# PowerJam Systems

General Information
January 1997

## Table of Contents

**How to Contact Us**

**Updated Versions?**

**Files Available**

**Order Form**

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**Rhodes Warrior**, **CanvasMan**, **CanvasMan32**, **Advent97**, **Advent98**, and the sunglassed Beethoven picture are trademarks of Jeff Cazel

# How to Contact PowerJam Systems

There are several ways to contact us.   The <u>best</u> and <u>fastest</u> way is via a message on the CompuServe MIDI forum ("GO CIS:MIDIFORUM").



We scan the MIDIFORUM's Windows section at least daily unless we are on vacation.   Other **PowerJam Systems** customers can see these messages, too, and even respond to some better than we can.   For these and other reasons, the MIDIFORUM's Windows section is the official support forum for **PowerJam Systems** applications.

Though you will probably get the best and quickest response if you ask questions publicly in the MIDIFORUM, you can certainly send us private electronic mail, too.   Our CompuServe e-mail address is

   **72461,3345**

You can also reach us via Internet e-mail at

   **jeff@powerjam.com**

Lastly, you can also visit our World-Wide Web site at

   **http://ourworld.compuserve.com/homepages/powerjam/**

Unless you are sending in an order, please do not send us 'regular' mail—it is too inefficient for both of us!

If you have problems with any **PowerJam Systems** program, please note the program's version number.   This information displays on the **Help-About** screen.

# Getting Updated Versions of PowerJam Systems Programs

See also **Files Available**

## Overview

Registered users of any **PowerJam Systems** shareware program are always entitled to use the latest version of the program(s) they registered.   Though you can always order an update via the **order form**, the fastest way to get a current version is to download it as described in this help topic.

If you have purchased a retail version of one of these programs, contact either the dealer or **PowerJam Systems** directly for upgrade information.   The rest of this help topic does not apply to retail versions.

## Internet

The latest version of **PowerJam Systems** shareware applications are available via our World-Wide Web site.   Fire up your Web browser and go to

**http://ourworld.compuserve.com/homepages/powerjam/**

The home page prompts will take you to the desired software quickly.

## CompuServe



As mentioned in **Contacting PowerJam**, the CompuServe Information Service is the official support forum for **PowerJam Systems** programs.   New versions will arrive here first.   All programs are in the MIDIFORUM (type **GO CIS:MIDIFORUM** at any **!** prompt).   The **Rhodes Warrior** and the **SongCanvas** are in library 7 (DOS) as RHODES.ZIP and SNGCVS.ZIP, respectively.   **CanvasMan**, **CanvasMan32** and **Advent97** are in library 11 (Windows) as CM16.EXE, CM32.EXE and ADVENT.EXE, respectively.

## Bulletin Boards

In addition to CompuServe and the Internet, many bulletin board systems (BBSs) also carry our programs.   The file names will vary, but generally they will be the same as those on CompuServe plus the version number.   For example, version 1.23 of **CanvasMan32** might be CM32-123.EXE.   Similarly, version 3.2 of the **SongCanvas**

could be SNGCVS32.ZIP.

We upload to these BBSs ourselves, so they definitely carry current versions:

| Name | Location | Access # |
|------|----------|----------|
| **MIDI–IT!** | Portland, OR | 503-761-9600 |
| **Sound Management** | Mundelein, IL | 708-949-6434 |

*(**MIDI–IT!** is the official BBS for **PowerJam Systems** programs.   File area #70 is the **PowerJam Systems** section.)*

Finally, most BBS software has a "keyword" search of some kind.   You should be able to search for "CanvasMan", "Christmas", "Advent", "PowerJam", etc. and find if the programs are there.


**BBS SysOps—Please Note:**

Phil Patrick, sysop at **MIDI–IT!**, supports "magic name" file requests.   To request the then-current version of **CanvasMan32** or the **SongCanvas**, use the magic filenames listed below.

| | |
|------|------|
| **CanvasMan** | sends the current **CanvasMan** program |
| **CanvasMan32** | sends the current **CanvasMan32** program |

File requests are available 22.5 hours each day and are not case-sensitive.

# Files Available

See also **Getting Updates to PowerJam Systems Programs**

Over the years, **PowerJam Systems** has created several MIDI programs and associated utilities. This help topic lists the archive file names commonly used on BBS, online services and the **Internet**.   In general, **CompuServe** and the **MIDI-IT!** BBS will have everything and the **Internet** will have the newer things.

## PowerJam Systems Programs

**ADVENT.EXE**        **Advent97**—Windows NT / Windows 95 General MIDI Advent Calendar for Christmas 1997.   **Shareware**.

**ADVENT31.ZIP**      **Advent31**—Windows 3.1-based General MIDI Advent Calendar for Christmas.   **Freeware**.

**CM16.EXE**          **CanvasMan**—Windows 3.1-based editor/librarian for the Sound Canvas line of GS synthesizers (supports more than thirty-five synths).   **Shareware**.

**CM32.EXE**          **CanvasMan32**—Windows NT / Windows 95 editor/librarian for the Sound Canvas line of GS synthesizers (supports more than thirty-five synths).   **Shareware**.

**RHODES.ZIP**        **Rhodes Warrior**—DOS-based editor/librarian for the Roland Rhodes MK-80 digital piano.   **Freeware**.

**SNGCVS.ZIP**        **SongCanvas**—DOS-based editor/librarian for the Sound Canvas line of GS synthesizers (supports several older Sound Canvas synths).   **Freeware**.   *Note: as of May 1996, **SongCanvas** data files are no longer compatible with **CanvasMan / CanvasMan32**.*

## Supplemental Files

**AC97REG1.EXE**      **Advent Registration Pack #1**—supplemental songs for **Advent97.**   This file is for registered users only—it is password-protected.

**CANQUEST.ZIP**      **CanQuest**—**CanvasMan / CanvasMan32** glossary and Sound Canvas tutorial file in Windows 3.1 help database format. **CanQuest** is copyright 1993-1994 Lodi Claessen—all rights reserved.

**CMCUTILS.EXE**      Data conversion utilities for **CanvasMan** and **CanvasMan32**.

Sorry, but because our bank charges us too much to process them, we can no longer accept checks drawn on banks outside of the USA.   If you do not have a bank account in the United States, please send us an e-mail message (to **jeff@powerjam.com**) so we can respond with information on current payment options.   In general, the best option will be sending US cash—but be sure to hide it from prying eyes!

**Ludwig van Beethoven**, 1770-1827, was one of the world's greatest composers—even without **CanvasMan**'s help!   This picture of him wearing sunglasses is a trademark of Jeff Cazel.   Our other trademarks include **Rhodes Warrior**, **CanvasMan**, **CanvasMan32**, **Advent97** and **Advent98**.

This picture is the official logo of the MIDI forum on the CompuServe Information Service. The MIDI forum's Windows section is the primary technical support channel for **PowerJam Systems** software.   CompuServe is also the first site to receive new releases of **PowerJam** shareware applications.

If you're not yet on CompuServe, you're missing out on a powerful computing tool.   Contact them at 800-848-8990 (614-457-8650 outside the USA) for more information.

**PowerJam Systems** is the State of Oregon business name for our music/MIDI programming, performing, and consulting enterprise.   On the MIDI software end, our programs include **CanvasMan**, **CanvasMan32**, **Advent97**, the **SongCanvas** and the **Rhodes Warrior**.

If you need to contact us, the best way is via Internet e-mail to

       `jeff@powerjam.com`

If you wish to place an order, please make **checks** payable to "Jeff Cazel" rather than to "PowerJam Systems".   See the **order form** for complete details.

# MIDI-IT! BBS—Access Instructions

The **MIDI-IT!** BBS in Portland, Oregon USA is the official BBS for **PowerJam Systems** programs.   Set your modem to no parity, 8 data bits and 1 stop bit; use any carrier speed up to 28,800bps (i.e., 28.8-N-8-1); and dial 503-761-9600.   When connected, follow the on-screen instructions to sign-on; this will eventually get you to the **MIDI-IT! [ MAIN MENU ]**.   At this point, press **F** for the **[ FILE MENU ]** and **A** to select your **File Area**.   This will display the first ~100 Areas and ask if you wish to see more.   Press **Y** (so you can see everything **MIDI-IT!** has to offer).   Type **70** and press **<Enter>** to select the **PowerJam Systems** File Area.

At this point the procedures become more or less standard BBS fare: press **F** to see all **PowerJam Systems** files/filenames or **D** to download a file (if you know its filename).   After pressing **D**, the BBS will ask for a filename.   Type it in (e.g., CM32.EXE) and press **<Enter>**.   Respond as follows: AddToTagList—**Y**; ContinueSearch—**N**; Add/Delete/Clear—**<Enter>**; DownloadDescriptions—**N**.   The rest of the procedures depend on your datacomm software.   Good luck!

# Table of Contents

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## CanvasMan32™

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# What's New?

This topic summarizes the changes in each release of **CanvasMan32**.   Note that not all Editions of **CanvasMan32** contain all features.

| Version(s) | Release Date | Enhancements and Bug Fixes |
|---|---|---|
| 1.24 | January 1997 | Corrects a bug where **PowerJam Central** would not store the MIDI Thru Output Port between sessions. |
| 1.23 | December 1996 | Works around minor Visual C++ bugs to function correctly under Windows NT 4.0; adds support for E-56, RA-90 and Virtual Sound Canvas VSC-55. |
| 1.22 | November 1996 | Synchronizes support files with those of **Advent96**—if you already have **CanvasMan32** 1.21 and you do not use **Advent96**, you do not need **CanvasMan32** 1.22. |
| 1.21 | September 1996 | Corrects a bug where **CanvasMan32** would not store the chosen MIDI output port between sessions. |
| 1.20 | September 1996 | Adds **Open** and **Save** options to **Live Performance**; adds **CanvasMan32 User's Guide**; changes design so *Open Standard* |

*MIDI File* and *Define Synths* menu options no longer **lock PowerJam Central**; works around a Windows 95 bug where **CanvasMan32** would appear to hang if you have a **single client MIDI driver** and it was already in use; both **CanvasMan32** and **PowerJam Central** now support drag and drop for Standard MIDI file playback; enforces data file extensions per Microsoft convention; corrects a bug where you could not enter high **Instrument #** values on the **Quick Edit** screens; adds **<Ctrl+á>** and **<Ctrl+â>** **accelerators** to **Quick Edit** and **Drum Kit Edit** screens.

| | | |
|---|---|---|
| **1.12** | June 1996 | Improves MIDI I/O timing; synchronizes support files with our **Advent96** program; documents **Live Performance** capabilities and adds shortcut to **PowerJam Systems** folder. |
| **1.11** | May 1996 | Adds partial **Live Performance** capabilities; adds Combo file to Win95 registration database; adds Web site to **Help Menu**.<br><br>Version 1.1x also changes the Combo data file format to support future capabilities—all users should see the **File Conversion** help topic as soon as possible. |
| **1.02** | April 1996 | Adds support for CM-300, E-66, PMA-5, RA-30, RA-95, SC-88VL, and SCC-1B per user requests. |
| **1.01** | March 1996 | Adds support for E-36, G-800, M-GS64 and MT-200 per user requests; eliminates **PowerJam Systems BBS**. |
| **1.00** | February 1996 | Initial public release.   Similar to **CanvasMan** 5.1 for Windows 3.1 except for the following changes:<br><br>Takes advantage of some of Windows 95's new *controls,* including tooltips and a status bar; and new *features* such as long file names;<br><br>Centralizes MIDI input and output in a separate but integrated **PowerJam Central** program;<br><br>Supports 16 physical MIDI output ports plus the MIDI Mapper (we still recommend <u>not</u> using the MIDI Mapper, however);<br><br>Consolidates the **Reverb/Chorus** screen into the **Master** screen;<br><br>Consolidates the **Receive Flags / Scale Tuning** screen into the |

**General Part Settings** screens;

Replaces the **Part Select** radio buttons with a listbox;

Redesigns several areas to make things clearer.

# Combos / Sounds / Drum Kits
*See also **File Conversion***

**CanvasMan** creates four types of data files:

| | |
|---|---|
| GS Combos | **\*.CM1 / \*.CM2 / \*.SYX** |
| GS Sounds | **\*.GSS / \*.G2S** |
| GS Drum Kits | **\*.GSD** |
| Set Lists | **\*.PJCMSET** (covered elsewhere—see **Live Performance** settings**)** |

**CanvasMan** focuses on **Combo** files.   Combos contain data for the entire Sound Canvas.   Since the Sound Canvas has sixteen Parts and two drum kits, you can think of a Combo file as a large band.   (In this context, capitalized 'Combo,' 'Sound' or 'Drum Kit' indicates **CanvasMan** data files. The non-capitalized version indicates 'normal' meaning; e.g., a 'combo' is a band or an orchestra.)

You set up one Combo for each of your songs; in effect, each song has a separate combo at its disposal.   However, you will probably find that your songs often use the same settings for several instruments.   For example, if you create the ultimate grand piano sound, you might want to use it in most of your songs' Combos.   Similarly, if you've changed the reverb on certain drum instruments in drum kit #1, you might want that effect in all of your songs.

This is where **GS Sound** and **GS Drum Kit** files come in.   **Sounds** and **Drum Kits** are modular building blocks for your Combos.   Sounds consist of one or more Parts on the same channel.   Drum Kits contain note mapping and effects parameters for drum kits.   Continuing the above example, assume you've created a great piano sound in your current Combo on MIDI channel 6 using Part 8.   Rather than remembering all the parameters you've tweaked so you can recreate them for your next song, simply save Part 8 by itself as a Sound

To do so, select **File-Save GS Sound.**   When it asks which Part(s) to include, click on Part 8.   When you select OK, **CanvasMan** will display the standard Windows file save dialog and allow you to name your Sound 'UltimateGrandPiano.GSS' or similar.   Note that you can have multiple Parts in a Sound file.   For example, if you create a grunge organ by combining *Organ 3* and *Overdrive Guitar*, you can save them together for use in Combos.   After selecting **File-Save GS Sound**, simply check the appropriate Parts' checkboxes.   Since it makes no sense to include rhythm Parts in a Sound, **CanvasMan** prevents such attempts.

Sounds contain <u>all</u> parameters that are pertinent to that Part.   They do not contain Global settings like reserved voices nor the chosen Reverb Macro—that information is stored in Combos.

Drum Kits work similar to Sounds.   After changing the reverb for your chosen rhythm instruments in Drum Kit #1, select **File-Save GS Drum Kit**.   When it asks which of the two kits to use, click on Kit #1.   When you select OK, **CanvasMan** will display the save dialog and allow you to name your Drum Kit 'WayCoolReverb.GSD' or similar.

When you want to <u>use</u> a Sound or a Drum Kit in a Combo, you select **File-Load GS Sound** or **File-Load GS Drum Kit**, respectively.   **Load GS Sound** allows you to insert Sounds into the

current Combo.   After selecting a valid Sound file, you specify the destination Part and MIDI channel.   The Part(s) and channel of the original Sound are irrelevant; **CanvasMan** provides maximum flexibility here.

When loading a Sound, you can also opt whether to mute existing Parts on the destination MIDI channel.   If you're loading Ultimate Grand Piano on channel 1 and channel 1 is already assigned to Space Echo, you will probably want to leave this Mute option checked (or end up with a space-echoed piano sound).   **CanvasMan** loads the file into the current Combo and sends the sysex info to the Canvas.

**Load GS Sound** will <u>not</u> overwrite Rhythm Parts with the Tonal information in the Sound.   For example, if you load a 4-Part sound into Part 9 and you have previously set Part 10 to the Power (rhythm) Set, the GS Sound will overwrite Parts 9, 11, 12 and 13.   Similarly, **Load GS Sound** will fail if you attempt to load a Sound that will not fit.   For example, you cannot load a three-part sound starting on Part 15 because it would try to fill Parts 15, 16 and 17.   **Load GS Sound**'s prompts automatically adjust for this.

**Load GS Drum Kit** allows you to insert Drum Kits into the current Combo.   After selecting a valid Drum Kit file, you specify the destination kit.   There are two destination kits, and as with Sounds, the original Kit's kit number is not relevant.   **CanvasMan** loads the file into the current Combo and sends the sysex info to the Canvas.

# File Save
*See also <u>Combos / Sounds / Drum Kits</u>*

Each time you save a **CanvasMan32** Combo file, **CanvasMan32** saves a sysex/MIDIEX Combo file, too.   For example, when you save MYSONG.CM1, **CanvasMan32** will also create MYSONG.SYX.

Sequencers such as Cakewalk allow you to use sysex Combo files (*.SYX) as parts of your songs.   However, **CanvasMan32** Combo files (*.CM1/*.CM2) are specific to **CanvasMan32**—other programs will not recognize them.

The **File Save** dialog box displays to remind you that both types of Combo files exist.   The dialog also displays the full path of the Combo files; if you wish, you can change the associated folders via the **<u>Setup-Data Folders</u>** dialog.   For example, you might want to 'point' your **SysEx Folder** at the same folder you use for Cakewalk's sysex banks.

The dialog will only display once during your **CanvasMan32** session.   Remember that each **Save** creates both types of Combo files, however.

<center>****************************</center>

As an incentive to register, the unregistered shareware version of **CanvasMan32** will only save one .SYX Combo file per session (during the <u>first</u> Combo save).   It will save as many .CM1/.CM2 Combo files as you wish, however.

# Introduction to CanvasMan32

**Welcome!** We hope you enjoy **CanvasMan32**. **Please print** and read this entire help topic before spending too much time with **CanvasMan32**—doing so will save you time in the long run. For example, you want to be sure to run **CanvasMan32** in the mode appropriate for your Sound Canvas. In addition, many users don't realize **CanvasMan32**'s powerful capabilities in creating customized sounds and drum kits. If you already had an earlier version of **CanvasMan32**, be sure to also check out **What's New?** for additional important information.

**CanvasMan** and **CanvasMan32** share many of the same features. Unless otherwise specified, this help file refers to both programs as '**CanvasMan**.' Where necessary, we use '**CanvasMan16**' for the Windows 3.1 version and '**CanvasMan32**' for the Windows 95 / Windows NT version.

<div align="center">

Jeff Cazel
**PowerJam Systems**
December 1996

</div>

## Overview

**CanvasMan32** is the Windows 95 and Windows NT editor/librarian for Roland's ever-expanding Sound Canvas line of GS synthesizers. **CanvasMan32** provides true **MIDI multitasking** — you can run it by itself, while you sequence with **Cakewalk**, or while you jam along **The Jammer**. Your wait is over for an easy-to-use Sound Canvas editor.

**CanvasMan32** can play your MIDI files as you edit—you'll hear your changes instantly in the context of your own musical projects! It saves its data in standard sysex format (also called "MIDIEX" format) so you can store edits within your sequences or as stand-alone banks. You can even create your own single- and multi-Part sounds for easy future recall. Finally, **CanvasMan32** gives you mastery over all Global, Part, and Drum parameters. No other editor gives you such complete control over the Sound Canvas!

**CanvasMan32** avoids the term 'patch' in its documentation because 'patch' has an ambiguous definition in the context of multi-timbral synthesizers ('synths'). The **Combos / Sounds / Drum Kits** section (below) describes **CanvasMan32**'s data files.

Unless otherwise noted, the online help interchangeably refers to both 'Windows 95' and 'Windows NT' as 'Windows.' It also refers to any **CanvasMan32**-supported GS sound module or keyboard as a 'Canvas,' a 'Sound Canvas' or a 'GS synth.' 'GS' is Roland's 'General Standard'—a superset of the General MIDI standard. If you have an SCC-1, please ignore references to the 'display' or 'LCD'—the SCC-1 doesn't have one.

Finally, though there are multiple Editions of **CanvasMan32**, they share the same user's guide and help file. Unless specifically noted, '**CanvasMan32**' refers to any Edition.

## Minimum System Requirements

Microsoft Windows 95 or Microsoft Windows NT 4.x

Mouse or other pointing device

MIDI interface with a Windows driver

Roland GS synthesizer (read **Compatibility** below)

**Quick Start**

**1**  **Run SETUP**

**2**  **Start CanvasMan32**—Double-click on the **CanvasMan32** icon in the **PowerJam Systems** folder.

**3**  <u>**Set Up MIDI Devices**</u>—Setting up your MIDI devices consists of three dialog boxes: **Sequence MIDI Output Ports**, **MIDI Thru**, and **Define Synths**.   Select **Sequence MIDI Output Ports** via the 'S' button on **CanvasMan32**'s toolbar.   (**CanvasMan32** will automatically start them for you the first time in.)   Follow the on-screen instructions.   See also **MIDI Multitasking** for more information.

Notes:   (1) **CanvasMan32** turns Local keyboard control Off at startup.   For more information, see the **MIDI Thru and Local** topic.

(2) Each of the three dialog boxes has a context-sensitive help button.   We strongly encourage you to check out the online help there.

(3) **Setup-MIDI Thru** is not available on all Editions of **CanvasMan32**.

**Compatibility—Does CanvasMan32 Work with Your Synthesizer?**

**Click here** for information concerning the synthesizers that **CanvasMan32** works with.

**Combos / Sounds / Drum Kits**

All users should click here to read about **CanvasMan32**'s three types of data files.

**Legal Information**

**General**

**CanvasMan32** is a copyrighted program—you may not change it in any way.   You may not reverse engineer, decompile or disassemble the software.

**PowerJam Systems** hereby disclaims any and all warranties relating to this software and documentation both express and implied, including any merchantability or fitness for a particular purpose.   **PowerJam Systems** will not be liable for any incidental, consequential, indirect or similar damages due to loss of data or any other reason.   The person using the software bears all risk as to the quality and performance of the software.

**CanvasMan32** and the sunglassed Beethoven are trademarks of Jeff Cazel.   See the **CanvasMan32 User's Guide** for the complete software license.

**Shareware versus Retail**

The marketing concept known as 'shareware' allows you to evaluate a working program to determine what it is worth to you, and then buy it if you are going to use it. **CanvasMan32** is not a free program.   If you continue to use it after thirty days, please register ("buy") **CanvasMan32** by sending us $49 US.   If you do not think

**CanvasMan32** is worth its registration price, please let us know why—we will see if we can satisfy you with the next version.

Please help us distribute **CanvasMan32** (<u>shareware version only</u>) as widely as possible (thanks!) by making sure all of your favorite bulletin boards have a current copy of the **official CanvasMan32 archive** file.   You may freely distribute **CanvasMan32** as long as you include only the unmodified **CanvasMan32 archive** file (i.e., the unregistered shareware version) and you charge no money except for a maximum copying fee of $10 US.   Look for future shareware enhancements coming soon to a **<u>Web site</u>** near you.

Finally, the help system contains a ready-to-print **<u>order form</u>** for **PowerJam Systems** software.   The shareware version's order form also explains how CompuServe users can register **CanvasMan32** online (program #**9865**).

### Registered Shareware / CanvasMan32 Pro

Registering the shareware version or upgrading a retail version to **CanvasMan32 Pro** enables access to the enhanced features of **CanvasMan32**.   You can also download free updates as they evolve.

Upon registering or upgrading, you will receive your personal Registration Information. **PowerJam Systems** strictly prohibits you from giving this Registration Information to anyone in any format whatsoever.   Distributing this information would immediately void your license.


## CanQuest

**Lodi Claessen**, one of **CanvasMan**'s original beta testers, created **CanQuest**, an excellent **CanvasMan / CanvasMan32** glossary and Sound Canvas tutorial.   **CanQuest** is available on the Internet and on CompuServe—search the MIDIFORUM using the keyword 'CanQuest.'   The **CanvasMan32** Shareware Edition diskette also includes **CanQuest**.

**CanQuest** is Copyright © 1993-1994 Lodi Claessen.   Please send any questions or feedback directly to Lodi.   You can reach him at:
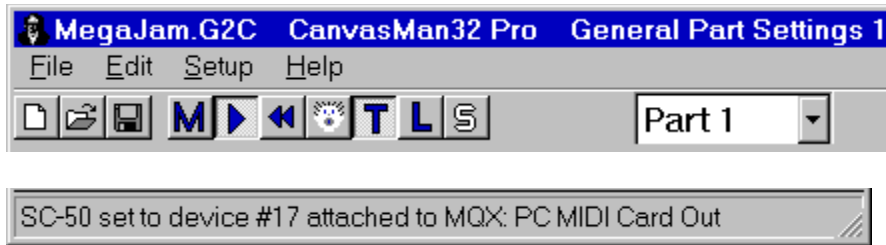
| | |
|---|---|
| **100112.3722@compuserve.com** | on the Internet, and |
| **100112,3722** | on CompuServe |

# Window Layout

**CanvasMan32**'s main window consists of several sections.   From top to bottom, they are:

- **Titlebar / Caption**
- **Menubar**
- **Toolbar** / **Part Selectors**
- **Edit Controls**       (The picture above does not show any **Edit Controls** since they change based on the current **Edit Menu** selection.)
- **Status bar**


The **Edit Menu** section describes the different **Edit Control** screens in detail.

Like in other Windows programs, you can resize the **CanvasMan32** window by dragging its border.

You can also drag and drop Standard MIDI Files anywhere on the **CanvasMan32** window for immediate playback.

# File Menu
*See also **Window Layout**, **Edit Menu**, **Setup Menu**, **Help Menu***

See the **Combos / Sounds / Drum Kits** topic to learn how **CanvasMan32**'s data files interrelate.

**File—New**
This option creates a new GS Combo file by sending a GS Reset to the Canvas.   Before wiping out your Combo-in-process, however, **File-New** will prompt you to save it if you've changed it since your last **File-Save** or **File-Save As**.

**File—Open**
This option displays a file open dialog for GS Combos.   Once you select a valid file, **CanvasMan32** sends its sysex data to the Canvas.   **File-Open** will prompt you to save the current Combo if you've changed it since your last **File-Save** or **File-Save As**.

**File—Save**
This option saves the current GS Combo file.   If the current file is unnamed, **File-Save** behaves as **File-Save As** and displays a file save dialog for Combos.

**File—Save As**
This option displays a file save dialog for GS Combos.

**File—Load GS Sound**
This option displays a file open dialog for GS Sounds.   Once you select a valid file, you can insert it into the current Combo starting on any tonal part.

**File—Save GS Sound**
This option allows you to select which Part(s) you wish to include in a GS Sound.   Once you've done so and pressed the **OK** button, **File-Save GS Sound** displays a file save dialog for Sounds.

**File—Load GS Drum Kit**
This option displays a file open dialog for GS Drum Kits.   Once you select a valid file, you can insert it into the current Combo as Drum Kit #1 or #2.

**File—Save GS Drum Kit**
This option displays a file save dialog for GS Drum Kits.

**File—Exit**
This option exits **CanvasMan32**.   **File-Exit** will prompt you to save the current GS Combo file if you've changed it since your last **File-Save** or **File-Save As**.

# Edit Menu

*See also Window Layout, File Menu, Setup Menu, Help Menu*

The **Edit Menu** displays a list of all of the edit dialog windows.    **CanvasMan32** indicates the current choice with a check mark to its left.

When you select a new edit window, the window size reverts to its default.    As with most Windows programs, however, you can resize the **CanvasMan32** window at any time.

Each valid change you make on any edit screen sends the sysex data to the Sound Canvas immediately.

**Edit—Refresh Synth**
>    This option retransmits the current GS Combo file's sysex data to the Canvas.

**Edit—Quick Edit A**
**Edit—Quick Edit B**
>    These dialogs display general part settings for all 16 Parts.    You can use the keyboard to change several parameters here.    Move between parameters with the **<Tab>** and **<Shift+Tab>** keys; you may also single-click (steady hand!) on a parameter cell to select it.

>    Once you have selected a cell, you can also use the **<Ctrl+é>** and **<Ctrl+ê>** **accelerators** to quickly change values.

>    To mute a Part here, set its **MIDI Channel** to **0**.    To set random panning, set **Pan** to **-64**.

**Edit—General Part Settings #1**
**Edit—General Part Settings #2**
>    These options display the General Part Settings dialogs.    You can change numerous general parameters in these dialogs.    To set random panning, set **Part Panpot** to **-64**.

**Edit—Modulation / Pitch Bend**
>    This options displays the Modulation / Pitch Bend dialog.    You can change Modulation and Pitch Bend-oriented parameters in this window.

**Edit—Aftertouch**
>    This option displays the Aftertouch dialog.    You can change Aftertouch-oriented parameters in this window.

**Edit—Continuous Controllers**
>    This option displays the Continuous Controllers dialog.    You can change Continuous Controller-oriented parameters in this window.

**Edit—Master**
>    This options displays the Master Settings dialog.    You can change global parameters on this screen that affect every Part.

**Edit—Tone/Rhythm / Voice Reserve**
This option displays the Tone/Rhythm / Voice Reserve dialog.   You can designate Parts as tonal or rhythm (Map #1 or #2) here, and you can reserve voices for Parts.

**Edit—Drum Kits**
This option displays the Drum Kits dialog.   The Sound Canvas stores settings for two drum kits; you can use the keyboard to change these settings here.   Move between parameters with the **<Tab>** and **<Shift+Tab>** keys; you may also single-click (steady hand!) on a parameter cell to select it.

Once you have selected a cell, you can also use the **<Ctrl+é>** and **<Ctrl+ê>** <u>accelerators</u> to quickly change values.

The top of the screen displays the kit names.   The left column lists the sounds within the selected kit.   You can select which of the two sound lists to display via the **Instrument Names** radio buttons in the upper left corner.   If both kits are the same, **CanvasMan32** disables the **Instrument Names** radio buttons.   (Most sounds are the same throughout all kits, so you may not see much, if any, effect when changing **Instrument Names**.)

**CanvasMan32** does not support the CM-64/32L set (program number 128).

**Edit—Decrement Part**
This option decreases the current Part number by 1.   If you are already on Part 1, the Part recycles back to 16.

**Edit—Increment Part**
This option increases the current Part number by 1.   If you are already on Part 16, the Part recycles back to 1.

**Edit—Next Quick Edit Screen**
This option moves forward through the Quick Edit screens.   If you're already at the last screen, it takes you to the first.   This option is only available when the Quick Edit screens are active.

**Edit—Prior Quick Edit Screen**
This option moves backward through the Quick Edit screens.   If you're already at the first screen, it takes you to the last.   This option is only available when the Quick Edit screens are active.

**Edit—Live Settings**
See **<u>Live Performance</u>** settings.

# Setup Menu
*See also **Window Layout**, **File Menu**, **Edit Menu**, **Help Menu***

**Setup—Define Synths** (see)


**Setup—Data Folders**

This option allows you to specify which folders to use for sysex/MIDIEX files (labelled as **SysEx / MIDIEX Files**), GS Combos (**Combo Files**), GS Sounds (**Sound Files**) and GS Drum Kits (**DrumKit Files**).   **Setup-Data Folders** will create the directories if necessary, but only to one level.   For example, C:\CM\SOUNDS is invalid unless C:\CM already exists.

# Setup—Define Synths
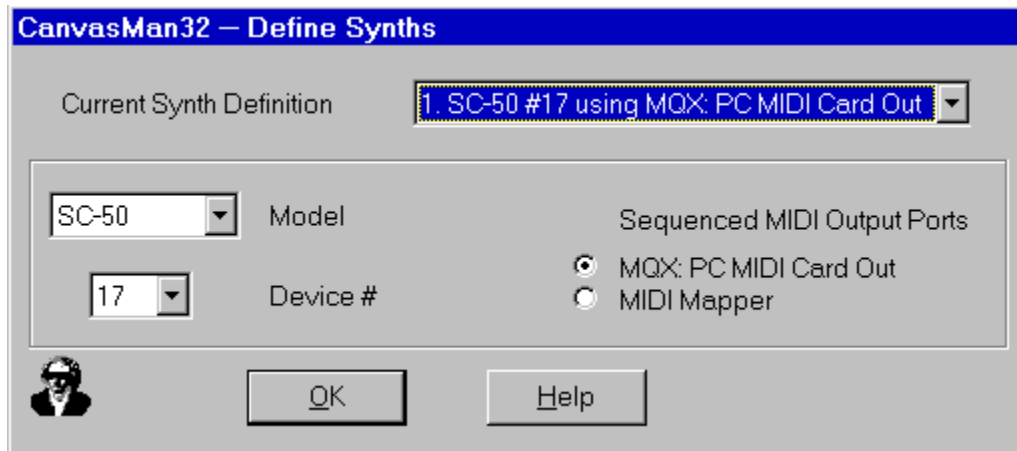
This screen allows you to tell **CanvasMan32** about your synthesizer(s).   **CanvasMan32** will support a MIDI network that has up to eight GS synths.

The **Current Synth Definition** listbox allows you to choose one of up to eight **CanvasMan32** synths—use definition #1 for your first synth and work upwards from there.

Once you select a **Definition**, use the **Model** listbox to tell **CanvasMan32** what type of GS synth you have.   (If the **Model** listbox does not list your synthesizer, please see the **Compatibility** section for information on how to proceed.)

Use the **Device #** listbox to specify which device # you have used for this synth.   You will want to leave the device # at 17 unless you have more than one GS synth connected to the same MIDI output port.   (If you **do** have more than one on the same MIDI port, read your synth manual to find out how to change its device # and then change **CanvasMan32** to match.)

Finally, use the **Sequenced MIDI Output Ports** radiobuttons to specify which MIDI port you have connected to this synth.   Most users will specify the same port as in **Setup-Define MIDI Thru Path**, since you'll probably want both types of MIDI information to go to the same port (i.e., eventually routed to the GS synth).   (If the MIDI port is not listed in the **Sequenced MIDI Output Ports** column, re-run the **Setup-Sequence MIDI Output Ports** dialog to add the port.)

When you have specified your synth model, its device # and its MIDI port, select **OK**; **CanvasMan32** will then act upon your decisions and display the information on the **status bar**.

# Help Menu
*See also **Window Layout**, **File Menu**, **Edit Menu**, **Setup Menu***

**Help—Contents**
This option displays the **table of contents** for **CanvasMan32's** online help system.

**Help—PowerJam Web Site**
This option starts your Internet browser and takes you to the **PowerJam Systems** World-Wide Web page.   If **CanvasMan32** has a problem starting your web browser, the **browser problem** help screen appears.

**Help—Search for Help on**
This option displays the list of cross-referenced **CanvasMan32** help keywords.   You can search for information on any indexed word or phrase as listed here.

**Help—How to Use Help**
This option displays Windows' own 'how to use help' tutorial.

**Help—About CanvasMan32**
This option displays the sunglassed Beethoven trademark and plays the **PowerJam Systems** fanfare.   Its purpose is to list copyright and program version information.

# Browser Problem?

*See also **Help Menu***

**CanvasMan32** might have a problem starting your web browser.   There could be many causes for this—lack of available memory, too many windows open, etc.; some users might even *have* web browsers!

If **CanvasMan32** has such problem, you can still visit the **PowerJam Systems** web site 'manually'—simply start your browser and go to our site:

**`http://ourworld.compuserve.com/homepages/powerjam/`**
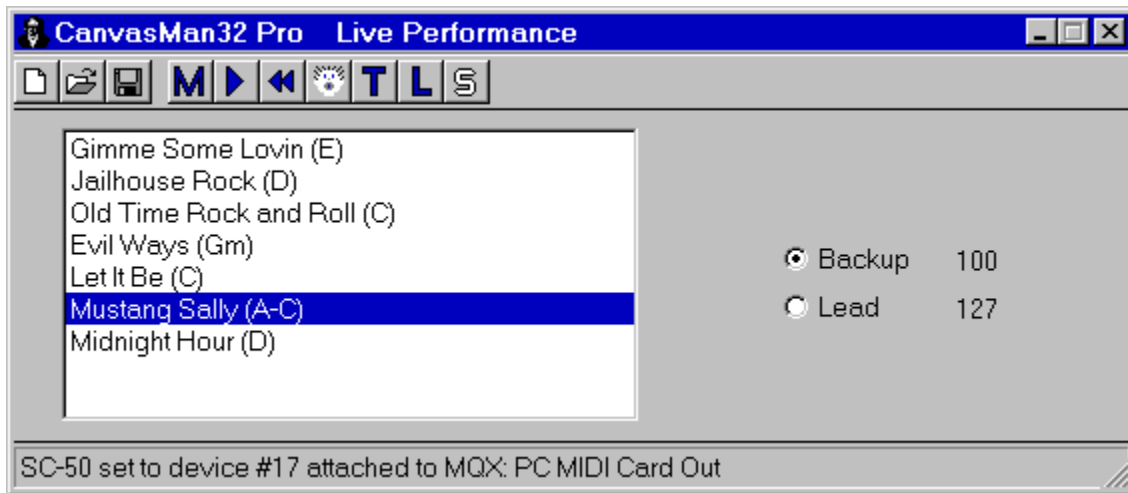
# Live Performance Settings
*See also* **Edit Menu**

**CanvasMan32** has two screens to support live performance: the **Edit-Live Settings** screen and the **Live Performance** screen.

Though it might expand to include other functions, **Live Performance** mode essentially makes it easy to switch between Backup and Lead volume levels while performing live.   Prior to your gig, you use the **Edit-Live Settings** screen to set up Backup and Lead volume levels for each **Combo** in your gig.   Then, when you've decided on your set list(s), you use the **Live Performance** screen to sequence your **Combo** into Set List files.

The **Live Settings** option on the **Edit Menu** is pretty self-explanatory, so the rest of this help topic concentrates on the **Live Performance** screen.

* * * * * * * * * * * * * * * * * * * *

The overriding design goal for the **Live Performance** screen was to make it easy to use during a frenzied performance.   Accordingly, we have 'deleted' things (menus, other edit screens) to make you less likely to get in trouble while under pressure:



To create Set Lists, you can drag and drop **Combo** files onto the **Live Performance** screen (via Explorer, File Manager, etc.).   To save or open Set List files, click on the Save or Open toolbar button, respectively.

Once you have created a Set List, you can move to its *next* **Combo** via the *down arrow* **accelerator** key; you can also *double-click* on *any* **Combo**.   To toggle between the two volume settings (that you set on the **Edit—Live Settings** screen), press the <Spacebar> **accelerator** (or double-click on the relevant radiobutton).   (For my work with **The Reruns** classic rock band, I have wired a normally-open momentary footswitch in parallel with my space bar.)

* * * * * * * * * * * * * * * * * * * *

To run **CanvasMan32** in **Live Performance** mode, select the **CanvasMan32 Live** icon from the **PowerJam Systems** folder.   **Live Performance** mode is only available to registered users of **CanvasMan32**.   While experimenting with Combo files during band practices, you might find it useful as we have to run multiple instances of **CanvasMan32**—one in **Live Performance** mode and one in 'normal' mode.

# Keyboard Acclerators
*See also **Edit Menu**, **Live Performance***

Keyboard accelerators generally involve 'shortcuts' for menu options.   For example, you can press **<Ctrl+1>** to get to **CanvasMan32's** *General Part Settings 1* screen.   **CanvasMan32** expands the concept in a couple of ways:

on the *Quick Edit* and *Drum Kit Edit* screens, pressing **<Ctrl+á>** and **<Ctrl+â >** allows you to increase or decrease the current cell's value.

on the *Live Performance* screen, pressing the **â** or <Space> key selects the next song or the next volume level, respectively.

# CanvasMan32 Archive File

**PowerJam Systems** creates the official **CanvasMan32** archive file by packing all necessary files into a maximally-compressed PKZIP 2.04 archive.   We also use PKZIP's authenticity verification feature; this helps ensure that no one has tampered with the archive file that you download.   And finally, we convert this ZIP into a self-installing EXE file using WinZipSE.   When you 'run' the archive file, the process extracts the component files and automatically runs the **CanvasMan32** SETUP program.

Note that simply renaming the archive file does not cause any problems.   In fact, many bulletin board systems prefer that the archive filename contains version information (e.g., CM32_123.EXE for the 32-bit (Windows 95 / NT) **CanvasMan32** version 1.23).   Thus, feel free to rename the archive file when you upload it, but do not add your own ZIP comments, do not add or remove any files, etc.—future downloaders have no idea what else, if anything, might have been tampered with.   Thank you for adhering to this policy.

# Multiple Synths?

As described in the **Introduction** section, **CanvasMan32** will support a MIDI network that has up to eight Sound Canvas synthesizers.   Once you define your synths to **CanvasMan32** (via the **Setup-Define Synths** dialog), you must tell each instance of **CanvasMan32** that you run which particular synth definition you wish to address.

You do this with the optional **/S:n** command-line parameter.   You run **CNVSMN32 /S:1, CNVSMN32 /S:2, CNVSMN32 /S:3,** etc., to specify which synth definition to address (you can run several at the same time if you wish).   Note that the **/S:n** parameter is not case-sensitive (e.g., **/s:2** is the same as **/S:2**) and may not contain imbedded spaces (e.g., **/S:  2** is invalid).

The default setting is   **CNVSMN32 /S:1.**   In other words, if you run CNVSMN32.EXE with no **/S:** setting, **CanvasMan32** will access the first Sound Canvas you've defined.

**CanvasMan32**'s SETUP program creates an icon for synth #1 (i.e., **CNVSMN32 /S:1**).   If you have more than one Sound Canvas, however, you can create separate icons for each:

> Open the **PowerJam Systems** folder.
>
> Press and hold the <**Ctrl**> key.
>
> Drag the existing **CanvasMan32** shortcut to a new location within the folder.   Because you are holding the <**Ctrl**> key, this will *copy* rather than *move* the **CanvasMan32** shortcut.
>
> Release the mouse button and the <**Ctrl**> key.

You'll need to change the command-line for the *new* shortcut, and you'll probably want to rename *both* shortcuts.   For example, you might want to change the names to *SC-55 Near JBLs* and *SC-50 in Main Rack.*   To do so, single click on the first shortcut to highlight it as the current selection.   Then, right-click to pull up the context menu and select its **Rename** option.   This will highlight the name and allow you to type in the new name.   Rename the second shortcut similarly.

To change the command-line, single click on the *new* shortcut to highlight it and right-click to pull up its context menu.   Select its **Properties** option and click at the top on the **Shortcut** tab. You will see a **Properties** dialog box similar to this:
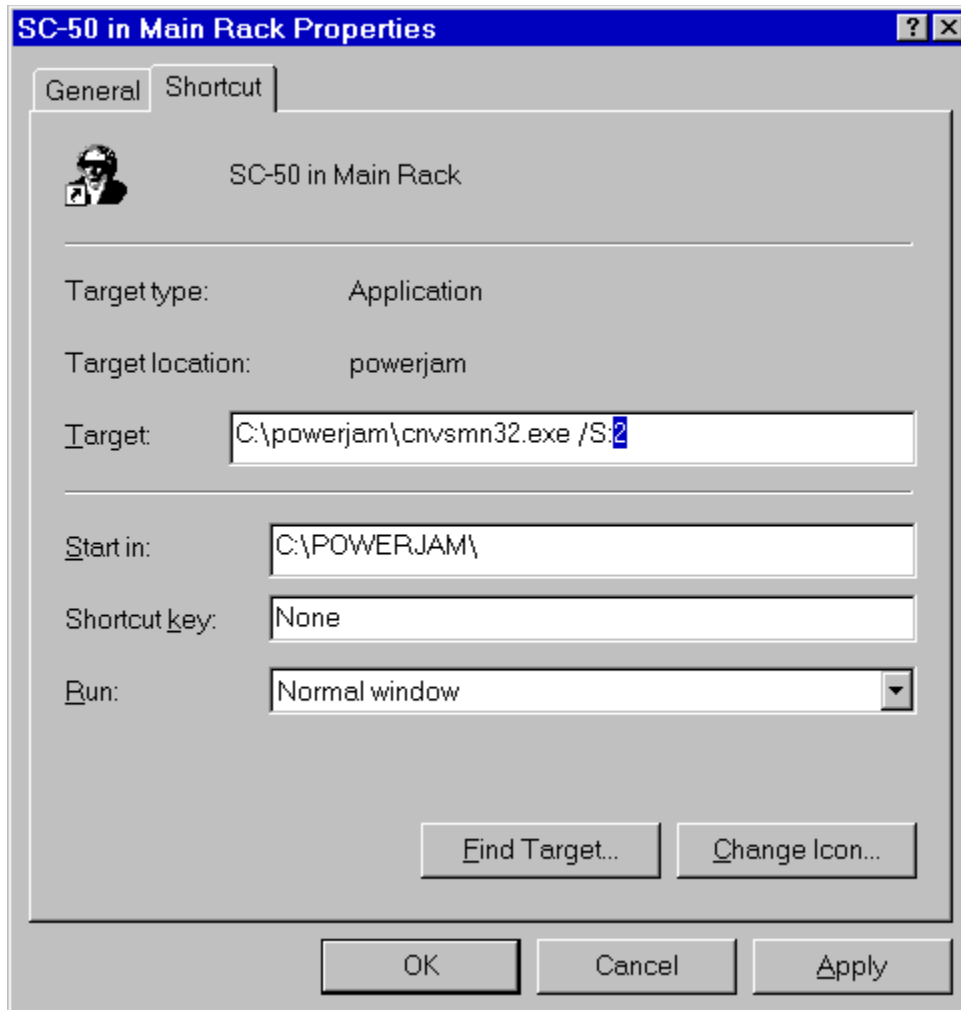
At this point you can simply change the end of the **Target** line from /S:1 to /S:2 (as shown) and then click on the **OK** button.

**Song Progress Meter**—this meter displays graphically where the current MIDI file is in its playback (not all versions of **CanvasMan32** display this meter, since not all versions can play MIDI files)

**MegaJam.G2C   CanvasMan32 Pro   General Part Settings 1** **Titlebar / Caption**—the window **caption** states your current Combo file name, "CanvasMan32," and the current **Edit Menu** selection.

File   Edit   Setup   Help

**Menubar**—the **menubar** (**F**ile **Edit Setup Help**) appears below the **caption**.   Certain options have accelerator "hotkeys" that make accessing them quicker.   For example, you can press **Ctrl+1** to display the **General Part Settings #1** screen.   The menus show accelerators where available.   *See **File Menu**, **Edit Menu**, **Setup Menu**, **Help Menu*** for detailed information on menu options.

**File-New button**—this **toolbar** button duplicates the ***File-New*** menu function

**File-Open button**—this <u>toolbar</u> button duplicates the ***<u>File-Open</u>*** menu function

**File-Save button**—this <u>**toolbar**</u> button duplicates the ***<u>File-Save</u>*** menu function

**Part 1** ▾  **Part Selector Combobox**—you can choose the currently editable Part with the Part selector combobox.   The combobox does not display on Edit screens that span more than one part (e.g., Quick Edit).   The combobox appears to the right of the **toolbar**.   However, when you display an edit window that spans multiple parts, the Part selector combobox disappears. When available, click on one of the sixteen listings to choose your current work in process Part.
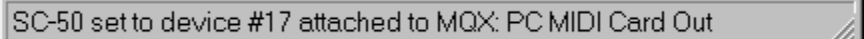
**Toolbar**—the **toolbar** is the row of pictures ("icons") below the **menubar**.   These icons duplicate some of the menu options.

From left to right, the first three icons represent **File-New**, **File-Open**, and **File-Save**.

The next several buttons are for **PowerJam Central** functions; they will not display on **CanvasMan32** if you have selected *Centralize Toolbar* in **PowerJam Central**'s ***Settings*** screen.

Certain toolbar options have accelerator "hotkeys" that make accessing them quicker.   For example, you can press **Ctrl+O** to ***Open*** a new Combo file.   The tooltips show accelerators where available.

`SC-50 set to device #17 attached to MQX: PC MIDI Card Out` **Status bar**—the **status bar** appears at the bottom of the window.   It generally lists the synth model you have, its device number and the MIDI port to which it is attached.   You can change all of these settings in the **Setup-Define Synths** dialog.

# Thanks and Acknowledgments

Elena, thanks for putting up with all of this.

I thank our beta test team for their great suggestions and good spirits through numerous downloads and e-mailings:

**Jim Kometani**, multi-faceted MIDI/music guru at **Cakewalk Music Software,** has supplied valuable design and marketing suggestions from both a musician and technician's standpoint.

**Dan McKee**, President of **WinJammer Software,** provided substantial help and tutoring. He is a Windows and MIDI programming guru.

**Larry Roberts** was an early beta tester.   He has had several design ideas throughout the course, and his GS compositions and arrangements have provided inspiration to keep going.

**Lodi Claessen** has had several great usability suggestions.   He also created *CanQuest,* the **CanvasMan** glossary.

I also thank **Mike Ward** and **Jim Maki**, CompuServe's tireless MIDI forum system operators, for providing me with the resources to carry out this beta test.

# PowerJam Central—Overview
*See also **PowerJam Central—Setup**, **MIDI Multitasking**, **Locking PowerJam Central***

Most of our 32-bit programs use a centralized module called '**PowerJam Central**' for MIDI input and output ("MIDI I/O").   Coordinating MIDI I/O centrally has some fundamental benefits:

- opening several instances of a program does not overload the MIDI driver
- each instance of each program knows about and can communicate with the others

**PowerJam Central** is a small toolbar.   You can decide whether to have **PowerJam Central** merge with each program's toolbar or float centrally by itself at the top of the screen (see also **PowerJam Central—Setup**).

Click on the various buttons of the **Power Jam Central** picture above to see what they do.

The relevant **PowerJam Central** buttons are disabled if no MIDI drivers are available.

**MIDI File**—opens and plays a Standard MIDI File.   You can also play a MIDI file by dragging it from the Explorer and dropping it onto the window.   **PowerJam Central** will ignore tracks numbered greater than 256.

**Play/Pause**—starts and stops playing the Standard MIDI File.

**Rewind**—rewinds the Standard MIDI File to its beginning and pauses playback.

**Panic**—mutes all **PowerJam**-generated MIDI data and stops playback.   In specific, it stops the song (if playing) and sends "all notes off" and "reset all controllers" messages on each channel of each **sequenced** MIDI output port.

**Thru**—toggles MIDI Thru On and Off.   **MIDI-Thru** is unavailable if you do not have at least one MIDI Input and one Output port.   *See also **MIDI Thru and Local***.

**Local**—toggles Local keyboard control On and Off.   The data transmits on all channels for all **sequenced output ports**.   Since most users want Local turned <u>Off</u>, **PowerJam Central** turns Local Off at startup.   *See also **<u>MIDI Thru and Local</u>**.*

**Settings**—displays the **PowerJam Central <u>Setup</u>** dialog and allows you to change the settings.

**Move**—moves the **PowerJam Central** toolbar along the top of the screen.   Click and drag this button left or right as desired.   This button only displays on the **PowerJam Central** toolbar when it is **<u>centralized</u>**.

# PowerJam Central—Setup

This dialog box is where you can specify the settings for **PowerJam Central**:
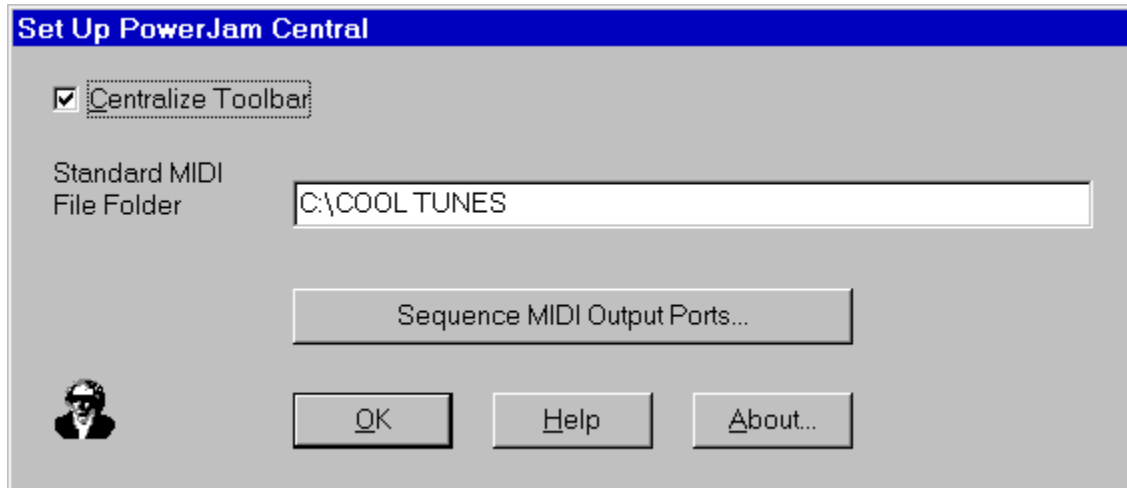
Check the **C**entralize Toolbar option to display the toolbar as a separate 'window' at the top of the screen.

Specify your folder for standard MIDI files in the **Standard MIDI File Folder** edit control. **PowerJam Central** will create this folder if necessary, but only to one level.   For example, C:\ROCKANDROLL\TUNES is invalid unless C:\ROCKANDROLL already exists.

Sequence your MIDI output ports with the **Sequence MIDI Output Ports** button.   Note that **PowerJam Central** will automatically run **Define MIDI Thru Settings** after it runs **Sequence MIDI Output Ports**.

Display **PowerJam Central** copyright and version information by pressing the **About** button.

# Setup MIDI Ports
*See also **MIDI Multitasking**, **Locking PowerJam Central***

Setting up your MIDI ports consists of three dialog boxes:

**Setup-Sequence MIDI Output Ports**

**Setup-Define MIDI Thru Settings**

**Setup-Define Synths**

Note that MIDI Thru is not available under all circumstances.

All three dialogs **lock PowerJam Central**.

# MIDI Multitasking

*See also **Setup MIDI Ports**, **Locking PowerJam Central***

Windows' capability of running multiple MIDI programs at the same time makes it vastly superior to DOS MIDI.   You maximize this capability by using MIDI drivers that allow multiple concurrent output ("multi-client").

Multi-client drivers, for example, allow you to program sounds with **CanvasMan** at the same time you play a song in **Cakewalk**.   Note that the MIDI Mapper does not allow multiple clients. Note also that since few input drivers support multi-client use, you should make sure **PowerJam Central**'s MIDI Thru is turned Off if you run it at the same time as your sequencer—this way, **PowerJam Central** won't even try to open an input port, because it doesn't need one.   If you can share an input port, however, make sure that no more than one program has MIDI Thru turned On—otherwise, your machine might lock up.

Many drivers support multiple output clients; however, the MPU-401 driver that comes with Windows 95 and Windows 3.1 does not support multiple clients.   **Cakewalk Music Software** has created a better MPU-401 driver that does allow this.   If you already run Wincake with an MPU-401, you probably have already installed this driver.   If you don't have the driver, you can get it in Wincake's demo (from probably any MIDI-oriented BBS).   (On CompuServe, grab WDEMO.TXT and WDEMO.ZIP from library 3 in the MIDIAVEN forum.   Be sure to read WDEMO.TXT before unarchiving WDEMO.ZIP.)

Understanding these concepts is probably the most confusing aspect of Windows MIDI.

# Locking PowerJam Central
*See also **MIDI Multitasking**, **Setup MIDI Ports***

Because most of our 32-bit Windows programs use **PowerJam Central** to centrally coordinate MIDI input and output ("MIDI I/O"), **PowerJam Central** must protect itself from certain combinations of activity.   For example, it cannot allow you to run the *Define Synths* dialog in one instance of **CanvasMan** while running *Sequence Ports* in another.   If it **did** allow this, you could give yourself an instant GPF, for example, by unsequencing (closing) the MIDI Mapper and then selecting it in *Define Synths*.   **PowerJam Central** guards against these problems by having the following activities "lock" **PowerJam Central** until they finish; i.e., they temporarily prevent you from running other programs that use **PowerJam Central**:

> **PowerJam Central**'s own *Settings* dialog, including its ***Sequence MIDI Output Ports*** and ***Define MIDI Thru Settings*** options
>
> **Edit-Refresh** (and any other time you send an entire sysex file)

Note that because of a Windows quirk that still shows "locked" (disabled) programs on the taskbar, the 'lock' purposely **hides** these programs to cause them to also disappear from the taskbar.   The programs reappear when the lock is over with.

# Setup—Sequence MIDI Output Ports
*See also **Setup-Define MIDI Thru Settings**, **Setup-Define Synths**, **Setup MIDI Ports***
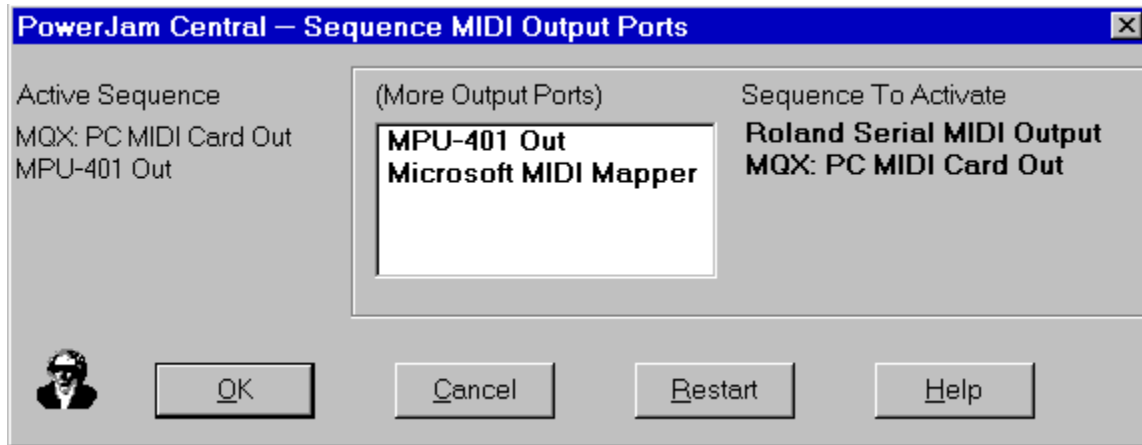


If you have more than one output port, you can have **PowerJam Central** play your MIDI files on some or all of them.   To so do, sequence the output ports to match your multi-port MIDI files.   Do so by double-clicking, in order, on the relevant ports in the **(More Output Ports)** column (this will move them to the **Sequence To Activate** column).   For example, the picture above shows that I am changing my sequence from the MQX as #1 and the MPU–401 as #2 (**Active Sequence**) to the Roland Serial as #1 and the MQX as #2 (**Sequence To Activate**).   If I want to, I can still add the MPU–401 and the MIDI Mapper to the **Sequence To Activate** column as #3 and #4 before selecting **OK**.

In summary, when you select **OK**, the **Sequence To Activate** takes effect.   If you select **Cancel**, however, the **Active Sequence** remains in effect.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

If you have a <u>single</u> MIDI interface like most of us, you can simply move it by itself into the **Sequence To Activate** column.   Try to avoid using the Microsoft MIDI Mapper—you cannot normally open it for multiple concurrent output.   See **MIDI Multitasking** for more information.

If you sequence the ports incorrectly, select the **Restart** button to move all **Sequence To Activate** ports back to **(More Output Ports)**.   You can then restart sequencing your ports.

Each time you run **Sequence MIDI Output Ports**, **PowerJam Central** will run **Define MIDI Thru Settings** afterwards.

# Setup—Define MIDI Thru Settings

*See also **Setup Menu**, **Setup-Squence MIDI Output Ports**, **Setup-Define Synths**, **Setup MIDI Ports**, **MIDI Thru and Local***

```
PowerJam Central — Define MIDI Thru Settings

MIDI Thru Input Port              MIDI Thru Output Port
[MQX: PC MIDI Card In      ▼]     [MQX: PC MIDI Card Out     ▼]

☑ Enable Thru Transpose
☑ Enable Thru Rechannelization
☑ Enable Thru Forced MIDI Volume


                    [   OK   ]              [  Help  ]
```
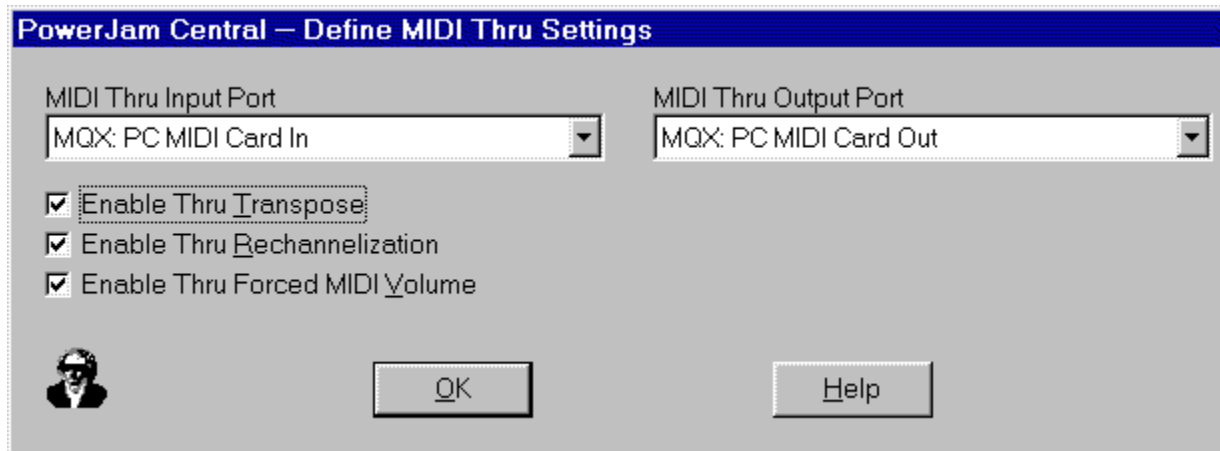
*Note: until further notice, please leave the **Enable Thru** checkbox options underchecked.*

This screen is where you set up your MIDI Thru options.   This will eventually allow you to select which MIDI messages to filter—**PowerJam Central** currently filters sysex, system reset, active sensing, and tune request.

**Setup-Define MIDI Thru Settings** allows you to select the input and output port you wish to use for MIDI Thru.   The left side handles the input port.   You will want to select the port that is connected to your keyboard controller.   (If you have more than one controller, select the one you are currently playing.)

The right section of this screen handles the output port.   Select the port to which you want your keyboard controller's MIDI information routed.   You'll typically specify the same port as in **Define Synths**, since you'll probably want both types of MIDI information to go to the same port (i.e., eventually routed to the active synth).

This screen is unavailable if your MIDI interface is output-only.

# MIDI Thru and MIDI Local

*Few topics are as confusing to MIDI novices as MIDI Thru and MIDI Local Control.   Since advanced users typically understand these subjects already, this discussion aims at novices. Note that the following paragraphs are not intended to be exhaustive—they are simply intended to get new users up and running.*

PC

THRU

MIDI Out          MIDI In

To Other
Synths

MIDI In          MIDI Out          MIDI Thru

Sound

Synth

LOCAL

Keyboard Controller
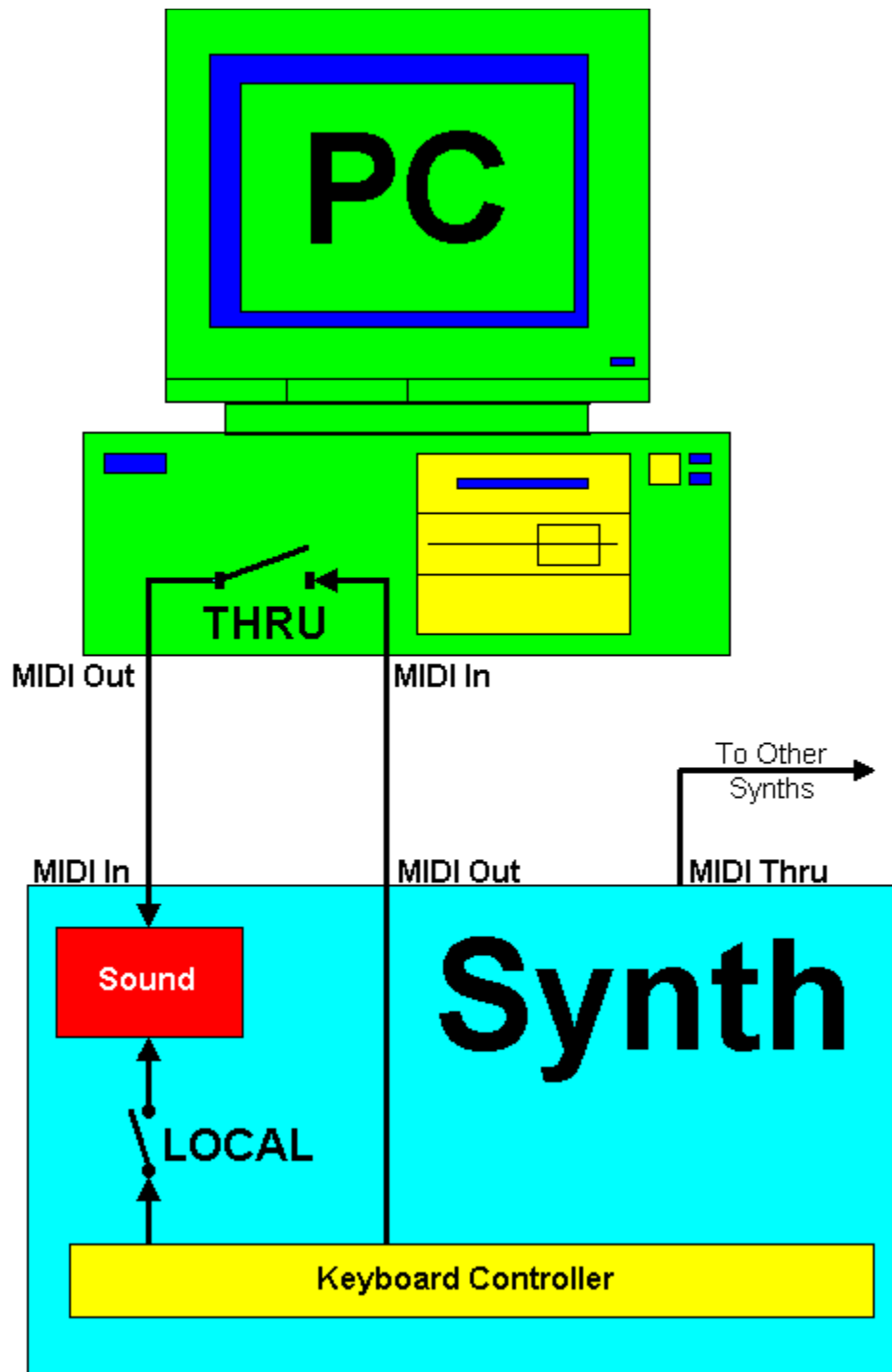
Study the diagram—it shows the 'correct' way to connect your MIDI cables.   Once you have connected things this way, you should turn **PowerJam Central**'s Thru On and Local Off.   (If you're running **PowerJam Central** at the same time as your sequencer, however, leave **PowerJam Central**'s Thru Off and turn your sequencer's Thru On.)

If you leave Local On, your keyboard will always make noise when you press its keys.   You probably will not want that, since you might want to hear your other synth modules (labeled *To Other Synths*) by themselves.   You can control if and when the keyboard itself makes noise by setting its Receive channel to the same channel on which it Transmits.

This is where MIDI Thru comes in.   With Thru On, the computer 'echoes' MIDI data from its MIDI In to its MIDI Out.   Turning Thru On and Local Off enables you to specify when you want the keyboard to make noise and when you want your synth modules to make noise.   If you have both Thru and Local On, playing your keyboard can 'double' its notes—the internal connection will sound, and the computer will re-route the MIDI data back to the keyboard, sounding it again.   Conversely, you will hear nothing if both Thru and Local are off.

# Ordering Instructions

*Please read all of these instructions first* and then click on the <u>Print Order Form</u> below.

## <u>Print Order Form</u>          <u>View Order Form</u>

You can register ("buy") all **PowerJam Systems** shareware programs with the attached order form.   Registered users of the Shareware Edition of any program can access the enhanced features of and download free updates to the program(s).   Lastly, your "please register" screen will go away.

Note that ordering diskettes and/or and **User's Guides** are optional.   In fact, we encourage you to *not* buy the diskette, since you can always **<u>download</u>** the current version more cheaply and easily.   Lastly, note that simply getting the $5 disk alone does not cover the registration cost.

We currently have three shareware programs available for registration:

> **Advent97** is a General MIDI Advent Calendar for Christmas 1997.   **Advent97** is designed for Windows 95 and Windows NT 4.0—it does not work on Windows 3.1.   Our **<u>web site</u>** contains a free **Advent** program designed for Windows 3.1, however; it is called **Advent31**.

> **CanvasMan** is an editor/librarian program for GS and Sound Canvas synthesizers.   **CanvasMan** works under both Windows 3.1 and Windows 95.   If you are confused whether you have **CanvasMan** or **CanvasMan32**, select Help-About from the program's menu—the About screen will tell you.

> **CanvasMan32**, the successor to **CanvasMan**, is also an editor/librarian program for GS and Sound Canvas synthesizers.   Like **Advent97**, **CanvasMan32** is designed for Windows 95 and Windows NT 4.0 only.   If you are confused whether you have **CanvasMan** or **CanvasMan32**, select Help-About from the program's menu—the About screen will tell you.   Registered users of the Shareware Edition of **CanvasMan** can register **CanvasMan32** for $25.

Note to **Advent** users: *if we receive a registration for an* **Advent** *program after January 1, we will apply it to that year's program.   For example, if we receive a request for* **Advent98** *on January 15, 1999, we will register the user for* **Advent99**, *not for* **Advent98**.   *Please let us know if you disagree with this policy—however, we do not anticipate many registrations between January 1 and October 1.   Note also that registered users of the prior year's Advent program can register the current year's program for half-price.*

CompuServe users can register each program online.   The charge for the program will show up on your next CompuServe billing statement.   Type **GO CIS:SWREG <Enter>** and follow the instructions.   **Advent97** is program **#4329**, **CanvasMan** is program **#660**, and **CanvasMan32** is program **#9865**.   Note that **SWREG** will charge the full price.   Thus, if you are entitled to a lower price (for example, registered **CanvasMan** users registering **CanvasMan32**), please order directly through us.

**Important Electronic Mail Note:** please specify an **Internet Address** that we can use to contact you if we have questions concerning your order.   If you don't have an e-mail address, please try use a friend's address.

**Print** this form, fill it in *neatly* and send your check **(drawn on a US bank and payable in US dollars)** to:

**Jeff Cazel**
**13265 SW Cottontail**
**Beaverton, OR   97008-8077    USA**                January 1997

**Your Name:**          _____

**Address:**            _____

                        _____

**City/State/ZIP/Country:**  _____

**Internet Address:**   _____

**Quantity**                          **Shareware Registration**

|  | **Each** | **Total** |  |
|---|---|---|---|
| _____ | **Advent97** (Win95 / WinNT General MIDI Advent Calendar for Christmas 1997) | $20 | _____ |
| _____ | **Advent97** (discounted for registered users of **Advent96**) | $10 | _____ |
| _____ | **CanvasMan** (Windows 3.1 GS Editor/Librarian) | $49 | _____ |
| _____ | **CanvasMan32** (Windows 95 / Windows NT GS Editor/Librarian) | $49 | _____ |
| _____ | **CanvasMan32** (discounted for registered **CanvasMan** users) | $25 | _____ |
| _____ | **CanvasMan32** (discounted for **CanvasMan—CakePro Edition** users) | $29 | _____ |
| _____ | **CanvasMan32** (discounted for **CanvasMan—Special Edition** users) | $39 | _____ |

(**CakePro Edition** and **Special Edition** users need to supply proof of ownership—

see the **CakePro Edition** and **Special Edition** *More Power!* icons for complete details)

**Optional Items (does not include Shareware Registration)**

| | | | |
|---|---|---|---|
| _____ | **Advent97**—current version on 3½" diskette | $5 | _____ |
| _____ | **CanvasMan User's Guide** | $5 | _____ |
| _____ | **CanvasMan**—current version on 3½" diskette | $5 | _____ |
| _____ | **CanvasMan32 User's Guide** | $5 | _____ |
| _____ | **CanvasMan32**—current version on 3½" diskette | $5 | _____ |

*Foreign orders* please add $10 for shipping if ordering a disk or **User's Guide**:      $10   _____

*Grand Total Enclosed*   _____

**Send your check (drawn on a US bank and payable in US dollars).   Thank   you!**

Where did you get your shareware copy and what improvements would you like?
Please be as specific as possible:

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# Synth Compatibility

*See also **Introduction**, **Define Synths**, **File Conversion***

Both **CanvasMan** and **CanvasMan32** can work with both the 'original' style Sound Canvas (e.g., SC-55, SCC-1) and the 'newer' Sound Canvas (e.g., SC-55mkII).   Since the synthesizers have partially incompatible sysex (described below), however, **CanvasMan** and **CanvasMan32** allow you to run in either original mode or new mode.   This description refers to running in original mode as **CM1** and running in new mode as **CM2.**   The two modes reflect the minor sysex-oriented differences between the newer and the older synths:

> 1—There is a new **Receive Flag** called **Rx Bank Select** on the RxFlags / Scale Tuning screen.   Since the original Sound Canvas always receives bank select messages, **CM1** sets this field to **Yes** and prevents you from changing it.

> 2—**CM2**'s **CC1** and **CC2** values max out at 95, instead of **CM1**'s 127.

> 3—**CM2** allows 28 voices in Voice Reserve, instead of **CM1**'s 24.

> 4—**CM2** has 354 tonal sounds, instead of **CM1**'s 317.

Because of these four differences, **CM1** and **CM2** Combo and Sound files are not compatible. To keep these files from intermixing, **CM1**'s .CM1 and .GSS data file extensions change to .CM2 and .G2S, respectively, under **CM2**.   The files have exactly the same purpose, however (as described in the **Introduction** topic's **Combos / Sounds / Drum Kits** section). (CMCNVRT.ZIP, available on **CompuServe** and the **Internet**, contains programs to convert **CM1** Combos and Sounds into **CM2** format.)

By specifying which synthesizer model(s) you have via the Define Synths dialog, **CanvasMan** and **CanvasMan32** will automatically operate in the correct mode (**CM1** or **CM2**).

**CanvasMan** and **CanvasMan32** do not work with the GM-only Sound Canvases (i.e., the RAP-10, the SC-7 and the SCB-7/SCD-10 daugtherboard).

| Model | Mode | Notes |
|-------|------|-------|
| **CM1*** | **CM1** | If you have an 'old' style Sound Canvas (i.e., a unit with 317 tones) that is not listed here, select **CM1*** in the Define Synths dialog. |
| **CM2*** | **CM2** | If you have a 'new' style Sound Canvas (i.e., a unit with 223, 226 or 354 tones) that is not listed here, select **CM2*** in the Define Synths dialog. |
| CM-300 | **CM1** | 100% compatible. |
| CM-500 | **CM1** | I think the CM-500 is a combination GS synth and LA synth. **CanvasMan** and **CanvasMan32** should be 100% compatible with the GS half. |
| DS-330 | **CM2** | The DS-330 does not have the MT-32 sounds (127-001 |

through 127-128).

| | | |
|---|---|---|
| E-36 | **CM2** | The E-36 does not have the MT-32 sounds (127-001 through 127-128) nor laughing (001-127), stream (004-123) or windchime (005-125). |
| E-56 | **CM2** | Should be about 99% compatible—awaiting data from Roland.   The E-56 probably does not have the MT-32 sounds (127-001 through 127-128). |
| E-66 | **CM2** | Should be about 99% compatible—awaiting data from Roland.   The E-66 probably does not have the MT-32 sounds (127-001 through 127-128). |
| G-800 | **CM2** | Incomplete support—**CM2** basically treats the G-800 like an SC-55mkII. |
| JV-30 | **CM1** | 100% compatible. |
| JV-35 | **CM2** | The JV-35 does not have the MT-32 sounds (127-001 through 127-128).   **CanvasMan** and **CanvasMan32** do not address the JV-35's expansion board capabilities. |
| JV-50 | **CM2** | The JV-50 does not have the MT-32 sounds (127-001 through 127-128).   **CanvasMan** and **CanvasMan32** do not address the JV-50's expansion board capabilities. |
| M-GS64 | **CM2** | Incomplete support—**CM2** basically treats the M-GS64 like an SC-55mkII. |
| MT-200 | **CM1** | 100% compatible. |
| **not listed?** | | See **CM1\*** and **CM2\*** above |
| PMA-5 | **CM2** | Awaiting details from Roland. |
| RA-30 | **CM2** | Should be about 99% compatible—awaiting data from Roland.   The RA-30 probably does not have the MT-32 sounds (127-001 through 127-128).   The RA-30 has 24, instead of 28, maximum voices. |
| RA-90 | **CM2** | Should be about 99% compatible—awaiting data from Roland.   The RA-90 probably does not have the MT-32 sounds (127-001 through 127-128). |

| | | |
|---|---|---|
| RA-95 | **CM2** | Should be about 99% compatible—awaiting data from Roland. The RA-95 probably does not have the MT-32 sounds (127-001 through 127-128). |
| RAP-10 | **n/a** | not compatible |
| SC-155 | **CM1** | 100% compatible. |
| SC-33 | **CM2** | The SC-33 does not have the MT-32 sounds (127-001 through 127-128). |
| SC-50 | **CM2** | The SC-50 does not have the MT-32 sounds (127-001 through 127-128). |
| SC-55 | **CM1** | 100% compatible. |
| SC-55mkII | **CM2** | 100% compatible. |
| SC-55ST | **CM2** | 100% compatible. |
| SC-7 | **n/a** | not compatible |
| SC-88 | **CM2** | Incomplete support—**CM2** basically treats the SC-88 like an SC-55mkII |
| SC-88VL | **CM2** | Incomplete support—**CM2** basically treats the SC-88VL like an SC-55mkII |
| SCB-55 | **CM2** | 100% compatible. |
| SCC-1 | **CM1** | 100% compatible. |
| SCC-1B | **CM2** | 100% compatible. |
| SCD-10 | **n/a** | not compatible |
| SCD-15 | **CM2** | 100% compatible. (The SCD-15 is the package consisting of software and the SCB-55 board.) |
| SCM-15/AT | **CM2** | 100% compatible. (The SCM-15/AT is the package consisting of the SCD-15 and the MPU-401/AT MIDI interface card.) |
| SCP-55 | **CM2** | Our sources tell us that this is essentially a PC Card version of the SC-55mkII. If so, we are 100% compatible. |

| | | |
|---|---|---|
| SD-35 | **CM2** | The SD-35 does not have the MT-32 sounds (127-001 through 127-128) nor laughing (001-127), stream (004-123) or windchime (005-125). |
| SK-50 | **CM2** | The SK-50 does not have the MT-32 sounds (127-001 through 127-128). |
| VSC-55 | **CM2** | The VSC-55 does not have the MT-32 sounds (127-001 through 127-128).   In addition, with 128 note polyphony, you can pretty well ignore the Voice Reserve settings. Lastly, it appears that the VSC-55 maintains the Roland 'single client driver' standard. |
| XP-10 | **CM2** | The XP-10 does not have the MT-32 sounds (127-001 through 127-128).   In addition, **CanvasMan** and **CanvasMan32** do not address the 'user tones' capability. |

This table is not 100% complete and probably not 100% accurate; please feel free to send me additions and/or corrections.

# File Conversion (last updated May 1996)
*See also __Synth Compatibility__, __Combos / Sounds / Drum Kits__*

The data file formats (Combos, Sounds, and Drum Kits) for **CanvasMan** and **CanvasMan32** have changed as the programs have gained new capabilities.

For Combos and Sounds, older synths have always used a different file format ("CM1-format") than newer synths ("CM2-format").   Since the next round of **CanvasMan32** changes will require new data in the Combo file—and since older *and* newer synths will benefit—both the CM1- and CM2-format Combos must change.

The Combo file format changed in May 1996 as part of **CanvasMan** v6.0 and **CanvasMan32** v1.1—if you are a new **CanvasMan/CanvasMan32** user, you do not need to read any further. As part of the change, the CM1-format file extension will change from **.GSC** to **.CM1**. Similarly, the CM2-format will change from **.G2C** to **.CM2**.   Note that the Sound file format is *not* changing—CM1 still uses **.GSS** and CM2 still uses **.G2S**.   Similarly, the Drum file format will not change and is still **.GSD** for both CM1- and CM2-format.

We have created a set of file conversion utilities to enable you to get your Combos and Sounds into the proper format.   **CMCUTILS.EXE** contains these utilities.   If you received **CanvasMan** / **CanvasMan32** on diskette, the SETUP program has put these into your program directory (normally **C:\POWERJAM**).   The downloadable versions, however, do not contain this file (so we can minimize your download time/cost); you will need to get **CMCUTILS.EXE** separately from **CompuServe** or our **WWW** site.

Once you have **CMCUTILS.EXE**, you can convert your Combos as needed (and your Sounds, if you're moving from CM1-format to CM2-format).   Be sure to read the **Notes** at the end of this help topic first and then open a DOS prompt window (you must run the programs from DOS).   Next, follow these procedures but modify the `examples` as appropriate:

Combos:

| | |
|---|---|
| From DOS, go to the Combo drive | `C: <Enter>` |
| Change to the Combo directory | `CD\COMBOS <Enter>` |
| Run CMCUTILS to unarchive the utilities | `A:\CMCUTILS <Enter>` |
| Convert the files: | |
| For CM1 users: | `CMCNVRT GSC CM1 <Enter>` |
| For CM2 users: | `CMCNVRT G2C CM2 <Enter>` |
| For CM1 users 'upgrading' to a CM2 synth: | `CMCNVRT CM1 CM2 <Enter>` |

Sounds:

| | |
|---|---|
| From DOS, go to the Sound drive | `C: <Enter>` |

| | |
|---|---|
| Change to the Sound directory | `CD\SOUNDS <Enter>` |
| Run CMCUTILS to unarchive the utilities | `A:\CMCUTILS <Enter>` |
| Convert the files: | |
| For CM1 users 'upgrading' to a CM2 synth: | `CMCNVRT GSS G2S <Enter>` |

Notes:   The conversion programs actually create *new* files rather than *converted* files.   In other words, after you 'convert' **COOLTUNE.GSC** to **COOLTUNE.CM1**, **COOLTUNE.GSC** still exists.   Do **not** delete the old **.GSC**, **.G2C**, etc. files until you have tested the new **.CM1**, **.CM2**, etc. files.   When you are convinced that all is well, you can delete **CMCNVRT.BAT**, **GSCCM1.COM**, **G2CCM2.COM**, **CM1CM2.COM**, **GSSG2S.COM**., **\*.GSC**, and **\*.G2C**.   In addition, if you do not use the CM1-format, you can also delete **\*.GSS**, and **\*.CM1**.   (You should look in both the Combo and Sound directories for these files.)

Since they are simple DOS programs, the conversion utilities only work with short file names.   If you are using long file names with **CanvasMan32**, you'll need to change the newly shortened file name to its long name counterpart.   Fortunately, this is a one-time task.

The conversion programs create one output file for each valid input file, so **be careful** that you will not overwrite any important data files.   For example, if you have both **GOODSONG.CM1** and **GOODSONG.CM2** files, running **CMCNVRT CM1 CM2** will overwrite **GOODSONG.CM2** with the converted **GOODSONG.CM1**.   You would lose the pre-existing **GOODSONG.CM2** in this scenario.