

# *WinJammer Version 2.30*

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Welcome to the What's New file for WinJammer version 2.30. There were a large number of changes made to this version. The programs have a new appearance, and there are a number of new features. Probably the most requested feature is the ability to edit notes on the Piano Roll using the mouse.

## **What's New in Version 2.30**

In this file I will describe the bugs that were found in the previous versions. I will also describe the enhancements that went into Version 2.30. Thanks go out to all of you who sent me suggestions, as well as those who sent me bugs. Keep up the good work.

## **Changes in Version 2.30**

1. You probably noticed this right off - the program has a new look and feel. It uses something called MDI (Multiple Document Interface) as so many Windows programs do now. It also uses a nifty new look thanks to a "3D" control from Microsoft.
2. The toolbar has also been redesigned. The Tempo and Beat scroll bars have been replaced with a field where you can actually type in the desired value. There's also one of those "spin buttons" beside these fields, so you can scroll through the values with the mouse. The Toolbar also has the elapsed time display, and the "Track Selector" (above the tempo). This is used to select the current track to edit.
3. The program has been changed around so that it now uses the more conventional "measure" notation for time. By default, the starting time is specified in the form m.b:ttt where m is the measure number, b is the beat within the measure, and ttt is the partial beat. The format of the time used can be configured using the Options Preferences dialog. The current time signature defaults to 4/4, and is always shown on the bottom of the main window. The time signature can be changed at any time by inserting a time signature event into track zero.
4. The Piano Roll window has had some new changes too. The current measure number is shown across the top. There's a vertical scroll bar to allow you to view notes that are either too high or too low to see otherwise. There's a status bar along the bottom, showing the details about the note currently selected. The current song key is displayed here. On the bottom right corner of the Piano Roll, you'll find more spin buttons - these adjust the vertical and horizontal size of notes.
5. But the most exciting changes to the Piano Roll appear when you click the right mouse button. You'll get a popup menu that allows you to edit/draw/erase notes on the Piano Roll using the mouse! There are also a number of options here, to customize the Piano Roll. Check them out in the help file.
6. The Event List window looks much the same. There are some changes here though in layout. You'll also find a neat new feature - the names of all controllers is shown, as is the name of any patch changes.
7. There's another less obvious change to the Event List and Piano Roll. Whenever you select a note in one window, it is also selected in the other. That makes it easy to get two views of the track you're working on. These windows also scroll together.
8. The Window menu is new. The first three entries are used to get WinJammer to save and

restore the positions of each of the windows. This makes it easy to create a layout you like. The next set of entries are used to arrange the windows. And the four available windows can be selected using the items on the Window menu.

9. The Audition Patches window has a new look. It also shows the patch names (these are always the General MIDI patch names). It has an option to cause any patch changes in the song to be ignored, and a test button. The Test button causes a chord to be played on the current channel and port, using the current patch.

10. The Options menu has a number of new switches. These cause a number of warnings to occur if the MIDI file has bad data. For the details, see the help file. There's a new option here which causes WinJammer to create a backup whenever a file is saved.

11. The MIDI Advanced command has some new switches. This might help out in some situations. Most people won't care, but you can check into the help if you're curious.

12. Track Merge lets you combine multiple tracks in one step. It also lets you delete the source tracks at the same time!

13. To make things a bit easier, Track Quantize lists the note lengths as well as the length in ticks. So, you don't have to calculate how many ticks are in an eighth note anymore.

14. Track Transform now lists the controllers by name. Just a small touch, but it helps.

15. All of the dialogs used to edit events have been spruced up too. Spin buttons abound, as do touches like listing the names of controllers.

16. A lot of work went into a new WORKING undo command. The last action, from editing a note to quantizing every track in the song is undoable.

17. The Edit menu also has an option to create a new track. Using the Track List window, simply select the track to insert before, and press the Insert key. Note, you can't insert before track zero, since track zero is a special track, used for Tempo changes and Time Signature changes.

18. The last four files you edited are now listed on the File menu. This makes it easy to recall them for more work.

19. Recording has also been streamlined. Now, you don't have to select a track to record onto before pressing record. When you stop recording, a dialog will appear. On this dialog, you can trim what you've recorded, and insert the recorded events into a track, or onto a new track. It's easy!

20. Getting help was never easier. Just press F1 or the Help button anywhere, and you'll switch to the correct spot in the help file.

21. You'll find the keys throughout the system have been reworked a bit. For a complete list, check in the help file.

22. Whenever you're entering a note name (C 5 for instance) you can now simply enter the MIDI note number instead. This make entering drum notes really easy.

23. Whenever you have to enter a duration in ticks (anywhere a number like 0:060 appears), you can use a new notation. Type in /8 for an eighth note, /16 for a 16th etc.

24. The Track List window has had a number of changes from the old main window in WinJammer. You no longer have to press enter or double click to enter a new value! Except for a

space that is - a space will start or stop play instead.

25. Track Zero is now automatically created for you. You should find that there's always a track zero. The tempo spinbutton on the toolbar is tied to track zero - a change in the tempo on the toolbar will now make a permanent change to the corresponding tempo in track zero. The current play position shown on the toolbar is used to determine which tempo event to change. If you want to insert new tempos into the track, you still must use the Event List.

26. The status bar (along the bottom of the main window) now has a "meter" that shows you either the current position inside the song, or the current percent-done if a lengthy operation is being performed.

27. The Player has had a facelift too. The controls used to play the album are now shown across the top. Some of the options and switches have been moved onto the main window as well.

28. The dialog used to add songs to the album is now a standard Windows "File Open" type of dialog. There's an important difference though - you can select more than one song to add to the album if you like.

29. The Reset button on the main window causes a MIDI reset sequence to be sent out the MIDI ports. Use this if you get stuck notes. The Auto Reset switch sends a reset whenever a song is paused or stopped.

#### **Bug Fixes (to Version 2.24) in Version 2.30**

1. Sometimes when you started playing a song in the middle, it didn't sound right. This was due to the way events were "chased". There's an option to disable chasing in the MIDI Advanced dialog, but WinJammer is also smarter when it does this now.

2. Version 2.24 introduced a new bug that caused a warning message to appear if the MIDI Mapper was used. This has been fixed. Users of the Gravis UltraSound must now specifically ask for this warning if they want it - it is found on the Options menu.

3. The metronome has been problematic for a while. However, everything should work fine now.

4. If a song was playing too fast (normally, because it was playing at 2x or 4x tempo) the position on the toolbar was falling behind the real position inside the song.

5. Some other programs had problems reading MIDI files produced by WinJammer that contained system exclusive events. This isn't really a problem with WinJammer, as it follows the MIDI spec on this, but in the interests of minimizing the problems you have, WinJammer has been changed to avoid this problem.