

# JukeMax

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# Using JukeMax

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## **An Overview of JukeMax**

JukeMax is a 256 track Live Performance Sequence Player that is optimised for playing back sequences in live performance. It allows you to assemble Song Lists. These are lists of Cadenza for Windows songs or standard MIDI Files of type one or zero. JukeMax's load ahead feature makes sure that you're always ready to play - no waiting for songs to load! JukeMax even lets you assign a controller for advancing songs.

JukeMax is intended to be used after a sequence has been created with another program, since it has very limited editing. JukeMax's features are oriented toward playing sequences back. There are settings for looping songs, doing smooth segues between songs and even transposing songs to new keys. With JukeMax there's no need to fumble around between songs - just load and play.

## How to Use JukeMax

JukeMax is designed to be run as a standalone program. It is not intended to run with other sequencers. When started, JukeMax displays the song list and the transport bar. The transport bar is always displayed. JukeMax has a full set of transport controls at the top of the screen for starting record and playback. Next to the transport keys is a large Song Position Display. Next to the Time Display is the Tempo display.

Before you use JukeMax to play MIDI Files you will need to decide which MIDI output to use. MIDI Files have no specification for output. If you only have one output on your MIDI interface, then this step is unnecessary. The output to use can be set in the JukeMax settings command in the Options menu. For Cadenza for Windows format files this is not necessary, since they specify outputs for each track..

To use JukeMax, you assemble song lists which are queued and played back in order. You can also select individual songs for playback, but you will have to wait for each song to load. Once you have a song list assembled, you can select the first song and press Play to begin playback. JukeMax will load several songs ahead ready to play the next song. When a song finishes, JukeMax will advance to the next song, ready to play. JukeMax then loads the next unloaded song until it runs out of songs to load.

If a song is assigned a Pause mode, JukeMax will stop after playback and wait for you to press play to start the next song. If you assigned a song a Segue mode, JukeMax will segue smoothly into the next song, like with a medley. Assigning a mode of Vamp to a song causes it to loop continuously until you press Stop. JukeMax will then position on the next song ready to go.

JukeMax also lets you assign a MIDI controller to take the place of the Play and Stop buttons, so that you don't have to be lurking around the computer to start the next song. You can simply activate a footswitch instead.

## Creating a Song List

To create a song list, load JukeMax and select New from the File menu. You will have an empty workspace. Select Compose Mode from the Options menu. This will keep JukeMax from loading each song you select. When you're done assembling the list you can turn the Compose Mode off to play the song list.

Add a song to the list by selecting the "Add Song to List..." from the Songs menu. Then choose which type of song you will load, a Cadenza for Windows or MIDI File. An Open dialog will then display, allowing you to select the song to load. Select a song and load it. For MIDI Files you specify your default extension in the JukeMax Settings command in the Options menu. The standard extension is .MID but some programs use .SMF.

Once you select a song to load, the Change Song Settings dialog will be displayed. It contains settings for Stop Options (or Mode), a Count-in value and a Transpose value.

The **Stop** option determines what will happen when the song stops. These options are Pause, Segue and Vamp and are described above.

**Count-in** it lets you put a lead-in between songs.

**Transpose** value lets you transpose a file in half steps. This is useful for matching keys when segueing songs in a medley. You don't have to change the original song.

You can repeat adding songs until you have your whole set list assembled. If you accidentally add a song you don't want, you can choose the "Remove a Song" command from the Songs menu to delete it from the list. If you want to insert a song, select "Insert a Song" from the Songs menu.

Once the list is assembled, turn the Compose Mode back off and select the first song in the list. Start playback and make sure the list plays as expected. Then make any changes that are necessary. Finally, select the "Save As ..." command in the File menu and save your song list. Now you're ready to perform.

## The Transport Bar

The transport bar has controls for playback as well as displaying the current Song Position and Tempo. The transport bar features a standard tape recorder style transport consisting of Play, Stop, Rewind and Fast Forward buttons.

The **Play** Button starts playback in JukeMax. **Stop** will stop playback. **Rewind** will wind the current song back to the start. **Fast Forward** will play the song back at a fast speed. The fast forward speed is determined by the MIDI Preferences program.

The large Numeric display is called the Song Position Display. The Song Position Display shows the time in the format of Measures:Beats:Ticks.

Next to the Song Position Display is the Tempo Display. This just shows you the current tempo, in beats per minute, that the song is playing back at.

## The Song List Display

The song list is the area below the Transport Bar. This will display all the songs in the current list. The list will display the Song (song's file name), the Path (song's directory) , Mode (the stop option), Trans(pose), Count (in), and the Load status of the song.

When a song list is loaded no song is selected. To start the playback process just select the first song to playback. JukeMax will load the song and load ahead the next number of songs. The number of songs to load ahead is determined by the "JukeMax Settings" command in the Options menu.

You can modify a song's settings by double clicking the mouse cursor on it, or by selecting it and choosing "Modify Song Settings" from the Songs menu.

You can add a song entry to the end of the list by selecting "Add a Song" from the Songs menu or by pressing the Ctrl+D on the PC's keyboard. You can insert a song entry at the current position by selecting "Insert a Song" from the Song menu or by pressing the PC's Insert key. You can remove the currently selected song entry from the list by selecting "Remove a Song" from the Song menu or by pressing the PC's Delete key.

The song list displays Song Entries. The actual song is loaded as needed for playback. JukeMax loads the number of songs from the currently selected song as specified in the Load Ahead setting in the JukeMax Settings dialog. The song entry is just a place-holder to tell JukeMax what song to load and how to play it. This is important, because an invalid song entry will display an error message and stop if the song referenced by the song entry is invalid or of the wrong format. Before using the Song List in performance you should play it after assembling it on the computer you are going to play it live on.

# Menu Commands

The JukeMax menu bar has commands for loading and saving mixes, editing data, selecting different options and doing cut, copy and paste operations. To select a menu you just click on the menu title to display each menu.

**File Menu**

**Songs Menu**

**Options Menu**

**Help Menu**



# File Menu

The File menu contains commands for loading and saving song lists. You can also select a command for printing song lists. There is also a command storing JukeMax's setup and for exiting JukeMax.

- New**
- Open**
- Save**
- Save As...**
- Add Song List to End...**
- Save Settings**
- Printer Setup**
- Print**
- Exit**

**New**

**Ctrl+N**

This selection clears the current song list and reloads the default parameters from the default setup file. Use this to start fresh to create a new song list.

## **Open**

**Ctrl+O**

Select this command to load an existing song list. When you select this command, you will be given an option to save changes, if any, to the current song list. The File Open dialog is then displayed.

The File Open dialog has an Edit field for the name of the song list file to load. Below that are the list boxes for any existing sequence files and a list box for the drives and directories. The default file extension for JukeMax song lists is ".JML", and only files with the correct extension will be displayed in the file list.

You can select a song list by either typing its name in the File Name Edit field, or by clicking on its name in the Files list. Once you've selected a file press the Ok button to load it. A Load dialog will be displayed tracking the load progress. If you press Cancel instead of Ok, then no file will be loaded.

## **Save**

## **Ctrl+S**

This selection will save the current song list to disk with the same file name as when it was loaded. If you try to save a new song list, the Save command will automatically activate the Save As ... command to give you a change to give the song list a name.

## **Save As...      Ctrl+A**

The Save As... command gives you an option to name the current song list before saving it. It displays the Save dialog, which is laid out exactly like the Open dialog. Enter a name for the song list in the File Name field. Don't forget to add the ".JML" for the song list extension so it will be displayed in the Open dialog.

## **Add Song List to End...**

This allows you to add one song list to another. The first song in the new list is added after the last song in the current list. You can use this command to add as many song lists as needed to create the new longer list.

## **Save Settings**

This option lets you store the current settings of the Options menu to the JukeMax initialization file. This file is called "JukeMax.ini". These settings are automatically loaded each time JukeMax is loaded.

## **Printer Setup**

This command brings up your default printer's Setup dialog box.



**Print**

**Ctrl+P**

This options prints a listing of the current song list. Now you can have a song list on stage that everyone can read!

## **Exit**

Lets you leave JukeMax. If the current song list has not been saved, you will be given an option to save it before exiting.

## **Songs Menu**

The Songs Menu contains commands for changing song entry settings. It also contains commands for adding and removing song list entries.

**Modify Song Settings ...**

**Add Song to List**

**Insert Song into List**

**Remove Song from List**

## **Modify Song Settings ...**

The Modify Song Settings command lets you change several options for a song list entry. When activated, this command displays the Change Song Settings dialog.

The dialog contains settings for Stop Options (or Mode), a Count-in value and a Transpose value. The stop option determines what will happen when the song stops. These options are Pause, Segue and Vamp and are described above. Count-in lets you put a lead-in between songs.

Transpose value lets you transpose a file in half steps. This is useful for matching keys when segueing songs in a medley. You don't have to change the original song. If you set a Drum Channel and Port value in the JukeMax Settings dialog, Jukemax will leave your drum channel alone.

If a song is assigned a Pause mode, JukeMax will stop after playback and wait for you to press play to start the next song. If you assigned a song a Segue mode, JukeMax will segue smoothly into the next song, like with a medley. Assigning a mode of Vamp to a song causes it to loop continuously until you press Stop. JukeMax will then position on the next song ready to go.

## **Add Song to List**

**Ctrl+D**

This command lets you add a new song entry to the end of the list. When you select this command, JukeMax displays a dialog box asking whether you want to load a Cadenza for Windows song or a MIDI File. An Open dialog will then display, allowing you to select the song to load. Select a song and load it. For MIDI Files you specify your default extension in the JukeMax Settings command in the Options menu. The standard extension is .MID but some programs use .SMF.

After the song is loaded, the Change Song Settings dialog is displayed allowing you to set the song entry's initial settings. See the the Modify Song Settings command for its use.

## **Insert Song into List      Ins**

This command works just like Add Song to List, except that it inserts the song entry into the list. The song entry is inserted at the position of the currently highlighted song instead of at the end of the song list.

## **Remove Song from List      Del**

This command removes the currently highlighted song list entry.

## The Options Menu

The Options menu sets various program-wide options, plus selections for MIDI Ports used, the current record mode and starting the MIDI Control Panel.

**JukeMax Settings ...**

**Compose List Mode**

**MIDI Echo**

**Metronome**

**MIDI Control Panel**

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## **JukeMax Settings ...**

This command lets you set how JukeMax will behave and operate. The JukeMax Settings dialog has selections for which MIDI controller to use to trigger playback and stop, the MIDI output for MIDI Files to be played on, how many Songs to Load Ahead, and the default MIDI File extension to use when loading MIDI Files.

The Continue on Controller is the controller used to trigger playback and record. Below this are settings for the MIDI Input and the MIDI Channel to receive controller messages from.

The Send MIDI File to Output selection lets you choose which MIDI output MIDI Files will be played back on. MIDI Files don't contain port selections. If you need to specify port selections, load your MIDI File into SeqMax or Cadenza for Windows and specify your output selections; then re-save the song as a CadWin file.

The Songs to Load Ahead parameter specifies the number of songs from the current song that JukeMax will load ahead. This lets you queue up songs so that you don't have to wait between songs for the next song to load. This also assists the segue feature, since the next song has to be loaded for a smooth segue. The setting of this parameter is determined by how long the songs you play are and by how much memory you have in your computer.

The MIDI File Extension is a convenience to allow you to specify an extension to use for MIDI Files. ".MID" is the default extension, but some older DOS programs use ".SMF" for their MIDI File extension.

The Drum Output specifies the output port your drum sounds are played to. See Drum Channel below.

The Drum Channel parameter lets JukeMax know which channel your drums are played on. When you transpose a song, MIDI information on the Drum Channel and Port is not transposed. This lets you adjust the key of a song without changing your drum notes. This parameter does not change the channel your drums are playing on. It is the way you can tell Jukemax what channel you use to play the drums sounds on so transpose can ignore them.

The Ok button accepts the changes and the Cancel button reverts back to the settings before this command was executed. To save these settings for the next session, select the "Save Settings" command from the File menu.



## **Compose List Mode**

This option lets you tell JukeMax not to load any songs. Each time a new song list entry is selected, JukeMax attempts to load its song. This can be annoying when you are trying to add song list entries or modify their settings. When this menu command has a check by it, the Compose mode is turned on.

## **Load Ahead**

This command turns the Load Ahead mode on and off. When on, JukeMax uses the value set in the JukeMax Settings dialog for Load Songs Ahead to load that number of songs from the current selection on. If you are not using JukeMax to play from the beginning of the the list to the end this should be turned off. This will let you select songs one song at a time.

## **MIDI Echo**

This command tells the MIDI Director to send all events from your MIDI interface's input to the MIDI output. This is useful for controlling several sound modules from a MIDI keyboard attached to the interface's MIDI input.

## **Metronome**

This activates the MIDI Director's metronome feature. This is useful for sending a click track to your drummer or other musician to keep in time with the playing song.

## **MIDI Control Panel**

This option starts the MIDI Director Control Panel. In the MIDI Director Control Panel you can change settings for the metronome, whether MIDI Clocks are transmitted during playback and several other useful settings that effect all programs that run on the MIDI Director.

For more information about the MIDI Director Control Panel see the MIDI Director Reference.

# Help Menu

The Help menu contains selections for accessing on-line help from within JukeMax as well as a selection for showing JukeMax's About box.

**Index**

**Keyboard**

**Using Help**

**About**



## **Index F1**

The Index commands shows you an index of the topics available for help.

## **Keyboard**

This selection shows you the keyboard commands available in JukeMax.

## **Using Help**

This command brings up the help file for the Windows Help Program, which is used to show JukeMax's help file. It will instruct you on how to move around and use the Windows Help engine.

## **About ...**

The About selection shows JukeMax's About dialog. This dialog displays programmer credits, your serial number, the version number and the copyright information on JukeMax.

## Keystroke Equivalents

JukeMax uses the mouse for most operations, but sometimes it is more convenient and is faster to use the PC keyboard. This section lists the keystroke equivalents for many operations.

### Function Keys

#### KEY OPTION

<b>F1</b>	Help
<b>F2</b>	Play
<b>F4</b>	Stop
<b>F5</b>	Rewind
<b>F6</b>	Fast Forward
<b>F10</b>	Activate Menu Bar

#### UpArrow

**DownArrow** Up and down arrows move up or down an entry in the Song List.

**Home** Moves to the top of the the Song List.

**End** Moves to the end of the the Song List.

**PageUp** Moves up on screen full of entries in the the Song List.

**PageDown** Moves down on screen full of entries in the the Song List.

**Insert** Inserts entries in the the Song List.

**Delete** Deletes entries in the the Song List.

**Spacebar** Activates Play when in stop mode, Stops when in play mode.

**Ctrl+A** Save As ...

**Ctrl+N** New

**Ctrl+O** Open

**Ctrl+S** Save

**Ctrl+P** Print Song List

**Ctrl+D** Add Song to List

**Alt** Activates the Menu bar.

**Alt+underlined key** Activates menu bar menu, whose title contains the corresponding underlined character. Moves the cursor to the item with the corresponding underlined character in dialogs.

**Alt+F4** Exit JukeMax

# Glossary

**Aftertouch** Additional pressure applied to a key after a note is started. Channel Aftertouch affects all notes on a channel, while Key Aftertouch, also called Key pressure, only affects one pitch.

**Bank Select** Bank select allows you select among several sets of program change groups. Since MIDI only defines 128 program changes per MIDI channel, bank select is used to expand this number to over two million choices. In reality, most instruments have less than 10 banks, with the majority only having one bank of program changes.

**Block Marking** Marking is selecting a group, or block, of items on the screen. The block marked area on the screen is displayed in reverse video. Block marks are used to limit the range and effect of the edit commands.

**Click** Press the left or right mouse button once

**Ctrl+Click** Press the mouse button down, while holding the Control (Ctrl) key down.

**Controller, or Control Change** A controller is a way of instructing an instrument to turn its volume up, pan the stereo image of the sound, add more of an effect or simulate a sustain pedal when using a piano sound. The uses of controllers are so varied that no instrument uses all controllers, so you need to look at your instrument's MIDI implementation charts to find out which Controllers you instrument uses.

**Drag** Moving the mouse while holding the left mouse button down.

**Double-Click** Press down a mouse button twice rapidly.

**Duration** The length of a note.

**Events** An Event, or MIDI Event, is a message sent by a keyboard to the computer. These messages represent notes and control the MIDI equipment that when sent to an instrument play the same action back.

**Key Pressure** Additional pressure applied to a key after a note is started. Key Pressure, also known as Aftertouch, only affects one pitch.

**MIDI** An acronym that stands for Musical Instrument Digital Interface, the

standard way that modern electronic instruments communicate with each other and with computers.

**MIDI Echo** Also known as MIDI Thru, MIDI Echo is the action of sending all data received at the MIDI input to the output in realtime. This is convenient for monitoring a performance.

**MIDI Event** A message sent between various MIDI devices to cause a note to be played or some action to be taken.

**MIDI Channel** A logical division for MIDI messages. MIDI is like a network and MIDI channels act like addresses. Each part to be played by an instrument is assigned a different MIDI Channel.

**Mouse Cursor** The pointer on the screen, which is most often an arrow shape, that is used to select an item on the display.

**Open** In windows to load data or activate a program or window.

**Overdubbing** To add more notes to already existing notes in a track.

**Pitch Bend** Also known as Bender, pitch bend is generally used to simulate the way a guitarist bends a string to stretch a pitch.

**PPQN** Pulses Per Quarter Notes. The resolution used for one quarter note, which is 480 ticks for all MIDI Director applications.

**Program Change** Also known as Patch change, program change tells an instrument to select a new sound or setup.

**Resolution** The accuracy with which notes are timed.

**Select** To click the mouse with the cursor over a screen item.

**Shift+Click** Press the mouse button down, while holding the Shift key down.

**Song Position** The song position is a way of representing a place in time in the song. Song Position is represented in Ticks in a Measure:Beat:Tick format.

**System Exclusive** A manufacturer specific way of representing data that is



used only by that manufacturer's instrument. System exclusive can be used to transfer sound data, change effects settings or change the basic tuning of an instrument.

**Window** A window is a rectangular area on the screen that is used by a program to display information and receive information. You should read your Windows user's guide for an understanding of Windows and the concepts of how to use them.

# Error Messages

## ***Can't Load Control Library File (BNCTRL.DLL)***

## ***Can't Load MIDI Director Library File (MIDI DIR.DLL)***

## ***Can't Load MIDI Director Control Panel.***

One of the Control Files needed to run MixMax or FadeMax is missing. Try reinstalling from the original program disks.

## ***Can't Find the Digital Font File.***

## ***Can't Create the Digital Font. You might be out of Windows Resources.***

One of the Font Files needed to run MixMax or FadeMax is missing. Try reinstalling from the original program disks.

## ***Out of memory Loading Sequence***

## ***Error Locking Sequence Memory***

There isn't enough memory left to load the sequence. Try decreasing the Load Songs Ahead value.

## ***Problem writing to Disk. Is there enough room ?***

You must be out of disk space.

## ***List File Read Error!***

## ***List File Read Error! Invalid List Header.***

## ***File Read Error! File is the wrong length. File may be Corrupt!***

The song list file must be corrupted. Hope you've got a backup or a printout!

## ***List File Read Error! Can't Allocate Temporary Song Entry.***

## ***List File Read Error! Can't Allocate New Song List Entry!***

There probably isn't enough memory.

## ***Problem Accessing Printer***

## ***Unable to start print job***

Is your printer on line? Does it have paper ? have you selected a valid port for your default printer.

## ***Can't Display Print Status window***

You're probably out of memory or have too many programs running.

## ***Cadenza for Windows File Read Error***

Invalid Cadenza for Windows File. Cadenza for Windows Header Signature is Invalid.

***Can't Allocate Cadenza Tempo Map.***

The file you are trying to read is either damaged or is not a Cadenza for Windows format file.

***Can't Read SMPTE Encoded MIDI Files.***

JukeMax can't play SMPTE encoded MIDI Files.

***Can't Allocate Tempo Map***

You're probably out of memory.

***MIDI File must be Type 0 or 1***

JukeMax can't read type 2 MIDI Files.

***Invalid MIDI File - Can't Find MIDIFile Header.***

You're trying to read a file that is not a valid MIDI File.

***Sync Error reading MIDI File.***

***Unknown Data in File. Aborting.***

The MIDI File you're trying to read is corrupted.

# Information and Trivia

## Timer Resolution

The MIDI Director uses a tick rate of 480 ticks per quarter note. It also generates a millisecond based reference clock.

## Maximum Number of Running Programs

The number of MIDI Director programs that can be run is between eight and sixteen programs. Most sequencers use two data streams, but other programs, such as LibMax the Generic Librarian only use one.

## Maximum Number of MIDI Interfaces

The number of MIDI Ports the MIDI Director supports is sixteen MIDI inputs and sixteen MIDI outputs. These MIDI Ports can be on any combination of up to eight physical interface cards.

## Filenames and Extensions used by JukeMax

JukeMax uses the following file extensions. Each extension is listed with the kind of file data it represents.

***filename.JML*** JukeMax Song List file.

***filename.SNG*** Cadenza for Windows format song file. Can also be produced by SeqMax.

***filename.MID*** Standard MIDI File. JukeMax will read and play type 1 and 0 MIDI Files.

