

# Jeff Cazel MIDI

General Information

July 1994

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TM

Rhodes Warrior, SongCanvas, CanvasMan and the sunglassed Beethoven picture are trademarks of Jeff Cazel  
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# Ordering Instructions

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

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

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

**Print Order Form**

**View Order Form**

\* \* \* \* \*

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



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

Jeff Cazel  
13265 SW Cottontail  
Beaverton, OR 97008-8077 USA

July 1994

Your Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
\_\_\_\_\_  
City/State/ZIP: \_\_\_\_\_  
Country: \_\_\_\_\_

<u>Quantity</u>	<b>Shareware Registration</b> <i>(does not include User's Guide or Disk)</i>	<b>Each</b>	<b>Total</b>
_____	<b>CanvasMan 4.6</b> (Windows 3.1 GS Editor/Librarian)	\$59	_____
_____	<b>SongCanvas 3.2</b> (DOS GS Editor/Librarian)	\$49	_____
_____	<b>CanvasMan</b> (for registered <b>SongCanvas</b> users)	\$29	_____
_____	Both <b>CanvasMan</b> and <b>SongCanvas</b>	\$69	_____

<u>User's Guide</u> (optional)			
_____	<b>CanvasMan</b>	\$5	_____
_____	<b>SongCanvas</b>	\$3	_____

<u>Current Disk (3½")</u> (optional (X here <input type="radio"/> if you want high-density 5¼" instead))			
_____	<b>CanvasMan</b>	\$5	_____
_____	<b>SongCanvas</b>	\$5	_____

*Foreign orders please add \$10 for shipping if ordering a disk or manual:* \$10 \_\_\_\_\_

***Grand Total Enclosed*** \_\_\_\_\_

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



# Technical Support

There are several ways to contact us. The best and fastest way is via a message on the CompuServe MIDI forums. I scan the Windows and Roland sections at least daily unless I'm on vacation. You can reach me there or through private electronic mail at address **72461,3345**. You can also reach me on the Internet at **72461.3345@compuserve.com**.

If you can't get on CompuServe or the Internet, our simple BBS has a small electronic mail system, too--see **Jeff Cazel MIDI BBS**. If you need to talk, call me at 503-524-5820 (please, only between 8pm and 10:30pm Pacific Time on Wednesday nights). Finally, you can send us US Mail at 13265 SW Cottontail Lane Beaverton, OR 97008-8077 USA.

If you have problems with **CanvasMan**, please note the program's version number. This information displays on the **About** screen.

# Getting Updates to Jeff Cazel MIDI Programs

## Overview

Registered users of the shareware versions of the **Rhodes Warrior**, the **SongCanvas**, and/or **CanvasMan** are always entitled to use the latest version of the program they registered. Though you can always order an update via the order form, the fastest way to get a current version is to download it from CompuServe or other bulletin board as described in this help topic.

If you have purchased a retail version of one of these programs, contact either the dealer or Jeff Cazel MIDI directly for upgrade information. The rest of this help topic does not apply to retail versions.

## CompuServe

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

## Internet

We do not have an Internet account. However, an enthusiastic **CanvasMan** user, Greg Evans, has volunteered to make sure that the current version of **CanvasMan** is available on the Internet. You may need to contact Greg at [evan0102@gold.tc.umn.edu](mailto:evan0102@gold.tc.umn.edu) for current information, but as of this writing, **CanvasMan** is available as CANVAS46.ZIP at these Internet sites:

<ftp.uwp.edu>

[wuarchive.wustl.edu /pub/msdos\\_uploads/canvasman](http://wuarchive.wustl.edu/pub/msdos_uploads/canvasman)

**CanvasMan** and **SongCanvas** users may be interested in Greg's Internet-based *SoundCanvas Users Group*. As he puts it,

*The SoundCanvas Users group is a group of composers and musicians based on the Internet who use the Roland SoundCanvas family of synths. Our main goal is to make available original compositions done on the SoundCanvas in one archive. Our first release is now available at <ftp.eng.ufl.edu> in the /pub/msdos/demos/music directory as scgroup1.zip. Subsequent releases will be available as time permits approximately every 3-4 months and will be announced in the usenet rec.music.makers.synth.*

*If you are interested in contributing your own music to this project please e-mail Greg Evans at [evan0102@gold.tc.umn.edu](mailto:evan0102@gold.tc.umn.edu) and I will answer any questions or concerns you may have. We are also currently in the process of starting a mailing list for this group. When it is ready we will announce it on rec.music.makers.synth.*

*Greg Evans 7/14/94  
e-mail: [evan0102@gold.tc.umn.edu](mailto:evan0102@gold.tc.umn.edu)*

*Thanks for listening....*

## Bulletin Boards

In addition to CompuServe and the Internet, many bulletin board systems (BBSs) also carry our programs. Since these BBSs do not have CompuServe's six-character filename limit, the file names will probably be the same as those on CompuServe plus the version number. For example, version 4.6 of **CanvasMan** would be CANVAS46.ZIP. Similarly, version 3.2 of the

**SongCanvas** would be **SNGCVS32.ZIP**. Note that we have used PKZIP 2.0 to archive the programs. Also note that we have used PKZIP's authenticity verification feature; if you do not see **Authentic files Verified! #VHI634 Jeff Cazel** upon unarchiving, please ask your BBS operator to be sure to use the original ZIP files that have a better chance of being virus-free.

We upload to these BBSs ourselves, so they definitely carry current versions:

<u>Name</u>	<u>Location</u>	<u>Access #</u>
<b>MIDI-IT NW</b>	Portland, OR	503-761-9600
<b>Sound Management</b>	Mundelein, IL	708-949-6434

Finally, most BBS software has a "keyword" search of some kind. You should be able to search for "CanvasMan", "SongCanvas", "Canvas", etc. and find if the programs are there. You can always find current versions on the **Jeff Cazel MIDI BBS**, too.

#### **BBS SysOps--Please Note:**

Phil Patrick, sysop at **MIDI-IT NW**, supports "magic name" file requests. To request the then-current version of **CanvasMan** or the **SongCanvas**, use the magic filenames listed below.

**CanvasMan** sends the current **CanvasMan** program

**SongCanvas** sends the current **SongCanvas** program

File requests are available 22.5 hours each day and are not case-sensitive.



# Jeff Cazel MIDI BBS

The sole purpose of the BBS is to give users at least one place where they can always find the most current copies of Jeff Cazel MIDI shareware--the **Rhodes Warrior**, the **SongCanvas** and **CanvasMan**. All users, whether registered or not, are free to check things out.

Note that the machine running the BBS doubles as my jamming computer, so the BBS will not be available at all times.

## Accessing the BBS

The BBS uses ProComm Plus' host mode--very simple to set up and operate, but lacking in sophisticated features. The BBS uses no parity, 8 data bits and 1 stop bit and runs at speeds up to 14.4kbps (i.e., 14,400-N-8-1). Its modem supports v.42 data compression and v.42bis error control, but you're unlikely to benefit much from the compression since files are already compressed (in PKZIP v2.04 format).

Jeff Cazel MIDI's phone number is 503-524-5820. Since we use the same telephone number for both voice and data calls (no fax capability yet), your communication software must tell our line sharing device to route the call to the modem.

The modem routing code is **11**. Your software should over dial the code by appending it to the phone number; i.e., add **,,11,11,11,11** to the end of the number as follows:

**ATDT1-503-524-5820,,11,11,11,11**

You may need to experiment with the number of commas before the first **11** (each comma represents a 1½ second pause).

When you do sign-on, please remember the sign-on name and password that you use, because ProComm tracks this information--if you use the same sign-on name for subsequent dial-ins, the BBS will force you to use the same password.

## BBS Commands

Press its first letter to invoke a command (e.g., **D** for Download). Do not try to upload files--I've disabled that capability, though ProComm does not allow me to do so very cleanly.

## Electronic Mail

If you wish to leave electronic mail for me, use the name 'Jeff Cazel' (do not type the quotation marks). Be sure to spell the name correctly, because ProComm does not check for validity. Don't use the names 'sysop' or 'system operator' for sending e-mail, because I probably won't see such messages.

Please keep in mind, however, that CompuServe is (and might always be) the official support forum for Jeff Cazel MIDI programs.

## Files Available For Download

**(Beta Testing Note:** we do not show beta test files within the bulletin board's list of files. We 'hide' them because we designed the beta versions to function only for registered users of the [shareware](#) version of that program. So, for example, if you did not register the shareware version of **CanvasMan**, do not download CMBETA.ZIP--it will NOT work. For the same reason, please do not re-upload beta files to any other bulletin boards.

We will send out a broadcast on [CompuServe](#) when beta test files are available. If we are not currently beta testing a given program, its listed beta file will not be available for download. If you try to download a file that is not available, don't worry; your download attempt will simply fail harmlessly.)

### General

**JJCMIDI.EXE**            **Jeff Cazel MIDI** help file--Windows 3.1-based help database containing general Jeff Cazel MIDI information (how to get technical support, updated programs, etc.). All help files for our Windows-based programs incorporate this file.

### Jeff Cazel MIDI Shareware Programs

**CANVAS.ZIP**            **CanvasMan**--Windows 3.1-based editor/librarian for the SOUNDCanvas line of GS synthesizers (supports over a dozen synths).

**RHODES.ZIP**            **Rhodes Warrior**--DOS-based editor/librarian for the Roland Rhodes MK-80 digital piano.

**SNGCVS.ZIP**            **SongCanvas**--DOS-based editor/librarian for the SOUNDCanvas line of GS synthesizers (supports several older SOUNDCanvas synths).

**Beta Test**--read the [Beta Testing Note](#) above before downloading any beta files

**CMBETA.ZIP**            Beta test version of **CanvasMan**

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## CanvasMan 4.6

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## What's New?

This topic summarizes the changes in each release of **CanvasMan**. Early releases list major changes only.

Be sure to absorb the [highlighted](#) information.



<i>Version</i>	<i>Release Date</i>	<i>Changes</i>
<b>4.62</b>	July 1994	The government changed my ZIP Code to <b>97008-8077</b> , so I updated the affected documentation and re-released version 4.6 as version 4.62. This version also updates the 'BBS Access' information in the online help system. The ZIP Code change is effective immediately.
<b>4.6</b>	June 1994	Several internal changes related to MIDI input/output ("MIDI I/O") will eventually lead to more power and flexibility; for now, this is what you will notice: <ul style="list-style-type: none"><li>• A central program (JJCMEGA.DLL) now coordinates all MIDI I/O. Among other things, this means that multiple copies of <b>CanvasMan</b> will access the same song during playback.</li><li>• You can elect whether to close the MIDI output ports when switching away from <b>CanvasMan</b>. The <a href="#">Define Synths / Route MIDI Data</a> help topic explains the ramifications.</li><li>• <b>CanvasMan</b> now supports 9 MIDI output ports (up from 3) plus</li></ul>

Special thanks to [Larry Roberts](#) for extensive help debugging some MIDI file playback problems.

the **MIDI Mapper**. We still recommend not using the **MIDI Mapper**, however.

- Song playback only occurs on one MIDI port--the first port you select in the **Sequence MIDI Output Ports** dialog. Multi-port playback will return shortly. Songs can now have as many tracks as you wish, however (up from 64).
- **Play From/Thru** is temporarily unavailable but will also return shortly.
- **CanvasMan** no longer uses nor supplies the MIDILIB.DLL file. You may be able to delete it from your Windows SYSTEM directory, but be sure to read **Files Included** for more information first.

Changes Local On/Off to send messages on all channels on all ports; changes Panic Button to not require an ending OK confirmation; changes Rewind so it does not restart playback; adds MIDI toolbar to **Define Synths / Route MIDI Data** dialog; replaces **MIDI Configure** with **Sequence MIDI Output Ports** dialog; adds partial context-sensitive help; adds drag and drop MIDI file playback.

Note: All users will need to run the **Sequence MIDI Output Ports** and the **Define Synths / Route MIDI Data** dialogs to properly set up **CanvasMan**.

#### Pre-4.6

Adds glossary/help file (CanQuest is copyright © 1993-1994 Lodi Claessen); separates Combo and sysex/MIDIEX files into their own directories; adds support for newer synthesizers like the SC-55mkII; adds support for multiple SOUNDCanvases in the same MIDI network; adds drum editing, MIDI Panic Button, Play From/Thru looping and Local On/Off; supports 8514/A fonts ("large fonts"); allows multiple copies to run.

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

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

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

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

# File Save

See also [Combos / Sounds / Drum Kits](#)

Each time you save a **CanvasMan** Combo file, **CanvasMan** saves a sysex/MIDIEX Combo file, too. For example, when you save MYSONG.GSC, **CanvasMan** will also create MYSONG.SYX.

Sequencers such as Cakewalk and WinJammer allow you to use sysex Combo files (\*.SYX) as parts of your songs. However, **CanvasMan** Combo files (\*.GSC/\*.G2C) are specific to **CanvasMan**--other programs will not recognize them.

The **File Save** dialog box displays to remind you that both types of Combo files exist. The dialog also displays the full path of the Combo files; if you wish, you can change the associated directories via the [Setup-Directories](#) dialog. For example, you might want to 'point' your **SysEx Directory** at the same directory you use for Cakewalk's sysex banks.

The dialog will only display once during your **CanvasMan** session. Remember that each **Save** creates both types of Combo files, however.

As an incentive to register, the unregistered shareware version of **CanvasMan** will only save one .SYX Combo file per session (during the [first](#) Combo save). It will save as many .GSC/.G2C Combo files as you wish, however.



[Click here!](#) to print this  
Introduction (recommended)

## Introduction to CanvasMan

**Welcome!** I hope you enjoy **CanvasMan**. Please read [this entire help topic](#) before spending too much time with **CanvasMan**--doing so will save you time in the long run. For example, you want to be sure to run **CanvasMan** in the mode appropriate for [your](#) SOUNDCanvas. In addition, many users don't realize **CanvasMan's** powerful capabilities in creating customized sounds and drum kits. If you already had an earlier version of **CanvasMan**, be sure to also check out [What's New?](#) for additional important information.

Jeff Cazel  
July 1994

### Overview

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

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

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

Finally, though there are multiple versions of **CanvasMan**, they share the same user's guide and help file. Unless specifically noted, "**CanvasMan**" refers to any version.

### System Requirements

Microsoft Windows 3.1, mouse, VGA video card and monitor  
MIDI interface with a Windows 3.1 driver  
Roland GS synthesizer (read Compatibility below)

### Quick Start (for Expert Users)

(Non-expert users should read the **Installation** section in the **CanvasMan User's Guide**.)

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

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

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

If you have downloaded the shareware version of **CanvasMan**, type the path to SETUP.EXE and press <Enter> (e.g., **C:\TEMP\SETUP <Enter>**).

Follow the instructions on the screen.

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

- 3 **Set Up MIDI Devices**--Setting up your MIDI devices consists of two dialog boxes: **Sequence MIDI Output Ports** and **Define Synths / Route MIDI Data**. Select **Sequence MIDI Output Ports** from **CanvasMan's** Setup menu (**CanvasMan** will automatically run this option for you the first time in). Follow the on-screen instructions. I strongly encourage you to read the manual or online help here. See also **MIDI Multitasking** for more information.

Note: **CanvasMan** turns Local Control Off at startup. For more information, see the **MIDI Thru and Local** topic.

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

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

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

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

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

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

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

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

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

Synth Model	CanvasMan Mode	Notes
<b>CM1*</b>	<b>CM1</b>	If you have an 'old' style SOUNDCanvas (i.e., a unit with 317 tones) that is not listed here, select <b>CM1*</b> in the Define Synths dialog.
<b>CM2*</b>	<b>CM2</b>	If you have a 'new' style SOUNDCanvas (i.e., a unit with 223, 226 or 354 tones) that is not listed here, select <b>CM2*</b> in the Define Synths dialog.
DS-330	<b>CM2</b>	The DS-330 does not have the MT-32 sounds (127-001 through 127-128).
JV-30	<b>CM1</b>	100% compatible.
JV-35	<b>CM2</b>	The JV-35 does not have the MT-32 sounds (127-001 through 127-128). <b>CanvasMan</b> does not address the JV-35's expansion board capabilities.
JV-50	<b>CM2</b>	The JV-50 does not have the MT-32 sounds (127-001 through 127-128). <b>CanvasMan</b> does

not address the JV-50's expansion board capabilities.

**not listed?**

See **CM1\*** and **CM2\*** above

RAP-10	not compatible	
SCC-1	<b>CM1</b>	100% compatible.
SC-155	<b>CM1</b>	100% compatible.
SC-33	<b>CM2</b>	The SC-33 does not have the MT-32 sounds (127-001 through 127-128).
SC-50	<b>CM2</b>	The SC-50 does not have the MT-32 sounds (127-001 through 127-128).
SC-55	<b>CM1</b>	100% compatible.
SC-55mkII	<b>CM2</b>	100% compatible.
SC-7	not compatible	
SC-88	<b>CM2</b>	probably partially compatible, but not tested
SD-35	<b>CM2</b>	The SD-35 does not have the MT-32 sounds (127-001 through 127-128) nor laughing (001-127), stream (004-123) or windchime (005-125).

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

### Combos / Sounds / Drum Kits

**CanvasMan** creates three types of data files:

GS Combos	<b>*.GSC / *.G2C / *.SYX</b>
GS Sounds	<b>*.GSS / *.G2S</b>
GS Drum Kits	<b>*.GSD</b>

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

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

This is where **GS Sound** and **GS Drum Kit** files come in. **Sounds** and **Drum Kits** are modular building blocks for your Combos. Sounds consist of one or more Parts on the same channel. Drum Kits contain note mapping and effects parameters for drum kits. Continuing the above example, assume you've created a great piano on MIDI channel 6 using Part 8. Rather than remembering all the parameters you've tweaked so you can recreate them for your next song, simply save Part 8 by itself as a Sound



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

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

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

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

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

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

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

\*\*\*\*\*

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

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

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

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

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

Then go to your .MPS directory and type

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

## Legal Information

## General

**CanvasMan** is a copyrighted program--you may not change it in any way. You may not reverse engineer, decompile or disassemble the software.

Jeff Cazel MIDI hereby disclaims any and all warranties relating to this software and documentation both express and implied, including any merchantability or fitness for a particular purpose. Jeff Cazel MIDI will not be liable for any incidental, consequential, indirect or similar damages due to loss of data or any other reason. The person using the software bears all risk as to the quality and performance of the software.

**CanvasMan**, **SongCanvas**, and the sunglassed Beethoven are trademarks of Jeff Cazel. See the **CanvasMan User's Guide** for the complete software license.

## Shareware versus Retail

Users are sometimes confused by the fact that there are multiple versions of **CanvasMan**. As of this writing, there is a shareware version and two retail versions: a Parker Adams Group Deluxe Edition and a Cakewalk Professional Edition. It is illegal to distribute any retail version. You may distribute the shareware version, however, and I encourage you to do so. The rest of this help topic pertains to the shareware version only.

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

Upon registering, you will receive your personal Registration Information. Jeff Cazel MIDI strictly prohibits you from giving this Registration Information to anyone in any format whatsoever. Distributing this information would immediately void your license.

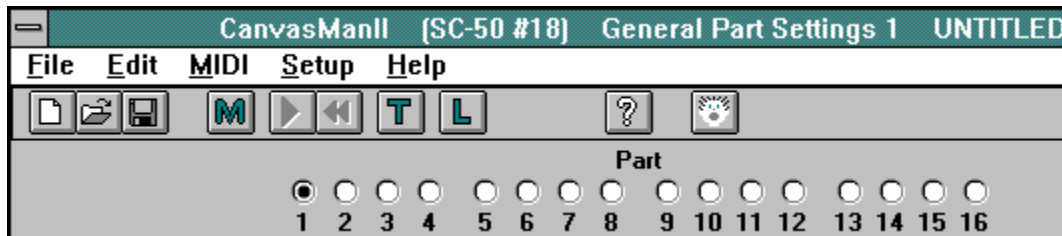
Registering the shareware version enables access to the enhanced features of **CanvasMan**. You can also download free updates to future shareware versions.

Please help me distribute the shareware **CanvasMan** as widely as possible (thanks!) by making sure all of your favorite bulletin boards have a current copy of the official CANVAS.ZIP archive file (the official archive displays *Authentic files Verified! #VH1634 Jeff Cazel* above your DOS prompt upon dearchiving--be sure to look for it!). You may freely distribute **CanvasMan** as long as you include only the unmodified CANVAS.ZIP (i.e., the unregistered shareware version) and you charge no money except for a maximum copying fee of \$10 US. Look for future shareware enhancements coming soon to a **BBS** near you.

The shareware **CanvasMan** also comes with CanQuest, an excellent SOUNDCanvas / **CanvasMan** glossary. **Lodi Claessen**, one of **CanvasMan**'s original beta testers, wrote CanQuest. Please send any questions or feedback directly to Lodi on CompuServe at #100112,3722. CanQuest is Copyright © 1993-1994 Lodi Claessen.

Finally, the help system contains a ready-to-print **Order Form** for all Jeff Cazel MIDI shareware programs. The Order Form also explains how CompuServe users can register shareware online.

# Main Window / Menu / Toolbar



See also [File Menu](#), [Edit Menu](#), [MIDI Menu](#), [Setup Menu](#), [Help Menu](#)

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

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

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

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

The **toolbar** is the row of pictures ("icons") below the menubar. These icons duplicate some of the menu options. From left to right, the icons represent [File-New](#), [File-Open](#), [File-Save](#), [File-Load MFF](#), [MIDI-Play/Pause](#), [MIDI-Rewind](#), [MIDI-Thru](#), [MIDI-Local](#), [Help-About](#) and [MIDI-Panic Button](#). Note that several dialog boxes (*Define Synths*, *Directories*, etc.) also contain the MIDI-oriented toolbar buttons.

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

The [Edit Menu](#) section describes the different **Edit Control** screens in detail.

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

# Edit Menu

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

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

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

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

## Edit-Quick Edit A

## Edit-Quick Edit B

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

Mouse users can change values with the [spin button](#).

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

## Edit-General Part Settings #1

## Edit-General Part Settings #2

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

## Edit-Receive Flags / Scale Tuning

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

## Edit-Controllers-Modulation / Pitch Bend

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

## Edit-Controllers-Aftertouch

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

## Edit-Controllers-Continuous Controllers

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

## Edit-Master

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

## Edit-Reverb / Chorus

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

## Edit-Tone/Rhythm / Voice Reserve

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

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

### **Edit-Drum Kits**

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

Mouse users can change values with the spin button.

The top of the screen displays the kit names. The left column lists the sounds within the selected kit. You can select which of the two sound lists to display via the **Instrument Names** radio buttons in the upper left corner. If both kits are the same, *CanvasMan* disables the **Instrument Names** radio buttons. (Most sounds are the same throughout all kits, so you may not see much, if any, effect when changing **Instrument Names**.)

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

### **Edit-Decrement Part**

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

### **Edit-Increment Part**

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

### **Edit-Next Quick Edit Screen**

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

### **Edit-Prior Quick Edit Screen**

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

# File Menu

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

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

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

## File-New

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

## File-Open

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

## File-Save

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

## File-Save As

This option displays a file save dialog for GS Combos (\*.GSC).

## File-Load GS Sound

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

## File-Save GS Sound

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

## File-Load GS Drum Kit

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

## File-Save GS Drum Kit

This option displays a file save dialog for GS Drum Kits (\*.GSD).

## File-Load MIDI File

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

Note that you can also play MIDI files by dragging them from Windows' File Manager and dropping them anywhere on the **CanvasMan** window.

## File-Exit

This option exits **CanvasMan**. **File-Exit** will prompt you to save the current GS Combo file if you've

changed it since your last **File-Save** or **File-Save As**.

# Help Menu

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

## Help-Contents

This option displays the [table of contents](#) for *CanvasMan*'s online help system.

## Help-Search for Help on

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

## Help-EZ Start Tutorial

This option is only available on the **Parker Adams Group *CanvasMan Deluxe Edition***. It displays a help file consisting of *CanvasMan* tutorials.

## Help-How to Use Help

This option displays Windows own 'how to use help' tutorial.

## Help-About CanvasMan

This option displays the sunglasses Beethoven trademark and plays the *CanvasMan* fanfare. Its purpose is to list copyright and program version information.



# MIDI Menu

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

## MIDI-Play

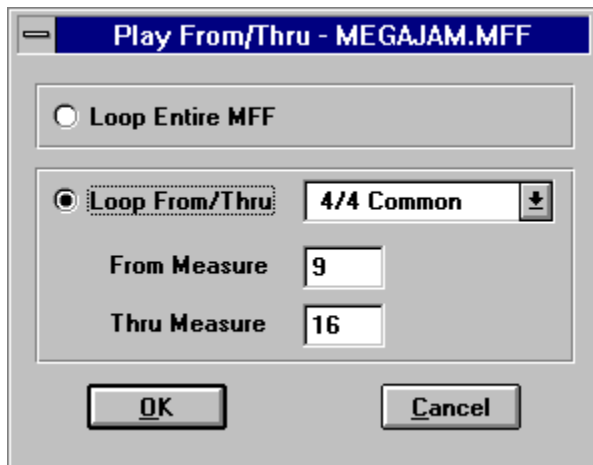
### MIDI-Pause

These options toggle the MIDI player On and Off. If the file is currently playing, the **Play** option is checked and grayed (unavailable); if currently paused, **Pause** is checked and grayed.

### MIDI-Rewind

This option resets the current MIDI file to its beginning and, if playing, pauses it.

### MIDI-Play From / Thru



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

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

### MIDI-Thru

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

### MIDI-Local

This option toggles Local On and Off for your controller keyboard(s). The data transmits on all channels for all sequenced output ports. Since most MIDIers want Local Off, **CanvasMan** turns Local Off at startup.

### MIDI-Refresh Synth

This option retransmits the current GS Combo file's sysex data to the Canvas.

### MIDI-Panic Button

This option stops the song (if playing) and sends "all notes off" and "reset all controllers" messages on each MIDI channel of each MIDI port.

# Setup Menu

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

## Setup-Register

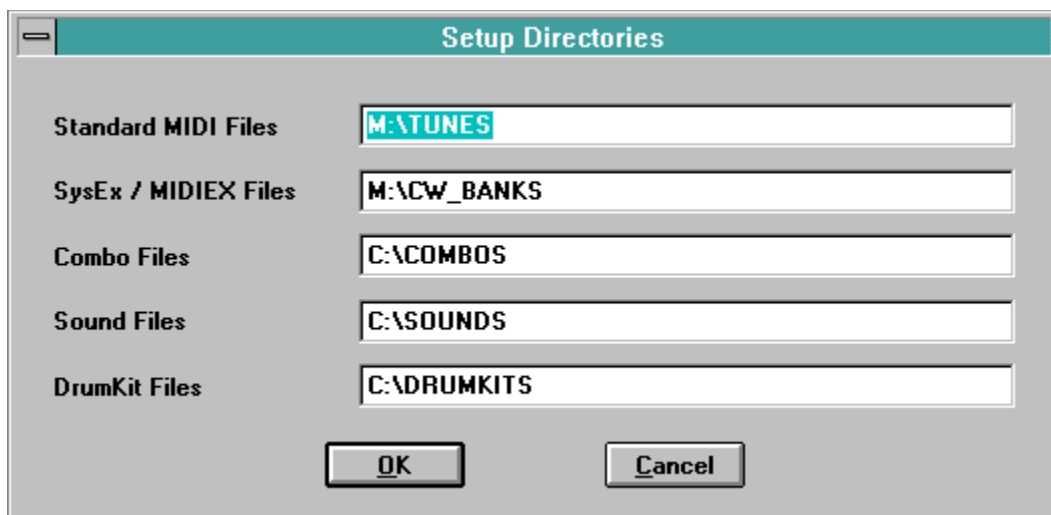


The Registration dialog box has a blue title bar with the text "Registration". It contains three text input fields: "Name:" with the text "Ludwig van Beethoven", "Address:" with the text "Vienna, Austria", and "User Code:" with the text "567890abcdef". At the bottom, there are two buttons: "OK" and "Cancel".

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

⇒**PRO CanvasMan Pro** always has all features enabled--you do not need to enter any registration information. Thus, **CanvasMan Pro's Setup** menu does not list the **Register** option.

## Setup-Directories



The Setup Directories dialog box has a teal title bar with the text "Setup Directories". It contains five text input fields, each with a label to its left: "Standard MIDI Files" with "M:\TUNES", "SysEx / MIDIEX Files" with "M:\CW\_BANKS", "Combo Files" with "C:\COMBOS", "Sound Files" with "C:\SOUNDS", and "DrumKit Files" with "C:\DRUMKITS". At the bottom, there are two buttons: "OK" and "Cancel".

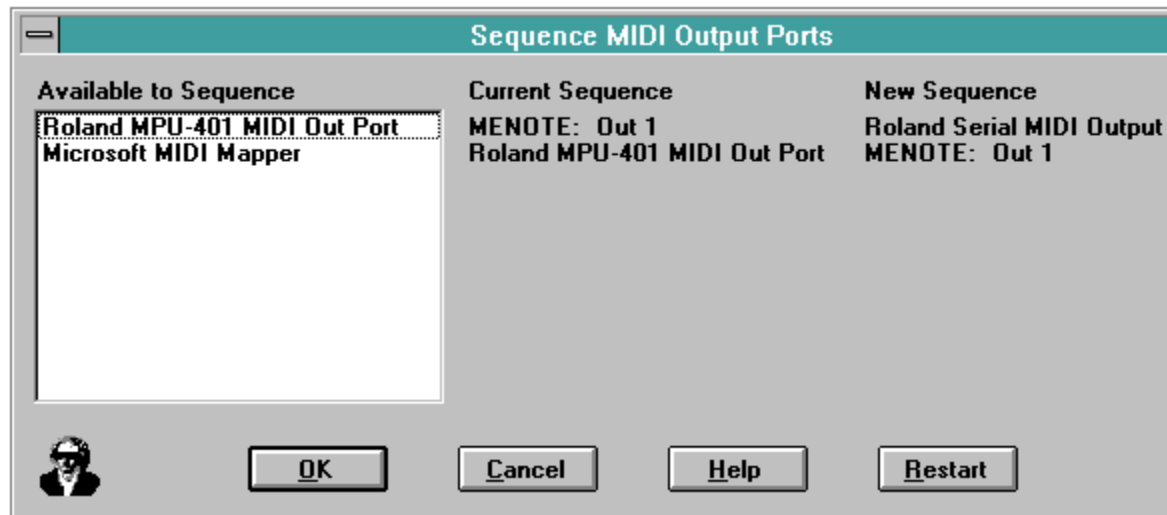
This option allows you to specify which directories to use for MIDI files (labelled as "Standard MIDI Files"), sysex/MIDIEX files ("SysEx / MIDIEX Files"), GS Combos ("Combo Files"), GS Sounds ("Sound Files") and GS Drum Kits ("DrumKit Files"). Setup-Directories will create the directories if necessary,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

[Setup-Sequence MIDI Output Ports](#) (see)

**Setup-Define Synths / Route MIDI Data** (see)

# Setup--Sequence MIDI Output Ports

See also [Setup Menu](#), [Define Synths / Route MIDI Data](#), [Setup MIDI Ports](#)



If you have more than one output port, you can have **CanvasMan** play your MIDI files on some or all of them. To do so, sequence the output ports to match your multi-port MIDI files. Do so by double-clicking, in order, on the relevant ports in the **Available to Sequence** column (this will move them to the **New Sequence** column). For example, the picture above shows that I am changing my sequence from the MENOTE as #1 and the MPU401 as #2 (**Current Sequence**) to the Serial as #1 and the MENOTE as #2. If I want to, I can still add the MPU401 and the MIDI Mapper as #3 and #4 before selecting **OK**.

If you have a single MIDI interface like most of us, you can simply move it by itself into the **New Sequence** column. Try to avoid using the **Microsoft MIDI Mapper**--you cannot open it for multiple concurrent output. See [MIDI Multitasking](#) for more information.

If you sequence the ports incorrectly, select the **Restart** button to move all **New Sequence** ports back to **Available**. You can then restart sequencing your ports.

Each time you run **Sequence MIDI Output Ports**, **CanvasMan** will run [Define Synths / Route MIDI Data](#) afterwards.

# Setup--Define Synths / Route MIDI Data

See also [Setup Menu](#), [Sequence MIDI Output Ports](#), [Setup MIDI Ports](#)

Setup Synths		
1	2	3
Model: SC-55	Model: SC-50	Model: N/A
Device #: 17	Device #: 18	Device #: 17
SysEx: <input type="radio"/> (top), <input checked="" type="radio"/> (bottom)	SysEx: <input checked="" type="radio"/> (top), <input type="radio"/> (bottom)	SysEx: <input type="radio"/> (top), <input checked="" type="radio"/> (bottom)
Thru: <input type="radio"/> Sequenced MIDI Output Ports, <input type="radio"/> Roland Serial MIDI Output, <input checked="" type="radio"/> MENOTE: Out 1		Thru In: MENOTE: In 1

The top half of this screen allows you to tell **CanvasMan** about your SOUNDCanvas synthesizer(s). **CanvasMan** will support a MIDI network that has up to three SOUNDCanvases--there is one column for each of three synths. (If you have one SOUNDCanvas, use column #1; if you have two, use #1 and #2; and if you have three, use all three columns.)

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

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

The bottom left section of the screen allows you to specify which output MIDI port you have used for each of your SOUNDCanvases. For each column in use, specify the port to which you want **CanvasMan's** system exclusive ("**SysEx**") data routed. Most users will specify the same port as **Thru** (see below),

since you'll probably want both types of MIDI information to go to the same port (i.e., eventually routed to the SOUNDCanvas).

The bottom right section of the screen deals with system-wide MIDI settings. The top half of the **Thru** column allows you to specify the port to which you want your keyboard controllers MIDI information routed. You'll typically specify the same port as **SysEx**, since you'll probably want both types of MIDI information to go to the same port (i.e., eventually routed to the SOUNDCanvas).

The bottom half of the **Thru** column handles the Thru input port. If your MIDI interface is output-only, both **Thru (Out)** and **Thru In** will be blank. If you have only one input port, **Thru In** will list that port. However, if you have more than one input port (like in the picture shown above), **CanvasMan** allows you to select the **Thru In** port from a combobox.

Finally, the **Close Outputs When Switched** checkbox appears in the lower right corner. If your MIDI drivers allow multiple programs to use your output ports OR if you do not plan to run other MIDI programs at the same time as **CanvasMan**, uncheck this box for greater speed. Note that **CanvasMan** cannot close your Thru Out port if Thru is On. If Thru is Off, however, **CanvasMan** will not even open your Thru In port. See [MIDI Multitasking](#) for more information.

# Setup MIDI Ports

See also *MIDI Multitasking*, *MIDI Menu*

Setting up your MIDI ports consists of two dialog boxes: **Sequence MIDI Output Ports** and **Define Synths / Route MIDI Data**.



# MIDI Multitasking

See also [Setup MIDI Ports](#)

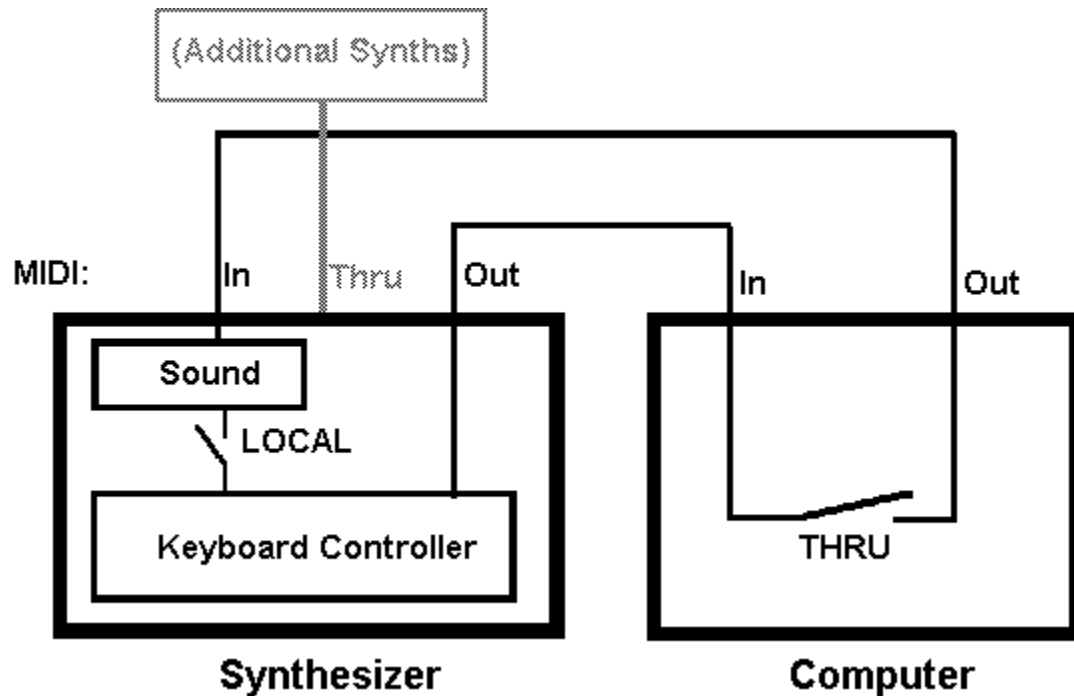
Windows' capability of running multiple MIDI programs at the same time makes it vastly superior to DOS MIDI. You maximize this capability by using MIDI drivers that allow multiple concurrent output ("multi-client").

Multi-client drivers, for example, allow you to change patch settings on your SOUNDCanvas with **CanvasMan** at the same time you play a song in Cakewalk, WinJammer, Band-In-A-Box, and others. Note that the MIDI Mapper does not allow multiple clients. Note also that since few input drivers support multi-client use, you should make sure **CanvasMan's** MIDI Thru is turned Off if you run it at the same time as your sequencer. If you can share an input port, however, make sure that no more than one program has MIDI Thru turned On--otherwise, your machine might lockup.

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

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

## MIDI Thru and MIDI Local



(Few topics are as confusing to new MIDIers as MIDI Thru and MIDI Local Control. Since advanced MIDI users typically understand these subjects already, this discussion aims at novices. Note that the following paragraphs are not intended to be exhaustive—they are simply intended to get new users up and running.)

Study the diagram—it shows the 'correct' way to connect your equipment. Once you have connected things this way, you should turn **CanvasMan's** Thru On and Local Off. (If you're running **CanvasMan** at the same time as your sequencer, however, leave **CanvasMan's** Thru Off and turn your sequencer's Thru On.)

If you leave Local On, your keyboard will always make noise when you press its keys. You will probably not want that, since you may want to hear your synth modules (labeled *Additional Synths*) by themselves. You can control if and when the keyboard itself makes noise by setting its Receive channel to the same channel on which it Transmits.

This is where MIDI Thru comes in. With Thru On, the computer 'echoes' MIDI data from its MIDI In to its MIDI Out. Turning Thru On and Local Off enables you to specify when you want the keyboard to make noise and when you want your synth modules to make noise. If you have both Thru and Local On, playing your keyboard can 'double' its notes—the internal connection will sound, and the computer will re-route the MIDI data back to the keyboard, sounding it again. Conversely, you will hear nothing if both Thru and Local are off.

# Files Included with CanvasMan

## Program

<b>CANVAS.EXE</b>	<b>CanvasMan</b> program
<b>JJCMEGA.DLL</b>	Supplemental code used in all of our Windows MIDI programs
<b>JJCMIDI.DLL</b>	MIDI I/O driver used in all of our Windows MIDI programs
<b>CTL3DV2.DLL</b>	3D controls (formerly contained within JJCMEGA.DLL)

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

## Documentation / Supplemental

<b>CANVAS.HLP</b>	<b>CanvasMan</b> online help
<b>CANVAS.TXT</b>	<b>CanvasMan User's Guide</b> in text-only format. Though text files are universally-compatible, they cannot contain the fonts nor pictures that the printed guide contains. CANVAS.TXT is only included in the <u>shareware</u> version, since <u>retail</u> versions come with the printed guide. You can buy a users guide separately if you wish--see the <u><a href="#">Order Form</a></u> for complete information.

## Obsolete

<b>CANVAS.WRI</b>	<b>CanvasMan</b> overview--now superseded by online help's <u><a href="#">Introduction</a></u> section
<b>JJCMCTRL.EXE</b>	MIDI control program--no longer necessary
<b>MIDILIB.DLL</b>	MIDI I/O driver--Copyright © 1991-1994 <a href="#">Dan McKee</a> -- <u><a href="#">see below</a></u>

Depending on when you got your first version of **CanvasMan**, you may have some obsolete files. If you have JJCMCTRL.EXE in Windows' SYSTEM directory and it is dated earlier than 01/15/94 (i.e., then it did come from a version of **CanvasMan**), you may safely delete it. Similarly, if you have CANVAS.WRI in your **CanvasMan** directory, you can delete it, too. **CanvasMan** no longer includes these files. Finally, MIDILIB.DLL is used by several programs, including WinJammer, WinJammer Pro, and WinJammer Player. Do not delete MIDILIB.DLL if you have any doubts as to whether you use it.

# Multiple Synths?

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

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

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

**CanvasMan's** SETUP program creates an icon for synth #1 (i.e., `CANVAS /S:1`). If you have more than one SOUNDCanvas, however, you can create separate icons for each:

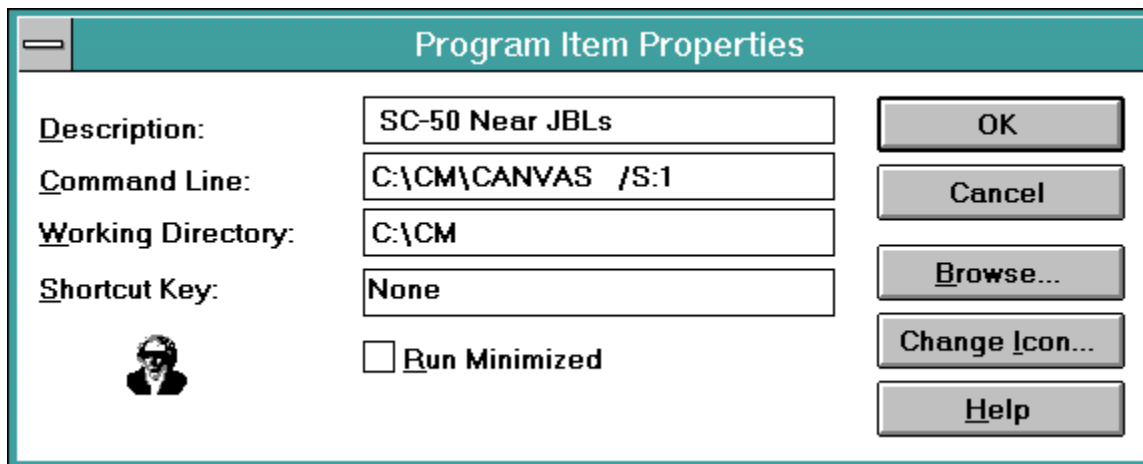
Click on the Program Manager's **CanvasMan** icon (don't release the mouse button).

Press the **<Ctrl>** key.


Drag the icon to a new location within the **CanvasMan** group.

Release the mouse button and the **<Ctrl>** key.

You'll need to change the command-line for the new icon, and you'll probably want to change both icons' descriptions--for example, you might want to change the descriptions to *SC-50 Near JBLs*, and *SC-55 in Big Rack*. To do so, single click on the correct icon to highlight it as the current selection. Then select **File-Properties...** from the Program Manager menu. You will see a dialog box similar to these:




**Program Item Properties**

<b>Description:</b>	SC-55 in Big Rack	OK
<b>Command Line:</b>	C:\CM\CANVAS /S:2	Cancel
<b>Working Directory:</b>	C:\CM	Browse...
<b>Shortcut Key:</b>	None	Change Icon...
	<input type="checkbox"/> Run Minimized	Help

At this point you can simply change the **Description** to something that is meaningful to you (as shown above), change the appropriate icon's **Command Line** from /s:1 to /s:2 and click on the **OK** button.

# Spin Button

A spin button  is a "custom control" (i.e., a data entry device not supplied as part of Windows). **CanvasMan** uses spin buttons on the [Quick Edit](#) and [Drum Kits](#) screens.

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

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

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



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



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

# Thanks and Acknowledgments

Elena, thanks for putting up with all of this.

**CanvasMan** is dedicated to the memory of Dee Cazel.

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# More CanvasMan Power!

**CanvasMan -- Cakewalk Professional Edition** is tailored as an add-on to **Cakewalk Professional for Windows**. Thus, this edition of **CanvasMan** does not play MIDI files nor support MIDI Thru, since it assumes you'll want to use **Cakewalk's** sequencing engine for these features. However, if you'd like the full-power version of **CanvasMan**, you may upgrade for \$20.

To do so, **print** this form, fill it in and enclose two things: a copy of your original Twelve Tone **CanvasMan** packing slip (as proof of your license) and a check or money order payable in US dollars to:

Jeff Cazel  
13265 SW Cottontail  
Beaverton, OR 97008 USA

July 1994

Your Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
\_\_\_\_\_  
City/State/ZIP: \_\_\_\_\_  
Country: \_\_\_\_\_

<u>Quantity</u>	<u>Item</u>	<u>Each</u>	<u>Total</u>
1	Upgrade to Registered Shareware Edition of <b>CanvasMan</b>	\$20	\$20
	<i>Foreign orders please add \$5 for shipping:</i>	\$5	_____

Circle Desired Disk Size:    3½" (720K)  
                                     5¼" (1.2M)  
(You'll receive a 3½" disk if  
you omit this step.)

**Total Enclosed** \_\_\_\_\_



