

UNDOCUMENTED FEATURE 1:

Waiting for all the practical details related to the release to fall in to place, I used the time to implement an additional useful feature related to system exclusive messages in MIDI files. If you at this point do not know what a system exclusive message is, do not feel alarmed, just skip the following paragraph and store this letter for future use.

Most sequencers peel of and throw away sysex messages found in MIDIfiles. The sad consequence of this is that playback of the MIDIfile will not sound right, as the sound module/card does not get the initialization intended. MGW (short for Musicator GS for Windows) will preserve Sysex messages encountered in MIDIfiles that is less than 1000 bytes long. Up to 16k of Sysex messages can be kept in each composition. Typical in a commercial GS MIDI file is from 1 to 8 Sysex messages with sizes varying from about 10 to 40 bytes each.

The experienced MIDI user can access and edit the Sysex messages in hex format. The Sysex edit window is opened by selecting the 'Edit' button of the system exclusive group in the MIDI Setup dialog. The edited Sysex messages can be saved back into the song by selecting the windows' Ok button. The Reset button reloads the Sysex messages as they were when opening the editor.

When quitting the editor by selecting Ok some aspects of the syntax will be checked. Every message is expected to start with F0 and end with F7.

You can get a look at some typical Sysex messages by importing the MIDI file AQABA.MID. The messages in the Sysex editor may be copied to or from the Windows clipboard by using the standard keyboard commands, making it possible to import/export them to other editors, databases etc..

The system exclusive group in the MIDI Setup dialog also contains a checkbox called 'Include'. If it is checked then MGW will include the Sysex messages in MIDIfiles as well as using them to initialize the sound module. If not checked then MGW will keep the messages, but not use them.

UNDOCUMENTED FEATURE 2:

Channel numbers at the bottom of the mixer are sensitive, giving an opportunity to change active channel without changing values.

FEATURE THAT DID NOT MAKE IT:

In Appendix D in the users' guide, quarter note triplets is mentioned as a new feature. Sorry, but we will have to wait a little longer.

IF MIDI OUTPUT/INPUT IS NOT WORKING:

MGW uses the MIDI Mapper for output. If the Media Player program plays properly, MGW will play properly too. More details in this respect can be found in the MGW manuals and in your Windows manual.

For input MGW selects the first MIDI input offered to it by Windows. Usually this will create no problems, and input will function right away. However, if there is no driver present or the hardware you are using is represented by the secondary or higher MIDI driver in your system, input will not function.

To correct this do as follows:

- 1) Start notepad. Open the system.ini file (found in your windows directory).
- 2) Find the section with the header '[drivers]'.

- 3) If there is no 'MIDI=' - statement exit notepad and use control panel to install the appropriate driver.
- If there are several 'MIDI=' - statements (MIDI2=, MIDI3=....), you have more than one MIDI driver installed. You can change the sequence of the drivers by swapping the numbers appended to 'MIDI'.
- The primary is the one without a number appended to 'MIDI'. It is the input that MGW 'listens' to. After having made any changes you should save, close notepad, and restart Windows to make your changes effective.

COMPATIBILITY:

MGW is backward file-compatible with The Musicator 2.5 and Musicator GS for DOS. If you have older files you would like to have converted, please contact your distributor.