**track**

One row of the Track View Window which can contain a sequence of measures, and has attributes such as a Track Name, Instrument, Channel, etc.

**registered copy**

A version of Music Sculptor identical to the *shareware evaluation copy* except that the introductory information screen is not present and the About Dialog Box identifies it as a *registered copy* instead of a *shareware evaluation copy*.   Only the *shareware evaluation copy* is to be distributed.

# Introduction

Welcome!

Music Sculptor is a MIDI sequencer that allows you to:

- <u>Play</u> MIDI songs
- <u>Record</u> MIDI songs

       from an external MIDI input device such as a MIDI keyboard

       **or**

       from a <u>Keyboard Window</u> that can be played with the mouse or computer keyboard

- Edit music by:
    - <u>cutting, copying, and pasting</u> <u>measures</u>
    - adjusting <u>volume</u> and <u>pitch</u>
    - adjusting <u>tempo</u> and <u>time signature</u>
    - changing <u>instruments</u>
    - naming <u>tracks</u>
    - changing <u>channels</u>
- Open and Save standard midi files

Music Sculptor works with any synthesizer and sound card compatible with Windows 3.1 or later.

(Note:   Versions 1.0 and 1.5 of the Soundblaster Card don't support simultaneous use of the MIDI IN and MIDI OUT ports)

Some sample public domain midi files are included.

Enjoy!

## What Is A MIDI Sequencer?

MIDI stands for "Music Instrument Digital Interface".   It's a standard for transmitting musical information between electronic instruments and computers.   The musical information is similar to a roll on a player piano.   It specifies at which time each note is to be played and for how long.   Other information includes the pitch of each note and with which instruments to play the notes.

A MIDI Sequencer is like a word processor of music.   It allows you to record, edit, and play this MIDI information.   For example, to compose a song using a MIDI sequencer you might first record a drum track by playing a music keyboard which transmits the drum notes to the MIDI sequencer.   A bass track might then be recorded to this beat, while the previously recorded drum track is played back.   To play the song, the MIDI Sequencer sends the MIDI information to an electronic instrument (for example, a sound card).   You could edit the song using the MIDI Sequencer by changing the bass instrument to a flute and making it play back twice as fast for example.   When finished, the song can be saved to disk.

**Order Form for Music Sculptor Version 1.21.**

**If you have a printer you may print this form by selecting Print Topic from the File menu.   Otherwise please write this information on a sheet of paper. Please mail with $24.95 US + $5.00 Shipping and Handling to:**

**Aleph Omega Software**

**Box 61085**

**Kensington Postal Outlet**

**Calgary, Alberta**

**T2N 4S6**

**Canada**

**Your Name:** _____

**Address:** _____

**City:** _____

**State/Prov:** _____

**Zip/Postal Code:** _____

**Phone:** _____

**Electronic Mail Address (if applicable):**_____

**Disk Format:     3-1/2"___     5-1/4"___**

**Where did you obtain Music Sculptor?** _____

**Desired Features, Bug Reports, Questions, and Comments** _____

_____

_____

_____

_____

_____

_____

_____

*Thank you very much for your support!*

**Equivalent in Canadian or British Funds**

The equivalent of $29.95 US is $39.98 Canadian or £19.92 British.   (GST included).

# Hmmm...   Tell Me More...

Do you have a lot of questions in your mind?   Are you wondering:

"How does shareware work?"

"What will I receive when I register?"

"How can I register?"

"When a cow laughs, does milk come out of her nose?"

I will attempt to answer most of these questions below.

Music Sculptor is being distributed as shareware.

Shareware is a way of marketing software that allows you to "try before you buy".   Two disadvantages of commercial software are that :

1) You can't return it after purchasing if it doesn't suit your needs.

2) It is expensive because of high advertising and other marketing costs which are passed on to the user.

Shareware is the ultimate money back guarantee because it allows you evaluate the software on your own particular computer system and decide if it works for you.

Shareware is significantly less expensive than commercial software because the marketing costs are minimal.

Music Sculptor may be evaluated for 30 days.   If you continue to use it thereafter, you are required to register it as a licensed user by sending $24.95 US + $5.00 Shipping and Handling (or the equivalent in Canadian or British funds) to Aleph Omega Software (please see order form below).

**Benefits upon Registration**

+ You will be entitled to free technical support by mail, phone, or electronic mail

   ( Phone: (403) 257-2115 )

   ( Internet: 72613.3574@compuserve.com )

   ( CompuServe: 72613, 3574 )

+ Lifetime Guarantee: if you are unsatisfied for any reason after registering you may simply return your registration package for a full refund

+ You will be notified of future versions as soon as they become available

+ You will be entitled to inexpensive upgrades to future versions

You will be sent a package containing the following:

+ a registered copy of the latest version of Music Sculptor

+ a printed manual for Music Sculptor

+ a mini-encyclopedia explaining in understandable language about 100 terms related to MIDI under Windows.   This is a file in Microsoft Write format.

+ a collection of 200 MIDI files

+ information on obtaining a significant discount on the subscription price offered by Shareware Magazine to people who register shareware

+ information on obtaining a credit offered by CompuServe to new users brought to them by way of a shareware registration

+ the fully functional Windows program Digital Audio Playback Facility.   This very attractive application looks like a stereo system and allows you to <u>simultaneously</u> play MIDI files, Wave files, and CD Audio.

+ a fully functional evaluation version of WHAM, an attractive graphical Windows 3.1 application for manipulating digitized sound.   It can read and write Wave files, raw eight-bit digitized sound files, IFF, VOC, AIFF, and AU files and can perform various operations on this sound. WHAM can handle sounds of any size, restricted only by memory.

+ a fully functional evaluation version of Wave After Wave, a Windows application that plays MIDI and Wave files one after the other automatically while avoiding the dreaded File/Open and Play routine.   It also plays CD Audio, allows file deletion, and dragging and dropping of MIDI and Wave files from File Manager.

+ a fully functional evaluation version of Improvise, a program that composes algorithmic MIDI music in real time, on up to sixteen channels at once.   You can control parameters governing pitch, rhythm, tempo, texture, etc. as the music plays, immediately hearing the effect of all changes -- or simply let the program produce endlessly new music, without requiring any real time interaction on your part.   You can save groups of settings and parameters, optionally including a map of MIDI programs and/or a 'mix' of MIDI volume information, allowing you to preserve your algorithmic compositions either for later reproduction, or as the basis for future musical explorations.   You can also save MIDI program maps and 'mixes' independently of settings and parameters.   Algorithmic MIDI output can also be saved directly to a Standard MIDI file, permitting later playback and editing of 'live' real-time algorithmic performances.   Improvise can be used in many ways -- for example, to produce background music on the desktop, to compose, to 'play' a virtual algorithmic instrument, and to produce MIDI output for the use of other programs.   ( Such as...   hmmm...    Music Sculptor!   just to cite a random, unbiased example   :-)   )

Music Sculptor has not been crippled in any way or poisoned with a plethora of annoying nag messages that threaten cruel and unusual punishment for not registering.   I trust you to support Music Sculptor if it meets your needs and you enjoy using it.   Thank you!

Please   click on the words <u>order form</u> to order by US, Canadian, or British cash, check, or money order.

Alternatives:
<u>Credit Card Orders</u>
<u>CompuServe Registration</u>

Please note that you need not feel guilty about giving out copies of this Shareware Evaluation Copy of Music Sculptor.   In fact you are encouraged to do so to help it become more widely distributed.

( As for the cow question: some questions are better left unanswered.   :-)   )

## Measure Region

This is the area on the right side of the Track View Window where the measures for each track are displayed.

Groups of measures may be selected here.   Once selected, they may be manipulated using the Edit Menu Commands.

Only measures that contain MIDI events such as notes are displayed.

The top row displays the measure numbers starting at 1.   A rectangular box on this row indicates the current measure.   Click in this row to change the current position.

## Trk Column

The number of each <u>track</u> is displayed here.   This is not to be confused with the <u>channel</u> number for the track.

## Ply Column

Ply is an abbreviation for Play.   Click in this column to enable a <u>track</u> for playing.   This means that the track is sent to the MIDI <u>output device</u> when the <u>play button</u> is pressed.

The play enabled track is indicated by a P.

Click again to remove the P.   This will mute the track.

A track can be play enabled and disabled *while it is playing*.

## Rec Column

Rec is an abbreviation for Record.   Click in this column to enable a track for recording. This means that notes will be recorded into the record enabled track when the record button is pressed.


The record enabled track is indicated by an R.


Also, the instrument of the record enabled track is used as the instrument for the Keyboard Window.

**channel**

All notes ( and many other MIDI messages ) have an associated channel numbered from 1 to 16.   A synthesizer or sound card can associate exactly one instrument to each channel.

For example, a flute sound may be associated with channel 2 and a guitar sound with channel 3.   Then all notes sent to the sound card on channel 2 will sound like a flute and all notes sent to the sound card on channel 3 will sound like a guitar.

When a channel is assigned to a track in the Ch Column, all notes ( and other MIDI messages ) in that track are sent to the sound card on that channel during playback.

It is possible for a single track to contain notes associated with different channels.

If * is selected in the Ch Column, each note in the track is sent on the channel associated with that note.

The percussion channel is special in that the regular melodic instruments don't apply. Instead each note has a different percussive sound associated with it.   When using General MIDI, the percussion channel is either 10 or 16 depending on whether   the synthesizer is high end (extended level) or low-end (base level), respectively.

## Ch Column

Ch is an abbreviation for <u>Channel</u>.   Click in this column to change the channel for the <u>track</u>.

**general midi**

A synthesizer standard that assigns specific instruments to each instrument number. For example, instrument number 1 is Acoustic Grand Piano.

## Instrument Column

The instrument column contains the instrument for each track.

Click in the heading of this column to change its width.

 If you click in this column the Select Instrument dialog box will appear.

Select General MIDI if your sound card or synthesizer supports General MIDI instruments and you would like to use them.

Otherwise, select Instrument Number ( 1 - 128 ).   Refer to your synthesizer or sound card manual for a table describing which instrument corresponds to each instrument number ( also known as Program Change number or Patch number ).

General MIDI instruments can be selected from the menu on the left.

Instrument Numbers can be selected from the list box on the right.

Instruments can be changed *while a song is playing*.   It's very useful ( and fun! ) to try out different instruments for a track as it plays.

An instrument selection will only take effect if a channel number from 1 to 16 has been selected for the track in the Ch Column.

The percussion channel is special in that the regular melodic instruments don't apply. Instead each note has a different percussive sound associated with it.   When using General MIDI, the percussion channel is either 10 or 16 depending on whether   the synthesizer is high-end (extended level) or low-end (base level), respectively.

## Track Name Column

This column contains the name of each <u>track</u>.   For example, Melody, or Bass Line, or Drums.

Click in this column to change the track name.

Click in the heading of this column to change its width.

## Track View Window

The Track View Window allows you to view and change the tracks of the song.   It contains the following areas:

Track Name Column
Instrument Column
Ch Column
Rec Column
Ply Column
Trk Column
Measure Region

# Keyboard Window

This window can be used like a music keyboard to play notes using the mouse or computer keyboard.

The instrument used to play these notes is the instrument of the <u>track</u> currently enabled for recording, as indicated by the R in the Rec column of the <u>Track View Window</u>.   The <u>channel</u> of this track is used as well.   The instrument name is displayed in the title bar of the Keyboard Window.

When the <u>record button</u> is pressed, any notes played will be recorded into the record enabled track.

Each key is labeled with a <u>pitch</u> number from 0 to 127 and the name of the note, such as C#.

The <u>Keyboard Window</u> may be scrolled left and right using its scroll bar to access lower and higher pitched keys, respectively.

## To Play Using The Mouse

The left mouse button is used to press and release keys.

The right mouse button is used to hold keys down until pressed again.   This is useful for playing chords.

## To Play Using The Computer Keyboard

The top row of keys containing the numbers is used for the black keys in the keyboard window.

The row below this containing the keys TAB   Q   W   E   R   T   Y   etc... is used for the white keys in the keyboard window.

For example, to play the leftmost white key, press the TAB key.   To play the white key to the right of that one, press the Q key.

Several keys may be held down simultaneously for chords, etc...
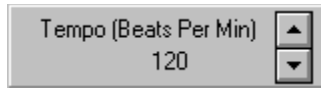
## Track Button

The track button displays and maximizes the Track View Window.

## Keyboard Button



The keyboard button displays and maximizes the Keyboard Window.

## Tempo

Tempo (Beats Per Min)
120
▲
▼

This adjusts the speed of the song.   Press the up arrow to increase the tempo and the down arrow to decrease the tempo.   Tempo is in <u>beats</u> per minute.

The above example indicates a tempo of 120 beats per minute.

## Play Button



Press the play button to begin playing all <u>tracks</u> that are currently enabled for playing, as indicated by a P in the <u>Ply Column</u> of the Track View.

Playing will begin at the <u>current position</u>.

Press the <u>stop button</u> to stop playing.

**clock**

A division of a <u>beat</u>.   There are 240 clocks per beat ranging from 000 to 239.

**beat**

A division of a measure determined by the time signature.

## Current Position



Displays the current location within the song, in terms of <u>measure</u> and <u>beat</u>

The above example indicates the first beat of the first measure.   This is the beginning of the song.

To change the current position, click on the measure number that you would like to change it to in the top row of the measure region.

## Rewind Button



Press the rewind button to reset the <u>current position</u> to   001 : 01 : 000 and scroll back to the beginning of the song.   This button will also stop playing or recording.

## Stop Button



Press the stop button the stop playing or recording.

## Record Button



Press the record button to begin recording in the track that is currently enabled for recording, as indicated by the R in the Rec column of the Track View Window.

You can record from:
 - a hardware MIDI input device attached to your computer, such as a MIDI keyboard

or
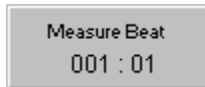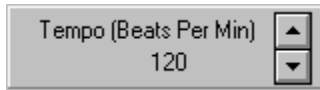
- the Keyboard Window using the mouse

Any tracks that are currently enabled for playing, as indicated by the P in the Ply column of the Track View Window will play during recording.

Recording will begin at the current position.

Press the stop button to stop recording.

## The Toolbar

Select the toolbar item you would like help on.

[Record]

[Rewind]

[Stop]

[Play]

Tempo (Beats Per Min)
120

[Keyboard]

[Track]

Measure Beat
001 : 01

**output device**

An output device is either the Microsoft MIDI Mapper or a real hardware MIDI output device installed in your system.   You must select the correct output device before playing a song.

If your output device is not displayed in the list, it must be installed using the Drivers application of the Control Panel.   Please refer to the documentation for your sound card and your Windows manual for details.

The Microsoft MIDI Mapper is a program that changes MIDI events to a form specific to a certain real hardware MIDI output device.   It can be adjusted using the MIDI Mapper application of the Control Panel.   Please refer to the documentation for your sound card and your Windows manual for details.

Some output devices can only be used by one program at a time.

**measure**

A section of a <u>track</u> containing a number of <u>beats</u> equal to the top number of the <u>time signature</u>.

**time signature**

Determines how the song is divided into <u>measures</u>.   The top number represents the number of <u>beats</u> in one measure.   The bottom number indicates what note length is equal to one beat.   For example, a 3/4 time signature means there are 3 beats in one measure and each quarter note is a beat.   A 6/8 time signature means there are 6 beats in one measure and each eighth note is a beat.

## Settings Menu Commands

### Wide Track Name

When this is selected (indicated by a check mark), the <u>Track Name Column</u> is widened so that longer track names can be displayed.   Select this item again to return the Track Name Column to its original width.

Clicking the heading of the Track Name Column has the same effect.

### Wide Instrument

When this is selected (indicated by a check mark), the <u>Instrument Column</u> is widened so that longer instrument names can be displayed.   Select this item again to return the Instrument Column to its original width.

Clicking the heading of the Instrument Column has the same effect.

### Metronome Beeps

When this is selected (indicated by a check mark), a beep will sound on each <u>beat</u>.   This provides a rhythm to play along to when recording.   Usually this is used to record a drum track at the correct tempo.   Once this drum track is recorded, select this item again to turn off the (annoying) beeps.

### Time Signature

Allows the <u>time signature</u> for the current song to be set.

### Output Devices

Allows the midi <u>output device</u> to be selected.

**pitch**

Each note has an associated pitch ranging from 0 to 127.   This is the number displayed for each key in the Keyboard Window.   For example, Middle C has pitch 60.   The C# after Middle C has pitch 61.   The difference between pitch 60 and pitch 61 is one semitone.

**velocity**

Each note has an associated velocity ranging from 0 to 127 corresponding to how fast its key was struck when the note was recorded.   Generally, the higher the velocity, the louder the note will sound.

**insertion point**

The highlighted <u>measure</u> in the <u>Track View Window</u> where the left mouse button was clicked.

**selected measures**

The measures in the Track View Window which have been highlighted by clicking on a measure with the left mouse button and dragging over the remaining measures with the left mouse button held down.

# Edit Menu Commands

## Undo

Reverses the effect of the last Edit command ( Cut - Leave Hole, Cut - Delete Hole, Copy, Paste, Paste Repeatedly, Adjust Volume, and Adjust Pitch ).

For example, if you Paste some measures at a certain position and then decide that this was a mistake, simply select Undo.

## Cut - Leave Hole

Removes the <u>selected measures</u> from the song, leaving empty measures in their place.

The measures can then be pasted using the Paste or Paste Repeatedly commands.

## Cut - Delete Hole

Removes the <u>selected measures</u> from the song and moves measures to the right over to fill the gap.

The measures can then be pasted using the Paste or Paste Repeatedly commands.

## Copy

Copies the <u>selected measures</u> from the song, leaving the original intact.

The measures can then be pasted using the Paste or Paste Repeatedly commands.

## Paste

Places previously Cut or Copied measures into the song at the <u>insertion point</u>.

This command becomes available when measures have been Copied or Cut.

## Paste Repeatedly

Repeatedly places previously Cut or Copied measures into the song at the <u>insertion point</u>.

You can enter the number of times to paste.   The measures are then pasted one after the other.

This command becomes available when measures have been Copied or Cut.

## Adjust Volume

Increases or decreases the volume of the <u>selected measures</u>.

You can enter a number to add to or subtract from the <u>velocity</u> of the notes in the selected measures.

## Adjust Pitch

Increases or decreases the <u>pitch</u> of the <u>selected measures</u>.

You can enter a number to add to or subtract from the pitch of the notes in the selected measures.

# File Menu Commands

### New

Open a new song.

When you choose New, you can save changes to the song you have been working on.

### Open

Opens a song.   You can open any standard midi file.

A song may also be opened when Music Sculptor is launched by specifying its name as a command line parameter.   For example, to open song.mid when Music Sculptor is launched, select the Music Sculptor icon in Program Manager.   Then select Properties from the File menu in Program Manager and add song.mid to the end of the Command Line field following music.exe and separated by a space.

### Save

Save changes to the song you have been working on.

When you choose Save, the song remains open so you can continue working on it.

### Save As

Save as a new or existing song.

You can name a new song or save an existing song under a new name.   When you choose Save As, the song remains open so you can continue working on it.

### Revert To Saved

Discard all changes made to the song since it was last saved.   This allows you to experiment easily by saving the song, then making some changes, and then reverting to the saved song if the changes turned out to be undesirable.

### Exit

Closes the song you have been working on and quits Music Sculptor.

You can save the song before quitting.

## Keyboard Shortcuts

| | |
|---|---|
| Record | Ctrl+R |
| Rewind | Ctrl+W |
| Stop | Ctrl+S |
| Play | Ctrl+P |

In addition, the SPACE BAR toggles between Stop and Play.

| | |
|---|---|
| Keyboard Window | Ctrl+K |
| Track Window | Ctrl+T |
| Open | Ctrl+F12 |
| Save | Shift+F12 |
| Save As | F12 |
| Exit | Alt+F4 |
| Undo | Ctrl+Z |
| Cut - Leave Hole | Shift+Del |
| Cut - Delete Hole | Del |
| Copy | Ctrl+Ins |
| Paste | Shift+Ins |
| Help | F1 |

# Help Menu Commands

**Contents**

Displays the on-line help contents topic.


**How to Use Help**

Explains how to use the on-line help system.


**About**

Display information about Music Sculptor, including version number.

# Contents for Music Sculptor

To learn how to use Help,   press F1.

# Window Menu Commands

### Tile

Arranges the windows so that each window is visible and none overlap.


### Cascade

Arranges windows so that they overlap.


### Names of Open Windows

To make a window active, choose its name from this list.   All open directory windows are listed, including those that have been reduced to icons.

CREDIT CARD ORDERS ONLY

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THE ABOVE NUMBERS ARE FOR ORDERS ONLY.

Any questions about the status of the shipment of the order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, etc, must be directed to Aleph Omega Software at 403-257-2115.

To insure that you get the latest version, PsL will notify us the day of your order and we will ship the registration package directly to you.

COMPUSERVE REGISTRATION


You may register via CompuServe by typing GO SWREG at the CompuServe prompt.   The Registration ID for Music Sculptor is 2294.   The registration fee will be charged to your CompuServe account.   To insure that you get the latest version, CompuServe will notify us the day of your order and we will ship the registration package directly to you.