

Table of Contents

Using RealOrche

[Let's sing a song](#)

[Manage Songs with Albums](#)

[Changing the background for Lyric window](#)

Changing Layout

[Change the layout](#)

Configuration

[Configuring RealOrche](#)

Recording

[Recording your singing](#)

[Set the Recording Parameter](#)

Using RealOrche Editor

[Creating ST3 file](#)

[The RealOrche Editor](#)

[File Format](#)

Let's sing a song

If you know the song number

If you don't know the song number

Adjusting Playback

Adjusting Volume

If you know the song number

Using keyboard

1. Select the number by pressing the numeric keypad of your keyboard.
2. Press the Reserve button or the Enter key.
3. Press the Play button or the spacebar.

Using the number buttons of RealOrche

1. Select the song number by pressing the number buttons of RealOrche.
2. Press the Reserve key or the Enter key.
3. Press the Play button or the spacebar.

If you don't know the song number

Using LittleAlbum

1. Press the "Open Album" button to start LittleAlbum.
2. Select the song from the Song listbox and press the Reserve button or the spacebar or just drag the song to the Reserved Song listbox.
3. Press the OK button to exit LittleAlbum and then press the Play button.

Tip

In the configuration dialogbox, you can specify whether LittleAlbum and Album Manager will be opened when you press the "Open Album" button.

Multiple selection is possible.

If you want to remove the reserved song from the queue, select the song from the Reserved Song listbox and press the Cancel reservation button.

Using Album Manager

Album Manager is for advanced users. For more information, refer to the [Manage Songs with Albums](#) section.

Adjusting Playback

Play

Similar to a CD player, RealOrche has Forward, backward, Pause and Next Song buttons. You can control playback with these features.

Play/Stop	Start or stop playback
Rewind	Go 5 seconds backward.
Forward	Go 5 seconds forward.
Next Song	Stops the playback of the current song, gets a new song from the reserved song queue and starts playback.
Pause	Pause the play. If you press this button again, playback is resumed.

Adjusting Tempo and Key

You can adjust the tempo and key before you start playback. You can also do it while playing.

Adjusting Volume

You can adjust the volume in the mixer. In the default layout, you can start the mixer by pressing the mixer button. In another layout, you can adjust the volume with the slider or by using a dial.

Manage Songs with Albums

[Using LittleAlbum](#)

[Using Album Manager](#)

Using LittleAlbum

LittleAlbum is simply a dialogbox and it is easy to use. You can open it by pressing the "Open Album" button. You can reserve songs, search and build albums in LittleAlbum.

Related Topic:

[Reserving Songs with LittleAlbum](#)

[Building an Album in LittleAlbum](#)

Reserving Songs with LittleAlbum

Reserving Songs

You can reserve songs by using the LittleAlbum. For more information, please refer to [If you don't know the song number](#) in the [Let's sing a song](#) section.

Tip

Information about the selected song is displayed in the Information group box. If there are two songs with same title, you can refer to the Information and reserve the correct song.

Search

You can find a song by searching for the song title, singer or keyword.

1. Select the search method in the "Search by" group box.
2. Input the word you are searching for in the keyword edit box.
3. Press the Search button or the enter key. The song you are looking for will appear in the Song listbox.
4. If you want to display all songs again, select the song category from the Category combobox.

Tip

Only the song in the chosen category will be displayed. the default is the entire album. You can make your own song list (category) in the Album Manager.

Building an Album in LittleAlbum

Building an Album

the default song path is Song\sb3 and Song\st3. The album is automatically updated at startup. RealOrche will check to see if there are modifications to the song data in these directories. If there are, it updates its album.

If you want to include another path, you should go through the process of building an album.

1. Press the Build Album button to open the Build Album dialog.
2. Select the directory you want to include and press the Add Directory button.
3. Press the OK button to exit the dialog. The new songs in the new directory will appear in the Song listbox.

Tip

If the album is damaged, you need to rebuild the entire album by selecting the menu item "Rebuild All Albums" in Album Manager. For more information please refer to [Building Album in Album Manager](#) section.

Using Album Manager

You can open Album Manager by selecting the Album Manager button from the LittleAlbum dialogbox. If you specify the Album Manager as the default in the configuration, you can open the Album Manager without LittleAlbum by pressing the "Open Album" button.

Album Manager supports three modes: Song View, File View and Album Builder. You can choose the mode from the dropdown listbox in the left top corner of the Album Manager window.

Related Topic:

[Reserving Songs in Album Manager](#)

[Building Album in Album Manager](#)

[Making "My Album" in Album Manager](#)

[Miscellaneous features of Album Manager](#)

Reserving Songs in Album Manager

Reserving Songs from Song View

The left window of Album Manager is the tree view. The tree view can display song folder by My Album, Song and Find Result. You can select one of these. The center window is the Song list view. The right window is the Reserved Song list view.

1. Select the song from the list view in the center view. Press the "Copy Selected Songs to Reserved Song List" button or just drag the songs to the list on right view. The songs will be displayed in the Reserved Song list. The Album Manager will reserve the songs.
2. You can press the "Exit" button from the toolbar to exit the Album Manager. Or you can play the songs after minimize the Album Manager.

Reserving songs from File View

If you select File View, the directory will be displayed in the tree view. You can choose the songs and reserve them.

Tip

You can easily identify the directory containing the song files because the directory icon is different.

Building Album in Album Manager

Building Album

First, you should select Album Builder mode from the dropdown list on tool bar. The directory will be displayed in the tree control.

1. Select the directory containing the song data and press the Add button. You can do this by dragging and dropping it.
2. Press the "Build Album" button from toolbar or select the "Build Album" menu. If you want to rebuild all albums, select the "Rebuild All Albums." Building all album will destroy song numbers and generate them again. Afterward, Album Manager will automatically change its mode to song view.

Making "My Album" in Album Manager

"My Album" is the collection of songs. You can collect your favorite songs and work with them.

Making "My Album"

1. On the left side of Album Manager, click the right mouse button on the item in the menu tree labeled "My Album."
2. Select Add Folder To "My Album" and rename it.
3. Copy the song to this folder by using the drag-and-drop or cut-and-paste method.

Deleting "My Album" folder

If you want to delete a folder, select the folder and click the right mouse button. A menu will appear. Select "Delete Folder" from this menu.

Miscellaneous features of Album Manager

Search

Search is available only in Song View mode

1. Select Find from the menu.
2. Type the word in the keyword edit box.
3. Select the search method from the "How to Find" group box.
4. Press the Find button. The songs will appear.

Building the song list file

Album manager can generate a song-list text file. You can print the song list from Word Pad.

1. Select "Make Song List" from the Album menu.
2. The text file, Song..txt, will be created in the Song directory of RealOrche.
3. After printing this, you can use it to reserve songs by song number.

Changing the background for Lyric window

Using motion picture for the background

Using an image for the background

Using motion picture for the background

1. Copy the *.avi file to the AVI directory of RealOrche.
2. Click the right mouse button in the Lyric window. A menu will appear. Select "Display Mode" and then select "To avi/flc display mode".
3. AVI will be displayed when the playback starts.

Tip

If you want to use avi/flc files in another directory, register the directory in the Directory tab of the configuration dialogbox.

For more information, please refer to [Directory](#) in the [Configuring RealOrche](#) section.

Using an image for the background

Available image formats are BMP, GIF and PCX.

If you want to use your favorite images in RealOrche, do the following:

1. Copy the image files to the IMAGE directory of RealOrche.
2. Click the right mouse button from the Lyric window. the Lyric window menu will appear. Select "Display Mode" and "To Image Display Mode".
3. the image will be displayed when the playback starts.

Tip

If you want to use image files in another directory, register the directory in the Directory tab of the configuration dialogbox.

For more information, please refer to [Directory](#) in the [Configuring RealOrche](#) section.

Change the layout

RealOrche provides a set of layouts. They are built-in, 3 integrated, 1 component and 1 motion picture.

1. Open the "Select Layout" dialogbox by pressing the Change Layout button.
2. Select the layout you want to use from the "Layout Files" listbox.
3. Press the OK button.

Configuring RealOrche

You can open the Configuration dialogbox by using the Configuration button. The Configuration dialogbox has 4 tabs. They are Default, Lyric, Directory and Miscellaneous.

Related Topic:

[Default](#)

[Lyric](#)

[Directory](#)

Default

In the Default tab, you can select MIDI output device and Default Album manager, the Motion picture display style and Game.

Default Album Manager

This group box determines which manager will be opened when you press the "Open Album" button. The choices are LittleAlbum and Album Manager.

Motion picture display style

This determines whether the motion picture will be displayed as its original size or the size of the lyric window.

Selecting Game

Specify the full-path name of the game that will be started when the game buttons are pressed.

Lyric

In the Lyric tab, you can adjust the color, font and font type. You can also configure Image display style, video overlay and MPEG.

Configuring Font

There are three font sets: basic, man and woman. You can specify the fonts individually.

Tip

If your computer is slow, you can decrease the load by not selecting the "Change Image" check box.

Directory

In the directory tab, you can specify the directory for Images, AVI/FLC and MPEG.

Adding/Deleting Image Directory

1. Select Image from the Type group box.
2. Add/Remove directory.

Adding/Deleting AVI/FLC Directory

1. Select AVI/FLC from Type group box.
2. Add/Remove directory.

Adding/Deleting MPEG Directory

Add or Remove the directory containing MPEG files.

1. Select MPEG from Type group box.
2. Add/Remove directory.

This is not available if MP400 is not installed.

Recording your singing

RealOrche enables you to record your singing. You can listen to this later by playing the recorded wave file.

Recording with accompany

1. Press the "Record/Stop" button.
2. Press the Play button.
3. After singing, press the "Record/Stop" button.

Playing the recorded wave

1. Press the "Play/Stop Wave" button.

Saving the recorded wave

1. Press the "Save Wave File" button.
2. The Save dialogbox will appear.
3. Select the file name.
4. Select the OK button.

Set the Recording Parameter

You can specify the sampling rate, bits per sample and mono or stereo.

1. Click the right mouse button in the RealOrche window.
2. Select the Record Setting in the menu.
3. The Record Setting dialogbox will appear.
4. Set the Channel, Sampling Rate and Sample Size.

Creating ST3 file

Steps to create ST3 file

Tips on editing

Steps to create ST3 file

Read the following steps and try it yourself. Once you understand the concept, you will be able to finish the lyric synchronization in about 7~15 minutes.

1. You should have MIDI data and the lyric text file.

The MIDI file should be saved as format 1 MIDI data (vs. format 0). Format 0 MIDI files have all tracks saved as one multi-channel track, which leaves the melody track difficult to manipulate. Format 1 MIDI files normally have the melody as a separate track, which allows for easier lyric synchronization. If there is not a clear melody track, automatic lyric synchronization will be impossible. Some MIDI sequencing software has the ability to save format 0 files as format 1.

2. Open the Editor Window of RealOrche

Click the right mouse button upon the RealOrche main panel(not in the lyric-display window). A popup menu will appear. Select the Open Editor menu item. The Editor Window will appear.

3. Open the MIDI file from RealOrche.

Select the File Menu and select Open. The File Open Dialog Box will appear.

4. Find the melody track and mark it.

Use piano roll or the staff window to find the melody track. To mark the melody track, double click on the column on which the title is 'M'.

5. Import the lyric text file.

The lyric text file should be in this form.

```
Twin/kle/ twin/kle/ li/ttle/ star  
How/ I/ won/der/ what/ you/ are  
Like/ a/ dia/mond/ in/ the/ sky  
Up/ a/bove/ the/ world/ so/ high  
Twin/kle/ twin/kle/ li/ttle/ star
```

Tip

As you begin preparing the lyric text file for lyric synchronization, use your text editor first to replace all spaces with a forward slash and a space, e.g., "/ ". This will save time, as you will not have to insert the forward slash manually between each word.

6. Open the staff window or piano-roll window.

You can see the lyric events are attached to the notes in melody track.

7. Play the file.

You can see that some events are attached in the wrong position. Find where the shift of lyric event occurs.

8. Use AutoSync.

AutoSync is always applied from the left-most event to the end of lyric track. Use the scrollbar or keyboard to scroll the piano-roll or staff window.

9. Save the file.

Note that if you save the file as compressed form or Star3 file(for the backward compatibility), you can not export the MIDI file from st3 file. In this case, you can protect your MIDI data.

Tips on editing

Every mouse operation is done in the lyric area. The lyric area is the bottom region of the staff or piano-roll window.

1. Editing the lyric rectangle.

You can drag the rectangle. You can drag the boundary of rectangle. You can automatically place the lyric rectangle by clicking the right mouse button under the notes that you want to synchronize the lyric.

2. Shifting all events.

Press the Ctrl key and drag the event.

3. Deleting lyric event.

Select the lyric rectangle by depressing and holding the left mouse button and simultaneously pressing the delete key.

4. Inserting lyric text.

If you double click in the lyric area, a popup dialogbox will appear.

5. Line Breaks

A line Break is displayed as a red ball. You can insert this event by clicking the left mouse button.

6. Prepare Line.

The Prepare-Line event is displayed as a blue ball. This event defines the time the next line is displayed.

The RealOrche Editor

Track View

EventList, PianoRoll, StaffView

Track View

The track view displays the track information. You can specify track settings such as track name, midi device and instrument.



EventList, PianoRoll, StaffView

You can edit individual event settings from the event list view.

PianoRoll and StaffView can be used to synchronize lyric events with MIDI.



Drag lyric rectangle or its boundary.
Press ctrl key and drag to drag all
events from current to end.

Click right mouse button here to
insert special event.



Image Change
Line Break



Display
Next Line



File Format

RealOrche supports ST3,SB3,MID and KAR formats.

ST3 and SB3 formats are actually the same format except for the fact that the SB3 format is usually used for the file containing the SoundFont. ST3 and SB3 formats have been used since the creation of Star3 and they were extended in RealOrche.

RealOrche supports the old ST3/SB3 and the new ST3/SB3. The old ST3/SB3 were used by Star3 and they cannot be saved as *.mid file. The new ST3/SB3 file has two types. One is normal ST3/SB3 which can be saved as *.mid file. The other is a compressed ST3/SB3 which cannot be saved as *.mid file.

If you do not want anyone to use the MIDI part of your ST3 file, save it in the compressed format or old format. Note that if you save the file in the compressed format, you cannot extract the MIDI file from the ST3/SB3 file.

