

PowerJam Systems

General Information

March 1995

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™

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Ordering Instructions

[Print Order Form](#)

[View Order Form](#)

You can register all **PowerJam Systems** shareware programs with the attached order form. Read these instructions and then click on the [Print Order Form](#) above.

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.

CompuServe users can register **CanvasMan** and/or **Advent95** 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** is program #**660**; **Advent95** is #**4329**.

Important Electronic Mail Note: if you don't register via CompuServe SWREG but you do have an Internet e-mail address (e.g., via CompuServe, Prodigy, America Online, or the ‘real’ Internet, etc.), please include it on the order form. This will allow me to electronically send your Registration Information, getting you up and running as quickly as possible with the enhanced version.

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 March 1995

Your Name: _____
Address: _____

City/State/ZIP: _____
Country: _____
Internet Address: _____

<u>Quantity</u>	Shareware Registration (does not include User's Guide or Disk)	Each	Total
_____	CanvasMan (Windows 3.1 GS Editor/Librarian)	\$59	_____
_____	SongCanvas (DOS GS Editor/Librarian)	\$49	_____
_____	Advent95 (1995 General MIDI Advent Calendar) see below		_____
_____	Both CanvasMan and SongCanvas	\$69	_____
	User's Guide (optional)		
_____	CanvasMan	\$5	_____
	Current Disk (optional (3½" disk size only))		
_____	CanvasMan	\$5	_____
_____	SongCanvas	\$5	_____
_____	Advent95	\$5	_____
<i>Foreign orders please add \$10 for shipping if ordering a disk or manual:</i>		\$10	_____

Grand Total Enclosed _____

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

(**Advent95** registration is \$20 before October 1, 1995, but might increase after that. After that date, please download the then-current version for accurate information.)

Technical Support

See also [Troubleshooting](#)

There are several ways to contact us. The best and fastest way is via a message on the CompuServe MIDI forum (“GO CIS:MIDIFORUM”).



We scan the MIDI forum’s Windows section at least daily unless we are on vacation. You can reach us there or through private electronic mail at address **72461,3345**.

You can also reach us on the Internet at **jjc@hevanet.com**.

If you can’t get on CompuServe or the Internet, our simple BBS has a small electronic mail system, too—see [PowerJam Systems BBS](#). If you need to talk, call us at 503–524–5820 (please, only between 7:00pm and 10:00pm 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 any **PowerJam Systems** program, please note the program’s version number. This information displays on the **Help-About** screen.

Getting Updates to PowerJam Systems Programs

See also [PowerJam Systems BBS](#)

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 **PowerJam Systems** 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 **PowerJam Systems**' 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** and **Advent95** are in library 11 (Windows) as CNVSMN.ZIP and ADV95.ZIP, respectively.

Internet

(Internet/FTP novices: see also [FTP Instructions](#))

(We do not have an Internet archive site. However, an enthusiastic **CanvasMan** user, Greg Evans, has volunteered to be the Internet 'sysop' for **CanvasMan**. Please contact Greg at evan0102@gold.tc.umn.edu for current information. Thanks go to Greg for providing the following information.)

The latest version of **CanvasMan** is always available via the Internet on the SimTel archives mirrored around the world. The best place to look is via FTP at oak.oakland.edu in the `/SimTel/win3/sound/` directory. The current file name is **CANVAS49.ZIP**.

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

The Sound Canvas Users group is a group of composers and musicians based on the Internet who use the Roland Sound Canvas family of synths. Our main goal is to make available original compositions done on the Sound Canvas 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 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*

Thanks for listening....

Bulletin Boards

In addition to CompuServe and the Internet, many bulletin board systems (BBSs) also carry our programs. The file names will vary, but generally they will be the same as those on CompuServe plus the version number. For example, version 4.9 of **CanvasMan** would be CNVSMN49.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 Cazal** 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>
MIDI-IT NW	Portland, OR	503-761-9600
Sound Management	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", "Advent", etc. and find if the programs are there. You can always find current versions on the **PowerJam Systems 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.

PowerJam Systems Bulletin Board

See also [Getting Updates to PowerJam Systems Programs](#)

Overview

The sole purpose of the BBS is to give users at least one place where they can always find the most current copies of **PowerJam Systems** shareware and freeware—the **Rhodes Warrior**, the **SongCanvas**, **CanvasMan**, and **Advent95**. All users, whether registered or not, are free to check things out.

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

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 BBS 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).

PowerJam Systems' phone number is 503-524-5820. Since we use the same telephone number for voice, data and fax, your communication software must tell our line sharing device to route the call to the modem.

The modem routing code is **11**. Your comm 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 might need to experiment with the number of commas before the first **11** (each comma represents a 1½ second pause). You also might need to set your comm software's time out value to a relatively high number (like 60 seconds).

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 us, 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 we probably won't see such messages.

Note that we encourage you to use the Internet or CompuServer for e-mail rather than using this BBS. And please keep in mind that CompuServe is the official support forum for our 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

POWERJAM.EXE **PowerJam Systems** help file—Windows 3.1-based help database containing general **PowerJam Systems** information (how to get technical support, updated programs, etc.). All help files for our Windows-based programs incorporate this file.

PowerJam Systems Programs

ADV95.ZIP **Advent95**—Windows 3.1-based General MIDI Advent Calendar for Christmas 1995. Shareware. The BBS also has some supplementary files available only to registered

users of **Advent95**.

CNVSMN.ZIP **CanvasMan**—Windows 3.1-based editor/librarian for the Sound Canvas line of GS synthesizers (supports over a dozen synths). Shareware.

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

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

Supplemental Files

CANQUEST.ZIP **CanQuest**—**CanvasMan** glossary and Sound Canvas tutorial file in Windows 3.1 help database format.

CMCVRT.ZIP Converts **CanvasMan** Combos and Sounds from CM1-format to CM2-format. You will want this file if you upgrade your ‘old-style’ synth (e.g., SCC-1, SC-55) to a ‘new-style’ synth (e.g., SC-50, SC-55mkII).

Beta Test—read the **Beta Testing Note** above before downloading any beta files

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

Ludwig van Beethoven, 1770-1827, was one of the world's greatest composers. This picture of him wearing sunglasses is a trademark of Jeff Cazal. Our other trademarks include **Rhodes Warrior**, **CanvasMan** and **Advent95**.

This picture is the official logo of the MIDI forum on the CompuServe Information Service. The MIDI forum's Windows section is the primary technical support channel for **PowerJam Systems'** software. CompuServe is also the first site to receive new releases of **PowerJam** shareware applications.

If you're not yet on CompuServe, you're missing out on a powerful computing tool. Contact them at 800-848-8990 (614-457-8650 outside the USA) for more information.

How to FTP Files From the Internet

The latest version of **CanvasMan** is always available via the Internet on the SimTel archives mirrored around the world. The best place to look is via FTP at **oak.oakland.edu** in the **/SimTel/win3/sound/** directory. If you are unfamiliar with how to use FTP, here are a few simple instructions:

1. Using your favorite FTP program, make a connection to **oak.oakland.edu**. Under UNIX, you do this by typing “FTP oak.oakland.edu” at the command prompt. (NOTE: Unix is case-sensitive (“Jeff” is not equivalent to “jeff”), so pay special attention to the way you type in these commands and these directory and file names. Also, do not type the quotes shown in any of these commands but remember to press the <Enter> key afterwards.)
2. Log in as “anonymous” and when prompted for a password, type in your complete Internet address. For example, we would type “jjc@hevanet.com” for our password.
3. Go to the directory by typing “cd /SimTel/win3/sound/”. Keep in mind that “dir” and “ls” will give you a directory listing of the current directory. Also, as in DOS, most (but not all) flavors of Unix support wildcards. For example, you can generally type “dir c*.zip” to find all ZIP archive files that begin with ‘c’.
4. To retrieve the file, first type “binary” at the command prompt to ensure that the file transfers properly (FTP normally defaults to ASCII). You might also want to type in “hash” so you get a visual representation of the file transfer. We recommend that you always use “hash” as it is not uncommon for very busy FTP sites to hang indefinitely during the transfer.
5. Type in “get <filename>” to transfer the file to your computer. For example, type “get CANVAS49.ZIP” to retrieve **CanvasMan** 4.9.
6. To end an FTP session, type in “bye” at the command prompt.

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CanvasMan™

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What's New?

This topic summarizes the changes in each release of **CanvasMan**. Early releases list major changes only. Note that not all Editions of **CanvasMan** contain all features.

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

Version	Release Date	Changes
4.93	March 1995	Adds SC-88 to Defined Synths list (partial support); again requires an 80386sx or better computer; changes Setup-Sequence MIDI Output Ports dialog so it no longer runs Setup-Define Synths afterwards; relocates CanvasMan archive on Internet and adds how to FTP instructions; redefines activities that Lock JJC MOD16.DLL ; adds toolbar to Setup-Sequence MIDI Output Ports dialog; changes JJC MIDI dba to PowerJam Systems ; corrects a bug where MIDI files with very large tracks would not play.
4.90-4.92	January 1995	Redesigns Setup-Sequence MIDI Output Ports dialog to clarify its use; renames CANVAS.* files to CNVSMN.*; updates help system's pictures; changes predominant online help system font

from Arial 10 to Times New Roman 12; corrects a bug where very large MIDI files would not play; adds JV-35 and JV-50 to supported synth list.

We are starting to plan our Windows 95 applications.

Accordingly, we have renamed some files with this release. So, if you have any of the following files in your Windows system directory (usually C:\WINDOWS\SYSTEM) and they are dated earlier than January 1, 1995 (i.e., so they came from PowerJam Systems), you can delete them: JJCMEGA.DLL, JCMIDI.DLL, JJCCTRL.EXE. If you don't use **Advent94**, you can delete JCMIDI.DLL, too.

4.8x Fall 1994 Adds **Troubleshooting** section to online help; corrects a bug in the Music Quest MIDI Programmer's ToolKit for Windows where multiple non-zero delta time meta events in a track would make the track play out of time (e.g., tracks with embedded lyrics will now play properly); makes several behind-the-scenes changes related to the **Advent94** program.

4.7x Fall 1994 Adds multi-port MIDI file playback (256 track maximum); deletes *Close Output Ports When Switched* option; separates *Setup-Define Synths / Route MIDI Data* dialog into *Setup-Define Synths* and *Setup-MIDI Thru* dialogs; adds fax receive capability to **PowerJam Systems BBS**.

We re-released the **Rhodes Warrior** as a free program in October 1994. The unfortunate side effect of this emancipation is that **CanvasMan 4.73** invalidates the **CanvasMan** Registration Information for early **SongCanvas** users. Please send us an e-mail message for updated **CanvasMan** Registration Information if you start seeing the 20-second 'please register' screen. We apologize for any problems this causes.

1.0-4.6 1993-1994 Centralizes MIDI input/output ("MIDI I/O") in JJCMOD16.DLL to synchronize multiple copies of **CanvasMan** re MIDI file playback and MIDI Thru; adds support for 9 MIDI output ports plus the MIDI Mapper (we still recommend not using the MIDI Mapper), releases CMCVRT.ZIP to convert CM1-format **Combos and Sounds** to CM2-format; unbundles **CanQuest**; plays MFFs that have tracks bigger than 10K; 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 partial context-sensitive help; adds drag and drop MIDI file playback.

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 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.

Introduction to CanvasMan

Welcome! We hope you enjoy **CanvasMan**. **Please print! and 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 Sound Canvas. 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
President, PowerJam Systems
March 1995

Overview

CanvasMan is the Windows editor/librarian for Roland's Sound Canvas 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 sequence with Cakewalk, or while you jam with Band-In-A-Box. Your wait is over for an easy-to-use Sound Canvas 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 Sound Canvas!

CanvasMan avoids the term "patch" in its documentation because "patch" has an ambiguous definition in the context of multi-timbral synthesizers ("synths"). 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 Windows MIDI Gurus)

(Non-gurus might need to read the **Installation** section in the **CanvasMan User's Guide**.)

1 Run SETUP—On the Program Manager screen, select **F**ile and then **R**un. 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 Edition 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 three dialog boxes: **Sequence MIDI Output Ports**, **MIDI Thru**, and **Define Synths**. 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.

Notes: **CanvasMan** turns off Local Control at startup. For more information, see the **MIDI Thru and Local** topic. **Setup-MIDI Thru** is not available on all versions of **CanvasMan**.

Compatibility—Does CanvasMan Work with My Synthesizer?

CanvasMan can work with both the 'original' style Sound Canvas (e.g., SC-55, SCC-1) and the 'new' Sound Canvas (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 Sound Canvas 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). (CMCVRT.ZIP on **CompuServe** contains programs to convert **CM1** Combos and Sounds into **CM2** format.)

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

CanvasMan does not work with the GM-only Sound Canvases (i.e., the RAP-10, the SC-7 and the SCB-7/SCD-10 daughterboard).

Synth Model CanvasMan Mode

Notes

CM1*	CM1	If you have an ‘old’ style Sound Canvas (i.e., a unit with 317 tones) that is not listed here, select CM1* in the Define Synths dialog.
CM2*	CM2	If you have a ‘new’ style Sound Canvas (i.e., a unit with 223, 226 or 354 tones) that is not listed here, select CM2* in the Define Synths dialog.
CM-500	CM1	I think the CM-500 is a combination GS synth and LA synth. CanvasMan should be 100% compatible with the GS half.
DS-330	CM2	The DS-330 does not have the MT-32 sounds (127-001 through 127-128).
JV-30	CM1	100% compatible.
JV-35	CM2	The JV-35 does not have the MT-32 sounds (127-001 through 127-128). CanvasMan does not address the JV-35’s expansion board capabilities.
JV-50	CM2	The JV-50 does not have the MT-32 sounds (127-001 through 127-128). CanvasMan does not address the JV-50’s expansion board capabilities.
not listed?		See CM1* and CM2* above
RAP-10	not compatible	
SCC-1	CM1	100% compatible.
SC-155	CM1	100% compatible.
SC-33	CM2	The SC-33 does not have the MT-32 sounds (127-001 through 127-128).
SC-50	CM2	The SC-50 does not have the MT-32 sounds (127-001 through 127-128).
SC-55	CM1	100% compatible.
SC-55mkII	CM2	100% compatible.

SC-7	not compatible	
SC-88	CM2	incomplete support— CM2 basically treats the SC-88 like an SC-55mkII
SCD-10	not compatible	
SCB-55	CM2	100% compatible.
SCD-15	CM2	100% compatible. (The SCD-15 is the package consisting of software and the SCB-55 board.)
SD-35	CM2	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	*.GSC / *.G2C / *.SYX
GS Sounds	*.GSS / *.G2S
GS Drum Kits	*.GSD

CanvasMan focuses on **Combo** files. Combos contain data for the entire Sound Canvas. Since the Sound Canvas has sixteen Parts and two drum kits, you can think of a Combo file as a large band. (In this context, 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 sound, 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 sound in your current Combo 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 name 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 name your Drum Kit COOLVRB.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.

When loading a Sound, you can 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 the sysex info to the Canvas.

Load GS 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 GS 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 GS Sound**'s prompts automatically adjust for this.

Load GS 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 the sysex info 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>
```

CanQuest

Lodi Claessen, one of **CanvasMan**'s original beta testers, created **CanQuest**, an excellent **CanvasMan** glossary and Sound Canvas tutorial. **CanQuest** is available on the **PowerJam Systems BBS** and on CompuServe—search the MIDIFORUM using the keyword 'CanQuest.'

CanvasMan's shareware ZIP file used to include **CanQuest**. However, because **CanQuest** has not changed in awhile, we unbundled the two ZIP files to decrease the download time (and cost) for **CanvasMan**. Shareware disks still contain **CanQuest**, however.

Please send any questions or feedback directly to Lodi on CompuServe at #100112,3722. **CanQuest** is Copyright © 1993-1994 Lodi Claessen.

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.

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CanvasMan, **SongCanvas**, and the sunglassed Beethoven are trademarks of Jeff Cazell. 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 (on bulletin board systems) and a retail version: the Cakewalk Professional Edition (Parker Adams has discontinued marketing the Deluxe 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 us \$59 US. If you don't think **CanvasMan** is worth it, please

let us know why—we will see if we can satisfy you with the next version.

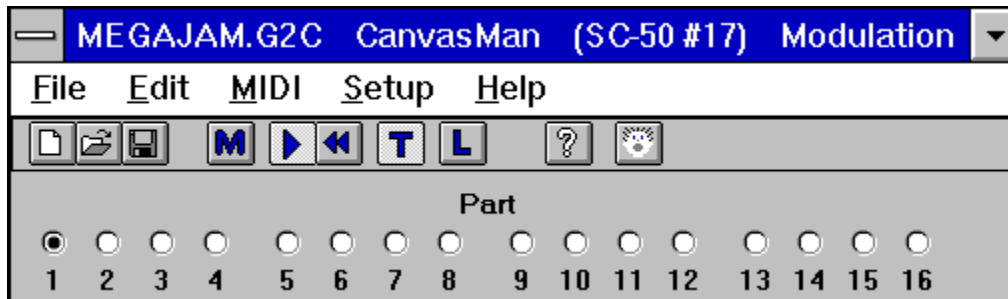
Upon registering, you will receive your personal Registration Information. PowerJam Systems strictly prohibits you from giving this Registration Information to anyone in any format whatsoever. Distributing this information would immediately void your license.

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

Please help us distribute **CanvasMan** (shareware version only) as widely as possible (thanks!) by making sure all of your favorite bulletin boards have a current copy of the official CNVSMN.ZIP archive file (the official archive displays *Authentic files Verified!* #VHI634 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 CNVSMN.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.

Finally, the help system contains a ready-to-print **Order Form** for all PowerJam Systems shareware programs. The Order Form also explains how CompuServe users can register **CanvasMan** online (program #660).

Main Window / Menu / Toolbar



[Point to the various areas on the screen above and click for an explanation.](#)

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

- Titlebar / 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 Edit Menu section describes the different **Edit Control** screens in detail.

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

File Menu

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

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. Before wiping out your Combo-in-process, however, **File-New** will prompt you to save it 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. Once you select a valid file, **CanvasMan** sends its 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. 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.

File-Load GS Sound

This option displays a file open dialog for GS Sounds. 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. 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. 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.

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.

When loading a MIDI file, **CanvasMan** analyzes its General MIDI program changes and asks if you'd like to import the changes into your Combo. Before the actual import, however, **CanvasMan** will prompt you to save the current Combo if you've changed it since your last **File-Save** or **File-Save As**.

CanvasMan will ignore tracks numbered greater than 256.

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**.

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 Sound Canvas immediately.

Edit-Quick Edit A

Edit-Quick Edit B

These dialogs display general 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 Part, set its **MIDI Channel** 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 these dialogs. 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 Drum Kits dialog. The Sound Canvas 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 recycles back to 16.

Edit-Increment Part

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

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-Thru

This option toggles MIDI Thru On and Off. **MIDI-Thru** is unavailable if you do not have at least one MIDI Input and Output port. See also [MIDI Thru and Local](#).

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 users want Local Off, **CanvasMan** turns Local Off at startup. See also [MIDI Thru and Local](#).

MIDI-Refresh Synth

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

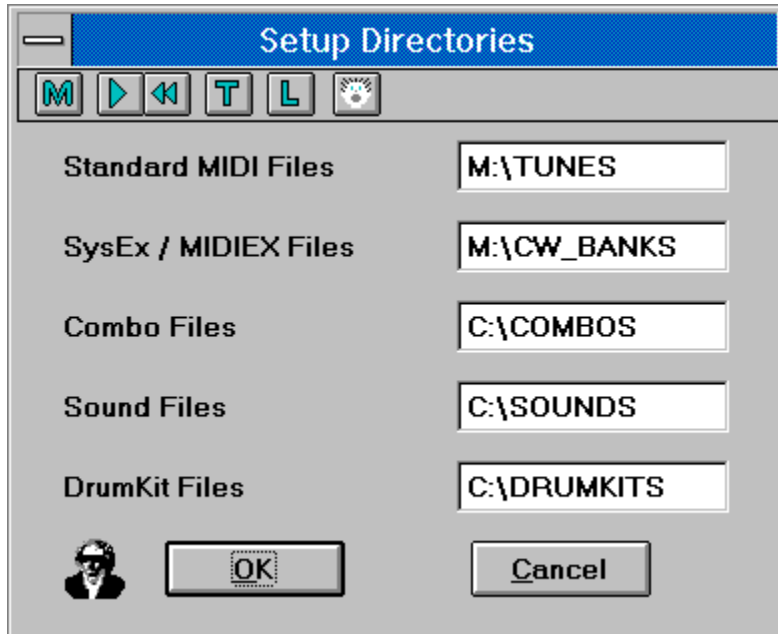
MIDI-Panic Button

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-Directories



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.

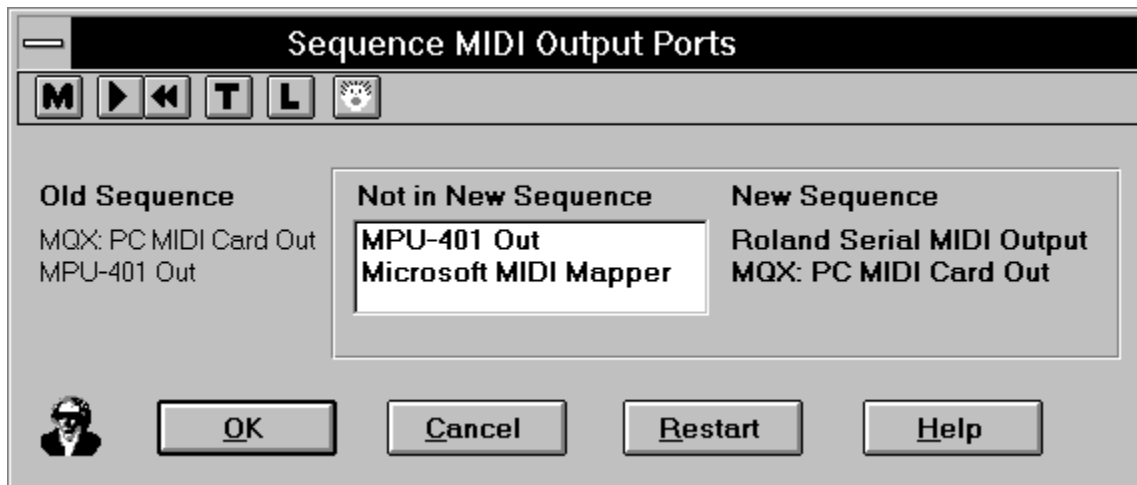
Setup-Sequence MIDI Output Ports (see)

Setup-MIDI Thru (see)

Setup-Define Synths (see)

Setup—Sequence MIDI Output Ports

See also [Setup Menu](#), [Setup-MIDI Thru](#), [Setup-Define Synths](#), [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 **Not in New 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 MQX as #1 and the MPU-401 as #2 (**Old Sequence**) to the Roland Serial as #1 and the MQX as #2 (**New Sequence**). If I want to, I can still add the MPU-401 and the MIDI Mapper to the **New Sequence** column as #3 and #4 before selecting **OK**.

In summary, when you select **OK**, the **New Sequence** takes effect. If you select **Cancel**, however, the **Old Sequence** remains in effect.

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 normally 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 **Not in New Sequence**. You can then restart sequencing your ports.

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

SMOP_Old

SMOP_Not

SMOP_New

Setup—MIDI Thru

See also [Setup Menu](#), [Setup-Sequence MIDI Output Ports](#), [Setup-Define Synths](#), [Setup MIDI Ports](#), [MIDI Thru and Local](#)



This screen is where you to set up your MIDI Thru options. The top half will eventually allow you to select which MIDI messages to filter—**CanvasMan** currently filters sysex, system reset, active sensing, and tune request.

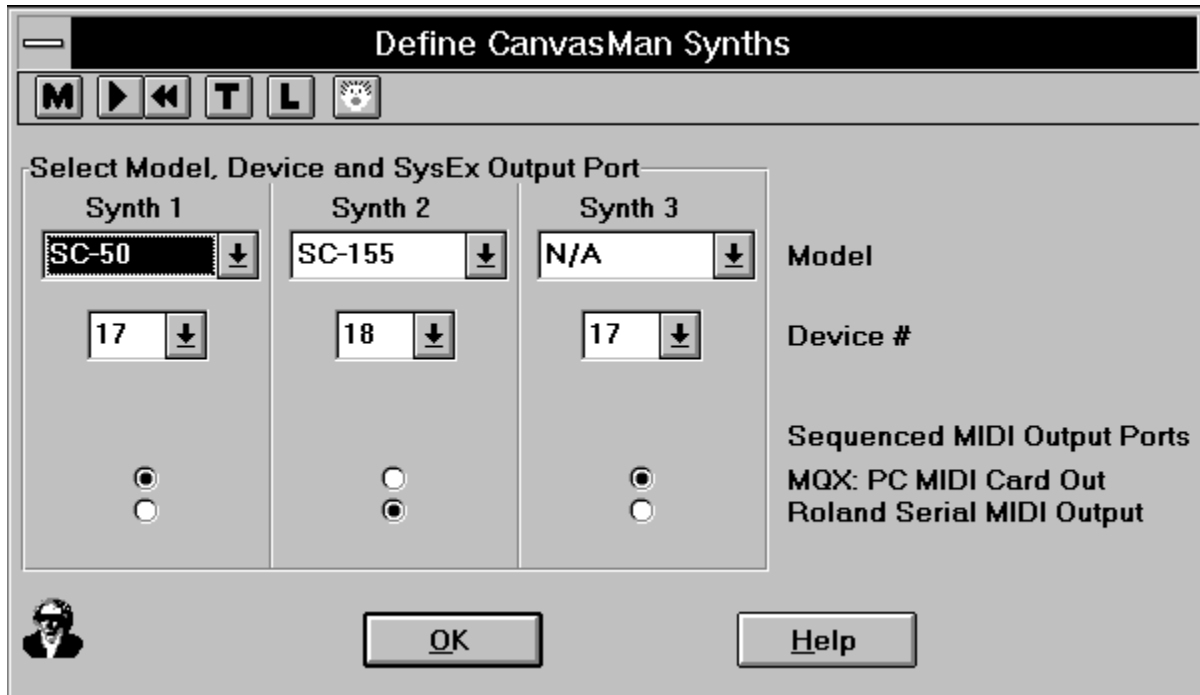
The bottom half of this screen (pictured) allows you to select the input and output port you wish to use for MIDI Thru. The left side handles the input port. You will want to select the port that is connected to your keyboard controller. (If you have more than one controller, select the one you are currently playing.)

The bottom right section of this screen handles the output port. Select the port to which you want your keyboard controller's MIDI information routed. You'll typically specify the same port as in **Define Synths**, since you'll probably want both types of MIDI information to go to the same port (i.e., eventually routed to the GS synth).

This screen is unavailable if your MIDI interface is output-only or if your selected input port has a single-client driver and is already in use.

Setup—Define Synths

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



This screen allows you to tell **CanvasMan** about your synthesizer(s). **CanvasMan** will support a MIDI network that has up to three GS synths—there is one column for each of them. (If you have one GS synth, 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 GS synth you have. Similarly, use the **Device #** combobox to specify which device # you have used for each synth. You will want to leave the device # at 17 unless you have more than one GS synth connected to the same MIDI output port. (If you **do** have more than one on the same MIDI port, read your synth manual to find out how to change its device # and then change **CanvasMan** to match.) 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 section of the screen allows you to specify which output MIDI port you have used for each of your synths. 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 [MIDI Thru](#), since you'll probably want both types of MIDI information to go to the same port (i.e., eventually routed to the GS synth).

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-How to Use Help

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

Help-About CanvasMan

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

Setup MIDI Ports

See also [MIDI Multitasking](#), [Locking JJCMOD16.DLL](#), [MIDI Menu](#)

Setting up your MIDI ports consists of three dialog boxes:

[Setup-Sequence MIDI Output Ports](#)

[Setup-MIDI Thru](#)

[Setup-Define Synths](#)

All three dialogs **lock JJCMOD16.DLL**.

MIDI Multitasking

See also *Setup MIDI Ports*, *Locking JJCMOD16.DLL*

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 program sounds with **CanvasMan** at the same time you play a song in Cakewalk or WinJammer. 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—this way, **CanvasMan** won't even try to open an input port, because it doesn't need one. 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.

All Music Quest drivers support multiple output clients, and other vendors might have similar capabilities. The MPU-401 driver that comes with Windows 3.1 does not support multiple clients, 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.

Locking JJCMOD16.DLL

See also *MIDI Multitasking*, *Setup MIDI Ports*

All of our programs use JJCMOD16.DLL to centrally coordinate MIDI input and output (“MIDI I/O”). Because of this, it must protect itself from certain combinations of activity. For example, it cannot allow you to run the *Define Synths* dialog in one instance of **CanvasMan** while running *Sequence Ports* in another. If it **did** allow this, you could give yourself an instant GPF by unsequencing the MIDI Mapper and then selecting it in Define Synths. JJCMOD16.DLL guards against this by having the following activities “lock” the DLL until they finish; i.e., they temporarily prevent you from running other programs that use JJCMOD16.DLL:

Setup-Sequence MIDI Output Ports

Setup-MIDI Thru

MIDI-Refresh Synth (and any other time you send an entire sysex file)

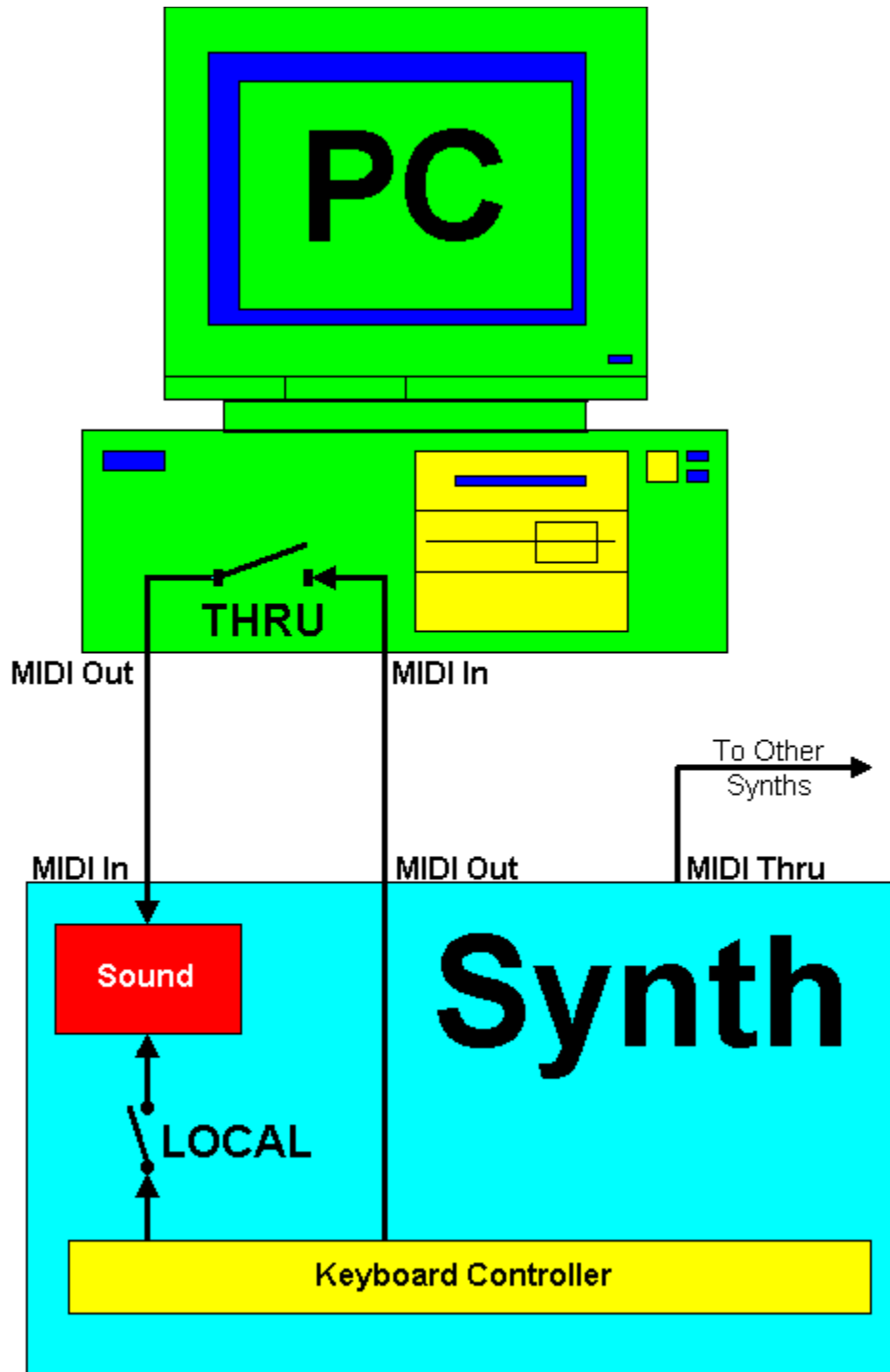
JJC MIDI Fanfare (four notes from Beethoven’s 5th on *Help-About CanvasMan* screen)

MIDI Thru and MIDI Local

See also [MIDI Menu](#)

Few topics are as confusing to MIDI novices as MIDI Thru and MIDI Local Control. Since advanced 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.

*It is probably easier to follow this topic if you **print** it first.*



Study the diagram—it shows the ‘correct’ way to connect your MIDI cables. 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 other synth modules (labeled *To Other*

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.

Multiple Synths?

As described in the [Introduction](#) section, **CanvasMan** will support a MIDI network that has up to three Sound Canvas 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 **CNVSMN /S:1**, **CNVSMN /S:2**, or **CNVSMN /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 **CNVSMN /S:1**. In other words, if you run **CNVSMN.EXE** with no `/S:` setting, **CanvasMan** will access the first Sound Canvas you've defined.

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

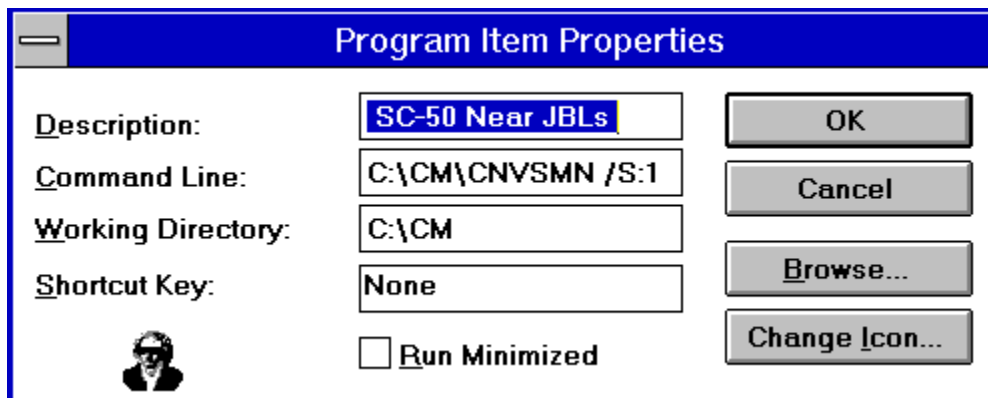
Click on the Program Manager's **CanvasMan** icon (don't release the mouse button).

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

<u>D</u> escription:	<input type="text" value="SC-55 in Big Rack"/>	<input type="button" value="OK"/>
<u>C</u> ommand Line:	<input type="text" value="C:\CM\CNVSMN /S:2"/>	<input type="button" value="Cancel"/>
<u>W</u> orking Directory:	<input type="text" value="C:\CM"/>	<input type="button" value="Browse..."/>
<u>S</u> hortcut Key:	<input type="text" value="None"/>	<input type="button" value="Change Icon..."/>
	<input type="checkbox"/> <u>R</u> un Minimized	

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.

Song Progress Meter--this meter displays graphically where the current MIDI file is in its playback (not all versions of **CanvasMan** display this meter, since not all versions can play MIDI files)

Titlebar / Caption--the window **caption** states your current Combo file name, "CanvasMan," the synth model and assigned device #, and the current **Edit Menu** selection.

Menubar--the **menubar (File Edit MIDI Setup Help)** appears below the caption. Certain options have accelerator "hotkeys" that make accessing them quicker. For example, you can press **Ctrl+A** to display the **Quick Edit A** screen. The menus list accelerators where available. *See File Menu, Edit Menu, MIDI Menu, Setup Menu, Help Menu* for detailed information on menu options.

File-New button--this toolbar button duplicates the *File-New* menu function

File-Open button-this toolbar button duplicates the *File-Open* menu function

File-Save button-- this toolbar button duplicates the *File-Save* menu function

File-Load MFF button-- this toolbar button duplicates the *File-Load MFF* menu function

MIDI-Play/Pause button--this toolbar button duplicates the *MIDI-Play/Pause* menu function

MIDI-Rewind button-- this toolbar button duplicates the *MIDI-Rewind* menu function

MIDI-Thru button-- this toolbar button duplicates the *MIDI-Thru* menu function

MIDI-Local button-- this toolbar button duplicates the *MIDI-Local* menu function


MIDI-Panic button-- this toolbar button duplicates the *MIDI-Panic* menu function

Help-About button-- this toolbar button duplicates the *Help-About* menu function

Part Selector radio buttons--clicking on any Part Selector button chooses that part as the currently editable Part. Part selector buttons do not display on Edit screens that span more than one part (e.g., Quick Edit). (finish text) In most cases, the **Part selection** buttons appear below the toolbar. However, when you've selected an edit window that spans multiple parts, the Part selectors disappear. When available, click on one of the sixteen radio buttons to choose your current work in process Part.

Toolbar--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 MFE**, **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. Not all versions of **CanvasMan** display all buttons, since not all versions support every feature.

Spin Button

A spin button  allows mouse users to increase/decrease the value in an edit control by clicking on up/down arrows. **CanvasMan** uses spin buttons on the Quick Edit and Drum Kits screens.

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 reason for this is lack of room--adding spin buttons to each column on the *Quick Edit* and *Drum* screens would make their windows 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.

I thank our beta test team for their great suggestions and good spirits through numerous downloads and e-mailings:

Jim Kometani, multi-faceted MIDI/music guru at **Twelve Tone Systems**, has supplied valuable design and marketing suggestions from both a musician and technician's standpoint.

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Paul Messick wrote the Music Quest MIDI Programmer's ToolKit for Windows and has been a great sounding board for both questions and ideas.

Lodi Claessen has had several great usability suggestions. He also created CanQuest, the **CanvasMan** glossary.

John Cowles has shared several ideas. He was the first to notice that changing the reverb and/or chorus macros also change the related fields on the same screen.

Larry Lake of the **Canadian Electronic Ensemble** has provided several good suggestions to improve **CanvasMan**'s stage persona.

I also thank **Mike Ward** and **Jim Maki**, CompuServe's tireless MIDI forum system operators, for providing me with the resources to carry out this beta test.

Troubleshooting

See also [Technical Support](#)

PowerJam programs crash and don't get along with my SoundBlaster

Analysis/Diagnosis: There is a conflict between the SoundBlaster Pro's MIDI driver and JJCMOD16.DLL. This appears to be a bug in the SoundBlaster Pro's driver. Since all PowerJam Systems programs use JJCMOD16.DLL, this problem afflicts **CanvasMan**, **Advent94**, and **Advent95**.

Solution: Thanks to Kevin Andresen for providing this information in November 1994 on the Internet's *Sound Canvas Users Group*, paraphrased below:

“The SB Pro can be considered as several distinct devices/interfaces: FM synth, MIDI interface, CD-ROM interface, joystick interface, etc.

Two of these, under Windows, use MIDI drivers (my names are for the original SoundBlaster Pro. The current SB Pro 2 might be different):

<i>Name</i>	<i>As Listed in Control Panel/Drivers</i>	<i>MIDI Out Choice</i>
SBPFM.DRV	Creative Sound Blaster Pro MIDI Synth	SB Pro Stereo FM
SBPSND.DRV	Creative Sound Blaster Pro Wave/MIDI	SB MIDI Out

The *MIDI Out Choices* appear as port names in **CanvasMan** / **Advent94** / **Advent95**'s dialog boxes and menus.

SBPFM.DRV accepts MIDI data and creates sound using its internal FM synthesizer.

SBPSND.DRV drives the wave file player and MIDI ports (and maybe more).

If all SB Pro drivers are installed in Windows, then SBPFM and SBPSND will show up as MIDI drivers in the [drivers] section in SYSTEM.INI (you can edit SYSTEM.INI by selecting File-Run SYSEDIT from Program Manager). PowerJam Systems programs will crash if SYSTEM.INI looks like this:

```
[drivers]
MIDI=sbpfm.drv
MIDI1=sbpsnd.drv
MIDI2=another_midi_driver      (MIDI2 might not appear)
MIDI3=yet_another_midi_driver (MIDI3 might not appear)
```

You must get the SB Pro Stereo FM driver (SBPFM.DRV) out of the first MIDI position; for example, you can change it to this:

```
[drivers]
MIDI=sbpsnd.drv
```

```
MIDI1=sbpfm.drv  
MIDI2=another_midi_driver      (MIDI2 might not appear)  
MIDI3=yet_another_midi_driver (MIDI3 might not appear)
```

After making the change to SYSTEM.INI, save the file and then exit and restart Windows.”

All PowerJam Systems programs should now work properly.

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 will want to use **Cakewalk's** sequencing engine for these features. However, if you would 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 97008-8077 USA March 1995

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 CanvasMan	\$20	\$20
_____	(optional: CanvasMan User's Guide)	\$5	\$

Foreign orders please add \$5 for shipping: \$5 _____

(**CanvasMan** is available on 3½" disk only.)

Total Enclosed _____

