

README.WRI for KidRiffs Production Build, 4th drop

January 18, 1995

This file will contain late-breaking information on KidRiffs. Typically it will contain information such as known bugs, and features known to be missing. Only bugs or features not mentioned in this document should be reported.

Minimum platform is MPC Level 2 with 8 Megabytes RAM (Super VGA: 640x480, 256 color; 486SX/25; double-speed CD-ROM).

This release contains all production features. No further features will be added.

MAJOR CHANGES

Help and Suggestion audio now uses MCI services.

Volume Balance and Drum Mapping may now be controlled by an extensive set of INI file configuration parameters. These are described in two separate sections later in this file.

Other change and bug fix information for KR0118 is available from the Test Coordinator.

TROUBLESHOOTING TIPS

1. MCICDA.DRV CD Audio Driver must be installed. This is supplied with Windows, but is not installed with the default Windows application. Please use the Control Panel "Drivers" applet to install this driver if necessary. (In a future release, the KidRiffs INSTALL program may check for this.)
2. For a machine with 8 Megabytes RAM, recommended size of SMARTDRV or similar disk cache is 1024 KB (1 Megabyte) or 512 KB . **Note that SMARTDRV defaults to 2048 KB on a machine with 8 MB RAM.** KidRiffs will run substantially slower when the default cache size is used. (It is likely that a later build will detect "excessive" disk cache size and reduce it dynamically, since there is a SMARTDRV API which supports dynamic cache resizing).

ERROR MESSAGES

Symptom: Error detected by Kidriffs. **"Kidriffs INI file not found!"**

Problem: The Kidriffs.ini has been moved, erased, or otherwise damaged.

Action: Re-install Kidriffs.

Symptom: Error detected by Kidriffs. **"Unable to find MIDI output!"**

Problem: Kidriffs requires a Midi device and has detected there are no Midi devices installed.

Action: If your system does not have an active sound card, then install a sound card on the system.

Reinstall the Midi drivers that comes with the sound card.

- Open the Main group.
- Run Control Panel.
- Select [Drivers].
- Select Add.
- Restart Windows when the driver installation is completed.

Verify that Midi is installed correctly,

- Open the Accessories group.
- Run Media Player.
- Select Open from the menu.
- Select the "canyon.mid" file from the directory where Windows is installed.
- Select the Play button. The song should begin playing.

Symptom: Error detected by Kidriffs. "**Kidriff requires 256 color !**"

Problem: Kidriffs requires a video card that supports 256 colors.

Action: If your video card does not support 256 colors, then install a video card that supports 256 colors.

Select a video mode that support 256 colors.

- Open the Main group.
- Run Windows Setup.
- Select Options from the menu.
- Select a video mode from the Display combo box that support 256 color.
- Select OK to close the dialog.
- Close the Windows Setup applet.
- Restart Windows.

Symptom: Error detected by Kidriffs. "**Depot files not found!**"

Problem: Kidriffs has detected that required runtime files are missing.

Action: Re-install Kidriffs.

Symptom: Error detected by Kidriffs. "Insufficent memory."

Problem: Kidriffs has detected that your system does not have enough ram installed to run.

Action: Make the swap file bigger.

- Open the Main group.
- Run Control Panel.
- Select [386 Enhanced] icon.
- Select the [Virtual Memory] button.
- Select the [Change] button.

- In the New Size field, enter at least 8000K.
- Select OK to close the Virtual memory dialog.
- Select OK to close the 386 Enhanced applet.
- Restart Windows.

Symptom: Error detected by Kidriffs. **"Insufficient free disk space."**

Problem: Kidriffs needs at least 256k available disk space to run.

Action: Free up at least 256K disk space on the local drive where Kidriffs is installed. Restart the program.

Symptom: Error detected by Kidriffs. "Kidriffs CD-ROM not found in drive."

Problem: Kidriffs has detected that the CD-ROM is not currently in the drive.

Action: Place the Kidriffs CD-ROM. Restart the program.

Symptom: Error occurred upon clicking Kidriffs icon.
**"There is enough conventional memory available.
 Please close all other applications and restart
 Windows in order to free up conventional memory,
 and then restart Kidriffs."**

Problem: Conventional memory is the first 640K of DOS. Windows needs to allocate a portion of this memory to start an application. There was not enough memory available to begin Kidriffs.

Action: Close all other applications and restart Kidriffs. If that fails with the same message, run the memory optimizing setup software that comes with DOS.

Volume Control In KidRiffs

Kidriffs (KR1018 and later) provides several methods for controlling the volume of different audio sources. Each method is controlled by special entries in the KIDRIFFS.INI file (located in the KIDRIFFS directory)

This file describes methods for three kinds of volume adjustments:

- A) Mix Levels for Wave, CD and Midi audio sources
- B) Balance between Midi Drums and Midi Instruments, (Foreground and Background)
- C) Boosting the Drums

You can also adjust the level of individual drums, if necessary. This is described in a separate section of this readme

A. Mix Levels for Wave, CD and Midi audio sources

- * CD Audio is used for playing the "Kid Riffs Theme Song". Different versions are played when the program starts and when you enter each of the different rooms.
- * Wave audio is used for Help, "Light Bulb" suggestions, and sound effects.
- * Midi Synth audio is used for the music stands, drums and playboard.

Most sound cards provide a mixer for balancing these levels. You can run this mixer and then run KidRiffs. While using KidRiffs, you can Alt-Tab between KidRiffs and the sound card mixer to adjust the volume levels. Kid Riffs will remember the levels you set (for sound cards which are SoundBlaster compatible) and use them the next time you run KidRiffs.

You can also set the levels in the KIDRIFFS.INI file:

1) Find the section of the file with the [midi] section header. It should look something like this:

```
[midi]
port=0
----- (other lines appear here)
MidiMixLevel=54784
AuxCDAudioMixLevel=43008
AuxLineInMixLevel=49152
WaveMixLevel=49152
```

There may be other entries as well.

2) Adjust the MixLevel value for the audio source which is too loud (or too soft). Higher numbers produce louder sound. The maximum value is 65535. The smallest value you can use is 0. (Normally, you won't need the AuxLineInMixLevel. This would only have an effect if your CD ROM audio output is plugged into the sound card's external Line In jack, rather than using the internal audio connection.)

3. In some cases, you may need to provide more information for the KidRiffs sound card mixer controls to work. Extra entries in the [midi] section of the KIDRIFFS.INI file are used for this purpose. You should not normally need to use them.

3a) More than one device of a certain kind.

```
[midi]
----- (other lines appear here)
MidiOrdinal = N
WaveOrdinal = N
AuxLineInOrdinal = N
AuxCDAudioOrdinal = N
```

If you have two or more Midi ports, wave cards, etc., you'll probably need to specify which one to control. The 'Ordinal' value tells which device to control. For example, if you have three Midi ports and KidRiffs is using the second one, you should put
MidiOrdinal=1
into the KIDRIFFS.INI file. (The three midi ports are numbered 0,1,2 rather than 1,2,3).

3b) The MidiMixLevel entry doesn't seem to work.

If the 'Ordinal' value is correct, you might need to use a different way of controlling Midi mix level.

```
[midi]
----- (other lines appear here)
MidiOrdinal = -1
AuxSpare1Mask = 64
AuxSpare1MixLevel=64000
```

"MidiOrdinal = -1" turns off the MidiMixLevel channel. The AuxSpare1Mask entry turns on a spare MixLevel channel. (Your sound card might need a different mask value. This should always be a power of two: 16, 32, 64, etc.).

The AuxSpare1MixLevel entry sets the volume for this channel.

3c) The WaveMixLevel entry doesn't seem to work.

If the 'Ordinal' value is correct, you might need to use a different way of controlling Wave mix level.

```
[midi]
----- (other lines appear here)
WaveOrdinal = -1
AuxSpare2Mask = 32
AuxSpare2MixLevel=40000
```

See comments above for Midi Mix Level.

B) Balance between Midi Drums and Midi Instruments (Foreground and Background)

You can make drums louder (or softer) independently from instruments like piano and trumpet. You can also make "foreground" sounds (the drums and instruments YOU play) louder (or softer) independently from the "background" sounds (drums and instruments which are part of the riffs and songs that come with KidRiffs).

There are four groups of drum and instrument sounds with independent control:

```
Foreground Drum
Foreground Instrument
Background Drum
Background Instrument
```

For each of these four groups, you can control the RANGE between the loudest and softest notes. You can also shift the average volume of each group to be louder or softer. There are two KIDRIFFS.INI file entries for each group of sounds. For example:

```
<GroupName>Range = 64
<GroupName>Offset = -20
```

The Range value "Squeezes" the dynamic range for that group of sounds.

* A value of 64 gives the widest range between loud and soft.

* A value of 0 gives all sounds the same volume.

The Offset value changes the average volume of the group.

Negative values make the group softer; positive values make it louder.

64 makes the group REALLY LOUD;

-64 makes the group (really soft).

These values are located in the [midi] section of the INI file:

```
[midi]
----- (other lines appear here)
ForegroundDrumRange = 64
ForegroundDrumOffset = 0
ForegroundInstrumentRange = 64
ForegroundInstrumentOffset = 0
BackgroundDrumRange = 64
BackgroundDrumOffset = 0
BackgroundInstrumentRange = 64
BackgroundInstrumentOffset = 0
```

The values shown set the same dynamic range and nominal loudness for all four groups. For most sound cards, you'll probably want to make the Instruments softer than the Drums. You'll probably also want to make the Foreground sounds (what you play) louder than the Background sound (what KidRiffs plays).

C) Boosting the Drums

Boosting the drums separately will give the best results with many sound cards. (This can be used alone, or along with the "Foreground" and "Background" settings described just above.)

```
[midi]
----- (other lines appear here)
MasterVolumeDrumBoost=20
```

This setting makes all the drums louder in relationship to non-drum instruments. You can use values between 0 (no boost) and 64 (maximum boost). "FM" synth sound cards often have very soft drums; this setting should be especially helpful with such cards.

=====

Extended Example of KIDRIFFS.INI:

```
[midi]
;This is a YUMI output port
port=0
;A port value of 0 means use the MIDI mapper
Device_Name=MidiMapper

;These control sound card mixer levels
MidiMixLevel=54784
AuxCDAudioMixLevel=43008
AuxLineInMixLevel=49152
WaveMixLevel=49152

;These control balance between various groups of Midi synth sounds
;Offset values range from -64 to 64
;Range values range from 64 (no compression) to 0 (full compression)
ForegroundDrumOffset=40
ForegroundDrumRange=16
ForegroundInstrumentOffset=30
ForegroundInstrumentRange=45
BackgroundDrumOffset=0
BackgroundDrumRange=32
BackgroundInstrumentOffset=-10
```

BackgroundInstrumentRange=32

;This boost all Midi drums relative to other Midi instruments
MasterVolumeDrumBoost=32

; (Lines removed here to shorten the example)

Using the KidRiffs DrumMapper (KR0118 and later)

KidRiffs provides a "Drum Mapper" for adjusting the way drums are used within the program. This is mainly intended to help compensate for sound cards which do a poor job of implementing the MPC spec for percussion sounds. It can also be used to assign sounds you may prefer to the qwerty (computer keyboard) Drum Keys in the Rhythm Room and the drum sets in the Concert Castle.

All drum map settings are controlled by entries in the [DrumMap] section of the KIDRIFFS.INI file.

There are three kinds of settings:

- Reassign
- DrumVolume
- DrumKey

A Reassign setting lets you use one drum in place of another. This affects all drums everywhere throughout KidRiffs

A DrumVolume setting lets you make a particular drum louder or softer compared to other drums.

A DrumKey setting lets you assign the 10 number keys and 26 letter keys to drums that you prefer. This is only used in the Rhythm Room.

Each Reassign setting must specify the old drum (which you don't want) and the new drum you want to substitute for the old drum:

```
[DrumMap]  
Reassign40=57 ; there must be NO SPACE between 'Reassign' and '40' !!!
```

This line would cause drum 57 to sound whenever drum 40 was triggered. Drum 40 is now history (unless some other drum is reassigned to 40). Drum 57 will still sound when drum 57 is triggered (unless there is a Reassign57=XX entry somewhere else).

What are all these numbers ?? The list of General Midi Percussion instruments at the end of this file tells the drum sound which goes with each decimal number.

To change the volume of a drum:

```
[DrumMap]  
DrumVolume57 = 20
```

Now drum 57 will be louder (by 20). If you used -10, drum 57 would be a little softer than before.

You can also change which drum is assigned to a computer key in the Rhythm Room:

```
[DrumMap]
```

DrumKeyA = 57

This assigns the 'A' key to trigger drum 57. The entries for DrumKey0 through DrumKey9 control the '0' through '9' keys (top of the keyboard). The entries for DrumKeyA through DrumKeyZ control the 'A' through 'Z' keys.

Please note: there can only be ONE [DrumMap] section. You can have lots of different DrumKey, DrumVolume and Reassign entries, but they must all be in the same [DrumMap] section.

=====

Extended Example of KIDRIFFS.INI:

[DrumMap]

;This section is used to modify Midi drum sound setup
; It has three kinds of entries: Reassign, DrumVolume and DrumKey

;The Reassign entries substitute one drum for another drum

Reassign35=45
Reassign36=46
Reassign37=47
Reassign38=48
Reassign39=49
Reassign40=50
Reassign41=51

;The DrumVolume entries boost or cut the volume of individual drums
; Negative values cut volume; positive values boost volume

DrumVolume45=10
DrumVolume46=15
DrumVolume47=-5

;The DrumKey entries set which drum is triggered by a QWERTY key in the Rhythm Room
; You can use DrumKey0...DrumKey9 (for '0' - '9' keys)
; and DrumKeyA...DrumKeyZ (for 'A' - 'Z' keys)

DrumKey0=45
DrumKey1=46
DrumKey2=47
DrumKey3=48
DrumKey4=49
DrumKey5=50
DrumKey6=52
DrumKey7=53
DrumKey8=54
DrumKey9=57

DrumKeyA=51

=====

LIST OF GM PERCUSSION SOUNDS

(Some sounds are not available or have poor quality on some sound cards).

Name	Number
------	--------

BASS DRUM	35
KICK DRUM	36
SIDE STICK	37
ACOUSTIC SNARE	38
HAND CLAP	39
ELECTRIC SNARE	40
LOW FLOOR TOM	41
CLOSED HIHAT	42
HIGH FLOOR TOM	43
PEDAL HIHAT	44
LOW TOM	45
OPEN HIHAT	46
LOW MID TOM	47
HI MID TOM	48
CRASH CYMBAL 1	49
HIGH TOM	50
RIDE CYMBAL 1	51
CHINESE CYMBAL	52
RIDE BELL	53
TAMBOURINE	54
SPLASH CYMBAL	55
COWBELL	56
CRASH CYMBAL 2	57
VIBRASLAP	58
RIDE CYMBAL 2	59
HI BONGO	60
LOW BONGO	61
MUTE HI CONGA	62
OPEN HI CONGA	63
LOW CONGA	64
HI TIMBALE	65
LOW TIMBALE	66
HI AGOGO	67
LOW AGOGO	68
CABASA	69
MARACAS	70
SHORT WHISTLE	71
LONG WHISTLE	72
SHORT GUIRO	73
LONG GUIRO	74
CLAVES	75
HI WOOD BLOCK	76
LOW WOOD BLOCK	77
MUTE CUICA	78
OPEN CUICA	79
MUTE TRIANGLE	80
OPEN TRIANGLE	81