

Welcome to Morton Subotnick's Making Music.

We hope you enjoy this Voyager title.

TECHNICAL REQUIREMENTS

PC-compatible computer with a 486SX-33 or higher processor

8 MB of installed RAM (minimum)

640x480, 256-color display

MPC2-compatible CD-ROM drive (double-speed)

MPC2-compatible sound card with speakers or headphones

Mouse

MS-DOS operating system version 5.0 or later

Microsoft Windows version 3.1 or later

MS-DOS CD-ROM Extensions (MSCDEX) version 2.2 or later

QuickTime for Windows (version 2.0.2 or greater)

SETTING UP

You can install the *Making Music* software using Program Manager or File Manager. No matter which method you use, the installer will add a *Making Music* icon to the Voyager-95A group in Program Manager.

Installing the Software from File Manager

1. Insert the CD into your CD-ROM drive according to the drive manufacturer's instructions.
2. From within the Windows File Manager, click on the drive icon for your CD-ROM drive to display the disc's files.
3. Double-click on the SETUP.EXE file to run the Setup program.
4. Follow the directions in the Setup dialog boxes to complete the installation.

Installing the Software from Program Manager

1. Choose Run from the File menu.
2. Type d:\setup.exe, where d: is your CD-ROM drive.
3. Click OK.
4. Follow directions in the Setup dialog boxes to complete the installation.

GETTING STARTED

To launch *Making Music*, double-click the *Making Music* icon in the Voyager-95A group in the Program Manager.

MIDI MAPPER SET-UP

Making Music features 16 musical instrument voices made available through the MIDI sound channels in your computer. Many computers do not have all 16 MIDI sound channels activated. If you are unable to hear all 16 musical instruments in *Making Music*, chances are your computer does not have all 16 MIDI sound channels activated and you must manually activate the disabled channels. To activate additional MIDI sound channels follow the steps below.

- 1) Open the Main program group in the Program Manager.
- 2) Double-click on Control Panels.
- 3) Double-click on MIDI Mapper.
- 4) Make sure "Show Set-up" is selected and click on the Edit button. You will be presented with a list of 16 channels, some may not be activated.
- 5) Double-click on a sound channel and select the Synthesizer option. DO NOT select the Output option.
- 6) This action has activated the MIDI channel and you will notice the box on the right-most side of the screen now has an "X" marked in it.
- 7) Repeat above steps for all channels that are not activated.

HELP

Two types of help are available in the *Making Music* program.

1. Extensive tutorial help is available in the Overview section. Click Overview on the Contents screen.
2. Audio help is available in every section of the program. Click the Question Mark in the lower right portion of the screen, then move the cursor over any button to hear an audio explanation of its function.

MIDI PLAYBACK This entire section was lifted from the MAC. Is it applicable?

If you would like to use an external MIDI synthesizer to play back your music, you must have a PC-compatible MIDI interface connected to your computer. You can toggle between the internal sound and external MIDI output by pressing "-M." Each time you start the program, it defaults to internal PC sound.

QUIT

To quit *Making Music* program, press the Quit button on the Contents screen or simultaneously press the Ctrl and Q keys on the keyboard from any point in the program.

PERFORMANCE TIPS

Here are some tips for best performance.

Exit all other applications except Program Manager before running *Making Music*.

While *Making Music* will run on a computer with 8 MB of RAM, performance can be rather sluggish. *Making Music* will run best on a machine with 12 MB or more of RAM.

Swap File Settings

If you have 8 MB of RAM installed in your computer, set the swap file to "permanent" and set the swap file size to 10,000 KB.

If you have more than 8 MB of RAM, we recommend simply turning the swap file OFF.

To change the swap file settings,

- 1) Double-click the Control Panel in the Main group of the Program Manager
- 2) Double-click the "386 Enhanced" icon
- 3) Click "Virtual Memory"
- 4) Click "Change"
- 5) Under "Type" choose "Permanent"
- 6) In "New Size" type "10000"KB
- 7) Click "OK"
- 8) Click "Yes" when asked "Are you sure you want to make changes to virtual-memory settings?"
- 9) Exit Windows and restart the machine

To turn swap file OFF,

- 1) Double-click the Control Panel icon in the Main group of the Program Manager
- 2) Double-click the "386 Enhanced" icon
- 3) Click "Virtual Memory"
- 4) Click "Change"
- 5) Under "Type" choose "None"
- 6) Click "OK"
- 7) Click "Yes" when asked "Are you sure you want to make changes to virtual-memory settings?"

| | | | | |
|--------------|-------------|----|----------|----|
| Standard VG | Windows VGA | 4 | 640x350 | No |
| Standard EGA | Windows EGA | 4 | 640x480 | No |
| IBM 8514 | Windows | 8 | 1024x768 | No |
| IBM XGA | 07/27/92 | 4 | 640x480 | No |
| IBM XGA | 07/27/92 | 16 | 1024x768 | No |

Only XGA20 supports 16-bit color. Do NOT use the drivers supplied with Windows 3.1. Instead, use the drivers supplied by IBM.

| | | | | |
|------------------------|----------|----|----------|-----|
| ATI VGA X | 04/09/92 | 4 | 800x600 | Yes |
| ATI VGA XL | 04/10/92 | 8 | 1024x768 | Yes |
| ATI VGA XL | 04/20/92 | 16 | 800x600 | Yes |
| ATI ULTRA | 04/22/92 | 8 | 1024x768 | No |
| ATI ULTRA | OEM | 16 | 640x480 | No |
| ATI Mach 32 | 01/05/93 | 8 | 640x480 | Yes |
| ATI Mach 32 | 01/05/93 | 16 | 1024x768 | Yes |
| Orchid IIs | 03/01/92 | 8 | 800x600 | Yes |
| Orchid IIs | 03/01/92 | 16 | 800x600 | Yes |
| Video 7 VRAM2 ERGO | 03/10/92 | 8 | 800x600 | Yes |
| Orchid Fahrenheit VA | 02/19/93 | 8 | 640x480 | Yes |
| Orchid Fahrenheit 1280 | 08/10/92 | 8 | 640x480 | Yes |
| Orchid Fahrenheit 1280 | 08/10/92 | 16 | 800x600 | Yes |
| Diamond Stealth | 09/25/92 | 8 | 640x480 | Yes |
| Diamond Stealth | 09/25/92 | 16 | 640x480 | Yes |
| Diamond SpeedStar 24x | 04/28/92 | 8 | 1024x768 | Yes |
| Diamond SpeedStar 24x | 04/28/92 | 16 | 800x600 | Yes |
| Diamond SpeedStar 24x | 04/28/92 | 24 | 640x480 | Yes |

| Supported Audio Adapter | Driver | Date |
|-------------------------|--------|------|
|-------------------------|--------|------|

| | | |
|--------------------------------|------------|----------|
| Creative Labs SoundBlaster Pro | SBPSND.DRV | 05/15/92 |
|--------------------------------|------------|----------|

This driver has a know bug that effects all Windows applications that use sound where at times a portion of the sound will be repeated several times.

| | | |
|--------------------------------|------------|----------|
| Creative Labs SoundBlaster Pro | SBPSND.DRV | 02/05/92 |
|--------------------------------|------------|----------|

This driver some times 'sticks' on a sound.

| | | |
|-----------------------------------|--------------|----------|
| Creative Labs SoundBlaster Pro 16 | SB16SND.DRV | 04/14/93 |
| Creative Labs ThunderBoard | SNDBLST2.DRV | 03/10/92 |
| Creative Labs ThunderBoard | SNDBLST2.DRV | 05/13/92 |

| | | |
|-------------------------------------|--------------|--------------|
| Media Vision ProAudio Spectrum | MVPROAUD.DRV | 02/03/93 1.3 |
| Media Vision ProAudio Spectrum Plus | MVPROAUD.DRV | 02/03/93 1.3 |

Make the following modifications to the QTW.INI file.

[Sound]
RequestedRate=22095
ActualRate=22536

| | | |
|-----------------------------------|--------------|----------|
| Media Vision ProAudio Spectrum 16 | MVPROAUD.DRV | 02/03/92 |
| Media Vision Audio Port | MVAPORT.DRV | 04/14/92 |

*Does not support sound sampled at above 11khz.
Make the following modifications to the QTW.INI file.*

[Sound]
RequestedRate=11025
ActualRate=11025

| | | |
|------------------------------------|--------------|--------------|
| Microsoft Sound System | SNDSYS.DRV | 09/21/92 1.0 |
| Cardinal Technologies Sound Studio | TAPIGSS1.DRV | 12/28/92 |
| Orchid Sound Producer Pro. | PRODUCER.DRV | 01/13/93 |
| Orchid Sound Producer Pro. | PRODUCER.DRV | 10/01/92 |
| Turtle Beach MultiSound | MULTISND.DRV | 08/27/92 1.1 |
| ATI Stereo F/X | SFX.DRV | 05/04/92 |

| Compatible Video Adapter | Driver | Depth | Resolution | Optimized? |
|----------------------------------|----------------|-------|------------|------------|
| Actix Graphics Engine Ultra Plus | 03/25/93 | 16 | 1024x768 | No |
| Actix Graphics Engine Ultra Plus | 03/25/93 | 8 | 1024x768 | No |
| Actix Graphics Engine Ultra Plus | 03/25/93 | 16 | 800x600 | No |
| Actix Graphics Engine Ultra Plus | 03/25/93 | 8 | 800x600 | No |
| Actix Graphics Engine Ultra Plus | 03/26/93 | 24 | 640x480 | No |
| Actix Graphics Engine Ultra Plus | 03/25/93 | 16 | 640x480 | No |
| Actix Graphics Engine Ultra Plus | 03/25/93 | 8 | 640x480 | No |
| ATI VGA XL | 08/14/92 1.42 | 16 | 640x480 | No |
| ATI VGA XL | 04/20/92 | 8 | 800x600 | Yes |
| ATI VGA XL | 04/10/92 | 16 | 640x480 | Yes |
| ATI VGA XL | 04/20/92 | 8 | 640x480 | Yes |
| ATI VGA XL | 06/25/92 | 8 | 1024x768 | Yes |
| ATI VGA XL | 06/25/92 | 8 | 800x600 | Yes |
| ATI VGA XL | 07/28/92 | 16 | 640x480 | Yes |
| ATI VGA XL | 06/25/92 | 8 | 640x480 | Yes |
| ATI VGAWONDER XL24 | 06/25/92 | 8 | 1024x768 | Yes |
| ATI VGAWONDER XL24 | 07/28/92 | 16 | 800x600 | Yes |
| ATI VGAWONDER XL24 | 06/25/92 | 8 | 800x600 | Yes |
| ATI VGAWONDER XL24 | 07/28/92 | 16 | 640x480 | Yes |
| ATI VGAWONDER XL24 | 06/25/92 | 8 | 640x480 | Yes |
| ATI Graphics Ultra | 08/14/92 | 4 | 800x600 | No |
| ATI Graphics Ultra | 08/14/92 | 4 | 640x480 | No |
| ATI Graphics Ultra | 06/25/92 | 8 | 640x480 | No |
| ATI Graphics Ultra Pro | 03/10/92 | 8 | 8514/a | No |
| ATI Graphics Ultra Pro | 03/13/93 | 8 | 1280x1024 | Yes |
| ATI Graphics Ultra Pro | 03/13/93 | 16 | 1024x768 | Yes |
| ATI Graphics Ultra Pro | 03/13/93 | 8 | 1024x768 | Yes |
| ATI Graphics Ultra Pro | 03/13/93 | 24 | 800x600 | No |
| ATI Graphics Ultra Pro | 03/13/93 | 16 | 800x600 | No |
| ATI Graphics Ultra Pro | 03/13/93 | 8 | 800x600 | Yes |
| ATI Graphics Ultra Pro | 03/13/93 | 16 | 640x480 | No |
| ATI Graphics Ultra Pro | 03/19/93 | 24 | 640x480 | No |
| ATI Graphics Ultra Pro | 03/19/93 | 16 | 640x480 | No |
| ATI Graphics Ultra Pro | 03/19/93 | 8 | 640x480 | Yes |
| ATI Graphics/Pro | 11/27/92 | 8 | 1024x768 | No |
| ATI Graphics/Pro | 11/27/92 | 16 | 640x480 | No |
| Dell 466/M S3 | 09/04/92 (1.2) | | 41280x1024 | Yes |
| Dell 466/M S3 | 09/04/92 (1.2) | | 81024x768 | Yes |
| Dell 466/M S3 | 09/04/92 (1.2) | | 8800x600 | Yes |
| Dell 466/M S3 | 09/04/92 (1.2) | | 4800x600 | Yes |
| Dell 466/M S3 | 09/04/92 (1.2) | | 15640x480 | Yes |
| Dell 466/M S3 | 09/04/92 (1.2) | | 8640x480 | Yes |
| Diamond Stealth Pro | 12/07/92 | 8 | 1280x968 | No |
| Diamond Stealth Pro | 12/07/92 | 8 | 1280x1024 | No |
| Diamond Stealth Pro | 12/16/92 | 16 | 1024x768 | No |

| | | | | |
|----------------------|----------|----|----------|-----|
| Diamond Stealth Pro | 01/06/93 | 8 | 1024x768 | No |
| Diamond Stealth Pro | 12/18/92 | 16 | 800x600 | No |
| Diamond Stealth Pro | 01/06/93 | 8 | 800x600 | No |
| Diamond Stealth Pro | 02/23/93 | 24 | 640x480 | No |
| Diamond Stealth Pro | 01/06/93 | 16 | 640x480 | No |
| Diamond Stealth Pro | 01/06/93 | 8 | 640x480 | No |
| Diamond SpeedStar 24 | 04/14/92 | 8 | 1024x768 | Yes |
| Diamond SpeedStar 24 | 04/14/92 | 15 | 800x600 | No |
| Diamond SpeedStar 24 | 04/14/92 | 8 | 800x600 | Yes |
| Diamond SpeedStar 24 | 04/14/92 | 15 | 640x480 | No |
| Diamond SpeedStar 24 | 04/14/92 | 8 | 640x480 | Yes |
| Diamond Viper VLB | 04/27/93 | 8 | 1152x900 | Yes |
| Diamond Viper VLB | 04/27/93 | 16 | 1024x768 | Yes |
| Diamond Viper VLB | 04/27/93 | 8 | 1024x768 | Yes |
| Diamond Viper VLB | 04/27/93 | 24 | 800x600 | No |
| Diamond Viper VLB | 04/27/93 | 16 | 800x600 | Yes |
| Diamond Viper VLB | 04/27/93 | 8 | 800x600 | Yes |
| Diamond Viper VLB | 04/27/93 | 24 | 640x480 | No |
| Diamond Viper VLB | 04/27/93 | 16 | 640x480 | Yes |
| Diamond Viper VLB | 04/27/93 | 8 | 640x480 | Yes |

Support for the P9000 was added in QTW 1.1.1.

| | | | | |
|------------------------|------------------|----|----------|-----|
| Genoa Windows VGA 8500 | 02/16/93 | 8 | 1024x768 | Yes |
| Genoa Windows VGA 8500 | 10/23/92 (turbo) | 16 | 800x600 | Yes |
| Genoa Windows VGA 8500 | 08/24/92 | 16 | 800x600 | Yes |
| Genoa Windows VGA 8500 | 10/28/92 | 8 | 800x600 | Yes |
| Genoa Windows VGA 8500 | 12/01/92 (turbo) | 24 | 640x480 | No |
| Genoa Windows VGA 8500 | 10/14/92 | 24 | 640x480 | No |
| Genoa Windows VGA 8500 | 11/11/92 (turbo) | 16 | 640x480 | Yes |
| Genoa Windows VGA 8500 | 08/24/92 | 16 | 640x480 | Yes |
| Genoa Windows VGA 8500 | 10/28/92 | 8 | 640x480 | Yes |

Support for the Cirrus Logic CL-GD5426 GUI was added in QTW 1.1.1

| | | | | |
|----------|----------|----|---------|----|
| IBM XGA2 | 07/27/92 | 8 | 640x480 | No |
| IBM XGA2 | 07/27/92 | 16 | 640x480 | No |
| IBM XGA2 | 07/27/92 | 8 | 800x600 | No |
| IBM XGA2 | 07/27/92 | 16 | 800x600 | No |

QTW supports IBM XGA2 starting with version 1.1.

| | | | | |
|-------------------------|----------------|----|-----------|-----|
| Orchid Fahrenheit VA | 02/19/93 10:00 | 16 | 1024x768 | Yes |
| Orchid Fahrenheit VA | 02/19/93 10:00 | | 24640x480 | Yes |
| Orchird VLB (Local Bus) | 02/19/93 | 16 | 800x600 | Yes |
| Orchird VLB (Local Bus) | 02/19/93 | 15 | 800x600 | Yes |
| Orchird VLB (Local Bus) | 02/19/93 | 8 | 800x600 | Yes |
| Orchird VLB (Local Bus) | 02/19/93 | 24 | 640x480 | No |

Movies shifted to the left, a few pixels in 24 bit mode . Rebooting fixes the problem

| | | | | |
|-------------------------------|----------------|----|----------|-----|
| Orchird VLB (Local Bus) | 02/19/93 | 16 | 640x480 | Yes |
| Orchird VLB (Local Bus) | 02/19/93 | 15 | 640x480 | Yes |
| Orchird VLB (Local Bus) | 02/19/93 | 8 | 640x480 | Yes |
| Orchid Fahrenheit 1280 | 08/10/92 10:00 | 15 | 800x600 | No |
| Orchid Fahrenheit 1280 | 08/10/92 10:00 | | 8800x600 | Yes |
| Orchid Fahrenheit 1280 | 08/10/92 10:00 | 16 | 640x480 | No |
| Orchid Fahrenheit 1280 | 08/10/92 10:00 | 15 | 640x480 | No |
| Orchid Pro designer IIs/D 1.1 | 04/7/92 | 15 | 800x600 | No |
| Orchid Pro designer IIs/D 1.1 | 04/7/92 | | 8800x600 | Yes |

| | | | | |
|-------------------------------|-----------------|----|----------|-----|
| Orchid Pro designer IIs/D 1.1 | 04/7/92 | 8 | 640x480 | Yes |
| Orchid Pro II | 03/01/92 | 8 | 1024x768 | Yes |
| Orchid Pro II | 03/01/92 | 15 | 800x600 | No |
| Orchid Pro II | 03/01/92 | 8 | 800x600 | Yes |
| Orchid Pro II | 03/01/92 | 15 | 640x480 | No |
| Orchid Pro II | 03/01/92 | 8 | 1024x768 | Yes |
| Sigma Legend GX | 04/01/92 (1.13) | 8 | 1024/768 | No |
| Sigma Legend GX | 04/01/92 (1.13) | 8 | 800x600 | No |
| Sigma Legend GX | 03/31/92 (1.13) | 8 | 640x480 | No |
| Sigma Legend GX | 04/01/92 (1.13) | 8 | 640x480 | No |
| Sigma Legend 24X | 11/13/92 | 8 | 1024x768 | No |
| Sigma Legend 24X | 11/13/92 | 16 | 800x600 | No |
| Sigma Legend 24X | 11/13/92 | 8 | 800x600 | No |
| Sigma Legend 24X | 11/14/92 | 24 | 640x480 | No |
| Sigma Legend 24X | 11/13/92 | 16 | 640x480 | No |
| Sigma Legend 24X | 11/13/92 | 8 | 640x480 | No |
| Matrox 1024 | 08/21/92 2.07 | 24 | 1024x768 | No |
| MiroCrystal 8S | 04/13/93 | 8 | 1024x768 | No |
| MiroCrystal 8S | 04/13/93 | 16 | 800x600 | No |
| MiroCrystal 8S | 04/13/93 | 8 | 800x600 | Yes |
| MiroCrystal 8S | 04/15/93 | 16 | 640x480 | No |
| MiroCrystal 8S | 04/13/93 | 8 | 640x480 | Yes |

| Compatible Audio Adapter | Driver | Date |
|---|---------------|----------------|
| Creative Labs ThunderBoard | SNDBLST2.DRV | 03/10/92 |
| Creative Labs ThunderBoard | SNDBLST2.DRV | 05/13/92 |
| Creative Labs Sound Blaster 2.0 <i>Sound 'Sticks' with this driver.</i> | | 02/16/93 |
| DigispeechPortAble Sound Plus | PRTSND.DRV | 04/14/93 |
| IBM M/Audio <i>Adjusting the volume from the Movie Controller may cause the volume to be muted. To restore the volume, stop and restart the movie. Sound may skip when resizing window Sound is played at 44khz by doubling the samples.</i> | ACPA.DRV | 10/29/92 11:38 |
| IBM M/Audio <i>Limited volume control from keyboard.</i> | ACPA.DRV | 8/28/92 |
| MediaVision Thunder and Lightning <i>Make the following modifications to the QTW.INI file. [Sound] RequestedRate=22222</i> | TLWAVE.DRV | 08/25/92 |

| Incompatible Video Adapter | Driver | Depth | Resolution | Optimized? |
|---|---------------|--------------|-------------------|-------------------|
| ATI VGAWONDER XL24 <i>In the 24 bit mode (16 Million Colors) Reds and Blues seem to be reversed.</i> | 07/29/92 | 24 | 640x480 | Yes |

ATG CatsEye/X

Field reports of systems hanging when movies are played with is board.

Compaq Q-Vision

We have field reports that QTW does not work with is card.

Diamond SpeedStar 24 * 04/14/92 24 640x480 Yes

Movies render as a thin line at the top of the screen in 24 bit mode. All other functions are normal.

MediaVision

We have a field report that QTW does not work with the origina lMediaVision video display adapter. The report indicates that the movies sound is played but the movie can not be seen. Problem persists when Optimize is set to driver.

OmiCorp Texan

We have field reports of sound but no movie (video) with this card.

PackardBell

We have several field reports dealing with a PackardBell. Reports of a "shutters" type effect on local bus systems have been noted. The shutters effect is where a few lines of movie can be seen, then a few lines of background, then a few lines of movie, and so on. The reports also state that the image is also shifted down and to the right about 10 pels.

Further reports tell of a lack of Movie image when running on Local BusPackard Bell Machines.

| | | | | |
|-----------------|----------|----|----------|----|
| Sigma WindStorm | 08/21/92 | 8 | 1024x768 | No |
| Sigma WindStorm | 08/21/92 | 16 | 800x600 | No |
| Sigma WindStorm | 08/21/92 | 8 | 800x600 | No |
| Sigma WindStorm | 08/21/92 | 24 | 640x480 | No |
| Sigma WindStorm | 08/21/92 | 16 | 640x480 | No |
| Sigma WindStorm | 08/21/92 | 8 | 640x480 | No |

QTW has very poor performance with is adapter.

Video 7 SPEA 7

OEM

We have field reports that the Optimize = Driver must added to theQTW.INI before the movie will appear in the movie window frame. Audioand all other actions seems to be OK with out the change

Incompatible Audio Adapter

Driver

Date

Media Vision Thunder and Lighting *

QTW has very poor through-put with this card.

Media Vision CDPC *

QTW does not work well with is system with movies over 10 seconds in length.

Media Vision CDPC II

QTW does not work well with is system with movies over 10 seconds in length.

Sigma Design WinStorm

8/21/92

Very poor QTW performance when running audio and video together.

Tandy 'Gold Card'

Only one unconfirmed report on this line of cards. A developer states that he has a Tandy "Gold

Card" and QTW crashed when ever he trys to play a movie. Removing the card seems to fix the problem.