

# FadeMax

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# An Overview of FadeMax

FadeMax is 16 Channel Automated Mixer simulation. It will record and playback movements of its on-screen controls as well as record and play back control changes from external MIDI devices. Each FadeMax channel contains seven controls plus an led simulation. All channel controls are user assignable with respect to MIDI Control Change number, MIDI Channel number and a range of values.

The most common uses of FadeMax are to automate a mix using MIDI instruments or an external MIDI controllable Mixer such as the Mark of the Unicorn MIDI Mixer 7, or even MIDI controlled lighting consoles. With our SnapShot feature, you can setup scenes for instant mix changes or lighting cues or other uses. If your device responds to MIDI control changes, the uses for FadeMax are endless!

In addition to its controls, FadeMax provides a complete set of editing features, including Event List and Graphic editing windows. FadeMax also includes powerful editing transforms that let you limit, scale, shift and perform other useful operations to your recording. The Fill command makes smooth fades easy to create. FadeMax also includes our innovative Icon Toolboxes, with common editing commands just a click away.

# How to Use FadeMax

FadeMax is designed to be run as standalone programs or to be used with another program, such as SeqMax. Since the MIDI Director synchronizes all sequencers, FadeMax will play along with SeqMax perfectly in time. This is because FadeMax is actually a mixing sequencer.

When started, FadeMax displays the Mixer window and the transport bar. The transport bar is always displayed. SeqMax has a full set of transport controls at the top of the screen for starting record and playback. Next to the transport keys is a large Time Display. It shows the current position in SMPTE time. If you are not actually in SMPTE sync mode FadeMax uses 30 non-drop. Next to the Time Display is the SnapShot button.

Before you use FadeMax you will need to configure the mixer for your equipment. This is described in detail in the chapter on the Mixer window, under the section on Control Settings. You can configure FadeMax for any MIDI device that accepts MIDI control changes.

To Record you simply press the Record button. You can then manipulate the controls to record movements, or the MIDI events may be received from the selected MIDI input. When you press the stop button, recording is ended and a dialog box is displayed asking whether you wish to keep your mix. If you answer Yes, the mix will be saved.

FadeMax has several record modes. The Overdub mode simply adds any movements or MIDI events to the existing data. The Replace mode replaces all mix data after a control is moved; the data for that control before you click on the control is left untouched. Finally, the Scrub mode is like a punch in mode where data is only replaced as long as you are manipulating the control. When you click on a control, data is replaced until you release the mouse button.

# The Transport Bar

The transport bar has controls for record and playback as well as displaying the current SMPTE time and the SnapShot button. The transport bar features a standard tape recorder style transport consisting of Record, Play, Stop, Rewind and Fast Forward buttons.

The Record Button puts FadeMax into record mode. FadeMax will record the MIDI data. The Play button will playback your mix. Stop will stop Playback or Record. Rewind will wind the mix back to the start. Fast Forward will play the mix back at a fast speed. The fast forward speed is determined by the MIDI Preferences program.

The large Numeric display is called the Time Display. The Time Display shows the time in SMPTE time in the format of Hours:Minutes:Seconds:Frames. If you are using MIDI Time Code sync then the frame rate is determined by the SMPTE source. If you are using Internal or MIDI sync then the MTC time display will always use 30 frames for display.

Next to the Time Display is the SnapShot button. The SnapShot button is an alternate method of using the Edit menu's SnapShot command. The SnapShot command simply inserts the current control settings into the mix track. When you press the snap shot button, a dialog is displayed allowing you to specify the SMPTE time where the snap shot is inserted.

# The Mixer Window

FadeMax only differ in the number of controls in their Mixer Windows. Once we've described the channel layout for the Mixer we'll describe changing individual control settings and accessing the edit windows.

FadeMax has sixteen mixer channels, each with a fader, a button, five potentiometers and an LED. You also have a label for each row to the left and a tape strip, or comment area, on the bottom of the Mixer Window. The Red switch in the top left-hand corner is a disable/enable Transport Switch.

[Using the Mixer Windows](#)

[Modifying Individual Control Settings](#)

[Labeling Controls and the Tape Strip](#)

[The Transport Switch](#)

[Accessing Edit Windows](#)

## Using the Mixer Window

The Mixer window is used just like a real mixer. Move the controls as you would a real mixer's controls. The only difference is that you use the mouse instead of your fingers. The only difference is that MIDI messages, called events, are sent instead of controlling a volume or tone circuit.

You can access editing functions from the Mixer window's pop-up menu. You can display the Mixer's popup menu by pressing the right mouse button with the mouse button over a control. This menu has choices for Graphic Editor, Event Editor and Control Settings. The Control Settings choice leads to a dialog that allows you to modify the MIDI control change, MIDI Channel and range settings for each control. The Graphic Editor and Event Editor choices open windows for editing your mix.



# Modifying Individual Control Settings

The Control Settings dialog is displayed by selecting the Control Settings choice from the Mixer window's pop-up menu. You do this by placing the mouse cursor over a control and pressing the right mouse button. This displays the popup menu. Choosing Control settings displays the Control Settings dialog. The dialog has selections for MIDI Controller, MIDI Channel, Value, and Range.

The MIDI Controller and MIDI Channel settings determine which MIDI control change and on what MIDI channel the control sends and responds to.

The Value Start and Current parameters determine the beginning and current value for the control. The Minimum and Maximum Range settings determine the valid range of values for the control. The control will only send and respond to MIDI events in this range.

Choosing Ok modifies the control's settings while Cancel reverts to the original settings for these controls. These values are saved with each Mix and with the Mixer Setup files.

See the [Menu Command](#) reference for more information on saving these types of files.

# Labeling Controls and the Tape Strip

The Tape Strip runs along the bottom of the Mix window and is convenient place for comments or Mix instructions.

Along the left hand side of the Mixer window are labels for each row of controls. FadeMax has seven labels. When you mouse the mouse pointer over one of these labels the mouse turns into a mouse shape showing you that you can select one of these labels. This label is used in the Event Editor to identify control events. It is also used for the selecting controls for the Event Editor filter and various editing dialogs. You can enter any text you want. Labels are saved in Mix session files as well as in Mixer Setup files.

# The Transport Switch

The Red switch in the top left-hand corner is a disable/enable Transport Switch. This is used to disable or enable playback from FadeMax. What if you wanted to use just the mixing capability of the program in real time without recording or playing back anything? By turning off the Transport Switch, your Big Noise sequencer will not cause FadeMax to start, turning FadeMax into a simple mixer panel. You can turn the Transport Switch back on to re-enable FadeMax's recording and playback functions.

## Accessing Edit Windows

You can access the edit windows from the Mixer window's pop-up menu. You do this by placing the mouse cursor over a control and pressing the right mouse button. This displays the popup menu. Choosing Graphic Editor or Event Editor displays an edit window. You can also choose an edit window from the Windows menu or with the F11 and F12 functions keys on the PC's keyboard.

# The Graphic Editor Window

The Graphic Editor is the most powerful editor in FadeMax. You can open as many Graphic Edit windows as needed, and each edit window can show different data for different controls. The Window title bar tells you which control is being edited.

The Graphic Editor window is split into two sections, the **edit** pane and the **status** area. The **status** area wraps around the edit area and includes the top area where mouse position is displayed. The left-hand side of the status area shows the value ruler, while the bottom shows the position ruler.

The **Edit** pane shows you the control events and lets you edit them with your mouse. The Graphic Editor has a **Toolbox** that lets you select what edit mode the edit area is in, lets you change the window to show other controls and various editing commands.

The Graphic Editor will show only one control at a time. Any editing will only affect the displayed mix control.

# The Graphic Editor Toolbox

To access the Toolbox, click the Right mouse button over the edit pane. Each button shows a different tool or icon. The tool buttons activate different edit tools while the icon buttons either change the appearance, control displayed or select edit commands.

You can select one to see its function-





The **Pick Tool** is the first button. The pick tool is used for block marking in the edit pane.



The **Eraser Tool** is under the Pick Tool. The Eraser tool will erase single events when dragged over the edit pane. If you click the eraser tool over a block marked area it will erase all events in the block.

The **Pencil Tool** is selected to add new data. Just as with a paint program, like Windows Paint, you just draw the new information on the edit pane. If you don't drag the mouse, only a single event will be added. Program changes and velocities are modified differently by the pencil tool. See the discussions above for more details.

The **Fill Tool** will fill events between two other events. This is useful for making smooth changes between events, without trying to draw a straight plot with the pencil tool.

The **Scale Icon** lets you scale events by a percentage. 100% equals no change, greater than 100% increases tempo values while values less than 100% decreases values. It will effect a block marked region if a region is marked, or the whole controller's data if no region is marked.

The **Remove Icon** is like using Delete from the Edit menu, except that you can limit the range of events to remove. A block must be marked for remove to work.

The **No Duplicates Icon** is a way of removing duplicate events. This is mostly useful when importing MIDI Files, since SeqMax removes duplicates when drawing new events. If a block is marked, duplicates will only be removed within the selected block.

The **View Icon** is used to determine which controller is displayed by both the edit pane. It has selections for the Mixer channel and control that you can select.

The **Limit Icon** lets you limit the range of existing events between user specified values. It will effect a block marked region if a region is marked, or the whole mix track if no region is marked.



The **Smooth Icon** lets you add control data to smooth out the effect of the selected control. It will effect a block marked region if a region is marked, or the whole track if no region is marked.

The **Thin Icon** lets you remove control data. This is valuable for making the MIDI data stream less dense. It will effect a block marked region if a region is marked, or the whole mix track if no region is marked.

The **Goto Icon** is an alternate way of selecting the Goto dialog. This is a duplicate of selecting the Goto command from the Options menu. You can enter a SMPTE time to jump to.

The **Invert Icon** is used to invert event values. This is a way of turning the data upside down. This can change a crescendo to a decrescendo or be used for other creative uses.

The **Shift Icon** lets you shift control events up or down by an entered value. You can restrict this range to affect only certain event values. If you have block marked events, the shift will only effect the blocked region. If no block is marked then the entire mix track will be modified.

The **Zoom In Icon** is equivalent to choosing Zoom In from the Windows menu. It will show you more time in the Graphic Editor Window with less detail.

The **Zoom Out Icon** is equivalent to choosing Zoom Out from the Windows menu. It will show you less time in the Graphic Editor Window with more detail.

The **Grid Icon** will display an edit grid. This is usually selected since this makes it easier to enter new events where you want them.



The **Vertical Grid Icon** will only display a vertical edit grid.

The **Horizontal Grid Icon** will only display a horizontal edit grid.

The **No-Grid Icon** removes the grid from the edit area. If you like a totally clean edit window, choose this.

# The Event List Editor

The Event List Editor lets you view and edit control events as text. It shows a list of events in each track. You can also limit the types of events displayed using the Event List Toolbox's View Icon. The event list will also accept and display Program Change events. These are useful for changing your instrument's configuration.

The list is displayed from the beginning of the mix track to the end. The scroll bar lets you scroll through the list.

To edit an event you can move the position marker to the event you want to modify with the cursor pad and press enter. You can also double click on an event to edit. You can insert an event by choosing the Add Icon from the Event Edit Toolbox, or by pressing the insert key. Adding or inserting displays the Event Edit dialog. The the section on the Event Edit dialog is after the section on the Toolbox. You can remove events with the delete key or with the Eraser Tool from the toolbox.

The event editor will show program change and control events for all the mix controllers or just those selected using the Toolbox's View Icon.

The Event Editor's Toolbox gives you several options for editing control events and changing the events the Event Editor window displays.

# The Event Editor Tool Box

To access the tool box, click the Right mouse button over the Event Edit Window. Each button shows a different tool or icon. The tool buttons activate different edit tools while the icon buttons either change the appearance, control displayed or select edit commands.

You can select one to see its function-





The **Pick Tool** is used for block marking and selecting events for editing.

The **Eraser Tool** will erase single events when clicked on single events. If you click the eraser tool over a block marked area it will erase all events in the block.



The **Goto Icon** is an alternate way of selecting the Goto dialog. This is a duplicate of selecting the Goto command from the Options menu. You can enter a SMPTE time to jump to.

The **View Icon** is used to determine what mixer control events and mixer channel are displayed.

The **Limit Icon** lets you limit the range of existing events between user specified values. It will effect a block marked region if a region is marked, or the whole mix track if no region is marked.

The **Scale Icon** lets you scale events by a percentage. 100% equals no change, greater than 100% increases values while values less than 100% decreases values. It will effect a block marked region if a region is marked, or the whole controller's data if no region is marked.

The **Invert Icon** is used to invert event values. This is a way of turning the data upside down. This can change a crescendo to a decrescendo or be used for other creative uses.

The **Shift Icon** lets you shift control events up or down by an entered value. You can restrict this range to affect only certain event values. If you have block marked events, the shift will only effect the blocked region. If no block is marked then the entire mix track will be modified.

The **Remove Icon** is like using Delete from the Edit menu, except that you can limit the range of events to remove. A block must be marked for remove to work.

The **No Duplicates Icon** is a way of removing duplicate events. This is mostly useful after recording. If a block is marked, duplicates will only be removed within the selected block.



The **Add Control Event Icon** is a method of adding control events. Selecting this will display the Event Edit Dialog, set up to add a control event. This lets you add single events easily. The Event Edit dialog is described after the toolbox is described.

The **Add Program Change Event Icon** is a method of adding program change events. Selecting this will display the Event Edit Dialog, set up to add a control event. This lets you add single events easily. The Event Edit dialog is described after the toolbox is described.

The **Grid Icon** will display an edit grid. This is usually selected since this makes it easier to see what an event's value is.

The **No-Grid Icon** removes the grid from the event list. If you like a totally clean window, choose this.

# The Event Edit Dialog

When you select an event for editing, or you choose an Add icon in the toolbox, FadeMax displays the Event Edit Dialog. The Edit Event Dialog lets you change an event's settings. You can change a program change to a controller, or change an event from one mix control to another.

We will discuss each edit field and any details you need to remember when using the Event Editor Dialog.

The **Time** parameter is the SMPTE time of the event.

The **Controller** and **Program Change** buttons let you change or select which type of event the event is. Just press the appropriate button to select the event type.

The **Channel** dropdown box lets you select a mixer channel for Controller events or a MIDI channel for Program Change events.

The **Value** is the value for the event. For program change events, this is the patch number. For mix controls this is a value in the control's valid range.

The Ok and Cancel buttons exit the Event Edit Dialog. Ok adds the event or saves the changes entered. Cancel makes no changes.

## **Menu Commands**

The FadeMax menu bar has commands for loading and saving mixes, editing data, selecting difference options and doing cut, copy and paste operations. To select a menu you just click on the menu title to display each menu.

**File Menu**

**Edit Menu**

**Options Menu**

**View Menu**

**Window Menu**

**Help Menu**

# File Menu

The File menu contains commands for loading and saving mix sessions. There are also commands for loading and saving Mixer Setups and for exiting FadeMax.

- New Session ...**
- Open a Session ...**
- Save Session**
- Save Session As...**
- Export As a MIDI File**
- Store Mixer Setups ...**
- Load Mixer Setups ...**
- Exit**

## **New Session ...    Ctrl+N**

This selection clears the sequence and reloads the default Mixer parameters from the default setup file. Use this to start a new session. All aspects of the session are reset.



## **Open a Session ... Ctrl+O**

Select this command to load an existing session. When you select this command, you will be given an option to save changes, if any, to the current session. The File Open dialog is then displayed.

The File Open dialog has an Edit field for the name of the file to load. Below that are the list boxes for any existing sequence files and a list box for the drives and directories. The default file extension for FadeMax session files is ".MMM", and only files with the correct extension will be displayed in the file list.

You can select a session by either typing its name in the File Name Edit field, or by clicking on its name in the Files list. Once you've selected a file press the Ok button to load it. A Load dialog will be displayed tracking the load progress. If you press Cancel instead of Ok, then no file will be loaded. FadeMax can only load FadeMax format files.

## **Save Session Ctrl+S**

This selection will save the existing session to disk with the same file name. If you try to save a new song, the Save command will automatically activate the Save Session As ... command to give you a change to give the session a name.

## **Save Song As...**    Ctrl+A

The Save Session As... command gives you an option to name the current song before saving it. It displays the Save Session dialog, which is laid out exactly like the Open Session dialog. Enter a name for the session in the File Name field. Don't forget to add the ".MMM" for FadeMax sessions so it will displayed in the Open dialog.

## **Store Mixer Setups ...**

This option lets you store the current mixer settings to a file for later retrieval. This option stores all the settings in the Options menu, in addition to all mixer control settings.

## **Load Mixer Setups ...**

This option lets you load mixer setup files you've saved using the Store Settings command. You can load a Mixer setup over an existing session to change all mixer control settings, while keeping all existing control data.

## **Exit**

Lets you leave FadeMax. If the current session has not been saved, you will be given an option to save it before exiting.

## **Export as a MIDI File...**

This command lets you store MIDI Files for export to other programs, such as SeqMax. This lets you combine your mix with your sequence for live playback with JukeMax. Some programs may not be able to read these files since they are in MIDI Time Code/SMPTE format. You can use a sequencer such as SeqMax to convert them into beats and ticks format for other programs that can't read MTC/SMPTE encoded files.

# Edit Menu

The Edit Menu contains commands for manipulating mix track data. There are also options for copying settings and data from one control to another. The editing commands in the Edit menu are governed by the current block mark and type of graphic or event editor displayed. If no block is marked, these commands work on the whole mix track for the control displayed. You cannot use many of these commands in the Mixer window. These will be grayed out when the Mixer is displayed.

**Undo**

**Cut**

**Copy**

**Paste**

**Delete**

**Clone a Control ...**

**SnapShot ...**

**Remove Duplicate Events**

**Limit...**

**Scale...**

**Invert...**

**Shift...**

**Remove Matching Events...**



## **Undo      Ctrl+Z**

This option reverses the last edit command. It will restore the session back to where it was before the edit command took place. This command is only highlighted if there is something to Undo.

## **Cut Ctrl+X**

This command copies block marked data to the clipboard and then removes the data from the mix track.

## CopyCtrl+C

This command copies block marked data to the clipboard, but unlike Cut, it does not remove the data from the mix track.

## Paste      Ctrl+P

Paste lets you copy data from the clipboard into the mix track. You can paste from one control to another.

If you paste in the Graphic Editor, the mouse cursor will change into a Paste bucket. You can then click where you want the events to be pasted.

When Pasting into the Event Editor, the events will be pasted into the event editor at the current position.

## **Delete Del**

The Delete Command lets you remove events from a track. You must select a block mark to use this command.

## **Clone a Control ...**

This command works in all windows and lets you copy various control settings and data from one control to another. When selected, the Clone Controller dialog is displayed.

On the left side of the dialog are selections for selecting the controller to copy the information from and where to copy to. You can copy to just one control, to all controls of a selected mixer channel or row, or to all controls. This lets you easily make all ranges, MIDI channels or data match on any combination of controls.

On the right side are checkboxes for the settings and the data. The checkbox selections correspond to the settings found in the Controller Settings dialog. The last checkbox lets you select whether the controller data will be copied.

## **SnapShot ...**

The SnapShot command simply inserts the current control settings into the mix track. When you press the snap shot button, a dialog is displayed allowing you to specify the SMPTE time where the snap shot is inserted.

## **Remove Duplicate Events**

Remove Duplicate Events is a way of removing duplicate events. This is mostly useful after recording. If a block is marked, duplicates will only be removed within the selected block.



## **Limit...**

The limit command lets you limit the range of existing events between user specified values. It will effect a block marked region if a region is marked, or the whole mix track if no region is marked.

## **Scale...**

The scale command lets you scale events by a percentage. 100% equals no change, greater than 100% increases values while values less than 100% decreases values. It will effect a block marked region if a region is marked, or the whole controller's data if no region is marked.

## **Invert...**

The Invert command is used to invert event values. This is a way of turning the data upside down. This can change a crescendo to a decrescendo or be used for other creative uses.

## **Shift...**

The Shift command lets you shift control events up or down by an entered value. You can restrict this range to affect only certain event values. If you have block marked events, the shift will only effect the blocked region. If no block is marked then the entire mix track will be modified.

## **Remove Matching Events...**

The Remove Matching Events command is like using the Delete command, except that you can limit the range of events to remove. A block must be marked for remove to work.

# The Options Menu

The Options menu sets various program-wide options, plus selections for MIDI Ports used, the current record mode and starting the MIDI Control Panel.

**Goto Time**

**MIDI Port Selections...**

**Record Mode ...**

**Echo MIDI Events**

**Automatic Rewind**

**Start with Edit Grids**

**MIDI Control Panel**

## **Goto Time**

This command lets you move the current SMPTE position to a new location by entering a new SMPTE location. You enter the new position in MTC/SMPTE time in the form of Hours:Minutes:Seconds:Frames.

## **MIDI Port Selections...**

This selection allows you to choose which MIDI Input to record from and which MIDI Output port to play back on.



## **Record Mode ...**

FadeMax has several record modes. The Overdub mode simply adds any movements or MIDI events to the existing data. The Replace mode replaces all mix data after a control is moved; the data for that control before you click on the control is left untouched. Finally, the Scrub mode is like a punch in mode where data is only replaced as long as you are manipulating the control. When you click on a control, data is replaced until you release the mouse button.

## **Echo MIDI Events**

When checked, this will echo all MIDI events from the MIDI interface's input to its output. How it is routed is controlled from the MIDI Control Panel.

## **Automatic Rewind**

When checked, this command causes FadeMax to rewind the mix after playback is stopped.

## Start with Edit Grids

If this option has been selected any new editors will be opened with an edit grid. If not no grid will be displayed when an edit window is opened.

## **MIDI Control Panel**

This option starts the MIDI Director Control Panel. In the MIDI Director Control Panel you can change settings for the current sync mode and settings, metronome settings, whether MIDI Clocks are transmitted during playback and several other useful settings that effect all programs run on the MIDI Director.

The most important parameters are the Sync settings, found in the MIDI Control Panel's Sync Settings command, under the Settings menu. In this dialog you can set MTC/SMPTE offset and delay.

For more information about the MIDI Director Control Panel see the MIDI Director Reference.

## **View Menu**

The View menu contains commands for Zoom In, Zoom Out, Showing a Grid in the edit windows or not showing a grid.

Zoom In  
Zoom Out  
Show Grid  
No Grid

## **Zoom In Num +**

This zooms in the current Graphic Edit window to show greater detail. You can also perform this command with the Zoom In Icon in the edit window tool boxes. You can also press the Plus(+) key on the numeric keypad to Zoom In.

## **Zoom Out      Num -**

This zooms out the current Graphic Edit window which shows more events at once, but in less detail. You can also perform this command with the Zoom Out Icon in the edit window tool boxes. You can also press the Minus(-) key on the numeric keypad to Zoom Out.



## **Show Grid**

This turns the Grid on in the Event and Graphic Edit windows. You can also perform this command with the Grid Icon in the edit window tool boxes. Grids are convenient for aligning events in these editors.

## **No Grid**

This turns the Grid off in the Event and Graphic Edit windows. You can also perform this command with the No Grid Icon in the edit window tool boxes. Choose this option if you prefer a clean edit window.

# The Window Menu

The Window menu contains commands that open, manage and control the appearance of the windows in FadeMax. The last number of selections in the window let you select active windows.

**Horizontal Tile**

**Vertical Tile**

**Cascade**

**Arrange Icons**

**New Graphic Editor**

**New Event Editor**

**1. Mixer**

**2. ... Any other open windows.**

The first items is always the same. it is the Mixer window selection. Any **Graphic Editors** and **Event Editors** that you open will be displayed as items 2 on, allowing you to easily select any edit window you have open.

## **Horizontal Tile      Shift+F4**

This command arranges all currently open windows horizontally, or one over another, in FadeMax's main window. It will not affect windows displayed as icons. Use this command to rearrange windows so that you can view all the edit windows with song positions aligned.

## **Vertical Tile Ctrl+F5**

This command arranges all currently open windows vertically, or side by side, in FadeMax's main window. It will not affect windows displayed as icons.

## **Cascade Shift+F5**

Cascade displays all open windows overlapped so that their title bars are showing. This command is useful if you have a lot of open windows and have lost track of them. By cascading, you can quickly see which windows are open and select among them. It will not affect windows displayed as icons.

## **Arrange Icons**

This will rearrange all the icons displayed at the bottom of FadeMax's main window. If you have minimized several windows and moved the icons around this will clean up the display of the icons in the main window.

## **New Graphic Editor    F11**

This command will open a new Graphic Editor, for editing MIDI events in the currently selected track or pattern (when the pattern editor is on top). See the section on the Graphic Editor for information on using the Graphic Editor.



## **New Event Editor F12**

This command will open a new Event Editor, for editing MIDI events in the currently selected track or pattern (when the pattern editor is on top). See the section on the Event Editor for information on using the Event Editor.

# Help Menu

The Help menu contains selections for accessing on-line help from within FadeMax as well as a selection for showing FadeMax's About box.

**Index**

**Keyboard**

**Using Help**

**About ...**

## **Index F1**

The Index commands shows you an index of the topics available for help.

## **Keyboard**

This selection shows you the keyboard commands available in FadeMax.

## **Using Help**

This command brings up the help file for the Windows Help Program, which is used to show FadeMax's help file. It will instruct you on how to move around and use the Windows Help engine.

## **About ...**

The About selection shows FadeMax's About dialog. This dialog displays programmer credits, your serial number, the version number and the copyright information on FadeMax.

# Keystroke Equivalents

FadeMax uses the mouse for most operations, but sometimes it is more convenient and is faster to use the PC keyboard. This section lists the keystroke equivalents for many operations.

## Function Keys

### KEY OPTION

<b>F1</b>	Help
<b>F2</b>	Play
<b>F3</b>	Record
<b>F4</b>	Stop
<b>F5</b>	Rewind
<b>F6</b>	Fast Forward
<b>F10</b>	Activate Menu Bar
<b>F11</b>	Open a New Graphic Editor
<b>F12</b>	Open a New Event Editor
<b>Numpad +</b>	Increment a value in the Track Sheet. Zoom In in the edit windows.
<b>Numpad -</b>	Decrement a value in the Track Sheet. Zoom Out in the edit windows.
<b>UpArrow</b>	
<b>DownArrow</b>	Up and down arrows move up or down an event in the Event Editor.
<b>Home</b>	Moves to the top of the Event List Edit window.
<b>End</b>	Moves to the end of the Event List Edit window.
<b>PageUp</b>	Moves up on screen full of events in the Event List Edit window.
<b>PageDown</b>	Moves down on screen full of events in the Event List Edit window.
<b>Insert</b>	Inserts events in the Event List Editor.
<b>Delete</b>	Deletes events in the Event List Editor. Deletes the current block marked events in the graphic editors.
<b>Enter</b>	Activates the appropriate Edit Dialog in the Event editor.
<b>Space</b>	Activates Play when in stop mode, Stops when in play mode.
<b>Shift+F4</b>	Horizontally tile all open windows
<b>Shift+F5</b>	Cascade all open windows
<b>Shift+UpArrow</b>	
<b>Shift+DownArrow</b>	
<b>Shift+PageUp</b>	
<b>Shift+PageDown</b>	
<b>Shift+End</b>	Moves the cursor the same way as when the key is unshifted, but block marks while doing so. Block Marks Events in the Event List Editor.
<b>Shift+mouse</b>	Block marks to the point where the mouse is clicked from the currently marked item.
<b>Ctrl+F4</b>	Close the current window
<b>Ctrl+F5</b>	Vertically tile all open windows

<b>Ctrl+F12</b>	Show Pop-up menu of Editor Toolbox
<b>Ctrl+A</b>	Save Session As ...
<b>Ctrl+C</b>	Copy
<b>Ctrl+N</b>	New Session
<b>Ctrl+O</b>	Open
<b>Ctrl+S</b>	Save Session
<b>Ctrl+V</b>	Paste
<b>Ctrl+X</b>	Cut
<b>Ctrl+Z</b>	Undo
<b>Alt</b>	Activates the Menu bar.
<b>Alt+underlined key</b>	Activates menu bar menu, whose title contains the corresponding underlined character. Moves the cursor to the item with the corresponding underlined character in dialogs.
<b>Alt+F4</b>	Exit FadeMax



# Glossary

**Aftertouch** Additional pressure applied to a key after a note is started. Channel Aftertouch affects all notes on a channel, while Key Aftertouch, also called Key pressure, only affects one pitch.

**Bank Select** Bank select allows you select among several sets of program change groups. Since MIDI only defines 128 program changes per MIDI channel, bank select is used to expand this number to over two million choices. In reality, most instruments have less than 10 banks, with the majority only having one bank of program changes.

**Block Marking** Marking is selecting a group, or block, of items on the screen. The block marked area on the screen is displayed in reverse video. Block marks are used to limit the range and effect of the edit commands.

**Click** Press the left or right mouse button once

**Clipboard** The clipboard is a temporary storage area for Cut, Copy and Paste operations. Data is placed in the clipboard by Cut and Copy commands. It is retrieved by using the Paste command. The Clipboard is lost when FadeMax is exited.

**Ctrl+Click** Press the mouse button down, while holding the Control (Ctrl) key down.

**Controller, or Control Change** A controller is a way of instructing an instrument to turn its volume up, pan the stereo image of the sound, add more of an effect or simulate a sustain pedal when using a piano sound. The uses of controllers are so varied that no instrument uses all controllers, so you need to look at your instrument's MIDI implementation charts to find out which Controllers your instrument uses.

**Drag** Moving the mouse while holding the left mouse button down.

**Double-Click** Press down a mouse button twice rapidly.

**Duration** The length of a note.

**Events** An Event, or MIDI Event, is a message sent by a keyboard to the computer. These messages represent notes and control the MIDI equipment that when sent to an instrument play the same action back.

**Key Pressure** Additional pressure applied to a key after a note is started. Key Pressure, also known as Aftertouch, only affects one pitch.

**MIDI** An acronym that stands for Musical Instrument Digital Interface, the standard way that modern electronic instruments communicate with each other and with computers.

**MIDI Echo** Also known as MIDI Thru, MIDI Echo is the action of sending all data received at the MIDI input to the output in realtime. This is convenient for monitoring a performance.

**MIDI Event** A message sent between various MIDI devices to cause a note to be played or some action to be taken.

**MIDI Channel** A logical division for MIDI messages. MIDI is like a network and MIDI channels act like addresses. Each part to be played by an instrument is assigned a different MIDI Channel.

**Mouse Cursor** The pointer on the screen, which is most often an arrow shape, that is used to select an item on the display.

**Open** In windows to load data or activate a program or window.

**Overdubbing** To add more notes to already existing notes in a track.

**Pitch Bend** Also known as Bender, pitch bend is generally used to simulate the way a guitarist bends a string to stretch a pitch.

**PPQN** Pulses Per Quarter Notes. The resolution used for one quarter note, which is 480 ticks for all MIDI Director applications.

**Program Change** Also known as Patch change, program change tells an instrument to

select a new sound or setup.

**Resolution** The accuracy with which notes are timed.

**Select** To click the mouse with the cursor over a screen item.

**Shift+Click** Press the mouse button down, while holding the Shift key down.

**Song Position** The song position is a way of representing a place in time in the song. Song Position is represented in Ticks in a Measure:Beat:Tick format.

**System Exclusive** A manufacturer specific way of representing data that is used only by that manufacturer's instrument. System exclusive can be used to transfer sound data, change effects settings or change the basic tuning of an instrument.

**Window** A window is a rectangular area on the screen that is used by a program to display information and receive information. You should read your Windows user's guide for an understanding of Windows and the concepts of how to use them.

# Information and Trivia

## Timer Resolution

The MIDI Director uses a tick rate of 480 ticks per quarter note. It also generates a millisecond based reference clock.

## Maximum Number of Running Programs

The number of MIDI Director programs that can be run is between eight and sixteen programs. Most sequencers use two data streams, but other programs, such as LibMax the Generic Librarian only use one.

## Maximum Number of MIDI Interfaces

The number of MIDI Ports the MIDI Director supports is sixteen MIDI inputs and sixteen MIDI outputs. These MIDI Ports can be on any combination of up to eight physical interface cards.

## Filenames and Extensions used by FadeMax

FadeMax uses the following file extensions. Each extension is listed with the kind of file data it represents.

***filename.FMM*** FadeMax Mix Session file. This is the native file format for saving FadeMax sessions.

***filename.FMS*** FadeMax setup file. This format saves all control and Option menu settings. The default Setup file is named Default.FMS. If this file is present, FadeMax will read it on startup to setup each session.

# Error Messages

***Can't Load Control Library File (BNCTRL.DLL)***

***Can't Load MIDI Director Library File (MIDI DIR.DLL)***

***Can't Load MIDI Director Control Panel.***

One of the Control Files needed to run FadeMax is missing. Try reinstalling from the original program disks.

***Can't Find the Digital Font File.***

***Can't Create the Digital Font. You might be out of Windows Resources.***

One of the Font Files needed to run FadeMax is missing. Try reinstalling from the original program disks.

***Can't Lock MIDI Input Buffer. Aborting ...***

***Can't Lock MIDI Output Buffer. Aborting ...***

***Can't Page Lock MIDI Output Buffer. Aborting ...***

***Can't Page Lock MIDI Input Buffer. Aborting ...***

***Error Opening MIDI Data Stream.***

***Trouble Allocating MIDI Input Buffer.***

***Trouble Allocating MIDI Output Buffer.***

There probably isn't enough memory to run. Try unloading some programs and restart FadeMax.

***Out of memory. [further message]***

***Trouble Locking Mix Track!***

***Problem Locking Record Buffer.***

***Not enough memory for Edit Window.***

There probably isn't enough memory for the option you've selected. Try unloading some programs and restart FadeMax.

***Problem writing to your Disk. You may be out of disk space.***

Your disk is either write protected or full.

***File Header is not correct. File is corrupt or not of the correct type.***

The file has been damaged and can't be read. I hope you've got a backup.

***Can't Fill ...You Need at least two events to fill in between.***

The fill command requires at least two events on either side to fill between.

***Not Enough Memory for Clipboard. Nothing will be Copied.***

***Can't Lock down Clipboard Memory. Nothing will be Copied.***

***Can't Open the Clipboard.***

***Can't Open Undo File. You won't be able to Undo This Edit.***

There's a problem with the Clipboard. You might be out of memory or out of disk space.



