Midisoft MusicMagic

Contents of Help

A quick description

A look at the three Views

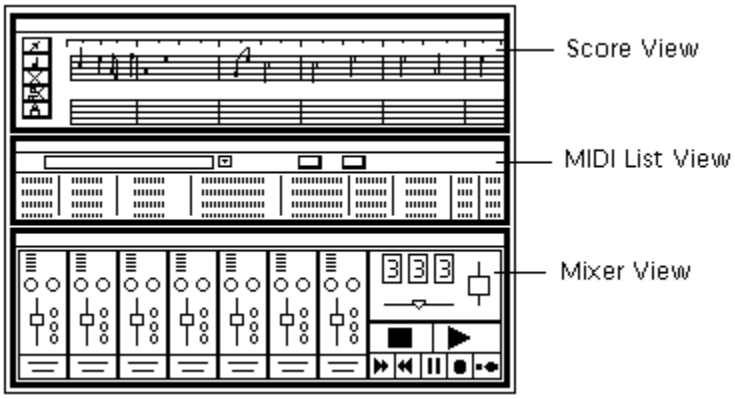
Commands and operations

Useful information

Special features of this file

Overview of MusicMagic

Views | Procedures | Reference | Help Tips



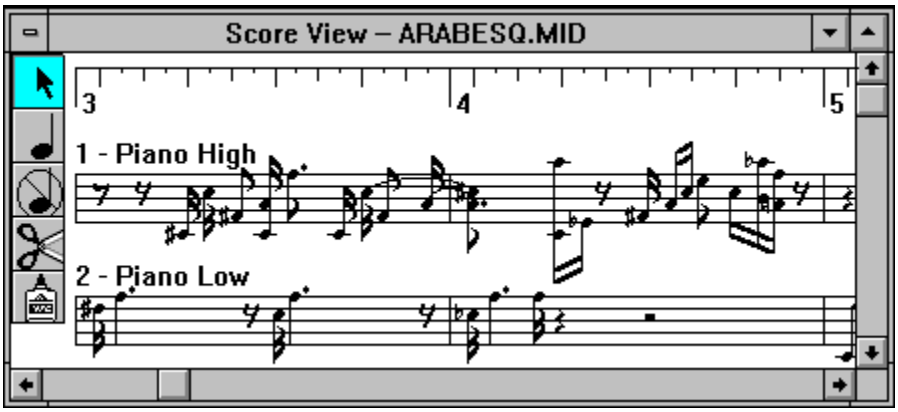
MusicMagic is a powerful sequencer offering standard MIDI sequencing features, as well as an editable musical notation display.

The program contains three windows, or views that you use to play and edit songs.

Click on an area above to find out more about that view.

Score View

Views | Procedures | Reference | Help Tips

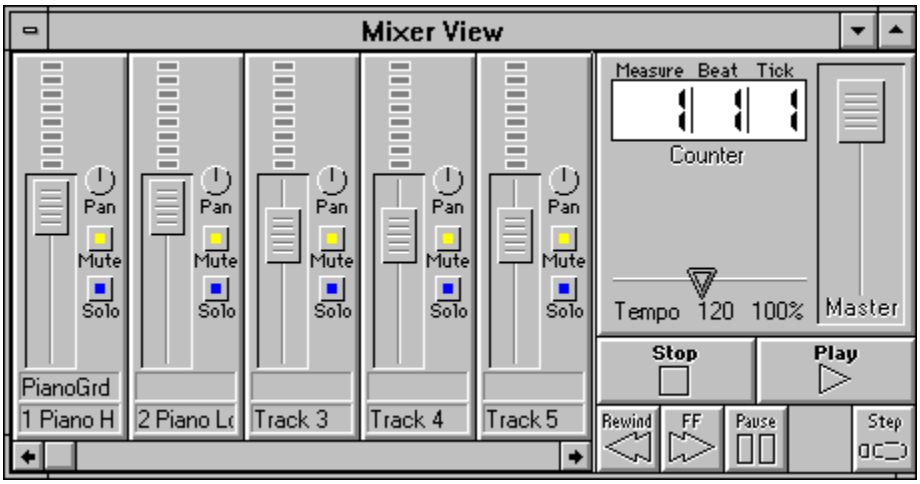


This window displays your music in standard musical notation. As you play back a song, you can see the notes highlighted as they are sounding. You can also add, delete and edit notes and phrases from this window.

In addition, there is a Toolbox in the Score View window, containing a Selection tool, a Note Add tool, a Note Delete tool, a Cut tool, and a Paste tool.

Mixer View

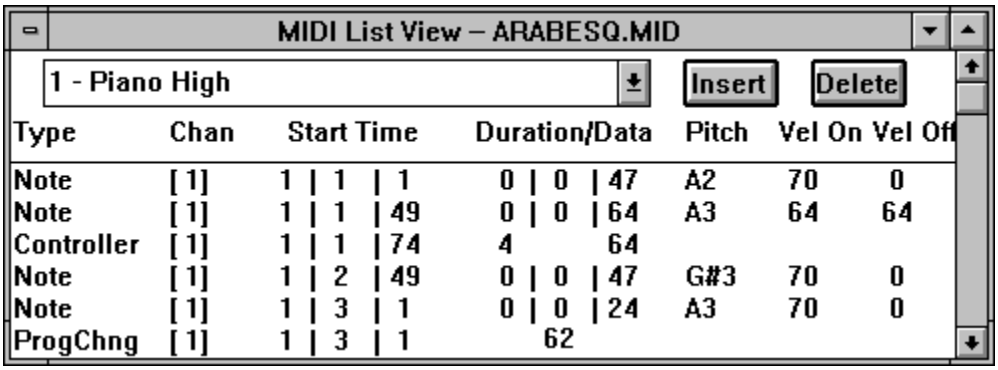
Views | Procedures
Reference | Help Tips



This window lets you control the playback of MIDI files. This window contains the transport buttons (similar to an audio tape deck), as well as a tempo control, song location display, and controls for adjusting velocity and volume.

MIDI List View

Views | Procedures | Reference | Help Tips



This window displays your music as MIDI events. If you are more comfortable with a traditional MIDI sequencer, this affords you the flexibility of minute adjustments to the shape of each note. In addition, you can enter and edit MIDI messages such as Program Change, Aftertouch, Pitch Bend and others.

Views

Overview | Procedures | Reference | Help Tips

This is a reference to the views available in **MusicMagic**.

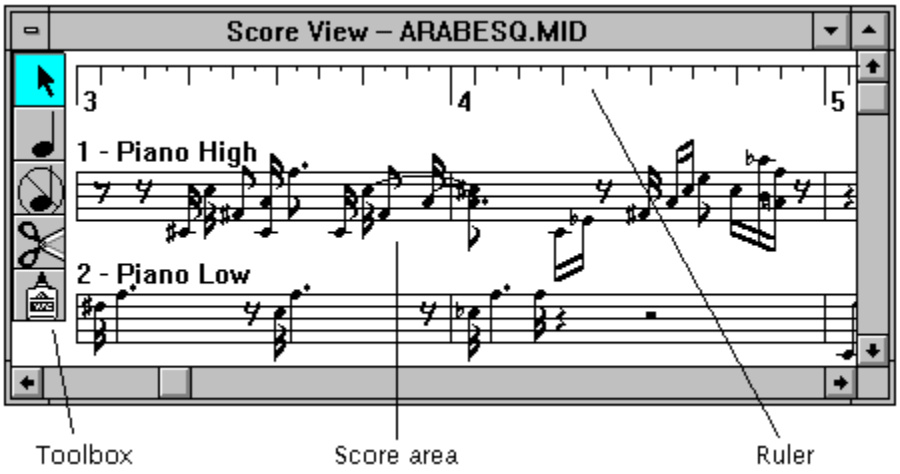
Score

Mixer

MIDI List

Score View

Overview | Procedures | Reference | Help Tips



Standard musical notation is a powerful and highly accurate method of communicating musical information. Many musicians feel comfortable with this form of language.

This view displays your music in standard musical notation form. As you play back a song, you can see the notes highlighted as they are sounding. You can also add, delete and edit notes and phrases from this window.

Each track is displayed on its own staff. In addition, the track name is displayed above the staff.

Along the left edge of this window is the Toolbox. There are Selection, Note Add, Note Delete, Cut, and Paste tools available.

Along the top of the window is a Ruler guide. This is a visual aid to help you place notes on a staff and select ranges of notes to edit.

The Follow Score View Notes option (Options menu) allows you to see each note highlighted as it plays back.

A computer keyboard shortcut to switch this view on and off is Ctrl+1.

Toolbox

The Toolbox contains five icons, representing tools for working with the onscreen notation. All operations, except for adding notes, can be performed without the Toolbox (via the Edit menu commands).

Selection tool

Note Add tool

Note Delete tool

Cut tool

Paste tool

 **Selection tool**

This tool lets you select a note or a phrase in the Score View.

The Selection tool is the default tool. It will display highlighted, unless you have previously used a different tool. If so, click once on the icon to return to the Selection tool.

To select a single note, click once on the note. To select a phrase, click and hold the mouse button ahead of the first note in the group, drag the mouse to the last note, and release the mouse button.

Selected notes can be edited with commands from the Edit and Music menus.

Note Add tool

This tool lets you place notes directly on the staff without the aid of a keyboard.

Click once on the icon. The cursor changes to a note shape. A palette 

appears which contains note values (whole notes to sixty-fourth notes), sharp, flat and natural signs, a tie mark, and a triplet symbol.

By selecting note values and other parameters in combination, you can place exactly the note you desire. For instance, to define a sharp dotted eighth note you select the eighth note symbol, the dot symbol, and the sharp symbol.

Place the Note Add tool on the staff where you wish to add a note. Use the Ruler along the top of the Score View to aid in placing the note. A vertical line will appear at the cursor position to help determine your proximity to a Ruler division. When you have the note in the proper position, click once with the mouse, and the new note will now be part of your song.

If you want to place a double-sharped or double-flatted note, place the sharp or flat note as usual, and then click a second time on the sharp or flat symbol.

If you have Show Step Entry Parameters enabled (in the Options menu), a dialog box will appear that allows you to adjust the characteristics of the note before you place it.

Note Delete tool

This tool is the counterpart to the Note Add tool.

Click once on the Note Delete icon. The cursor changes to a note shape with a line through it. Place the cursor on top of the note you wish to delete. Click once and the note will be deleted, leaving an empty space.

Cut tool

This tool lets you select a note or phrase and cut it (for subsequent pasting).

Click once on the Cut icon. The cursor changes to a scissors shape. Place the cursor near the first note you wish to cut. Click and drag (keeping the left mouse button down) across the notes you want to select. The notes will display in reverse video.

When you have selected all the notes, release the mouse button. The selected notes will be cut out of the music and copied to the Clipboard. (The cursor will automatically change to a paste bottle shape, signifying that there is note data ready for a Paste operation.)

Paste tool

This tool lets you paste a note or phrase that you have previously copied or cut.

Click once on the Paste icon. The cursor changes to a paste bottle shape. Place the cursor on the staff at the location you want to paste the music. Click once and the note data stored in the Clipboard will be copied into the the staff.

You may repeat the Paste operation as many times as you wish, until you perform a Cut or Copy operation (which places new data in the Clipboard, overwriting previous data).

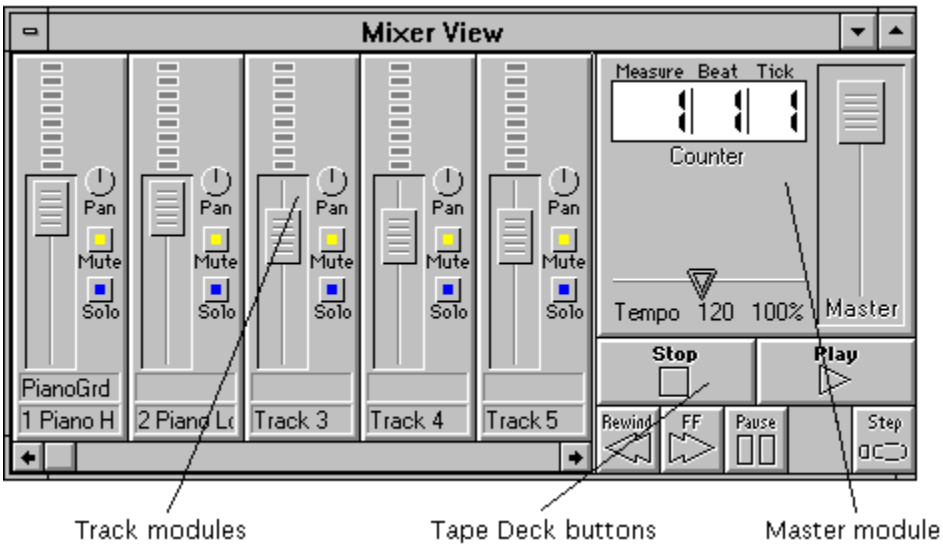
Ruler

You use the Ruler to visually guide the selection or placement of notes. When you are placing a note (using the Note Add tool), the Ruler divisions will appear as long vertical lines as you place the cursor on a note boundary.

The resolution of the Ruler is sixteenth note divisions.

Mixer View

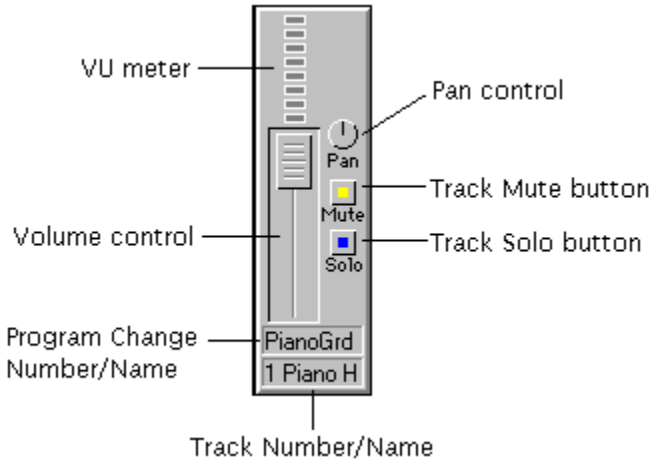
Overview | Procedures | Reference | Help Tips



This view is constructed like a traditional mixing board and tape deck system. Within this view you play back MIDI music, solo or mute individual tracks, name and route tracks, and adjust volume and velocity.

A computer keyboard shortcut to switch this view on and off is Ctrl+2.

Track Module



Each track has a track module associated with it. You can control numerous real-time sound parameters for each track from this module. You also can mute or solo each track. There is a level display meter for each track.

Track Number and Name

Each track has a Track number and name at the bottom of each Track module. **MusicMagic** allows you to have so many tracks that this can be a useful aid in remembering which track is which. (This is in case you name your seventh, sixteenth, twenty-first, and thirty-second tracks HORN SOLO.) The number is permanently associated with a particular track. The name can be entered in the Track Settings dialog box 

.

Program Change Number and Name

Each track has a Program Change number and Name above the Track Name. This will display any Program Change messages within the track as either numbers, or as General MIDI names.

When you double-click on the number or name, the Track Settings dialog box 

appears. You can rechannelize the MIDI data within the track, enter a meaningful name for the track, switch on or off MIDI Bank Select and General MIDI Names, and choose a Program Change number (or patch name) for the track.

Track Volume

The Volume control allows you to temporarily adjust MIDI Volume for the track. (Most MIDI devices respond to this, although there are a few that do not -- check your device's documentation.)

Use this to set the overall balance between tracks, before permanently editing MIDI Volume in the MIDI List View. Note that MIDI Volume affects **all** tracks on a MIDI Channel, so if you have two tracks with the same Channel assignment, both will be affected by this control. (Another way to adjust volume with individual control of each track is with MIDI Velocity.)

VU meter

At the top of the Track module is the VU Meter. If you have this enabled (in the Options menu -- Display VU Meter), you will see a display of the velocity present in that particular track, while the music plays.

Pan control

This control adjusts the Pan setting (left to right placement) on MIDI instruments that support this capability. If your instrument does not support Panning, the control has no effect.

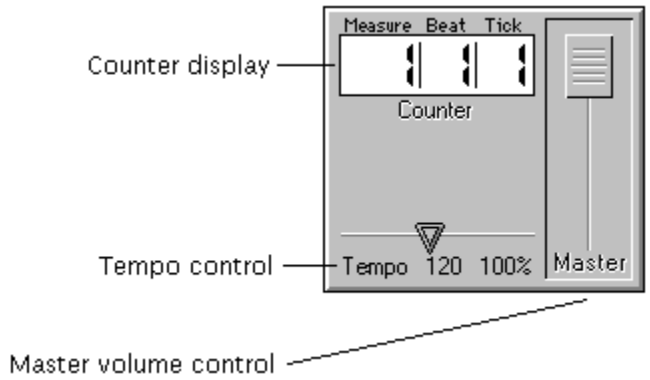
Track Mute button

This button enables the Muting (turning off) of a particular track. When the button is depressed (by clicking once with the mouse), it will be highlighted. Click a second time on the button to turn off Muting.

Track Solo button

This button enables the Solo function for a particular track. When the button is depressed (by clicking once with the mouse), it will be highlighted. All other tracks will be muted, and only the track(s) with the Solo button on will play. Click a second time on the button to turn off Soloing.

Master Module



The Master Module contains a Counter display, a Master Volume control, and a Tempo slider.

Counter display

At the top of the Master module is the Counter display. This displays the current song location in measures, beats and ticks. One measure of 4/4 time contains 4 beats. One beat contains 96 clock ticks.

Master Volume control

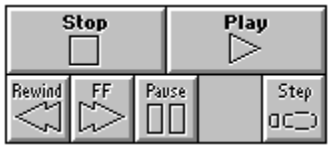
This controls the overall loudness of all the tracks.

Tempo control

The Tempo control is at the bottom of the Master module. You can increase or decrease the tempo by using the slider. The current tempo and the scaling percentage is displayed below the slider.

The slider actually scales the Tempo Track for the entire sequence. Any changes you make with this control will be saved to disk when you save the song file. To return the tempo to its default setting (so that you do not save tempo changes), drag the slider until the scaling percentage returns to 100%.

Tape Deck buttons



Beneath the Master module are the Tape Deck buttons. You can activate these by clicking on them with the left mouse button.

You can also use the Spacebar to toggle between Play and Stop.

Stop Button

Click on this control with the left mouse button to stop a song while playing, recording, rewinding, or fast forwarding.

Pressing the F2 key on the computer keyboard has the same effect.

Play Button

Click on this control with the left mouse button to begin playing a song.

Pressing the F5 key on the computer keyboard has the same effect.

Rewind Button

Click on this control with the left mouse button to rewind a song. Click with the right mouse button to rewind a song automatically to the beginning.

Pressing the F3 key on the computer keyboard has the same effect.

Fast Forward (FF) Button

Click on this control with the left mouse button to fast forward within a song.

Pressing the F4 key on the computer keyboard has the same effect.

You can press this button while playing back a song and the playback tempo will speed up. Pressing once again will return playback speed to normal.

Pause Button

Click on this control with the left mouse button to pause a song while playing, rewinding, or fast forwarding. Click a second time to resume the paused operation.

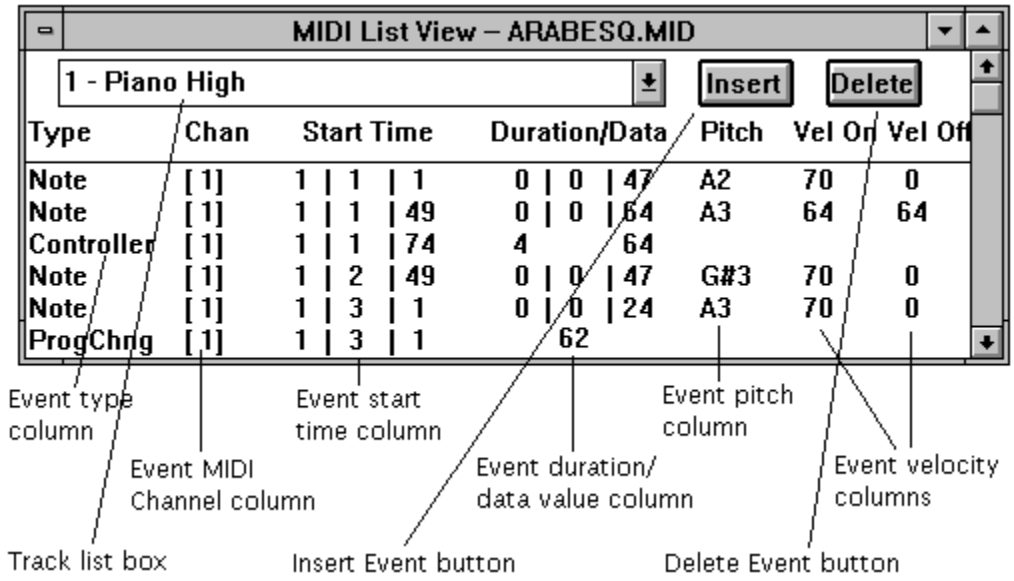
Pressing the F7 key on the computer keyboard has the same effect.

Step Button

Click on this control to shift to Step Mode. In this mode, the Play button controls the Step Play operation.

You can also use the computer keyboard to control Step Play. The F9 key controls Step Play.

MIDI List View



This view lets you see the MIDI data as actual MIDI messages. If you are comfortable with a traditional MIDI sequencer, this gives you the flexibility of minute adjustments to the shape of each note. In addition, you can enter and edit MIDI messages such as Program Change, Aftertouch, Pitch Bend and others.

The MIDI List View displays the MIDI data for a particular track. You can look at all note events, as well as Program Change commands and various controller and volume events, in the order that they occur.

You can also edit the Tempo track for the sequence. When you select this track, the parameters are Type, Duration, Absolute Tempo, and Scaled Tempo.

A computer keyboard shortcut to switch this view on and off is Ctrl+3.

Type

Type refers to the MIDI event type. For example, it will display **ProgChng** for a Program Change message, **Note** for a Note event, etc. You can change the parameters by clicking in the columns to the right, or you can select the event by clicking within the Type column.

Channel

Channel indicates the MIDI Channel assignment for the event. You can change the Channel for an event by clicking with the left or right mouse button to decrease or increase the Channel number.

You can rechannelize **all** events within the track with the Rechannel command in the Track menu.

Start Time

Start Time is the point in the file where the event begins.

Duration/Data

Duration/Data displays either the duration of the event (for Note events), or the Data value (for all other events).

Pitch

Pitch displays the Note number of the Note event. This is blank for other event types.

Delete MIDI Event button

Clicking on **Delete** will delete the currently selected event within the MIDI List View. If no event is selected, nothing will be deleted.

Insert MIDI Event button

Clicking on **Insert** will open a dialog box 

with a choice of MIDI event types. The event you choose will be inserted before the currently selected event within the MIDI List View.

Track list box

At the top of the MIDI List View window is a list box for choosing the track to display. If you have previously edited or altered a track, it will be the track displayed. Change the track if necessary by clicking on the arrow to the right of the list box. A list will drop down, and you can double-click on the correct track.

Velocity On and Velocity Off

Velocity On and Velocity Off display velocity values for Note events. These are blank for other event types.

Tips on Using Help

Overview | Views
Procedures | Reference

Click here.

Click here, too.

Overview | Views
Procedures | Reference

Level indicator

This displays the relative position of the current topic to the overall hierarchy. There are four levels of topics.

Picture button

Clicking once on this button pops up a picture associated with the current topic. If you click a second time within the Help window, the picture will disappear.

Jump text

This indicates a hypertext link. Clicking on this text **jumps** to another topic. You can return to the first topic by clicking the Back button at the top of the Help window.

Click here to return

Popup text

This indicates a hypertext link. Clicking on this text **pops up** a new topic on top of the current topic. If you click a second time within the Help window, the new topic will disappear.

Subject group buttons

These buttons appear to the right of the Main and Secondary level topic titles. You can click a button to get to any of the other four subject groups from the current group.

For example, when you are looking at topics in the **Reference** group, you can go directly to the **Overview**, **Views**, **Procedures**, or **Help Tips** groups, without going back to the Contents screen.

Reference

Overview | Views
Procedures | Help Tips

Menus

MIDI Intro

General MIDI

Multimedia Windows

Glossary

Key reference

Notation Intro

Procedures

Song

Score View

Mixer View

MIDI List View

Menu

Song procedures

Overview | Views
Reference | Help Tips

Opening a song

Playing a song

Saving a song

Opening a song

To open a song file stored on disk, choose the Open command from the File menu. A dialog box 

will appear. This dialog box allows you to choose a song file from a list of files on disk.

Two radio buttons allow you to choose the file format: Midisoft Studio or Standard MIDI File format. If you choose Standard MIDI File, you have three more radio buttons: Types 0, Type 1, and Microsoft RIFF.

The first time you use this command, the File Type defaults to Studio file. If you choose a different type, that will be the new default.

Depending on the file format, the files listed will all have an SNG extension (Studio file), MID extension (Standard MIDI File Type 0 and 1), or RMI extension (Microsoft RIFF file).

Select the song file you want to open by clicking on it with the mouse. Click the OK pushbutton to load the song into memory.

Playing a song

We will assume that you have a song loaded or a part recorded. Rewind the sequence to the beginning by clicking on the Rewind button in the Mixer View 

. You can tell if you are at the beginning by looking at the Counter display in the Mixer View. It will indicate your position in the song. The beginning is 1 | 1 | 1 (measure 1, beat 1, and tick 1).

Click on the Play button in the Mixer View. The button will be highlighted (the symbol displays in a different color). The music plays back. As the music plays, the Counter display will advance in time to display the present location within the song. If you have Follow Score View Notes (Options menu) enabled, you will see the notes highlighted onscreen as they play back.

You can adjust the tempo of the song as it is playing. Move the Tempo slider to the left to decrease the tempo. Move the slider to the right to increase the tempo.

To stop the playback of the song, click on the Stop button in the Mixer View. The button becomes highlighted momentarily and the music stops. (The Play button returns to the normal inactive color.)

See
Using other Tape Deck buttons

Using other Tape Deck buttons

If you wish to pause the music, click on the Pause button in the Mixer View. The button will be highlighted to show that you are in Pause mode. The Play button will remain highlighted, because you have not stopped playback. To restart playback, click on Pause a second time (in which case it will return to a normal inactive color).

To move forward to a particular location in the song, click on the FF (fast forward) button in the Mixer View. The button will become highlighted. The Counter display will advance in time rapidly. When you are near the location you seek, click on the Stop button. The FF button will return to a normal inactive color.

If a song is playing and you click on the FF button, the music will play back at double tempo (twice as fast). The Play button will remain highlighted. To return to normal playback, click a second time on the FF button. (This is helpful if you are trying to locate a point in the music by ear, rather than by measure, beat and tick.)

To return to an earlier point in the music, click on the Rewind button in the Mixer View. The button becomes highlighted. You will see the location display in the Counter display decrease rapidly. To stop rewinding, click on the Stop button. The Rewind button will return to a normal inactive color. (If you rewind all the way to the beginning of the song, the program will automatically pop out of Rewind mode.)

Clicking on the Rewind button with the right mouse button causes the song to rewind instantly to the beginning of the song.

If you have Auto Rewind enabled (Options|Auto Rewind), the song will rewind to whatever location you started from when you click on the Stop button to halt playback.

You can set the Auto Rewind starting point on the fly. While you are playing back a song, click on the Play button. This will mark the location for the Auto Rewind function.

Pressing the Space bar (on the computer keyboard) will toggle, or switch, between Play and Stop.

Saving a song

You may have made changes to a song, and now wish to save the music with a meaningful name for a later date. Click on File|Save. You will automatically open up the File Save As dialog box 

.

This dialog box allows you to name your song (eight alphanumeric characters maximum, no spaces), choose the file format (Midisoft SNG, Standard MIDI File type 0 or 1, or Microsoft RIFF) and select the drive and directory into which you will save the song.

The top text box allows you to type in the name you want for the song. We recommend that you choose a name that you will still remember in two weeks.

Two radio buttons allow you to choose the file format: Midisoft Studio or Standard MIDI File format. If you choose Standard MIDI File, you have three more radio buttons: Types 0, Type 1, and Microsoft RIFF.

Click on the appropriate button if you have not already selected it.

When you have made all your choices, click on the OK button and your song will be saved to disk.

See
Song File Formats

Song file formats

Studio format: Midisoft Studio format is the native **MusicMagic** format. This file type loads more quickly and contains specific information that cannot be translated into Standard MIDI File format. The default filename extension is SNG.

Standard MIDI File format: Standard MIDI File is an interchange format for transferring songs between different sequencers with most of the musical information intact. Use this format when you want to load your work into a different MIDI software package, or when disk space is extremely tight (Standard MIDI Files are smaller than Studio files).

A Type 0 Standard MIDI File consists of a single track, with all MIDI data and Channels merged together. Some early MIDI sequencers used this format. The default file extension is MID.

A Type 1 Standard MIDI File is a multi-track file, with MIDI data and Channel information stored in different tracks. This represents fairly accurately the information in your recorded sequence. The default file extension is MID.

Microsoft RIFF files are compound files that can store many different types of information. They are used with multimedia applications. If you are authoring MIDI files for a multimedia application, you may want to use this format. (At the time of this writing, however, there are no released applications that can use this format.) The default filename extension is RMI.

Score View procedures

Overview | Views
Reference | Help Tips

Selecting notes

The Toolbox

Follow Score View Notes

Selecting notes

In the Score View, clicking on a note selects it. Clicking within the window (but not on any note) deselects the note.

If you wish to select multiple notes, hold down the Shift key while clicking on the additional notes. The notes do not need to be contiguous. To deselect a note, click on it a second time, still holding down the Shift key.

You can also select multiple contiguous notes by clicking and dragging. Click and hold down the left mouse button when the mouse cursor is next to the first note in a group. (Make sure you are not on top of a note, or you will only select that note.) Drag the mouse, still holding down the mouse button, until you pass the last note in the group. Release the mouse button. The group will display in a highlighted color (or reverse video) to indicate that it has been selected.

Once you have made your note selection, you can choose the editing operation from the Edit or Music menus.

Mixer View procedures

Tape Deck buttons

Track procedures

Using the Counter

Tempo procedures

Setting Master controls

Track procedures

You can name, rechannelize, solo, mute, and control other characteristics of a track.

Dragging the Volume control up or down will change the MIDI Volume setting for the MIDI Channel(s) assigned to the track. The VU meter (if enabled) will reflect any changes made.

Dragging the Pan control clockwise or counter-clockwise sets the position of the track in the left-right stereo field.

Clicking on the Track Mute button or the Track Solo button enables these features. Note that the Mute and Solo buttons cannot be active simultaneously for the same track.

Clicking on the Program Change field displays the Track Settings dialog box 

.

See

Using the Track Settings dialog

Using the Track Settings dialog box

The Track Settings dialog box 

is where you name, rechannelize, and change the patch assigned to a track.

The **Instrument** list box is where you can choose the Program Change number (or General MIDI name) to assign to the track. Scroll up or down and select the number/name you want.

The **Output Assignment** group allows you to set the MIDI Port and Channel for a track.

The **Bank Number** field allows you to set the Bank number (for synthesizer patches) if your instrument supports Bank Select messages.

The **Use GS Bank Select** check box is only necessary if you are using a Roland GS synthesizer.

The **Use General MIDI Names** check box allows you to see the Program Change numbers in the Instruments list box as instrument names, if you are using a General MIDI capable instrument or a General MIDI patch map in the MIDI Mapper.

The **Description** field allows you to type in a descriptive name for your track.

Click on the OK button to apply changes to the track.

Master control procedures

Drag the Master Volume slider up or down to increase or decrease the loudness of all of the tracks.

This control operates in real-time, so that you may hear the effect immediately.

MIDI List procedures

Overview | Views
Reference | Help Tips

Selecting a track

Selecting a MIDI event

Inserting a MIDI event

Deleting a MIDI event

Editing the Tempo track

Selecting MIDI Events

In the MIDI List View, clicking on an event selects it. Clicking within the window (but not on any event) deselects the event.

If you wish to select multiple events, hold down the Shift key while clicking on the additional events. The events do not need to be contiguous. To deselect an event, click on it a second time, still holding down the Shift key.

You can also select multiple contiguous events by clicking and dragging. Click and hold down the left mouse button when the mouse cursor is next to the first event in a group. (Make sure you are not on top of a note, or you will only select that event.) Drag the mouse, still holding down the mouse button, until you pass the last event in the group. Release the mouse button. The group will display in a highlighted color (or reverse video) to indicate that it has been selected.

Editing the Tempo Track

If you choose the Tempo Track in the Track list box, the display in the MIDI List View 

is somewhat different. This is because the Tempo Track is a special type of track that only stores tempo changes.

The parameters within this window include:

- Type
- Time
- Absolute Tempo
- Scaled Tempo

See Also

- Insert and Delete

Type

In this column is the type of event. For the Tempo Track, it will always display Tempo Change.

Time

This displays the location in time (measure, beat, and tick) of the Tempo Change event. You can edit these values by clicking with the mouse. The right mouse button increases, and the left mouse button decreases the value.

Absolute Tempo

This column displays the absolute tempo value stored within the Tempo Track. This value multiplied times the scaling percentage (in the Tempo display) equals the Scaled Tempo.

Scaled Tempo

This column displays the scaled tempo value. This value is always equal to the absolute (base) tempo in the Tempo Track multiplied by the scaling percentage (in theTempo Box).

Insert and Delete (Tempo Track)

There are two buttons in the upper right corner -- Insert and Delete.

Clicking on **Delete** will delete the currently selected Tempo Change event within the MIDI List View. If no event is selected, nothing will be deleted.

Clicking on **Insert** will open the Tempo Change dialog box.

Tempo Change

Within this dialog box 

, you can specify the Base Tempo (the absolute tempo in the Tempo Track), the Adjusted Value (the scaled value), and the location in the track.

The two tempo values have a direct relationship to the Tempo slider in the Mixer View. The Adjusted value is the Base Tempo multiplied by the Tempo box scroll bar.

For example, if the Tempo scroll bar was set at 100%, and you entered a value of 124 in the Base Tempo field, the Adjusted Tempo value would display 124. If the Tempo scroll bar was set at 50%, and you entered a value of 124, the Adjusted Tempo value would be 62.

Menu procedures

Overview | Views
Reference | Help Tips

File menu

Edit menu

Options menu

Setup menu

View menu

Track menu

Music menu

Help menu

Multimedia Windows

Overview | Views
Procedures | Help Tips

MusicMagic requires Windows 3.1 or Multimedia Windows to run. Microsoft has released extensions to Windows, enabling it to work with advanced sound and graphics equipment.

These extensions, which bring animation, digital audio, MIDI, and video to the PC, are collectively called Multimedia Windows.

See

Control Panel

Control Panel

MIDI setup is accomplished within the Control Panel program, located in the Accessories group in the Windows Program Manager.

You may have everything set up correctly. Windows 3.1/Multimedia Windows can detect many devices automatically. We have provided this section for your information, or in case of difficulty.

Within the Control Panel are two sub-programs, or applets -- Drivers, and MIDI Mapper.

Drivers

Double-click (click twice rapidly) on the Drivers icon in the Control Panel. You will see a list of software drivers currently installed. You can add or remove drivers by highlighting a driver and clicking the Add or Remove button, respectively.

By selecting your MIDI device and clicking on the Setup button, you can change the IRQ and port address settings.

You must set up your drivers correctly before using **MusicMagic**.

MIDI Mapper

The MIDI Mapper applet performs a MIDI Channel, Program Change, and Key number mapping function. For example, if your sequence has MIDI data on Channels 13 - 16, but your synthesizer can only receive on Channels 2 - 5, the MIDI Mapper can load a channel map that will rechannelize 13 to 2, 14 to 3, 15 to 4, and 16 to 5.

Another example is if a sequence sends out Program Change 34, and was written to play a flute sound, your particular synthesizer may play a tuba sound when it receives a Program Change 34. A Program Change map written for your particular synthesizer would re-map the Program Change to a different number (one that corresponded to that elusive flute sound).

MusicMagic passes all data to the MIDI Mapper when you are running in Windows 3.1/Multimedia Windows. This means that data may get changed or rerouted once it leaves our software. For example, if you inserted a Program Change number 45 in a sequence, but the MIDI Mapper switched that number to 79, all connected devices would respond to Program Change 79, not 45.

Double-click on the MIDI Mapper icon in the Control Panel. You can look at and edit Channel maps, Patch maps or Key maps. A list box displays the currently selected map.

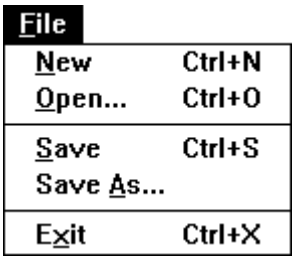
Menus

Overview | Views
Procedures | Help Tips

This is a reference to all **MusicMagic** menus and menu items.

Click the mouse on a menu title for help on that menu.

File menu



Click the mouse on a menu item for help on that item.

New

This command will clear the memory of any previous data. If you have unsaved changes, you will see a prompt asking if you want to save them.

The only data that is retained is MIDI events that were previously cut or copied to the Clipboard. This is so you can paste a phrase or section of a song into a new song.

Keyboard shortcut: Ctrl+N

Open

This command opens a dialog box 

containing a list of song files on disk, the current directory, and a text box for typing in a desired filename. You choose the file you wish to open and click OK.

MusicMagic can open either **Studio format** files or **Standard MIDI** Files. If the Studio File button is selected, the Files list box will display all songs with an extension of SNG. If the MIDI File button is selected, you will see all songs with a MID or RMI extension instead. (Of course, if there are no songs on disk in the current directory, no files will be listed.)

Three types of MIDI Files are supported by **MusicMagic** - Type 0 (single-track), Type 1 (multi-track), and Microsoft RIFF.

Type 0 and 1 Standard MIDI Files have a default MID extension. RIFF files have a default RMI extension.

To change the directory, click in the Directory list box on the drive or directory to which you wish to move.

Keyboard shortcut: Ctrl+O

Save

This command saves any changes you have made to the song in memory. If the song has not yet been saved to disk, you will see the Save As dialog box, where you can choose a name for the song.

Keyboard shortcut: Ctrl+S

Save As

This command opens a similar dialog box 

to the File|Open command. (Think of it as File|Open in reverse.) Enter a name for the song file you wish to save (eight characters maximum). When you click on OK, all of the changes you have made to a song are saved to disk.

You may save the song in either **Studio format** or **Standard MIDI File format**. If you choose Standard MIDI File, you have a further choice between Type 0 (single-track), Type 1 (multi-track) and Microsoft RIFF files.

Studio format files have a default SNG extension. Type 0 and 1 Standard MIDI Files have a default MID extension. RIFF files have a default RMI extension.

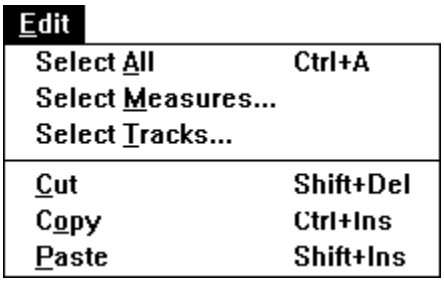
Choose the appropriate button before you click OK. You will be prompted if you are overwriting an existing song file.

Exit

This command closes down the program. If you have unsaved music or edits, a dialog box will prompt you to save. Note that you cannot exit **MusicMagic** when playing.

Keyboard shortcut: Ctrl+X

Edit menu



Click the mouse on a menu item for help on that item.

Select All

This command selects the entire song file for editing/transformation. The selection will remain in effect until you make a different selection or until you click within the Score View. Note that you must have something selected (score, track, measure, note) to apply an editing
operation.

Keyboard shortcut: Ctrl+A

Select Measures

This command opens a dialog box 

. You can specify one or more measures to edit and transform. If you have multiple tracks, you will select the same measure in all tracks. The selection remains in effect until you make a different selection, so you may apply multiple editing operations to the same selection.

There are two radio buttons - **New Selection**, and **Add to Selections**. New Selection (the default) allows one selection to be made at a time, while Add to Selections allows you to have multiple measure selections. (An example of multiple selections would be Measure 20 to Measure 25 and Measure 32.)

Select Tracks

This command opens a dialog box 

. You can specify one or more tracks to edit and transform. The selection remains in effect until you make a different selection, so you may apply multiple editing operations to the same selection.

There are two radio buttons - **New Selection**, and **Add to Selection**. New Selection (the default) allows one track selection to be made at a time, while Add to Selection allows you to have multiple track selections. (An example of multiple selections is Track 3, Track 5, and Track 6.)

Cut

This command removes selected notes or events and places the selection in the Clipboard, leaving a blank space. Subsequent notes or events are not affected. Use this in combination with Paste.

Keyboard shortcut: Shift+Del

Copy

This command creates a copy of selected notes/events, and places the copy in the Clipboard. The existing music is unchanged. You use this in combination with Paste.

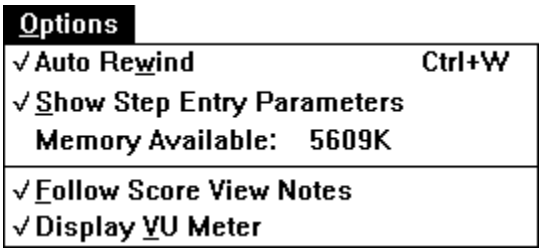
Keyboard shortcut: Ctrl+Ins

Paste

This command places the result of a Cut or Copy command into the music at the selection point. The notes/events are merged into any existing music, so that no subsequent notes/events are shifted in time. The Paste command is not active until you have Cut or Copied a selection of notes.

Keyboard shortcut: Shift+Ins

Options menu



Click the mouse on a menu item for help on that item.

Auto Rewind

With Auto Rewind on, the song will automatically rewind to its starting point, as soon as you click the Stop button in the Mixer View. The start point is most often the beginning of the song, but you can start from anywhere in the song, and Auto Rewind will return you there.

Keyboard shortcut: Ctrl+W

Show Step Entry Parameters

When this item is switched on, a dialog box 

will open whenever you use the Note Add tool in the Score View Toolbox. You can adjust each note's duration and velocity values.

Memory Available

The Memory Available indicator displays a number value in kilobytes, showing how much memory you have available.

If you find that the number displayed is extremely low, you should save your song immediately.

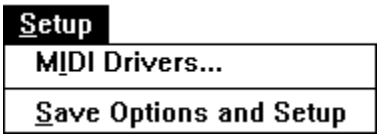
Follow Score View Notes

When this is on, notes in the Score View are highlighted as they play back. You may find that this slows down your display somewhat (especially if Display VU Meter is also enabled). If so, switch it off.

Display VU Meter

When this is on, MIDI velocity information within each track displays at the top of each Track Module in the Mixer View. You may find that this slows down your display somewhat (especially if Follow Score View Notes is also enabled). If so, switch it off.

Setup menu



Click the mouse on a menu item for help on that item.

MIDI Drivers

This command opens a dialog box 

. You have three choices: Multimedia drivers, Midisoft drivers, and No drivers.

The **Multimedia drivers** option uses generic drivers written to work with any MIDI program that supports Windows 3.1/Multimedia Windows. You must have MIDI properly set up in the Windows Control Panel. Use this option if you need to use the Windows MIDI Mapper.

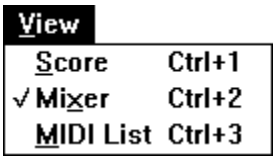
The **Midisoft drivers** option uses a driver created specifically for **MusicMagic**. If you use this, you will need to disable any standard MIDI driver settings in the Windows Control Panel.

The **No drivers** option allows you to use the program for display and editing, but not playback. This is useful if you have not yet purchased a MIDI interface.

Save Options and Setup

This command saves all Option menu settings. Settings are saved into the MUSMAGIC.INI file in your program directory.

View menu



Click the mouse on a menu item for help on that item.

Score

This command toggles on and off the view 

of your music in standard musical notation. You can edit your music within this window.

Keyboard shortcut: Ctrl+1

Mixer

This command toggles on and off the view 

of tracks and associated controls (MIDI Channel, volume, Program Change, etc.). You use this view to control your music in real time.

Keyboard shortcut: Ctrl+2

MIDI List

This command toggles on and off the view 

of your music as MIDI data. You can edit all displayed data.

Keyboard shortcut: Ctrl+3

Track menu

Click the mouse on a menu item for help on that item.

Insert New

Selecting this item in the Track menu opens a dialog box 

. When this command executes, you will see a clean (empty) track between two recorded tracks.

The **New Track Name** field allows you to assign a name to the new track.

The **Insert before Track** list box allows you to select a location for the new track.

The **Type of Staff** group box contains four radio buttons - Treble Clef, Bass Clef, Treble 8va (one octave higher), and Bass 8va (one octave lower). Choose the type of staff you want the new track to use.

The **Key Signature** group contains 21 radio buttons, one for each key. Choose the key you want the new track to use. At the bottom of the group box are two additional radio buttons - Minor
and Major. The default is Major.

Keyboard shortcut: Ctrl+I

Delete

This command deletes a track, either completely (the default), or just by erasing the MIDI data in the track.

Selecting this item opens a dialog box 

. There are two radio buttons - Delete Track and Contents, and Delete Contents Only.

Delete Track and Contents completely erases the track and its contents, while **Delete Contents Only** erases the MIDI data in the track, but leaves the track intact.

Choose the mode you want. Then select the track to delete via the list box. Clicking on OK closes the dialog box and carries out the command.

Keyboard shortcut: Ctrl+D

Move

This command moves a track to a different location. This is useful when you are trying to group tracks by function or timbre.

Selecting this item opens a dialog box 

. Select the track to move by clicking on the upper list box. Select the destination by clicking on the lower list box. When you have made your choices, click on OK.

Copy

This command copies a track to a new location. This is useful when you want to try some editing, but need a backup in case things get out of hand.

Selecting this item opens a dialog box 

. Select the track to copy by clicking on the upper list box. Select the destination by clicking on the lower list box. When you have made your choices, click on OK.

Combine

This command merges or combines two tracks into one.

Selecting this item opens a dialog box 

. Two list boxes allow you to select the two tracks you want to combine.

A **Save Source Tracks** check box allows you to save the original tracks (before combining), in case you change your mind. If you switch this off, the original tracks will be deleted.

When you have made your choices, click on OK. You will see a new track that is a combination of MIDI data from the two original tracks.

Rechannel

This command changes the MIDI Channel information in a track.

Selecting this item opens a dialog box 

. There are four different modes for changing MIDI Channel information:

Change All Channels to Channel _ (example)

Change Channel _ to Channel _ (example)

Extract All Events on Channel _ (example)

Separate All Channels into Tracks (example)

All events within the track are rechannelized and end up on Channel 7.

All events within the track assigned to Channel 4 are rechannelized and end up on Channel 12.

All events within the track assigned to Channel 5 are extracted and placed into a new track.

All events within a track with Channel assignments of 3, 6, and 10 are placed into three new tracks. The first track contains events assigned to Channel 3, the second track contains events assigned to Channel 6, and the third track contains events assigned to Channel 10.

Split by Pitch

This command allows you to modify or extract MIDI data in a track based on pitch.

Selecting this item opens a dialog box 

. There are three possible modes of operation:

Change Pitch _ to Pitch _ (example)

Extract All Notes in Pitch Range (example)

Separate All Pitches into Tracks (example)

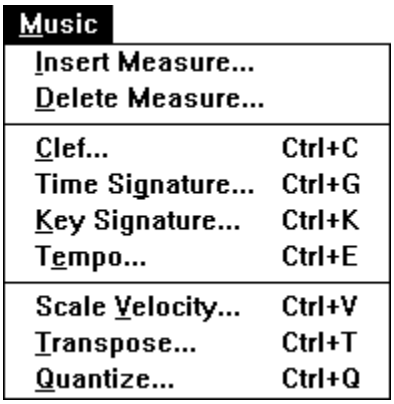
Note: You may enter note values as either MIDI note numbers (0 to 127), or as key numbers (C-1 to G9).

All notes within the track with a pitch of D4 change to F4.

All notes within the track from F2 to G5 are extracted and placed in a new track.

All notes within the track are extracted by pitch number and placed in new tracks. Each track only contains notes of a certain pitch.

Music menu



Click the mouse on a menu item for help on that item.

Insert Measure

This command opens a dialog box 

. You can insert one or more empty measures in all tracks. There are three edit fields for entering parameters.

The **Insertion Point** field allows you to specify where to insert the new measure(s).

The **Measure Count** field allows you to specify how many measures to insert.

The **Time Signature** field allows you to specify the time signature of the new measure(s). The default is 4/4 time.

Delete Measure

This command opens a dialog box 

. You can delete a particular measure (or measures) in all tracks. There are two edit fields for entering parameters.

The **Deletion Point** field allows you to specify the starting measure you wish to delete.

The **Measure Count** field allows you to specify how many measures to delete.

Clef

This command opens a dialog box 

. You can change the clef within a track at a specified point.

The **Track** list box allows you to select the track.

The **Type of Clef** group contains four radio buttons - Treble Clef, Bass Clef, Treble 8va, and Bass 8va. Choose the type of clef you wish to insert.

The **Insertion Point** group allows you to enter the location (Measure, Beat, and Tick) for the inserted clef.

Keyboard shortcut: Ctrl+C

Time Signature

This command opens a dialog box 

. You can change the time signature for all tracks at a specified point.

The **Select Time Signature** group contains three radio buttons. You can select 4/4 time (the default), 2/4 time, or you can choose the Numbers button and type in your own time signature.

The **Insertion Point** field allows you to specify the measure where the time signature will change.

The music will not sound or play back any differently after this command, but the music on the staff in the Score View will display differently (the bar lines will change to reflect a new time signature).

Keyboard shortcut: Ctrl+G

Key Signature

This command opens a dialog box 

. You can change the key signature at a specified point for a selected track.

The **Track** list box allows you to select the track to edit.

The **Insertion Point** field allows you to specify the location (Measure, Beat, and Tick) for the key signature change.

The **Accidental Count** group allows you to optionally enter the number of accidentals (sharps and flats) in the new key signature. If you have no accidentals, do not enter numbers in these fields.

The **Key Signature** group contains 21 radio buttons, one for each key. Choose the key you wish to use. At the bottom of the group box are two additional radio buttons - Minor and Major. The default is Major.

The music will not sound any different after this command, but the music on the staff in the Score View will display with a different amount of sharp or flat notes, depending on the key.

Keyboard shortcut: Ctrl+K

Tempo

This command opens a dialog box 

. You can change tempo for all tracks at a specified point.

The **Begin** and **End** groups allow you to specify the beginning and ending locations (Measure, Beat, and Tick) for the tempo change.

There are four different choices for tempo change - setting a constant tempo, gradually changing all values from one value to another, adding or subtracting a percentage from all values, or adding/subtracting a fixed amount from all values.

Keyboard shortcut: Ctrl+E

Scale Velocity

This command opens a dialog box 

. You can scale velocity for all notes between specified points for a selected track.

The **Track** list box allows you to select the track.

The **Begin** and **End** groups allow you to specify the beginning and ending locations (Measure, Beat, and Tick) for the velocity change.

You have four different choices for velocity scaling - changing all values to a single value, gradually changing all values from one value to another (good for fading up or down), adding or subtracting a percentage from all values, or adding/subtracting a fixed amount from all values.

Keyboard shortcut: Ctrl+V

Transpose

This command opens a dialog box 

. You can transpose all notes between specified points for a selected track.

The **Track** list box allows you to select the track.

The **Start Point** and **End Point** groups allow you to specify the region (Measure, Beat, and Tick) to transpose.

Two radio buttons allow you to specify whether to transpose up or down.

The **Octave** field allows you to enter the number of octaves to transpose.

The **Half-steps** field allows you to enter the number of half-steps (semitones) to transpose.

If you try to transpose beyond the allowable range for MIDI note information, **MusicMagic** will transpose as far as possible without going out of range. You then have the option of accepting this compromise, or cancelling the operation entirely.

Keyboard shortcut: Ctrl+T

Quantize

This command opens a dialog box 

. You can quantize all notes between specified points for a selected track.

The **Track** list box allows you to select a track.

The **Start Point** and **End Point** groups allow you to specify the region (Measure, Beat, and Tick) to quantize.

The **Resolution** group box contains a note resolution control, quantize type check boxes, and a precision scroll bar.

The note resolution control is a picture of a note. Click on the control with the left mouse button to decrease the note value. Click with the right mouse button to increase the note value.

There are three types of quantization available - changing the location of notes, changing the actual duration of notes, and a semi-random location quantization (Humanize). Changing location can help to "tighten up" rhythmic performance. Changing duration can help to make a part more consistent. Humanize can add a little randomness to the location and duration type quantization.

The **Precision of Quantization** scroll bar allows you to set the degree of accuracy for the Quantize function.

Keyboard shortcut: Ctrl+Q

Help menu

Click the mouse on a menu item for help on that item.

Contents

This item opens the **MusicMagic** Help system.

The Help file is organized by menu commands, basic procedures, views, and tools.

Keyboard shortcut: F1

Using Help

This item opens a generic guide to using Microsoft Windows Help. You may want to browse through this if you are unfamiliar with Windows Help.

MIDI Reset

For the time when everything in your MIDI setup goes haywire (hopefully never), we have provided the software equivalent to a panic button. This item opens a dialog box that asks you if you really want to reset the MIDI system. If you choose OK, **MusicMagic** will send out a MIDI Reset command to cause all connected MIDI devices to return to their default, or power-on state.

About MusicMagic

This item opens a dialog box 

that displays a copyright notice, the name of the program, and the version number.

Keyboard reference

This is a listing of the keyboard assignments for both **MusicMagic** and Windows.

Command keys

Dialog box keys

Keys for switching windows

Menu keys

Command keys

Key	Command	Key	Command
F1	Help Index	F2	Stop button
F3	Rewind button	F4	Fast Forward (FF) button
F5	Play button	F7	Pause button
F9	Step Play	Alt or F10	Activate menu bar
Shift+Del	(Edit) Cut	Shift+Ins	(Edit) Paste
Ctrl+Ins	(Edit) Copy	Ctrl+1	(View) Score
Ctrl+2	(View) Mixer	Ctrl+3	(View) MIDI List
Ctrl+A	(Edit) Select All	Ctrl+C	(Music) Clef
Ctrl+D	(Track) Delete	Ctrl+E	(Music) Tempo
Ctrl+G	(Music) Time Signature	Ctrl+I	(Track) Insert
Ctrl+K	(Music) Key Signature	Ctrl+N	(File) New
Ctrl+O	(File) Open	Ctrl+Q	(Music) Quantize
Ctrl+S	(File) Save	Ctrl+T	(Music) Transpose
Ctrl+V	(Music) Velocity	Ctrl+W	(Options) Auto Rewind
Ctrl+X	(File) Exit	Alt+F	File menu
Alt+E	Edit menu	Alt+O	Options menu
Alt+S	Setup menu	Alt+V	View menu
Alt+T	Track menu	Alt+M	Music menu
Alt+H	Help menu		

Dialog box keys

Key	Action
Tab	Moves to next list box, text box, check box, command button, or group of option buttons.
Shift+Tab	Moves to previous list box, text box, check box, command button, or group of option buttons.
Arrow keys	Moves and selects within active group of option buttons.
Spacebar	Turns on or off active check box or chooses active command button.
Letter keys	Moves to next item beginning with that letter in an active list box.
Alt+Underlined letter	Selects item with that underlined letter.
Enter	Chooses active command button.
Esc	Cancels command and closes dialog box.

Keys for switching windows

For applications:

Alt+Esc	Next application
Alt+Shift+Esc	Previous application
Alt+Tab	Next windowed application
Alt+Shift+Tab	Previous windowed application
Ctrl+Esc	Display the Task List

For documents:

Ctrl+F4	Close window
Ctrl+F5	Restore window
Ctrl+F6	Next window
Ctrl+F7	Move window
Ctrl+F8	Size window
Ctrl+F10	Maximize window

Menu keys

When menu bar is active:

Esc	Cancels menu.
Spacebar	Displays Application Control menu.
Hyphen	Displays Document Control menu.
Underlined letter	Displays menu.
Left or Right Arrow	Highlights the menu to the left or right.

With menu displayed:

Underlined letter	Chooses command.
Enter	Chooses highlighted command.
Esc	Cancels menu.
Up Arrow	Highlights previous command.
Down Arrow	Highlights next command.
Left or Right Arrow	Displays the menu to the left or right.

Introduction to Musical Notation

Musical notation is a form of communication of musical events, much like MIDI. The three basic attributes of a typical note are:

Pitch

Duration

Location in time

Pitch

The pitch of a note is represented by its vertical position on the five-line staff 

.

All pitches in Western music correspond to letter names (A through G), with optional flat or sharp assignments.

Two notes can have the same letter name, but be different pitches. For instance, if one note is an A (with a frequency vibration of 440 Hz) and a second note is also an A (with a frequency of 880 Hz), the pitches are an octave apart.

A grouping of successive pitches that span an octave is called a **scale**.

See

- Clefs
- Key Signatures

Clefs

There are several clefs in use today. The most common are the **treble** clef and **bass** clef

.

The reason several clefs are necessary is because there is such a wide range of pitches produced by musical instruments. A standard piano keyboard has 88 keys, but a staff can only comfortably contain about 15 different pitches. Music for keyboards is commonly divided into two staves, treble and bass clefs, divided at Middle C.

Ledger lines indicate notes that fall above or below the staff itself. These are particularly important for instruments which can produce a wide range of pitches, such as the violin (always scored in the treble clef).

Key signatures

Standard (Western) music has twelve notes, from which we derive twelve keys. Each key gets its name from its starting, or tonic note.

Every key contains a different amount of sharps and flats 

(the black keys on a piano keyboard). The key of C major contains no sharps or flats, the key of A major contains three sharps, and the key of F major contains one flat.

For keys with sharps or flats, a key signature showing these sharps or flats in their proper order and position on the staff appears after the clef. Any affected pitches are played either sharp or flat for the duration of the song, unless indicated by a natural sign.

Sharps and flats never appear in the same key signature.

In music, sometimes notes occur that are not part of the key in which you are playing. In this case you would use an accidental (a temporary natural, sharp or flat). An accidental applies to every subsequent occurrence of that note for the whole measure. If you want that note to return to its proper assignation, you must place the appropriate sharp, flat or natural sign before the next desired occurrence of the note.

Each key signature relates to two keys, one major and one minor. For example, the key signature is the same for C major and A minor. (**MusicMagic** has a feature that will tell you the key when you enter the number of sharps or flats, but you must determine if the key is major or minor.)

Duration

In notation, the duration of a note is represented by its particular shape. A whole note is a hollow circle, a half note is a hollow circle with a stem, a quarter note is a filled circle with a stem, an eighth note is a filled circle that has a flag on its stem, and so on 

.

A whole note = 2 half notes = 4 quarter notes = 8 eighth notes etc.

In addition to note duration, there is also rest duration. A rest is the absence of a note, and actually contributes significantly to the aesthetic quality of music. Rest durations are the same as note durations.

See

Dotted notes and Ties

Dotted notes and ties

A **dot** 

placed after a note increases its duration by one-half. For instance, placing a dot after a half note (equal to two beats) increases its duration to three beats.

A **tie** 

placed between two notes of identical pitch adds the value of the second note to the first note. This is similar to dotting a note, but is used when you need a duration that is not possible with dotting (such as seven eighth notes). A tie is also used when a note sustains from one measure to the next, across a bar line.

Location

The location in time of a note is represented by its horizontal position on the five-line staff.

See

- Measures
- Time Signatures

Measures

The bar line conveniently divides a piece of music into manageable areas, called measures 

. It is simply a vertical bar that intersects the staff at regular intervals (specified by the time signature). Measures do not affect the way the music sounds, but act as markers to help you keep track of your location in the music.

Time signatures

Following the clef and the key signature at the beginning of a piece of music is the time signature 

, also called the meter. Unlike the clef and key signature which appear at the beginning of every staff, the time signature appears only once, unless the time signature changes during the piece.

The time signature seen most frequently is 4/4, also known as Common time. Also seen frequently is 3/4, or waltz time.

More unusual meters such as 5/4 and 12/8 are found in jazz and progressive music. Common meters are found in popular styles because they are more accessible, due to their greater predictability.

Time signatures consist of two numbers, written like a fraction.

The top number indicates the number of beats in a measure. The bottom number indicates the duration of one beat. For instance, in 3/4 time there are three beats to a measure, and each beat is equal to a quarter note. In 5/8 time there are 5 beats to a measure, and each beat is equal to an eighth note.

Introduction to MIDI

MIDI (Musical Instrument Digital Interface) was developed in 1983 as a means of allowing synthesizers from different manufacturers to communicate with one another.

The presence of MIDI capability on any electronic instrument can easily be determined by looking for the round 5 pin DIN connectors 

usually located on a rear panel. Some smaller or older electronic instruments are not MIDI equipped.

There are three types of MIDI connector - MIDI IN, MIDI OUT and MIDI THRU. MIDI IN receives messages, MIDI OUT sends messages, and MIDI THRU sends a copy of messages received at the MIDI IN connector.

MIDI Interfaces

MIDI Messages

MIDI Channels

Program Changes

Tracks

MIDI interfaces

Roland was the first company to produce a MIDI processing unit, the MPU-401. This made possible the productive relationship between computers, electronic musical instruments, and musicians. There are now many companies that produce MIDI interface cards - including Midisoft, which produces the Midiface card.

Although some keyboards have hardware sequencers built in, software sequencers combined with a MIDI interface greatly expand the flexibility and memory capacities of MIDI sequencing. Our software works with several MIDI interface cards, including the Midisoft Midiface, the Roland MPU-401, and MPU-401 compatibles (Music Quest, CMS and others).

MIDI messages

There are two MIDI message types: Channel messages and System messages.

A Channel message includes a Channel number within the message. It is received and understood by any device which is set to that particular Channel, and ignored by any device set to a different Channel. The most basic Channel message is a Note On message. When you press a key on a synthesizer keyboard, a Note On message is sent out with the specific key number encoded within it. When you release the key, a corresponding Note Off message is sent. Other information can be carried by a Channel message, such as Velocity, Volume, Pitch Bend, and Aftertouch.

A System message is meant to be received and understood by all devices that are connected, regardless of their Channel setting. These messages control synchronization between devices, as well as special manufacturer-specific modes of operation.

MIDI Channels

MIDI specifies 16 separate MIDI Channels. Therefore, with one MIDI cable you can control up to 16 different instruments at once.

The concept of MIDI Channels is similar to the idea of television channels. Each television station sends a signal within a particular frequency range. Your television set receives many different ranges (or channels) at once. You then tune your television set to a particular frequency range. You may change ranges (channels) and the program displayed on your picture tube changes accordingly.

To relate this to MIDI, imagine you have a keyboard that sends out on MIDI Channel 7. You record a part into your sequencer. As you play back the sequence, you decide that you want to have the MIDI information control a synthesizer set to a trumpet sound. You would then set the synthesizer to receive on Channel 7, and the MIDI data from the sequencer would cause the synthesizer to play. Another method available on many sequencers (including **MusicMagic**) is to change the Channel assignment on the recorded part to match the synthesizer's MIDI receive Channel.

Regardless of which device does the Channel tuning or changing, the point to remember is that both the sending device (e.g., the sequencer) and the receiving device (e.g. the synthesizer) must be set to the same MIDI Channel, or no sound will result.

Program Changes

A Program Change message causes any devices tuned to the same Channel to change internal settings corresponding to the number sent. On many synthesizers, this causes a change in patch (or instrument sound). MIDI specifies a possible range of 128 Program Change numbers. Most manufacturers have organized patches in different sequences; for example, Program Change 45 may call up a trumpet on one synthesizer and a harpsichord on another. As of this writing, there is a new standard for Patch Change assignments between different synthesizers called General MIDI, but instruments following this standard are just beginning to appear.

Tracks

Tracks are not really part of MIDI, but most sequencers use the concept of tracks on which MIDI data is recorded. We mention it here to distinguish tracks from MIDI Channels.

In a professional recording studio, a multi-track tape recorder is one that records on multiple sections of the tape. Each section is a discrete area called a track. Even though you can record an entire orchestra on one track, you gain much more flexibility by recording each instrument on its own track. This way, if you find that an instrument was too soft or loud, you can adjust that instrument without affecting any others.

The same holds true for MIDI sequencers. You can record each instrument on its own track, and later go back and adjust or edit only the MIDI data on that particular track.

See
More on Tracks

More on Tracks

It is easy to get confused when you look at the number of MIDI Channels (16) compared with the number of sequencer tracks (often many more). Why have more than 16 tracks?

A look at traditional music recording can help to answer this question. In most multi-track studios, even if you are recording a small group (with 4 instruments), you will use many tracks for partial or alternate takes. Possibly you will put the guitar playing verse 1 and chorus
1 on track five, and then put the guitar playing the second verse and chorus on track six. Or you may record ten versions of the sax solo, and choose between them, or put together a final solo that incorporates pieces from many of the takes.

With only 4 tracks to record the above 4 instruments, you lose the ability to experiment.

In a MIDI sequencer, you can make a copy of a track before going off the deep end with editing features, knowing there is an untouched version to revert to if you decide that you have gone too far.

A common technique is to place Program Changes, MIDI Volume messages, various Controller messages, or Pitch Bend messages on individual tracks. This way, you can mute or disable the effect of these messages selectively.

Most sequencers today offer a minimum of sixteen tracks, with many offering more (**MusicMagic** allows you to have up to 32,000).

General MIDI

General MIDI specifies a patch-naming scheme, so that all synthesizers that conform to the standard will play a flute sound when they receive a Program Change 73, for example. Many popular synthesizers will have MIDI Mapper files designed so that the synthesizer can be General MIDI compatible when used with Windows 3.1/Multimedia Windows.

Instrument Map Bank 1 Instrument Map Bank 2

Instrument Map Bank 3 Instrument Map Bank 4

Instrument Map Bank 5 Instrument Map Bank 6

Instrument Map Bank 7 Instrument Map Bank 8

Instrument Map Bank 9 Instrument Map Bank 10

Instrument Map Bank 11 Instrument Map Bank 12

Instrument Map Bank 13 Instrument Map Bank 14

Instrument Map Bank 15 Instrument Map Bank 16

Percussion Key Map

0-7 PIANO

0	Acoustic Grand Piano	1	Bright Acoustic Piano
2	Electric Grand Piano	3	Honky-tonk Piano
4	Rhodes Piano	5	Chorused Piano
6	Harpsichord	7	Clavinet

8-15 CHROMATIC PERCUSSION

8	Celesta	9	Glockenspiel
10	Music box	11	Vibraphone
12	Marimba	13	Xylophone
14	Tubular Bells	15	Dulcimer

16-23 ORGAN

16	Hammond Organ	17	Percussive Organ
18	Rock Organ	19	Church Organ
20	Reed Organ	21	Accordion
22	Harmonica	23	Tango Accordion

24-31 GUITAR

24 Acoustic Guitar (nylon) 25 Acoustic Guitar (steel)
26 Electric Guitar (jazz) 27 Electric Guitar (clean)
28 Electric Guitar (muted) 29 Overdriven Guitar
30 Distortion Guitar 31 Guitar Harmonics

32-39 BASS

32	Acoustic Bass	33	Electric Bass (finger)
34	Electric Bass (pick)	35	Fretless Bass
36	Slap Bass 1	37	Slap Bass 2
38	Synth Bass 1	39	Synth Bass 2

40-47 STRINGS

40	Violin	41	Viola
42	Cello	43	Contrabass
44	Tremolo Strings	45	Pizzicato Strings
46	Orchestral Harp	47	Timpani

48-55 ENSEMBLE

48	String Ensemble 1	49	String Ensemble 2
50	SynthStrings 1	51	SynthStrings 2
52	Choir Aahs	53	Voice Oohs
54	Synth Voice	55	Orchestra Hit

56-63 BRASS

56	Trumpet	57	Trombone
58	Tuba	59	Muted Trumpet
60	French Horn	61	Brass Section
62	Synth Brass 1	63	Synth Brass 2

64-71 REED

64	Soprano Sax	65	Alto Sax
66	Tenor Sax	67	Baritone Sax
68	Oboe	69	English Horn
70	Bassoon	71	Clarinet

72-79 PIPE

72	Piccolo	73	Flute
74	Recorder	75	Pan Flute
76	Bottle Blow	77	Shakuhachi
78	Whistle	79	Ocarina

80-87 SYNTH LEAD

80	Lead 1 (square)	81	Lead 2 (sawtooth)
82	Lead 3 (calliope lead)	83	Lead 4 (chiff lead)
84	Lead 5 (charang)	85	Lead 6 (voice)
86	Lead 7 (fifths)	87	Lead 8 (bass + lead)

88-95 SYNTH PAD

88	Pad 1 (new age)	89	Pad 2 (warm)
90	Pad 3 (polysynth)	91	Pad 4 (choir)
92	Pad 5 (bowed)	93	Pad 6 (metallic)
94	Pad 7 (halo)	95	Pad 8 (sweep)

96-103 SYNTH EFFECTS

96	FX 1 (rain)	97	FX 2 (soundtrack)
98	FX 3 (crystal)	99	FX 4 (atmosphere)
100	FX 5 (brightness)	101	FX 6 (goblins)
102	FX 7 (echoes)	103	FX 8 (sci-fi)

104-111 ETHNIC

104	Sitar	105	Banjo
106	Shamisen	107	Koto
108	Kalimba	109	Bagpipe
110	Fiddle	111	Shanai

112-119 PERCUSSIVE

112	Tinkle Bell	113	Agogo
114	Steel Drums	115	Woodblock
116	Taiko Drum	117	Melodic Tom
118	Synth Drum	119	Reverse Cymbal

120-127 SOUND EFFECTS

120	Guitar Fret Noise	121	Breath Noise
122	Seashore	123	Bird Tweet
124	Telephone Ring	125	Helicopter
126	Applause	127	Gunshot

Percussion Key Map

35	Acoustic Bass Drum	36	Bass Drum 1
37	Side Stick	38	Acoustic Snare
39	Hand Clap	40	Electric Snare
41	Low Floor Tom	42	Closed Hi Hat
43	High Floor Tom	44	Pedal Hi Hat
45	Low Tom	46	Open Hi Hat
47	Low-Mid Tom	48	Hi-Mid Tom
49	Crash Cymbal 1	50	High Tom
51	Ride Cymbal 1	52	Chinese Cymbal
53	Ride Bell	54	Tambourine
55	Splash Cymbal	56	Cowbell
57	Crash Cymbal 2	58	Vibraslap
59	Ride Cymbal 2	60	Hi Bongo
61	Lo Bongo	62	Mute Hi Conga
63	Open Hi Conga	64	Low Conga
65	High Timbale	66	Low Timbale
67	High Agogo	68	Low Agogo
69	Cabasa	70	Maracas
71	Short Whistle	72	Long Whistle
73	Short Guiro	74	Long Guiro
75	Claves	76	Hi Wood Block
77	Low Wood Block	78	Mute Cuica
79	Open Cuica	80	Mute Triangle
81	Open Triangle		

Glossary

Accelerator key
Aftertouch
Application
Application icon
Auto Rewind
Beat
Cancel
Channel
Check box
Check mark
Clef
Click
Click and drag
Clipboard
Combo box
Control
Controller
Copy
Cursor
Cut
Default
Dialog box
Direction keys
Double-click
Drop-down combo box
Drop-down list
Drop-down menu
Field
Function key
Group box
Highlight
Icon
IRQ or Interrupt
Item
List box
Menu
Menu bar
MIDI
MIDI Volume
Mono On
Mouse button
Multiple selection
OK
Omni Off
Omni On
Paste
Patch
Pitch Bend
Pointing device
Poly On
Program Change
Prompt
Pushbutton
Quantize
Quit
Radio button
RIFF file
Scroll
Scroll bar
Selection
Sequencer
Single-click
Standard MIDI File
Studio file
System Exclusive
Tab
Text entry field
Tick
Title bar
Track
User interface
Velocity
View
Window

Accelerator key.
(Windows term) A key or combination of keys that invokes a function or command. See also *Function key*.

Aftertouch.
(MIDI term) Pressure applied to the keys of a MIDI keyboard after they are depressed. Some MIDI keyboards send this special information, although many devices do not respond to aftertouch. There are two types of aftertouch: **key**, or polyphonic aftertouch (each key sends out aftertouch independently), and **channel** aftertouch (all keys send out the same message).

Application.
A synonym for computer program.

Application icon.
(Windows term) A special icon (picture) that represents an application, or program, when minimized. See *Icon*.

Auto Rewind.
A feature of **MusicMagic** that returns the location Counter of the song to where you started (not necessarily the beginning), when you stop recording or playback.

Beat.
A unit of time in music. In **MusicMagic**, a beat represents a single metronome click, and is equivalent to a quarter note (or 96 ticks).

Cancel.
(Windows term) A standard dialog box pushbutton. Cancel closes the active dialog box without taking any action. This is equivalent to pressing the Esc key on the computer keyboard. Contrast with *OK*.

Channel.
(MIDI term) The MIDI standard allows 16 MIDI channels. Each channel can potentially be assigned to a different MIDI instrument - the MIDI instruments each know which channel(s) to recognize and which to ignore.

Check box.
(Windows term) A common Windows control, the check box is a square box next to text or a picture, indicating a user choice. This control acts like a switch. When the check box is switched on, an 'x' appears in the box. Any number of check boxes in a group can be active at one time. See *Radio button*.

Check mark.
(Windows term) A mark that appears next to a menu item when the item is active. This is used only for items that switch on and off.

Clef.
In musical notation, a symbol that indicates the pitch range of a staff. A treble clef indicates a high range; a bass clef indicates a low one.

Click.
To press and release a button on the mouse, while the mouse pointer is positioned on an object. See also *Click and drag* and *Double-click*.

Click and drag.
To press and hold down a mouse button, move (drag) the mouse to a different location, and then release the mouse button. This technique is used to select an area or range. See also *Double-click*.

Clipboard.
A temporary area to which you can copy data, and from which you can retrieve data. The Cut and Copy commands place selected music into the Clipboard, and the Paste command retrieves music for placement into a song. This is similar, but not identical, to the Windows Clipboard.

Combo box.
(Windows term) A Windows control that is a combination of a list box and a text entry field. See *List box* and *Text entry field*.

Control.
(Windows term) A Windows object that allows you to interact with a program, making choices and entering information. Examples of controls are radio buttons, check boxes, list boxes, and text entry fields.

Controller.
(MIDI term) A device used to output MIDI messages (e.g. wind controller).

Copy.
An Edit menu command that duplicates a selected note (or group of notes) and retains a copy in memory for further use. The selection is unchanged. Contrast with *Cut*.

Cursor.
(Windows term) A position indicator in Windows programs. The default cursor is shaped like an arrow or pointer, and is moved around with a mouse or keyboard. When the cursor is over a menu item or other object, you can select the item or object. Cursors often have different shapes, depending on modes of operation. For example, in **MusicMagic** the cursor changes into a note shape when you have selected the Note Add Tool.

Cut.
An Edit menu command that duplicates a selected note (or group of notes) and retains a copy in memory for further use. The selection is removed. Contrast with *Copy*.

Default.
A number, word or setting that a program assumes without the user giving an answer. Many parts of **MusicMagic** make assumptions to make the product easier to use. For example, when using the RECORD button, the default destination track is the first unused (clean) track.

Dialog box.
(Windows term) A window type, allowing the user to enter information necessary to the operation of a program. A box appears on the screen and the computer expects a response from the user. A dialog box is completed when you click a pushbutton labeled with some action, such as *OK* or *Cancel*.

Direction keys.
The four keys (up-arrow, down-arrow, left-arrow, right-arrow) on the computer keyboard which move the cursor around on the screen.

Double-click.
(Windows term) A technique of pressing down a mouse button twice in rapid succession, without moving the mouse. This is usually used to start an application from an icon. Compare with *Click* and *Click and drag*.

Drop-down combo box.
(Windows term) A type of combo box in which a list remains hidden until you click on the arrow to the right of the box. The list then "drops down." See *Combo box*.

Drop-down list.
(Windows term) A type of list box in which a list remains hidden until you click on the arrow to the right of the box. The list then "drops down." See *List box*.

Drop-down menu.
(Windows term) A type of menu that remains hidden until you click on the menu title. The complete menu then unfolds, or "drops down" so that you may choose a menu item. See *Menu*.

Field.
(Windows term) A non-moveable area on the screen used for entry or control of text or numbers.

Function key.
One of the special keys across the top or left of the computer keyboard. These keys are labeled F1 through F10, or often F1 through F12.

Group box.
(Windows term) A box that contains related choices grouped together.

Highlight.
(Windows term) A selected item on the screen, usually shown by reversing the colors of the letters or icon. Often items that are selected by moving and clicking the mouse become highlighted.

Icon.
(Windows term) A graphical representation (or picture). The Toolbox tools in **MusicMagic** are examples of icons. A unique icon also represents the program when it has been minimized.

IRQ or Interrupt.
IBM PC compatible computers use interrupts to let peripherals share the time and resources of the computer. Each peripheral (printer, MIDI interface, modem, etc.) must be assigned a unique IRQ, or interrupt. If two devices are set for the same IRQ, the result will be anything from unreliable operation to complete failure.

Item.
(Windows term) A choice on a drop-down menu. Each menu has a number of items that you can select. Items are highlighted by placing the mouse cursor over the item, and selected with a single click of the left button.

List box.
(Windows term) A Windows control that contains a list of choices from which you can select. See *Combo box*.

Menu.
(Windows term) A list of commands grouped under a common title. You choose the command you want by clicking on it.

Menu bar.
(Windows term) A place at the top of a window where menus are found.

MIDI.
Musical Instrument Digital Interface. A language that electronic instruments and computers use to communicate information about musical performance. **MusicMagic** sends and receives messages using the MIDI language so that it can talk to any instrument that also uses MIDI. MIDI information is typically sent using a five-pin round (DIN) connector.

MIDI Volume.
A MIDI Controller message that affects the loudness of all notes on a particular MIDI Channel. Compare to *Velocity*.

Mono On (Poly Off).
(MIDI term) An instrument in Mono On mode assigns incoming Channel voice messages monophonically to different MIDI Channels.

Mouse button.
There are usually two or three buttons on a mouse - left and right; or left, middle and right.

Multiple selection.
(Windows term) A selection that includes more than one object. You can either Shift-click to select multiple objects, or click and drag to select a range of objects.

OK.
(Windows term) A standard pushbutton in a dialog box, that carries out a command or action and closes the dialog box. This is equivalent to pressing the Enter key on the computer keyboard. Contrast with *Cancel*.

Omni Off.
(MIDI term) An instrument in the Omni Off mode will recognize MIDI data only on its assigned MIDI Channel.

Omni On.
(MIDI term) An instrument in the Omni On mode will recognize MIDI data on all MIDI Channels.

Paste.
In **MusicMagic**, to paste a region of music causes music starting from the given count to be overwritten on that track by the new region of music.

Patch.
Information that a synthesizer uses to define a specific sound waveform (timbre). See *Program Change*.

Pitch Bend.
(MIDI term) A MIDI message that controls the continuous change of pitch. This often deserves special mention because the MIDI language sends special signals to communicate the Pitch Bend information.

Pointing device.
A device, such as a mouse, trackball, or joystick, which is used to move a cursor on a computer screen.

Poly On (Mono Off).
(MIDI term) An instrument in Poly On mode assigns Channel voice messages to its internal voices polyphonically. This allows for more than one note to be played simultaneously on a particular voice (i.e. a chord).

Program Change.
(MIDI term) A MIDI message sent to and from instruments that changes the patch or sound information for that instrument, resulting in a different timbre.

Prompt.
(Windows term) When a computer program displays a query to the user, and provides an action (or actions) to take.

Pushbutton.
(Windows term) A rectangular button that is used in a dialog box to initiate and immediate action. Common pushbuttons are *OK* and *Cancel*.

Quantize.
A feature of **MusicMagic** that lengthens or shortens notes (and changes where notes begin) to even multiples of a specified note length. Quantizing can make somewhat sloppy playing sound tighter, but can also make a performance sound too rigid if applied incorrectly.

Quit.
To leave the program. If you have unsaved music or edits, you will be prompted to save your work first.

Radio button.
(Windows term) A common Windows control, the radio button is a circle next to text or a picture, indicating a user choice. This control acts like a switch. When the radio button is switched on, the circle appears to be filled. Only one radio button in a group can be switched on at any time. See *Check box*.

RIFF file.
A file format created by Microsoft for use with Multimedia Windows. It is a variant of Standard MIDI File.

Scroll.
(Windows term) To move the display area, causing information that is off screen to be displayed.

Scroll bar.
(Windows term) A control that you use to move a window or field, to display more information than could be shown on the screen.

Selection.
(Windows term) An object or group of objects (text, notes, pictures etc.) that you choose. The chosen object is highlighted (changes color or intensity) to show it is selected. You can make changes to a selection. See *Multiple selection*.

Sequencer.
A MIDI multi-track tape recorder.

Single-click.
Pressing and releasing a mouse button once.

Standard MIDI File.
A file format for platform-independent exchange of MIDI sequences. Type 0 files are single-track files. Type 1 are multi-track files. Type 2 are multi-sequence files. **MusicMagic** supports Type 0 and 1 files.

Studio file.
The native file format of **MusicMagic**. This format contains more information than a Standard MIDI File.

System Exclusive Message.
(MIDI term) A special class of MIDI message that allows manufacturer-specific information to be received and transmitted. Also known as SysEx.

Tab.
(Windows term) The Tab key moves the cursor from one field, control, or area to another within a window. You can use the Shift-Tab key combination to move backwards.

Text entry field.
(Windows term) An edit control that allows you to enter text and numbers. The cursor usually changes into a vertical line or an I-beam shape.

Tick.
Music in **MusicMagic** is segmented by Measure, Beat, and Tick. There are 96 ticks in each beat.

Title bar.
(Windows term) The area at the top of a window that contains the name of the window. When applicable, the maximize, minimize and restore icons will also be in this area.

Track.
A **MusicMagic** sequencer term, each voice is displayed on the screen and has its own set of music and performance features. A voice can be polyphonic (many simultaneous notes), but cannot be set to more than one MIDI channel.

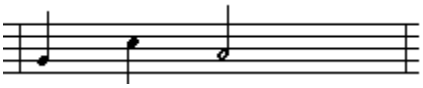
User interface.
The style and design of the interaction between you and your computer. It usually refers to how you select the options you want to use or change.

Velocity.
A synthesizer and MIDI term that means how hard the musical key is pressed (or released). For keyboards that have velocity control, this can affect the loudness or other tonal quality of the sound. Compare to *MIDI Volume*.

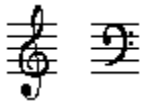
View.
MusicMagic allows you to select different ways of looking at, controlling, and altering your music. These are called views.

Window.
An area of the screen with visual boundaries through which information is displayed.

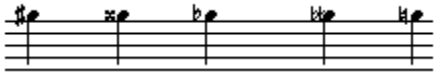
Notes on a staff



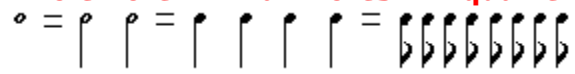
Treble and Bass clef



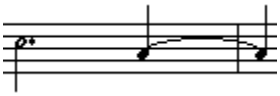
Sharps, flats and natural



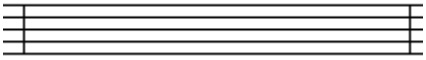
Whole note = 2 half notes = 4 quarter notes = 8 eighth notes



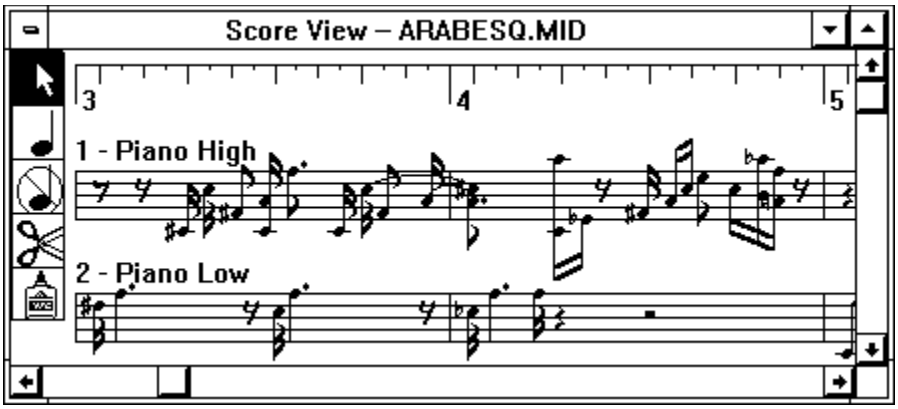
Dotted note and tied notes

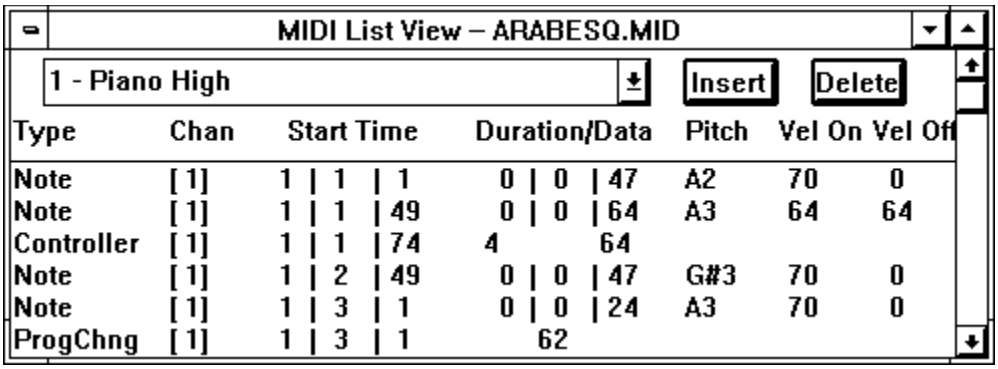


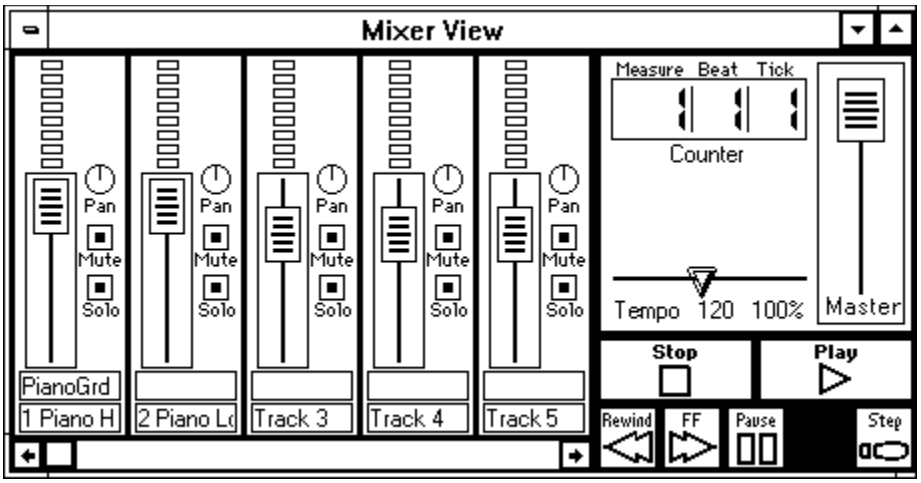
Measure

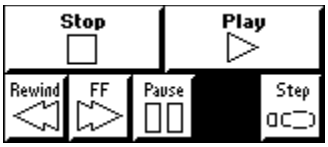


Time signature

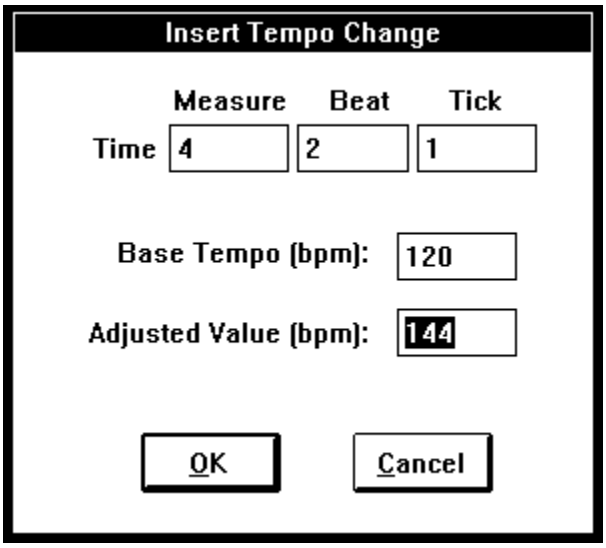

Score View – ARABESQ.MID
3
4
5
1 - Piano High
2 - Piano Low

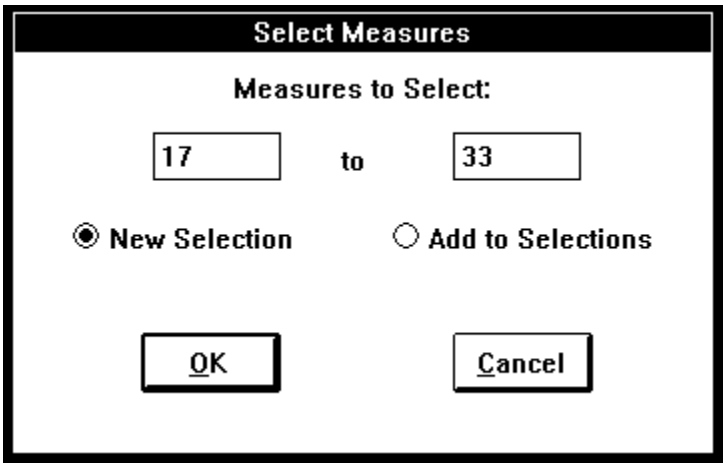

MIDI List View – ARABESQ.MID
1 - Piano High
Insert
Delete
Type Chan Start Time Duration/Data Pitch Vel On Vel Off
Note [1] 1 | 1 | 1 0 | 0 | 47 A2 70 0
Note [1] 1 | 1 | 49 0 | 0 | 64 A3 64 64
Controller [1] 1 | 1 | 74 4 64
Note [1] 1 | 2 | 49 0 | 0 | 47 G#3 70 0
Note [1] 1 | 3 | 1 0 | 0 | 24 A3 70 0
ProgChng [1] 1 | 3 | 1 62

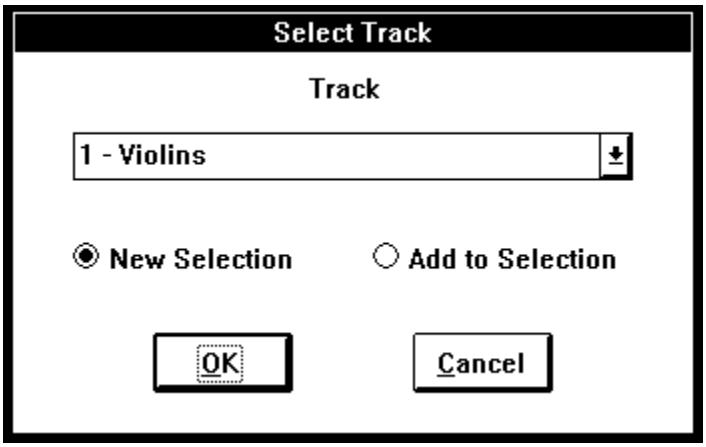

Mixer View
Pan
Mute
Solo
PianoGrd
1 Piano H
2 Piano Lo
Track 3
Track 4
Track 5
Measure Beat Tick
Counter
Tempo 120 100%
Master
Stop
Play
Rewind
FF
Pause
Step

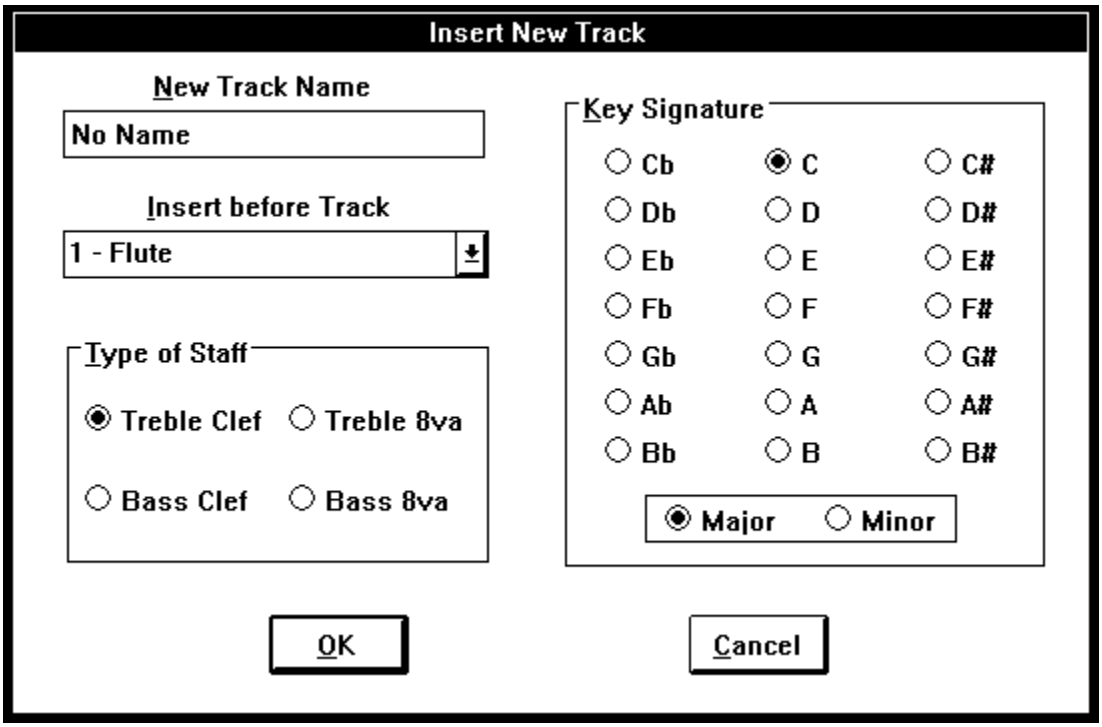

Stop
Play
Rewind
FF
Pause
Step

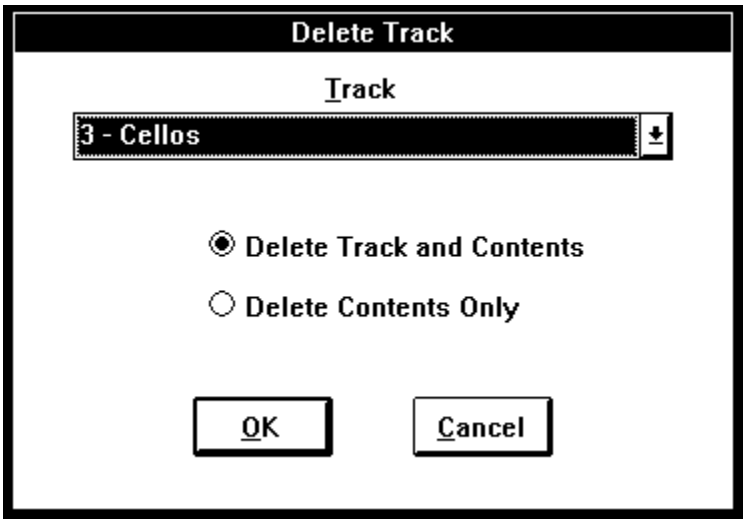
3

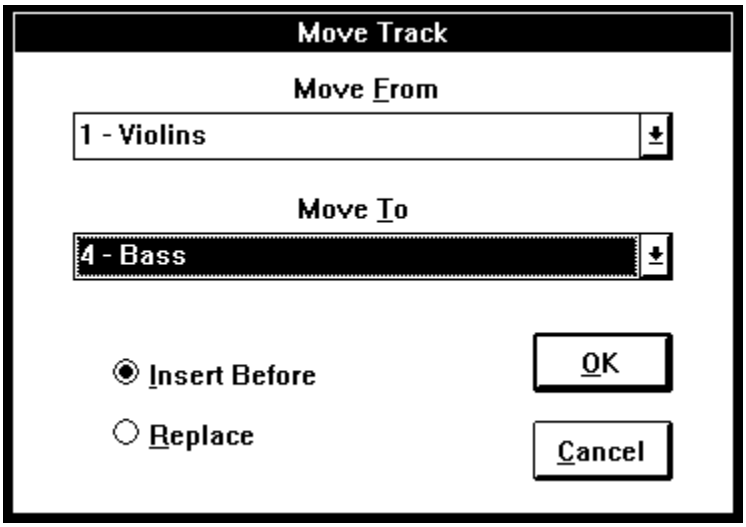

Insert Tempo Change
Measure
Beat
Tick
Time
4
2
1
Base Tempo (bpm):
120
Adjusted Value (bpm):
144
OK
Cancel

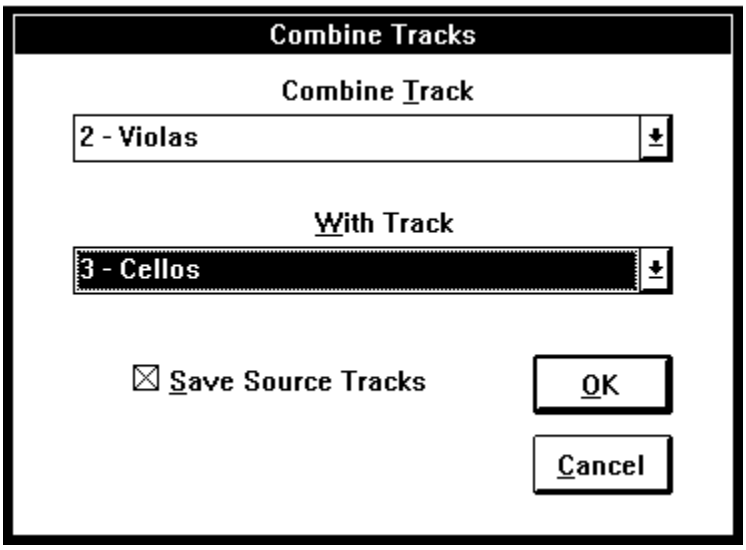

Select Measures
Measures to Select:
17
to
33
New Selection
Add to Selections
OK
Cancel

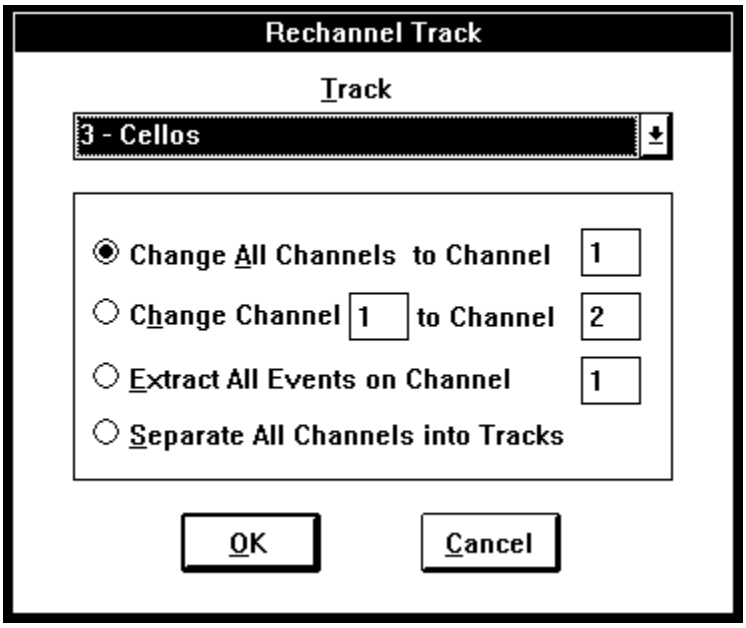

Select Track
Track
1 - Violins
New Selection
Add to Selection
OK
Cancel

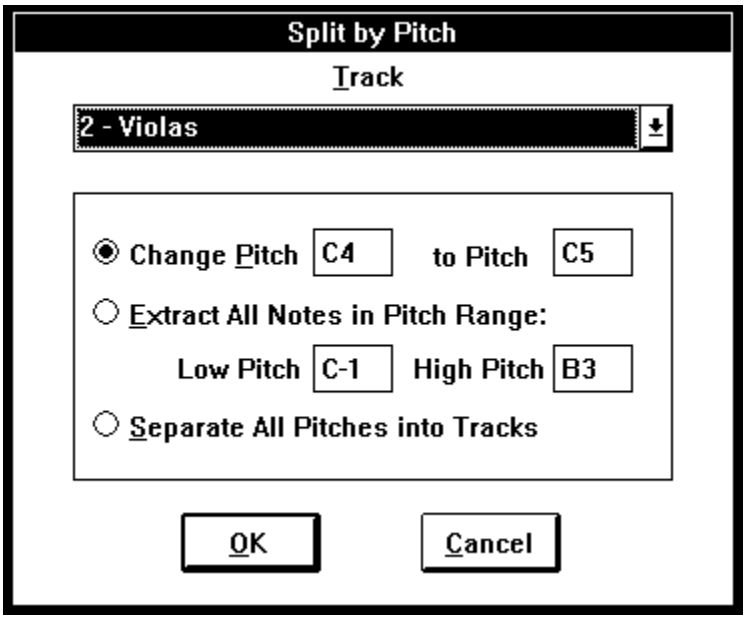

Insert New Track
New Track Name
No Name
Insert before Track
1 - Flute
Type of Staff
Treble Clef
Treble 8va
Bass Clef
Bass 8va
Key Signature
Cb
C
C#
Db
D
D#
Eb
E
E#
Fb
F
F#
Gb
G
G#
Ab
A
A#
Bb
B
B#
Major
Minor
OK
Cancel

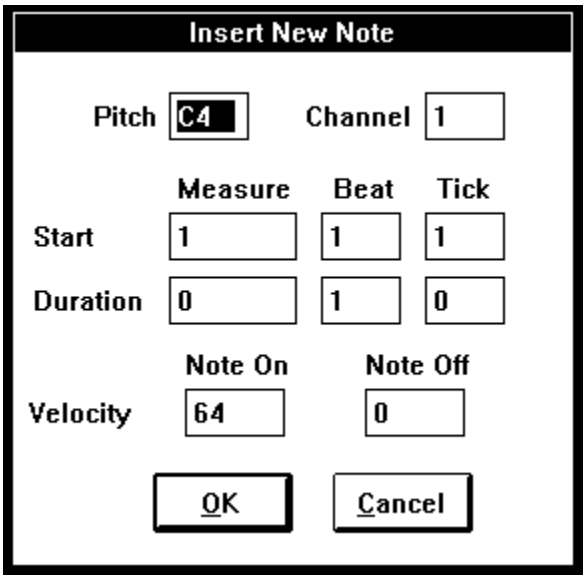

Delete Track
Track
3 - Cellos
Delete Track and Contents
Delete Contents Only
OK
Cancel

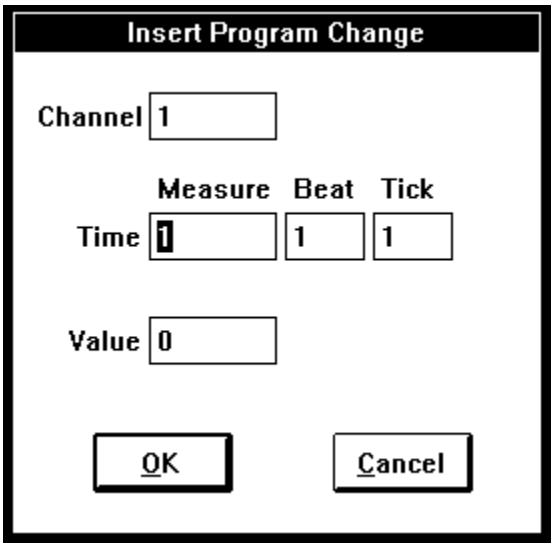

Move Track
Move From
1 - Violins
Move To
4 - Bass
Insert Before
Replace
OK
Cancel

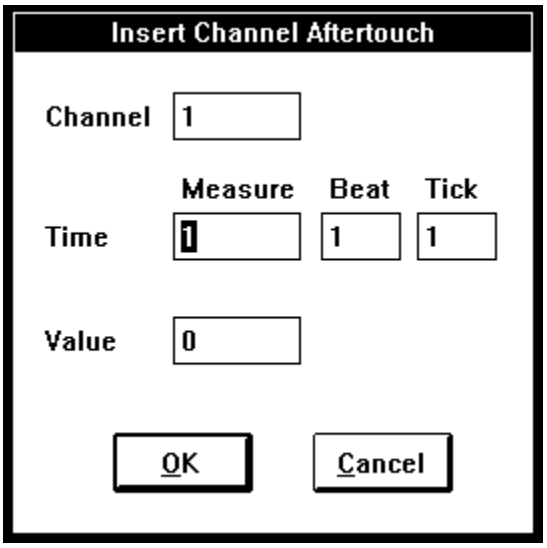

Combine Tracks
Combine Track
2 - Violas
With Track
3 - Cellos
Save Source Tracks
OK
Cancel

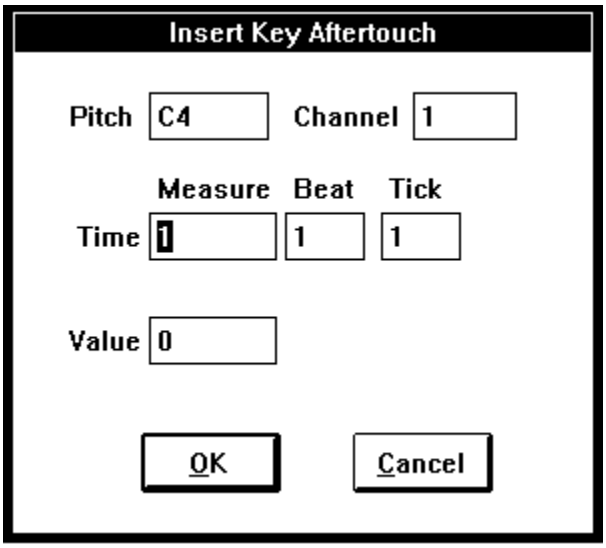

Rechannel Track
Track
3 - Cellos
Change All Channels to Channel
1
Change Channel
1
to Channel
2
Extract All Events on Channel
1
Separate All Channels into Tracks
OK
Cancel

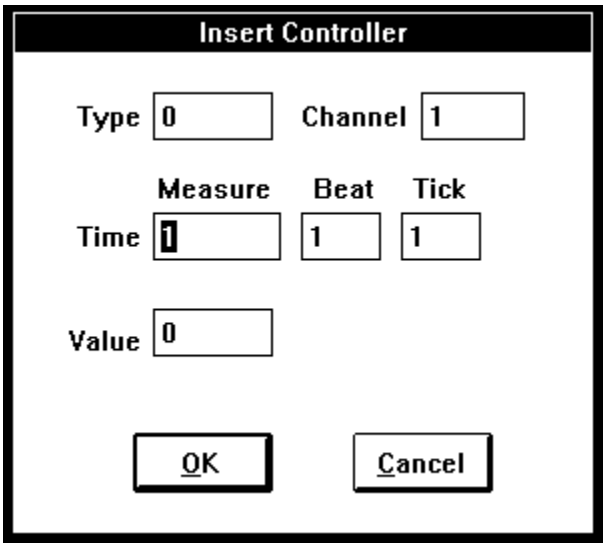

Split by Pitch
Track
2 - Violas
Change Pitch
C4
to Pitch
C5
Extract All Notes in Pitch Range:
Low Pitch
C-1
High Pitch
B3
Separate All Pitches into Tracks
OK
Cancel

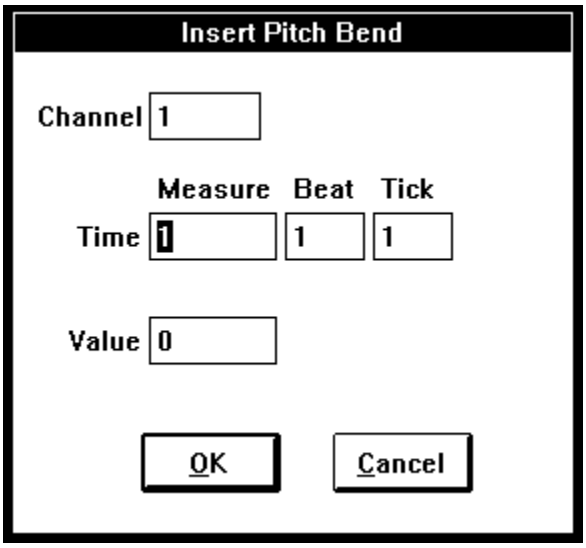

Insert New Note
Pitch
C4
Channel
1
Measure
Beat
Tick
Start
1
1
1
Duration
0
1
0
Note On
Note Off
Velocity
64
0
OK
Cancel

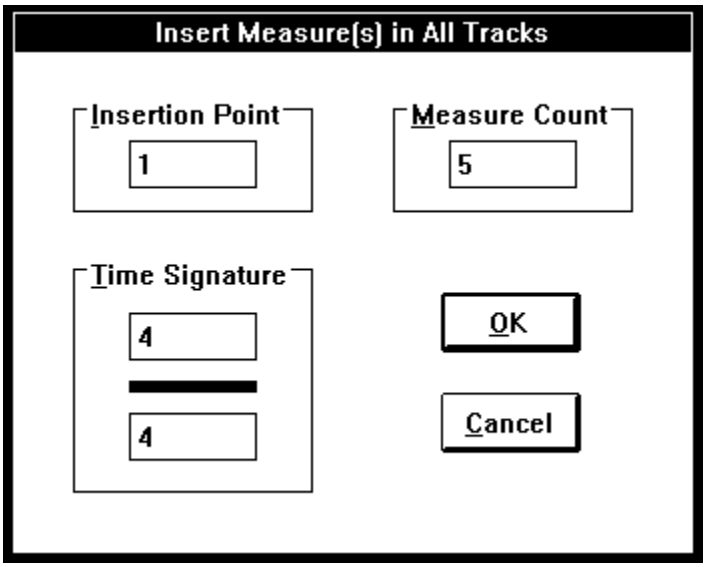

Insert Program Change
Channel 1
Measure Beat Tick
Time 1 1 1
Value 0
OK
Cancel

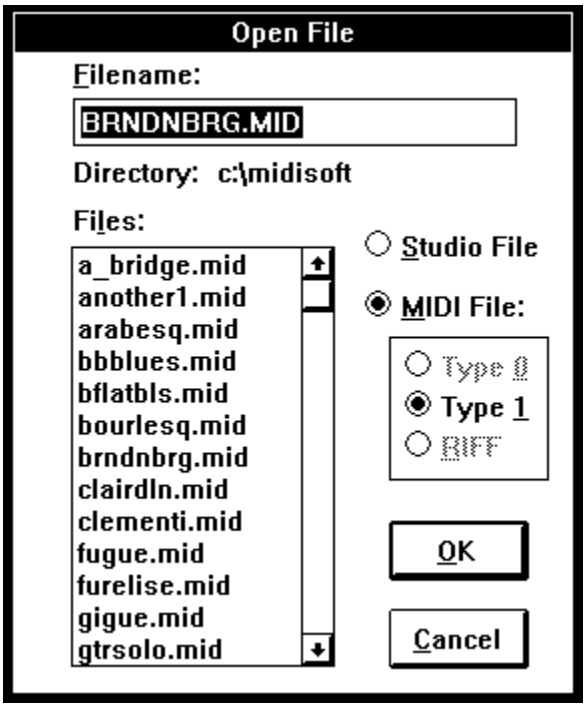

Insert Channel Aftertouch
Channel
1
Measure
Beat
Tick
Time
1
1
1
Value
0
OK
Cancel

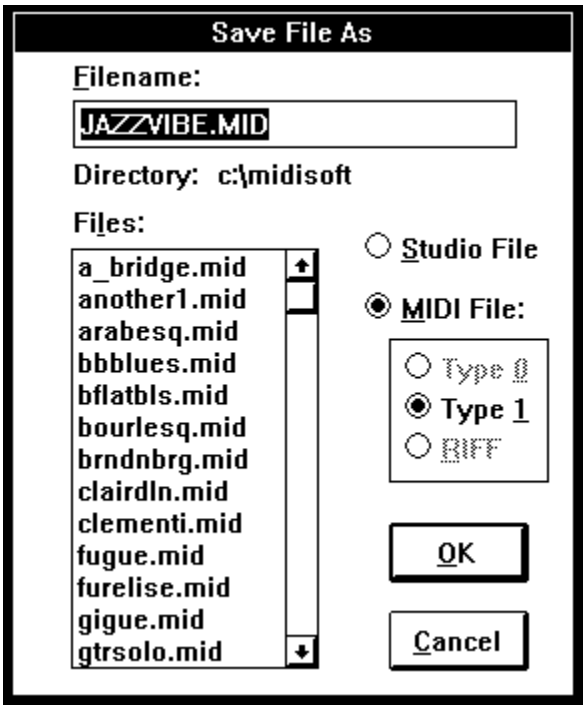

Insert Key Aftertouch
Pitch
C4
Channel
1
Measure
Beat
Tick
Time
1
1
1
Value
0
OK
Cancel

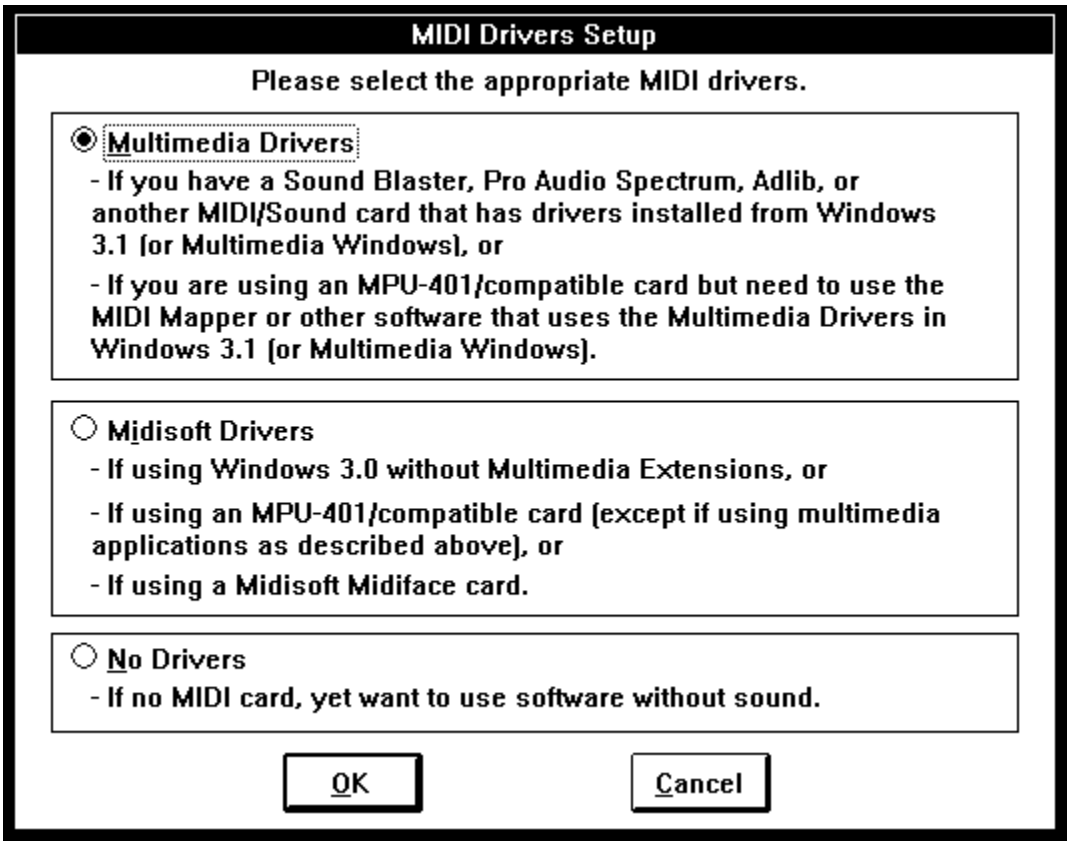

Insert Controller
Type
0
Channel
1
Measure
Beat
Tick
Time
1
1
1
Value
0
OK
Cancel

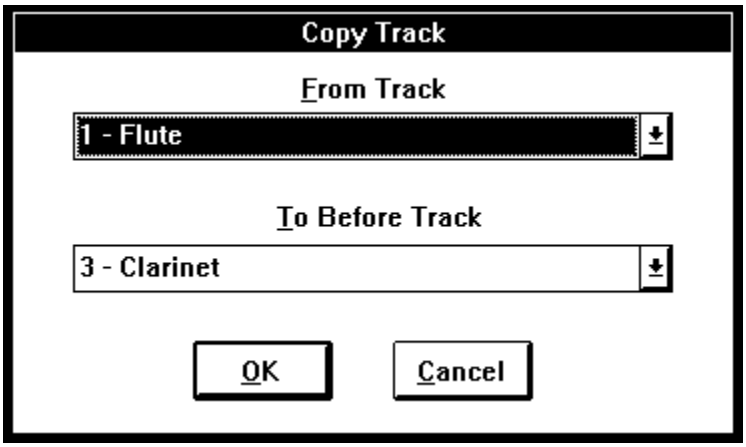

Insert Pitch Bend
Channel
1
Measure
Beat
Tick
Time
1
1
1
Value
0
OK
Cancel

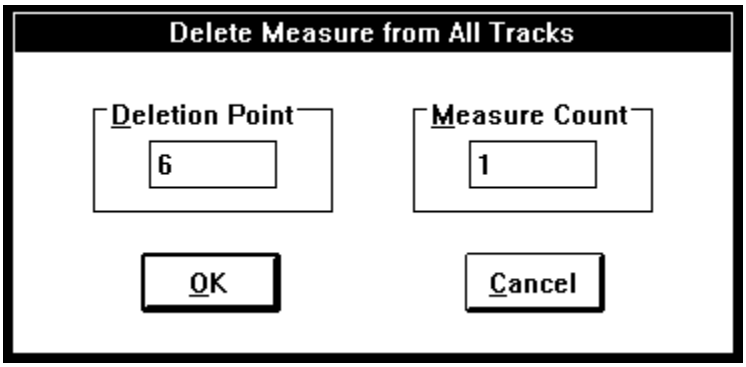

Insert Measure(s) in All Tracks
Insertion Point
1
Measure Count
5
Time Signature
4
4
OK
Cancel

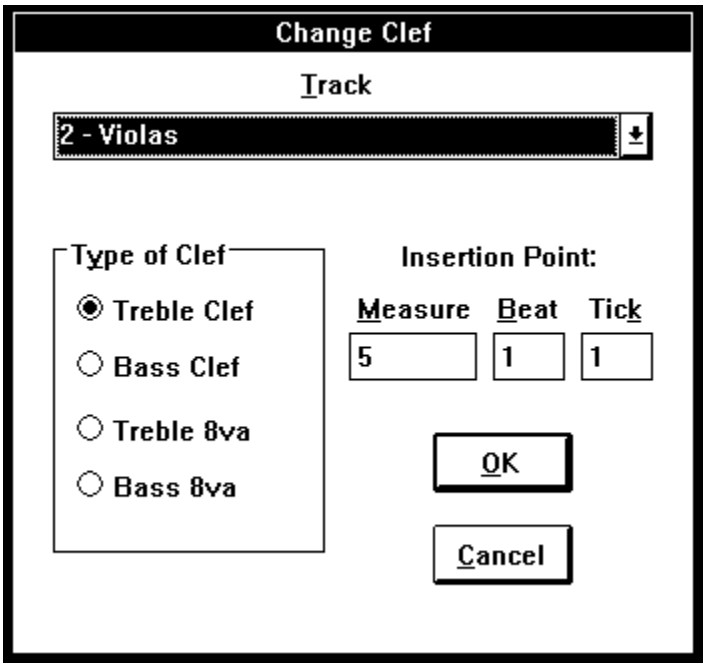

Open File
Filename:
BRNDNBRG.MID
Directory: c:\midisoft
Files:
a_bridge.mid
another1.mid
arabesq.mid
bbblues.mid
bflatbls.mid
bourlesq.mid
brndnbrg.mid
clairdln.mid
clementi.mid
fugue.mid
furelise.mid
gigue.mid
gtrsolo.mid
Studio File
MIDI File:
Type 0
Type 1
RIFF
OK
Cancel

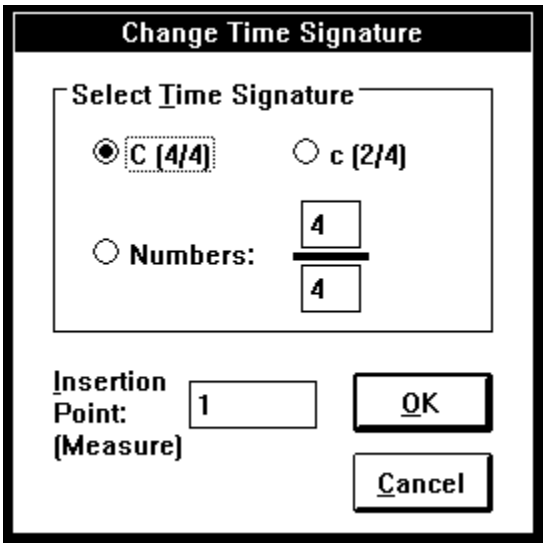

Save File As
Filename:
JAZZVIBE.MID
Directory: c:\midisoft
Files:
a_bridge.mid
another1.mid
arabesq.mid
bbblues.mid
bflatbls.mid
bourlesq.mid
brndnbrg.mid
clairdln.mid
clementi.mid
fugue.mid
furelise.mid
gigue.mid
gtrsolo.mid
Studio File
MIDI File:
Type 0
Type 1
RIFF
OK
Cancel

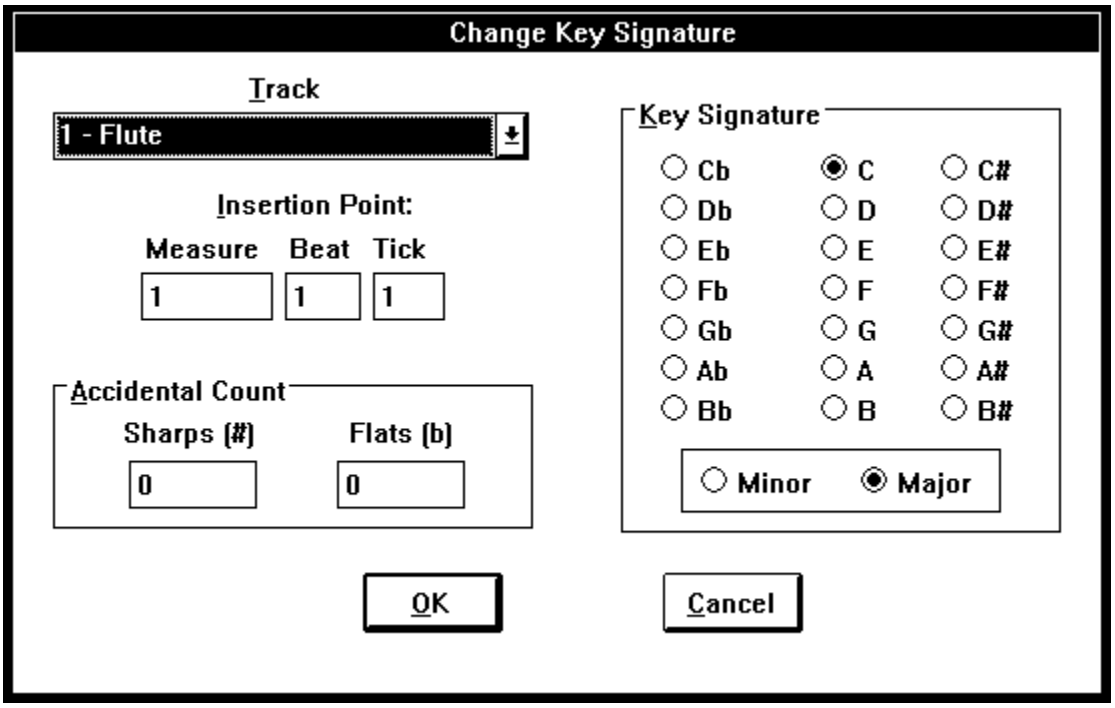

MIDI Drivers Setup
Please select the appropriate MIDI drivers.
Multimedia Drivers
- If you have a Sound Blaster, Pro Audio Spectrum, Adlib, or another MIDI/Sound card that has drivers installed from Windows 3.1 (or Multimedia Windows), or
- If you are using an MPU-401/compatible card but need to use the MIDI Mapper or other software that uses the Multimedia Drivers in Windows 3.1 (or Multimedia Windows).
Midisoft Drivers
- If using Windows 3.0 without Multimedia Extensions, or
- If using an MPU-401/compatible card (except if using multimedia applications as described above), or
- If using a Midisoft Midiface card.
No Drivers
- If no MIDI card, yet want to use software without sound.
OK
Cancel

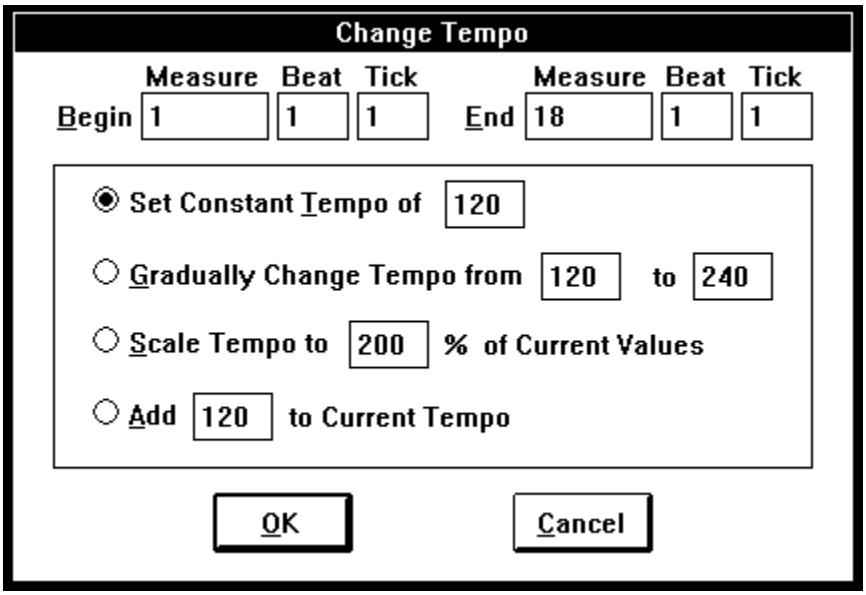

Copy Track
From Track
1 - Flute
To Before Track
3 - Clarinet
OK
Cancel

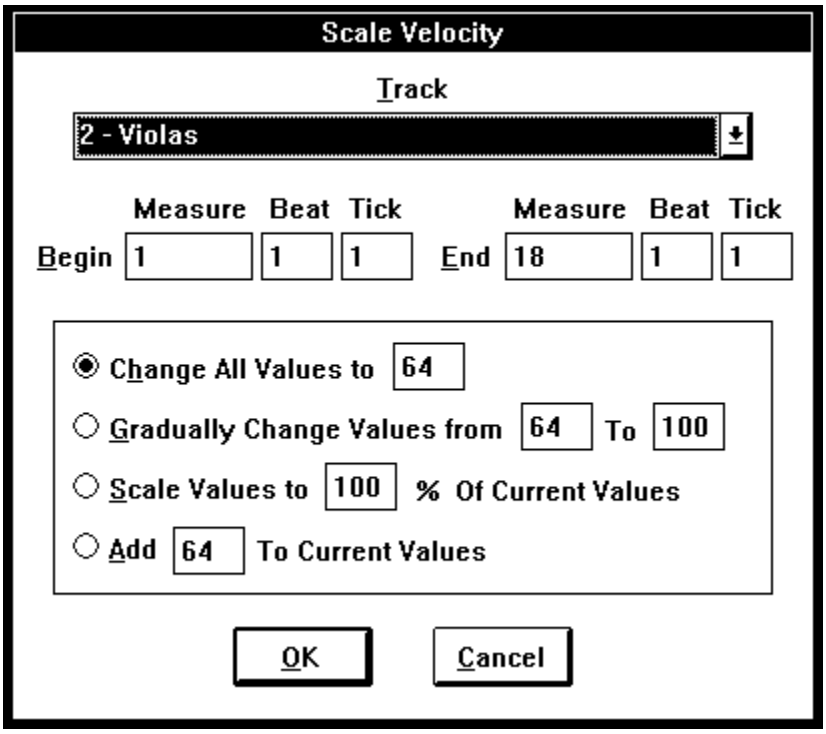

Delete Measure from All Tracks
Deletion Point
6
Measure Count
1
OK
Cancel

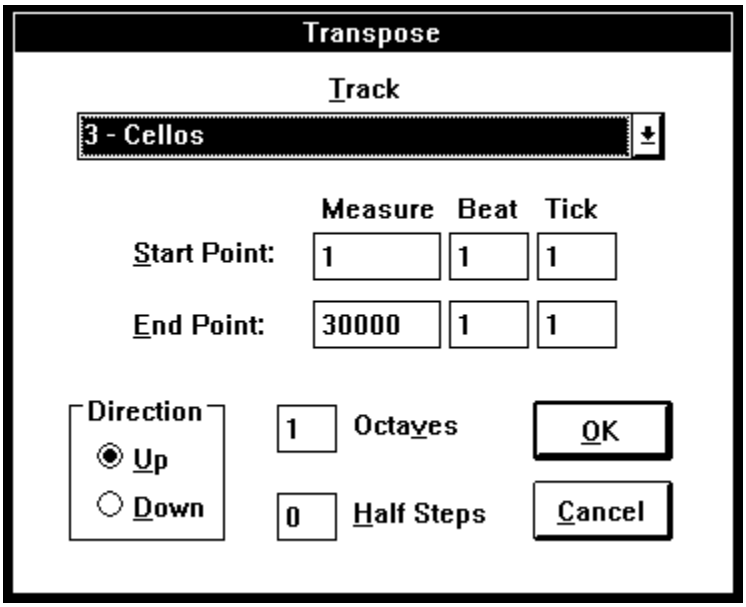

Change Clef
Track
2 - Violas
Type of Clef
Treble Clef
Bass Clef
Treble 8va
Bass 8va
Insertion Point:
Measure
Beat
Tick
5
1
1
OK
Cancel

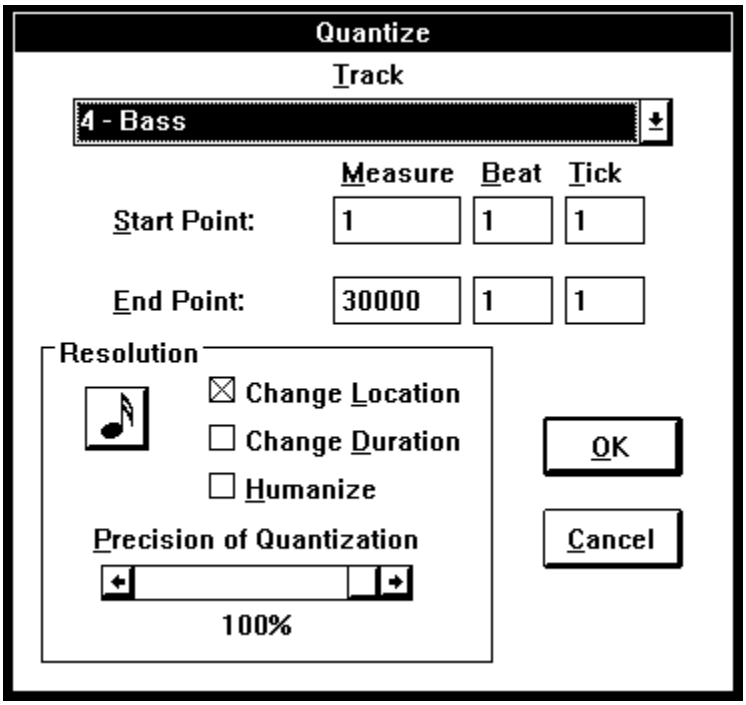

Change Time Signature
Select Time Signature
C (4/4)
c (2/4)
Numbers:
4
4
Insertion Point: (Measure)
1
OK
Cancel

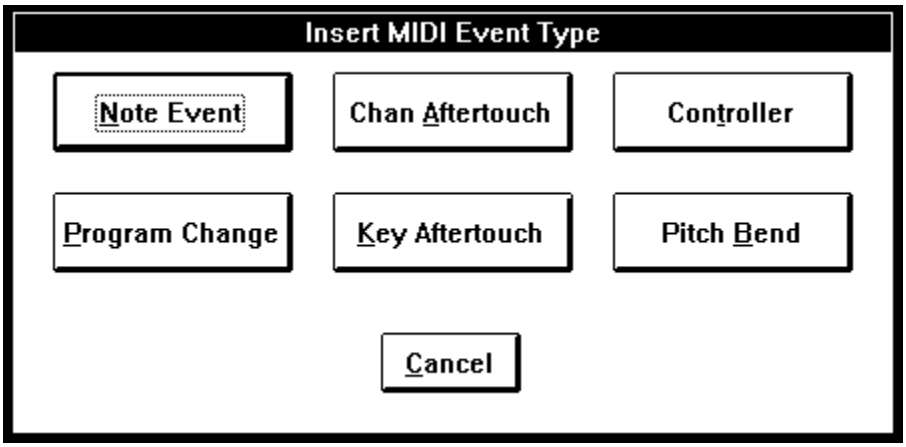

Change Key Signature
Track
1 - Flute
Insertion Point:
Measure
Beat
Tick
1
1
1
Accidental Count
Sharps (#)
Flats (b)
0
0
Key Signature
Cb
C
C#
Db
D
D#
Eb
E
E#
Fb
F
F#
Gb
G
G#
Ab
A
A#
Bb
B
B#
Minor
Major
OK
Cancel

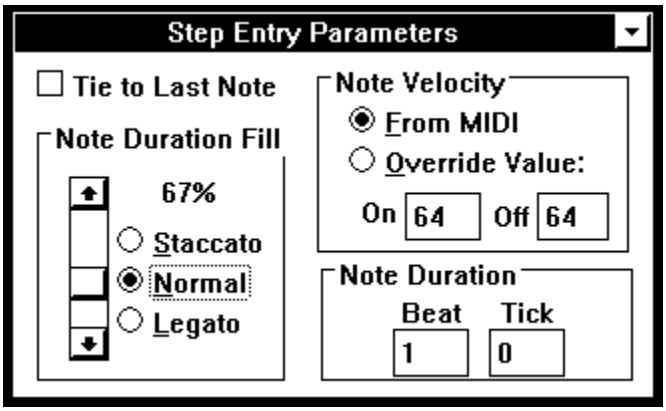

Change Tempo
Measure Beat Tick
Begin 1 1 1
Measure Beat Tick
End 18 1 1
Set Constant Tempo of 120
Gradually Change Tempo from 120 to 240
Scale Tempo to 200 % of Current Values
Add 120 to Current Tempo
OK
Cancel


Scale Velocity
Track
2 - Violas
Measure Beat Tick
Begin 1 1 1
End 18 1 1
Change All Values to 64
Gradually Change Values from 64 To 100
Scale Values to 100 % Of Current Values
Add 64 To Current Values
OK
Cancel

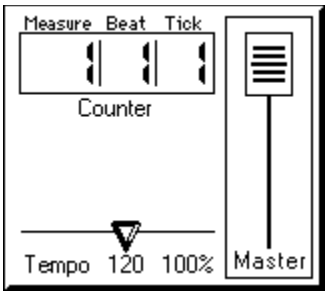

Transpose
Track
3 - Cellos
Measure
Beat
Tick
Start Point:
1
1
1
End Point:
30000
1
1
Direction
Up
Down
1
Octaves
0
Half Steps
OK
Cancel


Quantize
Track
4 - Bass
Measure
Beat
Tick
Start Point:
1
1
1
End Point:
30000
1
1
Resolution
Change Location
Change Duration
Humanize
Precision of Quantization
100%
OK
Cancel

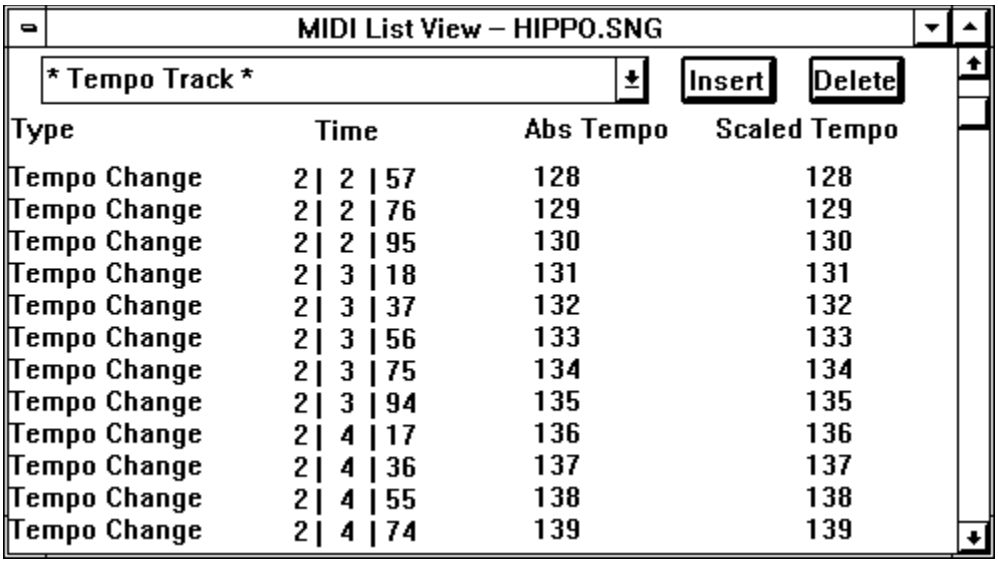

Insert MIDI Event Type
Note Event
Chan Aftertouch
Controller
Program Change
Key Aftertouch
Pitch Bend
Cancel

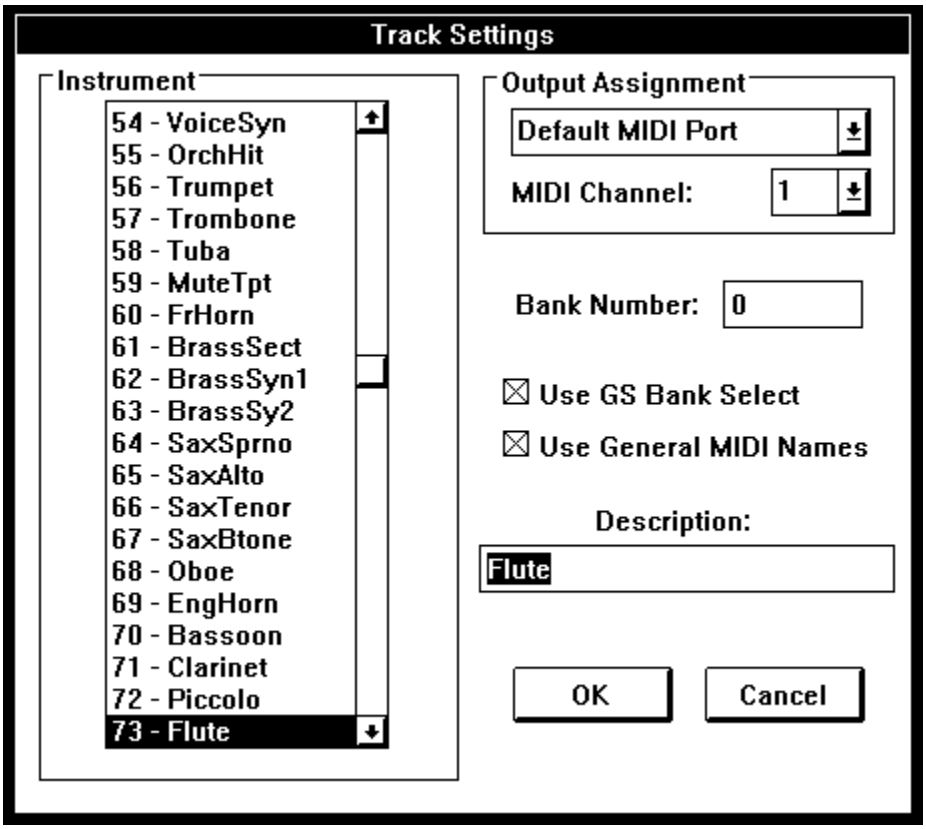

Step Entry Parameters
Tie to Last Note
Note Duration Fill
67%
Staccato
Normal
Legato
Note Velocity
From MIDI
Override Value:
On 64 Off 64
Note Duration
Beat Tick
1 0


Midisoft MusicMagic
Version 1.0
Copyright © 1991, 1992
Midisoft® Corporation
OK


Measure Beat Tick
Counter
Tempo 120 100%
Master

MIDI connector


MIDI List View – HIPPO.SNG
* Tempo Track *
Insert
Delete
Type
Time
Abs Tempo
Scaled Tempo
Tempo Change 2 | 2 | 57 128 128
Tempo Change 2 | 2 | 76 129 129
Tempo Change 2 | 2 | 95 130 130
Tempo Change 2 | 3 | 18 131 131
Tempo Change 2 | 3 | 37 132 132
Tempo Change 2 | 3 | 56 133 133
Tempo Change 2 | 3 | 75 134 134
Tempo Change 2 | 3 | 94 135 135
Tempo Change 2 | 4 | 17 136 136
Tempo Change 2 | 4 | 36 137 137
Tempo Change 2 | 4 | 55 138 138
Tempo Change 2 | 4 | 74 139 139


Track Settings
Instrument
54 - VoiceSyn
55 - OrchHit
56 - Trumpet
57 - Trombone
58 - Tuba
59 - MuteTpt
60 - FrHorn
61 - BrassSect
62 - BrassSyn1
63 - BrassSy2
64 - SaxSprno
65 - SaxAlto
66 - SaxTenor
67 - SaxBtone
68 - Oboe
69 - EngHorn
70 - Bassoon
71 - Clarinet
72 - Piccolo
73 - Flute
Output Assignment
Default MIDI Port
MIDI Channel:
1
Bank Number:
0
Use GS Bank Select
Use General MIDI Names
Description:
Flute
OK
Cancel