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Please use the context sensitive Help !

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## Basic Idea

**MAGIX music painter** - a dream comes true. Pictures are turned into notes!

The software contains an easy to use painting programme with all standard functions such as free-hand painting, lines, rectangles, polygon tool, spray can, fill-in tools, paintbrush, grid function etc.

The point is that every one of these functions is given a musical value. Different colors generate different notes. The brightness of the color is equivalent to the volume of the notes. A dot is equivalent to a short note, a line is equivalent to a long note. A diagonal line generates a scale, grids make sure that even free drawings sound "good"....

**MAGIX music painter** makes it possible to allocate an instrument to each of the three basic colors **Red**, **Blue** and **Green** and to additional grey tones. A drawing is therefore converted into music in accordance with the following scheme:

The columns of the drawing are scanned from left to right, a picture dot which is higher (i.e. toward the top edge of the screen) is reproduced as a higher note, a dot further down towards the bottom edge of the screen is reproduced as a lower note in the instrument allocated to that particular color. In addition, the color intensity of the dots are evaluated, so that a loud **Red** color generates a loud note and a dark **Red** generates a quiet note.

If a number of dots the same color are next to each other on the same line, they are reproduced together as a long note. If a white dot or a different colored dot is situated in between, a number of short notes are reproduced.

### **The Grey shades have a special role to play.**

A grey dot is not reproduced as a loud note if it is especially light, instead it is reproduced as a loud note if it is dark (i.e. black). This is because in Windows the background is usually white and **MAGIX music painter** also uses a white background.

Another difference between the grey shades and the three basic colors lies in the fact that the grey dots are not converted into normal instruments, but into drums.

After you have familiarised yourself with the basic idea of the program, you should read the Quickstart instructions so that you can go straight ahead and play.

## Quickstart

In order to gather your first experiences with **MAGIX music painter**, the best thing to do is to load the demo-projects which were supplied with the package.

**Start and stop replay using the Play-Button  or simply press the space bar.**

Each project contains a different picture and different instruments. You get the best sound if you use a sound card which contains a General-MIDI Synthesiser Chip (GM), e.g. the Soundblaster AWE-32. Of course you can also use external synthesisers if they have been connected to your computer via a MIDI interface. To select the correct replay device please use the menu "Options> MIDI devices"!

**If the demo projects are replayed ok, then simply experiment a little with the settings:**

- For example change the instruments in the top four lines of the screen. One instrument can be selected for each of the colors **Red**, **Blue** and **Green**. The grey shades generate drum sounds.

Simply click on the instrument name with the left or right mouse key, the previous instrument or the following instrument is selected. In order to select a completely new sound, click on the  next to the name of the instrument. This opens a list of all 128 sounds of the General-MIDI range. Select a sound and close the list using the ENTER key.

- Use the 4 Mixer Regulators in the top right.

You can use these to control the volume, amongst other things, of each instrument. So if the drums are too quiet, simply shift the bottom slider to the extreme right or reduce the volume of the other instruments.

- Change the tempo using the top left slider. You can achieve interesting effects if the project is replayed significantly slower or faster than the pre-selected setting.

- Change the Begin/End markers at the upper edge of the screen. The two arrow shaped cursors can be picked up by the mouse and then moved to any bar position. This means it is very easy to play the first bar whilst still correcting it graphically.

- Change the color of a certain area of the demo-project. As the color determines the sound in **MAGIX music painter**, the sound will change!

Activate the range button  and then highlight a square on the drawing board. If you click a color on the palette at the bottom edge of the screen, all pixels in the highlighted area change color. This even works whilst the music is being played!

**Once you have highlighted an area, you can manipulate it over and over again:**

### **Move**

This function can be used e.g. to move a drum pattern to the right position.

If the Ctrl key is held down at the same time, a copy is generated and this is moved. The original stays in its place. This is a very important technique to copy patterns, bars, rhythms etc. ...

### **Distort**

This is a superb function with which to produce arpeggios from individual notes!

### **Mirror range**

If the picture is mirrored horizontally, the theme is played backwards.

If it is mirrored vertically, the graphics and therefore the music is turned up side down - the

musical scientists call it crab walking. Both effects can be used to generate new types of sound on the harmonic background. These take on a characteristic style of their own.

## Keys which make work easier

Apart from the usual Hotkeys available in Windows such as Open File Ctrl+A, Copy Ctrl+C, etc. , MAGIX music painter supports the following Hotkeys:

F1	Starts on-line Help
Shift+F1	Starts <u>context sensitive Help</u>
Space bar	Starts or finishes playing of music
R	Opens the dialogue box to set the <u>grid</u>
S	Opens the dialogue box for <u>General Settings</u>
X, Y	<u>Mirrors the current section</u> horizontally or vertically
o	<u>Reverses changes to a section</u>
1, ..., 0	<u>Moves the section to be played</u> to bars 1 to 10.

## Menu File

This menu enables you to create, load and save files.

<u>N</u> <u>e</u> <u>w</u>	Creates a new graphics file.
<u>O</u> <u>p</u> <u>e</u> <u>n</u> <u>...</u>	Opens an existing graphics file.
<u>S</u> <u>a</u> <u>v</u> <u>e</u>	Saves the actual bitmap into a file.
<u>S</u> <u>a</u> <u>v</u> <u>e</u> <u>a</u> <u>s</u> <u>...</u>	Saves the actual bitmap under a new name.
<u>M</u> <u>I</u> <u>D</u> <u>I</u> <u>-</u> <u>F</u> <u>i</u> <u>e</u> <u>e</u> <u>x</u> <u>p</u> <u>o</u> <u>r</u> <u>t</u> <u>...</u>	Save music as Standard MIDI File.
<u>E</u> <u>x</u> <u>i</u> <u>t</u>	Exits <b>music painter</b> .

## Menu Edit

This menu item enables you to edit the current graphics so that you can work with the buffer..

<u>Undo</u>	Annuls the last action.
<u>Redo</u>	Anuls the last Undo action.
<u>Cut</u>	Cuts the actual range into the Clipboard.
<u>Copy</u>	Copies the actual range into the Clipboard.
<u>Insert</u>	Inserts the Clipboard into the actual bitmap.
<u>Delete</u>	Deletes the actual range.
<u>Mark All</u>	Selects the entire bitmap.
<u>Delete All</u>	Delets the entire bitmap.
<u>Change Size...</u>	Changes the size of the bitmap.

## **Menu Playback**

Start

Starts playback of the selected range.

Stop

Stops playback.

Select range

Sets the playback range in an external drawing program.

## **Menu Options**

General...

Opens a dialog box for general settings.

Integrated Paint Program

Selects whether you want to use music painter or an external paint program for drawing.

Raster Definitions...

Opens a dialog box for various raster settings.

MIDI-Devices

Selects the actual MIDI playback device.

## **Menu View**

Here you can set general options which affect your work with **MAGIX music painter**.

Demo Mode                      Activates the demonstration mode.  
Always on Top                 Sets music painter as the topmost window.  
Window on upper Border     Moves music painter to the upper screen border.

## **Menu Help**

Contents

Shows the content of the help system.

Context Help

Shows informations about the selected object.

Help about Help

Shows informations about using the help system.

About...

Shows informations about music painter and the Copyright.

**New** (Menu File)

A new MAGIX music painter project is created using this menu item. If a changed project is open, you will be asked whether you want to save this or not.

### **Open... (Menu File)**

You can load a previously saved MAGIX music painter project using this menu item.

A project can consist of 2 files:

1. the Bitmap-File (\*.bmp), which contains the graphical picture information and
2. the Parameter-File (\*.mpt), which contains the MIDI information about the picture. This affects for example the allocation of channels, the tempo, the instruments etc.

MAGIX music painter supports 4 Bit (16-colors), 8 Bit (256 colors) and 24 Bit (TrueColor) Bitmaps, which do not have to be compressed but can also be compressed using RLE4/RLE8.

**Save (Menu File)**

Using this menu item you can save the current MAGIX music painter project. Two files are created, one for the picture information and a second one for the MIDI information.

So if you have called your picture "pict1", the picture file "pict1.bmp" and the parameter file "pict1.mpt" are created. By the way, the parameter file is a text file similar to the Windows.Ini files.

**Save As... (Menu File)**

This menu item enables you to save a MAGIX music painter project under a new name. Use this possibility in order to save a new variation of the project without overwriting the last one!

### **MIDI-File Export...** (Menu File)

If you select this menu item, the current **MAGIX music painter** project is saved as a MIDI-file (\*.mid). This file can then be replayed or edited by any common sequencer program or the Windows media replay.

After selecting a file name for the file which is to be created, the MIDI data which is transmitted to your soundcard or your MIDI device when playing, is saved in this file.

**Exit (Menu File)**

This menu item closes the MAGIX music painter program. If a project which has been altered is still open, you will be asked whether or not you want to save it.

<Filename> (Menu File)

The last 4 **MAGIX music painter** projects you have been working on are listed here.

Select one of the files listed in order to open the corresponding project.

## **Undo** (Menu Edit)

If you select this command, the object you have drawn last is deleted from the screen. Actions like changing the color, the fill mode or the line type cannot be reversed using this command as you yourself can recreate the previous state.

You can reverse the command **Reverse** by selecting the command Revoke.

**Redo** (Menu Edit)

If you select this command, the last Undo command is reversed. This possibility is only available if no new actions have been carried out since the last **Reverse** command.

**Cut (Menu Edit)**

This command is only available if you have highlighted a section of the picture. In this case the highlighted area is stored in the buffer and the corresponding section of the picture is deleted. The section of the picture can then be inserted back into the picture and/or be used by another application.

**Copy** (Menu Edit)

This command is only available if you have highlighted a section of the picture. In this case the highlighted area is copied into the buffer. This section of the picture can either be inserted back into the picture and/or be used by another application.

### **Insert** (Menu Edit)

Using this command a picture section which has been previously copied, cut-out or placed in the buffer by another application, can be inserted into a picture. The inserted section of the picture can be treated like a highlighted section.

If you insert a section of a picture from another application into a **MAGIX music painter** - picture and your current resolution provides less than 32767 colors, the colors of the section of the picture which is to be inserted are adapted to those of the **MAGIX music painter** - picture.

**Delete** (Menu Edit)

This command is only available if you have highlighted a section of a picture. In this case the highlighted area is deleted, i.e. colored white.

**Mark All (Menu Edit)**

If you select this command, the entire drawing is highlighted..

**Delete All (Menu Edit)**

By selecting this command this entire drawing is deleted..

**Change Size...** (Menu Edit)

This menu item makes it possible to change the size of the current picture..

This command and all previous actions cannot be reversed. Therefore please make sure that you have saved the current project, if necessary under a different name.

**Start** (Menu Playback)

This command starts playing the selected area. The MIDI commands are played on the device set in MIDI-Devices. If no MIDI hardware has been installed on your system, this menu item is not available.

**Stop** (Menu Playback)

This command terminates the current MIDI playing.

### **Set Range** (Menu Playback)

This command is only available if you are using an external painting program.

Once you have selected this command, select the section of the picture which is to be scanned for MIDI play by pressing the left mouse key in the left upper corner of the section and whilst keeping the key depressed pull the mouse down to right bottom hand corner and then release the key.

When highlighting a section **MAGIX music painter** automatically recognises the size of the drawing area of your painting program which you cannot exit from when highlighting.

## **General... (Menu Options)**

Here you can set general options which affect your work with **MAGIX music painter**.

### **Note at the upper window limit:**

This option determines which note is to be allocated to the uppermost line of the drawing area (in the integrated or external painting program)

### **Zoom factor:**

The zoom factor determines the factor by which the drawing should be enlarged. If you are using a high screen resolution you should insert a large value here as the maximum size of the drawing area which can be scanned is 127 lines and therefore would be relatively small. However, if you are using an external paint program you should enter a 1 here.

### **Pixels per beat:**

This option determines how many pixels are to be allocated to a crotchet. The larger this value, the more accurately you can position your notes but the more calculation time is required by your computer. Please note that changing this parameter changes the timing of a finished drawing when it is played.

### **Change drum bank...**

Change the setting of this parameter if your sound card or your synthesiser supports a number of drum banks but these cannot be altered by changing the sound program in the field where this is set.

### **External position markers:**

When an external paint program is being used, this determines whether a beam should mark the current position of play in the external paint program. Deactivate this option if **MAGIX music painter** cannot correctly remove the beam. (In all the paint programs we tested, it was possible to leave this option activated).

### **Steps for reverse**

This option determines the maximum number of steps which can be reversed

### **Integrated Paint Program** (Menu Options)

Using this function you can determine whether the paint program which is integrated within **MAGIX music painter** should be used for drawing.

If this menu item is highlighted, the integrated paint program is used, otherwise your external paint program is used.

Also refer to: Using **MAGIX music painter** with an external paint program.

### **Raster Definitions... (Menu Options)**

You can determine the vertical and the horizontal grid here or temporarily deactivate it. The set grids are represented in the horizontal or vertical rows of boxes.

In order to deactivate a standard grid, select this from the corresponding list.

In order to create your own grid, select one of the standard grids and edit it as follows:

Click the right mouse key in a box in order to change the number of the grid dots used. So for example you can set the number of vertical grid points to 12 which means that every octave will use the same grid scheme.

Click the left mouse key in one of the activated (not grey) grid points in order to mark it as activated (black) or not activated (white).

## **MIDI Devices** (Menu Options)

This where you can set the MIDI device which is to be used to play your music. The active device is highlighted by a tick.

**Demonstration Mode** ([Menu View](#))

You can use demo mode once you have finished your painting and all that remains is for it to be played.

In demo mode, the tool bar and color palette are deactivated so as not to disturb the overall impression.

### **Always on Top (Menu View)**

This menu item is only available if you use MAGIX music painter in connection with an external painting programexternal\_paint .

If this menu item is highlighted, MAGIX music painter will always be visible above all other windows. This means that all possible settings are always available without having to switch over to the MAGIX music painter window first.

If you want MAGIX music painter to behave in the same way as all the other programs, deactivate this function.

**Window on upper Border** (Menu View)

This menu item is only available if you use MAGIX music painter in connection with an external painting program.

By selecting this menu item, the MAGIX music painter window is moved to the top edge of the screen so that you have the greatest possible space available for your painting program.

## **Contents** ([Menu Help](#))

If you select this menu item, **MAGIX music painter's** Help system is activated and an overview of the subject on which Help is available is displayed.

**Context Help** ([Menu Help](#))

If you select this menu item, **MAGIX music painter's** Help system is activated and an overview of the subject on which Help is available is displayed.

**Help about Help (Menu Help)**

Use this command for notes on how to use on-line Help.

**About...** (Menu Help)

If you select this menu item, the Copyright information and version number of **MAGIX music painter** are displayed.

## Tools

You can select the painting tools with which you wish to work via this interface and you can change some options which affect the tools selected.

	<u>Draws a free hand line.</u>
	<u>Marks a range.</u>
	<u>Switch Grid on or off.</u>
	<u>Draws a straight line.</u>
	<u>Draws a polygone.</u>
	<u>Draws connected lines.</u>
	<u>Draws a circle or an ellipse.</u>
	<u>Draws a rectangle with rounded corners.</u>
	<u>Draws a rectangle.</u>
	<u>Fills an area with the selected fill mode.</u>
	<u>Draws a random pattern.</u>
	<u>Erases ranges of the drawing.</u>
	<u>Determines the current fill mode.</u>
	<u>Determines the actual Zoom mode.</u>
	<u>Determines the actual line pattern.</u>

## **Status Bar**

Various information describing the state of the program is displayed in the status line

The left hand field displays a brief note regarding the action you have currently selected.

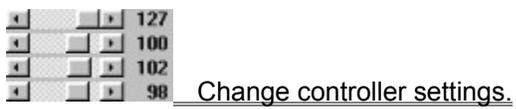
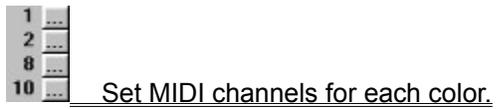
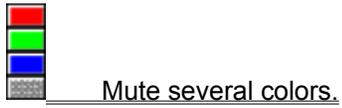
The two middle fields represent the note and the time which are equivalent to the current mouse position.. The time is displayed as a unit of <bar:crotchet:pixel>.

The right field displays whether or not the music is being played.

## Upper Toolbar

The most important options regarding the playing of music can be set here..

Click a subject in order to receive more information:



## Horizont Ruler

This is where you can determine the area which is scanned when the music is played.

The following time division is used:

The longer lines and the associated number mark the beginning of a bar, the shorter lines are equivalent to the crotchets. Exactly how many pixels are equivalent to a crotchet can be set via the menu item **Options > General** .

In order to change the section that is played, you can pick up the limit arrows with the mouse and move them. If whilst moving the mouse you keep the Ctrl key depressed, the entire area is moved, otherwise only the limit arrow you have picked up is moved.

In addition, you can directly click the left mouse key on the starting point and the right mouse key on the end point of the selected area or you press the keys <1> to <0> in order to move the section to be played directly to a certain bar.

## **Vertical Ruler**

Using this ruler you can see which lines of the drawing have been allocated to which notes.

If you move the mouse across the drawing area, you can also (more accurately) see this allocation in the status line .

Exactly how many pixels are equivalent to a semitone can be set in the menu item Options >  
General

## **Color Palette**

You can use the color palette to select the color to be used.

You can select a color by clicking on it with the left mouse key. If you press the Ctrl key at the same time, you can also change the color of the object you painted last.

If you use more than 32,000 colors, you can also create color mixtures: first click the left mouse key on a color of the palette (e.g. red) and then click the right mouse key on a different color (e.g. dark green). Notes drawn in this color mixture will be played by both sounds involved in making up the color.

The rectangle on the left hand side of the color palette displays the color which is currently being used to paint with.

The color palette makes those colors available which are required to be able to paint with **MAGIX music painter** , i.e. different brightness levels of the colors **Red**, **Blue**, **Green**, and **Grey**.

## **Marking the position**

This displays the current scanning position of the drawing being played.

## **Playback Cursor**

This vertical line marks the actual playback position.

## Mark ranges (Tools)



You can highlight a section of the picture using this function so that you can subsequently manipulate it or copy it into the buffer.

You highlight a section of the picture by clicking the right mouse key in the top left hand corner of the section and then pull the mouse down to the bottom right hand corner of the section and then release the key.

**The following editing functions are available for use with the highlighted section:**

Copy

Cut

Delete

Move

Stretch

Distort

Change Color

Mirror

To restore the original state of a picture which you have manipulated in this manner, press the <O> key.

**Move section**

You can move a highlighted picture section by picking it up (click the highlighted section with the left mouse key) and moving it to where you need it.

If you keep the Ctrl key depressed at the same time, the original section is not deleted.

**Enlarge/reduce section**

You can enlarge or reduce a section by picking up the edge of a section (click left mouse key) or by picking up the left to right **lower** corner of the section and then pull the section to the size required.

If you keep the Ctrl key depressed at the same time, the original section will not be deleted..

**Distort section**

You can distort a section by picking up the section by the right or left **upper** corner (press left mouse key) and bend the section into the desired shape.

If you keep the Ctrl key depressed at the same time, the original section is not deleted.

**Change the color of a section**

You can change the color of all pixels which are not white by selecting the desired color from the color palette.

Please note that subsequently all pixels (not the white ones) take on this color.

**Mirror section**

You can mirror the section horizontally or vertically by pressing the keys Y or X.

## Free Hand Line (Tools)



If you have selected this interface, you can draw a line free-hand.

Draw the line free-hand by moving the mouse across the drawing area whilst keeping the left hand mouse key depressed at the same time. If the grid function has been activated, only those pixels are drawn which lie within the selected grid.

## **Draw Line** (Tools)



If you have selected this interface, you can draw a straight line.

Draw the line by pulling the mouse from the starting point to the end point, all the time keeping the left hand key of the mouse depressed. If the grid function has been activated, the starting point and the end point jump to the nearest point of the grid.

If you want to draw lines, there are a number of different line types available which make it easier to generate rhythms. These can be selected in the list of line types (to the right underneath the drawing tools).

## **Draw Connected Lines** (Tools)



After selecting this interface you can draw a number of lines which are connected..

Draw the lines by determining the start and end of the individual lines with the left mouse key. If the grid function has been activated, the start and end of the lines jump to the nearest point on the grid.

You finish drawing the lines by double clicking the left mouse key and position the last end point using the right mouse key.

## Draw Polygon (Tools)



You can draw a polygon if you have selected this interface.

Draw the polygon by determining the corner points using the left mouse key. If the grid function has been activated, the corner points will jump to the nearest point on the grid.

The polygon is drawn in the selected fill.

You finish drawing the polygon by clicking the left mouse key twice or by setting the last end point of the polygon with the right key of the mouse.

## Draw Rectangle (Tools)



If you have selected this interface, you can draw rectangles.

Draw the rectangle by pulling the mouse from one corner to the other corner all the time keeping the left mouse key depressed. If the grid function has been activated, the corner points jump to the nearest point on the grid.

The rectangle is drawn in the selected fill-mode.

## Draw Rectangel with rounded corners (Tools)



If you have selected this interface, you can draw rectangles.

Draw the rectangle by pulling the mouse from one corner point to the other corner point all the time keeping the left mouse key depressed. If the grid function has been activated, the corner points jump to the nearest point on the grid.

The rectangle is drawn in the selected fill-mode.

## Draw Circle or Ellipse (Tools)



If you have selected this interface, you can draw a circle or an ellipse.

Draw the circle or the ellipse by highlighting the rectangle to be included by pulling the mouse from one corner to the other, all the time keeping the left key depressed. If the grid function has been activated, the corners will jump to the nearest point on the grid..

The circle or ellipse will be drawn using the selected fill-mode.

## Fill Area (Tools)



If you have selected this interface, you can fill in an area using the selected fill mode.

Fill in an area by pressing the left mouse key on one point of the area.

This area is then filled in using the selected fill-mode.

Please note that the area will be filled with white color in the transparent fill-mode.

## Random Pattern (Air Brush) (Tools)



If you have selected this interface, you can draw random patterns.

Draw the random patterns by pulling the mouse across the area whilst keeping the left mouse key depressed. The slower you move the mouse, the more dots are drawn. If the grid function has been activated, only those dots will be drawn which lie on the grid.

You can change the area being sprayed by selecting the option <spray can> again and specifying the desired value in the dialogue box.

## Eraser (Tools)



If you have selected this option, you can erase any areas of the picture.

You erase the areas you want to erase by pulling the mouse across the corresponding area whilst keeping the left mouse key depressed.

You can change the size of the area erased by the eraser by selecting the <eraser> option again and by specifying the specific size in the dialogue box.

**Activate Grid (Raster) (Tools)**



Here you can switch on or off the grid.

If you activate this button for the first time or if you double click the button, the dialog box Raster Definitions is activated.

## **Fill Mode** (Tools)



By selecting one of three interfaces you can specify the fill-mode to be used.

You can change the fill-mode of the object drawn last by keeping the Ctrl key depressed whilst selecting the appropriate interface.

### **Fill-mode 1 (transparent)**

The objects drawn are not filled in.

The bucket is an exception to this rule, in this case the object is filled with white color.

### **Fill-mode 2 (color)**

The objects drawn are filled with the current color.

### **Fill-mode 3 (pattern)**

If you have selected this mode, you can select a random pattern with which to fill your pictures. This pattern always consists of two colors , i.e. not all white pixels are colored in the current color.

The pattern has to be selected when you activate this fill-in mode for the first time (after starting the program). In this case the mouse cursor changes in to a square which is used to highlight the pattern desired.

If you want to use a different pattern later , simply double click the interface of this fill-mode.

## **Magnifying Glass** (Tools)



Use the magnifying glass to edit small details more precisely: Click one of the two right-hand interfaces to open the magnifying glass with medium or large magnification, the left interface hides the magnifying glass again.

The magnifying glass always magnifies that part of the picture which the mouse is on at the moment.

The window itself can be pulled to a position and to a size which does not interrupt work.

If you still have difficulties manipulating individual pixels despite using the magnifying glass, decrease the speed of the mouse in the system setup of Windows.

## Select Line Pattern (Tools)



Here you specify the type of line you want to draw.

Free-hand lines, polygons, connected lines, ellipses and rectangles can either be drawn in full lines or dotted lines. Other types of lines are available to draw lines which simplify the generation of rhythms.

You can change the line type of the object last drawn by keeping the Ctrl key depressed whilst selecting the line type from the list box.

## General Settings

...

Here you can set general options which affect your work with **MAGIX music painter**.

### **Note at the upper window limit:**

This option determines which note is to be allocated to the uppermost line of the drawing area (in the integrated or external painting program)

### **Zoom factor:**

The zoom factor determines the factor by which the drawing should be enlarged. If you are using a high screen resolution you should insert a large value here as the maximum size of the drawing area which can be scanned is 127 lines and therefore would be relatively small. However, if you are using an external paint program you should enter a 1 here.

### **Pixels per beat:**

This option determines how many pixels are to be allocated to a crotchet. The larger this value, the more accurately you can position your notes but the more calculation time is required by your computer. Please note that changing this parameter changes the timing of a finished drawing when it is played.

### **Change drum bank...**

Change the setting of this parameter if your sound card or your synthesiser supports a number of drum banks but these cannot be altered by changing the sound program in the field where this is set.

### **External position markers:**

When an external paint program is being used, this determines whether a beam should mark the current position of play in the external paint program. Deactivate this option if **MAGIX music painter** cannot correctly remove the beam. (In all the paint programs we tested, it was possible to leave this option activated).

### **Steps for reverse**

This option determines the maximum number of steps which can be reversed

## **Grid Settings**

You can determine the vertical and the horizontal grid here or temporarily deactivate it. The set grids are represented in the horizontal or vertical rows of boxes.

In order to deactivate a standard grid, select this from the corresponding list.

In order to create your own grid, select one of the standard grids and edit it as follows:

Click the right mouse key in a box in order to change the number of the grid dots used. So for example you can set the number of vertical grid points to 12 which means that every octave will use the same grid scheme.

Click the left mouse key in one of the activated (not grey) grid points in order to mark it as activated (black) or not activated (white).

## Using Grid

### Why use a grid?

Grids make it easier to position a drawing function onto complete bars or beats (horizontal) and on certain notes or octaves (vertical) in MAGIX music painter.

After selecting the menu item Options > Set grid you can set pre-set grids or grids of your own.

### Two simple examples to explain this function:

You would like to set the program so that only those pixels which lie exactly on a crotchet are drawn and in the menu item Options > General... you specified that 8 pixels are equivalent to a crotchet:

Therefore you generate a vertical grid which contains 8 fields (these are then repeated horizontally) and activate the first field as a grid and the others as not part of the grid. Finished.

(Alternatively you can naturally select the already generated grid of every 8th).

You only want those pixels to be drawn that are positioned on a C:

Generate a horizontal grid with 12 fields and only mark the lowest field as being part of the grid. Finished!

Naturally you can also specify that not only C but e.g. also D of every octave is part of the grid. To do this, simply mark the second field above the C.

This means that not only can a grid be placed on whole octaves, but also the notes of the major scale - a unique feature of MAGIX music painter!

**The point selected is not equivalent to any playable note!**

**Select a new section**

This error message states that you tried to define a section to be played but that this section would be in the "negative" range of notes.

**Cause:**

When selecting the section to be played, **MAGIX music painter** automatically recognises the size of the drawing area of your painting program. The note which was set in the dialogue box Options as the *note at the top window edge* is allocated to the upper limit of the drawing area. The lower notes are arranged underneath this and each semitone is allocated lines in accordance with the Option *Zoom factor* . Therefore the section to be played cannot be underneath the line which is equivalent to the deepest note that can be played (in MIDI terms).

**Correcting the error:**

- Select a section which lies in the range of notes which can be played.
- Set a larger zoom factor (but this will change the overall sound)

**Save changes in <Filename> ?**

The current **MAGIX music painter** project is being closed because you are closing the program or you want to load a new project.

Click the option Yes if you wish to save the changes you have made..

Click the option No, if you do not wish to save the changes you have made.

Click Abort if you wish to continue working on this project or want to save it under a different name.

**An error has occurred whilst initialising the scanning routine!**

**Try again.**

It was not possible to start playing the music.

**Rectification of the error cause:**

Ensure that the selected MIDI device is ready.

**The selected MIDI-player does not exist or is being used by another application!**

**Wait until it is available.**

The selected playing device could not be opened.

**Possible causes**

Either another application is using the device at the moment or it has been removed from **MAGIX music painter** since you used it last time.

**Rectification of error:**

Close the other application or select another playing device.

**The selected MIDI-player does not exist or is being used by another application!**

**Wait until it is available.**

The selected playing device could not be opened.

**Possible causes**

Either another application is using the device at the moment or it has been removed from **MAGIX music painter** since you used it last time.

**Rectification of error:**

Close the other application or select another playing device.

## Using MAGIX music painter with an external painting program

**MAGIX music painter** can work in two different modes. Usually you will be working with the integrated painting program as this has been tailored to suit this particular application. However, in certain circumstances it might be sensible to scan a painting with a different painting program. To do this, a second operating mode "External painting program" has been generated.

You can switch between these modes via the menu item Options > Integrated Painting Program .

### **The following differences must be taken into consideration when using an external painting program compared with the integrated painting program :**

If you are using an external painting program, **MAGIX music painter** will automatically be pushed to the upper edge of the screen in order to make space for the painting program. You can subsequently move the window to any position on the screen.

The section to be played is highlighted by selecting the menu item Play >select section

The zoom factor set via Options > General... naturally does not apply to paintings painted in the external painting program, however it is used when the painting is scanned. This function is useful sometimes, however under normal circumstances you should set the zoom factor to 1.

**Invalid file name!**

You have entered a file name which Windows cannot interpret as a file name.

**Rectification of error:**

Enter a valid file name.

**File couldn't be opened or the listed file couldn't be opened.**

**Possible causes:**

The file does not exist or is already being used by another application.

**Rectification of error:**

Please ensure that the file exists or close the other application.

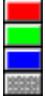
**File could not be saved!**

Whilst saving the file, an unexpected error occurred.

**Rectification of error:**

Please ensure that the file isn't write protected , has not been opened by another application and that there is sufficient space on the target drive.

## Mute Colors (Settings)



Using this interface, you can switch off the sound of an individual color..

If the color has been pressed, the picture dots of the individual colors are ignored, otherwise they are converted into sounds.

Switching the sound off also works if the file is exported as a MIDI-File! .

### **Set Instruments (Settings)**

You can determine the instrument which is to reproduce the corresponding picture dots for each of the four colors. The pre-set program names are equivalent to the General-MIDI (GM) Standard which is used by nearly all common sound cards and external synthesisers.

In order to set another instrument, click on the instrument name with the right or left mouse key ; the previous or following instrument is activated. In order to select a completely new sound, click on . A list containing all 128 sounds of the General MIDI palette is displayed. Select a sound and leave the list by pressing the Return key or double click the desired instrument.

### **Set MIDI Channel (Settings)**

This is where you can determine on which MIDI channel the commands (notes/program change) of the corresponding colors are transmitted. In principle, you can use every one of the 16 existing channels. You should merely take into consideration that channel 10 is usually used for drum sounds and that a different MIDI channel should be used for each color.

You set the MIDI channel by pressing on the corresponding number under <channel>. Use the left mouse key to select the previous channel or the right mouse key to select the following channel. Alternatively select the interface , in order to obtain a list of all MIDI channels and then double click the desired channel or press the ESC key in order to abort the selection.

### **Change Tempo (Settings)**

Using this scroll bar, you can set the tempo at which the music is to be played. The tempo is displayed in BPM (beats per minute).

You can change the tempo by moving the regulator on the scroll bar to the desired position or click on the tempo display with the right or left mouse key in order to increase or decrease the tempo.

### **Set Controller (Settings)**

This is where you can set the values for different MIDI-Controllers. MIDI-Controllers are used to set different sound parameters. MAGIX music painter provides the possibility to change the following parameters for each of the four colors separately: volume, panorama (Stereoposition), echo and chorus .Please note that not every MIDI-device supports each of these parameters.

In order to change the value of one of the controllers, select the desired controller to the right of the scroll bar and set the value on the scroll bar allocated to the corresponding color.

**Controller 'Volume' (Settings)**

Select this interface if you want to change the volume of the color or the allocated instrument.

**Controller 'Panorama' (Settings)**

Select this interface if you want to change the panorama, i.e. the stereo position of a color or the allocated instrument. This means that the four instruments can be placed specifically in space.

### **Controller 'Reverb' (Settings)**

Select this interface if you want to change the proportion of echo of a color or the allocated instrument.

This function is only effective if the device which you are using to play the music supports echo effects.

### **Controller 'Chorus' (Settings)**

Select this interface if you want to change the chorus proportion of a color or the instrument allocated to it .

This function will only be effective, if the device you use to play the music supports this effect..

## **Selection Box**

here you can select one of the displayed options.  
Double click on the desired line or press Enter.  
You can exit the dialog whith pressing ESC.

**Wrong Input**

This input value is not allowed. Please try again!

## **Open**

You can load a previously saved MAGIX music painter project using this menu item.

A project can consist of 2 files:

1. the Bitmap-File (\*.bmp), which contains the graphical picture information and
2. the Parameter-File (\*.mpt), which contains the MIDI information about the picture. This affects for example the allocation of channels, the tempo, the instruments etc.

MAGIX music painter supports 4 Bit (16-colors), 8 Bit (256 colors) and 24 Bit (TrueColor) Bitmaps, which do not have to be compressed but can also be compressed using RLE4/RLE8.

**Save As**

This menu item enables you to save a MAGIX music painter project under a new name. Use this possibility in order to save a new variation of the project without overwriting the last one!

