

AWEVBANK Manager V1.00

(C)95 By Markus Eisenstoeck

AWEVBANK allows you to create your own *Virtual Banks*, that means a bank that includes just the pointers to the instruments and SBK files, but not the instruments. You can save this bank and reuse it later again (with the song you created it for). You can use it as a total replacement for AWECP. Everything you can do with AWECP, you can do with AWEVBANK (except Qsound-setting, but who needs Qsound anyway ?). It also allows you to change aour patches on the fly while you are making your songs with a notation software.

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Registration Information

The unregistered version has a limitation of 5 instruments for one *Virtual-Bank*. Also you cant save User-Bank information.

If you want to register and overcome the limitation of just 5 instruments in one *Virtual Bank* then just follow the things said in the program. Your registration will work also for all future versions of this program.

You can also send bugs, things that you think should be changed, said etc. to MEGOTA@PING.AT.

Copyright Information

AWEVBANK.EXE and its AWEVHELP.DLL are copyrighted by me (Markus Eisenstoeck). You are not allowed to use AWEVHELP.DLL for your own programs. You can copy and spread the unregistered version (Shareware). If you upload this package to any ftp-server, please upload the AWEVBANK.ZIP file. You are not allowed to give anybody a copy that has been registered by you. Also you cant make me liable for any damage AWEVBANK.EXE could possible do on your computer.

The instrument number the referenced instrument is loaded to.

Names of the SBK-files which host the refernced instruments.

The original index of the instrument in the SBK.

Here you can change the directory. Right clicking allows you to change the drive.

Lists all the SBKs in the current directory. Right clicking allows you to view the fileinfo of the SBK or to edit it with VIENNA (if installed)

All the instruments in the current SBK. Right clicking gives you following options:

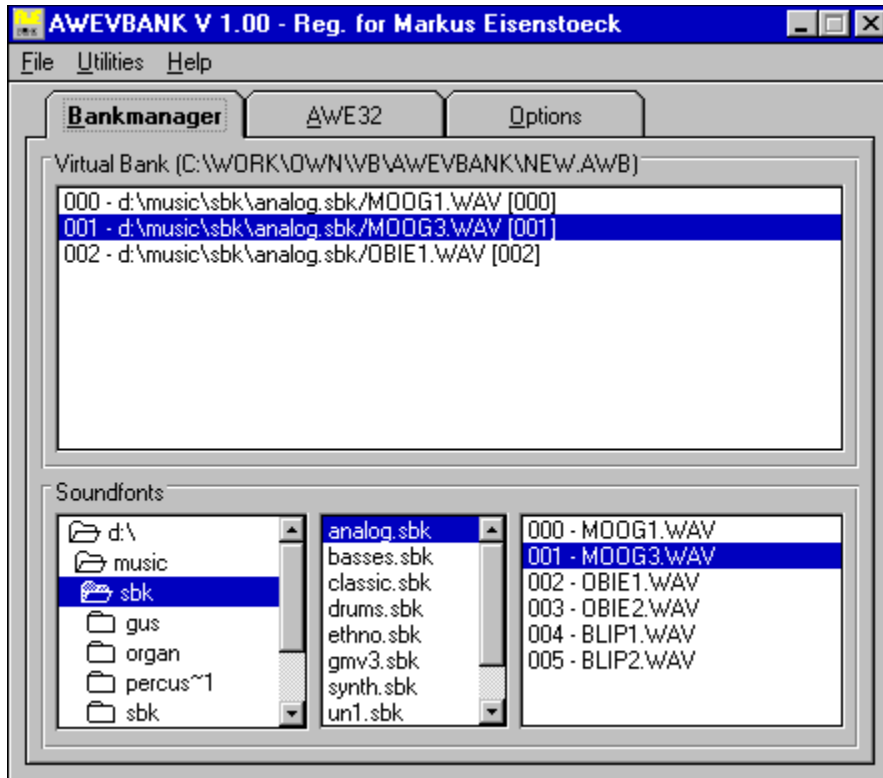
- Add all selected entries with upcounting index
- Add all selected entries with the original index
- Replace entries selected in the *Virtual Bank*

Display of all the instruments in the current *Virtual Bank*. Right clicking gives you following options:

- Upload the bank into the current physical bank
- Delete all selected instruments
- Set the instrument-index of the current instrument

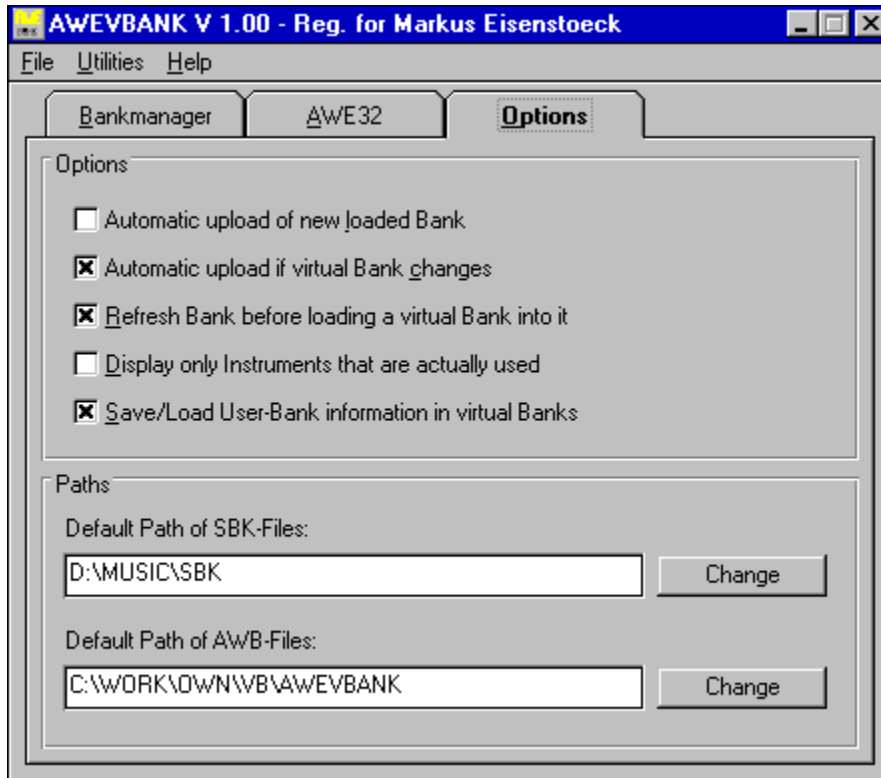
Name of the instrument.

Bankmanager



With the Bankmanager you can create and edit your own *Virtual Banks*. All action is done with right-clicking into the listboxes.

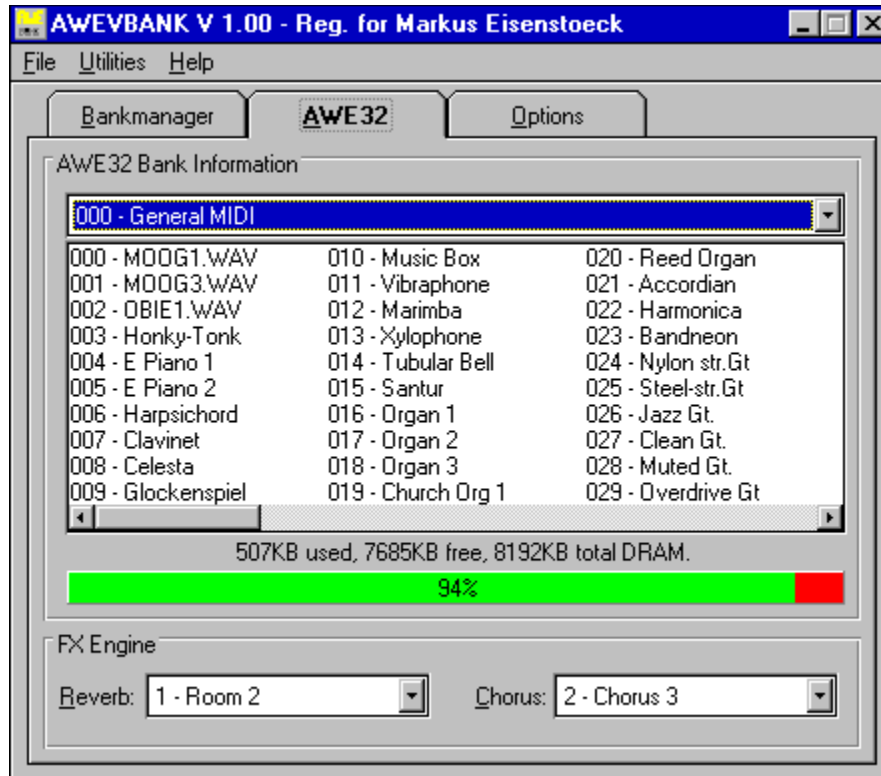
Options



In the Options-section you can change some basic options of how AWEVBANK works with the soundcard and what stuff it saves and load in *Virtual Banks*.

Here you can select the current physical bank. All uploadings go in this bank. The combo also displays the filename of the userbank (if it is one). This setting is saved in your *Virtual Bank*, so that uploadings are done into the same bank the next time.

AWE32



In the AWE32-section you can change some physical settings of the AWE32 including the bank to upload to, loading userbanks, clear all userbanks etc.

Displays all the instruments in the current bank. Right clicking you can:

- Upload the *Virtual Bank*.
- Refresh the bank to its original state (before uploading)
- Clear banks (only userbanks)
- Load SBKs into userbanks

Displays the memory state of your AWE.

Here you can select the FX-types who should be in effect. This setting is saved in your *Virtual Bank*. So the next time you have the same FX working.

Checking this, a bank uploaded automatically when you load it

All changes are automatically uploaded into the AWE.

The current physical bank is refreshed before any uploading into it.

Only instruments who are actually used are displayed in the bank-listbox.

Userbank-information is saved into the *Virtual Banks*. So you got the same userbanks when you load your *Bank* the next time.

Change the default paths for your SBKs and *Virutal Banks*.

General Information

If you link the AWB extension to AWEVBANK.EXE, than you can load your *Virtual Banks* just by clicking on them in the Filemanager (or Explorer for all you Windows95 maniacs).

I have noted, that when you upload an instrument into a bank you are just using with your notation software (e.g. CuBase). Then you have to send a Program-Change message in the channel that uses the instrument. Otherwise there is just utter silence.

I have also found some SBKs (only 2) that do not show any instrument-list with AWEVBANK. You can correct this by loading the SBK with VIENNA and save it again.

Technical Information

AWEVBANK uses the same way to access AWEMAN.DLL like AWECP.EXE. This has the advantage that you can use it while you are running other MIDI-Software. But you can not run it at the same time with AWECP.EXE.

