Ordering Instructions

You can register all **Jeff Cazel MIDI** programs with the attached order form.   Read these instructions and then click on the words "<u>Print Order Form</u>" below.

Registered users can access the enhanced features of and download free updates to the program(s). And finally, your "please register" screen will go away.

You must register a program to legally continue to use it.   However, as shown on the order form, buying the disk and manual are optional.

<u>Print Order Form</u>   <u>View Order Form</u>

* *

CompuServe users can register *CanvasMan* online.   The charge for the program will show up on your next *CompuServe* billing statement.   Type **GO CIS:SWREG <Enter>** and follow the instructions. *CanvasMan's* registration ID is #660.

Print this form, fill it in and send your check or money order payable in US dollars to:

Jeff Cazel
13265 SW Cottontail
Beaverton, OR   97005   USA

Your Name: _____

Address: _____

_____

City/State/ZIP: _____

Country: _____

Quantity	Shareware Registration *(does not include Disk and Manual)*	Each	Total
_____	**CANVASMAN 4.5** (*Windows 3.1 GS* Editor/Librarian)	$59	_____
_____	**SONGCANVAS 3.2** (DOS *GS* Editor/Librarian)	$49	_____
_____	**CANVASMAN** (for registered **SONGCANVAS** users)	$29	_____
_____	Both **CANVASMAN** and **SONGCANVAS**	$69	_____
_____	**RHODES WARRIOR** (DOS *MK-80* Editor/Librarian)	$39	_____

Quantity	Disk and Manual *(optional)* (**X** size: **3½"** **5¼"**)		Each	Total
_____	**CANVASMAN**	O O	$10	_____
_____	**SONGCANVAS**	O O	$10	_____
_____	**RHODES WARRIOR**	O O	$10	_____

Foreign orders *please add $10 for shipping if ordering one or more manuals:* $10   _____

Grand Total Enclosed   _____

Send your check or money order payable in US dollars.   Thank   you!

February 1994

Where did you get your shareware copy and what improvements would you like?   Please be as specific as possible:

_____

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Technical Support

How to Contact Me

The fastest way to contact me is via a message on *CompuServe*.   I scan the *Windows* section in the **MIDIFORUM** at least daily unless I'm on vacation.   You can reach me there or through private electronic mail at address **72461,3345**.   You can also call me at **503-524-4284** (please, only between 8pm and 10:30pm Pacific Time on Wednesday nights).   Finally, you can send me US Mail at **13265 SW Cottontail Lane   Beaverton, OR   97005 USA**.

If you have problems with *CanvasMan*, please note the versions for the program itself and the supplemental **MIDILIB.DLL** and **JJCMEGA.DLL**.   This information displays on the *About* screen.

Getting Updates to JJC MIDI Programs

Overview

Registered users of the *Rhodes Warrior*, the *SongCanvas*, and/or *CanvasMan* are always entitled to use the latest version of the program they registered.   Though you can always order a disk and manual via the **order form**, the fastest way to get a current version is to download it from *CompuServe* or other bulletin board.   A list of 'official' bulletin boards follows; they are so deemed because I know they have current versions.

CompuServe

As mentioned in **Technical Support**, the *CompuServe Information Service* is the official support forum for JJC MIDI programs.   New versions will arrive here first.   All programs are in the **MIDIFORUM** (type **GO CIS:MIDIFORUM** at any **!** prompt).   The *Rhodes Warrior* and the *SongCanvas* are in library 7 (DOS) as **RHODES.ZIP** and **SNGCVS.ZIP**, respectively. *CanvasMan* is **CANVAS.ZIP** in library 11 (*Windows*).

Official Bulletin Boards

In addition to *CompuServe*, several bulletin board systems (BBSs) also carry my MIDI programs. Since these BBSs do not have *CompuServe's* six-character filename limit, the file names should be the same as those on *CompuServe* <u>plus</u> the version number.   For example, *version 4.5* of *CanvasMan* is **CANVAS45.ZIP**.   Similarly, *version 3.2* of the *SongCanvas* is **SNGCVS32.ZIP**. Note that I've used PKZIP 2.0 to archive the programs.   Also note that I've used PKZIP's authenticity verification feature; if you do not see   **Authentic files Verified!   #VHI634   Jeff Cazel**   upon unzipping, please ask your BBS operator to be sure to use the original ZIP files that have a better chance of being virus-free.

As of this writing, these BBSs have *CanvasMan* 4.5 and the *SongCanvas* 3.2; they may also have the *WinWord* and/or *LaserJet III* manuals:

<u>Name</u>	Location	Access #
MidiIt	Portland, OR	503-761-9600
MusicCool	Seattle, WA	206-248-9453
Power Windows	Huntsville, AL	205-881-8619
RAIN	Portland, OR	503-695-3250
Sound Management	Mundelein, IL	708-949-6434

Finally, most BBS software has a "keyword" search of some kind.   You should be able to search for "CanvasMan", "SongCanvas", "Canvas", etc. and find if the programs are there.

Legal Information

Shareware / Ordering Information

CanvasMan is not a free program--it is shareware.   The shareware concept allows you to evaluate a program to determine what it's worth to you, and then buy it if you are going to use it. If you still use it after thirty days, register ("buy") *CanvasMan* by sending me $59 US.   If you don't think *CanvasMan* is worth it, please let me know why--I'll see if I can satisfy you with the next version.

Registered users can access the enhanced features of the program and download free updates to future shareware versions of *CanvasMan*.

Online help contains a ready-to-print **Order Form**.   The Order Form also explains how *CompuServe* users can register online.

More Legal Stuff

CanvasMan is a copyrighted program--you may not change it in any way.   The official **CANVAS.ZIP** archive displays *Authentic files Verified!   #VHI634   Jeff Cazel* above your DOS prompt upon dearchiving--be sure to look for it!   You may freely distribute *CanvasMan (please do so!)* as long as you include the unmodified **CANVAS.ZIP** and you charge no money except for a maximum copying fee of $10 US.

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Upon registering, you will receive your personal Registration Information.   Jeff Cazel MIDI strictly prohibits you from giving this Registration Information to anyone in any format whatsoever. Distributing this information--on paper or electronically--voids your license.

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Jeff Cazel MIDI has made every effort to ensure that *CanvasMan* is as clean and free of bugs as possible.   However, no program can ever be guaranteed to be free of all defects.

CanvasMan, *SongCanvas*, and the sunglassed Beethoven are trademarks of Jeff Cazel.

Table of Contents

CANVASMAN 4.5
Copyright © Jeff Cazel, 1992-1994
All Rights Reserved

What's New?

This section summarizes the changes to *CanvasMan* in each release. Early releases show highlights only.

Be sure to absorb the highlighted information.

Version	Release Date	What's New?
4.51	February 1994	Bug fix: corrects situation where *CanvasMan* would try to save sysex files to an invalid name if the **.GSC** file did not have a file extension and the sysex directory had a period in its name.
4.5	February 1994	Enhancements: converts and expands *Route MIDI Output* dialog into *Define Synths / Select Output Ports*--all users must run this new dialog to properly set up *CanvasMan*; separates Combo and sysex/*MIDIEX* files into their own directories; changes **File-Load MIDI File** accelerator from **Ctrl+F** to **Ctrl+M**.

Bug fix: corrects some problems with port settings in the *Define Synths /* |

Select Output Ports dialog.

Notes: This release changes the unregistered version's feature set.   It enables sysex/*MIDIEX* files (***.SYX**) but disables file save after 30 minutes.   This should give new users a better idea of how the sysex files work with sequencers.

Though I'd assumed otherwise before getting a *SC-55mkII* to test with, the **CM1** and **CM2** Drum Kit data files <u>are</u> compatible.   Thus, if you have created any drum kits with the **.G2D** file extension, you must rename them with the **.GSD** extension.   To do so, get to a DOS prompt, go to the directory containing your **.G2D** files, and type

```
REN  *.G2D  *.GSD  <Enter>
```

You should then put all Drum Kit files into the directory you specify in *Setup-Directories*.

CanvasMan no longer uses nor supplies the **JJCMCTRL.EXE** file.   If you have this file in your *Windows* system directory **and** it is dated earlier than 01/15/94, you may safely delete it.   See **Files Included** for more information.

4.4   January 1994   Supports newer synthesizers like the *SC-55mkII*.

Note: ***CanvasMan*** has consolidated the **CANVAS.WRI** 'read me' file into the online help system; **CANVAS.WRI** is now obsolete and no longer included.   See **Files Included** for more information.

Early   1993   Adds glossary/help file (*CanQuest* is copyright © 1993-1994 Lodi Claessen); adds support for multiple *SOUNDCanvases* in the same MIDI network; adds drum editing, *MIDI Panic Button*, *Play From/Thru* looping and *Local On/Off;* supports 8514/A fonts ("large fonts"); allows multiple copies to run.

Corrects bug that created bad *Drum Kit* files and bad drum information in *Combo* files.   The fix ensures data integrity by invalidating pre-4.2 drum data (i.e., it will ignore the drum data in pre-4.2 **.GSC**s and won't load pre-4.2 **.GSD**s).

Renames data file extensions and explains them in online help to improve user understanding:

The *Combo* files went from ***.SCD** to ***.GSC** and the *Sound* files went from ***.MPS** to ***.GSS**.   If you have used the *SongCanvas* prior to *version 3.2* or ***CanvasMan*** prior to *version 1.5*, you must rename your data files.   To do so, get to a DOS prompt, go to the directory containing your **.SCD** files, and type

```
REN  *.SCD  *.GSC  <Enter>
```

Then go to your **.MPS** directory and type

```
REN  *.MPS  *.GSS  <Enter>
```

CanvasMan combo files (***.GSC**) contain drum kit information and are thus not downward-compatible with the **SongCanvas**.

Read the **_Introduction_** help topic for complete descriptions of all data files.

Initially available April 1993.   Original names **Ludwig!** and **Clyde** (from versions *1.0* through *1.17*) were already trademarked elsewhere.

Thanks and Acknowledgments

Elena, thanks for putting up with all of this.

CanvasMan is dedicated to the memory of Dee Cazel.

I thank our beta test team for their great suggestions and good spirits through numerous downloads and e-mailings:

Foremost, **Dan McKee** of **WinJammer Software Ltd.** provided substantial help and encouragement and great suggestions throughout.   He is truly a *Windows* MIDI guru.   Dan, thanks for your continued presence.

Parker Adams of **The Parker Adams Group** has shared many good suggestions, including the *GS Sound* concept.   His marketing and ease of use ideas have been invaluable.   Parker loves to create new sounds with *CanvasMan* when he's not tearing up the Southern California beach volleyball circuit.

Lodi Claessen has given the project an international flavor.   His ever-present sense of humor has helped make the project fun, and his usability suggestions have been great.   He also created *CanQuest*, the *CanvasMan* glossary.

Larry Roberts was an early beta tester.   He has had several design ideas throughout the course, and his *GS* compositions and arrangements have provided inspiration to keep going.

Kevin Weiner of **FM Software** was the first beta tester.   His numerous ideas and programming examples have helped shape all of my MIDI programs from the *Rhodes Warrior* through *CanvasMan*.

Jim Kometani of **Twelve Tone Systems, Inc.** has provided valuable design suggestions from both a musician and technician's standpoint.

Paul Stillwell has also provided some great design ideas and good feedback.   Paul graduated from a MIDI novice to guru during this project.

Larry Lake of the **Canadian Electronic Ensemble** has provided several good suggestions to improve *CanvasMan's* stage persona.

I also thank **Mike Ward** and **Jim Maki**, *CompuServe's* tireless MIDI forum system operators, for providing me with the resources to carry out this beta test.

Main Window / Menu / Toolbar
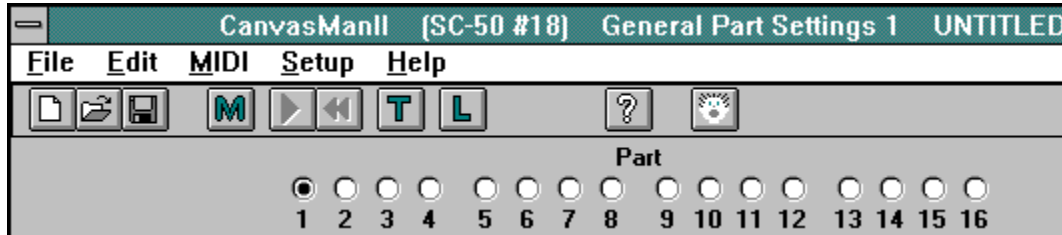
*See also **File Menu**, **Edit Menu**, **MIDI Menu**, **Setup Menu**, **Help Menu***

CanvasMan's main window consists of several sections.   From top to bottom, they are:

- o   **Caption**
- o   **Menubar**
- o   **Toolbar**
- o   **Part Selectors**
- o   **Edit Controls**   (The picture above does not show any **Edit Controls** since they change based on the current **Edit Menu** selection.)

The window **caption** states "CanvasMan" or "CanvasManII," the synth model and assigned device #, the current **Edit Menu** selection, and your current Combo file name.

The **menubar** appears below the caption.   Help's menu sections explain each menu option in detail. Certain options have accelerator "hotkeys" that make accessing them quicker.   For example, you can always press **Ctrl+A** to display the **Quick Edit A** screen.   The menus list accelerators where available.

The **toolbar** is the row of pictures ("icons") below the menubar.   These icons duplicate some of the menu options.   From left to right, the icons represent **File-New**, **File-Open**, **File-Save**, **File-Load MFF**, **MIDI-Play/Pause**, **MIDI-Rewind**, **MIDI-Thru**, **MIDI-Local**, **Help-About** and **MIDI-Panic Button**.

In most cases, the **Part selection** buttons appear below the toolbar.   However, when you've selected an edit window that covers multiple parts, the Part selectors disappear.   When available, click on one of the sixteen radio buttons to choose your current work in process Part.

The **Edit Menu** section describes the different **Edit Control** screens in detail.

You may resize the window like in other programs by dragging its border.

File Menu

CanvasMan automatically saves a copy of the GS Combo file (***.GSC**) as a small *MIDIEX* file with a **.SYX** file extension when you **File-Save** or **File-Save As**.   You can import these **.SYX** files into your sequencer or send them "as is" to "prime" your *Canvas* with various set-ups.

See the *Combos / Sounds / Drum Kits* section in the **Introduction** topic to learn how *CanvasMan's* data files interrelate.

File-New
> This option sends a GS Reset to the *Canvas* and renames the current GS Combo file to **UNTITLED**. **File-New** will prompt you to save the current Combo if you've changed it since your last **File-Save** or **File-Save As**.

File-Open
> This option displays a file open dialog for GS Combos (***.GSC**).   Once you select a valid file, *CanvasMan* sends the complete sysex data to the *Canvas*.   **File-Open** will prompt you to save the current Combo if you've changed it since your last **File-Save** or **File-Save As**.

File-Save
> This option saves the current GS Combo file (***.GSC**).   If the current file name is **UNTITLED**, **File-Save** behaves as **File-Save As** and displays a file save dialog for Combos.

File-Save As
> This option displays a file save dialog for GS Combos (***.GSC**).

File-Load GS Sound
> This option displays a file open dialog for GS Sounds (***.GSS**).   Once you select a valid file, you can insert it into the current Combo starting on any tonal part.

File-Save GS Sound
> This option allows you to select which Part(s) you wish to include in a GS Sound (***.GSS**).   Once you've done so and pressed the **OK** button, **File-Save GS Sound** displays a file save dialog for Sounds.

File-Load GS Drum Kit
> This option displays a file open dialog for GS Drum Kits (***.GSD**).   Once you select a valid file, you can insert it into the current Combo as Drum Kit #1 or #2.

File-Save GS Drum Kit
> This option displays a file save dialog for GS Drum Kits (***.GSD**).

File-Load MIDI File
> This option displays a file open dialog for MIDI format files ("standard MIDI files").   Once you select a valid file, *CanvasMan* starts playing it.   **File-Load MIDI File** is grayed if MIDI is disabled.

File-Exit
> This option exits *CanvasMan*.   **File-Exit** will prompt you to save the current GS Combo file if you've changed it since your last **File-Save** or **File-Save As**.

Edit Menu

The **Edit Menu** displays a list of all of the edit dialog windows.   *CanvasMan* indicates the current choice with a check mark to its left.

When you select a new window, the size reverts to its default.   As with most *Windows* programs, however, you can resize the **CanvasMan** window at any time.

Each valid change you make on any edit screen sends the sysex data to the *SOUNDCanvas* immediately.

Edit-Quick Edit A
Edit-Quick Edit B
   These options display basic part settings for all 16 Parts.   You can use the keyboard to change several parameters here.   Move between parameters with the **Tab** and **Shift+Tab** keys; you may also single-click (steady hand!) on a parameter to select it.

   Mouse users can change values with the **spin button**.

   To mute a **MIDI Channel**, set it to **0**.   To set random panning, set **Pan** to **-64**.

Edit-General Part Settings #1
Edit-General Part Settings #2
   These options display the *General Part Settings* dialogs.   You can change numerous general parameters in this window.   To set random panning, set **Part Panpot** to **-64**.

Edit-Receive Flags / Scale Tuning
   This option displays the *Receive Flags / Scale Tuning* dialog.   You can specify to which MIDI messages a Part responds and you can tune the individual chromatic notes for a Part here.

Edit-Controllers-Modulation / Pitch Bend
   This options displays the *Modulation / Pitch Bend* dialog.   You can change Modulation and Pitch Bend-oriented parameters in this window.

Edit-Controllers-Aftertouch
   This option displays the *Aftertouch* dialog.   You can change Aftertouch-oriented parameters in this window.

Edit-Controllers-Continuous Controllers
   This option displays the *Continuous Controllers* dialog.   You can change Continuous Controller-oriented parameters in this window.

Edit-Master
   This options displays the *Master Settings* dialog.   You can change global parameters on this screen that affect every Part.

Edit-Reverb / Chorus
   This options displays the *Reverb / Chorus Settings* dialog.   You can change effects parameters on this screen that affect every Part.

Edit-Tone/Rhythm / Voice Reserve
   This option displays the *Tone/Rhythm / Voice Reserve* dialog.   You can designate Parts as tonal or

rhythm (Map #1 or #2) here, and you can reserve voices for Parts.

Edit-Drum Kits

This option displays the *Edit-Drum Kits* dialog.   The *SOUNDCanvas* stores settings for two drum kits; you can use the keyboard to change these settings here.   Move between parameters with the **Tab** and **Shift+Tab** keys; you may also single-click (steady hand!) on a parameter to select it.

Mouse users can change values with the **spin button**.

The top of the screen displays the kit names.   The left column lists the sounds within the selected kit.   You can select which of the two sound lists to display via the **Instrument Names** radio buttons in the upper left corner.   If both kits are the same, *CanvasMan* disables the **Instrument Names** radio buttons.

CanvasMan does not support the CM-64/32L set (program number 128).

Edit-Decrement Part

This option decreases the current Part by 1.   If you are already on Part 1, the Part changes to 16.

Edit-Increment Part

This option increases the current Part by 1.   If you are already on Part 16, the Part changes to 1.

Edit-Next Quick Edit Screen

This option moves forward through the *Quick Edit* screens.   If you're already at the last screen, it takes you to the first.   This option is only available when the *Quick Edit* screens are active.

Edit-Prior Quick Edit Screen

This option moves backward through the *Quick Edit* screens.   If you're already at the first screen, it takes you to the last.   This option is only available when the *Quick Edit* screens are active.
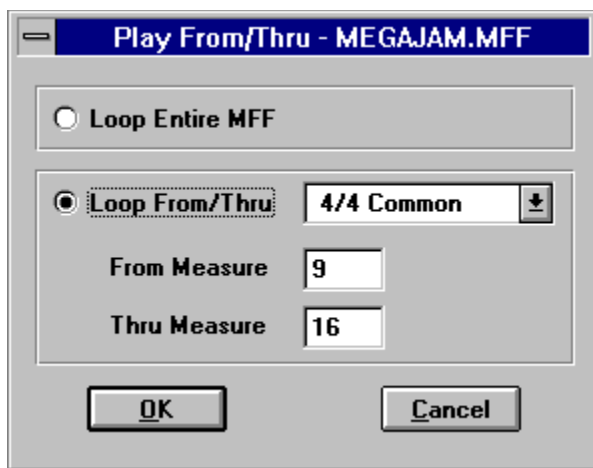
MIDI Menu

MIDI-Play/Pause
> This toggles the MIDI player On and Off.   If the file is currently playing, the option states **Pause**; if currently paused, it states **Play**.   If a MIDI file is not loaded, the option states **Play/Pause**.

MIDI-Rewind
> This option restarts playing the current MIDI file from the beginning.

MIDI-Play From / Thru

> This option allows you to specify a section of the currently loaded MIDI file to play in a loop.   Enter the **From** (loop begin) and **Thru** (loop end) measures and select **OK**.

> When you load a song via **File-Load MIDI File**, *CanvasMan* sets the *Play From/Thru* time signature to 4/4.   (In the future, *CanvasMan* may automatically detect the time signature.)   Select the correct time signature if not 4/4; if your time signature is not listed or if you have multiple time signatures in the song, select **Beats Only**.   When using **Beats Only**, remember to calculate your **From** and **Thru** values using quarter notes, not measures.

MIDI-Thru
> This option toggles MIDI Thru On and Off.   **MIDI-Thru** is unavailable if you have not selected both Input and Output ports in **Setup MIDI Ports**.

MIDI-Local
> This option toggles Local On and Off for your controller keyboard.   The data transmits on the channel specified in **Setup-MIDI Controller**.   Since most MIDIers want Local Off, *CanvasMan* turns Local Off at startup.

MIDI-Refresh Synth
> This option retransmits the current GS Combo file's sysex data to the *Canvas*.

MIDI-Panic Button
> This option stops the song (if playing) and sends "all notes off" and "reset all controllers" messages

on each MIDI channel of each MIDI port.

Setup Menu

See also [Main Window / Menu / Toolbar](#), [File Menu](#), [Edit Menu](#), [MIDI Menu](#), [Help Menu](#)
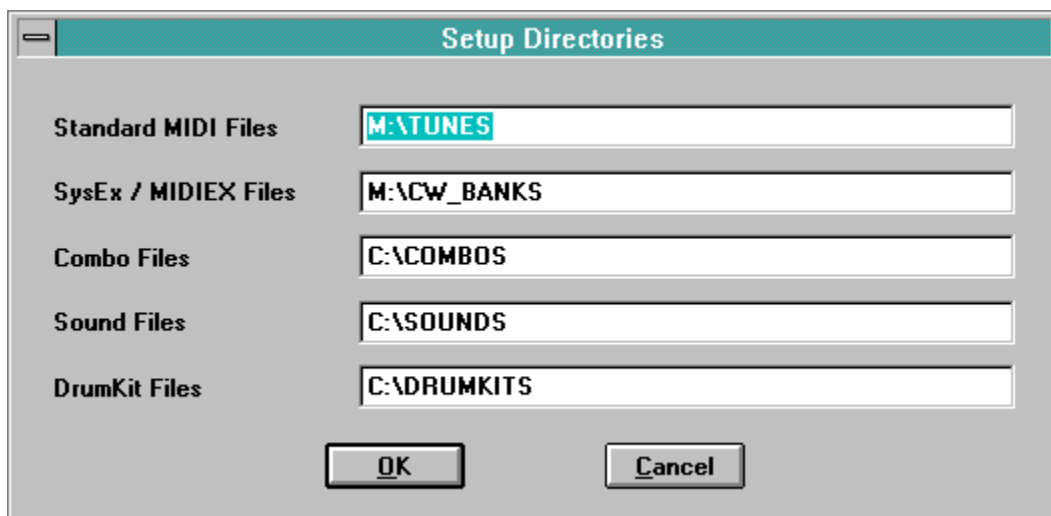
Setup-Register

This option allows you to enter your license information (**Name**, **Address** and **User Code**). Entering this information enables some of the enhanced features of *CanvasMan*.   Note that the **User Code** consists of 12 hexadecimal digits (i.e., the digits 0-9 and the lower-case letters a-f).

Setup-Directories

This option allows you to specify which directories to use for MIDI files (labelled as "Standard MIDI Files"), sysex/MIDIEX files ("SysEx / MIDIEX Files"), GS Combos ("Combo Files"), GS Sounds ("Sound Files") and GS Drum Kits ("DrumKit Files").   **Setup-Directories** will create the directories if necessary, but only to one level.   For example, **C:\CM\SOUNDS** is invalid unless **C:\CM** already exists.

Setup-MIDI Controller
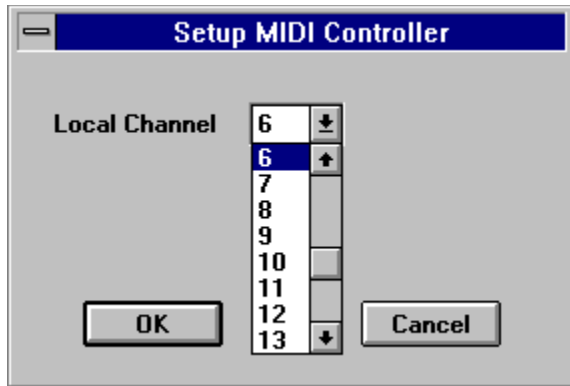
This option allows you to specify which MIDI channel your controller keyboard is using. **Setup-MIDI Controller**'s main purpose is to allow you to toggle the controller's local On and Off.

Setup-Configure MIDI Ports (see)

Setup-Define Synths / Select MIDI Output Ports (see)

Setup--Configure MIDI Ports

See also <u>Setup Menu</u>, <u>Define Synths / Select MIDI Output Ports</u>, <u>Setup MIDI Ports</u>
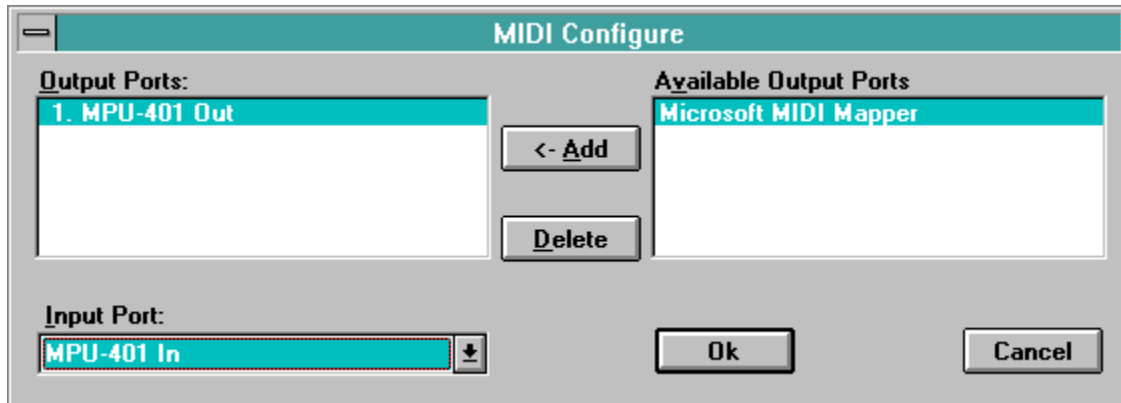
This option allows you to select as many <u>output</u> ports as you have and 0 or 1 <u>input</u> port:

<u>*Output Ports:*</u> If you have more than one output port, you can have **CanvasMan** play your MIDI files on some or all of them.   To so do, sequence the output ports to match your multi-port MIDI files.   Do so by moving the relevant ports from **Available Output Ports** to **Output Ports** in the desired order.   If you have a <u>single</u> MIDI interface like most of us, you can simply choose your listed interface as output port #1.

Try to avoid using the **Microsoft MIDI Mapper** output port--you cannot open it for multiple concurrent output.   See **MIDI Multitasking** for more information.

<u>*Input Port:*</u> *Windows* does not normally allow more than one program to use a given input port at the same time.   Thus, if you plan to run **CanvasMan** at the same time as another MIDI program that supports MIDI Thru, you <u>should not</u> select an input port.   If you run it at the same time as the *WinJammer* sequencer program, however, you <u>should</u> select an input port since **CanvasMan** shares *WinJammer's* MIDI input/output facility.   See **MIDI Multitasking** for more information.

Setup--Define Synths / Select Ports

See also Setup Menu, Configure MIDI Ports, Setup MIDI Ports

This option allows you to tell *CanvasMan* about your *SOUNDCanvas* synthesizer(s). *CanvasMan* will support a MIDI network that has up to three *SOUNDCanvases*.

There is one column for each of three synths.   If you have one *SOUNDCanvas*, use column #1; if you have two, use #1 and #2; and if you have three, use all three columns.

Use the **Model** combobox to tell *CanvasMan* what type of *SOUNDCanvas* you have.   Similarly, use the **Device #** combobox to specify which device # you have used for each *SOUNDCanvas*.   You will want to leave the device # at 17 unless you have more than one *SOUNDCanvas* connected to the same MIDI output port.   (If you have more than one *SOUNDCanvas* on the same MIDI port, read your synth manual to find out how to change its device # to match *CanvasMan*.)   Once you choose your model and device #, *CanvasMan* stores and acts on the information and displays it on the **main window** caption.

If the **Model** combobox does not list your synthesizer, please see the **Introduction** section for information on how to proceed.

The bottom half of the screen allows you to specify which port(s) in your MIDI network you have used for each *SOUNDCanvas*.   Select which configured output ports you'll use for System Exclusive ("SysEx"), Local On/Off and Thru data.   You can choose a SysEx port for each synth.   However, the Local and Thru ports are system-wide.

SysEx--specify the port to which you want *CanvasMan's* system exclusive ("sysex") data routed.   You'll typically specify the same port as **Thru**, since you'll probably want both types of MIDI information to go to the same port (i.e., eventually routed to the *SOUNDCanvas*).

Local--specify the port to which you want *CanvasMan's* Local On/Off information routed.   This should be the port that connects to your controller keyboard's MIDI In port (perhaps through a Thru daisy chain of some sort).

Thru--specify the port to which you want your keyboard controller's MIDI information routed.   You'll typically specify the same port as **SysEx**, since you'll probably want both types of MIDI information to go to the same port (i.e., eventually routed to the *SOUNDCanvas*).   The Thru input port displays below the **Thru** output radio button(s) to remind you of the source of the Thru data.

If your MIDI interface does not have an input port (or if you specify **None** as your input port in *MIDI Configure*), *Define Synths / Select MIDI Output Ports* will indicate that MIDI Thru is not available.

Help Menu

Help-Contents
> This option displays the **table of contents** for *CanvasMan's* online help system.

Help-Search for Help on
> This option displays the list of cross-referenced *CanvasMan* help keywords.   You can search for information on any indexed word or phrase as listed here.

Help-EZ Start Tutorial
> This option is only available on the **Parker Adams Group *CanvasMan* *Deluxe Edition*.   It displays a help file consisting of *CanvasMan* tutorials.

Help-How to Use Help
> This option displays *Windows* own 'how to use help' tutorial.

Help-About CanvasMan
> This option displays the sunglassed Beethoven trademark and plays the *CanvasMan* fanfare.   Its purpose is to list copyright and program version information.

Setup MIDI Ports

See also MIDI Multitasking, MIDI Menu

Setting up your MIDI ports consists of two dialog boxes: **Configure MIDI Ports** and **Define Synths / Select MIDI Output Ports**. *CanvasMan* disables MIDI input and output during these dialogs.

If you configure both input and output ports, MIDI Thru will turn On at the end of the *Define Synths* dialog.

MIDI Multitasking
See also <u>*Setup MIDI Ports*</u>

Windows' capability of running multiple MIDI programs at the same time makes it vastly superior to DOS MIDI.   You maximize this capability by using MIDI drivers that allow multiple concurrent output ("multi-client").

Multi-client drivers, for example, allow you to change patch settings on your *SOUNDCanvas* with **CanvasMan** at the same time you play a song in *Cakewalk*, *Band-In-A-Box*, and others.   Note that the **MIDI Mapper** does not allow multiple clients.   Note also that few input drivers support multi-client use. This is why you should select **<none>** as **CanvasMan's** input port if your sequencer is recording.   If you <u>can</u> share an input port, however, make sure that no more than one program has MIDI Thru turned On-- otherwise, you may hang your machine.

The *MPU-401* driver that comes with *Windows 3.1* does <u>not</u> allow multiple concurrent output.   However, **Twelve Tone Systems** (maker of *Cakewalk Professional for Windows*) has created a better *MPU-401* driver that does allow this.   If you already run *Wincake* with an *MPU-401*, you should already have this driver installed.   If you don't have the driver, you can get it in *Wincake's* demo (from probably any MIDI-oriented BBS).   (On *CompuServe*, grab **WDEMO.TXT** and **WDEMO.ZIP** from library 3 in the **MIDIAVEN** forum.   Be sure to read **WDEMO.TXT** before unarchiving **WDEMO.ZIP**.)

Note finally that **CanvasMan** shares *WinJammer's* MIDI input/output facility (**MIDILIB.DLL**)--for the purpose of this discussion, *WinJammer* and **CanvasMan** are one program.   Thus, when running **CanvasMan** and *WinJammer* together, you <u>should</u> specify an input port in *Configure MIDI Ports*.

Understanding these concepts is probably the most confusing aspect of *Windows* MIDI.

Spin Button

A spin button ⬙ is a "custom control" (i.e., a data entry device not supplied as part of *Windows*). **CanvasMan** uses spin buttons on the ___Quick Edit___ and ___Drum Kits___ screens.

Spin buttons allow mouse users to increase/decrease the value in an edit control by clicking on up/down arrows.   Because spin buttons are not part of *Windows* itself, different programmers design them in different ways.   In **CanvasMan's** case, press the left mouse button while pointing at an arrow to trigger the changes; release the button or move away from the arrows to end the changes.   You can also move to the other arrow to reverse direction.

Even though there are over 100 edit controls on the *Quick Edit* and *Drum Kits* screens, there is only one spin button.   The main reason for this is lack of room.   Adding 16 spin buttons to each row of the *Quick Edit* screen (or 10 to *Drums*) would make the window wider than the standard VGA screen.

Thus, the single spin button pertains to whichever edit control has the keyboard focus (**CanvasMan** places the blinking edit caret over it).   You can move between the edit controls by clicking on them or pressing **Tab** or **Shift+Tab**.

⬙ The upper-half of the spin button's color changes when increasing values.

⬙ The lower-half of the spin button's color changes when decreasing values.

Multiple Synths?

*See also **JJCMIDI.INI settings***

As described in the ***Introduction*** section, **CanvasMan** will support a MIDI network that has up to three *SOUNDCanvas* synthesizers.   Once you tell **CanvasMan** about your synths (via the ***Define Synths*** dialog), you must tell each copy of **CanvasMan** that you run which particular synth you wish to address.

You do this with the optional ***/S:n*** command-line parameter.   You run `CANVAS /S:1`, `CANVAS /S:2`, or `CANVAS /S:3` to specify which synth to address (you can run all three at the same time if you wish). Note that the ***/S:n*** parameter is not case-sensitive (e.g., ***/s:2*** is the same as ***/S:2***) and may not contain imbedded spaces (e.g., ***/S: 2*** is invalid).

The default setting is   `CANVAS /S:1`   In other words, if you run **CANVAS.EXE** with no ***/S:*** setting, **CanvasMan** will access the first *SOUNDCanvas* you've defined.

CanvasMan's setup program creates icons for all three synths.   However, you'll probably want to change things around to make things clearer--for example, you may want to change the descriptions from *CanvasMan*, *Synth #2* and *Synth #3 to SC-50 Near JBLs*, *SC-55 in Big Rack*, and *SCC-1*.   To do so, single click on the correct icon (*CanvasMan, Synth #2* or *Synth #3)* to highlight it as the current selection. Then select **File-Properties...** from the **Program Manager** menu.   You will see a dialog box similar to these:
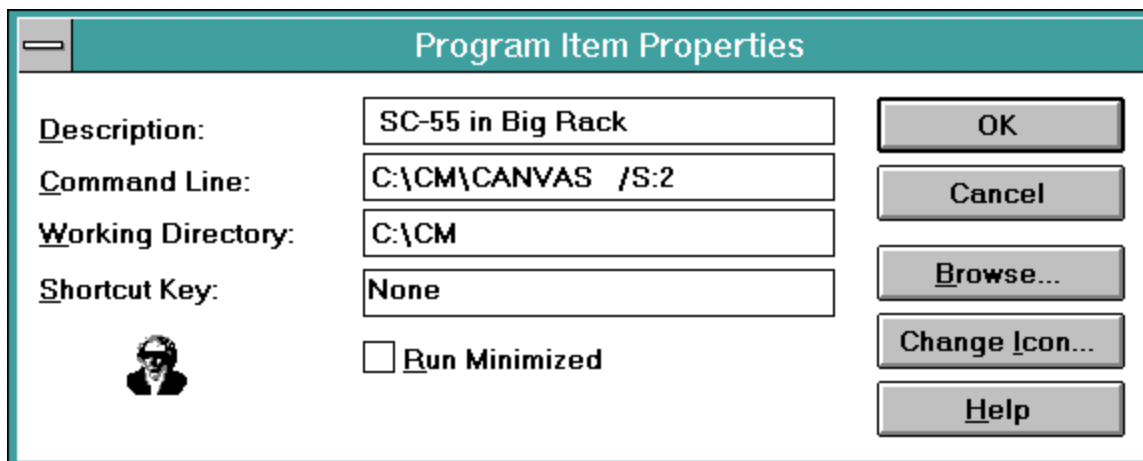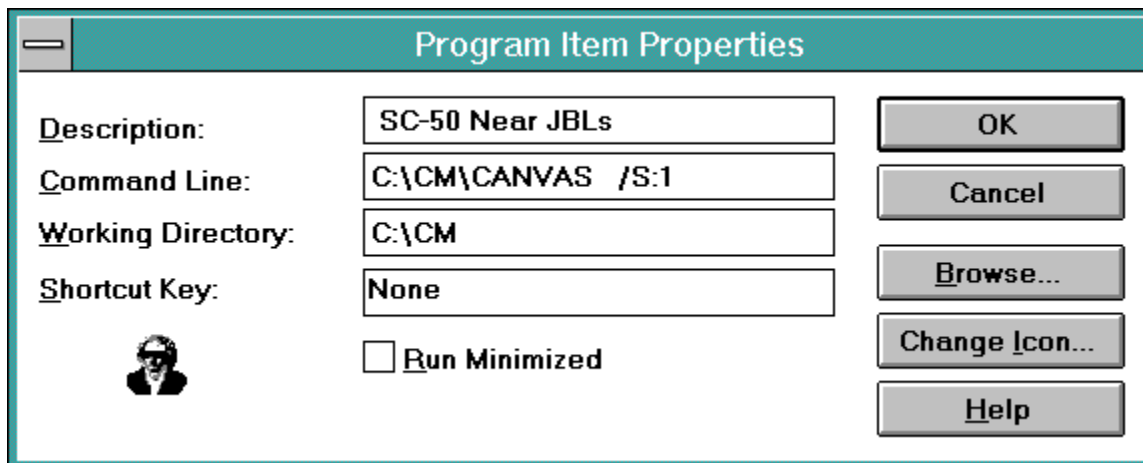
At this point you can simply change the **Description:** to something that is meaningful to you (as shown above) and click on the **OK** button.   You may wish to delete the unused *Synth #2* or *Synth #3* icon(s) as appropriate by single-clicking on each in turn (to highlight it as the current selection) and then pressing the **Delete** key.

JJCMIDI.INI Settings
See also Multiple Synths?, Introduction, Define Synths

The **JJCMIDI.INI** file stores several settings for *CANVASMAN*. Like most INI files, it contains several sections:

>   **[CanvasMan]** tracks the chosen data file directories and the Local and Thru ports.

>   **[MIDI Ports]** stores the port settings you choose in ***Setup MIDI Ports***.

>   **[CanvasMan#]** defines your individual *SOUNDCanvas(es)* and tracks the SysEx ports you've assigned to them.

For example, check out this sample **JJCMIDI.INI** file:

```
[CanvasMan]
DirCombo=J:\CMAN\COMBOS
DirSound=J:\CMAN\SOUNDS
DirDrumKit=J:\CMAN\DRUMKITS
DirSYX=M:\CW_BANKS
DirMID=M:\TUNES
InThru=Music Quest MQX32M In
OutThru=Music Quest MQX32M Out 1
OutLocal=Music Quest MQX32M Out 1

[MIDI Ports]
Configuration=D651,780

[CanvasMan1]
Model=SC-50
Device=17
OutSysEx=Music Quest MQX32M Out 1

[CanvasMan2]
Model=SC-55
Device=18
OutSysEx=Music Quest MQX32M Out 2
```

You can see that this user has two *CanvasMan* synths--an *SC-50* set at the default device #17 connected to MQX port #1 and a *SC-55* on device #18 connected to MQX port #2.   So, for example, if this user runs it with the **/S:2 command-line option**, *CanvasMan* will behave like a *SC-55* and route its sysex output as device #18 to port #2 on the MQX32M card.

Introduction to *CanvasMan*

Print

Welcome! <u>Please read this entire help topic</u> before spending much time with *CanvasMan--*doing so will save you time in the long run.   For example, you want to be sure to run *CanvasMan* in the mode appropriate for <u>your</u> *SOUNDCanvas.*   In addition, many users don't realize *CanvasMan's* powerful capabilities in creating customized sounds and drum kits.

I strongly suggest that you print a copy of this topic for future reference.   To do so, click on the *Print* button to the left.   If you already had an earlier version of *CanvasMan*, be sure to also check out **What's New?** for additional important information.

Overview

CanvasMan is the *Windows 3.1* editor/librarian for **Roland**'s *SOUNDCanvas* line of *GS* synthesizers (*SC-55, SC-55mkII, SCC-1, SC-155, JV-30* and many others).   **CanvasMan** provides true MIDI multitasking -- you can run it by itself, while you jam with *Band-In-A-Box*, or while you sequence with *Cakewalk* and *WinJammer*.   Your wait is over for an easy-to-use *SOUNDCanvas* ed/lib.

CanvasMan can play your MIDI files as you edit -- you'll hear your changes instantly in the context of your own musical projects!   It saves its patch data in standard binary format (also called "MIDIEX" format) so you can store patches with your sequences or as stand-alone banks. You can even create your own single- and multi-Part sounds for easy future recall!   Finally, *CanvasMan* gives you mastery over all Global, Part, and Drum parameters.   *No other editor gives you such complete control over the SOUNDCanvas!*

CanvasMan avoids the term "patch" in its help system and documentation because "patch" sometimes has an ambiguous definition in the context of multi-timbral synthesizers.   The *Combos / Sounds / Drum Kits* section (below) describes *CanvasMan's* data files.

System Requirements

Microsoft Windows 3.1, mouse, VGA video card and monitor

MIDI interface with a *Windows 3.1* driver

Roland GS synthesizer (read *Compatibility* below)

Quick Start (for Expert Users)

(Non-expert users should read the Installation section in the *CanvasMan User Manual*.   Note: if you're reading this on **screen**, instead of on **paper**, you've already done step **1**)

1   Setup *CanvasMan*--On the *Windows* **Program Manager** screen, select **File** and then **Run...**.   This will display the **Run** dialog and position your cursor at **Command Line**.

If you have a *CanvasMan* diskette in drive **A:**, type   **A:SETUP <Enter>**

If you have a *CanvasMan* diskette in drive **B:**, type   **B:SETUP <Enter>**

If you have downloaded *CanvasMan* onto your hard drive, type the path to

SETUP.EXE and press **<Enter>** (e.g., **C:\TEMP\SETUP <Enter>**)

Follow the instructions on the screen.

2   Double-click on the *CanvasMan* icon in *CanvasMan's* **Program Manager** group.

3   <u>Setup MIDI Ports</u> and **Define Synths**--Select <u>Setup-Configure MIDI Ports</u> from *CanvasMan's* menu (*CanvasMan* will automatically run this option for you the first time in). Follow the on-screen instructions. I strongly encourage you to read the manual or online help here.

Compatibility--Does *CanvasMan* Work with My Synthesizer?

CanvasMan can work with both the 'original' style *SOUNDCanvas* (e.g., *SC-55*, *SCC-1*) and the 'new' *SOUNDCanvas* (e.g., *SC-55mkII*). Since the synthesizers have incompatible sysex (described below), however, *CanvasMan* allows you to run in either original mode or new mode. This description refers to running *CanvasMan* in original mode as **CM1** and running in new mode as **CM2**.

When running **CM2**, *CanvasMan* becomes *CanvasManII*. *CanvasMan's* two modes reflect the minor sysex-oriented differences between the newer and the older synths:

1--There is a new **Receive Flag** called **Rx Bank Select** on the *RxFlags / Scale Tuning* screen. Since the original *SOUNDCanvas* always receives this message, **CM1** sets this field to **Yes** and prevents you from changing it.

2--**CM2**'s **CC1** and **CC2** values max out at <u>95</u>, instead of **CM1**'s <u>127</u>.

3--**CM2** allows <u>28</u> voices in *Voice Reserve*, instead of **CM1**'s <u>24</u>.

4--**CM2** has <u>354</u> tonal sounds, instead of **CM1**'s <u>317</u>.

Because of these four differences, some of **CM1** and **CM2**'s data files are not compatible. To keep these files from intermixing, **CM1**'s **.GSC** and **.GSS** data file extensions change to **.G2C** and **.G2S**, respectively, under **CM2**. The files have exactly the same purpose, however (as described below in the *Combos / Sounds / Drum Kits* section).

By specifying which synthesizer(s) you have via the *Define Synths* dialog, *CanvasMan* will automatically operate in the correct mode (**CM1** or **CM2**).

CanvasMan is not compatible with the GM-only *SOUNDCanvases* (e.g., *RAP-10* and *SC-7*).

Synth Model	*CanvasMan* Mode	Notes
CM1*	**CM1**	If you have an 'old' style *SOUNDCanvas* (i.e., a unit with 317 tones) that is not listed here, select **CM1*** in the *Define Synths* dialog.
CM2*	**CM2**	If you have a 'new' style *SOUNDCanvas* (i.e., a unit with 223, 226 or 354 tones) that is not listed here, select **CM2*** in the *Define Synths* dialog.
DS-330	**CM2**	The DS-330 does not have the MT-32 sounds (127-001 through 127-128).

JV-30	**CM1**	100% compatible.
RAP-10	not compatible	
SCC-1	**CM1**	100% compatible.
SC-155	**CM1**	100% compatible.
SC-33	**CM2**	The SC-33 does not have the MT-32 sounds (127-001 through 127-128).
SC-50	**CM2**	100% compatible.
SC-55	**CM1**	100% compatible.
SC-55mkII	**CM2**	100% compatible.
SC-7	not compatible	
SD-35	**CM2**	The SD-35 does not have the MT-32 sounds (127-001 through 127-128) nor laughing (001-127), stream (004-123) or windchime (005-125).

This table is not 100% complete; please feel free to send me additions and/or corrections.

Combos / Sounds / Drum Kits

CanvasMan creates four types of data files:

GS Combos	***.GSC / *.G2C**	
GS Sounds	***.GSS / *.G2S**	
GS Drum Kits	***.GSD**	
SysEx	***.SYX**	*SysEx / MIDIEX* copies of the GS Combo files follow *Cakewalk's* standard name ***.SYX**. *CanvasMan* creates a *SysEx* copy each time you save a Combo.

CanvasMan focuses on **Combo** files. **Combos** contain data for the entire *SOUNDCanvas*. Since the *SOUNDCanvas* has sixteen Parts and two drum kits, you can think of a Combo file as a large band. (In this setting, capitalized "Combo," "Sound" or "Drum Kit" indicates *CanvasMan* data files. The non-capitalized version indicates 'normal' meaning; e.g., a "combo" is a band or an orchestra.)

You setup one Combo for each of your songs; in effect, each song has a separate combo at its disposal. However, you will probably find that your songs often use the same settings for several instruments. For example, if you create the ultimate grand piano, you may want to use it in most of your songs' Combos. Similarly, if you've changed the reverb on certain drum instruments in drum kit #1, you may want that effect in all of your songs.

This is where **GS Sound** and **GS Drum Kit** files come in. **Sounds** and **Drum Kits** are modular building blocks for your Combos. Sounds consist of one or more Parts on the same channel. Drum Kits contain note mapping and effects parameters for drum kits. Continuing the above

example, assume you've created a great piano on MIDI channel 6 using Part 8.   Rather than remembering all the parameters you've tweaked so you can recreate them for your next song, simply save Part 8 as a Sound

To do so, select **File-Save GS Sound.**   When it asks which Part(s) to include, click on Part 8. When you select OK, *CanvasMan* will display the save dialog and allow you to call your Sound **GPIANO.GSS** or similar.   Note that you can have multiple Parts in a Sound file.   For example, if you create a grunge organ by combining *Organ 3* and *Overdrive Guitar*, you can save them together for use in Combos.   After selecting **File-Save GS Sound**, simply check the appropriate Parts' checkboxes.   You may not include rhythm Parts in a Sound, and *CanvasMan* prevents such attempts.

Sounds contain all parameters that are pertinent to that Part.   They do not contain Global settings like reserved voices nor the chosen Reverb Macro.   Combos store that information.

Drum Kits work similarly.   After changing the reverb for your chosen rhythm instruments (example #1), select **File-Save GS Drum Kit**.   When it asks which of the two kits to use, click on Kit #1.   When you select OK, *CanvasMan* will display the save dialog and allow you to call your Drum Kit **COOLRVRB.GSD** or similar.

When you want to use a Sound or a Drum Kit in a Combo, you select **File-Load GS Sound** or **File-Load GS Drum Kit**, respectively.   **Load GS Sound** allows you to insert Sounds into the current Combo.   After selecting a valid Sound file, you specify the destination Part and MIDI channel.   The Part(s) and channel of the original Sound are irrelevant; *CanvasMan* provides maximum flexibility here.

You may also opt whether to mute existing Parts on the destination MIDI channel.   If you're loading Ultimate Grand Piano on channel 1 and channel 1 is already assigned to *Space Echo*, you will probably want to leave this option checked (or end up with a space echoed piano sound). *CanvasMan* loads the file into the current Combo and sends it to the *Canvas*.

Load GS Sound will not overwrite Rhythm Parts with the Tonal information in the Sound.   For example, if you load a 4-Part sound into Part 9 and you have previously set Part 10 to the **Power** (rhythm) **Set**, the **GS Sound** will overwrite Parts 9, 11, 12 and 13.   Similarly, **Load GS Sound** will fail if you attempt to load a Sound that will not fit.   For example, you cannot load a three-part sound starting on Part 15 because it would try to fill Parts 15, 16 and 17.   **Load GS Sound**'s prompts automatically adjust for this.

Load GS Drum Kit allows you to insert Drum Kits into the current Combo.   After selecting a valid Drum Kit file, you specify the destination kit.   There are two destination kits, and like Sounds, the original Kit's kit number is not relevant.   *CanvasMan* loads the file into the current Combo and sends it to the *Canvas*.

****

If you have used versions of *CanvasMan* in **CM2** mode prior to *version 4.5,* you must rename your **.G2D** Drum Kit files with the **.GSD** extension.   To do so, get to a DOS prompt, go to the directory containing your **.G2D** files, and type

                     REN   *.G2D   *.GSD   <Enter>

See *4.5's* **What's New?** section for more information.

If you have used versions of the *SongCanvas* prior to *version 3.2* or *CanvasMan* prior to *version 1.5*, you must rename the data files from those programs to use them in this version of *CanvasMan*.   To do so, get to a DOS prompt, go to the directory containing your **.SCD** files, and

type

<pre>
                    REN *.SCD *.GSC <Enter>
</pre>

Then go to your **.MPS** directory and type

<pre>
                    REN *.MPS *.GSS <Enter>
</pre>

CanQuest

Lodi Claessen, one of *CanvasMan's* original beta testers, has written *CanQuest*, an excellent *SOUNDCanvas / CanvasMan* glossary.   You can learn from *CanQuest* by selecting **CanQuest...** on the Help Menu or by selecting its icon in the **Program Manager's** *CanvasMan* group.   Please send any questions or feedback directly to Lodi on *CompuServe* at **#100112,3722.**

CanQuest is Copyright © 1993-1994 Lodi Claessen.

Free *CanvasMan*?

If you registered the *SongCanvas* within the 'free *Windows* version' time frame, your *SongCanvas* Registration Information will work with *CanvasMan*.   Run *CanvasMan* and select **Setup-Register** and enter the Name, Address and User Code from your *SongCanvas* registration letter.   This will register your copy of *CanvasMan*.

As with the *SongCanvas*, your licensing agreement prohibits you from giving your Registration Information to anyone.   Thank you for cooperating.

Wrap Up

I truly hope you enjoy *CanvasMan*.   Please help me distribute *CanvasMan* as widely as possible by making sure all your favorite bulletin boards have a current copy.   Look for future enhancements coming soon to a BBS near you.

Jeff Cazel
February 15, 1994

Files Included with *CanvasMan*

Program

CANVAS.EXE	*CanvasMan* program
JJCMEGA.DLL	Supplemental code common to all **JJC MIDI** programs
MIDILIB.DLL	MIDI I/O driver--Copyright © 1991-1994 **Dan McKee**
JJCMIDI.DLL	Supplemental MIDI I/O driver

(Note to power users: *CanvasMan's* SETUP program puts the last three files into *Windows'* system directory.   It will not overwrite an existing file unless *CanvasMan's* is more current.   If you run into strange problems, make sure that you only have one copy of these three files and that they are in *Windows'* system directory.)

Documentation / Supplemental

CANVAS.HLP	*CanvasMan* online help
CANVAS.TXT	*CanvasMan User Manual* in text-only format. Though text files are universally-compatible, they cannot contain the fonts nor pictures that the full manuals (below) contain.
CANVAS.MAN	*CanvasMan User Manual* in *Word for Windows 6.0* format. **CANVAS.MAN** is complete except for the sunglassed Beethoven cover page.
CANVAS.3D	Full *CanvasMan User Manual* in *PCL5* format. **CANVAS.3D** is the ready-to-print manual for the *HP LaserJet IIID* printer (and any compatible using *HP's Printer Control Language v5 (PCL5)*). The *LaserJet III* (non-duplexing version of the *LaserJet IIID*) and *LaserJet 4* should also work, but you will probably want to reprint the manual on the reverse side of the first copy to create an "official" duplexed manual. Your printer will need 2MB or more of RAM. **CANVAS.MAN** <u>does</u> contain the sunglassed Beethoven cover page.

To minimize download time for those without *WinWord* and/or a *PCL5* printer, I've uploaded **CANVAS.MAN** and **CANVAS.3D** as separate archive files.   Look on *CompuServe's* **MIDIFORUM** in library 11 for the files **CMDOC.ZIP** and **CM3D.ZIP** (*WinWord* and *PCL5* versions, respectively).

If you have a disk of the shareware version (e.g., directly from me or included in *Cakewalk Home Studio*), it contains the *WinWord* version in **MANUAL.EXE**, a self-extracting archive.   If you are not familiar with self-extracting archives, type these commands to create **CANVAS.MAN** (these instructions assume your hard drive is **C:** and your diskette is in your **A:** drive):

> **C:**
>
> **CD**
>
> **A:MANUAL**

Follow the instructions as they appear on the screen.   Note that the extracted **CANVAS.MAN** file is about 4M in size.

Users of the shareware version can also simply buy a manual from me.   See the **<u>Order Form</u>** for complete information.

Obsolete

>**CANVAS.WRI**   *CanvasMan* overview--now superseded by online help's **<u>Introduction</u>** section
>
>**JJCMCTRL.EXE**   MIDI control program--no longer necessary

Depending on when you got your first version of *CanvasMan*, you may have some obsolete files. If you have **JJCMCTRL.EXE** in *Windows'* system directory **and** it is dated earlier than 01/15/94 (i.e., then it **<u>did</u>** come from a version of *CanvasMan*), you may safely delete it.   Similarly, if you have **CANVAS.WRI** in your *CanvasMan* directory, you can delete it, too.   *CanvasMan* no longer includes these files.