the columns

Drag the column titles as shown. To change the width of the player and sound columns, drag the right edge of the column heading as shown.



Receive Channels

Indicate the MIDI channels on which the MIDI device receives MIDI data here. For example, if your MIDI device can receive data on channels 1 through 8, put a green dot in those channels. If your device can receive on all 16 channels, fill all sixteen with a green dot.

Tutorial: recording into a section (10 of 14)

Record a Take

You are now ready to record a Take. To see which player you will be recording into, look at the record buttons to the left of the player names in the ensemble window. Get ready to play and then click the rewind, record and play buttons in the Control Palette. If Wait For Note is checked, FreeStyle will endlessly cycle the first bar until you play your first note. If you don't want it to do so, uncheck the Wait For Note command in the Record menu.

Play music for as long as you like into the section. Notice the following things happen as you record:

- > If you play past the end of the section, the section boundary moves as needed to automatically adjust the length of the section.
- > Notes appear on the screen in the notation or graphic editing view immediately as you play them.
- > If you have the Auto Loop Record feature turned on, FreeStyle automatically sets up the record loop over the region of music you just played -- after you stop playing for 2 bars.

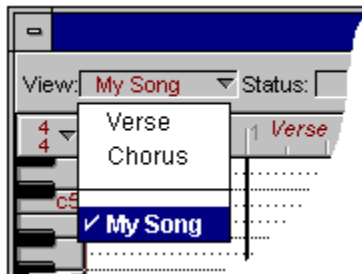
Tutorial: recording into a song (2 of 4)

Record into the song

In FreeStyle you can also record directly into a song arrangement. There are two different ways you can do this:

- > Single section recording within the context of a song
- > “Follow Song” recording into multiple sections

First make sure that the graphic editing/notation window is displaying the song “My Song.” To do this, click on the “View:” popup menu in the upper left corner of the window and choose “My Song.” Section names are listed first in this popup, followed by a divider line, then all of the song names.

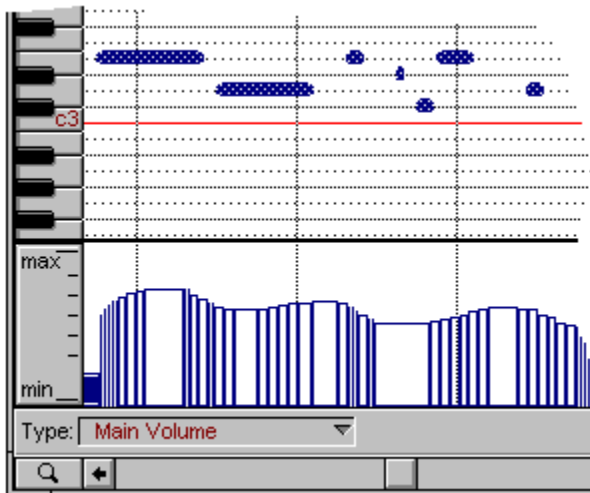


Another way to show your song in the graphic editing/notation window is to click on the arrangement window, or choose “Arrangement Window” from the Windows menu.

Tutorial: recording into a section (3 of 14)

Record Loop

The Record Loop consists of a small pair of draggable repeat sign markers in the time line as shown below. These markers cause playback to endlessly repeat a range of measures within a section. The area being cycled can be as short as one bar or as long as the entire section. When the record loop markers are visible, the record loop is on. To toggle it on and off, use the Toggle Record Loop command in the Record menu. For this tutorial, toggle them off because we will be using the Auto Loop Record feature.



Record Menu

The Record menu contains all of the commands and options that are involved during the process of recording music into FreeStyle. Note that all of these commands can be mapped to a remote control key on your MIDI keyboard (or other controller), which frees you up completely from the computer while recording. For more information, see [Remote Controls](#).

[Keep Recording](#)

[New Take](#)

[Delete Take](#)

[Erase Take](#)

[Wait for Note](#)

[Auto Loop Record](#)

[Smooth Record Loop](#)

[Follow Song](#)

[Set Record Loop](#)

[Toggle Record Loop](#)

[Advance Record Loop](#)

Tutorial: recording into a section (4 of 14)

Record menu options

The Record menu has several handy features you can use while recording. Most of the time, you'll want to set them up before you begin recording. In each case shown below, check the menu item to turn on the feature. Uncheck it to turn it off. For this tutorial, check Wait For Note, Auto Loop Record, and Smooth Record Loop.

<input checked="" type="checkbox"/> W ait for Note	F2
<input type="checkbox"/> A uto Loop Record	F3
<input checked="" type="checkbox"/> S mooth Record Loop	F4
<input type="checkbox"/> F ollow Song	Ctrl+W

Songs (8 of 9)

Record-enabling a section in the Arrangement grid

Click it to record enable a section. The record-enabled section gets a red bar on it.



Sections (5 of 6)

Recording into a section

Recorded notes and controller data always go into the currently record-enabled section (as well as the current take for the record-enabled player). To record-enable a section, either choose it from the pop-up menu in the Ensemble window, or click any instance of it in the layout grid of the Arrangement window. A red bar appears on the currently record-enabled section in the Arrangement grid.

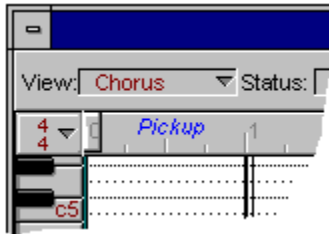
When using sections in FreeStyle, you can think in terms of “patterns” (like verse, chorus, bridge, etc.), but you don’t have to. You can also use sections in a linear fashion. FreeStyle even lets you go back and forth between thinking linearly and thinking in terms of patterns.



Tutorial: recording into a section (14 of 14)

Recording into another new section

Now you are ready to record another section. Choose “New Section” from the song menu and type in the name “Chorus” for the new section. FreeStyle will present you with a new blank section for recording. Note that the “View:” popup menu in the graphic editing / notation window now shows the name “Chorus.” Record some music for one or more players into this new section as described above. Then read [Recording into a song](#).

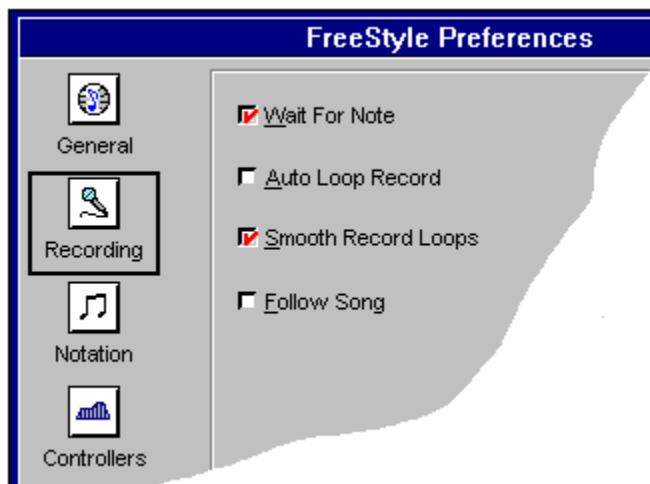


Preferences (12 of 16)

Recording Preferences

The four recording preferences are identical to the four commands in the Record menu with the same name. The four record preferences determine their settings when you open a new FreeStyle document.

Record	
Keep Recording	Ctrl+K
New Take	Ctrl+T
Delete Take	
Erase Take	Ctrl+E
✓ Wait for Note	F2
Auto Loop Record	F3
✓ Smooth Record Loop	F4
Follow Song	Ctrl+W
Set Record Loop	
Toggle Record Loop	Ctrl+L
Advance Record Loop	Ctrl+F3



Edit Menu

Redo

Restores the last action that was reversed with Undo.

Region Menu

The Region menu contains commands that act on the currently selected notes. So be sure to select the notes you want to affect before choosing a command from the Region menu.

Quantize

Transpose

Move

Save as Metronome

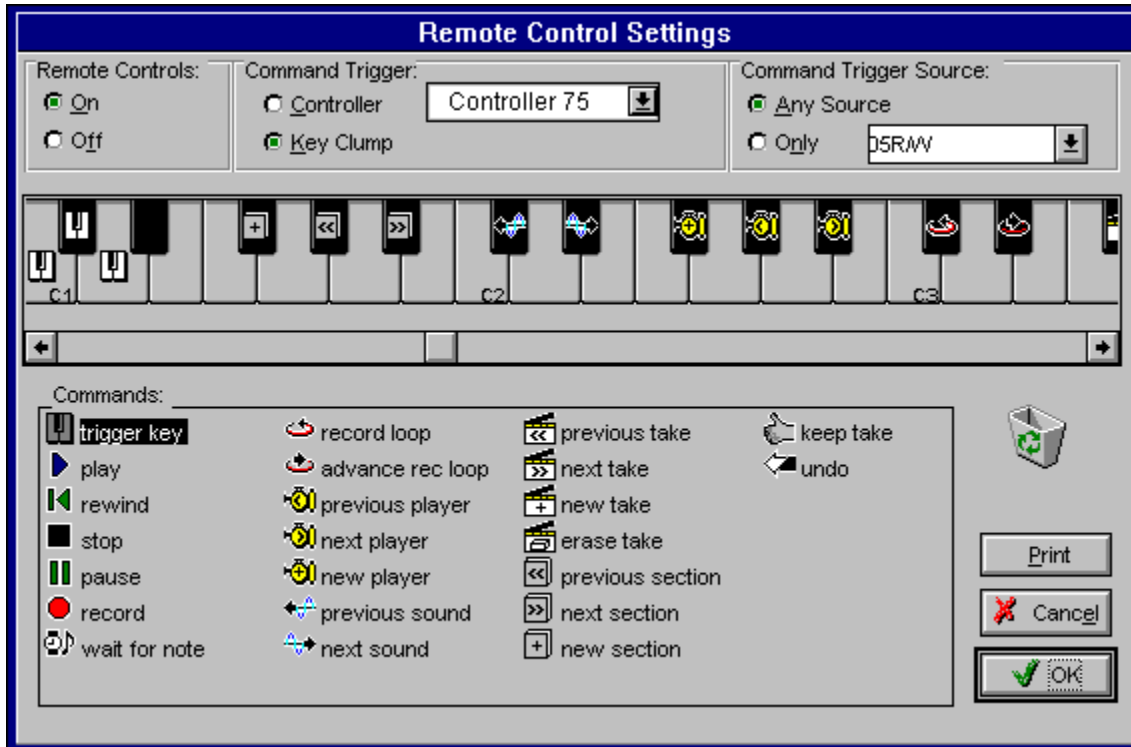
Create Play Loop

Override Play Loop

Setup Menu

Remote Controls

The Remote Controls feature lets you assign commands in FreeStyle to the keys on your MIDI keyboard. Just drag an icon onto the piano keyboard for each command that you want to control with a MIDI key. After you leave the dialog you will be able to hold down the trigger key (or keys) and then press that MIDI key to perform the command assigned to it. To remove a command from a key, drag it to the trash.



FreeStyle makes it easy for you to use Remote Controls and at the same time avoid triggering commands unintentionally. Commands only trigger when you hold down the trigger key clump. A key clump is a set of keys that activate the Remote Controls when they are held down together. The Remote Controls are only active while the key clump is being held down. This makes it next to impossible to accidentally enable the Remotes. Best of all, you can choose any combination of keys you want. FreeStyle's factory default key clump is C1Db1D1. You can, however, choose any combination of keys you want—anything that you are sure you will never play—by dragging the trigger key onto the desired keyboard keys. If you don't want to use the key clump technique, you can use a MIDI controller instead.

Remote Controls

Turns Remote Controls on and off completely. When they are turned off, none of the remotes will trigger FreeStyle.

Command Trigger

Lets you choose how you want to activate the Remote Controls.

Controller

This option lets you choose a MIDI controller event to activate all of the remotes.

Key Clump

A key clump is a set of keys that activate the Remote Controls when they are held down together. The

Remote Controls are only active while the key clump is being held down.

Command Trigger Source

Lets you specify the MIDI device in your MIDI setup that you will be using for Remote Controls. FreeStyle can pay attention to input from any device or from a single device that you specify. If the device you want to use does not appear in the menu, use the Studio Setup command in the Setup menu to add the device.

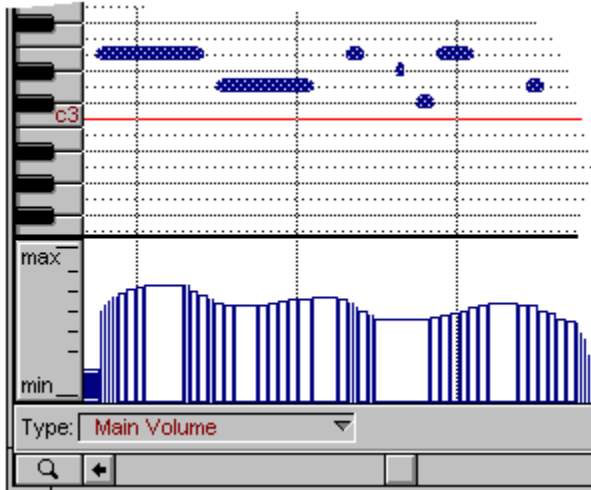
Print

Prints a diagram of the remote controls for your convenience.

Song Menu

Rename Section

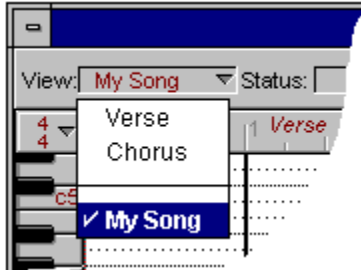
After choosing a section, you can use this command to change its name.



Song Menu

Rename Song

Lets you change the name of the song that is currently displayed. If the window is currently showing a section instead of a song, the Rename Song command grays out to indicate that it is not available. To make it available, select a song from the pop-up menu.



The Ensemble Palette (14 of 14)

Resizing the Ensemble palette to conserve screen space

You don't always want to have the Ensemble palette all the way open, so you can conserve screen space by using the resize button on the right-hand side of its title bar. Doing so toggles it between two sizes: one is a small size that you set manually with the resize box (in the lower righthand corner). The other is opened up all the way.



File Menu

Revert to Saved

The Revert to Saved command closes the document without saving changes and reopens the last saved version of it from disk. This command does the same thing as choosing Close, answering “No” to save changes, and then re-opening the same file. Revert to Saved is useful for discarding all changes you have made to a document since you last saved it.

Roland

D-10/110

No specific preparations are necessary to use these devices with FreeStyle.

JD-990

FreeStyle automatically puts the JD-990 into Performance mode. For best results, leave the JD-990 in Performance mode with a Performance selected in which parts 1-7 are assigned to channels 1-7 and rhythm part 8 is assigned to channel 10. Preset Performance B-09 'Pop Kit' is an example of this type of Performance.

JV-30

Some of the patch lists for the JV-30 appear to contain patches with duplicate names. Although these patches have the same name, they are not identical. Patches with a # symbol after their number are from the MT-32 set. Patches with a + symbol after their number are from the Variations set. All other patches are from the standard set. For best results with FreeStyle, if you are using the JV-30 as your controller keyboard, turn local control OFF on the Master MIDI function page.

JV-35

For best results with FreeStyle, if you are using the JV-35 as your controller keyboard, turn local control OFF on the Master MIDI function page.

JV-50

For best results with FreeStyle, if you are using the JV-50 as your controller keyboard, turn local control OFF on the Master MIDI function page.

JV-80

FreeStyle automatically puts the JV-80 into Performance mode. For best results, leave the JV-80 in Performance mode with a Performance selected in which parts 1-7 are assigned to channels 1-7 and rhythm part 8 is assigned to channel 10. Preset Performance A-01 'Jazz Combo' is an example of this type of Performance. For best results with FreeStyle, if you are using the JV-80 as your controller keyboard, turn local control OFF.

JV-880

FreeStyle automatically puts the JV-880 into Performance mode. For best results, leave the JV-880 in Performance mode with a Performance selected in which parts 1-7 are assigned to channels 1-7 and rhythm part 8 is assigned to channel 10. Preset Performance A-01 'Jazz Combo' is an example of this type of Performance.

JV-90

FreeStyle automatically puts the JV-90 into Performance mode. For best results, leave the JV-90 in Performance mode with a Performance selected in which parts 1-7 are assigned to channels 1-7 and rhythm part 8 is assigned to channel 10. Preset Performance A-01 'Jazz Split' is an example of this type of Performance. For best results with FreeStyle, if you are using the JV-90 as your controller keyboard, turn local control off.

SC-50

No specific preparations are necessary to use this device with FreeStyle.

SC-55/SC-55mkII

Some of the patch lists for the SC-55 appear to contain patches with duplicate names. Although these

patches have the same name, they are not identical. Patches with a # symbol after their number are from the MT-32 set. Patches with a + symbol after their number are from the Variations set. All other patches are from the standard set.

XP-10

There are two ways to connect the XP-10 to your computer: either using MIDI cables with a MIDI interface (such as the PC-MIDI Flyer, etc.) or directly connecting to the PC serial (COM) ports, using a special cable (purchased separately from Roland). It is important to install and configure the appropriate MIDI driver prior to launching FreeStyle for the first time. If you are using an interface, install the driver according to the manufacturer's instructions, and then read the section below, labeled "If You Use a MIDI Interface". If you are using the ROLAND serial driver, simply follow the steps outlined in the section labeled "If You Use a Serial Cable".

If you have attempted to run FreeStyle before installing the appropriate driver, FreeStyle may cause an erroneous studio setup document to be created, which will result in no MIDI communication between the XP-10 and the computer. If this has happened, delete the file called 'fmsprefs' from the FreeMIDI directory, (which is located in the Windows directory) and continue with the driver installation/configuration.

If You Use a MIDI Interface:

If you use MIDI cables, you will need two MIDI cables and a MIDI interface . (Please refer to the section labeled "Connections Using MIDI Cables" in Chapter 8 of the XP-10 manual for details on how to make the proper connections.) Set the computer switch on the rear panel of the XP-10 to "MIDI". Turn "Local Control" Off on the XP-10. (Please refer to the section labelled "Turn off the XP-10's Local Control" in chapter 7 of the XP-10 manual for details.) After the initial WELCOME! message the program will present you with the Studio Setup window, where you tell FreeStyle what MIDI gear you have. Click on the drop-down list of devices and select XP-10 from the list of supported devices. NOTE: The default device is set to "Generic GM". Click the Expand button to tell FreeStyle about the device's MIDI connections. If you have no other MIDI gear, click DONE. Otherwise, click the ADD button to add another device, and configure it appropriately. That's all there is to it!

If You Use a Serial Cable:

If you use a serial cable, connections can be made directly to the COM port on the back of the PC. (Please refer to the section labeled "Connections Using a Computer Cable" in Chapter 8 of the XP-10 manual for details on how to make the proper connections.) Install the driver by referring to the section below that applies to you.

Windows 3.1 Installation of the ROLAND Serial MIDI Driver:

Set the computer switch on the rear panel of the XP-10 to "PC-2" prior to powering on the unit. Turn "Local Control" Off on the XP-10. (Please refer to the section labelled "Turn off the XP-10's Local Control" in chapter 7 of the XP-10 manual for details.) Open the Drivers control panel and click the Add button. Select Unlisted or Updated driver in the Installed Drivers window and click OK. Insert the FreeStyle disk 1 into your computer, select the appropriate drive to scan, and click OK. Select the Roland Serial MIDI (for XP-10, SC series, etc.) driver and click OK. Check that you have the correct COM port setting and RESTART WINDOWS.

Windows 95 Installation of the ROLAND Serial MIDI Driver:

Set the computer switch on the rear panel of the XP-10 to "PC-2" prior to powering on the unit. Open Control Panel, double-click the Add New Hardware icon and click Next. When the Add New Hardware

Wizard asks if you want it to scan for new hardware, click No. Clicking Yes won't work -- the Wizard does not know how to automatically recognize the ROLAND Serial MIDI driver. Select Sound, video and game controllers and click Next. When the Wizard asks for the manufacturer and model of your new hardware, click the special Have Disk... button. Insert the FreeStyle disk 1 into your computer, select the appropriate drive to scan, and click OK. After the Wizard scans the disk, it should present you with a single choice for Roland Serial MIDI hardware. Click OK and then click Finish to have the Wizard install the driver software onto your computer. Finally, the Wizard should inform you that Windows must be restarted. When you launch FreeStyle for the first time, it should automatically detect a ROLAND device connected to the COM port, and assign the correct properties. If the PatchList for your device is not correct, simply select the correct patch list for your device from the drop-down menu.

File Menu

Save

When you first create a new FreeStyle document or open an existing one from disk, the document is stored into the computer's temporary Random Access Memory (RAM) as you work. Changes you make to the document occur in the temporary version in RAM. The Save command writes the current state of your document to disk to store it permanently, even after you quit FreeStyle and switch off the computer. If you quit FreeStyle without saving, or if the computer is suddenly interrupted before you have a chance to save the document, all changes you have made to it since you last saved are lost forever. It is therefore important to save very often to avoid losing your work.

If you have previously saved a document, the current state replaces last saved version. If you are saving a document for the first time, a dialog box appears to ask you to name it. This dialog box is identical to the Save As dialog box explained in the next topic.

Save frequently—every time you make a change that you like. Doing so prevents you from losing work should FreeStyle or the computer be interrupted.

Setup Menu

Save “Player”

Takes the settings for the currently selected player in the Ensemble window (or just the record-enabled player if several players are selected) and saves them in the player library. If a template with the same name already exists in the library, FreeStyle asks you if you want to replace it.

File Menu

Save a Copy As

Save a Copy As does the same thing as Save As (see [Save As](#)) with the following difference: after using Save As, the newly created document stays on the screen. After using Save a Copy As, the original document remains on the screen.

File Menu

Save As

The Save As command is what you use the very first time you save a new document. Save As lets you name the document and choose where you want to store it on your hard disk. Save As also lets you save the currently open document on disk under a different name, preserving the last-saved version of the original document. Save As is useful when you would like to make changes to a document and save them, but you still want to preserve the original document. In this case, the Save command would not be the right command to use because it would replace the original document with the newly modified document, thus erasing the original document. Instead, Save As creates a new document on disk with the changes in it, and the original document remains unmodified under its original name.

Save As file formats

The Save As command lets you save a file in several different formats:

FreeStyle

FreeStyle is the standard FreeStyle file format. Use this format to save your FreeStyle files.

Stationery

When the Stationery option is selected, the file is saved as a Stationery file, which acts much like a stationery “pad”. When you use a stationery pad, you “tear off” a blank sheet of paper to work with and leave behind the original pad. Stationery documents on the computer work much the same way. Stationery files can be opened, but the computer will prevent you from modifying the original stationery pad file by making you Save As when you attempt to save the file. This option is great for preserving files that you do not want to modify and that you use regularly as a “template” from which to build new files. When saving as Stationery, everything in the file gets saved except notes and controllers. Saved items include players, sections, and songs.

S.S. (Song Structure) Stationery

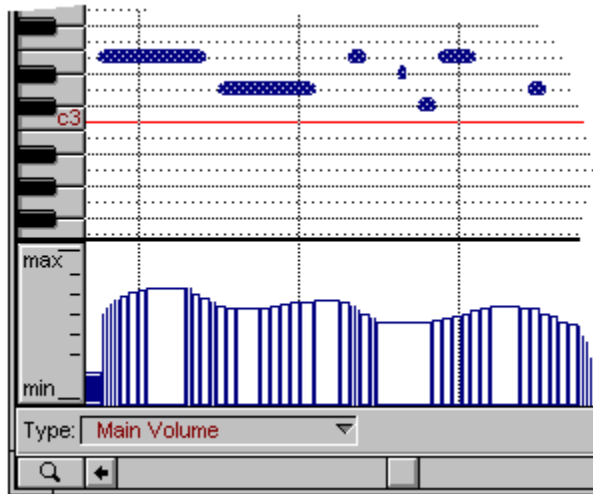
This option is identical to the Stationery option (see the previous paragraph) with the following exception. Only songs and sections are preserved in the file; players are not. When you first open a new file using a Song Structure Stationery file, FreeStyle asks you to choose an ensemble. This is a convenient way to create song structures that you frequently use, such as a pop song structure with Intro, Chorus, Verse, Bridge, etc. and choose any type of ensemble you want to fill the sections. This feature combines convenience with flexibility: you have quick access to a customized song structure and you get to choose any ensemble to work with.

Standard MIDI File

This option saves the section or song currently displayed in the Graphic Editing window (shown in the View pop-up menu) as a standard MIDI file on disk. Music saved in this file format can be opened with any music program that also reads and writes Standard MIDI Files—even programs that run on other types of computers. Each player is saved as a track, and only the current take for each player is included; other takes are not.

Be sure to choose the desired section or song in the View pop-up menu in the Graphic Editing window as shown below before you choose Save As from the File menu. Also be sure that the current takes for each player are the ones you want to include. Basically, what you hear when you play is what will be included in the Standard MIDI File.

When saving as a Standard MIDI File, only the song or section displayed here is included in the file, so be sure to select the desired item before saving.



Region Menu

Save as Metronome

Makes the currently selected material into a metronome riff, which appears in the Riffs pop-up menu in the Metronome command dialog box in the Setup menu. You then have quick access to it as a metronome for any future recording and playing. The riff can be of any length, and it doesn't even have to be drums. You can make riffs out of just about anything, such as a bass line or keyboard lick. The only restriction is that the riff can only use one sound. If you have music belonging to more than one player selected, it will be merged together into a single riff.

Window Menu

Save Window Layout

Remembers the current positions of all the windows on the screen and uses them when opening a new document.

Page layout (10 of 10)

Saving text setups and page layouts

Once you have chosen page sizes, margins and formatting options, entered and styled page numbers, part names, your song title, composer name, and copyright notices, you may not want to do it all again for your next song. Use the Save As command to save the file under a different, generic name (such as "Lead Sheet Template"), and then delete all of the takes in the file. Then, whenever you want to start a new lead sheet, open the empty template file and use the Save As command to save a copy of it under a different name (such as the name of the song you are going to record).

Sections (1 of 6)

Overview

Sections are the basic building blocks of music in FreeStyle. A section is a place to store music. It can be anything, from a 2-bar drum loop to a 300-bar orchestral movement. It consists of a “pickup” measure, a start, an end, and an “overhang” measure. Most importantly, each section has its own set of takes for each player. For example, take 1 for the Piano player in the Intro section is different from the Piano player’s take 1 in the Verse. Only one take is active for each player at any time in a section. But different players can play different takes. For example, the piano player might be playing take 3 in the Verse, while the bass player is playing take 6.

[Creating a section](#)

[Changing the length of a section](#)

[Letters of the alphabet are automatically assigned to sections](#)

[Recording into a section](#)

[Pickup and overhang measures](#)

Edit Menu

Select All

Selects all displayed material in the front-most window. If a part is hidden, it is not selected. In the notation window, notes from all parts currently showing are selected on all pages.

Songs (7 of 9)

Selecting a section in the Arrangement grid

Click a section to select it. The selected section gets a “shimmering” dashed border around it. It also gets a red bar on it, indicating that it is now record-enabled. Once selected, you can do things like snip it with the scissors button, glue it with the glue button, delete it, etc.



Controllers (4 of 7)

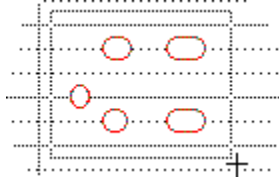
Selecting controllers for editing

To select controllers for editing, use the I-beam tool and then drag over them. If several Players' controllers overlap in a section, show only the Players whose controllers you want to edit and hide the others.

Graphic Editing view (9 of 13)

Selecting notes for editing

To select a group of notes, drag over them. Or shift-click each one.



Working with text (3 of 7)

Selecting text

To select individual words or letters, click and drag over them with the Text Tool. To select or move the whole text box, use the Arrow Tool.

A rectangular text box with a dotted border containing the text "Example Song". The word "Song" is highlighted with a solid black background, indicating it is selected.The text "Example Song" is shown within a dotted rectangular border. At each of the four corners of the border, there is a small square handle, representing the Arrow Tool used for selecting or moving the entire text box.

Tips & troubleshooting (8 of 12)

Send in that registration card!

We are happy to provide technical support to our registered users. If you haven't already done so, please take a moment to complete the registration card in the front of the manual and send it in to us. When we receive your card, you'll be placed on our mailing list and database, making you eligible for free, unlimited technical support.

Tips & troubleshooting (11 of 12)

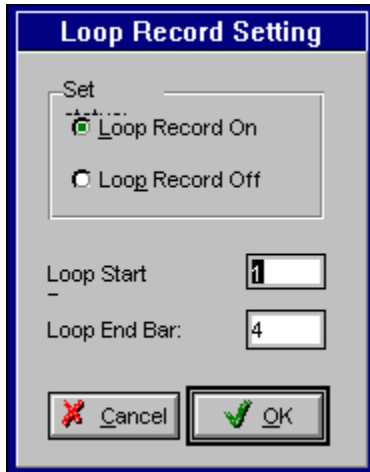
Sending in suggestions

Our technical support telephone line is dedicated to helping registered users solve their problems quickly. In the past, many people have also taken the time to write to us with their comments, criticism and suggestions for improved versions of our software. We thank them; many of those ideas have been addressed in this version of FreeStyle. If you have features or ideas you would like to see implemented in our music software, we'd like to hear from you. Please write to the FreeStyle Development Team, Mark of the Unicorn Inc., 1280 Massachusetts Avenue, Cambridge, MA 02138.

Record Menu

Set Record Loop

The Record Loop repeats any span of time that you specify. The Record Loop affects whatever is currently playing (either a section or a song).



Shortcut for setting the Record Loop

Use Ctrl-L to make record loop markers appear in the time line and then drag them anywhere you want. Record loops are always on measure boundaries, however, so the markers will snap to the nearest barline.

Tutorial: recording into a section (9 of 14)

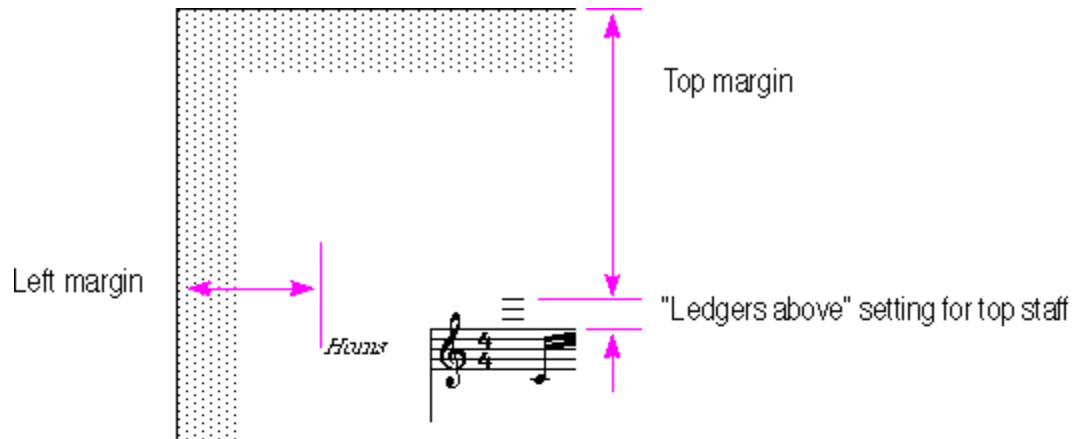
Set the tempo and metronome

It is important to play along with FreeStyle's metronome when you record. Otherwise, FreeStyle's beats and barlines won't match up with what you play. So before you record, drag the tempo slider in the Control palette to the desired tempo. You can raise or lower the tempo afterwards without affecting the pitch of the music. This is a great technique for playing in music accurately: record it slow and then play it back at normal speed. To set up a metronome, choose Metronome from the Setup menu.

Page layout (4 of 10)

Setting margins

The margin settings control the boundaries of staff systems on the page. There are separate margin settings for the first page, left (even numbered) pages, and right (odd numbered) pages. Set them in the Page Layout command in the File menu.



Setting Up MIDI Playback

FreeStyle requires MIDI-equipped hardware to record and play back music. For playback, you can use one of the following:

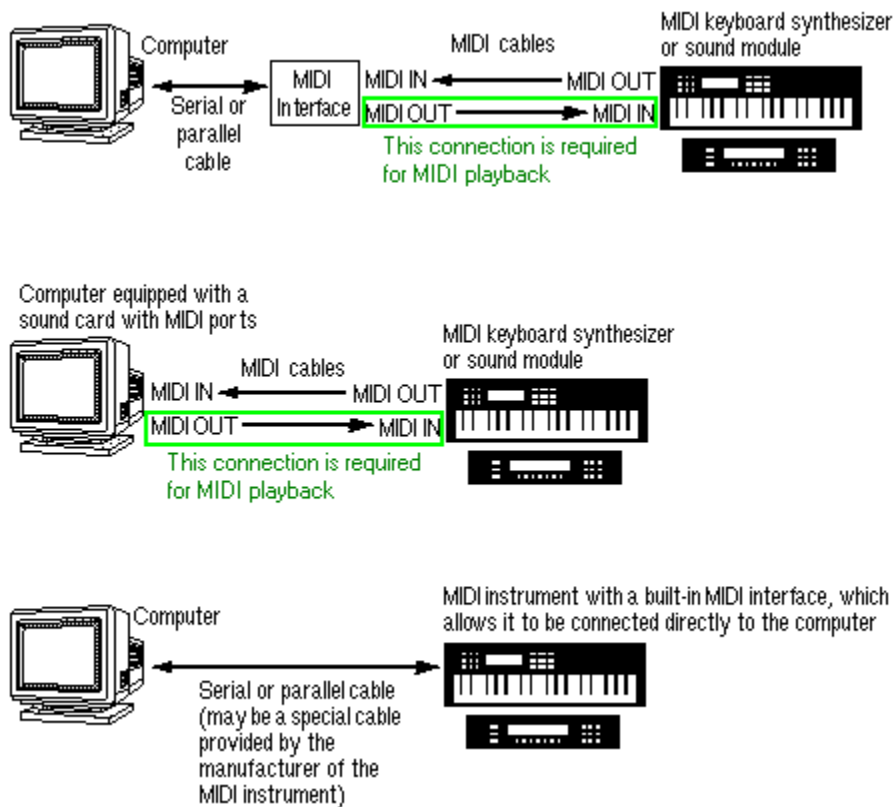
A MIDI-equipped sound card

MIDI-equipped sound cards ship with a MIDI driver, which you have probably already installed. If so, FreeStyle should automatically recognize the driver and card when you first run FreeStyle. If you know for sure that the card's MIDI driver hasn't been installed yet, do so now. See [Installing a MIDI Driver](#) for more information.

An external keyboard synthesizer or sound module

If you have MIDI keyboard synthesizer or sound module for playback, there are several ways it could be connected to the computer, depending on your hardware. Below are several of the most common ways:

Figure 1: Several common ways to connect a MIDI playback device.



For more information about playback devices, see:

[Guidelines for choosing a playback device](#)

Setting Up Players for a Non-General MIDI Device

In FreeStyle, you work with players in an ensemble; each player represents a different instrument, such as guitar, bass, drums, piano, and so on. Each player must be assigned to an instrument sound in your MIDI playback device before you can begin using FreeStyle. Otherwise, the player may not play the correct sound.

If the device you are using for playback is not a General MIDI device, you need to choose a sound for each FreeStyle player manually. Since you are just starting out with FreeStyle, the best way to do this is to edit the Player Templates in the Player Library so that FreeStyle will remember the sound you have chosen any time you create a new file.

To choose sounds for the player templates in the Player Library:

1. **Close the currently open FreeStyle document by choosing Close from the File menu.**

If you have modified the file in any way, it will ask you if you would like to save changes. At this point, you probably haven't done anything that you want to keep yet, so click No.

2. **Go to the Setup menu, and choose Edit Player Library under the Player Library entry.**

The Player library window appears.

3. **Choose each player template one at a time from the drop-down list at the top of the window, and for each one choose an appropriate sound from the Sound drop-down list below the player name.**

At this point, what you see in the sound drop-down list depends on whether or not FreeStyle is familiar with your MIDI instrument. If it is, then the sound drop-down list displays the device's factory default sounds, and you can continue to assign sounds to your players. If not, see [What to do if you see a generic sound list](#) or [What to do if you see MIDI channels instead of a sound list](#).

4. **When you have finished assigning the desired sound to each player, click OK.**
5. **Proceed to [Auditioning players](#).**

Setup Menu

The setup menu provides ways to manage your music-making environment in FreeStyle.

[Studio Setup](#)

[Player Library](#)

[Ensemble Library](#)

[Add Player](#)

[Delete Player](#)

[Edit Player Info](#)

[Notation](#)

[Toggle Metronome](#)

[Metronome](#)

[Remote Controls](#)

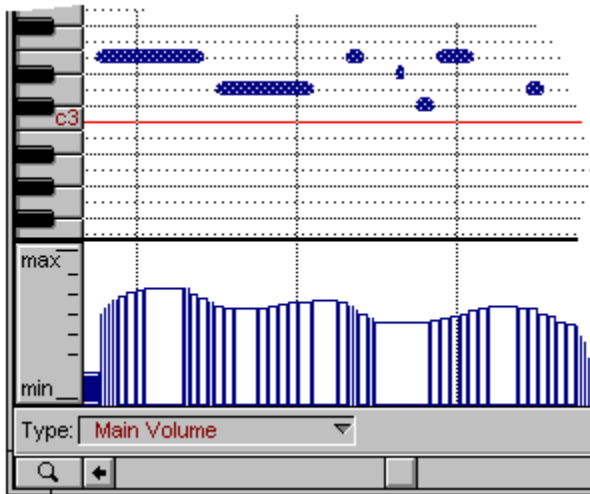
[Sync](#)

[Turn All Notes Off](#)

Setup Menu

Show Entire Pickup Bar

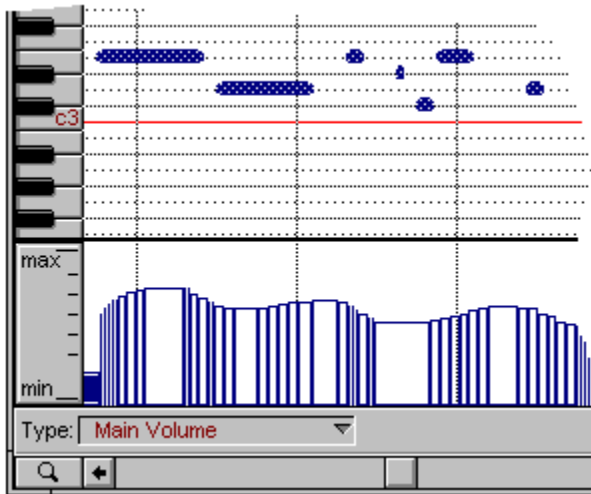
When this command is checked, FreeStyle shows the entire pickup bar (measure zero) in the currently displayed section or song—even if the pickup bar is empty. Below are some examples.



The Ensemble Palette (10 of 14)

Showing and hiding a player

Click the show button to show or hide a player. To show the player by itself (hiding all other players at the same time), click the player's name.



Showing and hiding players (1 of 1)

As you work with either the Notation or Graphic Editing views, you'll constantly be changing what players you are viewing at any given time. For example, you may want to view a single player by itself, without the clutter of other instruments getting in the way.

Use the Ensemble window to control whether players are visible or hidden using the techniques below:

- > To view a single player alone (and hide all other players): click the player's name.
- > To turn a single player on or off without changing the others: shift-click the player's name or click the colored tab in the "Show" column next to its name (or its record button).
- > To view a certain set of players: click the name of the first player and then shift-click the others.
- > To view all players: shift-click the name of all players that are currently hidden.

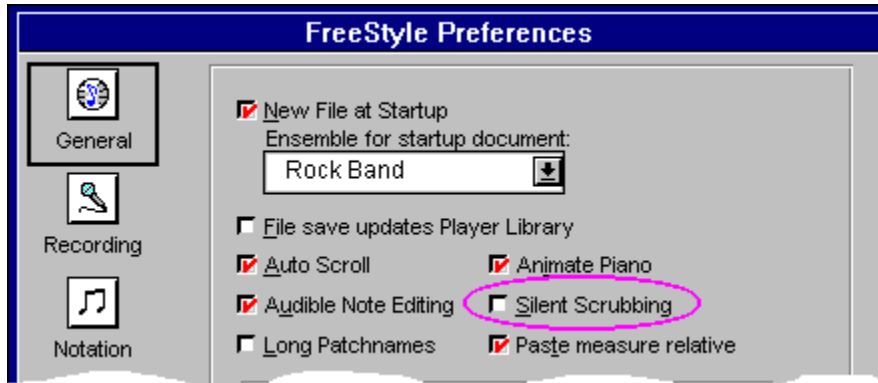
When changing the status of more than one player (making three more players visible for example), it is faster to do so in the Graphic Editing view than the Notation view. Try switching to Graphic Editing first and switch back to notation when you are done.



Preferences (7 of 16)

Silent Scrubbing

Causes notes to not play when you grab the wiper and drag it left and right to scrub the music. When this option is unchecked, all unmuted players play when you drag the wiper. Silent scrubbing is useful when doing a lot of cutting and pasting, which requires constant wiper placement.

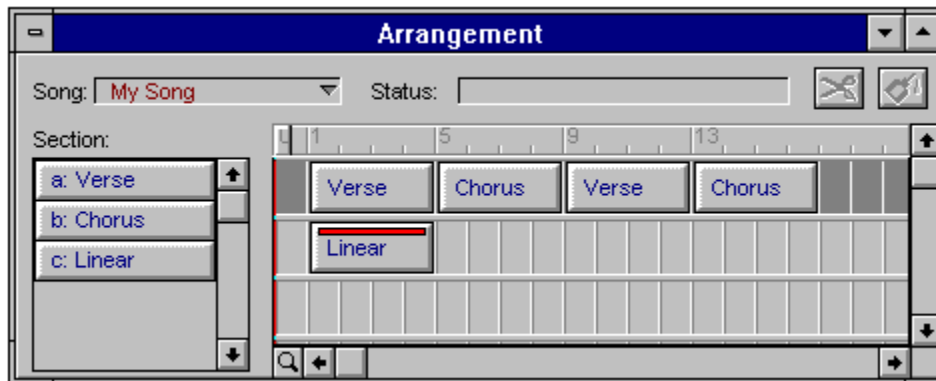


Tutorial: recording into a song (3 of 4)

Single-section recording within a song

In the arrangement window, click on one of the “Verse” sections that you placed on the arrangement grid. A red bar will appear across the top of the section to indicate that the section is record-enabled. Recording can now happen only within the bounds of the “Verse” -- notes that you play while the wiper is over any other section will not be recorded. However, each section in FreeStyle has a pickup bar and an overhang bar that overlap neighboring sections in the arrangement. Therefore, notes can actually be recorded 1 bar before what you think of as the start of the “Verse”, and up to 1 bar following what you think of as the end of the “Verse.” Notes recorded in the pickup or overhang measures of a section nonetheless are part of that section, not part of neighboring sections in the arrangement. To see this in action, let’s record something new. Choose “New Take” from the Record menu. Look in the Record menu and make sure that “Follow Song” is not checked. Next, make sure that the record button is on in the control palette, then click on the rewind and play buttons. Start playing something a beat or so before the wiper gets to bar 1, and continue playing past the end of the first “Verse.” You will notice that notes appear in the graphic editing view as you play until one bar past the end of the record-enabled section. Then the rest of your notes are ignored until the time wiper reaches the next instance of “Verse” in your arrangement. Now choose “Verse” from the “View:” popup menu in the upper left corner of the graphic editing view. You will clearly see that some of your notes fell in the pickup and overhang bars of the Verse section, but they are nonetheless part of the Verse.

If you want to make a linear recording that plays back at the same time as your “Verse” and “Chorus” sections, you can do the following. First, type Alt-W-2 to bring the Arrangement window to the front again. Choose “New Section” from the Song menu. Name the section “Linear.” The name “Linear” appears at the bottom of the sections list on the left side of the arrangement window. Drag the “Linear” section out onto the second row of the arrangement window starting at bar 1.



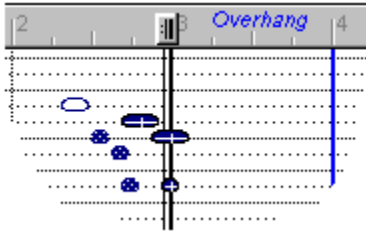
The “Linear” section now has a red bar over it, indicating that it has become the record-enabled section. Click the rewind and play buttons, and begin recording notes into this section. When you reach the end of the section, it will simply grow to the right as you keep playing. The graphic editing window will show the new notes that you have recorded, overlapping notes that are simultaneously playing in the Verse and Chorus sections. The linear section can grow to accommodate the notes you play because there are no other sections in the way to the right of it on row 2. In the previous example when we were recording into the “Verse” section it didn’t grow because the “Chorus” section was immediately following it in row 1.

Tutorial: recording into a section (7 of 14)

Smooth Record Loop

Smooth Record Loop causes FreeStyle to take notes in the bar preceding the record loop and duplicate them just before the end of the record loop so that you don't hear a gap in the music when it repeats.

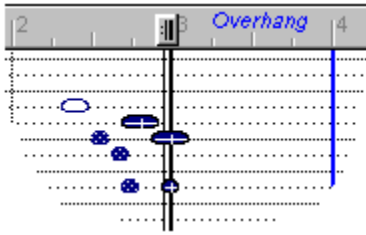
Notes that are duplicated automatically when this option is turned on are indicated by a cross within the note as shown below.



Record Menu

Smooth Record Loop

When Smooth Record Loop is turned on, notes that are recorded in the pickup bar are automatically played at the end of the record loop. Often when you record a loop, you play pickup notes into bar one, or you play notes on the down beat of bar one a little bit early. In either case, these notes are not actually in the loop because they occur before beat 1 of the first measure. As a result, they do not play when the section loops back to the first measure. Smooth Record Loop automatically places pickup bar notes at the end of the loop so that they seamlessly lead into the beginning of the loop when it repeats. If you hear a “gap” when the section repeats, try turning on Smooth Record Loop; most likely, the “gap” effect will go away. Smooth Record Loop is a checkable menu item. Check it to turn it on; uncheck it to turn it off.



The Ensemble Palette (8 of 14)

Soloing a player

Click the solo button to solo a player.



Solo button

Song Menu

The commands in the Song menu deal with sections and songs.

New Song
Delete Song
Rename Song
New Section
Delete Section
Rename Section
Duplicate Section
Previous/Next

Synchronizing FreeStyle (8 of 8)

Song Position Pointer

In addition, many devices send Song Position Pointer data. These messages set the current location for playback, much like setting the Counter in FreeStyle.

Songs (1 of 9)

Overview

A Song is created in the Arrangement window by placing sections along a time line. There is no limit to the number of songs you can create in a FreeStyle document, so you can try many different versions of the same song.

[Creating a song](#)

[Building a song in the Arrangement window](#)

[The primary song structure row \(top row\)](#)

[Changing section lengths in the Arrangement grid](#)

[Viewing a song in the Graphic editing and Notation views](#)

[Selecting a section in the Arrangement grid](#)

[Record-enabling a section in the Arrangement grid](#)

[The Scissors and Glue buttons](#)

Synchronizing FreeStyle (4 of 8)

Start on any clock

When Start on any clock is checked, FreeStyle will automatically start if it receives a time clock even if no start or continue command was received. This option is necessary when using some early MIDI devices which don't send start or continue commands, only timing clocks.

Synchronizing FreeStyle (7 of 8)

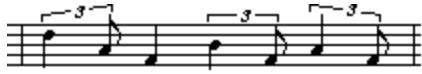
Start, Stop, and Continue

Most devices that generate MIDI beat clocks also send Start, Stop, and Continue messages; slave devices will start playback, pause, rewind, or play from the current location according to the combination of these messages received.

Setup Menu

Straighten Swing

When the Straighten Swing command is checked, FreeStyle notates swung rhythms in straight time instead of writing them as triplets. For example, swung eighth notes are customarily written as straight eighth-notes. If you are playing jazz, swing, hip-hop, be-bop, or any type of music that involves a swung feel, check this menu item to avoid seeing triplet markings in the notation.



Setup Menu

Studio Setup

Displays information about the MIDI hardware you are using with FreeStyle. For complete information about this window, see the installation booklet that accompanies the FreeStyle manual.



Quantizing (5 of 5)

Swing

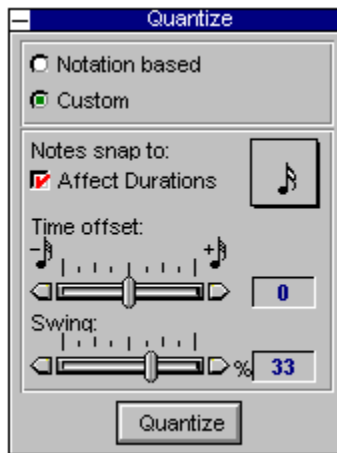
The swing setting affects every other grid-point, either pushing towards the next grid point, or pulling back towards the previous grid point. Swing is useful for creating jazz and hip hop feels.

0% swing leaves every other grid point unaffected (no swing).

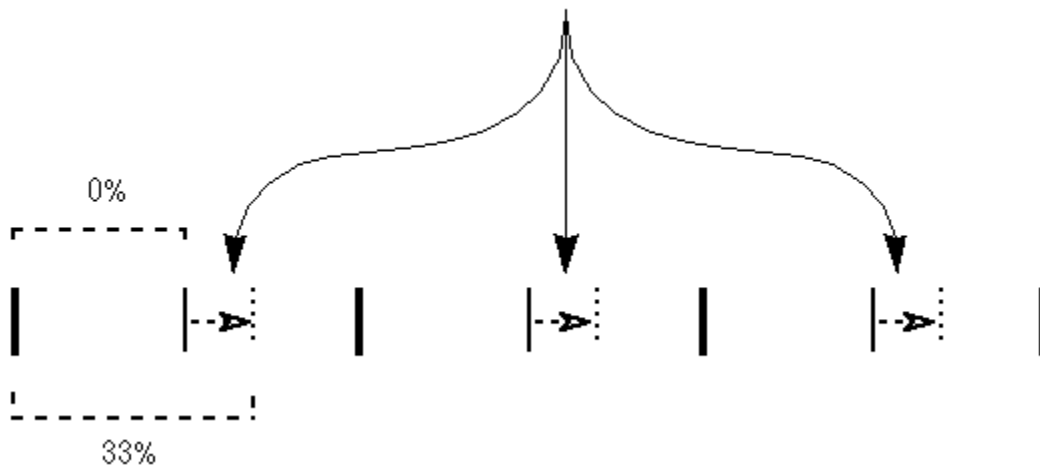
100% swing pushes every other point all the way to the next grid point.

-100% swing pulls every other point back to the previous grid point.

33% swing pushes every other point one-third of the way to the next point. This is a common setting for jazz swing feels.



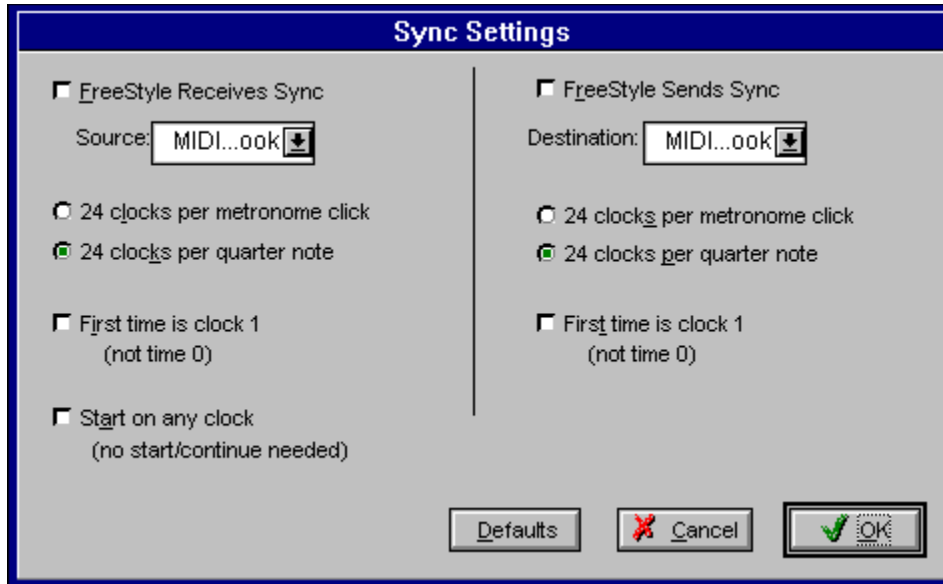
Every other grid point is shifted later (or earlier).



Setup Menu

Sync

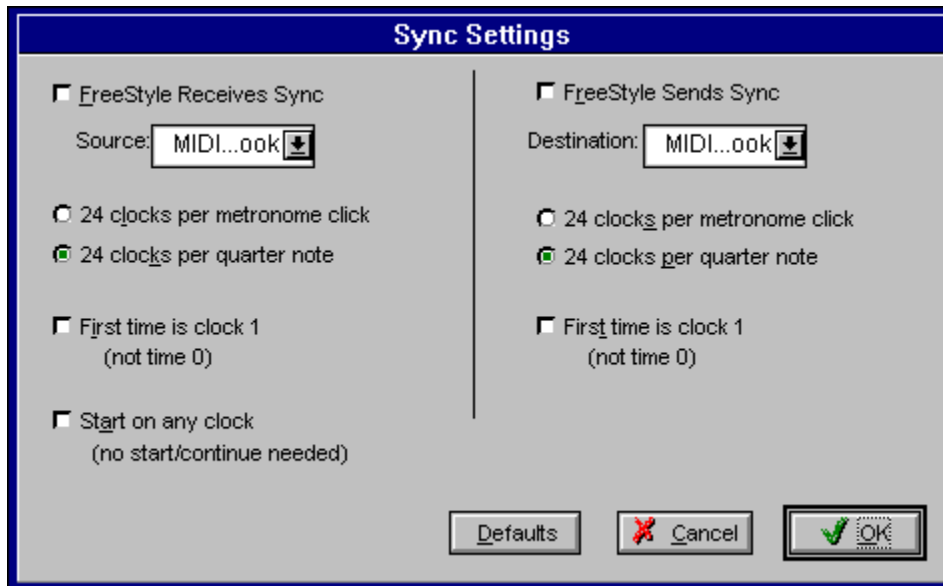
The sync command allows you to synchronize FreeStyle with other MIDI devices, such as a drum machine or hardware sequencer, using standard MIDI beat clocks.



Synchronizing FreeStyle (1 of 8)

Overview

Synchronization allows a drum machine or other sequencer to play along precisely with FreeStyle. You can also do it the other way around and make FreeStyle follow the drum machine. In either case, the two will remain tightly in sync. They will start, stop, rewind, and locate together, and their playback won't drift over time.



The Sync command

Beat clock ratio

Start on any clock

First clock is time 1

MIDI Beat Clocks

Start, Stop, and Continue

Song Position Pointer

Tips & troubleshooting (10 of 12)

Technical support

Registered users who are unable, with their dealer's help, to solve problems they are encountering with FreeStyle may call our technical support line. The tech support number is (617) 576-3066, and is staffed Monday through Friday 9 AM to 8 PM, Eastern Time. Our 24-hour tech support fax number is: (617) 354-3068. We also provide on-line technical support at techsupport@motu.com and MotUTec@aol.com. For down-loading services on CompuServe, see our CompuServe forum in Section 12 of the MIDI Vendor C Forum. For down-loading services on AOL, visit our forum, which can be accessed with the keyword MOTU.

If you decide to call, please have this manual at hand, and be prepared to provide the following information to help us solve your problem as quickly as possible:

- > The serial number of the program. This is printed on the cardboard page (at the front of the manual) which holds the registration card. Be sure to retain this page in the manual for your reference. You must be able to supply this number to receive technical support.
- > A brief explanation of the problem, including the exact sequence of actions which cause it, and the contents of any error messages which appear on the screen. It is often very helpful to have brief written notes to refer to.
- > The pages in the manual which refer to the parts of the program which you are having trouble with.

We're not able to solve every problem immediately, but a quick call to us may yield a suggestion for a problem which you might otherwise spend hours trying to track down.

Test Button

Click a device's icon and then click the Test button to see if MIDI data from FreeStyle is successfully making it to the device. If so, you should hear the device play a chord when you click the Test button. FreeStyle sends the chord on MIDI channel 1.

Remember, you need to select the device first by clicking its icon.

Text Menu

The text menu commands operate in standard Windows fashion on text entered in the notation view. They work with all text, including measure numbers, section names, page numbers, titles, headers, footers, and so on. Each command is briefly explained below.

Text Settings

Insert Page Number

Insert Part Name

Fonts

Text Menu

Text Settings

If you make selections in the text menu while text is selected, you will affect the selected text. You can also control the appearance and placement of text you are about to enter by changing the settings when no text is selected.

Style

This menu item provides the standard text styles (bold, italic, underline, etc.)

Justify

Aligns text along the left edge, center, or right edge of its text box.

Pages

This text setting determines what pages the text appears on. You can apply it to a text box in the same manner as point size, text style, and justification. For example, the title might be given the First Pages setting, but a page number might be given the Body Pages setting. If an item is grayed out, it is because it does not apply to the situation; for example, if the notation window is currently displaying a left-hand page, the Right Pages command is grayed out. See the table below for a summary.

When choosing which pages to display text on, keep in mind that FreeStyle has two separate text layouts in the notation view: one for instrument parts (used when any player is displayed by itself) and another for scores (viewing multiple players together). When you display a single player by itself, FreeStyle displays the single-player text regardless of what player is being shown (except for the player's name, which changes to show the correct instrument name).

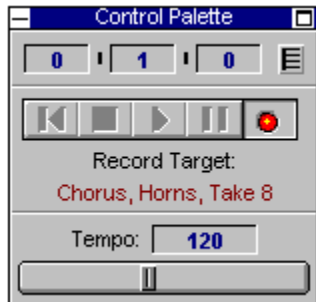
Page setting:	Where text appears:	Examples:
This Page Only	Text appears on the page you insert it; FreeStyle even makes note of the player(s) currently showing when you choose this setting and will only display the text when that combination of players is present.	Special instructions for an individual player or section
First Pages	Text appears on the first page only. Grays out when you are viewing any page other than the first page.	Title, composer, copyright notice
Body Pages	Body page are all the pages after the first page. Therefore, text appears on all pages except the first page. Grays out when you are viewing the first page.	Headers, footers, page numbers, instrument part names
Left Pages	Text appears on left-hand pages only, starting with page 2. Grays out when you are viewing the first page or a right-hand page.	Headers, footers, page numbers, instrument part names
Right Pages	Text appears on right-hand pages only, not including the first page. The first right-hand page (excluding page 1) is page 3. Grays out when you are viewing the first page or a left-hand page.	Headers, footers, page numbers, instrument part names
All Pages	Text appears on every page, including the first page.	Headers, footers, page numbers, instrument part names, copyright

notices

Window Menu

The Controls Palette

When this menu item is checked, the Controls palette appears as a floating window.



Window Menu

The Currently Open Documents

The bottom of the Window menu displays the name of all currently open documents, along with their Arrangement window. Each document has one Graphic/Notation Editing window and one Arrangement window.

The Ensemble Palette (4 of 14)

The currently record-enabled player

To record-enable a player, click the record button next to the player's name so that it lights up. Only one player can be record-enabled at a time. In addition to recording, many things you do in FreeStyle depend on the currently record-enabled player—anything, if fact, that has to do with a specific player or take.

The Ensemble Library (1 of 1)

Overview

In the same way that it would be tedious to re-enter all your player settings every time you created a player, it would be annoying to have to add your favorite players one at a time to each new document. FreeStyle has a short-cut: The Ensemble Library.

An Ensemble Library Entry is a collection of player templates that can be added to a document in one shot. Whenever you create a document, FreeStyle asks you to pick an ensemble library entry. It then creates players from each of the player templates in the ensemble.

The Edit Ensemble Library command in the Setup menu lets you setup and modify your own Ensembles.

The Ensemble Palette (1 of 14)

Overview

When you make music with FreeStyle, you do it with players in an ensemble. The Ensemble Palette shows you a list of all the players in a FreeStyle document. Each FreeStyle document has one ensemble. If several FreeStyle documents are open at that same time, the Ensemble palette shows the players for the document that is currently in front.



[Players](#)

[Player info](#)

[The currently record-enabled player](#)

[Working with takes](#)

[Changing a player name](#)

[Choosing a playback sound for a player](#)

[Soloing a player](#)

[Muting a player](#)

[Showing and hiding a player](#)

[Changing a player's color or pattern](#)

[Changing a player's volume and pan settings](#)

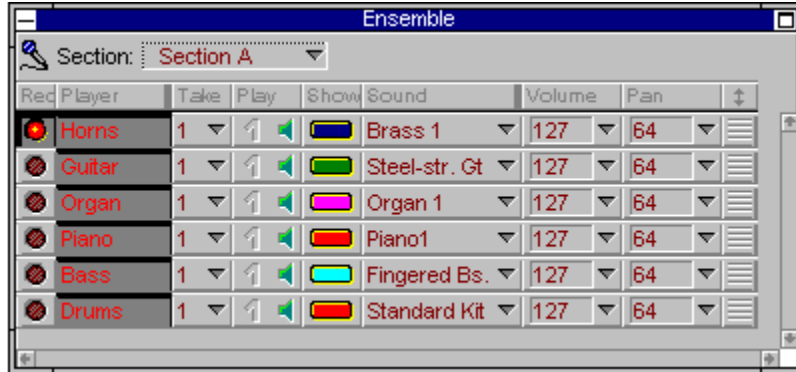
[Rearranging and resizing the columns](#)

[Resizing the Ensemble palette to conserve screen space](#)

Window Menu

The Ensemble Palette

When this menu item is checked, the Ensemble palette appears as a floating window.

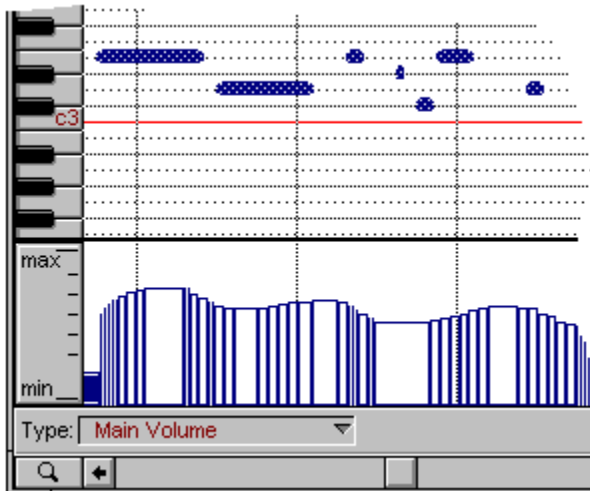


The Move palette (1 of 1)

The move palette lets you shift events in time. You can choose to offset the events from their current location, or to have the music start at an absolute location.

The time fields let you specify either an absolute time location (if "Move To" is selected) or an offset. Ticks are 960ths of a quarter note.

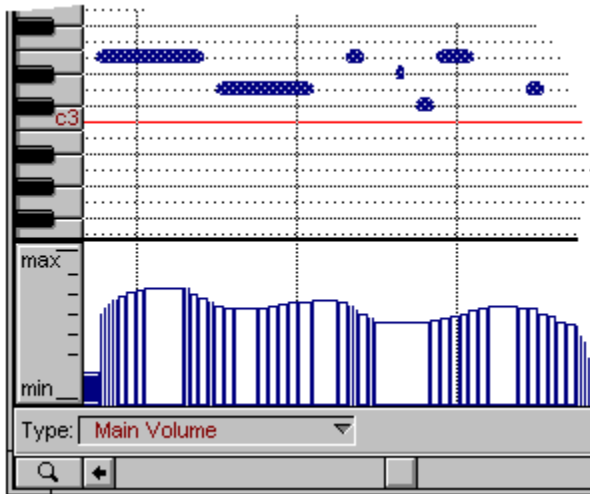
By checking "move a copy" you can quickly replicate a piece of music, shifted by any amount of time.



Page layout (3 of 10)

The Page Layout dialog

Choose “Page Layout” from the “File” menu to get the Page Layout dialog. It gives you control over margins and other page layout settings.



The Player Library (1 of 4)

Overview

Players are one of FreeStyle's fundamental building blocks. A player has a lot of control over its music, from how it sounds to how it is displayed in the notation view. Since it would be tedious to set up all this information each time you create a new player FreeStyle gives you a powerful short-cut: The Player Library. The player library stores commonly used "Forms" or "Templates" that you can use to create Players from.

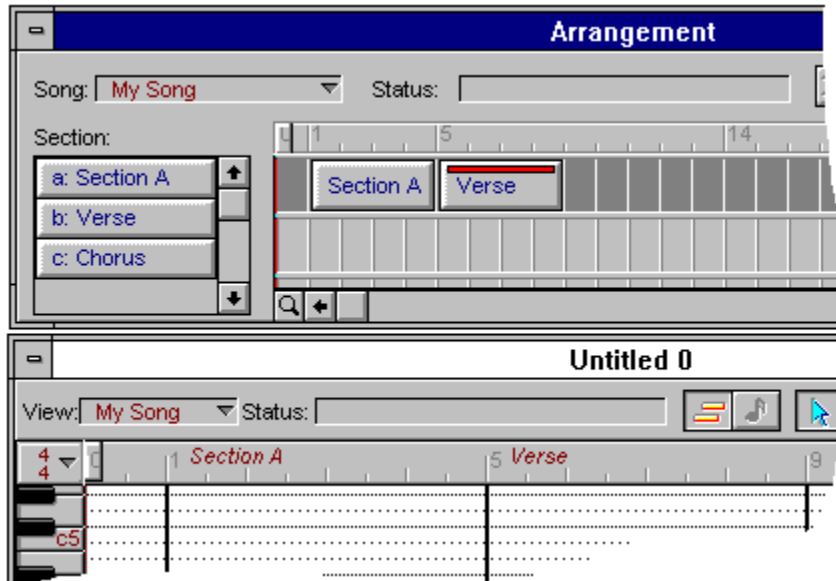
You can think of a Player Template as a "Rubber Stamp" for creating Players. Extending the metaphor, if you modify a rubber stamp, it does not affect "prints" that have already been made with it, only the ones it will make in the future. If you modify a print, it does not change the stamp, or any other prints. Player Templates work the same way. Changing a Player Template does not affect Players that have already been made, only ones that you make from that point forward. Similarly, modifying a Player, either in the Ensemble window, or in the "Edit Player Info" dialog does not affect the Player Template it was created from, or Players in other documents.

To summarize, a Player Template is a "stamp" that you can use to create a Player. After the Player is created it is no longer tied to the Template that created it in any way.

Songs (4 of 9)

The primary song structure row (top row)

The top row is the Primary Song Structure row. If you have sections named verse, chorus, etc. put them in the top row because doing so causes their names to appear in the Graphic Editing view time line and above each staff system in the notation view. Sections containing fills, solos, or other material should go in the rows below.



Songs (9 of 9)

The Scissors and Glue buttons

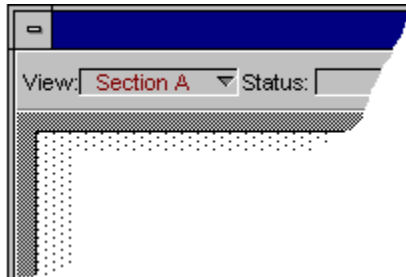
The scissors button snips the selected section in the Arrangement grid into two pieces at the nearest barline to the playback wiper. The Glue button glues the selected section in the Arrangement grid to its right-hand neighbor on the same row. The selected section must be touching its right-hand neighbor.



Notation view (10 of 12)

The shaded border in the notation view

The shaded border reflects the print area of the page: the shaded area will not print. Its size is determined by the printer you are using (whatever is currently selected in the Printer Setup command in the File menu).



Synchronizing FreeStyle (2 of 8)

The Sync command

To get sync going, choose Sync from the Setup menu. Implementations of MIDI have evolved over the years. As a result, not all devices transmit and send MIDI clock signals in the same way. FreeStyle provides several options for maximum synchronization compatibility with your master device. The default settings reflect the most commonly used MIDI standards. It is best to leave them set this way unless you experience problems when synchronizing.

For more information on the settings in the sync dialog, use the browse buttons (>> and <<) to view the rest of the topics in this sequence.

Window Menu

Tile

This command places all of the currently open document windows next to each other, fully visible (in the standard Windows fashion), so that you can conveniently access any window.

Window Menu

Tile Palettes Left

Arranges the windows on the screen with the Controls and Ensemble palettes along the left edge of the screen and the Graphic Editing/notation window on the right.

Window Menu

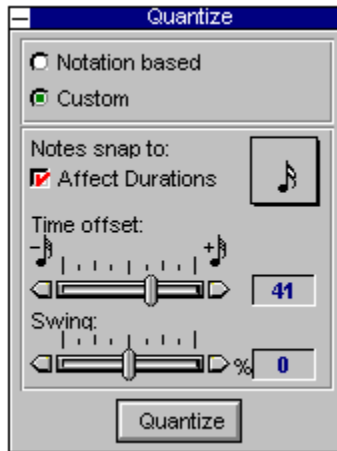
Tile Palettes Top

Arranges the windows on the screen with the Controls and Ensemble palettes along the top of the screen and the Graphic Editing/notation window below them.

Quantizing (4 of 5)

Time offset

The time offset slider lets you shift the whole grid forward or backward in time. This lets you give your music a “pushed” or “laid-back” feel. Moving the slider to the left makes each grid point fall a little early; moving to the right makes each grid point fall a little late.



Tips & troubleshooting (1 of 12)

Overview

These topics cover several common problems people experience with FreeStyle.

[Can't access the right sounds in your MIDI instrument](#)

[The display seems to stall and skip](#)

[Importing Standard MIDI Files](#)

[Unable to record or play anything](#)

[You can't open FreeStyle](#)

[If you hear "flanging" during playback](#)

[Send in your registration card!](#)

[Disk Repairs](#)

[Technical Support](#)

[Sending in your suggestions](#)

[Getting Updates](#)

View Menu

To Fit

Fills the window with the currently selected region of notes. If nothing is selected when you choose this command, FreeStyle zooms out to show as much section or song as possible.

Setup Menu

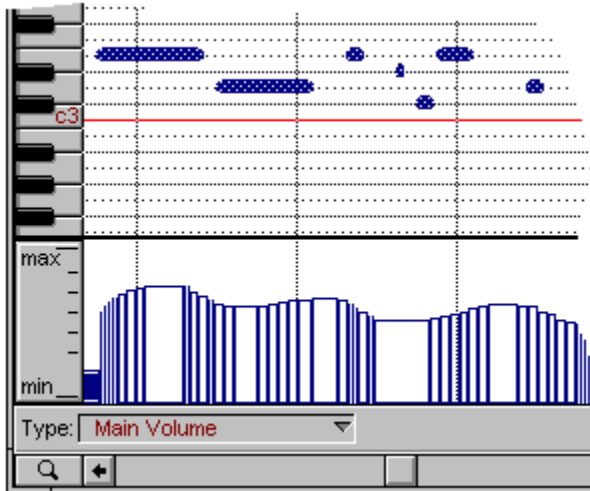
Toggle Metronome

Turns the metronome off when it is on, or turns it on when it is off. In other words, this command toggles the metronome on or off, depending on its current state.

Record Menu

Toggle Record Loop

Turns the Record Loop on and off. The Record Loop is any part of a section or song that you specify to repeat indefinitely with the Set Record Loop command. It appears as two repeat barlines in the rulers. If the Record Loop is currently turned off, the repeat barlines are not visible; the Toggle Record Loop command makes them appear. If the Record Loop is on, Toggle Record Loop turns them off.



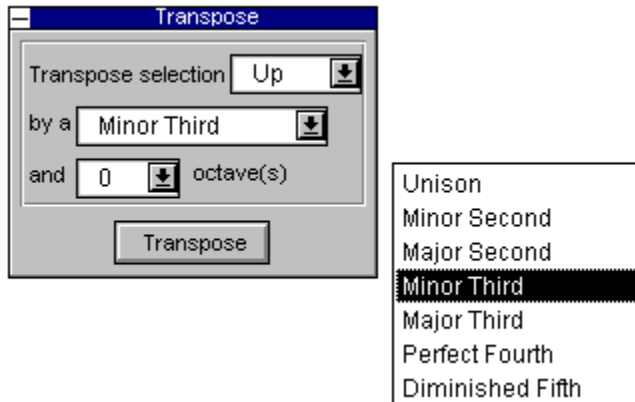
Transmit Channel

Indicate the MIDI channels on which the device transmits MIDI data here.

Region Menu

Transpose

Changes the pitch of all currently selected notes as specified by the settings in the Transpose window. Specify the interval by which you wish to transpose by selecting one of the twelve chromatic intervals provided. To Transpose by more than one octave at a time, choose an octave setting of 1 or higher. To transpose by an interval of less than an octave, set the octave option to zero.



Transposing (1 of 6)

Transposing

There are five ways to transpose notes in FreeStyle. They are explained by example in the following sections.

[Transposing while recording](#)

[Automatic instrument transposition](#)

[Transposing pitch without changing key signature](#)

[Changing key signature without transposing pitch](#)

[Transposing pitch and changing key signature at the same time](#)

Tutorial: recording into a section (13 of 14)

Transposing & bass parts

If you ever need to record a player whose note range falls outside the range of keys on your MIDI keyboard, you can get FreeStyle to automatically transpose your controller up or down an octave so that it plays the octave appropriate for the instrument. This feature is provided in the Edit Player Info command in the Setup Menu.

Transposing (6 of 6)

Transposing pitch and changing key signature at the same time

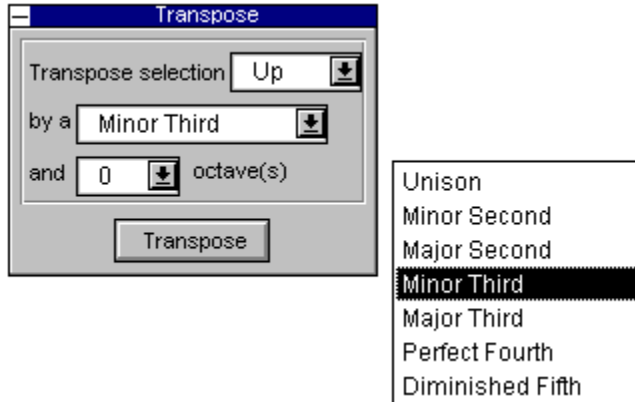
Suppose you played a Piano part in the key of C and decide later that you would like to hear it in the key of D. In this case you want to change the key signature and also transpose the pitch of every note up by a full step. This is a two-step operation in FreeStyle: change the key and transpose the notes. See the [Transposing pitch without changing key signature](#) and [Changing key signature without changing pitch](#) for how to do each step. Of course, if you are only working in the graphic editing view you don't have to bother changing the key signature until you want to display or print music notation.

If you are transposing your entire song, be sure that you don't select any notes in drum parts, or your drum sounds may change in unexpected ways.

Transposing (4 of 6)

Transposing pitch without changing key signature

You can accomplish this task in FreeStyle in one of two ways. First, you can just select the notes you want to change and drag them up or down in the graphic editing or notation view to change pitches. Or, you can select some notes and use the Transpose palette. To make the Transpose palette appear, choose "Transpose" from the Region menu. Adjust the settings in the window and click the Transpose button to offset the pitches of all selected notes by the desired amount. If you don't have any notes selected, the Transpose button won't do anything.



Transposing (2 of 6)

Transposing while recording

Suppose you want Bass notes to be recorded one octave lower than where you play them on your keyboard. Record-enable the Bass player in the ensemble window by clicking on the record button to the left of the name "Bass." Then choose "Edit Player Info" from the Setup menu. Set the "Transpose Recording" edit field and popup so they say "1 Octaves Down."



The image shows a screenshot of a software interface titled "Player Info". The interface has a blue header bar with the text "Player Info" in white. Below the header, there are three rows of controls:

- The first row is labeled "Player Name:" and has a text input field containing the word "Bass".
- The second row is labeled "Sound:" and has a dropdown menu showing "Deep Bass" with a downward-pointing arrow icon to its right.
- The third row is labeled "Transpose Recording:" and has a small numeric input field containing the number "1", followed by the text "Octaves", and then another dropdown menu showing "Do" with a downward-pointing arrow icon to its right.

Setup Menu

Turn All Notes Off

Silences any notes that are currently playing. This command is helpful when notes get “stuck” on.

Tutorial: recording into a section (1 of 14)

Tutorial: recording into a section

The topics that follow tell you how to control FreeStyle's recording features with the mouse. You can also use the computer keyboard, and even the keys on your MIDI controller, for all of the essential steps in the recording process, from choosing a section to controlling FreeStyle's transport controls.

The tutorial makes more sense if you view your music in the graphic editing view instead of the notation view. If you want to leave this help window open while you do the tutorial, remember to click back on the editing window before attempting to use menu commands. Many menu commands are greyed out when this help window is frontmost.

To begin, go to the File menu and choose New to open a new blank document. FreeStyle will ask you to choose an Ensemble. Choose Rock Band and click OK.

[Name the Section](#)

[Record Loop](#)

[Record menu options](#)

[Wait for Note](#)

[Auto Loop Record](#)

[Smooth Record Loop](#)

[Follow Song](#)

[Set the tempo and metronome](#)

[Record a Take](#)

[Keep the music going](#)

[Keep Recording & drum parts](#)

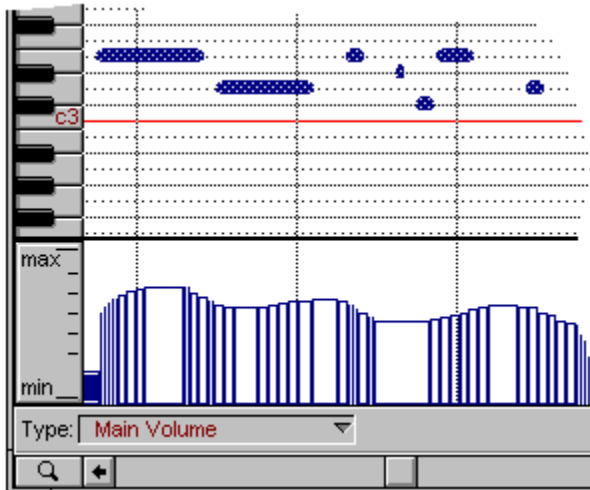
[Transposing & bass parts](#)

[Recording into another new section](#)

Tutorial: recording into a song (1 of 4)

Making a song to record into

After you have recorded several sections, you are ready to make a song. Choose “New Song” from the song menu and enter the name “My Song.” The FreeStyle Arrangement window will appear. On the left is a list of all of your sections -- if you have been following this tutorial, you’ll only have two of them. Type the letters “a-b-a-b” in succession to quickly place your first two sections onto the arrangement grid. Or, if you prefer you can drag each section from the list on the left to a position on the grid to the right. For now make sure you put sections in the top row of the grid, which is the “primary song structure row.”



First click on the rewind button and then on the play button in the control palette to hear your song. (If the wiper loops in bar zero, turn off “Wait For Note” in the Record menu or click on the record button in the control palette to turn off recording.)

Record into the song

Single-section recording within a song

"Follow Song" recording

Page layout (2 of 10)

Two separate page layouts: instrument parts and scores

FreeStyle provides two separate page layouts for a document: a single-player layout for instrument parts (used when any player is displayed by itself) and a score layout for scores (viewing multiple players together). For example, you might have different text, staff sizes, and margin settings for individual instrument parts than you do for the score. To view and work with the score layout, simply show two or more players. To view the single-player layout, show only one player (it doesn't matter which one).

Tips & troubleshooting (5 of 12)

Unable to record (or play) anything

If FreeStyle starts correctly, but you are unable to record (or play) anything, double-check your cable connections and synthesizer settings. Also make sure the settings for the device are correct in the Studio Setup command in the Setup menu.

Edit Menu

Undo

Takes back the last action you made in FreeStyle. Anything having to do with recording and editing the music can be undone. Undo does not apply to things like saving, opening or closing windows, adding players to the ensemble, or anything that does not involve changing the music itself.

Page layout (6 of 10)

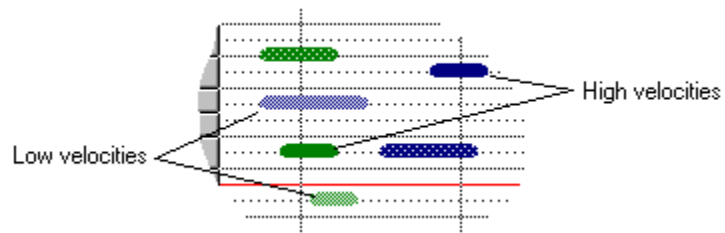
Units of measurement

You can express your margin settings and indentation in inches (in), centimeters (cm), millimeters (mm), or points (pt). If you don't provide units, FreeStyle will assume you mean inches.

Preferences (11 of 16)

Use patterns to display velocities

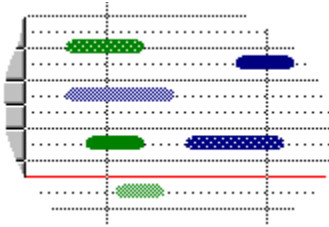
If you choose to use color, you can have FreeStyle indicate the velocity of the notes by how densely filled the note is. The higher the density, the higher the velocity.



Preferences (10 of 16)

Use Patterns/Colors to distinguish players

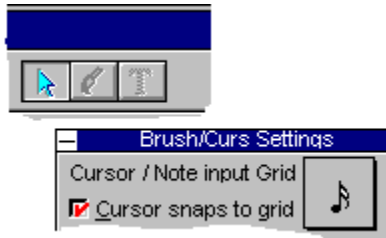
When viewing multiple players in the Graphic Editing window, FreeStyle can differentiate the notes for each player by displaying each player with its own color or graphical pattern.



Graphic Editing view (8 of 13)

Using cursor snapping for rhythmic precision

When dragging, you can make the cursor “snap” to a rhythmically even grid by double-clicking the arrow button to open the Brush/Cursor Settings. Check the Cursor snaps to grid option, and choose a resolution from the pop-up menu. If you only want to temporarily turn on grid snapping, hold down the shift key when you drag.



Playback loops (4 of 9)

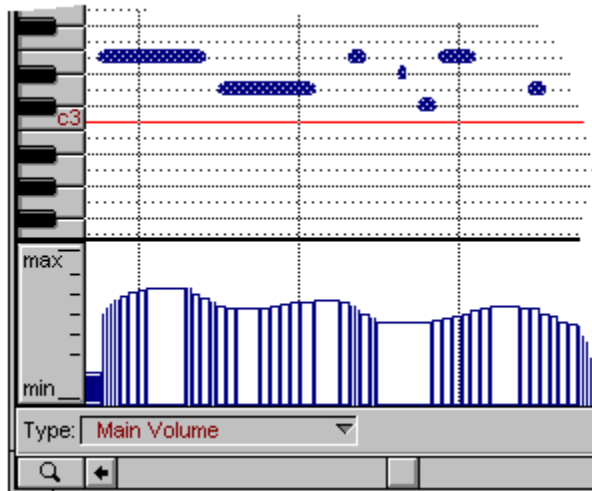
Using playback loops to build a drum part

Here is an excellent approach for developing a drum part. Start by using a Riff Metronome so you have a drum beat to play to while you record your other parts. When the rest of your music is in place and you want to finalize your drum part, use the Become Player button in the Metronome dialog to convert your Riff Metronome into an editable drum player. For sections that are longer than the metronome riff, the Become Player button will create a playback loop for the new drum player's current take which will repeat the drum riff until the end of the section. Next, override just the drum measures you want to change using one of the methods described below. Change the notes in the overridden measures, and you're done!

Here are some other things to keep in mind when using playback loops: The markers that show playback loop definitions appear only in the graphic editing view's time line. They aren't visible in the notation view. In the graphic editing view, original notes appear with rounded edges and repeated notes appear with square edges. In the notation view, repeated notes are indistinguishable from original notes.

Using Remote Controls (1 of 1)

Remote controls let you control all of FreeStyle's transport controls and recording features from your MIDI keyboard. They are designed so that you can record an entire song from start to finish without ever touching your computer. You can assign a FreeStyle command to any key on your MIDI keyboard. In order to use the key as a remote control, you first hold down a command trigger so FreeStyle knows you are not just playing a note. The trigger can be a single controller, such as a foot pedal, or it can be a "clump" of keys that you would never want to play simultaneously while recording. You can smoothly switch between recording and "remote controlling" FreeStyle by pressing and releasing the trigger keys.



Graphic Editing view (2 of 13)

Using the cursor buttons

These three cursor buttons change the cursor. Use the arrow to drag and select notes. Use the paintbrush to draw in notes with the mouse. Use the text button (available in notation view only) to insert text of any kind.



Using the metronome (1 of 2)

Using the metronome

FreeStyle provides three ways to hear a metronome while you record. Recording with the metronome is important because it ensures that FreeStyle's measures and beats properly match what you play. You have three choices for a metronome sound: a standard click sound on the computer's internal speaker, a MIDI click produced by one of your MIDI instruments, such as a side stick sound on a drum machine or drum kit, or FreeStyle's "Riff Metronome".

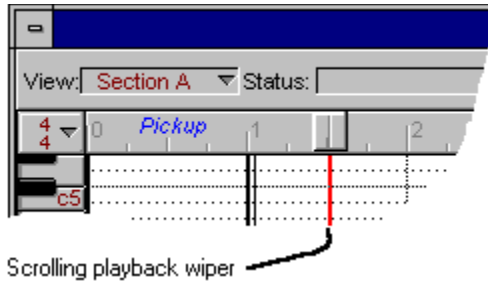
FreeStyle's metronome riffs are set up for a General MIDI drum kit. If necessary, you can adjust them for a non-GM device. Just open them in FreeStyle (using Open in the File menu), edit the notes, and save again as a standard MIDI file in the FREESTYLMETRONOM directory. To get rid of a riff entirely, remove it from the directory.

[FreeStyle's "Riff" Metronome](#)

Graphic Editing view (3 of 13)

Using the scrolling playback wiper

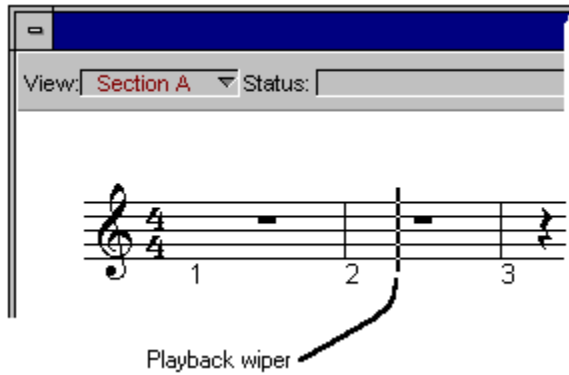
The scrolling wiper indicates the current playback location. Click in the time line to move it. Drag it to “scrub” the music.



Notation view (9 of 12)

Using the scrolling wiper in notation

The playback wiper shows the current playback location. Drag it to "scrub" the music. Double-click anywhere on a staff to make it jump to that location.



Working with text (5 of 7)

Using the Text Menu

If you make selections in the text menu while text is selected (this includes measure numbers and section names), you will affect the selected text. You can also control the appearance and placement of text you are about to enter by changing the settings when no text is selected. The Font, Style, and Size menu items operate as standard Windows text menu commands. The page menu item is unique because it allows you make text appear on multiple pages.

Use the Insert Page Number/Insert Part Name commands to insert special text that changes according to what you are viewing. Page numbers always show the number of the visible page. A part name shows the name of the currently visible player when you are viewing only a single player. When you are viewing multiple players, the part name is "Score". You must use the text tool to create a text box before you choose "Insert Page Number" or "Insert Part Name". These commands insert text into an existing text box. FreeStyle will not let you select just part of a page number or part name, but otherwise these bits of text act just like any other word in a text box. You can cut, copy, paste or delete them, and change their font, size, and style just as with any other text.

View Menu

The View menu provides several useful options for how information is displayed in FreeStyle. It lets you show and hide various items in the program to help keep things clear, and it also has all of the zooming commands, which give you a bird's-eye view of your music, enlarged detail, or anything inbetween.

Controllers

Hide/Show Loop Markers

Hide/Show Section Names

Hide/Show Rewind Marker

Place Rewind Marker

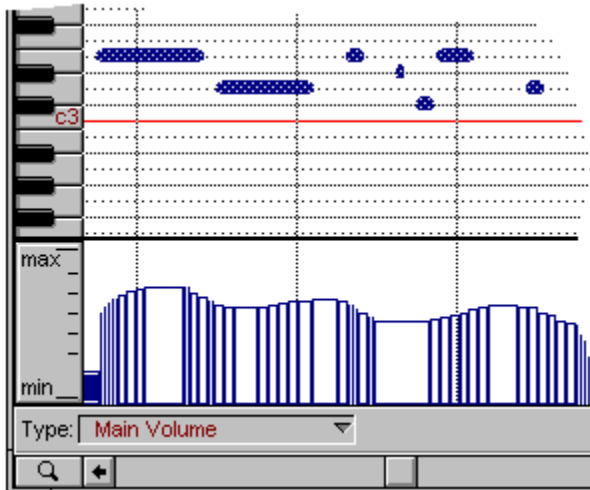
Zoom...

Zooming Shortcuts

Songs (6 of 9)

Viewing a song in the Graphic editing and Notation views

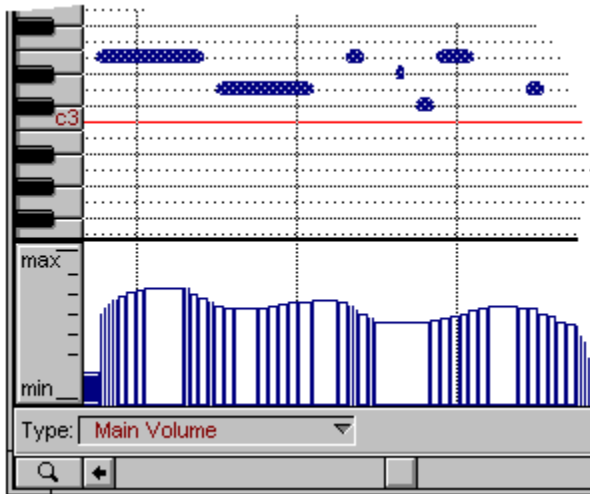
The graphic editing and notation views can show an entire song as easily as a single section. Just choose the song from the pop-up menu in the upper left-hand corner of the window. The only difference is that in a song, you see all of its sections at once. Remember, sections in the top row of the Arrangement window grid appear by name in the time line, and their boundaries are indicated in the note grid by heavy vertical lines. In the Notation view, their names appear above each staff system. While viewing a song, you can rename it or get rid of it using the commands in the Song menu.



Choosing what to record into (5 of 5)

Viewing the current record target

The current place where recording will occur (the 'record target') is displayed in the Control palette for your convenience under the heading "Record Target".



Tutorial: recording into a section (5 of 14)

Wait for Note

Wait for note causes FreeStyle to repeatedly cycle in the pickup bar until you play your first note. If you plan to play pickup notes or anywhere near the downbeat of measure one, Wait for note works well. If you plan not to play until a few beats past the measure 1 downbeat, turn it off.

Record Menu

Wait for Note

When you start recording, Wait for Note causes FreeStyle to repeat measure zero indefinitely until you play the first note. After the first note is received, FreeStyle continues on into measure 1 the next time it reaches the end of measure 0. You can play notes anywhere in measure 0 as pickup notes to the section. FreeStyle is also intelligent about notes played a little past the downbeat of measure 1 and will adjust these notes to their correct position instead of putting them at the very beginning of the pickup measure. Wait for Note is a checkable menu item. Check it to turn it on; uncheck it to turn it off.

Unknown Devices

What to do for MIDI devices that do not appear in FreeStyle's list

First of all, don't despair. You can use FreeStyle with any MIDI-equipped multi-timbral sound module, keyboard synthesizer, or other MIDI sound source.

If you have a MIDI device that doesn't appear in the Studio Setup drop-down list, this only means that FreeStyle isn't yet customized to support that specific instrument. This means a little bit of extra setup on your part. But Once the device is set up, you will be able to choose sounds from it in FreeStyle just as easily as devices that FreeStyle knows about.

To set up a device that doesn't appear in the drop-down list:

1. **Choose the Other category in the drop-down list.**

The device name will change to "Device 1".

2. **Click the expand icon (+) to the left of the device name, and then click the additional expand icon to open the Details section.**
3. **In the "Name" section, rename the device as desired.**
4. **In the "Transmit" and "Receive" sections, indicate the MIDI channels on which the device sends and receives MIDI data.**
5. **In the Properties drop-down list, check the device properties that apply to your device.**

This step is important because it determines how FreeStyle will interact with the device.

6. **If the device is a General MIDI (GM) device, be sure to indicate this by checking the General MIDI device property.**

This lets you access all of the GM sounds by name from within FreeStyle.

7. **Choose the "Does not accept program changes" property if any of the following are true:**

>> The device has no built-in sounds (such as a sampler).

>> You prefer to access specific MIDI channels on the device, rather than choosing sounds by name and letting FreeStyle dynamically allocate MIDI channels.

>> You frequently change the bank(s) of internal sounds in the device and therefore need to be able to set up sounds on a per-channel basis.

What to do if you see a generic sound list

If you see a generic sound list with names like “Patch 1” and “Patch 2”, you have several choices.

One choice is to just use the generic sound names. The patch numbers refer to the MIDI program change number for each sound in the MIDI instrument. All you have to do is find out what the MIDI program change number is for the sound you want to choose. For some devices, this is easy because of the way they work or because the program change numbers are easy to find in the user’s manual.

In the meantime, contact Mark of the Unicorn regarding your instrument and we’ll gladly add it to our list of devices to support in future updates of FreeStyle. For information on contacting Mark of the Unicorn by phone, fax, or e-mail, see [Technical support](#).

If you consider yourself to be somewhat of a “hacker”, you can create your own custom sound list. Doing so involves editing text files in the freemidi directory that provide device information and sound names to FreeStyle.

To create a custom sound list for your MIDI instrument, open and read the following text files (located in the freemidi directory located in your Windows directory), which contain instructions at the beginning that tell you how to create your own device definitions and sound name lists:

- freemidi\defnames\readme.text
- freemidi\devices.ini
- freemidi\defnames.map

What to do if you see MIDI channels instead of a sound list

Earlier, in the Studio Setup window, you indicated that you have a sampler or other device with no built-in sounds, and you chose the Does not accept program changes device property for it as explained in [What to do for MIDI devices that do not appear in FreeStyle's list](#). You also specified a range of MIDI channels that the device can receive MIDI data on. In this case, the sound pop-up menu displays the list of MIDI channels.

When you use MIDI channel assignments like this instead of sound names, FreeStyle does not employ dynamic channel allocation during playback for the player. Instead, it always uses the channel you've chosen for the player. This is ideal for situations where sounds cannot be called up on an instrument using MIDI program change events. It is also the only way to override FreeStyle's dynamic channel allocation, which you may want to avoid for other reasons.

To assign a sound in the sampler to a player in the Ensemble palette, a player template in the Player Library, or a riff in the Metronome dialog box, set up the sampler so that it will play the sound on a specific MIDI channel, and then assign the player to that same channel.

Notation view (3 of 12)

What you see is what you get

FreeStyle's notation view is a WYSIWYG (what you see is what you get) page view: what you see on the screen is exactly what you will get when you print. Music is automatically placed on as many pages as are necessary. FreeStyle manages the note spacing, measures widths, and staff spacing so that musical symbols never collide.

Window Menu

The Window menu provides a number of convenient features that help you manage FreeStyle's windows and palettes.

Cascade

Tile

Tile Palettes Left

Tile Palettes Top

Save Window Layout

The Controls Palette

The Ensemble Palette

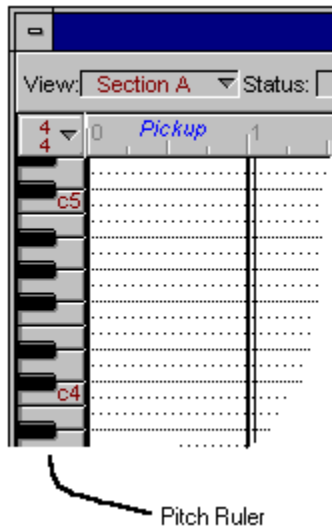
The Currently Open Documents

Arrangement Window

Graphic Editing view (4 of 13)

Working with the pitch ruler to determine pitch

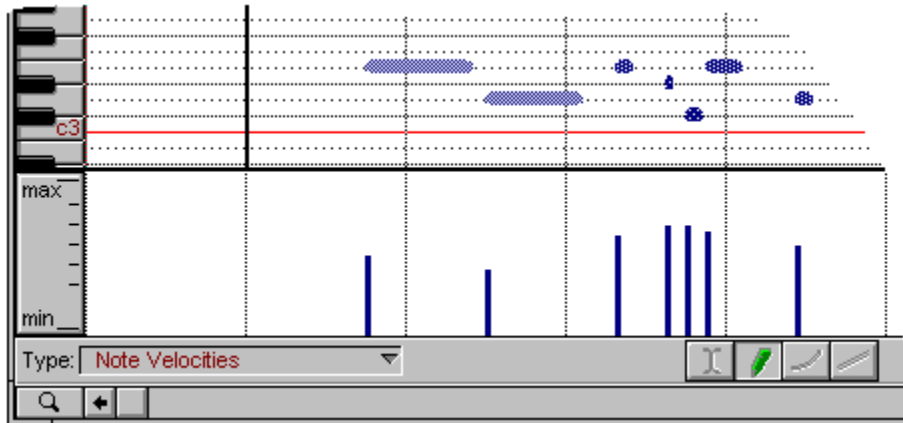
The pitch ruler shows you the pitch of the notes. (Middle C is C3.) Keys animate during playback, just like a player-piano. Click the keys to hear the pitch (using the instrument played by the currently record-enabled player). Ctrl-drag to magnify a range of notes. Double-click a key to select all notes of that pitch. Alt-drag to select all notes within a range.



Controllers (6 of 7)

Working with note-on velocities

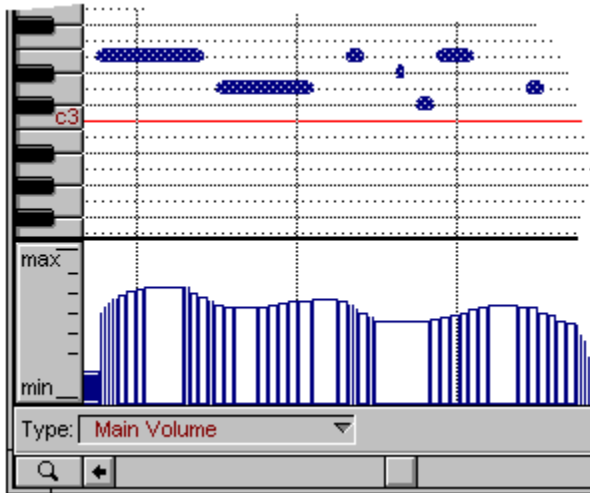
Note velocities (their initial volume when they are first played) appear as vertical bars. You can shape them with the pencil, curve, and line tools.



The Ensemble Palette (5 of 14)

Working with takes

A take is a place to record a single player's part in a specific section of music. The current take for each player is displayed next to the player in the Ensemble window. Recording always takes place into the current take (for the currently record-enabled player), even if there is already music in the take. FreeStyle never erases existing music when recording new music. Each player can record an unlimited number of takes. Each player has a different set of takes for each section of music (Intro, Chorus, Verse, etc.) To view takes for a section, choose the section from the pop-up menu in the Graphic Editing/Notation window.



Working with text (1 of 7)

Working with text

FreeStyle automatically provides measure numbers and section names for you. When viewing or printing more than a single player, FreeStyle will also automatically provide staff names for each player. But you needn't stop there: you can add any other text that you like using the Text Tool. You can add titles, subtitles, the composer, instrument part names, headers, footers, page numbers, copyright notices, and other text in standard Windows fashion as discussed in the following topics.

[Inserting text](#)

[Selecting text](#)

[Changing the font, size, style, etc.](#)

[Using the Text Menu](#)

[Adding a part name to all parts](#)

[Adding page numbers](#)

Yamaha

RM50

Setup the RM50 for FreeStyle by enabling a Device ID number. To do so, press the Utility button and then the Page buttons until you see the _____8ge. Press +1/Yes. Press the Page buttons until you see the Device number page. Enter a number. A value of 1 (one) will work fine unless you have more than one RM50 on the serial port, in which case you should give them each unique numbers. Do not use the ALL setting.

TG100

No specific preparations are necessary to use this device with FreeStyle.

TG500

FreeStyle puts the TG500 into Multi mode automatically. For best results, do not change modes on the TG500 manually.

TX81Z

No specific preparations are necessary to use this device with FreeStyle.

View Menu

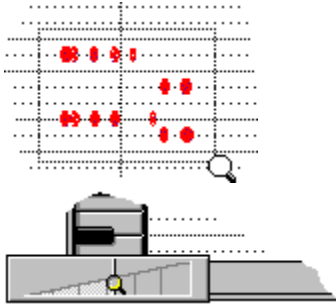
Zoom

These commands control the magnification level of the note grid and notation display. FreeStyle has a wide range of zoom levels, from a bird's-eye view to a very enlarged display. Use the following commands to quickly change the zoom level. FreeStyle has many levels of magnification. When zooming around, you can jump directly to a particular setting, or gradually zoom in or out one setting at a time. The zoom commands in the menu affect time and pitch zoom levels simultaneously. You can zoom just time or just pitch in the graphic editing view by using the zoom sliders.

Graphic Editing view (11 of 13)

Zooming in to increase accuracy

To magnify a portion of the note grid, hold down the Ctrl key and drag over it. This is great for detailed work. To return to the previous magnification, choose Zoom Back from the View menu. You can also zoom using the zoom controls at either end of the scroll bars.



View Menu

Zooming shortcuts

FreeStyle has the following shortcuts for zooming:

Ctrl-drag in the time line or controller strip

Fills the display horizontally with the region of time you select.

Ctrl-drag in the pitch ruler

Fills the display vertically with the range of pitches you select.

CtrlShift click anywhere in graphic editing or notation display

Zooms back to the previous zoom setting (just like Zoom Back).

Ctrl-drag a selection box over any portion of the graphic editing or notation view

Fills the window with the region you select.

