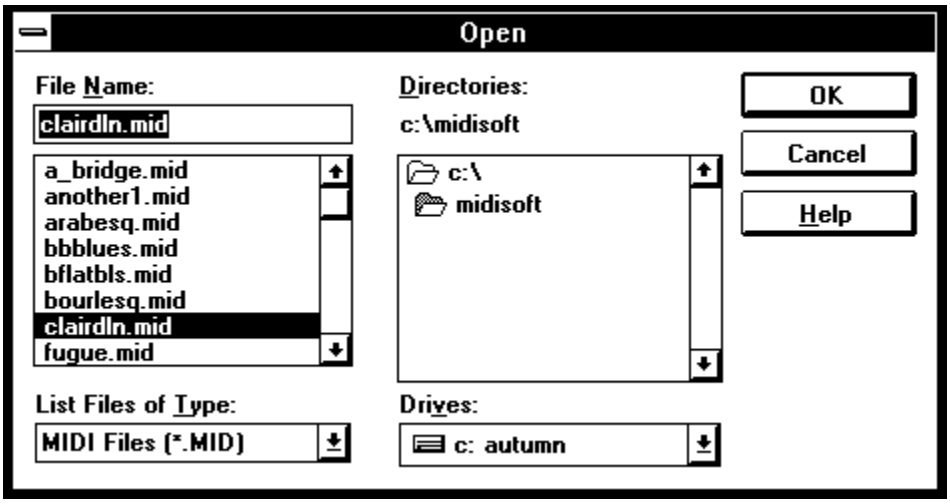
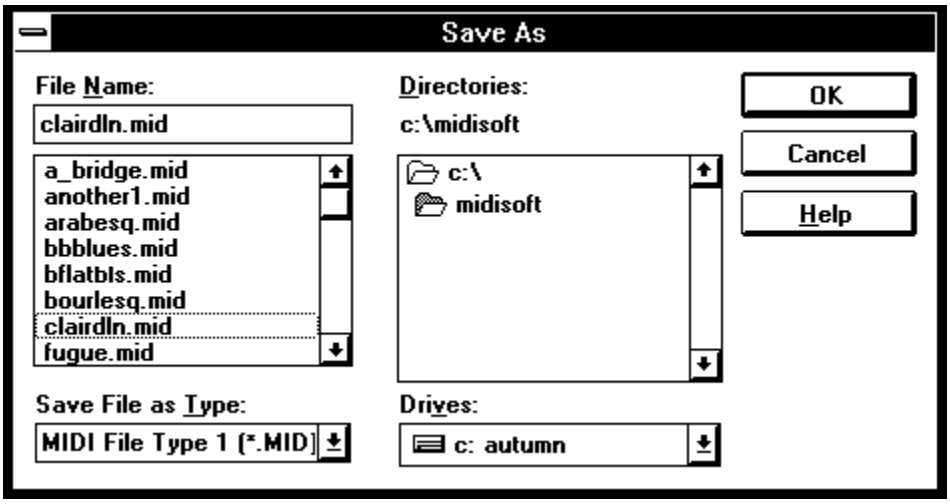
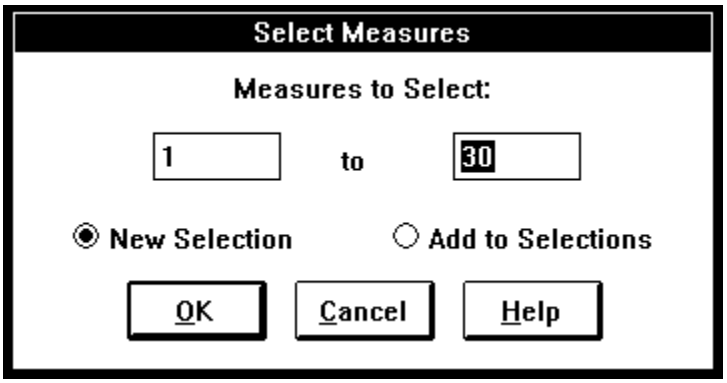
MusicMagic

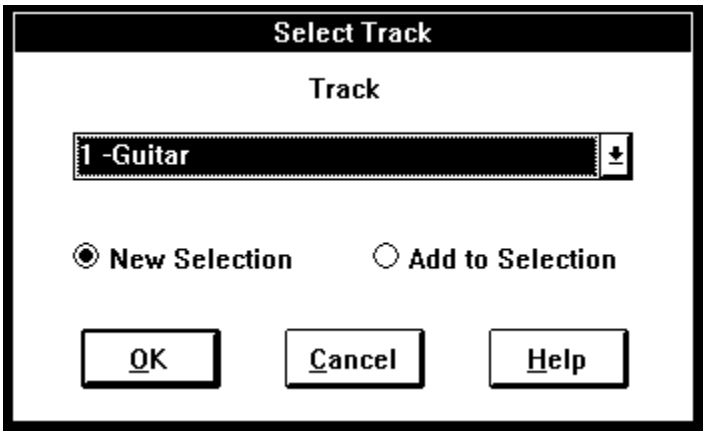
Contents of Help

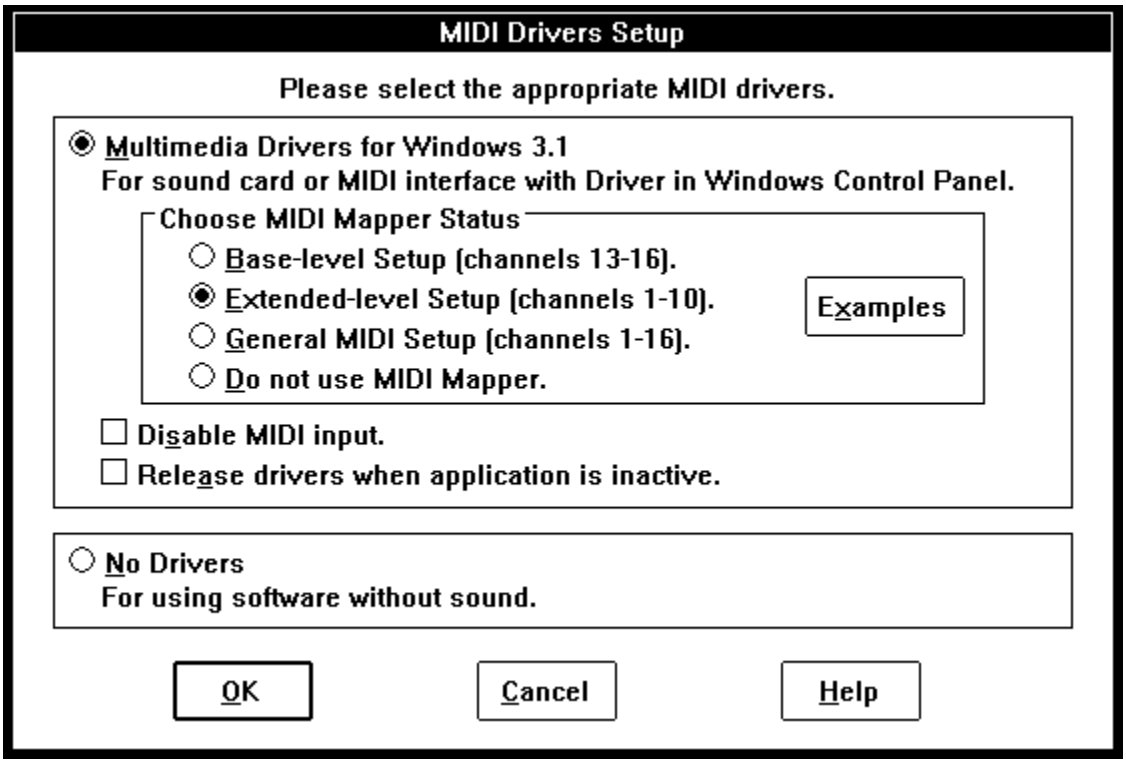
Overview
Procedures
Views
Reference

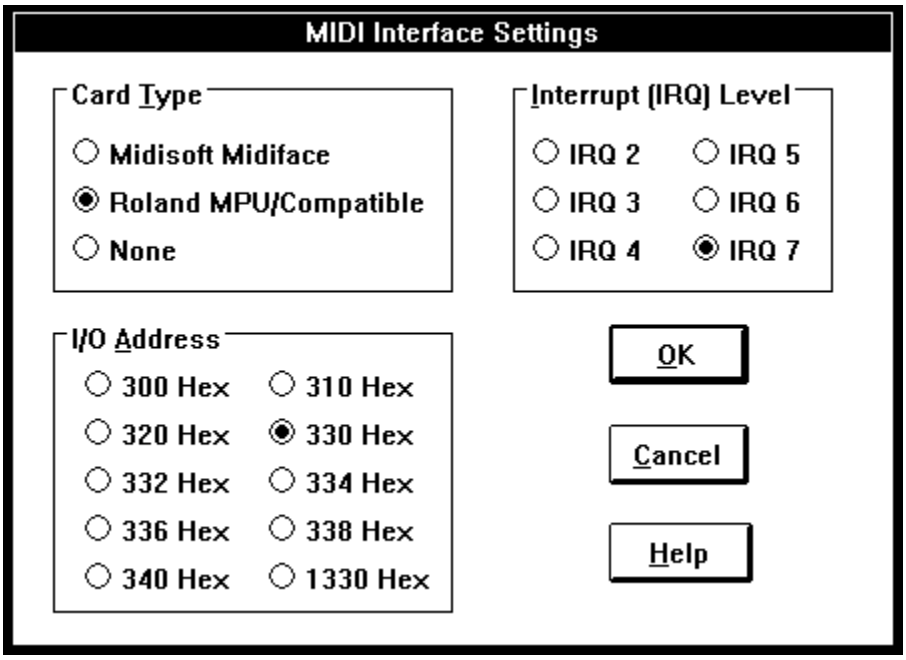

Open
File Name:
clairdln.mid
a_bridge.mid
another1.mid
arabesq.mid
bbblues.mid
bflatbls.mid
bourlesq.mid
clairdln.mid
fugue.mid
Directories:
c:\midisoft
c:\
midisoft
OK
Cancel
Help
List Files of Type:
MIDI Files (*.MID)
Drives:
c: autumn


Save As
File Name:
clairdln.mid
a_bridge.mid
another1.mid
arabesq.mid
bbblues.mid
bflatbls.mid
bourlesq.mid
clairdln.mid
fugue.mid
Directories:
c:\midisoft
c:\
midisoft
OK
Cancel
Help
Save File as Type:
MIDI File Type 1 (*.MID)
Drives:
c: autumn


Select Measures
Measures to Select:
1
to
30
New Selection
Add to Selections
OK
Cancel
Help

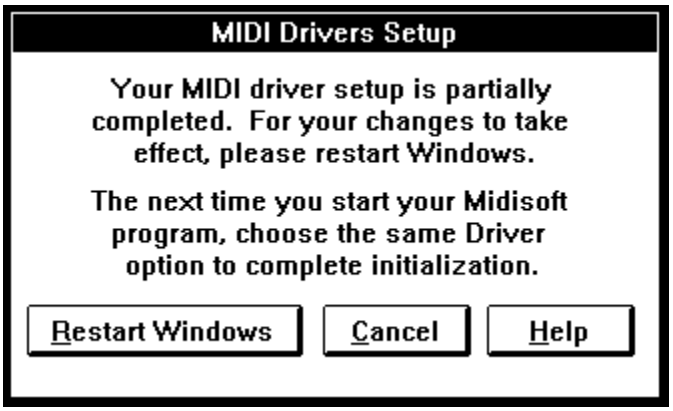

Select Track
Track
1 -Guitar
New Selection
Add to Selection
OK
Cancel
Help

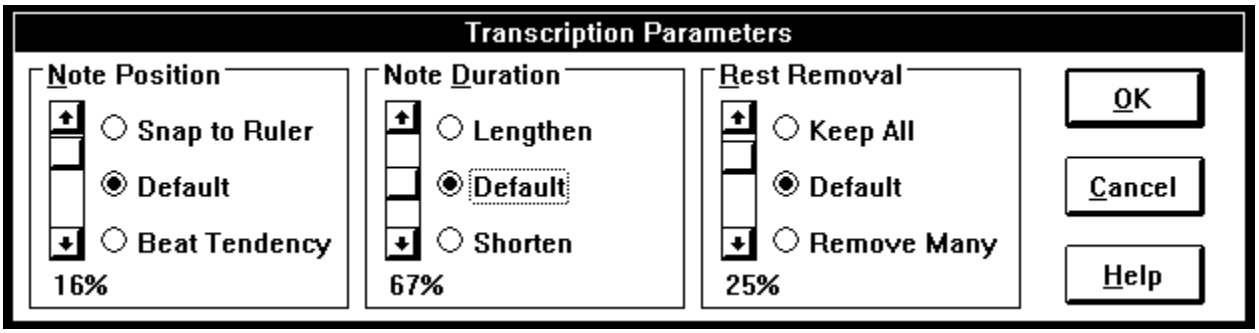

MIDI Drivers Setup
Please select the appropriate MIDI drivers.
Multimedia Drivers for Windows 3.1
For sound card or MIDI interface with Driver in Windows Control Panel.
Choose MIDI Mapper Status
Base-level Setup (channels 13-16).
Extended-level Setup (channels 1-10).
General MIDI Setup (channels 1-16).
Do not use MIDI Mapper.
Examples
Disable MIDI input.
Release drivers when application is inactive.
No Drivers
For using software without sound.
OK
Cancel
Help

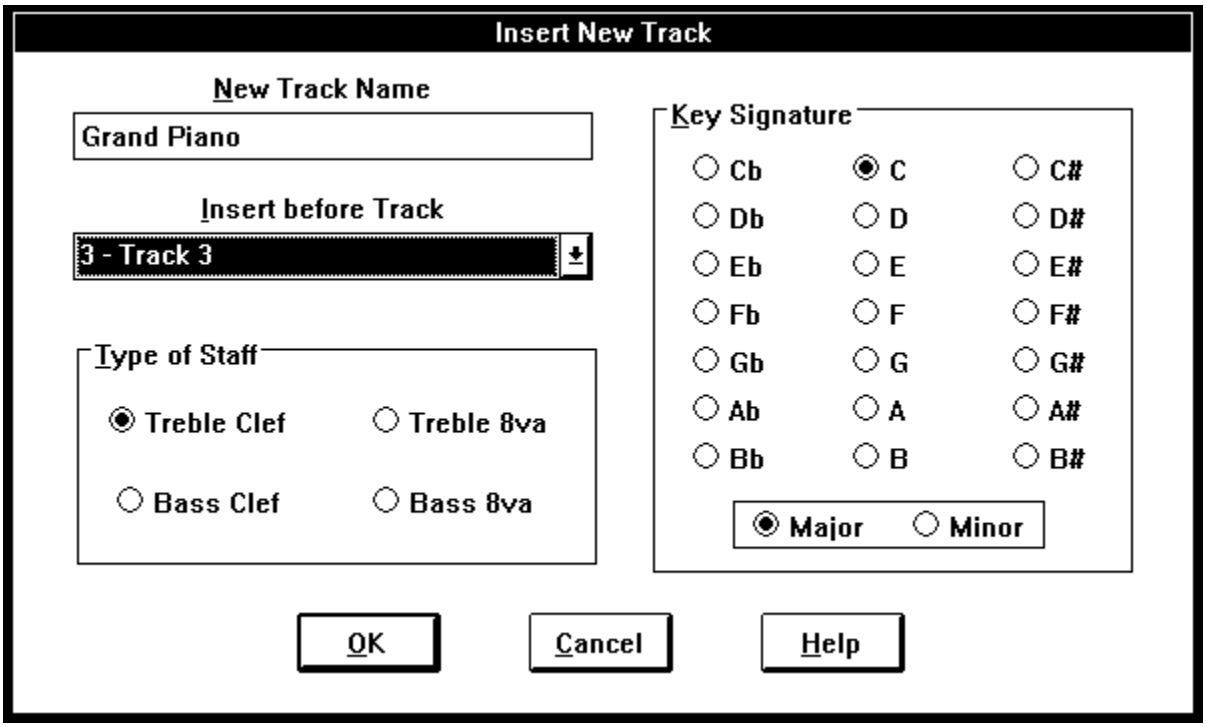

MIDI Interface Settings
Card Type
Midisoft Midiface
Roland MPU/Compatible
None
Interrupt (IRQ) Level
IRQ 2
IRQ 5
IRQ 3
IRQ 6
IRQ 4
IRQ 7
I/O Address
300 Hex
310 Hex
320 Hex
330 Hex
332 Hex
334 Hex
336 Hex
338 Hex
340 Hex
1330 Hex
OK
Cancel
Help

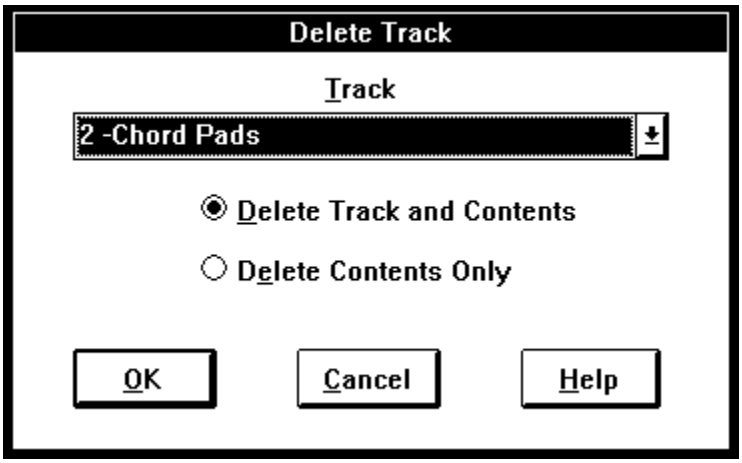
MIDI Driver Setup
You must exit and restart your
Midisoft program for your changes
to take effect.
Exit Midisoft
Don't Exit
Help

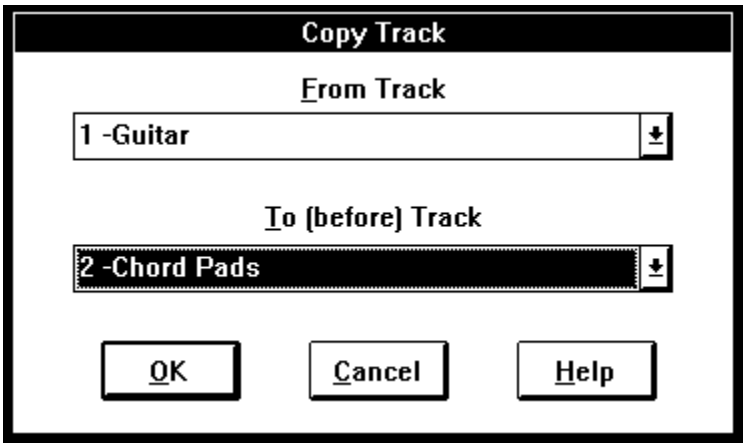
MIDI Drivers Setup
MIDI Driver setup is partially complete. Please Restart Windows and Restart this Midisoft program.
When you re-enter your Midisoft software, please choose the same MIDI Driver to complete initialization.
If using a Roland MPU-401/compatible card and switching the card from Windows 3.1 drivers to Midisoft drivers, you should power down your computer (at least 30 seconds) before it will initialize.
Restart Windows
Cancel
Help

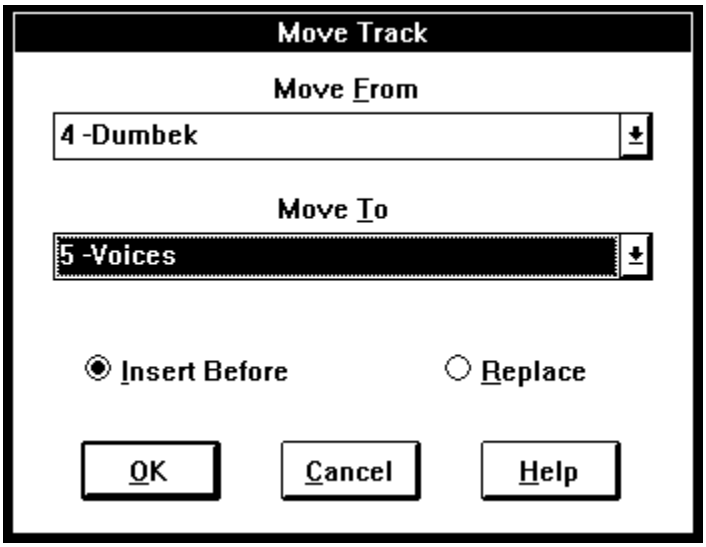

MIDI Drivers Setup
Your MIDI driver setup is partially completed. For your changes to take effect, please restart Windows.
The next time you start your Midisoft program, choose the same Driver option to complete initialization.
Restart Windows
Cancel
Help

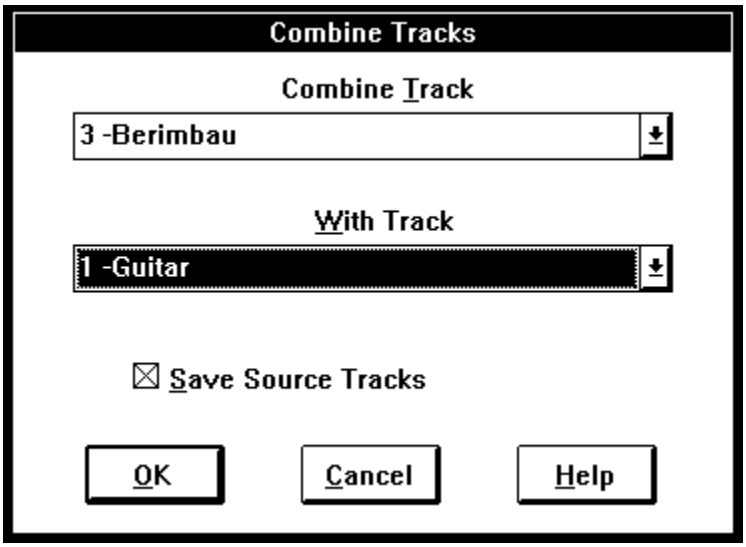

Transcription Parameters
Note Position
Snap to Ruler
Default
Beat Tendency
16%
Note Duration
Lengthen
Default
Shorten
67%
Rest Removal
Keep All
Default
Remove Many
25%
OK
Cancel
Help

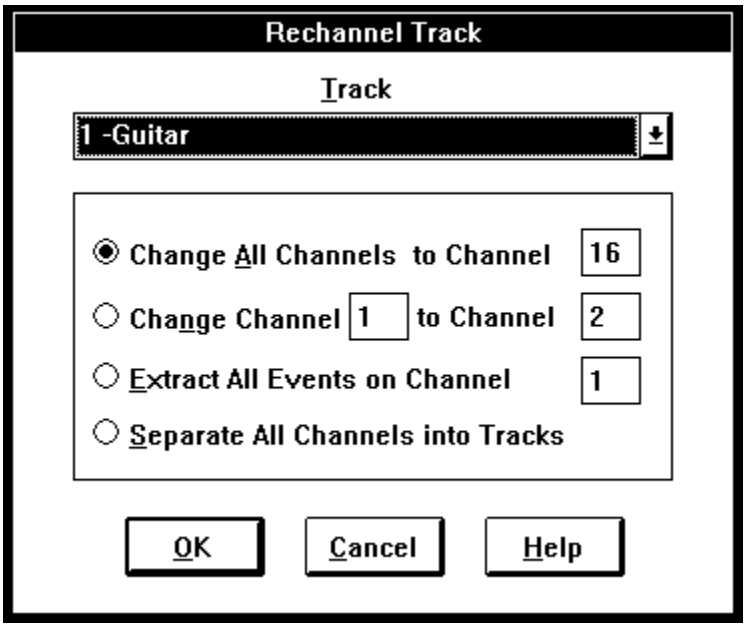

Insert New Track
New Track Name
Grand Piano
Insert before Track
3 - Track 3
Type of Staff
Treble Clef
Treble 8va
Bass Clef
Bass 8va
Key Signature
Cb
C
C#
Db
D
D#
Eb
E
E#
Fb
F
F#
Gb
G
G#
Ab
A
A#
Bb
B
B#
Major
Minor
OK
Cancel
Help

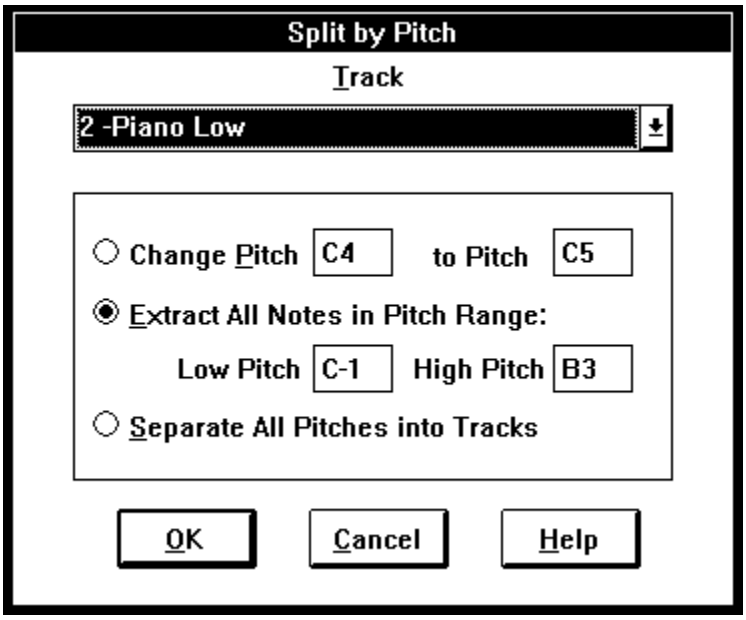

Delete Track
Track
2 -Chord Pads
Delete Track and Contents
Delete Contents Only
OK
Cancel
Help

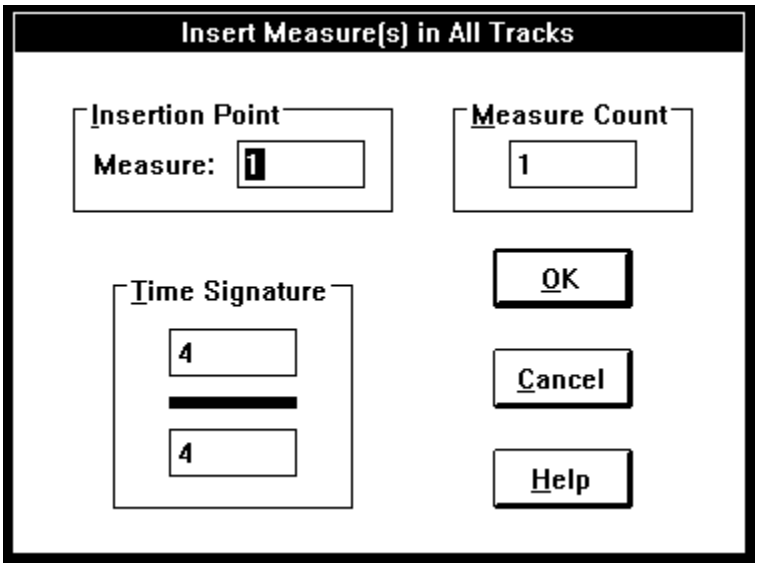

Copy Track
From Track
1 -Guitar
To (before) Track
2 -Chord Pads
OK
Cancel
Help

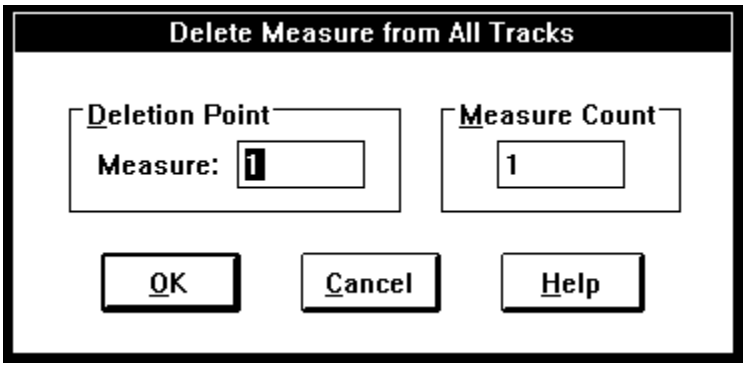

Move Track
Move From
4 -Dumbek
Move To
5 -Voices
Insert Before
Replace
OK
Cancel
Help

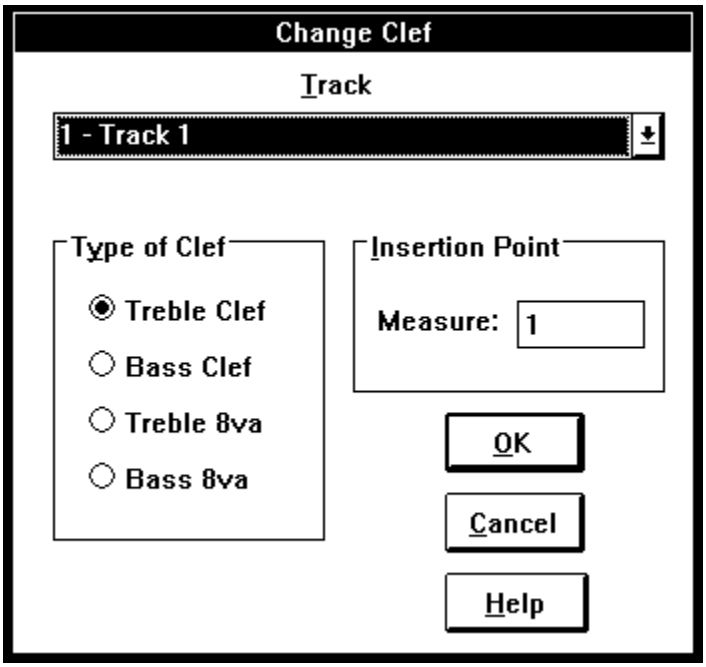

Combine Tracks
Combine Track
3 -Berimbau
With Track
1 -Guitar
Save Source Tracks
OK
Cancel
Help

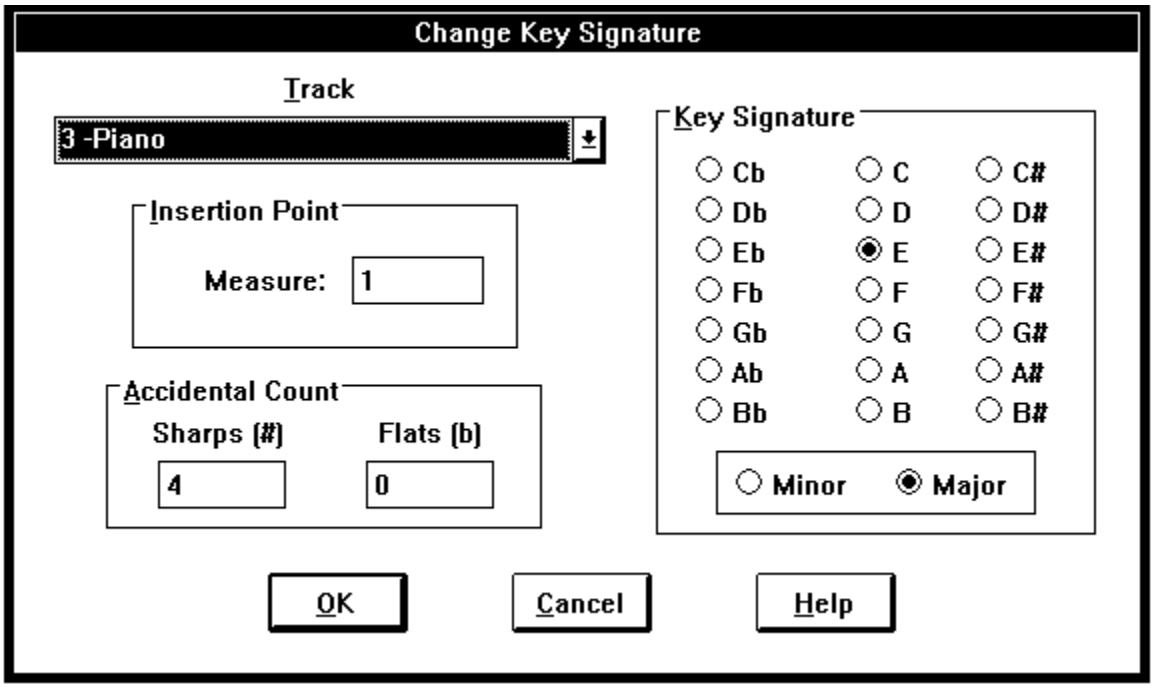

Rechannel Track
Track
1 -Guitar
Change All Channels to Channel
16
Change Channel
1
to Channel
2
Extract All Events on Channel
1
Separate All Channels into Tracks
OK
Cancel
Help

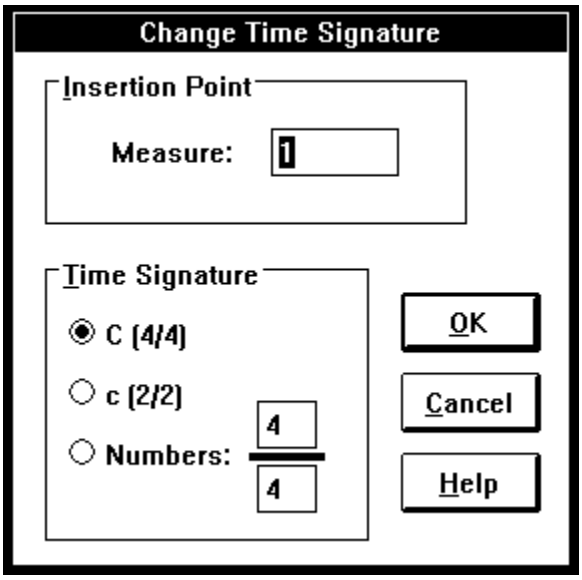

Split by Pitch
Track
2 -Piano Low
Change Pitch
C4
to Pitch
C5
Extract All Notes in Pitch Range:
Low Pitch
C-1
High Pitch
B3
Separate All Pitches into Tracks
OK
Cancel
Help

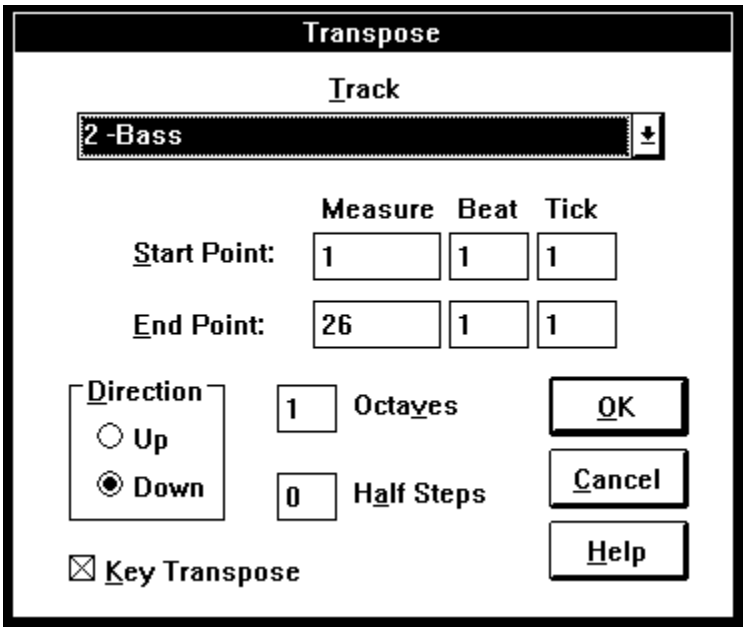

Insert Measure(s) in All Tracks
Insertion Point
Measure:
1
Measure Count
1
Time Signature
4
4
OK
Cancel
Help

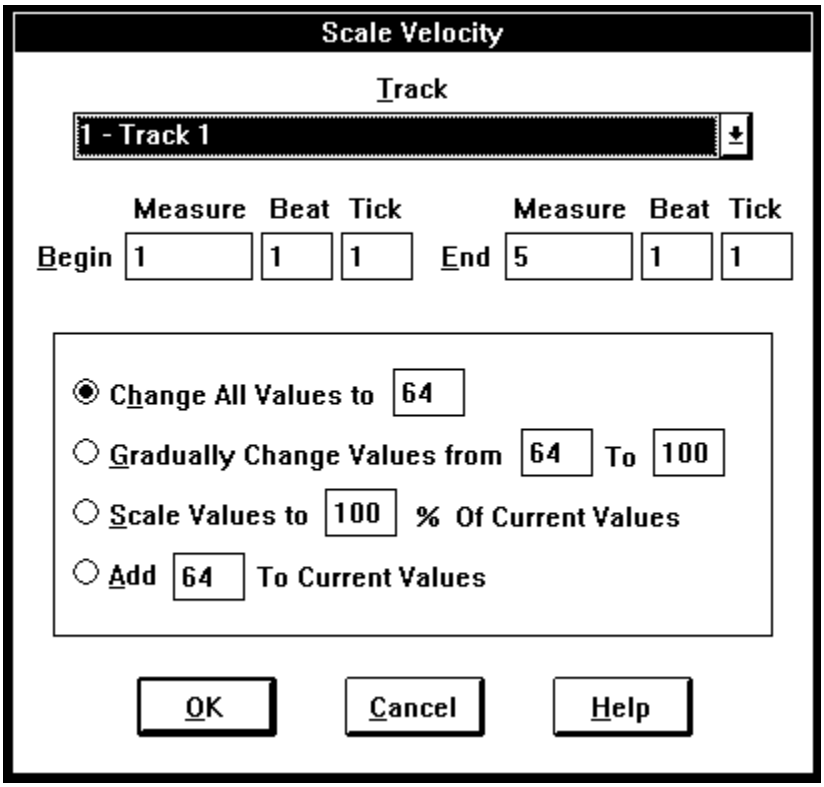

Delete Measure from All Tracks
Deletion Point
Measure:
1
Measure Count
1
OK
Cancel
Help

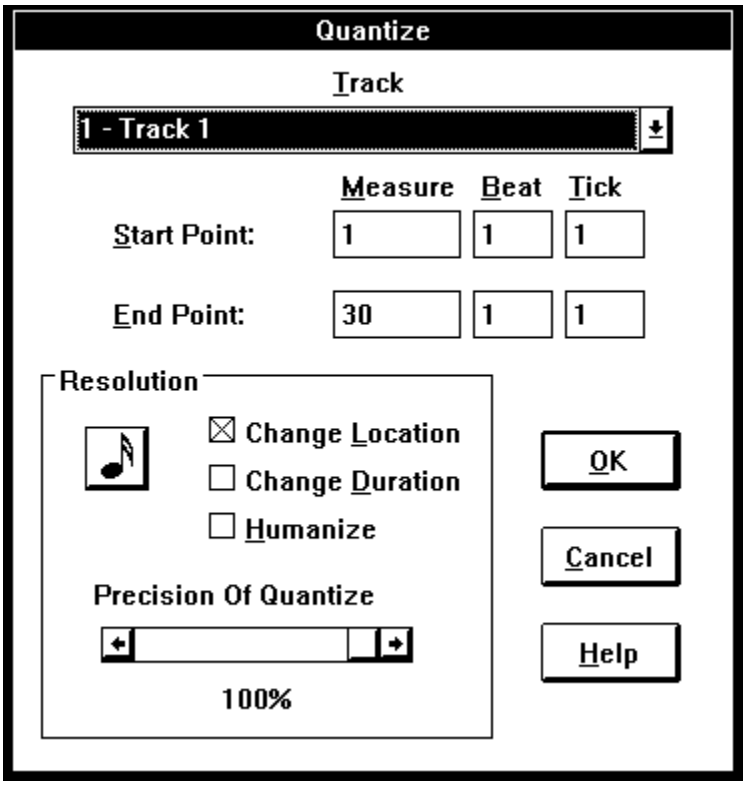

Change Clef
Track
1 - Track 1
Type of Clef
Treble Clef
Bass Clef
Treble 8va
Bass 8va
Insertion Point
Measure:
1
OK
Cancel
Help

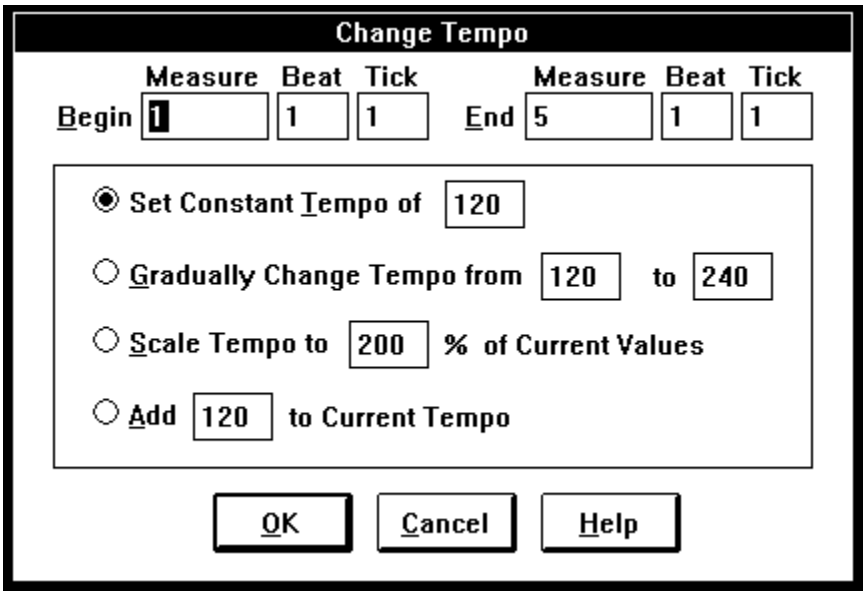

Change Key Signature
Track
3 -Piano
Insertion Point
Measure:
1
Accidental Count
Sharps (#)
Flats (b)
4
0
Key Signature
Cb
C
C#
Db
D
D#
Eb
E
E#
Fb
F
F#
Gb
G
G#
Ab
A
A#
Bb
B
B#
Minor
Major
OK
Cancel
Help

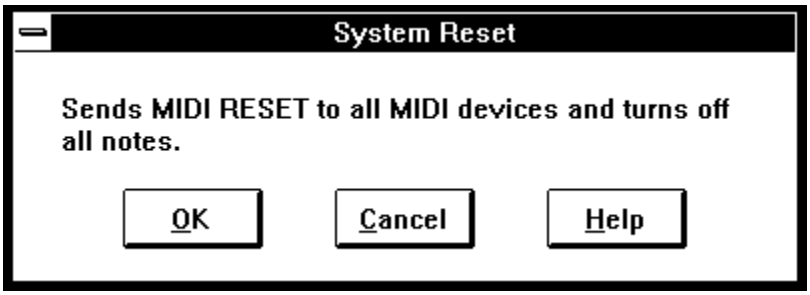

Change Time Signature
Insertion Point
Measure:
1
Time Signature
C (4/4)
c (2/2)
Numbers:
4
4
OK
Cancel
Help


Transpose
Track
2 -Bass
Measure
Beat
Tick
Start Point:
1
1
1
End Point:
26
1
1
Direction
Up
Down
1
Octaves
0
Half Steps
OK
Cancel
Help
Key Transpose


Scale Velocity
Track
1 - Track 1
Measure Beat Tick
Begin 1 1 1
Measure Beat Tick
End 5 1 1
Change All Values to 64
Gradually Change Values from 64 To 100
Scale Values to 100 % Of Current Values
Add 64 To Current Values
OK
Cancel
Help


Quantize
Track
1 - Track 1
Measure
Beat
Tick
Start Point:
1
1
1
End Point:
30
1
1
Resolution
Change Location
Change Duration
Humanize
Precision Of Quantize
100%
OK
Cancel
Help


Change Tempo
Measure Beat Tick
Begin 1 1 1
Measure Beat Tick
End 5 1 1
Set Constant Tempo of 120
Gradually Change Tempo from 120 to 240
Scale Tempo to 200 % of Current Values
Add 120 to Current Tempo
OK
Cancel
Help


System Reset
Sends MIDI RESET to all MIDI devices and turns off all notes.
OK
Cancel
Help

Midisoft® MusicMagic
Version 1.12
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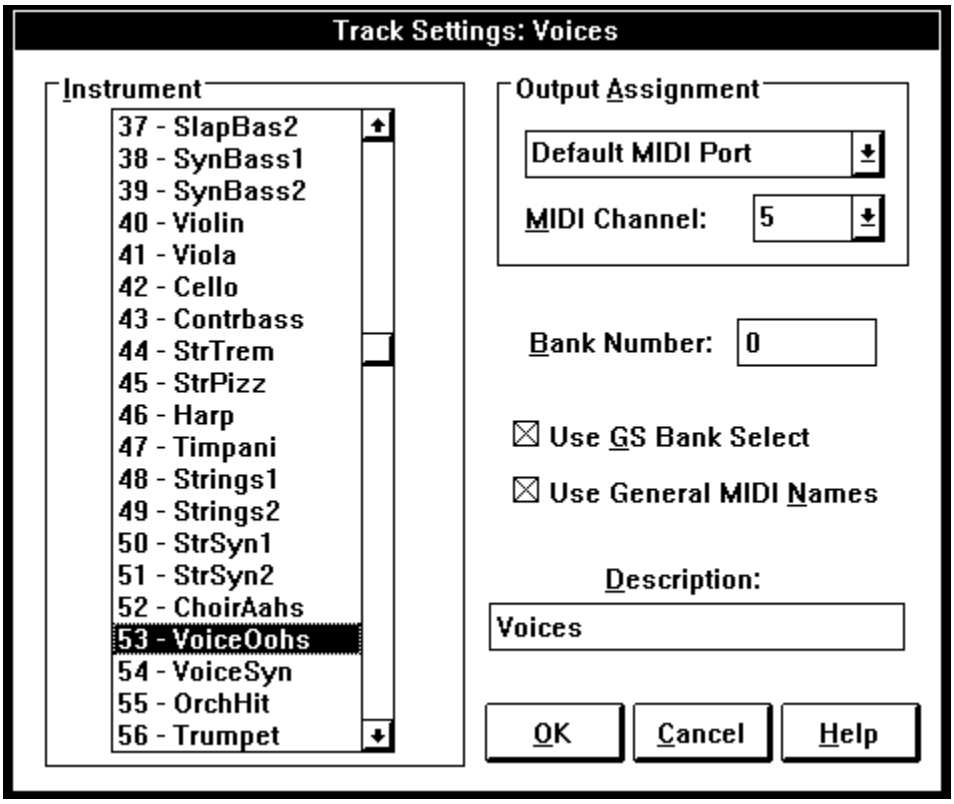
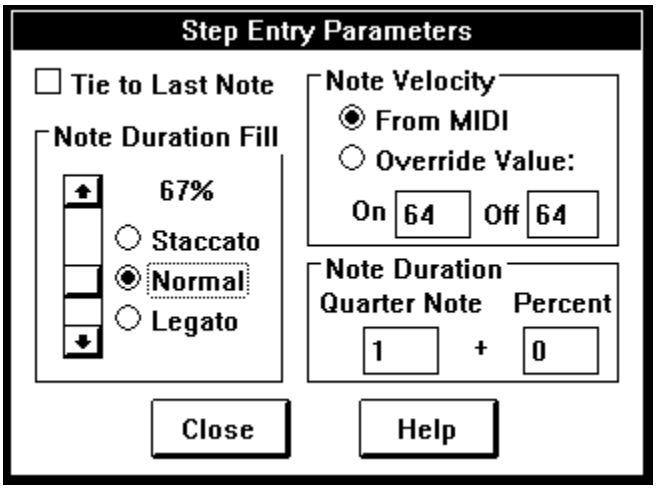
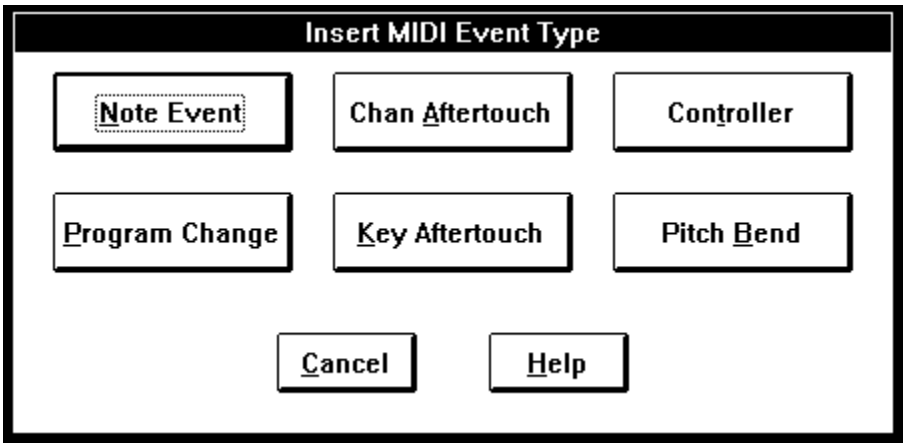
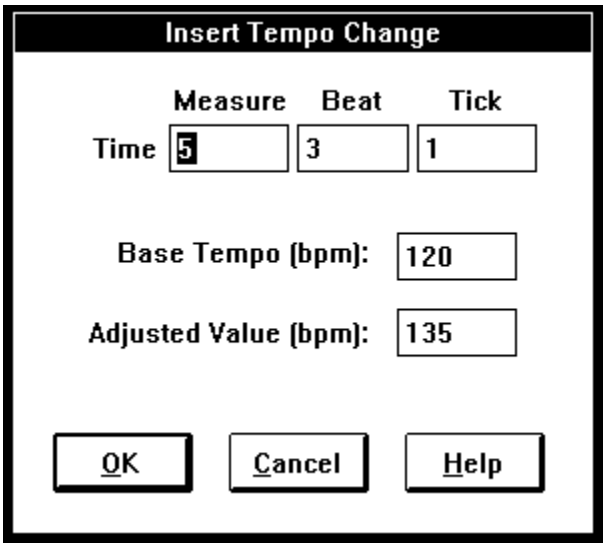
Midisoft® Corporation

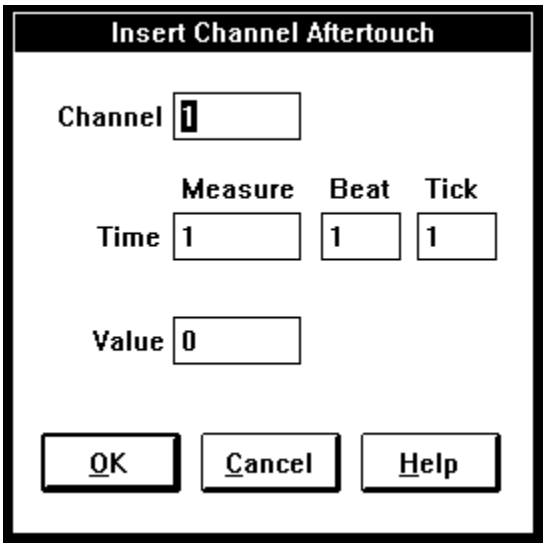
OK

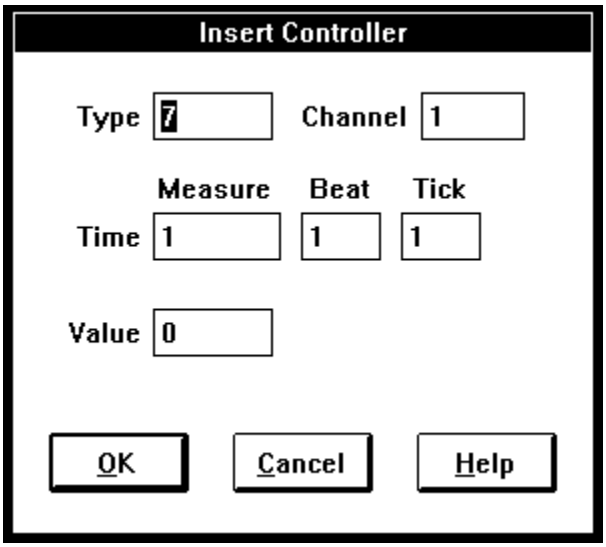

Track Settings: Voices
Instrument
37 - SlapBas2
38 - SynBass1
39 - SynBass2
40 - Violin
41 - Viola
42 - Cello
43 - Contrbass
44 - StrTrem
45 - StrPizz
46 - Harp
47 - Timpani
48 - Strings1
49 - Strings2
50 - StrSyn1
51 - StrSyn2
52 - ChoirAahs
53 - VoiceOohs
54 - VoiceSyn
55 - OrchHit
56 - Trumpet
Output Assignment
Default MIDI Port
MIDI Channel:
5
Bank Number:
0
Use GS Bank Select
Use General MIDI Names
Description:
Voices
OK
Cancel
Help

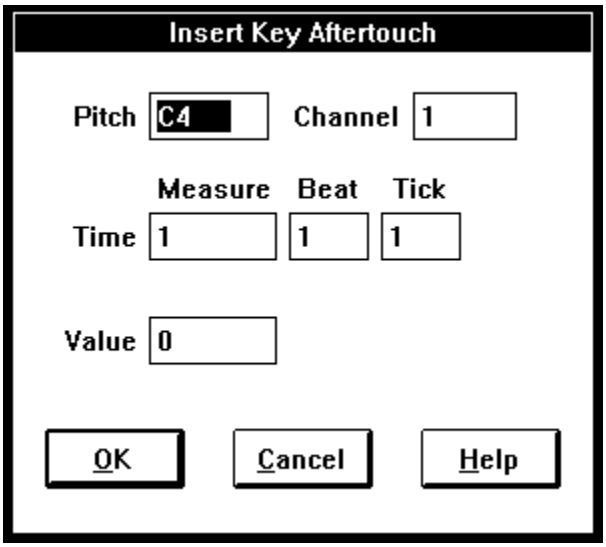

Step Entry Parameters
Tie to Last Note
Note Duration Fill
67%
Staccato
Normal
Legato
Note Velocity
From MIDI
Override Value:
On
64
Off
64
Note Duration
Quarter Note
Percent
1
+
0
Close
Help

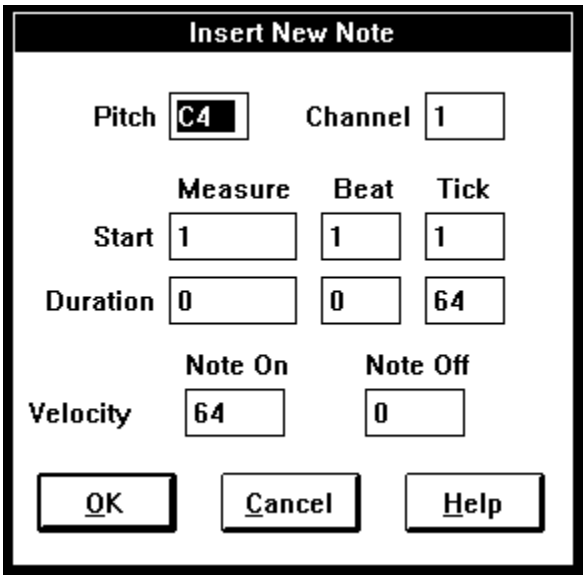

Insert MIDI Event Type
Note Event
Chan Aftertouch
Controller
Program Change
Key Aftertouch
Pitch Bend
Cancel
Help

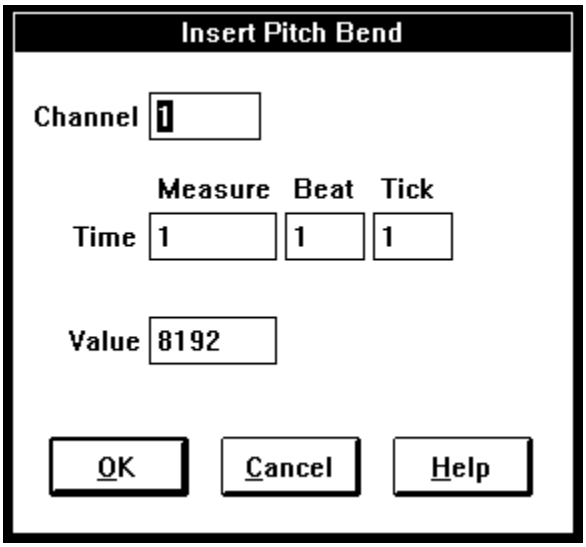

Insert Tempo Change
Measure
Beat
Tick
Time
5
3
1
Base Tempo (bpm):
120
Adjusted Value (bpm):
135
OK
Cancel
Help

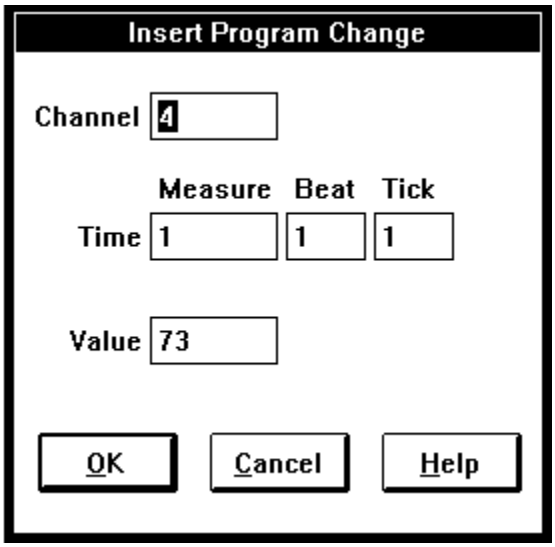

Insert Channel Aftertouch
Channel
1
Measure
Beat
Tick
Time
1
1
1
Value
0
OK
Cancel
Help

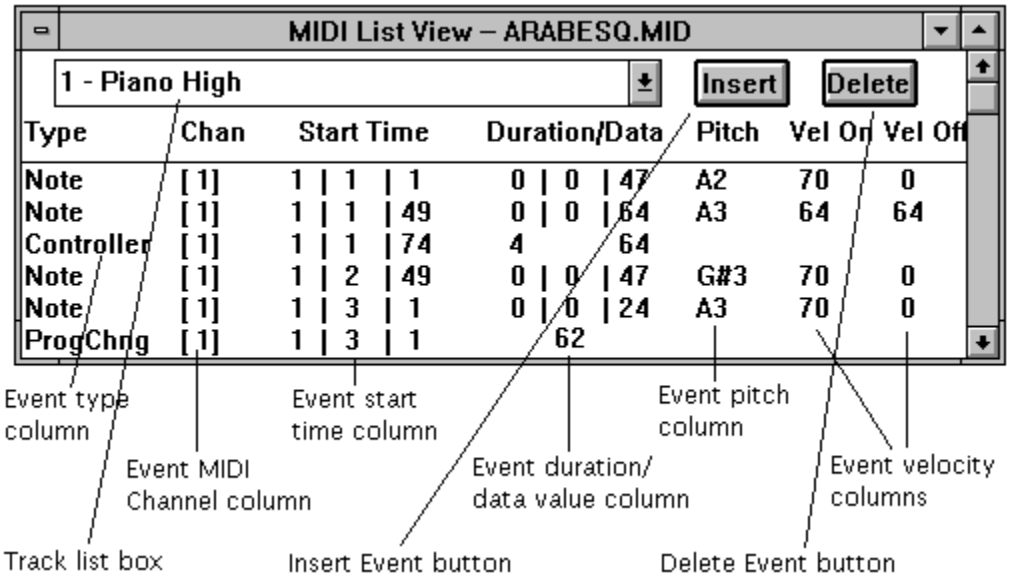

Insert Controller
Type
7
Channel
1
Measure
Beat
Tick
Time
1
1
1
Value
0
OK
Cancel
Help

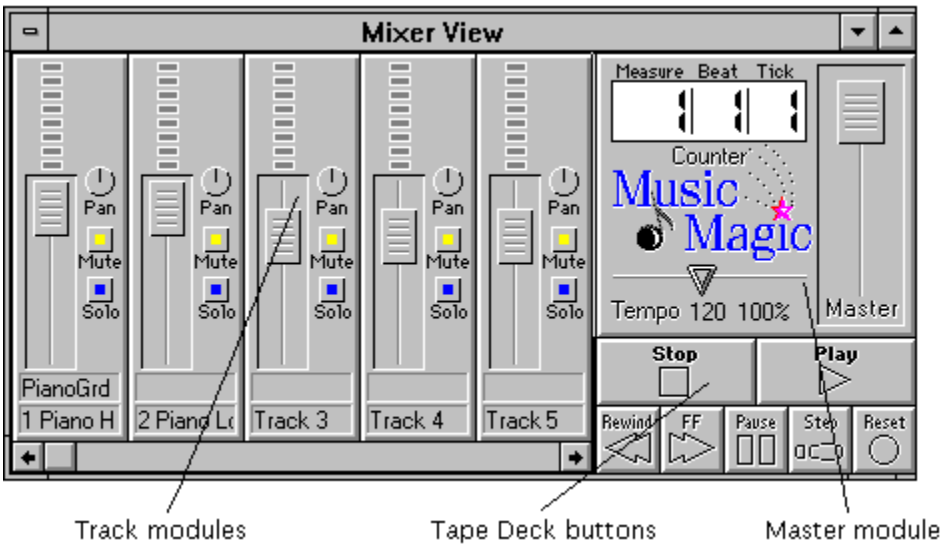

Insert Key Aftertouch
Pitch
C4
Channel
1
Measure
Beat
Tick
Time
1
1
1
Value
0
OK
Cancel
Help

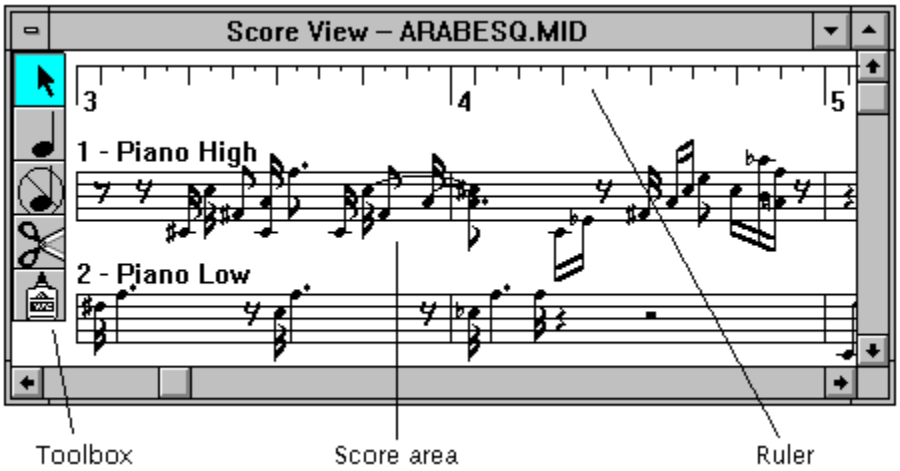

Insert New Note
Pitch
C4
Channel
1
Measure
Beat
Tick
Start
1
1
1
Duration
0
0
64
Note On
Note Off
Velocity
64
0
OK
Cancel
Help


Insert Pitch Bend
Channel
1
Measure
Beat
Tick
Time
1
1
1
Value
8192
OK
Cancel
Help


Insert Program Change
Channel
4
Measure
Beat
Tick
Time
1
1
1
Value
73
OK
Cancel
Help


MIDI List View – ARABESQ.MID
1 - Piano High
Insert
Delete
Type
Chan
Start Time
Duration/Data
Pitch
Vel On
Vel Off
Note [1] 1 | 1 | 1 0 | 0 | 47 A2 70 0
Note [1] 1 | 1 | 49 0 | 0 | 64 A3 64 64
Controller [1] 1 | 1 | 74 4 64
Note [1] 1 | 2 | 49 0 | 0 | 47 G#3 70 0
Note [1] 1 | 3 | 1 0 | 0 | 24 A3 70 0
ProgChng [1] 1 | 3 | 1 62
Event type column
Event MIDI Channel column
Track list box
Event start time column
Insert Event button
Event duration/ data value column
Event pitch column
Delete Event button
Event velocity columns


Mixer View
Measure Beat Tick
Counter
Music Magic
Tempo 120 100%
Master
Pan
Mute
Solo
PianoGrd
1 Piano H
2 Piano Lc
Track 3
Track 4
Track 5
Stop
Play
Rewind
FF
Pause
Step
Reset
Track modules
Tape Deck buttons
Master module


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

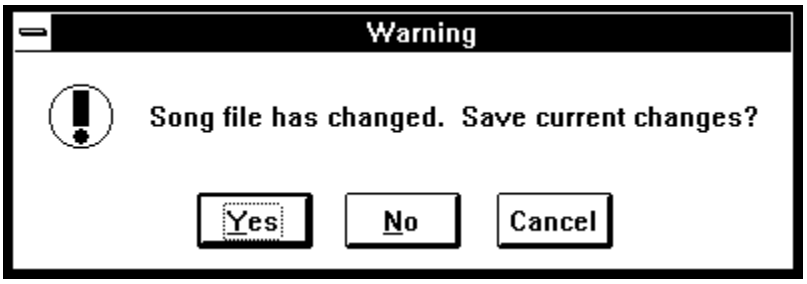
Selection tool

Note Add tool

Note Delete tool

Cut tool

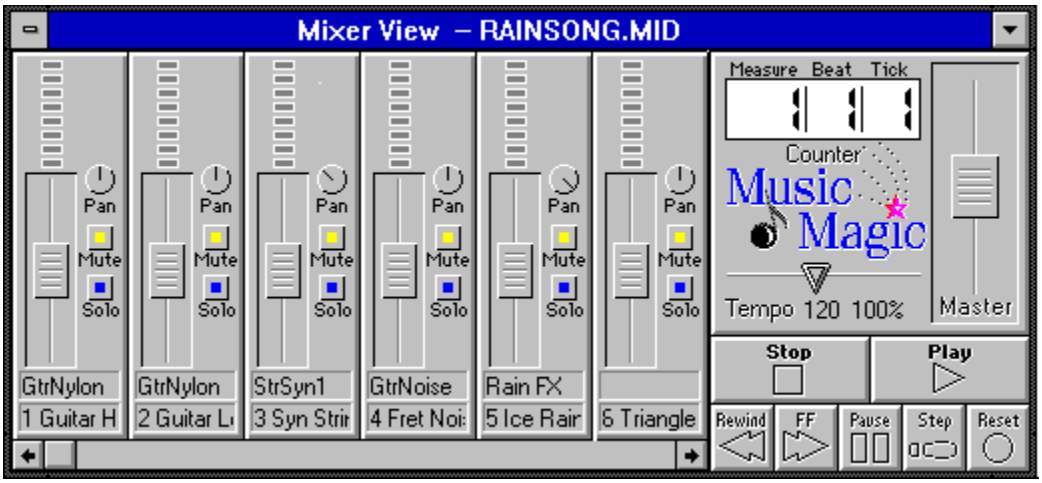
Paste tool

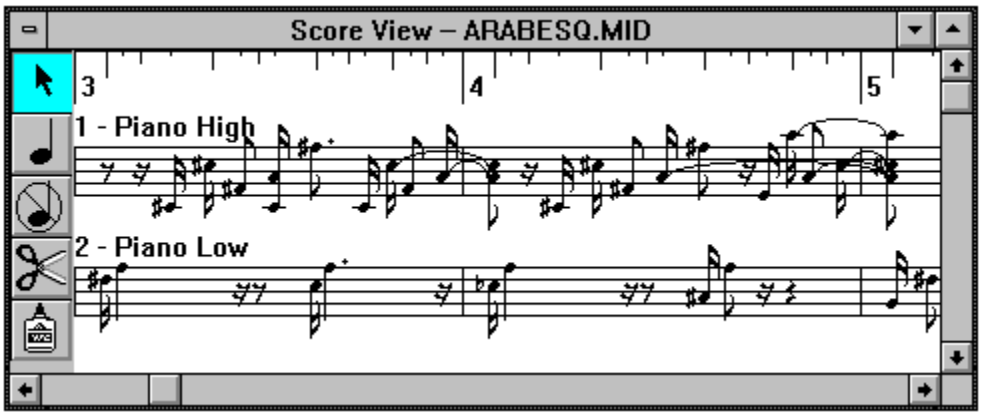

Warning
Song file has changed. Save current changes?
Yes
No
Cancel

MIDI List View – RAINSONG.MID

4 -Fret Noise | Insert | Delete

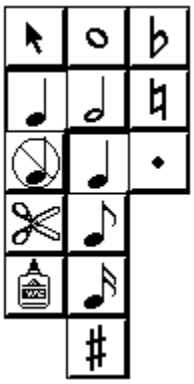
| Type | Chan | Start Time | | | Duration/Data | | | Pitch | Vel On | Off |
|---|---|---|---|---|---|---|---|---|---|---|
| PitchBend | [6] | 1 | 1 | 1 | | 8192 | | | | |
| Note | [6] | 1 | 2 | 74 | 0 | 0 | 48 | Eb3 | 61 | 64 |
| Note | [6] | 1 | 3 | 73 | 0 | 1 | 31 | Ab3 | 55 | 64 |
| Note | [6] | 2 | 4 | 27 | 0 | 0 | 62 | Eb3 | 29 | 64 |
| Note | [6] | 3 | 3 | 87 | 0 | 1 | 64 | Eb3 | 81 | 64 |
| Note | [6] | 4 | 4 | 73 | 0 | 2 | 4 | C4 | 71 | 64 |
| Note | [6] | 5 | 3 | 25 | 0 | 0 | 47 | Bb3 | 41 | 64 |


Mixer View – RAINSONG.MID
Pan
Mute
Solo
GtrNylon
1 Guitar H
GtrNylon
2 Guitar L
StrSyn1
3 Syn Strir
GtrNoise
4 Fret Noi
Rain FX
5 Ice Rair
6 Triangle
Measure Beat Tick
Counter
Music Magic
Tempo 120 100%
Master
Stop
Play
Rewind
FF
Pause
Step
Reset


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

♩

Auto Play
A song list was found – Want to automatically play it?
OK
Cancel



## Glossary


Accelerator key
Aftertouch
Application
Application icon
Auto Rewind
Beat
Cancel
Channel
Check box
Check mark
Clef
Click
Click and drag
Clipboard
Combo box
Control
Controller
Copy
Cursor
Cut
Default
Dialog box
Direction keys
Double-click
Drop-down combo box
Drop-down list
Drop-down menu
Field
Function key
Group box
Highlight
Icon
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Multiple selection
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Standard MIDI File
Studio file
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Text entry field
Tick
Title bar
Track
User interface
Velocity
View
Window

**Accelerator key.**

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

**Aftertouch.**

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

**Application.**

A synonym for computer program.

**Application icon.**

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

**Auto Rewind.**

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

**Beat.**

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

**Cancel.**

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

**Channel.**

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

**Check box.**

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

**Check mark.**

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

**Clef.**

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

**Click.**

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

**Click and drag.**

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

**Studio Clipboard.**

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

**Combo box.**

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

**Control.**

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

**Controller.**

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

**Copy.**

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

**Cursor.**

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

**Cut.**

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

**Default.**

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

**Dialog box.**

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

**Direction keys.**

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

**Double-click.**

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

**Drop-down combo box.**

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

**Drop-down list.**

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

**Drop-down menu.**

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

**Field.**

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

**Function key.**

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

**Group box.**

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

**Highlight.**

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

**Icon.**

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

**IRQ or Interrupt.**

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

**Item.**

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

**List box.**

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

**Menu.**

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

**Menu bar.**

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

**MIDI.**

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

**Mouse button.**

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

**Multiple selection.**

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

**OK.**

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

**Paste.**

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

**Patch.**

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

**Pitch Bend.**

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

**Pointing device.**

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

**Program Change.**

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

**Prompt.**

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

**Pushbutton.**

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

**Quantize.**

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

**Quit.**

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

**Radio button.**

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

**Scroll.**

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

**Scroll bar.**

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

**Selection.**

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

**Sequencer.**

A MIDI multi-track tape recorder.

**Single-click.**

Pressing and releasing a mouse button once.

**Standard MIDI File.**

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

**Studio file.**

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

**System Exclusive Message.**

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

**Tab.**

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

**Text entry field.**

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

**Tick.**

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

**Title bar.**

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

**Track.**

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

**User interface.**

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

**Velocity.**

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

**View.**

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

**Window.**

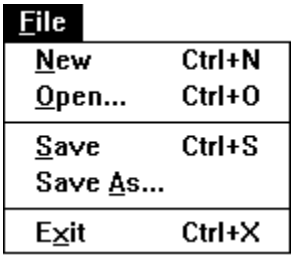
An area of the screen with visual boundaries through which information is displayed.

## Menus

This is a reference to all menus and menu items.

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

## File menu




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

## Edit menu

| Edit | |
|---|---|
| Undo | Alt+Bksp |
| Select All | Ctrl+A |
| Select Measures... | |
| Select Tracks... | |
| Cut | Shift+Del |
| Copy | Ctrl+Ins |
| Paste | Shift+Ins |

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

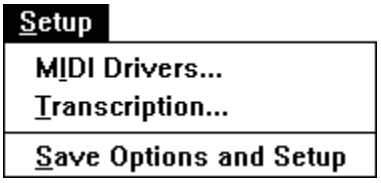
## Options menu

**Options**

| | |
|---|---|
| √ Auto Rewind | Ctrl+W |
| √ Filter System Exclusive | |
| √ Show Step Entry Parameters | |
| Memory Available: 4985K | |
| √ Follow Score View Notes | |
| √ Display VU Meter | |

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

## Setup menu




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

## View menu

| View | |
|---|---|
| Score | Ctrl+1 |
| Mixer | Ctrl+2 |
| MIDI List | Ctrl+3 |

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

## Track menu

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

## Music menu

**Music**

| | |
|---|---|
| Insert Measure... | |
| Delete Measure... | |
| Clef... | Ctrl+C |
| Time Signature... | Ctrl+G |
| Key Signature... | Ctrl+K |
| Tempo... | Ctrl+E |
| Scale Velocity... | Ctrl+V |
| Transpose... | Ctrl+T |
| Quantize... | Ctrl+Q |

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

## Help menu

**Help**

| | |
|---|---|
| Contents | |
| Current View | F1 |
| Using Help | |
| Intro to Notation | |
| Intro to MIDI | |
| General MIDI | |
| MIDI Reset... | Ctrl+F1 |
| About MusicMagic... | |

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

## New

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

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

Keyboard shortcut: Ctrl+N

## Open

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

The **File Name** field lets you either type in a song file name, or choose one from the scrolling list box.

The **Directories** list box lets you navigate through the directories on your disk.

The **File Type** drop-down list box lets you open either Studio format files or Standard MIDI Files.

The **Drives** list box displays the current drive and lets you switch to a different drive.

Keyboard shortcut: Ctrl+O

## Save

This command saves the song currently in memory to disk. If you have made any changes to a song, the changes are saved. If you have not saved the song with a filename yet, you will see the Save As dialog box.

Keyboard shortcut: Ctrl+S

## Save As

This command opens a dialog box that is similar to the File|Open command. (Think of it as File|Open in reverse.) Enter a name for the song file you wish to save (eight characters maximum). When you click on OK, all of the data you have changed (including any edits) is saved to disk.

The **File Name** field lets you either type in a song file name, or choose one from the scrolling list box.

The **Directories** list box lets you navigate through the directories on your disk.

The **File Type** drop-down list box lets you save your song in either Studio format or Standard MIDI File format.

The **Drives** list box displays the current drive and lets you switch to a different drive.

## Exit

This command closes any songs that may be open and quits the program.

Note that you cannot exit when playing.

Keyboard shortcut: Ctrl+X

## Undo

This command reverses the last Edit menu operation.

Keyboard shortcut: Alt+Bksp

## Select All

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

Keyboard shortcut: Ctrl+A

## Select Measures

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

You must enter the range of measures to select in the provided edit fields.

The **New Selection** radio button indicates that this is a fresh selection, regardless of any previous selections.

The **Add to Selections** radio button adds this particular selection to previous measure selections, so that you may select multiple measures throughout your song.

(An example of multiple selections would be Measure 20 to Measure 25 and Measure 32.)

## Select Track

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

Select the desired track from the **Track** list box.

The **New Selection** radio button indicates that this is a fresh selection, regardless of any previous selections.

The **Add to Selections** radio button adds this particular selection to previous track selections, so that you may select multiple tracks for editing.

## Cut

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

You can also access this command by clicking on the Cut icon in the Score View Toolbox. This icon looks like a pair of scissors, and lets you click and drag to select a region of music in the Score View. When you release the mouse button, the region will be cut.

Keyboard shortcut: Shift+Del

## Copy

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

Keyboard shortcut: Ctrl+Ins

## Paste See Also

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

You can also access this command by clicking on the Paste icon in the Score View Toolbox. This icon looks like a small bottle of glue, and lets you click in an area of the Score View to Paste the result of a previous Cut or Copy command.

Keyboard shortcut: Shift+Ins

**See Also**

Paste Tool

## Filter System Exclusive

This option, when enabled, filters out all incoming System Exclusive (Sysex) messages.

## Auto Rewind

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

Keyboard shortcut: Ctrl+W

## Show Step Entry Parameters See Also

When this option is enabled, the Step Entry Parameters dialog box will appear when you use the Note Add Tool in the Toolbox.

**See Also**

Toolbox

Step Entry Parameters

## Step Entry Parameters

If you have Show Step Entry Parameters enabled in the Options menu, this dialog box will open whenever you use the Note Add tool in the Score View Toolbox. You can adjust each note's duration and velocity values.

The **Tie to Last Note** choice will tie the note to the last note of the same pitch.

The **Note Duration Fill** group lets you choose the default length of your step-entered notes. The Staccato choice makes the notes shorter than usual, Legato makes the notes exactly the selected length. Depending on the synthesizer voice used, you may want to use more staccato notes (especially with sustaining voices).

The **Note Velocity** group lets you set the MIDI Velocity value for each note. The From MIDI choice uses the velocity value of an external controller. The Override Value choice lets you set the Note On and Off velocities.

The **Note Duration** group displays the note duration you choose. For instance, if you want to enter a dotted quarter note, type 1 in the Quarter Note field, and 50 in the Percent field. If you are selecting note duration values from the Note Add palette, then the resulting numbers will be displayed.

## Memory Available

This option displays the memory available to Windows in your system.

If you find that the number displayed is extremely low, you should save your song immediately. You will need to delete unused tracks, if possible, to free memory for further editing.

## Follow Score View Notes

This option causes notes in the Score View to highlight as you are playing back.

Note that with this option on, some operations may be slower. If you find that the system seems too slow, you may want to turn this option off.

## Display VU Meter

This option lets you display the MIDI Note Velocity within each track in the the Mixer View.

## MIDI Drivers Setup

This command opens a dialog box . You have two choices: Multimedia drivers and No drivers.

The **Multimedia Drivers for Windows 3.1** option uses generic drivers written to work with any MIDI program that supports Windows 3.1/Multimedia Windows. You must have MIDI properly set up in the Windows Control Panel. Use this option if you need to use the Windows MIDI Mapper, or if you are using an MPC sound card (SoundBlaster, MediaVision, Ad Lib, etc.).

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

The **Choose MIDI Mapper Status** group has four choices. For help on these choices, click on the Examples button.

The **Disable MIDI input** option disables MIDI input drivers. Select this option if you are not using a MIDI keyboard or other MIDI input device. You cannot record if this option is selected.

The **Release Drivers when application is inactive** option releases MIDI output drivers when MusicMagic is inactive (not the topmost window). Select this option if you want to use Media Player to play a MIDI file without quitting MusicMagic. Do not select this option if you want to use MusicMagic to play MIDI files in the background while you are using other applications.

## Transcription Parameters

This command opens a dialog box See Also. Here you can set how the music is displayed in the Score View. Note that this does not change any MIDI data.

The **Note Position** group controls where a note is placed. The Snap to Ruler choice causes notes to appear at the closest Ruler position. The Beat Tendency choice causes notes to appear at the closest Beat.

The **Note Duration** group controls the displayed duration of a note. The Lengthen choice causes notes to appear with a longer duration than their actual length. The Shorten choice causes notes to appear with a shorter duration than their actual length.

The **Rest Removal** group controls the amount of rests displayed The Keep All choice displays all rests. The Remove Many choice removes the majority of rests by lengthening adjacent notes.

Note that all three groups interact with each other.

## Save Options and Setup

This command saves all settings in the Options menu, the Setup menu, and in the View menu.

Settings are written to a file named **MUSMAGIC.INI**, and recalled every time you start the program.

## Score See Also

This option opens the Score View See Also, a view of your music in standard musical notation. You can edit your music within this window.

Keyboard shortcut: Ctrl+1

**See Also**

More on the Score View

## MIDI List View See Also

This option opens the MIDI List View See Also, where you can see and edit your music as MIDI data.

Keyboard shortcut: Ctrl+3

**See Also**

More on the MIDI List View

## Mixer View See Also

This option opens the Mixer View See Also, where you can change MIDI Channels, Program Changes, Volume, Velocity, and more, in real-time..

Keyboard Shortcut: Ctrl+2

**See Also**

More on the Mixer View

## Insert New Track

Selecting this item in the Track menu opens a dialog box See Also When this command executes, you will see a clean (empty) track between two existing tracks.

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

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

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

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

Keyboard shortcut: Ctrl+I

## Delete Track

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

Selecting this item opens a dialog box See Also.

The **Track** list box lets you choose which track to delete.

**Delete Track and Contents** completely erases the track and its contents.

**Delete Contents Only** erases the MIDI data in the track, but leaves the track intact.

Keyboard shortcut: Ctrl+D

## Move Track

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

Selecting this item opens a dialog box See Also.

The **Move from** list box. lets you choose the track to move.

The **Move to** list box lets you choose the destination for the moved track.

The **Insert Before** radio button lets you insert the track before an existing track.

The **Replace** radio button replaces the track with the one you are moving.

## Copy Track

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

Selecting this item opens a dialog box See Also.

The **From Track** list box. is where you select the track to copy.

The **To Before**Track list box lets you place the copied track into a particular location.

## Combine Tracks

This command merges or combines two tracks into one.

Selecting this item opens a dialog box See Also.

The **Combine Track** list box lets you select the first track you want to combine.

The **With Track** list box lets you select the second track you want to combine.

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

## Rechannel Track

This command changes the MIDI Channel information in a track.

Selecting this item opens a dialog box See Also. There are four different modes for changing MIDI Channel information:

Change All Channels to Channel X
Change Channel X to Channel Y
Extract All Events on Channel X
Separate All Channels into Tracks

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

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

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

Example: All events within a track with Channel assignments (3, 6, and 10) are placed on three new tracks. The first track contains events assigned to Channel 3, the second track contains events assigned to Channel 6, and the third track contains events assigned to Channel 10.

## Split Track by Pitch

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

Selecting this item opens a dialog box See Also. There are three possible modes of operation:

Change Pitch X to Pitch Y
Extract All Notes in Pitch Range
Separate All Pitches into Tracks

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

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

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

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

## Insert Measure

This command opens a dialog box See Also. You can insert one or more empty measures in all tracks. There are three edit fields for entering parameters.

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

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

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

## Delete Measure

This command opens a dialog box See Also. You can delete a particular measure (or measures) in all tracks. There are two edit fields for entering parameters.

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

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

## Change Clef

This command opens a dialog box See Also. You can change the clef within a track at a specified point.

The **Track** list box lets you select the track.

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

The **Insertion Point** group lets you enter the location (Measure) for the inserted clef.

Keyboard shortcut: Ctrl+C

## Change Time Signature

This command opens a dialog box See Also. You can change the time signature for all tracks at a specified point.

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

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

After this command, the music on the staff in the Score View will display differently (the bar lines will change to reflect a new time signature).

Keyboard shortcut: Ctrl+G

## Change Key Signature

This command opens a dialog box See Also. You can change the key signature at a specified point for a selected track.

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

The **Insertion Point** field lets you specify the location (Measure) for the key signature change.

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

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

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

Keyboard shortcut: Ctrl+K

## Change Tempo

This command opens a dialog box See Also. You can change tempo for all tracks at a specified point.

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

There are four different choices for tempo change:

Set Constant Tempo of X
Gradually Change Tempo from X to Y
Scale Tempo to X% of Current Values
Add X to Current Tempo

Keyboard shortcut: Ctrl+E

Example: The tempo is set to **144**.

Example: The tempo gradually changes from **172** to **128**.

Example: The tempo is scaled to **75**% of 120, or 90.

Example: The tempo is 80 + **30** (110).

## Scale Velocity

This command opens a dialog box See Also. You can scale velocity for all notes between specified points for a selected track.

The **Track** list box lets you select the track.

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

You have four different choices for velocity scaling:

Change All Values to X
Gradually Change Values from X to Y
Scale Values to X% of Current Values
Add X to Current Values

Keyboard shortcut: Ctrl+V

Example: The velocity is set to **75**.

Example: The velocity gradually changes from **64** to **96**.

Example: The velocity is scaled to **75**% of 120, or 90.

Example: The velocity is 80 + **30** (110).

## Transpose

This command opens a dialog box See Also. You can transpose all notes between specified points for a selected track.

The **Track** list box lets you select the track.

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

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

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

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

The **Change Key Signature** check box changes the key signature for the selected range you transpose.

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

Keyboard shortcut: Ctrl+T

## Quantize

This command opens a dialog box See Also. You can quantize all notes between specified points for a selected track.

The **Track** list box lets you select a track.

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

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

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

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

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

Keyboard shortcut: Ctrl+Q

## Contents

This command opens the Windows Help file for **MusicMagic** at the initial Contents topic.

## Help on Current View

This command opens the Windows Help file for **MusicMagic** at the topic corresponding to your current window, or view.

For example, if you are in the Mixer View, and you select this command, you will go right to the Mixer View Help topic (without needing to find it).

Keyboard shortcut: F1

## Help on Using Help

This command opens a generic Help topic describing how to use Windows Help. You may want to browse through this if you are unfamiliar with Windows Help.

## Intro to Notation

This command opens a Windows Help topic introducing the basic concepts of musical notation.

## Intro to MIDI

This command opens a Windows Help topic introducing the basic concepts of MIDI.

## Help on General MIDI

This command opens a Windows Help topic introducing General MIDI.

## MIDI Reset

MIDI has been in use for more than a decade. It has generated an industry, enriched many areas of media production, and spawned styles of music.

Nevertheless, MIDI is a complex protocol, and has been interpreted differently over the years by many manufacturers.

So, even though MIDI is a mature technology, you may experience one day the infamous Stuck Note (or notes), or some other rare anomaly.

**MusicMagic** provides a solution for this situation. The MIDI Reset item in the Help menu opens a dialog box See Also that lets you send a MIDI Reset message to your entire system. This causes any synthesizer that is stuck to reset to its default condition.

## About MusicMagic

This command opens a dialog box See Also with information about the program.

# Views

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

See Also **Score**
See Also **MIDI List**
See Also **Mixer**

## Score View

See Also

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

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

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

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

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

Keyboard shortcut: Ctrl+1.

## Score area

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

This area shows a notated version of the MIDI note data. You can select a note or groups of notes to copy, paste, or otherwise edit.

## Toolbox

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

Selection tool

Note Add tool

Note Delete tool

Cut tool

Paste tool

## Selection tool

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

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

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

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

You can also use this tool to change the pitch or time location of a note. Click once on the note to select it, and then press down on the left mouse button. While holding the button down, drag the mouse to a new position, then release the mouse button.

Dragging vertically changes the pitch of the note. Dragging horizontally changes the time location of the note.

## Note Add tool

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

Click once on the icon. The cursor changes to a note shape. A palette See Also appears which contains note values (whole notes to sixteenth notes), sharp, flat and natural signs, and a dotted note symbol.

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

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

If you want to sharp or flat a note, place the note as usual, select the sharp or flat tool, then click on the note. If you want a double sharp or double flat, click a second time.

Notes added with this tool are always diatonic relative to the existing key signature. For example, if you place a note onto the staff at the position of a C, and the key signature is A major, the pitch of the note will be C sharp (one of the sharp notes in the key of A major).

Click once again on the Note Add palette to close it.

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

## Note Delete tool

This tool

is the counterpart to the Note Add tool.

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

## Cut tool

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

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

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

## Paste tool

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

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

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

## Ruler

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

The resolution of the Ruler is sixteenth note divisions.

## MIDI List View

See Also

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

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

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

Keyboard shortcut: Ctrl+3

### Type

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

### Channel

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

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

### Start Time

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

### Duration/Data

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

### Pitch

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

### Delete MIDI Event button

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

### Track list box

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

### Velocity On and Velocity Off

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

## Insert MIDI Event

See Also

This dialog box lets you insert one of six MIDI event types.

Click on an event type for more information.

## Insert Note

This dialog box See Also lets you insert a MIDI note event at any point in the selected track.

The **Pitch** field lets you set the pitch either with a MIDI note number (e.g. 48) or a pitch number (e.g. C4).

The **Channel** field lets you set the MIDI Channel assignment for the note.

You can set the **Start point** and **Duration** in Measure, Beat, and Tick increments.

The **Velocity** fields let you set the Note On and Note off velocities.

## Insert Channel Aftertouch

This dialog box See Also lets you insert a Channel Aftertouch message at any point in the selected track.

The **Channel** field lets you set the MIDI Channel assignment for the message.

The **Time** field lets you place the message at a particular location.

The **Value** field lets you set the amount of Aftertouch.

## Insert Key Aftertouch

This dialog box See Also lets you insert a Key Aftertouch message at any point in the selected track.

The **Pitch** field lets you set the particular pitch the aftertouch message will affect.

The **Channel** field lets you set the MIDI Channel assignment for the message.

The **Time** field lets you place the message at a particular location.

The **Value** field lets you set the amount of Aftertouch.

## Insert Controller

This dialog box See Also lets you insert a MIDI Controller message at any point in the selected track.

The **Type** field lets you enter the Controller number (e.g. 7 for MIDI Volume).

The **Channel** field lets you set the MIDI Channel assignment for the message.

The **Time** field lets you place the message at a particular location.

The **Value** field lets you set the amount of the particular Controller.

## Insert Program Change

This dialog box See Also lets you insert a Program Change message at any point within the selected track.

The **Channel** field lets you set the MIDI Channel assignment for the message.

The **Time** field lets you place the message at a particular location.

The **Value** field lets you set the number of the Program Change message.

## Insert Pitch Bend

This dialog box See Also lets you insert a Pitch Bend message at any point within the selected track.

The **Channel** field lets you set the MIDI Channel assignment for the message.

The **Time** field lets you place the message at a particular location.

The **Value** field lets you set the number of the Pitch Bend message.

## Insert Tempo Change

Within this dialog box See Also, you can specify the Base Tempo (the absolute tempo in the Tempo Track), the Adjusted Value (the scaled value), and the location in the track.

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

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

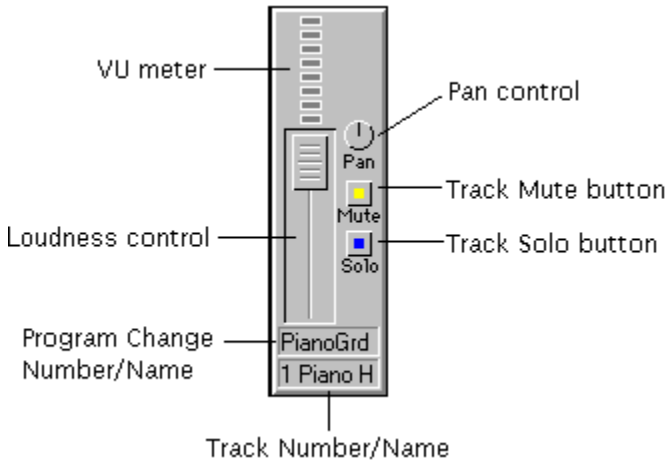
## Mixer View

See Also

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

Keyboard shortcut: Ctrl+2

## Track Module




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

## Track Number and Name See Also

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

**See**

Track Settings

## Program Change Number/Name See Also

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

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

**See**

Track Settings

## Track Loudness

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

## VU meter See Also

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

The Display VU Meter option turns this on or off.

**See**

Display VU Meter

## Pan control

This control adjusts the Panning on MIDI instruments that support this capability. If your instrument does not support Panning, the control has no effect.

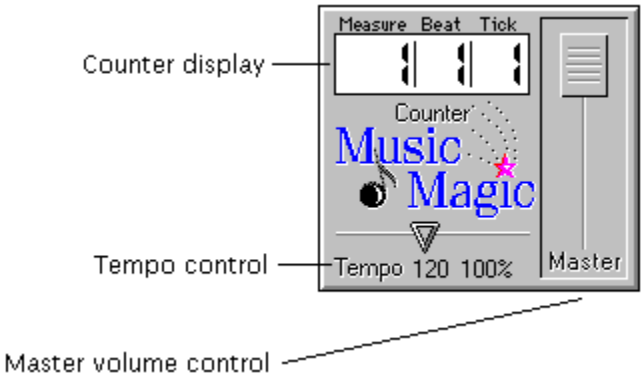
## Track Mute button

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

## Track Solo button

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

## Master Module




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

## Counter display

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

## Master Volume control

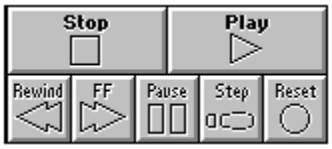
This controls the overall loudness of all the tracks.

## Tempo control

The Tempo control is below the Counter display. You can increase or decrease the tempo by using the slider. The current tempo and the scaling percentage is displayed below the slider.

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

## Tape Deck buttons




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

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

## Stop Button

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

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

## Play Button

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

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

## Reset Button

Click on this control with the left mouse button to reset **MusicMagic**. You should never have to do this unless you have a stuck note.

Pressing the Ctrl+F1 key combination on the computer keyboard has the same effect.

## Rewind Button

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

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

## Fast Forward (FF) Button

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

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

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

## Pause Button

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

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

## Step Button

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

Pressing the F9 key on the computer keyboard has the same effect.

## Track Settings

This dialog box See Also appears when you click on the Track Name/Number fields in the Mixer View for a particular Track.

The **Instrument list** box lets you choose a Program Change number or General MIDI Instrument Name.

The **Output Assignment** group lets you choose the MIDI Port and MIDI Channel.

The **Bank Number** field lets you choose a Bank Number if your synthesizer responds to Bank Change messages.

The **Use GS Bank Select** and **Use General MIDI Names** let you use the Roland Bank Select protocol (if you have a compatible piece of Roland equipment) and General MIDI names instead of standard Program Change numbers.

The **Description** field lets you enter your own descriptive name for your track.

# Overview

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

The program contains three windows, or **views** that you use to record, play, and edit your musical compositions.

See Also **Score View**
See Also **MIDI List View**
See Also **Mixer View**

## Score View See Also

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

**See**

More on the Score View

## Mixer View See Also

This window is where you play, name and adjust tracks. You have real-time control of the playback characteristics of each track, so you can experiment before making permanent changes.

This window contains transport buttons that resemble an audio tape deck, as well as a tempo slider, a Master Volume control, and a song location display (Counter).

**See**

More on the Mixer View

## MIDI List View See Also

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

**See**

More on the MIDI List View

# Reference

This is a reference to the menu comands, tools, preferences, keyboard shortcuts, and terminology within **MusicMagic**.

See Also **Menus**
See Also **Tools**
See Also **Preferences**
See Also **Keyboard shortcuts**
See Also **Glossary**

## Preferences See Also

You can adjust and customize many aspects of **MusicMagic**. You can then save these adjustments, so you always return to the program with the same settings.

The Options menu includes features of the program that you can switch on and off, often within the same session.

The Setup menu includes settings that you may want to specify once, and store for later use in many sessions.

**See**

Option menu commands
Setup menu commands
Saving your settings

## Saving your settings

There are two files that store settings in **MusicMagic**.

**MUSMAGIC.INI** stores all of the Option menu item settings, all of the Setup menu item settings, the song directory, and the default song file type.

**MIDISOFT.INI** stores the positions of the Views, the screen resolution, and the MIDI port settings.

To save all these various preferences, choose Save Options and Setup from the Setup menu.

## Keyboard shortcuts

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

| | |
|---|---|
| Alt+M | Music menu |
| Alt+H | Help menu |

# Procedures

This is a reference to the most common procedures within **MusicMagic**.

See Also **Playback**
See Also **Editing**
See Also **Advanced Procedures**

## Playback

Opening a song
Saving a song
Playback
Entering Notes in Score View

# Editing

Selection
Basic editing
Track editing
Region editing
MIDI List editing

## Advanced Procedures

Step Play
Auto Play

## Opening a song

Choose the Open command from the File menu. A dialog box will appear See Also.

The File Types list box lets you choose the file format: Midisoft Studio or Standard MIDI File format.

Depending on the file format, the files listed will all have an SNG extension (Studio file) or MID extension (Standard MIDI File).

If the song you wish to load is in a different directory or on a different disk drive, use the Directories list box or Drives list boxes to find the song.

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

## Saving a song

You may have edited a song, and now wish to save it with a different name. Click on the Save As command in the File menu. This will open up the File Save As dialog box See Also.

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

A File Type list box lets you choose the file format: Midisoft Studio, Standard MIDI File format 0, or Standard MIDI File format 1.

To change the directory, double-click on the directory name in the Directories list box. If you need to move backwards (closer to the root directory), move your selection up one directory and double-click.

To change the drive, click on the drive name in the Drives list box.

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

## Playback

Click on the Play button in the Mixer View. The button will be highlighted (the symbol displays in a different color).

As the music plays, the Counter display will display the present location within the song. If you have Follow Score View Notes enabled, you will see the notes highlighted onscreen as they play back.

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

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

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

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

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

## Entering notes in the Score View See Also

Click once on the Note Add tool See Also in the Toolbox. The Note Add tool becomes highlighted. A palette of note values and tools opens up.

The cursor changes from a pointer to a note shape. The note shape reflects the note value that you select from the Note Add palette. The default is a quarter note.

When you move the cursor over the staff, a line will appear when you are lined up with the Ruler. This is relative to the note value you choose. For instance, with a quarter note, the line will appear when you are lined up with the quarter note markings on the Ruler. This can help you place a note with greater precision.

Use the Ruler to guide the cursor as you are placing the note. When you have the cursor in the correct place, click once and the note will be placed on the staff.

Remember that notes placed this way are diatonic relative to the current key signature. For instance, if you place a note into the C location on the staff, and the key signature is A major, the note will actually be a C sharp (one of the three sharps in the key of A major).

**See Also**

Tools

## Selection

To edit your music with **MusicMagic**, you need to select the part(s) to be edited. This can be done in various ways, depending on which part of the program you are in at the time.

Score View selection
MIDI List selection
Dialog box selection
Edit menu selection

## Selecting in Score View

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

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

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

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

## Selecting in MIDI List View

This view is similar to the Score View. You can select single events, multiple events, and groups of events with the same clicking and Ctrl-clicking techniques described earlier.

## Selecting in dialog boxes

Some editing operations (Quantize, Scale Velocity, Transpose, and Change Tempo) allow you to select a region from within their associated dialog box.

The selection is accomplished by entering values for Measure, Beat, and Tick starting and ending points.

By default, the last value used is automatically entered in the appropriate dialog box. This saves time when you are applying multiple edit operations to the same region of music.

## Edit menu selection

There are three selection comands in the Edit menu.

Select All

Select Measures

Select Tracks

## Basic editing

The basic editing operations can be found in the Edit menu. These include Cut, Copy, and Paste. All of these use the Studio Clipboard.

The Studio Clipboard is a temporary storage space for MIDI note and event information. The Cut and Copy commands place information into the Studio Clipboard area, while the Paste command retrieves previously stored information from the Studio Clipboard.

As the Studio Clipboard is only a temporary storage area, any information in it will be overwritten by a new Cut or Copy command.

The Cut and Copy commands will place a bitmap copy of selected notation within the Score View into the Windows Clipboard. You may then paste this into a word processing document in another application. Note that the selection must fit in the Score View window, and the notes must be black on a white background, in order for this to work.

Cut
Copy
Paste

## Track editing See Also

Often you may want to change a characteristic of an entire track, rather than a smaller area such as a measure. The track editing commands are in the Track menu.

**See**

Track menu commands

## Region editing See Also

There are some editing commands that operate on a selected region of music. These editing features are located in the Music Menu.

**See**

Music menu commands

## MIDI List editing See Also

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

There are two track types - the typical track with MIDI note data, and a Tempo track. A song may have many regular tracks, but it will only have one Tempo track.

**See**

Editing a regular track

Editing the Tempo track

## Editing a regular track See Also

The fields within the MIDI List View include Type, Channel, Start Time, Duration/Data, Pitch, Velocity On, and Velocity Off.

You can change values by clicking on them with the mouse. If you use the left mouse button, the value will decrease, and if you use the right mouse button, the value will increase.

The Type field displays the MIDI event type. For example, it will display ProgChng for a Program Change message, Note for a Note event, etc. You can select the event by clicking within the Type column. You cannot change this field.

The Channel field displays the MIDI Channel assignment for the event.

The Start Time field displays the point in the file where the event begins. The Measure, Beat, and Tick values are displayed. Click within the column for the value you wish to change.

The Duration/Data field displays either the duration of the event (for Note events) or the Data value (for all other events). You can change this parameter by clicking within the column.

The Pitch field displays the Note number of the Note event. (This is blank for other event types.) Click within the column to change the pitch.

The Pitch value is displayed as a letter with a number after it (e.g. C5). The MIDI specification allows 128 different pitches, from C-1 (a C five octaves below middle C) to G9 (a G five and a half octaves above middle C).

The Velocity On and Velocity Off fields display velocity values for Note events. Click within the respective columns to change velocity. (These are blank for other event types.)

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

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

Clicking on Insert will open a dialog box with a choice of MIDI event types. The event you choose will be inserted before the currently selected event within the MIDI List View.

The event types available are Note Event, Program Change, Channel Aftertouch, Key Aftertouch, Controller, and Pitch Bend.

**See**

Inserting a MIDI Event

## Editing the Tempo track See Also

If you choose the Tempo track in the Track list box, the display in the MIDI List View is somewhat different. This is because the Tempo track is a special type of track that only stores tempo changes.

The fields within this window include Type, Time, Absolute Tempo, and Scaled Tempo.

TheType field always displays Tempo Change when working with the Tempo track.

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

The Absolute Tempo field displays the absolute tempo value stored within the Tempo track. This value multiplied times the scaling percentage equals the Scaled Tempo. The scaling percentage is controlled interactively by the Tempo slider in the Mixer View and the Tape Deck View.

The Scaled Tempo field displays the scaled tempo value. This value is always equal to the absolute (base) tempo in the Tempo track multiplied by the scaling percentage.

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

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

Clicking on Insert will open the Tempo Change dialog box See Also.

**See**

Inserting a Tempo Change event

## Tempo Change

Within this dialog box See Also, you can specify the Base Tempo (the absolute tempo in the Tempo Track), the Adjusted Value (the scaled value), and the location in the track.

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

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

## Step Play

Step play is a mode for stepping through your MIDI music one event at a time. This is useful when you have a dense passage of music, and you want to isolate a note or a phrase.

Click on the Step button in the Mixer View. The button highlights, indicating that the program is now in Step Mode. As you click on the Play button, the song will move forward by one note event. Each time you click on Play, the next note event will play.

To leave Step Mode, click once again on the Step button. The button will return to its normal color.

Keyboard shortcut: F9

## Auto Play See Also

When you start **MusicMagic**, the program looks for a file called SONGLIST.TXT in the song directory. This file is a list of songs in the order you want them to play.

If the file exists, you will see a dialog box See Also, asking if you want to to run Auto Play. If you click on OK, the first song on the list will play. When it ends, the next song will play, and so on, until the final song plays and ends. At this point, the cycle will begin again.

This feature was designed with live performance in mind. You can create a list of songs, and play each song in turn, without having to load any files from disk.

You can temporarily stop the process at any time by clicking on the Stop or Pause button.

To stop Auto Play completely, choose either the New command or the Open command in the File menu.

Each song named in the SONGLIST.TXT file must actually be present in the song directory, or else the Auto Play mode will end.

**See**

Creating a song list

Setting the song directory

## Creating a song list

The SONGLIST.TXT file is an ASCII text file. This is the simplest kind of file, one that virtually all word processing programs can produce.

To create the file, start a new document in your favorite word processor. Type the name of the song (including the SNG or MID extension). Each song must be on its own line, followed by a carriage return.

When you save the file, the format you choose will probably be called ASCII or Text Only. (If you do not save in this format, **MusicMagic** cannot recognize the file.) Remember to save the file with the name SONGLIST.TXT.

The Notepad and Windows Write programs that come with Windows are both able to save in ASCII format.

## Setting the song directory

If the songs are in a different directory than the program, you can set this and store it as a preference.

Open a file from this directory. Choose the Save Options and Setup command in the Setup menu. The directory is now saved as your song directory, and is where **MusicMagic** will look for song files and for the SONGLIST.TXT file.