



# SSEYO Koan X

- the drag n mix generative music power tool



- [Koan X Gold and Koan X Platinum](#)

Click anywhere in the above picture to get help

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**SSEYO Koan Pro**



**SSEYO Koan Web / Koan Plug-in / Koan ActiveX control**

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### **Credits:**

This SSEYO Koan software was developed by: Tim Cole, Peter Cole, John Wilkinson and Kurt Thywissen with templates by Tim Didymus. Special thanks to Jon Pettigrew, Phil South, Kaon Koo, Joel Cutrara and Ulrich Bomnueter. Thanks also to our customers for their continuous enthusiasm and encouragement.

## **(Very) Quick Start!**

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**1. Select "New" from the "File" menu to create a new piece.**

The main central area with the big "Koan X" picture is where you do your mixing. The vertical axis usually represents volume, and the horizontal axis represents the pan (otherwise known as stereo position).

**2. Drag icons (templates') into your new piece from the panel on the right hand side of the screen.**

Select "Groups" or press the big black buttons next to the template icons, to reveal more templates that you can drag into to mix.

**3. To start the music playing, either press the play button on the top panel, or press the space bar.**

**4. Select the icons with your mouse and drag them around: moving them up and down, left and right to create your own KoanMix.**

**5. To stop the music playing, either press the stop button on the top panel, or press the space bar.**

There is \*lots\* more you can do. To find out more, click below to check out what each of the panels do.

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**See also**

[Mix Window](#)

[Music Panel](#)

[Add Template Panel](#)

[Template Information Panel](#)

[Coach Panel](#)

## Speed Keys/ Keyboard Equivalents

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SPACEBAR	<a href="#">Play</a>
-	<a href="#">Tempo decrease</a>
+	<a href="#">Tempo increase</a>
Up Arrow	Move selected template(s) few pixels higher in <a href="#">Mix Window</a>
Down Arrow	Move selected template(s) few pixels lower in <a href="#">Mix Window</a>
Left Arrow	Move selected template(s) few pixels left in <a href="#">Mix Window</a>
Right Arrow	Move selected template(s) few pixels right in <a href="#">Mix Window</a>
Home	Move selected template(s) far left in <a href="#">Mix Window</a>
End	Move selected template(s) far right in <a href="#">Mix Window</a>
Page Up	Move selected template(s) right to the top in <a href="#">Mix Window</a>
Page Down	Move selected template(s) right to the bottom in <a href="#">Mix Window</a>
CTRL+N	<a href="#">File New</a>
CTRL+O	<a href="#">File Open</a>
CTRL+S	<a href="#">File Save</a>
CTRL+W	<a href="#">File Webconnect</a>
CTRL+X	<a href="#">Cut</a>
CTRL+C	<a href="#">Copy</a>
CTRL+V	<a href="#">Paste</a>
DELETE	Delete template from mix
F1	<a href="#">Help</a>
F1+SHIFT	<a href="#">Context Help</a>
F5	<a href="#">Record</a>
F7	<a href="#">Change Scale</a>
F8	<a href="#">Change Piece Root</a>
CTRL+SHIFT+X	<a href="#">Mix Window</a>
CTRL+SHIFT+M	<a href="#">Music Panel</a>
CTRL+SHIFT+S	<a href="#">Add Template Panel</a>
CTRL+SHIFT+T	<a href="#">Template Information Panel</a>
CTRL+SHIFT+C	<a href="#">Coach Panel</a>
ALT+0 to 9	<a href="#">Scratch Mixing</a>

### Right Mouse Menus



When you click the right mouse on any panel



When you click the right mouse in the Mix Window



## **File Menu commands**

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New

Open

Close

Save

Save As

Create Play File

Connect to the SSEYO Web Page ...

File 1, 2, ...

Exit

## **Edit Menu commands**

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Paste

Delete

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Change Root

Edit Instrument

Mix Editor

Mute

Solo

Make All Templates Audible

Piece Details



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Lock Horizontal Drift

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SoundFont Compatible

GS Compatible

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Arrange Icons

File 1,2...

## Help Menu commands

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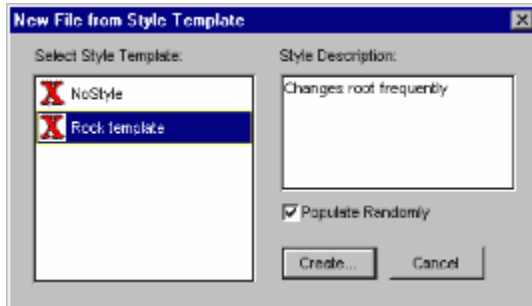
## New command

---



Use this command to start a new KoanMix from a blank canvas.

Or, if you have Koan X Platinum, you can choose to create a new KoanMix based on a random selection of templates. Simply choose whether or not you want to populate your new KoanMix with templates chosen at random from any Style Templates present. The File New Random dialog will look for any style templates in the style directories, and any that are found will be listed here. See below:



## Shortcuts

Keys: CTRL+N

## Open command (File menu)

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Use this command to open a KoanMix in SKD/SKT form for re-mixing.

**Notes:** You can also load KoanMixes by double clicking on them in File Manager/Windows Explorer.

You can create new KoanMixes with the New command.

### Shortcuts

Keys:        CTRL+O

## **File Open dialog box**

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The following options allow you to specify which KoanMix in SKD/SKT form to open for re-mixing:

### **File Name**

Type or select the KoanMix you want to load

### **List Files of Type**

KoanMixes can be selected with the extension SKD or SKT.

### **Drives**

Select the drive in which the KoanMix you want to load is stored.

### **Directories**

Select the directory in which the KoanMix you want to play is stored.

### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.



## **Close command (File menu)**

---

Use this command to close the currently selected KoanMix. SSEYO Koan X suggests that you save changes to your KoanMix before you close it. If you close a KoanMix without saving, you lose all changes made since the last time you saved it. Before closing an untitled KoanMix, SSEYO Koan X displays the Save As dialog box and suggests that you name and save it.

## Save command (File menu)

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**Note: Saving to .SKD is only available in Koan X Gold or above. Koan X Silver will only save to .SKP format.**

Use this command to save the active KoanMix to its current name and directory. When you save a KoanMix for the first time, SSEYO Koan X displays the Save As dialog box so you can name your KoanMix. If you want to change the name and directory of an existing KoanMix before you save it, choose the Save As command.

### Shortcuts

Toolbar:  
Keys:



CTRL+S

## Save As command (File menu)

---



**Note: Only available in Koan X Gold or above**

Use this command to save and name the active KoanMix. SSEYO Koan X displays the Save As dialog box so you can name your KoanMix.

To save a KoanMix with its existing name and directory, use the Save command.

## File Save As dialog box

---

**Note: Only available in Koan X Gold or above**

The following options allow you to specify the name and location of the KoanMix you're about to save:

### **File Name**

Type a new filename to save a KoanMix with a different name. In Windows 3.1 a filename can contain up to eight characters and an extension of three characters; in Windows 95 you can use longer filenames, but they must still have a 3 character extension. SSEYO Koan X adds the extension you specify in the Save File As Type box, but you should only save your KoanMix as a SKD file (unless you are saving as a play file).

### **Drives**

Select the drive in which you want to store the KoanMix.

### **Directories**

Select the directory in which you want to store the KoanMix.

### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.

## **Create Play File command (File menu)**

---

Use this command to save the active KoanMix as an encrypted file, with the same name as the active document but with the extension .SKP. This encrypted file can be opened and played by SSEYO Koan Web/Koan Plug-in. A Play file cannot be played by SSEYO Koan Pro or SSEYO Koan X.

## **Connect to the SSEYO Web page (File menu)**

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Selecting this menu item will load the Web Browser you have defined in the View Setup dialog. It tries to run this program and then gets it to load up our URL (Uniform Resource Locator). If your browser is set up to auto-dial then you can connect direct to our page this way (provided you are not connected when you select this menu option). Otherwise, you need to be connected to your services provider (with your browser closed\*) before you launch the browser from our menu.

\* If you have a 32 bit browser, you should be able to call up the new page without closing your browser (another instance of the browser will be loaded).

**Note:**

You must already have a Web browser setup and functioning correctly (see your Web browser information, e.g. Netscape Navigator, Microsoft Internet Explorer, Mosaic etc.), for which you will need at least a Dialup account to the Internet with an Internet service provider. There are many sources of information on the Internet including magazines, friends and books. If you are new to the Internet or the WWW now is the time to learn about it and get connected!

## **1, 2, 3, 4 command (File menu)**

---

Use the numbers and filenames listed at the bottom of the File menu to open the last four KoanMixes you closed. Choose the number that corresponds to KoanMix you want to re-mix.

## **Exit command (File menu)/ Close Command (Application Control menu)**

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Use this command to end your Koan X session. You can also use the Close command on the Koan X Application Control menu.

### **Shortcuts**

Mouse: Double-click Koan Xs Application Control menu button.



Keys: ALT+F4




## Cut command (Edit menu)

---



Use this command to remove the currently selected template(s) from the KoanMix. This command is unavailable if there is/are no template/templates currently selected.

### Shortcuts

Toolbar:   
Keys: CTRL+X

## Copy command (Edit menu)


---



Use this command to copy the currently selected template(s) (and all its associated parameter values) onto the clipboard. This command is unavailable if there is/are no template/templates currently selected.

Copying a template to the clipboard replaces the contents previously stored there.

### Shortcuts

Toolbar:   
Keys: CTRL+C


## Paste command (Edit menu)

---



Use this command to insert a copy of the clipboard contents (template(s) and its/their associated parameter values) into the KoanMix. This command is unavailable if the clipboard is empty.

### Shortcuts

Toolbar:   
Keys: CTRL+V

## **Delete command (Edit menu)**

---

Use this command to delete a template/templates from the KoanMix. With the mouse first select the template(s) you want to remove. Then press the delete key, CTRL+DEL, Alt+E+D or use the right mouse button and select Delete.

### **Shortcuts**

Keys: CTRL+DEL, Delete, Alt+E+D, right mouse menu

## Change Scale command (Edit menu)



The Scale (or Key) of a KoanMix affects its mood. Most dance material has a minor feel for instance. You are able to change the scale (or key) of your KoanMix by choosing from any of the scales presented when you click on the Scale button. Each [style template](#) can include its own scales, so what you see will depend on what style template you start with from [File New](#). Each template you drag into a mix *can* also include a scale that comes across with it, but this is not very usual.

To change the scale, click on the scale button with your mouse (or press F7) and then use the mouse or your up/down keys to select the scale you want. Pressing the Enter key will cause this scale to be used as soon as the [SKME](#) can accommodate the change (see note below).

**Note:** As well as named scales, you will also see a ? as an option. This designates a random scale rule option. Choosing this means your KoanMix can, at random, choose to use any of the scales rules present **when it starts playing**.

**Note:** The actual time taken for any change to be accommodated by the SKME is really quite complicated, and is a function of many things, including the current Tempo and the [Composer Reaction Time](#). See also the Reaction Time meter in the [Music Panel](#).

### In depth technical background

A scale is simply a rule that lets the [SKME](#) know what notes are available for composition (i.e. a Major scale sounds happier than a minor scale because it uses a Major 3rd rather than a Minor 3rd) and how likely each note is to occur. The image below gives you an indication of what scale rules look like (the bars are full on in this example, meaning all notes are equally likely, but they could be any height - where the height of the red bar corresponds to the likelihood of that note being chosen):

Major	Ove	m2	M2	m3	M3	4	b5	S	m6	M6	m7	M7
Minor	Ove	m2	M2	m3	M3	4	b5	S	m6	M6	m7	M7
Pentatonic	Ove	m2	M2	m3	M3	4	b5	S	m6	M6	m7	M7
Hypodorian	Ove	m2	M2	m3	M3	4	b5	S	m6	M6	m7	M7
Phrygian	Ove	m2	M2	m3	M3	4	b5	S	m6	M6	m7	M7
Hypophrygian	Ove	m2	M2	m3	M3	4	b5	S	m6	M6	m7	M7
Lydian	Ove	m2	M2	m3	M3	4	b5	S	m6	M6	m7	M7
Hypolydian	Ove	m2	M2	m3	M3	4	b5	S	m6	M6	m7	M7
Mixolydian	Ove	m2	M2	m3	M3	4	b5	S	m6	M6	m7	M7
Hypomixolydian	Ove	m2	M2	m3	M3	4	b5	S	m6	M6	m7	M7

Each [voice](#) used by a [template](#) can have its own scale rule (as set by the templates original author with [Koan Pro](#)), and this is a very powerful ability allowing many unique effects.

### Shortcuts

Toolbar:  
Keys: F7



### See also

[Change Root Command](#)

[Music Panel](#)

[Koan Pro Demo online help for information on Scale Rules](#)

## Change Root command (Edit menu)

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### **Piece Root**

The Piece Root used by a KoanMix is what determines the lowest possible note (and this is affected by the pitches used by any templates). The choices you have are: A, A#, Ab, B, Bb, C, C#, D, D#, Db, E, Eb, F, F#, G, G#, Gb . A piece of music based in A Major means that the root note is A. It is generally accepted that the root has an affect on the overall feel of a piece of music, so you may wish to experiment with different roots for your KoanMix.

To change the piece root, click on the piece root button with your mouse (or press F8) and then use the mouse or your up/down keys to select the piece root you want. Pressing the Enter key will cause this piece root to be used as soon as the SKME can accommodate the change (see note below).

**Note:** As well the roots above, you will also see a ? as an option. This designates a random piece root option. Choosing this means your KoanMix can, at random, choose to use any of the piece roots **when it starts playing**.

**Note:** The actual time taken for any change to be accommodated by the SKME is really quite complicated, and is a function of many things, including the current Tempo and the Composer Reaction Time. See also the Reaction Time meter in the Music Panel.

### **Shortcuts**

Toolbar:  
Keys: F8



### **See also**

[Change Scale Command](#)

[Music Panel](#)

[Koan Pro Demo online help for information on Piece Roots](#)

## Edit Instrument control (Edit Menu)

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**Note:** These controls are only available in Koan X Gold or above

### Single Instrument



When a template is selected, using this command will call up the Edit Instrument control to the right of the selected template. In this scrollable control you will be able to select a General MIDI patch to be used by your template, e.g. Acoustic Piano. Pressing the Enter key will cause your choice to be accepted and the dialog will be cleared. Pressing Escape will cause the dialog to close without making any changes.

You may also select your patch by typing a General MIDI patch name or the patch number in the text box. Press the Enter key to cause this to be selected.

You may also tab around the Edit Instrument control whilst playing your KoanMix and, once the patch list is selected (the text box will then no longer be selected), press the up/down arrow keys to hear the patch change whilst the template is playing (the Pageup/Pagedown and Home/End keys are also operative here). Once you have made your choice press the Enter key or double click on the patch.

Note that you may only call up this control if only one template is selected.

### Multiple Instruments



Some templates use multiple instruments (e.g. drum kits). If you call up the Edit Instrument control for one of these templates you will be able to change each of the patches. Simply click on the desired button (or tab to it and press the Enter key) and the Edit Instrument control will be called up for that patch.

### Patch Banks



If you have a soundcard/external synth that supports the Roland GS standard or Yamaha XG standards (basically extended MIDI protocols that support the use of banks) or Gravis patches and you have selected Options Patch Bank Compatible from the menu, then you can select a patch bank to be used for your template in the drop down control at the bottom of the Edit Instrument control. Patch banks are a way of extending the 128 General MIDI (GM) patches. In GM terms, the Acoustic Piano patch is patch 1 (of 128) in Bank 0 (the standard bank of 128). Built-in Patch Banks allow some soundcard vendors to include patches related but different to the main (default) patch thus giving you more sonic variety e.g. patch 1 bank 8 might be a de-tuned acoustic piano. You will need to refer to documentation with your

soundcard/external synth to see what banks are available to you.

See also the Patch Bank Compatible menu option.

### SoundFonts



If you have a soundcard that supports SoundFonts and you have selected Options SoundFont Compatible from the menu, then you will be able to select a SoundFont to be used for your template by ticking the small Use SoundFont checkbox at the bottom of the Edit Instrument control. This SoundFont can then be played back by the template in preference to a GM instrument. You can tick the Use SoundFont checkbox by selecting Alt+U when in the control, or tabbing to it and pressing the spacebar or just clicking it with the mouse. At the time of release suitable soundcards are the Creative Labs AWE32, AWE64, SB32 and SB64. Note that you must have the minimum 500Kb onboard RAM for the SoundFonts to be loaded.

Once you have ticked the Use SoundFont box, you will see a selection button below it. If you press this you will get the Select SoundFont Bank dialog, where you can select any SoundFont Bank (either SBK or SF2) in any directory (SoundFont banks are just collections of SoundFonts). Once you have chosen this and pressed the OK button, Koan X gets very smart. It will read through all the SoundFonts available in that bank and present them to you in a list box. This makes it easy for you to see exactly what is available to you without having to wade through lots of blank entries. You can select one of these and either double click on it or press the Enter key to select it.

Koan X does not load the whole SoundFont bank, only the specific SoundFont you want. This means you can load individual SoundFonts from all sorts of different SoundFont banks (DRAM permitting) - without having to load the entire bank. Neat eh? There are 2 benefits to this:

- 1) You do not have to create new SBKs specially for each piece. You could for instance use your favorite guitar sound from your GUITAR.SF2 and favorite piano from PIANO.SBK.
- 2) Koan X maximises your use of DRAM. As a simple example, say you have the standard 500Kb of onboard DRAM and you have one target SoundFont bank, which is 2Mb. Say there are only 3 SoundFonts in it you want to use, and these 3 have a combined size of 370Kb. Easy. Just put each one on a different template and away you go. You do not have to load all 2 Mb.

SoundFonts allow you to include in your KoanMix many special sounds not provided on the ROM of the AWE32. It is great for creating contemporary music including dance, house and drum n bass. Examples of SoundFonts you could use in your KoanMixes could include using speech, the coolest bass sounds, wild animal or instrument samples to add incredible life, depth and realism. You could ship to your friends/ customers your KoanMixes in .SKP or .SKD format and their associated SBK files, provided that the template artists and providers of the SoundFont banks allow this. The AWE32 soundcard currently ships with 0.5Mb of DRAM which can be increased up to 28Mb by adding sufficient memory chips. Other Creative cards ship with different on board DRAM, but most are extendible so you can add more.

See also the SoundFont Use Meter and the SoundFont Compatible menu option.



### Further Important SoundFont Notes:

- 1) If you have saved a KoanMix using SoundFonts not in the default SAMPLE directory then you must set the path the SKME uses (See Options Setup) so that the SoundFont can be found next time you play your KoanMix.
- 2) Koan X only supports the use of samples stored in the Melodic section of the SoundFont bank, allowing each sample to be triggered at a different pitch, as for any normal instrument. Koan X does not support the use of samples in the Percussive section of the SoundFont bank for the simple reason that the Creative Labs drivers do not support individual loading/unloading of samples in this section ! It would be great if they did support this. Please call Creative Labs if you want this functionality - it is up to them to add it !
- 3) Each SoundFont is stored in Bank 1. If you use two templates that each have the same GM patch (i.e. 005 Rhodes Piano ) and you set them both to use SoundFonts you will get strange results (even if the SoundFonts are different). This is because both templates are trying to use Patch 5 Bank 1 (5.1). The solution is to change the GM patch of one of the templates.
- 4) Loading SoundFont compatible banks onto the AWE32 takes time; the larger the SBK the longer it takes. In the 16 bit version of Koan X this means your KoanMix can stop playing momentarily if you are loading a large SoundFont, if you have a slower computer or if you are not composing far enough ahead (See Option Setup). However, the good news is that loading is much faster in Windows 95 than in Windows 3.1.
- 5) If you load SoundFonts during a mix, the SKME will reload all the SoundFonts when the piece restarts. The reason for this is so that the SKME can verify which SoundFonts are in use. If you do not then add any more SoundFonts and restart the piece, it will not need to reload them.
- 6) Generally, you should ensure that the GS Synth Bank is not loaded by your AWE32 Control Panel before loading a Koan piece containing SBK support. This is because the GS sample map uses ALL the available default memory (if you have the 512Kb supplied as standard). You should instead ensure that the AWE32 Control Panel Synth Bank is set to General MIDI.
- 7) The SKME fully supports loading of individual SoundFonts from multiple SBKs, and the Creative Labs drivers for Windows 95 cater for this functionality. However, if you are using Windows 3.1 and you notice that the whole of the SBK (and not just the SoundFont you require) is being loaded you will need to contact Creative Labs to obtain the latest drivers (which were currently in beta at time of going to press).
- 8) When sending out SoundFont compatible banks to your customers/ friends, make sure you the banks them in the same directory as the SSEYO Koan piece which uses them, or advise your customers/friends to set up their path (see note 2 above). We also recommend that if you do ship pieces with SBKs, that they can fit into the default supplied AWE32 (512k) DRAM.

### Shortcuts

- Mix Window: Select template and press Enter key, or double click on selected template with left mouse button
- Keys: Alt+E+I

## Mute command (Edit menu)

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**Note: Only available in [Koan X Platinum](#)**

Allows you to mute out an individual template. This can be very useful when creating live KoanMixes for MIDI or Audio recording. To mute a template, first select it by tabbing to it or clicking on it with the left mouse. Then select Edit Mute from the menu or click on the Mute cell in the Template Information panel. To un-mute a template, carry out the same process again. When muted, the Mute cell will show a cross, when un-muted it will show an **m**.

### Shortcuts

Template Info Panel:	Click on Mute cell with left mouse to mute/unmute
Keys:	Alt+E+M

## Solo command (Edit menu)

---

**Note:** Only available in [Koan X Platinum](#)

Allows you to solo an individual template. This can be very useful when you are wanting to select a particular patch for the template (and hear it soloed) without having to mix the volume down for all the other templates. It can also be useful when creating live KoanMixes for [MIDI](#) or Audio recording. To solo a template, first select it by tabbing to it or clicking on it with the left mouse. Then select Edit Solo from the menu, or hold down the control key and click with your left mouse button on the mute control in the Template Information panel. To un-solo a voice, carry out the same process again or select Make All Templates Audible from the menu.

### Shortcuts

Template Info Panel: Hold down the Control key and click on Mute cell with left mouse to solo/unsolo  
Keys: Alt+E+S

## **Make All Templates Audible command (Edit menu)**

---

**Note: Only available in [Koan X Platinum](#)**

This is a quick way to remove muting (or soloing) from any templates. Select Make All Templates Audible from the Edit menu.

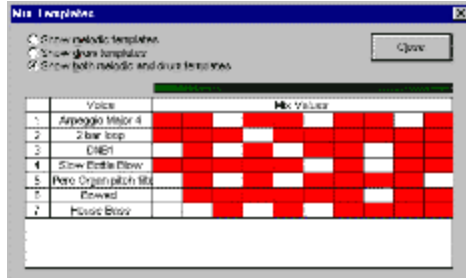
### **Shortcuts**

Keys:                    Alt+E+A

## Mix Editor dialog (Edit menu)

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**Note:** Only available in [Koan X Platinum](#)




The Mix Editor is a very useful utility that allows you to select periods in the KoanMix where each template can be on or off according to its relative volume (it is a bit like an automated power Mute facility). This is particularly useful for creating mixed Koan pieces for the Internet, where you want different things to happen at different times.

You are given a choice of 10% intervals throughout the piece, and in each interval you can select whether the template is to play or not by clicking in the appropriate square with the left mouse. If your piece is 1 minute long, then each interval represents 6 seconds (60/10); if it is 20 minutes long then each interval represents 2 minutes.

You may also use the Alt+0 to 9 keys to [scratch mix](#) your KoanMix.

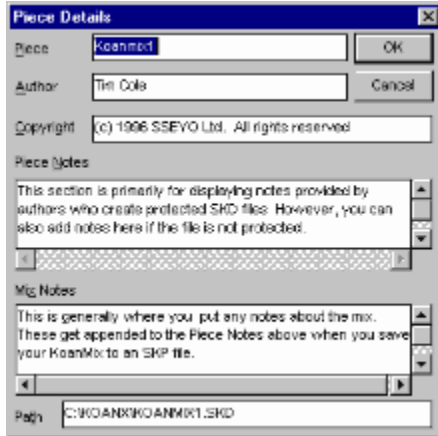
### Shortcuts

Toolbar:   
Keys: Alt+E+X

## Piece Details dialog (Edit menu)

---

**Note:** You can save Piece Notes to a .SKP file in all versions, but you can also save these to a .SKD file in Koan X Gold or above.



Pressing the Piece Details button or selecting Piece Details from the Edit menu calls up the Piece Details dialog where you can add any notes that you want to provide about your KoanMix.

### Recording Rights/ Copyright

Please refer to [copyright](#) for further clarification, as well as the section on [Recordable/ Redistributable](#).

### Piece, Author and Copyright fields

Enter Piece, Author and Copyright information relating to the piece. The Piece, Author and Copyright text boxes will each accept up to 255 characters. If your details/notice do not all fit on the screen, simply click on the field with the left mouse button and drag it left and/or right.

Typical entries would be:

Piece: Koanmix1

Author: John Doe

Copyright: (c) Copyright 1997 Record Company Ltd. All rights reserved.

**Note:** Even though you might claim authorship and copyright for the piece, you will not own copyright on the constituent templates that went together to make that piece. You can review the copyright notices for individual templates used within the piece, by saving the piece to an .SKP file, and viewing the resultant Piece Details within that SKP file by using a playback product such as Koan Web or Koan Plug-in.

**Note:** The Piece Author can be different from the Copyright holder. For example, Band X records an album for Record company Y, Band X being the Author/ composer. In the contract with the artist Record company Y states that they own the copyright on any recordings or materials produced.

### Piece Notes

**Note:** If this field is not editable then you are mixing a **protected** piece. You will need to enter your notes in the Mix notes fields, described below.

The Piece Notes can be anything you like, from text describing the mood to the patches you used. Put anything you think someone else is likely to read - think of them as CD sleeve notes. The Piece Notes text box can accept text descriptions up to 32,000 characters, which equates to around 800 lines of text. Each line takes up 2 characters in addition to the text added, be it blank or not.

### Mix Notes

You can use the Mix Notes if you are editing a **protected** .SKD or .SKT file that you have obtained from elsewhere, such as from a friend or web-music artist. In that case, these mix notes will then get appended to the Piece Notes of the protected file (the Piece Notes of a protected file can never be edited or deleted, only added to). This lets you enter information related to your remix of the original piece. The mix notes might include, for example, information on how you changed the instruments used within the piece (if you have Koan X Gold or Platinum), or how you changed the overall volume mix within the piece. The Mix Notes text box can accept text descriptions up to 32,000 characters, which equates to around 800 lines of text. Each line takes up 2 characters in addition to the text added, be it blank or not.

### Shortcut

Toolbar:



Keys: Alt+E+P

---

### See also

[File Save](#)

## Protected Koan pieces

---

Koan pieces and templates can come in a protected form. A Koan artist using Koan Pro (provided it is a later version than Koan Pro V1.2) can set up a piece or template so that only certain specified parameters out of the 150 or so available have values that are visible or editable (including the original Piece Notes) in either Koan Pro or Koan X. Artists can use this format to create pieces for others to use or remix, and particularly to create templates for SSEYO Koan X, as in this format other people cannot see how they have done their special tricks. One example would be to provide protected .SKD files (saved as protected .SKT template file and then renamed to .SKD) with their own original Piece Details that can be read, but not edited. When someone remixes this piece in Koan X they can add their own remix notes in the Mix Notes field of the Piece Details dialog. These notes are appended to the non-editable Piece notes when the file is saved.




## Play command (Control menu)

---

Use this command to play the KoanMix, starting from the beginning.

### Shortcuts


Music Panel:   
Keys: CTRL+P

## Stop command (Control menu)

---

Use this command to stop the KoanMix from playing.

### Shortcuts


Music Panel:   
Keys: CTRL+T

## Pause command (Control menu)

---

Use this command to pause the KoanMix currently playing. The KoanMix will resume playing when you release the pause button.

### Shortcuts

Music Panel:   
Keys: CTRL+U


## Fast Forward command (Control menu)

---

Use this command to move quickly forward through the playing KoanMix. The KoanMix will increment forward by 10% each time this command is used. This command is very useful when combined with the Mix Editor to be found in [Koan X Platinum](#).

**Note:** KoanMixes (as opposed to [MIDI files](#)) do not actually rewind as they do not operate in this way. What happens is that the KoanMix characteristics will be adjusted to new values appropriate for the new elapsed piece time.

### Shortcuts

Music Panel:   
Keys: CTRL+F

## Rewind command (Control menu)

---

Use this command to move quickly backwards through the playing KoanMix. The KoanMix will rewind by 10% each time this command is used. This command is very useful when combined with the Mix Editor to be found in [Koan X Platinum](#).

**Note:** KoanMixes (as opposed to [MIDI files](#)) do not actually rewind as they do not operate in this way. What happens is that the KoanMix characteristics will be adjusted to new values appropriate for the new elapsed piece time.

### Shortcuts

Music Panel:   
Keys: CTRL+B

## Record to WAV file or MIDI file dialog (Control menu)

---



**Note:** Only available in [Koan X Platinum](#)

**RECORDINGS ARE SUBJECT TO INTERNATIONAL COPYRIGHT LAW. IF IN DOUBT, OR NOT SPECIFICALLY STATED, ALWAYS ASSUME TEMPLATE ARTISTS HAVE RESERVED ANY RIGHTS TO RECORDINGS YOU MAY MAKE OF THEIR TEMPLATES.** See Important - Recording Rights Checkboxes section below. See also the section on [Recordable/Redistributable](#).

The Koan Recorder facility is provided so that you can record [MIDI files](#) or Audio files direct to you hard disk. In the case of an audio file this ensures the highest quality recording as the sound does not necessarily have to pass through your soundcards audio output amplifier. The Koan recorder provides you maximum convenience and an easy way to record music content for any number of applications.

Selecting Record from the Control menu will call up the File Recorder dialog. Assuming you have been given the correct permission by the authors of all the templates you are using in your KoanMix ([Recordable](#) = Yes- displayed in the Template Information panel) then you will be able to record your mix to an audio file or a MIDI file. If any of the templates in your [KoanMix](#) are set to Recordable=No, then you will be warned of this when you first call up the dialog. These templates should be removed (or muted) from the Mix before you make your recording, so that you do not infringe any rights of the authors of the templates.

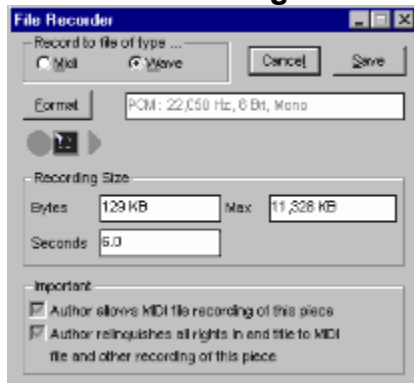
To save screen space whilst recording, you can minimize the record dialog by clicking the minimize icon near the top right corner of the dialog.

### **Important Note:**

Should you attempt to make a MIDI file recording of a KoanMix containing templates with Recordable=No, then note on/off information will not be recorded for these templates. It is not possible to make templates with this setting with Koan Pro V1.2 or earlier.

For information on the Important section at the bottom of the Record Dialog please see the end of this help section.

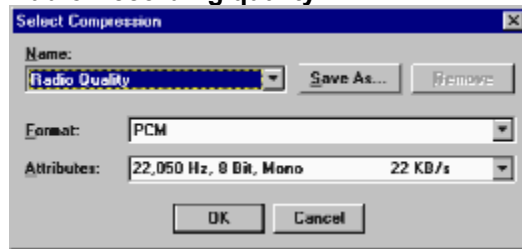
## WAV file recording



Selecting the WAV radio button under the Record to file of type... area of the dialog will enable WAV file recording of your KoanMix. The Recorder will show you the increasing size of your WAV file as it is being recorded, how long you have been recording for and how much disk space you have left/available. Koan X will automatically stop recording if you have less than 2 Mb free disk space. It will always record the output to a temporary file in your Windows temporary directory which is typically in your C:\WINDOWS\

TEMP drive - you may then save this file permanently if you wish, by pressing the Save button. The temporary file will be deleted if you press Cancel button.

### Audio Recording quality



You can choose the quality of the recording you make through selecting the Format button. The lowest quality recordings (8 kHz 8 bit mono) take up the least space on your hard disk - a 1 minute file being just under 0.5Mb, and the highest quality recordings (44.1KHz 16 bit stereo) take up the most space on your hard disk - a 1 minute file being just over 10Mb. Before you start recording you should make sure you have sufficient space on your C: drive for the recording you want to make !

Once you have recorded and saved the WAV file, you can then edit it in your favorite audio editor or even copy it to a recordable CD ROM writer (if you are lucky enough to have one) and cut your own CD !

**Note:** Depending on the architecture of your soundcard, you might first have to connect an audio lead from the audio output of your synthesizer, back to the audio input of your soundcard. Some soundcards such as the Creative Labs AWE32 / SB32 can record the synthesizer output directly, without having to use an external feedback lead.

**Note:** If you get a message saying Cannot open output device or if you see a : for the format, you will have to restart Koan X (or reboot) before you can continue recording.

**Note for Yamaha Soft Synthesizer users:** You will not be able to record a WAV file using current versions of the Soft Synthesizer SGM-MM as it uses the audio channel to create the sounds - you cannot use it to record on the audio channel at the same time! However, we understand Yamaha are addressing this.

Follow the steps in the order below:

### WAV file recording

- 1 Open the Record Dialog by either selecting Record from the Control menu, press the Record button on the Music panel or press the F5 key. Select Record to file of type to be WAV.
- 2 Select the audio format you wish to record to and make sure you have sufficient space available on your C drive.
- 3 A) Either press the Record button in the Record Dialog to start the recording (you can also tab to it and then press the spacebar) and then start your KoanMix playing, or:  
B) Start your KoanMix playing and then press the Record button in the Record Dialog to start the recording (you can also tab to it and then press the spacebar).
- 4 Press the Stop button in the Record Dialog to stop the recording (you can also tab to it and then press the spacebar).
- 5 Stop your KoanMix playing.
- 6 Before you save it, you can listen to your recording by pressing the play button in the Record Dialog.
- 7 Press the Save button to save your WAV file - you will be prompted to give it a name. Or press cancel to remove it from your Windows temporary directory.

8 To make another WAV file recording, just carry out steps 1 - 5 again.

## MIDI file recording



Selecting the MIDI radio button under the Record to file of type... area of the dialog will enable [MIDI file](#) recording of your KoanMix. Use this command to record a Type 0 MIDI file of your KoanMix. The Recorder will show you the increasing size of your MIDI file as it is being recorded as well as how much disk space you have left/available. It will always record the output to a temporary file in your Windows temporary directory which is typically in your C:\WINDOWS\TEMP drive - you may then save this file if you wish. This temporary file will be deleted if you press Cancel button.

Once you have recorded and saved the MIDI file, you can then edit it in your favorite sequencer package.

**Note:** If you record a MIDI file that uses a [SoundFont Bank](#), then a "Soundfont=..." tag is put into the MIDI file. If you play this MIDI file with Koan Web, the SoundFont Bank will be loaded automatically if it is present (check the Supplementary File Search Path in [Setup Options](#)).

Follow the steps in the order below:

### General MIDI file recording

- 1 Open a KoanMix and BEFORE you start your KoanMix playing, open the Record Dialog by either selecting Record from the Control menu, press the Record button on the [Music panel](#) or press the F5 key. Select Record to file of type to be MIDI.
- 2 Enter your details in the Recorded By text area.
- 3 To make sure you capture all the program change/ instrument selection information in your MIDI file (see note 1), do as follows:
  - A) Press the Record button in the Record Dialog to start the recording (you can also tab to it and then press the spacebar) BEFORE you start your KoanMix playing.
  - B) Start your KoanMix playing.
- 4 To make sure you do not get any hanging/stuck notes in the MIDI file when you finish recording (see note 2), do as follows:
  - A) Stop the KoanMix playing BEFORE you stop the MIDI file recording.
  - B) Press the Stop button in the Record Dialog to stop the recording (you can also tab to it and then press the spacebar).
- 5 Press the Save button to save your MIDI file - you will be prompted to give it a name. Or press Cancel to delete it from your Windows temporary directory. You can now listen to the recording in a MIDI player like the Windows Media Player or in your sequencer (if you have one).



6 To make another MIDI file recording, just carry out steps 1 - 5 again.

### More advanced MIDI file recording

#### **Using Pause when recording one KoanMix in one MIDI file**

To Pause the recording during a take, press the Pause button and press it again to continue when you are ready. If in the meantime you have added some new templates or changed some patches, the new information may not be recorded in the MIDI file.

#### **Using Pause when recording multiple KoanMixes in one MIDI file**

Recording many KoanMixes in one file is really neat because you can stitch together medleys of mixes without even the use of a sequencer package. If you want to pause the recording of one piece and then load another to be recorded in THE SAME MIDI file - and keep all the program change information - make sure you follow the following procedure (assuming you are already recording a KoanMix under General MIDI recording above):

- 1 Stop the currently playing KoanMix.
- 2 Press the Pause button in the Record Dialog.
- 3 Open the KoanMix you want to record to the same MIDI file.
- 4 Start Recording again.
- 5 Start the new KoanMix playing.
- 6 Repeat 1 to 5 for other pieces to be added to the file.
- 7 Stop your last KoanMix playing.
- 8 Press the Stop Recording button in the Record Dialog.
- 9 Close the Record dialog.

### Important: Recording Rights checkboxes

Both Koan X Platinum and Koan Pro save SSEYO Koan Design (SKD) files - *pieces*-, but both systems arrive at the end product in completely different ways. The reason for outlining the scenarios below is that you may come across other SKD pieces on the WWW that have been created by Koan Pro, rather than Koan X.

#### • Koan X generated pieces

When you use Koan X to create a KoanMix, you create a new SKD file (a *piece*) from an empty piece (a *style template*) and then drag in your base materials (protected Koan *templates*) provided by other artists who have created them using Koan Pro. All the *style templates* provided with Koan X allow MIDI file recording at the *piece* level as a default, and the original template author decided to allow/disallow it at the template level, and at the *piece* level relinquish all rights and title to recordings made. Note that if the template author has not specifically allowed their recording, then they have NOT relinquished their rights to recordings of that template.

#### Koan X in terms of a painting analogy

Painting	Koan X	Allow recording	Rights to recording
Canvas	STYLE	Allowed as default	NOT reserved as default
Paints	TEMPLATES	<u>Determined by template author</u>	<u>Determined by template author</u>
Finished work	PIECE	Combination of above	NOT reserved as default

#### • Koan Pro generated pieces

When a Koan artist (Author) uses Koan Pro to create a complete SSEYO Koan Design (SKD) file ( a

*piece*), it will contain many custom voices and parameter settings - it is built from scratch if you like, generally not through the use of templates. In this case, the artist can choose whether or not to allow recording at the piece level or to reserve any rights they may have to any recordings made (see below).

### Koan Pro in terms of a painting analogy

Painting	Koan Pro	Allow recording	Rights to recording
Canvas	STYLE	N/A	N/A
Paints	TEMPLATES	N/A	N/A
Finished work	PIECE	Determined by piece author	Determined by piece author

### CHECKBOXES

#### Author allows MIDI file recording of this piece

*Koan X generated Koan pieces - usually checked*

*Koan Pro generated Koan pieces - could be either*

The Author decides whether or not they are willing to let you record the output of their Koan piece to a MIDI file, when you remix it (providing any templates within it also allow this - see section on Recordable). For instance, they might provide complete custom pieces for you to remix live, but not for MIDI recording. If the this checkbox has a tick in it, then it means you can record your mix of it to a MIDI file (providing any templates within it also allow this). If the checkbox is unchecked then you must not attempt to record it.

#### Author relinquishes all rights in and title to MIDI file and other recording of this piece

*Koan X generated Koan pieces - usually checked*

*Koan Pro generated Koan pieces - could be either*

The Author has decided they are prepared to relinquish all rights in and title to MIDI file or other recordings (e.g. audio) of their Koan piece (***but template authors may not agree to this for their templates, so check with them. See also section on Recordable***). If they do, then you can record it and own the copyright on any recordings you may make. Refer to copyright for further clarification.

**Note 1:** It is always best to start MIDI file recording before you play your KoanMix, to make sure you capture all the program change/patch selection information.

**Note 2:** If you stop recording a MIDI file before you stop SSEYO Koan X playing and you then load up the MIDI file into your sequencer, you will hear/see that the notes that were playing when you stopped recording, continue to play for ever - they are left hanging. This is because pressing the Stop Recording button does NOT stop SSEYO Koan X from playing and the recorder is not to know the notes should be stopped. If you want to force all notes to stop in your MIDI file, just stop SSEYO Koan X before you stop the MIDI File Recording.

**Note 3:** SSEYO Koan X can create pieces that have very slow tempos (e.g. less than 40). Some sequencer packages may have trouble loading MIDI files with very slow tempos.

**Note 4:** When using SoundFont banks (SBKs) in your KoanMixes on a slow computer, you might like to play the mix once (or start to play it) so that any SBKs that are used in the mix are already pre-loaded onto the soundcard RAM - initial loading can take a few seconds. Once a SBK has been loaded onto RAM you can play your KoanMix again and it will not try to reload it.

### Shortcuts

Music Panel:



Keys: Alt+C+R or the F5 key

---

**See also**

**[Piece Notes](#)**

**[Copyright](#)**

## Recordable / Redistributable

---

Rec?	Yes
Red ?	No

Koan template artists can define in their template whether or not they are prepared to allow you to record their templates to an audio file/ MIDI file or any other recording and whether they are prepared to let you redistribute their templates in an SKD file format. They will always retain the copyright to the original template itself.

You can find this information by selecting the template in the Mix Window and then looking at the Rec? and Red? Fields in the Template Information panel. If they allow you to record the template they are prepared to allow you (the original purchaser of that template) to have the copyright on any recording you make of it. If they allow you to redistribute it in SKD form then they are granting you (the original purchaser of that template) the right to distribute it. They are not, however, agreeing for it to be further distributed. Should anyone else wish to further redistribute it they should either purchase a copy of the template for themselves or contact the artist to negotiate a license.

Any other specific information that they find appropriate will be in the template description field in the Template Information panel.

Please respect Koan template authors rights, as they are the copyright holder of the template and it is a condition of the Koan X software licence that you comply with their requests.

---

### See also

[Piece Notes](#)

[Copyright](#)

## Drift Templates command (Control menu)

---



This powerful Koan X feature allows the automatic control of template volumes (plus template pitches, too, for Koan X Platinum) and stereo positions in your KoanMix. When you select the Drift Template option from the Control menu or press the Drift button on the [Music panel](#), you will see the templates in your mix (as represented by icons) start to move around the Mix Window. They will bounce off the walls of the Mix Window and also off each other: as a templates position continuously changes, so does its volume and stereo position. You can stop the drifting by selecting the menu option or pressing the Drift button again. You can stop an individual template from drifting, by clicking on it. You will notice that a templates descriptions disappears when it drifts. This is to ensure you do not have continuous screen refreshes. The description will come back again when you stop the template drifting.

### Upper/Lower Drift bounding bars

**Note:** Only available in [Koan X Platinum](#)



These bounding bars will limit how far up or down the templates can drift in your KoanMix. They are located on the vertical axis indicator and you can drag them up or down with the left mouse. There are two, triangular shaped, controls which have a line (bounding bar) extending across the Mix Window. The top control is to set the maximum drift boundary and the bottom control to set the minimum drift boundary. Just click on the triangles with your left mouse button and keep the button depressed while you drag them up or down. When you start the drifting, any templates initially between the two bounding bars will start to drift; those outside will remain where they are.

You can change the color of these controls by selecting it with your right mouse button and selecting Foreground Color.

### Shortcut

Mouse: Click the drift button on the [Music panel](#).  
Keys: ALT+C+D

---

### See also

[Lock Vertical Drift](#)  
[Lock Horizontal Drift](#)

## Lock Vertical Drift selection (Control menu)

---

**Note:** Only available in [Koan X Platinum](#)

When the drift control is applied and this option is selected from the Control menu, templates will only drift in the horizontal axis (stereo position). A check mark next to the menu item will indicate that Lock Vertical Drift has been selected. Select the option again to deselect it.

Note that this will only affect templates that are between the bounding bars, as these are the only ones that will drift.

### Shortcut

Keys: ALT+C+V

---

### See also

[Lock Horizontal Drift](#)  
[Drift templates command](#)

## Lock Horizontal Drift selection (Control menu)

---

**Note:** Only available in [Koan X Platinum](#)

When the drift control is applied and this option is selected from the Control menu, templates will only drift in the vertical axis. A check mark next to the menu item will indicate that Lock Horizontal Drift has been selected. Select the option again to deselect it.

Note that this will only affect templates that are between the bounding bars, as these are the only ones that will drift.

### Shortcut

Keys: ALT+C+H

---

### See also

[Lock Vertical Drift](#)

[Drift templates command](#)

## Volume Axis selection (Control menu)

---



**Note: This menu option control is only available in Koan X Platinum. In Koan X Silver and Gold the vertical axis always represents volume.**

When the vertical axis in the Mix Window is set to represent volume, moving a template icon up and down the screen will change the volume level of the template. The top of the window represents maximum volume, the bottom being zero volume. To select the axis to represent volume, choose Volume from the Control menu (a check mark next to it will indicate that Volume has been selected for the axis) or click on the axis with your right mouse button and Select Volume.

You can also toggle the axis between Pitch and Volume by double clicking on the axis.

### Shortcut

Keys: ALT+C+T

---

### See also

[Pitch Axis](#)



## Pitch Axis selection (Control menu)

---



**Note: This menu option control is only available in Koan X Platinum. In Koan X Silver and Gold the vertical axis always represents volume.**

When the vertical axis in the Mix Window is set to represent pitch, moving a template icon up and down the screen will change the pitch of the template. The top of the window represents the highest pitch, the bottom being the lowest pitch. To select the axis to represent pitch, choose Pitch from the Control menu (a check mark next to it will indicate that Pitch has been selected for the axis) or click on the axis with your right mouse button and Select Pitch.

You can also toggle the axis between Pitch and Volume by double clicking on the axis.

Note that it will take a few moments for the pitch of your template to change, depending on what type of template it is. If it is a melodic pattern then the pitch will not change until the end of the pattern is reached.

### Shortcut

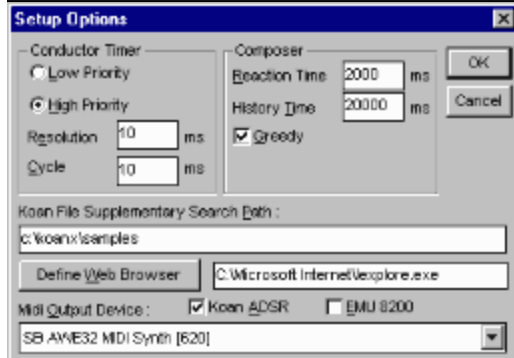
Keys: ALT+C+P

---

### See also

[Volume Axis](#)

## Setup Options Dialog (Options menu)



You may not need to change any of the other settings shown below, but you should be aware they are available -**Conductor Timer**, **Composer**, **Greedy**, **Multithread (32 bit version only)**, **Koan File Supplementary Search Path**, **Define Web Browser**, **MIDI Output Device**, **Koan ADSR**, **EMU 8200**.

### Conductor Timer

Roughly speaking, the Conductor timer determines what how demanding the SKME (SSEYO Koan Music Engine) is for your PC system resources. The bigger the value of Resolution and Cycle, the smoother the truly Ambient KoanMixes sound as there is less precision required in the composition. However, it is generally best to use smaller values, which are required for the more rhythmic KoanMixes. The default setting is High Priority.

### Low Priority

Means the SKME is less likely to take system resources; so some KoanMixes will sound smoother as there is less rigorous control of timings. However, this can have a detrimental effect on highly rhythmic KoanMixes.

### High Priority

If on **High Priority** at high **Resolution** (i.e. low actual millisecond (ms) value) the SKME will take as much system resources as it needs - highly rhythmic pieces KoanMixes may require this. This can cause other applications to run more slowly.

### Resolution

In conjunction with the **Cycle** parameter below, determines how accurately the SKME conducts its KoanMixes/sends out its MIDI information. **Resolution** is the tolerance on the Cycle value. This means the SKME will send out MIDI information every **Cycle** +/- the **Resolution**. The default setting is 10ms.

### Cycle

This is the period in milliseconds between timer events, i.e. how often the SKME composes/sends out the MIDI information. Small values for **Cycle** (10 ms or less) mean the pieces will be very accurate time wise (important for rhythmic KoanMixes), however this can sometimes be at the expense of some smoothness, especially on slower machines. Very small values of **Cycle** and **Resolution** can cause your PC to slow down its processing of other applications. The default setting is 10ms.

### Composer

The Composer sets the time for which the SKME looks ahead, and the elapsed period over which it will carry harmony and other relationships.

### Reaction

The amount of time in milliseconds (ms) the Composer has over which to compose. The larger the value the more the SKME can compose ahead, which is very useful for slower machines, and if you want to do

a lot of processor-intensive work, i.e. displaying a screenshow. If you choose a small value for Reaction Time and totally remove the focus away from the program, i.e. hold down the mouse, the output can stop. It will resume when the focus passes back to SSEYO Koan X. See also the Reaction meter on the [Music panel](#).

Normally set to 5,000 ms ( i.e. 5 seconds).

### **History Time**

The period over which harmony relationships will hold good for long notes. Normally set to 20,000 ms (i.e. 20 seconds). For instance, if a note holds for say 10 seconds you would normally want this note to harmonise with any new notes played. Giving this parameter a small value will mean any new notes played may not harmonise with existing long notes. The only time you may wish to vary the default value is if you wish to experiment with these type of effects (bear in mind when sending pieces to other people, that most of them will not adjust this setting).

### **Greedy**

This checkbox determines how much of your PC's processing power Koan X will use when composing music. The default setting for Koan X is to have Greedy mode checked, which should suit most situations. In this case the SKME is given full access to your computer's power for its composition. You might wish to de-select Greedy mode, if you are running other applications at the same time as Koan X (e.g. for graphics intensive applications). Also see Conductor Timer.

### **Multithread**

The 32 bit version of Koan X (not yet available - designed for use with Windows 95 or Windows NT4) supports a multi-threaded composer, which can be enabled through the Setup Dialog. This option enables the SKME to keep on composing, even when the graphical user interface is fully engaged by the user. If not checked and the user interface is engaged while waiting for user input, the music will stop being played after the Composer Reaction time (Options Setup) has elapsed. If you enable the multi-threading option, and later experience problems with multi-threaded operation, you may of course disable (and later re-enable) this option.

When using multi-threading you might experience some lack of smoothness in the played music when you have a small amount of physical memory available (e.g. less than 16 Megabytes of base physical memory, and / or many applications loaded). If this is the case, simply disable the multi-threading option.

### **Koan File Supplementary Search Path**

Enter the path(s) here where you want SSEYO Koan X to look for any supplementary files used by your KoanMixes. These could be for example SoundFonts from a CD ROM drive or in a different [directory](#) to that of your KoanMix, or Gravis patches off a network drive. The format is that of your normal DOS PATH command. Separate your paths with semicolons and leave no spaces between entries. Adding a \ after your directory is optional and not required.

*Example:*

D:\SBK;E:\KOAN\PIECES;C:\KOANPRO\TEMPLATE

### **Define Web Browser (button)**

If you have an Internet account with an Internet Service Provider and have a web browser setup on your system (e.g. Internet Explorer or Netscape) then you can automatically dial our [website](#) for the latest news, files and links. Press this button to call up the Select your browser application dialog, which is like a normal file open dialog. Find your browser and press OK to have it selected. Once you have done this you can select File, [Connect to the SSEYO Web Page](#) from the menu to automatically connect to our website (provided your browser is set up to autodial). This will launch your browser (it should not be loaded already) and set it to connect to our website URL - <http://www.sseyo.com>

## MIDI Output Device

Select where you want the SKME to send its MIDI output. Normally this will need to be set to the MIDI Mapper if you are using Windows with a soundcard, or alternatively, you can write directly to your soundcards driver. However, if you wish to drive an external synth then set this up to your MIDI Output device, e.g. SB16 MIDI out.

## Koan ADSR

If you have a Wavetable soundcard or one that **does support** continuous volume controller changes (e.g. AWE32, AWE64, SB32, SCC1, DB50XG, Gravis, NuSound etc.) then you should check the Koan ADSR checkbox. If your MIDI Output device solely uses the OPL3 chipset (e.g. SB16 and SB16 equivalents) or is one that **doesn't support** continuous volume controller changes (check your soundcard documentation) then you should uncheck the Koan ADSR checkbox. The first time you run Koan X, the SKME will attempt to make a sensible choice based upon its analysis of the capabilities of your music hardware.

## EMU 8200

Select this option if you have a soundcard which uses an EMU8200 controller (e.g. TDK MusicCard, Creative Labs WaveBlaster II Daughterboard, EMU Music Card).

The mapping of the AWE32 controllers is approximate, such that a Koan template designed for e.g. the AWE32/SB32/AWE64/SB64 will sound almost identical when played back on e.g. a TDK MusicCard.

There will however be some audible differences, due to the following two factors :

1. The two soundcard sets have different wavetable patch sets
2. The envelope controllers for the EMU8200 have a non-linear implementation, which means that the resolution for the AWE32 envelopes is different, especially for the larger envelope stage times, so Koan has to make some approximations in order to map one set of values on to another.

Note : the existence of an EMU-8200 based soundcard on your machine, is made currently by checking for the existence on your system of the file called "TDKMUSIC.DRV". If this file is not present, but you have a TDK MusicCard or other EMU8200-based system (e.g. Creative Labs WaveBlaster II, or EMU PCMCIA card), then this is not detected automatically. You will have to manually select this option. If you do not do this, then your Koan pieces may not play properly (the AWE32/SB32/AWE64/SB64 controllers will have no effect).

Note : You might experience odd audio effects if you are playing a KoanMix through Creative Labs Wave Blaster II Daughterboards shipped before January 1996 due to inherent problems with Relative NRPN Envelope controllers. The only way around this is to replace the entire daughterboard (sorry)!

**Note 1:** Changes to the Composer or Conductor values are implemented by the SKME as soon as it can accommodate them. You do not need to restart the piece for these changes to take effect.

**Note 2:** The values set here will be used by the SKME to play any Koan piece you might load, so in some circumstances it may be necessary to alter them. You will be able to identify this if the KoanMix sounds jumpy or seems to give you bursts of notes. In this case try to increase the reaction time first and then raise or lower the values for cycle/resolution. However, once set to your satisfaction they should not require frequent adjustment.

## SoundFont compatible selection (Options menu)

---

**Note:** Only available in [Koan X Gold and above](#)

**IMPORTANT NOTE:** Only relevant for Creative Labs AWE32 / AWE64 / SB32 / SB64 soundcard owners

When this preference is selected from the Options menu, a selection checkbox on the bottom of your [Edit Instrument control](#) is displayed (below).

▪

### **Edit Instrument control**

If you tick this checkbox in the Edit Instrument control, your template can load a sample from a Creative Labs SoundFont compatible file (SoundFont bank = SBK). SBKs are files that contain a number of audio samples in a special format that can be loaded in to the DRAM present on the Creative Labs cards above. This audio sample can then be played back by the template in preference to a [GM instrument](#). This allows you to include in your KoanMix many special sounds not provided on the ROM of the AWE32. It is great for creating contemporary music including dance, house and drum n bass.

### **Shortcut**

Keys: ALT+O+O

### **See also**

[Edit Instrument control](#)  
[General MIDI/ SoundFonts](#)

## Patch Bank Compatible selection (Options menu)

---

**Note:** Only available in [Koan X Gold and above](#)

**IMPORTANT NOTE:** Only relevant for soundcards/synths that support patch banks (e.g. Roland GS compatible, Yamaha XG compatible, Gravis patch bank compatible)

When this preference is selected from the Options menu, a small list box is displayed on the bottom of your [Edit Instrument control](#).

▪

### Edit Instrument control

In the list box you can set the bank number for your patch. For instance, if your [General MIDI](#) patch selected was 005 - Rhodes Piano, and you selected bank 16, then this template will use whatever instrument is in Patch 5 bank 16. If there is no patch there it will default to Patch 5 in bank 0 (the default GM bank). Please consult your soundcards documentation to discover what banks are available to you for each GM patch.

### Shortcut

Keys: ALT+O+P

### See also

[Edit Instrument control](#)  
[General MIDI/ GS/ XG/ Patchbanks](#)

## **Toolbar command (View menu)**

---

Use this command to display and hide the Toolbar, which includes buttons for some of the most common commands in SSEYO Koan X, such as File Open and File Save. A check mark appears next to the menu item when the Toolbar is displayed.

See [Toolbar](#) for help on using the toolbar.

## Top level toolbar

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The top level toolbar is displayed below the menu bar. The toolbar provides quick mouse access to a number of functions frequently used in SSEYO Koan X.

To hide or display the Toolbar, choose Toolbar from the View menu (ALT, V, T).

### Click To

---

- Start a new KoanMix.
- Open an existing KoanMix.
- Save the current KoanMix. If you have not named your KoanMix SSEYO Koan X displays the Save As dialog box.
- Cuts the selected template(s) and moves it to the clipboard.
- Copies the selected template(s) and moves it to the clipboard.
- Pastes the template(s) from the clipboard into the selected piece.
- Piece Details dialog where you can add information about your KoanMix.
- Mix Editor.
-  Help About SSEYO Koan X.
-  Context sensitive help.



## **Status Bar command (View menu)**

---

Use this command to display and hide the Status Bar. A check mark appears next to the menu item when the Status Bar is displayed.

See [Status Bar](#) for help on using the status bar.

## Status Bar

---



The status bar is displayed at the bottom of the SSEYO Koan X window. To display or hide the status bar, use the Status Bar command in the View menu.

## **Cascade command (Window menu)**

---

Use this command to arrange multiple opened windows in an overlapped fashion.

## **Tile command (Window menu)**

---

Use this command to arrange multiple opened windows in a non-overlapped fashion.

## **Arrange Icons command (Window menu)**

---

Use this command to arrange the icons for minimized windows at the bottom of the main window. If there is an open document window at the bottom of the main window, then some or all of the icons may not be visible because they will be underneath this document window.

## **1, 2, ... command (Window menu)**

---

SSEYO Koan X displays a list of currently open document windows at the bottom of the Window menu. A check mark appears in front of the document name of the active window. Choose a document from this list to make its window active.

## **Index command (Help menu)**

---

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using SSEYO Koan X and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

## Using Help command (Help menu)

---

4 types of help are available:

- 1 Press F1 to bring up the Help Contents screen at any time
- 2 Press Shift F1 to bring up the context sensitive help arrow which you can click on an item or menu on which you want help. Alternatively, click the Context Sensitive Help icon on the toolbar and then click on an item on which you want help.
- 3 Use the Help menu to call up the Search Dialog or the Help Contents screen.
- 4 Koan X Coach will give you quick and easy bullet point help on most aspects of SSEYO Koan X.



## **About command (Help menu)**

---

Displays the copyright notice, issue number and version number of your copy of SSEYO Koan X. Once this dialog is displayed, press Alt+V to find out the version numbers of the software and SSEYO Koan Music Engine.

## **Context Help command**

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Press the Shift+F1 keys to call up the Context Help command and obtain help on some portion of SSEYO Koan X. The mouse pointer will change to an arrow and question mark. Then click somewhere in the Koan X window, such as a button. The Help topic will be shown for the item you clicked.

### **Shortcut**

Keys:      Shift+F1

## **Minimize command (Application Control menu)**

---

Use this command to reduce the SSEYO Koan X window to an icon or to your Taskbar (if using Windows 95 or NT4).

### **Shortcut**

Mouse: Click the minimize icon on the title bar.  
Keys: ALT+Spacebar+N

## **Maximize command (Application Control menu)**

---

Use this command to maximize the SSEYO Koan X window.

### **Shortcut**

Mouse: Click the maximize icon on the title bar.  
Keys: ALT+Spacebar+X

## **Close command (Application Control menu)**

---

Use this command to close SSEYO Koan X.

Double-clicking a Control-menu box is the same as choosing the Close command.

■

### **Shortcuts**

Keys:      ALT+F4 closes SSEYO Koan X

## **Switch to command (Application Control menu/ Taskbar)**

---

In Windows 3.1 use this key combination to display a list of all open applications. Use this "Task List" to switch to or close an application on the list.

In Windows 95 this key combination opens up your Start Menu.

### **Shortcut**

Keys: CTRL+ESC

## **Title Bar**

---

The title bar is located along the top of a window. It contains the name of the application (i.e. whether it is Koan X Silver, Gold or Platinum) and the open KoanMix.

To move the window, drag the title bar.

Note: You can also move dialog boxes by dragging their title bars.

## Panel backgrounds

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■ When you click the right mouse on any panel

■ When you click the right mouse in the Mix Window

As well as being able to reposition the panels in Koan X, you can customize the bitmaps and text colors they use, too.

You can reposition and customize the appearance of the following:

[Mix Window](#)

[Add Template Panel](#)

[Music Panel](#)

[Template Information Panel](#)

[Coach Panel](#)

[Drift bounding bars](#)

### Repositioning the panels

Simply select a blank area in one of the panels with your left mouse (except the Mix Window which is always in the middle) - you will see by the highlighted border that the panel becomes selected. If you now drag this to another part of the screen you will be able to dock it (i.e. reposition it) in another area of the Koan X interface.

Double-clicking on a blank area of a panel will cause it to turn into a rectangular dialog. Double-clicking on it again will cause the dialog to revert to a panel.

### Change Panel Image / Change Background Image

Use the Change Panel/Background Image menu option to select the bitmap (.BMP) that you use as a background to the Koan X panels and Mix Window - Koan X is provided to you with its own default images. This is great way of customizing your Koan X desktop; the panels could look really different when you have your own background bitmap in place, e.g. marble, sand, clouds, stars. You can use any size bitmap as they get tiled if they are small. Get creative!

If you want to change the bitmap you should only use bitmaps with color palettes supported by your graphics card, i.e. if you have a 256 color graphics card and you use a 16 million color bitmap you will get strange display effects... We recommend that you use bitmaps with 256 colors or less.

If you deselect the Use Bitmap checkbox, then the panel background will default to the color defined with Set Window Color.

### Set Window Color

Use the Set Window Color menu option to choose the background color for the panel, should you have no bitmap selected (see above).

### Set Foreground Color

Use the Set Foreground Color option to change the color of the text displayed in the panel.

### Shortcuts

Mouse:      Depress your right mouse key in a panel



## KoanMix

---

KoanMix, mix, 'piece', 'track' and 'song' are all terms used to describe the Koan file you create in Koan X through dragging Koan templates into the Mix Window. When the KoanMix you are working on is played by the SSEYO Koan Music Engine it generates the beautiful KoanMusic that ensues. A Koan piece can have a number of extensions .SKP (encrypted), .SKD (SSEYO Koan Design file) or .SKT (SSEYO Koan Template file).

## Encryption

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KoanMixes created by SSEYO Koan X can be encrypted so that others can not read them, offering a higher level of protection to those who spend time creating polished works. Encrypted files have the file extension .SKP. These can be played by the Koan Players. They can not be played back by Koan X, however.

## Parameters

---

Parameters are the various types of variables the SKME uses to control its output. Koan Pro gives you access to well over 150, many of these editable for each voice.

## Envelopes

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Envelopes are a graphical way of displaying the way a parameter changes over time; they are analogous to a 'bar chart' in that the height of the bar is in direct proportion to the value of the parameter: the higher the bar the greater the value. These can only be seen in Koan Pro, where you can set the volume, velocities and stereo positions of various voices to be somewhere between maximum or zero dependent where you are in the piece.

## **Instrument**

---

The instrument or patch is generally any of the 128 General MIDI patches and these are identified by their patch number i.e. 098 FX2 as well as a description. Koan X also supports GM drums, and these are identified as the patch number preceded by a D, i.e. D60.

In Koan X Gold or above you can change the patches used by the templates in your KoanMix, including the use of GS/XG capital series/ instrument banks i.e. patch 125.6 and SoundFonts.

## Voice

---

A voice in Koan terminology is a single 'player' created in Koan Pro; each player is assigned an instrument.

A template can contain only one voice or more than one voice, and each voice will generally use up one MIDI channel (though if a number of voices play the same instrument this **may not** be necessary, dependent on other parameter values ). Generally, the template descriptions will indicate if they use more than 1 voice.

Your sound card/synth provides the only real limitation on how many of voices can be used in a piece or how many of these can play at once, and this is determined by the Polyphony specification your soundcard can handle. The number that can actually play at any given time is also governed by the MIDI Mapper (which allows only 16 simultaneous channels to play for Windows 3.1/ Windows 95/ Windows NT 4).

## **.SKD, .SKT and .SKP files**

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Remember, all files are covered by international copyright, as are recordings of your KoanMixes. See also Recording.

### **.SKP files**

SSEYO Koan X can create encrypted .SKP (SSEYO Koan Play) files (File Menu, Save Play File option), these files which contain the same information as .SKD files but in a different format, non-loadable by SSEYO Koan X or SSEYO Koan Pro. These files can only be played by the SSEYO Koan Players - Koan Web, Koan Plug-in or the Koan ActiveX control. We recommend that any files you put on your website are in this format.

### **.SKD files**

SSEYO Koan X Gold and above can generate .SKD (SSEYO Koan Design) files, as well as SSEYO Koan Pro. These Koan files store all the information on each template or voice in the files. SKD files cannot be read by any of the SSEYO Koan Players - Koan Web, Koan Plug-in or Koan Active X control - although they can be played by them.

### **.SKT files**

SSEYO Koan Pro can generate .SKT (SSEYO Koan Template) files. There are 3 types of template files. One is in same file format as .SKD files, but with a different extension - no parameters are protected. Another is an empty template, called a style template, for use in creating new mixes. The third format (not possible to save with Koan Pro V1.2 or earlier) is where the templates can be protected so that only certain of the 150 or so parameter values are visible or editable (including the original Piece Notes). Artists use this format to create template for others to use, particularly for SSEYO Koan X: in this format other people cannot see how they have done their special tricks.

## **MIDI, General MIDI (GM), MIDI Channels and more**

---

### **MIDI**

MIDI stands for Musical Instrument Digital Interface, and in normal everyday use MIDI generally refers to a special way in which computers can talk to synthesizer and other electronic musical instruments. It is a musical language, if you like, which enables your computer to tell your soundcard what notes to play and when to play them, amongst other things.

### **MIDI Files**

If you collect up and save all these MIDI instructions to disk you create a MIDI file, which is basically an electronic version of a musical score. The MIDI file contains all the information necessary to play back the music, including information on which instruments are used, what notes they play, how loud or quiet they should be and which MIDI channel they are played on etc. There are many software notation packages that can turn this electronic score into a printed musical score.

### **General MIDI**

There are many different manufacturers of soundcards and synthesizers and in the past each manufacturer located different instruments or sounds (e.g. Bass guitar) in different places. Trying to find the same instrument on various synthesizers was a bit like trying to find a can of beans in different Supermarkets - not easy because they all stacked in different places. This situation meant that a MIDI file would generally sound completely different when played by each system. The solution was for the manufacturers to agree a standard layout for certain specified standard set of sounds - they called this the General MIDI (GM) standard.

General MIDI is now a world standard and it means the soundcard and synthesizer manufacturers decided on 128 instruments (or patches) that would be put in the same place on all their offerings. No matter which sound system you use, you will always find these 128 patches in the same place. This allows MIDI files to sound roughly the same when they are played back, no matter what General MIDI soundcard or synthesizer is used to create them or play them. For examples, patch no 19 will always be a Rock Organ sound (or nearest equivalent) no matter what the soundcard or synthesizer.

However, not everything is golden. We all know that each brand of beans tastes different. Some are better than others. Some are premium quality, some are not. This is the same with patches. A piano sound is not the same on all soundcards or synthesizers - even though it is called a piano and in the same place on all these sound systems. There is also a wide variety in the quality of sounds available on each sound system. Some may have good pianos but not very good basses. Others may have good basses but not very good drums, and so on. So, at the end of the day, the better the quality of your soundcard or synthesizer the better the quality of the sound - and generally this is in direct relation to how much you spend!!

### **GS and XG MIDI**

General MIDI is not the end of the story though, because it only refers to 128 standard sounds. There are also many ways you can treat these sounds (e.g. reverb, chorus, pitch filtering etc.) and each sound system has different capabilities and different ways of doing these things. Also, many people want to use their own special sounds so 128 presets can be very limiting. Roland tried to extend the GM capabilities with a more advanced MIDI standard called GS, and Yamaha have tried to go farther with XG. Both of these allow you to define patch banks (amongst other things like extended sets of controllers for varying the effects applied to the sounds). In both systems each patch (of which there are 128 in GM) can have 128 variations. Creative Labs have also created their own SoundFont standard, where you can load up your own custom sounds (just like you can choose the fonts in a document). [Koan X](#) supports templates that use GS/XG and also has built in seamless support for SoundFonts.

### **SoundFonts**

SoundFonts add another twist to the story. A SoundFont is quite literally the equivalent of a typeface, except in the sound arena. A SoundFont allows you to customise the sounds your soundcard uses by



replacing them with different and unrelated sounds. For instance, you could replace your in-built GM/GS/XG Acoustic piano sound with that of an aeroplane, or a fat analogue bass synth sample. This facility is actually very useful for creating contemporary music, where your palette of sounds is as important as the notes you play. Imagine all documents were in Arial typeface (like this help file), or printed out on a typewriter....

A SoundFont is essentially a sound sample (e.g. a WAV file) converted to a special format to be loaded into your soundcard. And here is the rub, you need a special soundcard to do it. SoundFonts were pioneered by E-mu, now a wholly owned subsidiary of Creative Labs. So, only their soundcards (in particular the AWE32 / AWE64 / SB32 / SB64) support them. But, having one of these cards does turn your PC into a fully functional sampler, and many people now have one of them. The good news is that the SKME and Koan X have fully integrated and seamless support for SoundFonts, making Koan X the perfect tool for creating contemporary music.

### **Top end gear....**

Really top end synthesizers allow musicians completely to synthesize, tailor and treat the sounds they create and use in hundreds of ways. The good old GM standard map has no real role to play for these sonic pioneers, which means that - even though they use MIDI - they will record their work to audio for sale, because not everyone has exactly the same expensive musical setup as them.....

**Note:** Some cards do not even provide the full complement of 128 GM sounds, in which case the manufacturer will generally provide a MIDI Mapper patch map which diverts those patch numbers to their nearest equivalent.

### **MIDI channels**

Windows has in-built support for 16 MIDI channels. To grasp the significance of the MIDI channels, simply imagine you have 16 people, each playing an instrument, and they each have their own TV channel. Naturally, if they are all playing at once and you wish to hear them then you will need to tune in to 16 channels at the same time. Now for this analogy, in MIDI terms, your soundcard is your TV. It has no problems receiving and playing back 16 channels at once (unlike you TV which can only display one channel at a time!!). However, sometimes musicians do not want their PC soundcard to play back all the channels. There are many reasons for this, the main one being that musicians often want access to the widest possible range of musical sounds and treatments. So, they may well want to hook up a MIDI channel to an external synthesizer, or in the most extreme case, each MIDI channel to a different synthesizer. Therefore, Windows has the in-built capability for you to assign each MIDI channel to a specific synthesizer - rather than using the default setting which is to use your soundcard for all of them.

Because in Koan X you can drag many different templates into a KoanMix, each potentially using a different instrument which in turn requires its own MIDI channel, the SKME has to make its own instant decisions as to which MIDI channels to allocate. The reason we have to do this for the drag n mix Koan X product can be made clear by example. Imagine the MIDI channel was actually pre-defined in the templates and you dragged 2 templates which used the same MIDI channel into your KoanMix (and remember there are only 16 MIDI channels). Confusion would result and one template would end up playing with the wrong instrument. Naturally, in Koan Pro you can specify the MIDI channels to be used by each voice.

## Piece marker

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When you play a piece you will see a moving bar on the left of the Control panel. This indicates the percentage time for which a piece has been playing, where the beginning represents 0% and the end 100% of the piece length. Click your mouse on it to immediately forward or rewind to that point. In [Koan X Platinum](#) you can also use the ALT + 0 to 9 keys to move to a percentage of the way through the piece (e.g. ALT + 2 would be 20%) - we call this scratch mixing.

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### See also

[Scratch mixing](#)

[Mix Editor](#)

## Scratch mixing

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**Note: Only available in [Koan X Platinum](#)**

Use the ALT+0 to 9 key combination to move to that percentage position (9 = 90%) through the piece. The way the [SKME](#) works means you will hear no jumping or discontinuities in the piece (unless the volumes of the section are different - see the [Mix Editor tool](#)) and composition will continue smoothly. This feature is great fun and is useful for scratch mixing a piece or creating an audio recording with [Koan X Platinum](#), which contains the [Mix Editor tool](#).

**See also**

[Piece marker](#)

[Mix Editor](#)

## Coach Panel

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The Coach Panel provides you with some quick and easy guidance to help you get started using Koan X. You can click on the Coach "Help About" button (the one with a both an arrow and question mark on it) and drag your cursor to a location on the screen where you need assistance. When you no longer need the Coach, you can close the window using the View menu option.

You can click on virtually any item on screen for instant help!

### Panel position

You can move this panel around by dragging it to another position on screen. You can also turn it into a dialog by double-clicking on it, and cause this to revert back to a normal panel by double-clicking on it again. See also [Panel Backgrounds](#).

---

### See also

[Mix Window](#)

[Music Panel](#)

[Add Template Panel](#)

[Template Information Panel](#)

[Panel backgrounds](#)

## Add Template Panel

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The Add Template Panel is used to add [templates](#) to your [KoanMix](#). It helps also to look at the [directory structure](#) to see how the templates are organized into directories.

### Group

The key box here is the **Group** box at the top of the panel, which lists all the groups of templates you have available. Click on this combo box, to select a group of templates (e.g. Silver). (See [directory structure](#)).

### Instrument

**Note: Only functions in [Koan X Gold or above](#)**

Checking this box will override the [GM patch](#) associated with the template. This can be useful if you know you want to add a GM Clarinet voice, say. Just check the box and select the patch you want. Then move a template into the mix. Don't forget to uncheck this box (or remember to select every patch you want for each template), otherwise you will get some unexpected effects as you move many templates into the mix all with the same patch!

### Categories

To the right of this box there will be one or more buttons which show you the **categories** of templates you have available in the group selected above. Clicking on one of these buttons will make a list of available templates in that category be displayed in the Templates box. (See [directory structure](#)).

### Templates

Shown as icons in the box below Instrument

### Description

The Description box shows any interesting information on the template (including any [rights restrictions](#) about [recording](#)) that the author of the template wished you to know (see also [copyright](#)).

### Adding a template to the Mix Window

Either drag the template icon into the window, double click on it or select it and press Enter. The precise time taken by any change is really quite complicated, and is a function of many things, including the current Tempo and the [Composer Reaction Time](#). See also the Reaction Time meter in the [Music Panel](#).

### Panel position

You can move this panel around by dragging it to another position on screen. You can also turn it into a

dialog by double-clicking on it, and cause this to revert back to a normal panel by double-clicking on it again. See also [Panel Backgrounds](#).

### **Further Templates**

All the templates which come with [Koan X](#) have been created with [Koan Pro](#). Many more templates are available for purchase from [SSEYO](#).

---

### **See also**

[Mix Window](#)

[Music Panel](#)

[Template Information Panel](#)

[Coach Panel](#)

[Panel backgrounds](#)

## Style Templates

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Koan X uses the concept of Style templates, which are the basis on which a KoanMix is created. Style templates have the same naming as normal templates (which are actual players), in that they have the extension .SKT which is used by both, but they are effectively templates with nothing in them except information on piece level parameters. They contain all the information needed at the piece level for you to create your KoanMix. You can best visualize what they do in a graphical context. A style template is like the canvas on which an artist paints. A canvas has many features including size, material, color, finish, weave etc., and the artist will choose their canvas accordingly. A style template provides default values for a number parameter that your KoanMix will use, including:

- Tempo
- Piece length
- Default Scale
- Default Piece Root
- Meter (styles generally use 4:4)
- Default Harmony, Next Note and Rhythm rules
- Drum set
- Any patterns to change the Piece Root whilst the mix is playing

It is not essential to use a Style template (Koan X Silver and Gold both use 1 standard default base style template), because you can change most of the values above yourself, when you are working on your KoanMix. They are really there to provide subtle differences and they are required for the creation of randomly populated pieces in Koan X Platinum.

These correspond to the Piece Parameters in Koan Pro. You are not able to edit these parameters in Koan X.

## Music Panel



## Playback controls



### Piece marker

### Rewind

### Play

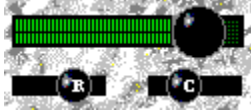
### Record

### Fast Forward

### Stop

### Pause

## Volume, Reverb and Chorus



These controls override, but do not alter any piece level settings that may be provided within the piece. They are additive in that they add a uniform amount to the value of the settings for this parameter for each template in the KoanMix. Simply click on the slider with the mouse and drag the control setting to a new value. The volume control can be used like a master fader when you are recording a KoanMix.

**Volume** Sets the master volume (actual value is shown by the flashing LEDS).

**Reverb** Sets master reverb level.

**Chorus** Sets master chorus level.

**Note 1:** The Volume control will not work instantaneously if your MIDI Output device solely uses the OPL3 chipset (e.g. SB16 and SB16 equivalents) or is one that doesn't support continuous volume controller changes - in which case you can use the soundcards own Mixer application or the Windows 95 Mixer application. If you have a Wavetable soundcard or one that does support continuous volume controller changes (e.g. AWE32, SB32, AWE64, SB64, SCC1, DB50XG, Gravis, NuSound etc.) then this works fine. See also Options Setup Dialog.

**Note 2:** Reverb and chorus settings will only have any effect on soundcards/synths that support them.

## DRIFT button

Press the Drift button to start the templates in the KoanMix drifting around and bouncing-off each other. This generates a random mixing of the templates over time! There are advanced drifting features in Koan X Platinum. See Drift Locking.

## Tempo



Shows the tempo currently in use by the piece in beats per minute. You can change the tempo by



entering a new tempo between 1 and 200. You can also increase or decrease the tempo by pressing the + or - key on your keyboards number pad. Note that dropping in some [breakbeat templates](#) might automatically change the Tempo to suit the length of the Breakbeat.

## Scale and Piece Root

**Note:** The actual time taken by any change is really quite complicated, and is a function of many things, including the current Tempo and the [Composer Reaction Time](#). See also the Reaction Time meter below.

### Scale

The Scale (or Key) of a KoanMix affects its mood. Most dance material has a minor feel for instance. You are able to change the scale (or key) of your KoanMix by choosing from any of the scales presented when you click on the [Scale button](#). Each [style template](#) can include its own scales, so what you see will depend on what style template you start with from [File New](#). Each template you drag into a mix *can* also include a scale that comes across with it, but this is not very usual. See [Change Scale command](#) for further information.

**Note:** You can select the Scale control by selecting the F7 key

### Piece Root

The Piece Root used by a KoanMix is what determines the lowest possible note (and this is affected by the [pitches](#) used by any templates). Pressing the [Root button](#) will present you with a list of all possible root notes: Ab, A, A#, Bb, B, C, Db, D, D# Eb, E, F, F#, Gb, G#, ?. A piece of music based in A Major means that the root note is A. It is generally accepted that the root has an affect on the overall feel of a piece of music, so you may wish to experiment with different roots for your KoanMix. See [Change Root command](#) for further information.

**Note:** You can select the Piece Root control by selecting the F8 key.

## KoanMix Times



### Piece playing

The top meter shows how long the current piece has been playing for in Hours:Minutes:Seconds. The moving [piece marker](#) bar on the left of the window is a visual representation of this. You can change your position in the piece by clicking on this moving control. See also [Scratch Mixing](#).

### Length

Shows the length of the current KoanMix, in Hours:Minutes:Seconds. The KoanMix will play for this amount of time before restarting. For Koan X Silver, the piece length is always 2 minutes, and may not be changed (and you will also need to restart playback every 5 minutes). With [Koan X Gold and above](#), you can set this value to be up to 8 hours! To type in a value of say 1 hours, 23 minutes and 5 seconds you would type 12305 and press Enter.

## RT, M, PY, SF Meters

**Note:** Only available in [Koan X Gold or above](#)



### **Reaction Time - RT**

When you perform an operation which will take the SKME a little while to incorporate into its musical input (such as dropping a template into a playing KoanMix), then this meter will blip, by dropping down to the bottom, and rising back up to its topmost level. The purpose of this is to give you a visual indication of when to expect the musical output to change. The actual time taken by any change is really quite complicated, and is a function of many things, including the current Tempo and the Composer Reaction Time - the indication we give you here is only a guideline!

### **MIDI Channels - M**

This meter gives an indication of how many MIDI channels are still available. As you drop templates into a piece, you may see the level of this meter dropping. If the meter reaches zero (as it will do when no more channels are available) and you then add another template to your mix, you will not be able to predict exactly which templates in the mix will play, when you restart it. The solution here is to delete one or more templates from the mix. Note that drum templates will usually only take up 1 MIDI channel (no matter how many you have, although some drum templates that use SoundFonts will use one MIDI channel for each drum sound), and that some templates use more MIDI channels than other templates.

### **Polyphony - PY**

This meter gives an indication of how many notes might potentially be played at any one time by the SKME, relative to the total number that may be played at any one time by your synthesizer hardware. If you add lots of templates to your piece, this meter might eventually reach its bottom level. When this happens, you might start to hear the effect of some notes stopping when you might not expect them to; this will basically be due to your having reached an inherent limit within your synthesizer hardware or software. Check your soundcard specification to see its Polyphony capability.

### **SoundFont usage - SF**

This meter gives an indication of how much SoundFont memory is still available to you on your soundcard (note : only applicable to certain cards that are SoundFont compatible- currently, only the Creative Labs AWE32 / AWE64 / SB32 / SB64 and fully compatible soundcards). When you have a full array of SoundFont memory available, or if you do not have a SoundFont compatible soundcard, then this meter will be at its topmost level. If you play a KoanMix in which templates uses one or more SoundFonts, then the level of this meter will fall. If the level of the meter goes very low, then adding another SoundFont-based template to your piece may result your hearing odd instrument patches being used; this will be because you have run out of sample memory into which to load the SoundFont samples. In this case, delete some SoundFont templates until you have sufficient SoundFont memory free again. Refer to the documentation that came with your soundcard, to see what utility software there is for manipulating SoundFonts and SoundFont memory on your soundcard.

---

### **See also**

[Mix Window](#)

[Add Template Panel](#)

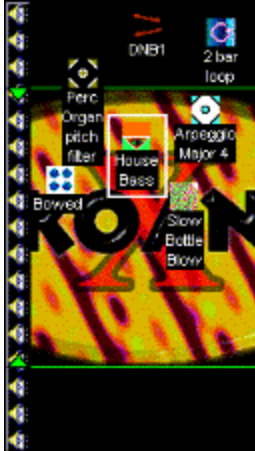
[Template Information Panel](#)

[Coach Panel](#)

[Panel backgrounds](#)

## KoanMix Window

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### See also main contents

The Mix Window is where the real business happens in Koan X ! First, you add templates to the Mix Window. You do this by selecting the Add Template Panel, selecting an icon (which represents a template) and dragging it across or double clicking on it. This adds it to your KoanMix. Dont forget to start it playing! You can add templates whilst the mix is playing or when it has stopped - it is up to you. If you add templates live, i.e. whilst it is playing, the SKME will take a short time to add these to the mix - see Setup Composer Reaction Time, SKME and the Reaction Time meter in the Music Panel.

Simply by moving the icons around this window with your mouse, keyboard controls or even automatic mixing (the drift feature) you can change the volume or stereo positions of templates.

The vertical bar along the left hand side of this window indicates what the vertical axis (up or down) means to the position of the displayed templates. If displaying speakers, you can change the volume of each template by dragging it up or down to increase or decrease the volume. If displaying a keyboard (Koan X Platinum only), you can change the pitch of each template by dragging it up or down to increase or decrease the pitch. To change the vertical axis between volume level and pitch in Koan X Platinum, either double-clicking on the bar, selecting Volume or Pitch from the Control menu or by using the right-hand mouse menu on the bar.

You can also change the stereo position of each template by dragging it left or right.

### **Selecting a template**

Click on it with your mouse or press the tab key to move from one to another (tabbing moves the selection in order of vertical position, then horizontal position).

### **Multiple template selection**

Select one as above, then hold down your control key and with your mouse click on another template. You can add as many as you want. Alternatively, click and hold down your left mouse on an area of the Mix Window (not a template) and drag to select a rectangular area. Any icons in this area will be selected.

### **Deselecting templates**

Click the mouse on any area of the Mix Window (not a template) or press the tab key to move to another template (tabbing moves the selection in order of vertical position, then horizontal position).

### **Moving templates**

Drag selected templates around with your left mouse, or use the up /down /left /right arrow keys to move a few pixels at a time or the home/ end/ page up/ page down keys to go full left /right /up /down.

### **Deleting templates**

Make sure to delete templates from your KoanMix when they are no longer needed. Having too many templates in the mix means you can run out of [MIDI channels](#). In this case, restarting the piece may cause some of your voices not to play. To get around this, simply delete the templates that you don't want, and restart the piece. To do this select the template that you want to delete and either select "Cut" from the right-hand mouse menu, press the delete key or press CTRL+X

### **Changing the patch**

See the [Instrument Control](#).

You can find out information about each template in the mix by selecting it and looking at the [Template Information panel](#).

---

### **See also**

[Music Panel](#)

[Add Template Panel](#)

[Template Information Panel](#)

[Coach Panel](#)

[Panel backgrounds](#)

## Template Information Panel

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The Template Information Panel provides information about the selected template.

"Mute" is used to mute/un-mute the currently selected voice/template - see Mute command.

"Rev" is used to change the Reverb level (note : does not work for all soundcards - see KoanMix Window).

"Chor" is used to change the Chorus level (note : does not work for all soundcards - see KoanMix Window).

"Rec?" indicates whether or not the copyright holder of that template allows you to Record (either an audio file, MIDI file or other file) a piece which includes that template - the value may be "Yes" or "No". If the voice is from a protected template, then changes to this value will not be changed (later versions of the software will not even allow editing of this value).

"Red?" indicates whether or not the copyright holder of that template allows you to Redistribute editable pieces (e.g. SKD/SKT files) which include that template - the value may be "Yes" or "No". If the voice is from a protected template, then changes to this value will not be changed (later versions of the software will not even allow editing of this value).

The Description box shows any interesting information on the template, that the author of that template has made available for you to read.

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### See also

[Mix Window](#)

[Music Panel](#)

[Add Template Panel](#)

[Coach Panel](#)

[Panel backgrounds](#)

## Templates

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Koan Templates are created with [SSEYO Koan Pro](#) and they are what underpins the easy to use range of Koan X products. Koan template files ([.SKT](#)) are collections of well over 150 Koan [parameters](#) that have been specially created for you by Koan artists using Koan Pro - they are in effect music players. When you play your KoanMix the templates are what determines the music - they can play music ranging from completely fixed melodies or effects to completely indeterminate melody lines. Dragging a template into the [Mix Window](#) is a bit like adding spice to a dish you are cooking. You are the musical chef and you get to decide its volume and position as well as other factors.

The Koan Templates that come with Koan X include: drum kits, ambient voices, arpeggios, bass lines, chords, loops (for [SoundFont](#) enabled soundcards) and classical. These Koan templates can be found in the various sub-directories under the C:\KOANX\TEMPLATE directory (assuming you installed Koan X in the C:\ drive and you chose the default directory, KOANX). To create your own custom list of templates just rename the directories and sub-directories beneath TEMPLATE directory. You can move the templates themselves around to where it best suits. However, you will need to select another style before the display will update. See the [directory tree](#).

To copy a Template into a piece either select one from the template list in the [Add Template panel](#) and press Enter (or double click on it), or just drag it in.

You may find that you would like to try out other templates, so SSEYO also sells a wide range of templates for you to add to your collection - keep a close watch on our [website](#) for the latest news!

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### See also

[Style Templates](#)

## Koan X Directory Tree

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### KEY

- All DIRECTORIES are **BOLD CAPITALS**
- **GROUP** directories are bold red
- **Style Templates** are dark cyan
- **TEMPLATE CATEGORY** directories are bold dark yellow/ gold
- **Templates** are blue

### KOANX

programs  
default directory for saving KoanMixes  
etc.

#### IMAGES

amb1.bmp  
amb2.bmp etc.

#### SAMPLES

soundfn1.sbk  
soundfn2.sbk etc.

#### TEMPLATE

##### PLATINUM

drift1.skt  
circle5.skt etc.

##### AMBIENT

multil.skt  
whistle.skt etc.

##### BASS

creepy.skt  
pulse.skt etc.

##### SPECIAL

specstyl.skt etc.

##### LOOPS

1bar.skt  
2bar.skt etc.

A "style" is defined as being a .SKT file in the any of the top-level sub-directories immediately under the TEMPLATE directory (these are dark cyan in the diagram above). It might contain some default voices (e.g. a drum kit / bass set), but is used primarily to define piece-level parameters and the default rules to use.

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### See also

[Templates](#)

[Style Templates](#)

**SSEYO**

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**SSEYO**

The internet music company and creators of KoanMusic

SSEYO (pronounced SAY-OH) was established to respond to the ever increasing demand for quality of life, personal creativity and personal fulfillment. If you want to know more about the company or its products, have any ideas as to what you would like us to develop next or suggestions as to how we may improve our products, please do contact us at the address below:

**SSEYO Ltd**  
**Weir Bank**  
**Monkey Island Lane**  
**Bray**  
**Berkshire SL6 2ED**  
**UK**

**Sales, online ordering and general information:**

**Internet:** koaninfo@sseyo.com  
**WWW:** <http://www.sseyo.com>  
**Online ordering:** [http://www.sseyo.com/sseyo\\_in.html](http://www.sseyo.com/sseyo_in.html)  
**MSN:** GO KOAN  
**CompuServe:** GO SSEYO

**Tel:** +44 (0) 1628 29828  
(9:00am to 4:00pm GMT Monday to Friday, excluding holidays)

**Fax:** +44 (0) 1628 29829

**Technical Support:**

[See support information](#)

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## **SSEYO Koan Players**

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The family of KoanMusic players from SSEYO has been designed to provide a range of functionality for the discerning user for use to playback Koan pieces/ KoanMixes generated by Koan artists.. They range from the standalone Koan Web applications to the Koan Plug-ins and Koan ActiveX control.

**Note:** The standalone Koan Web players will also playback [MIDI files](#) and all come with a built in KoanMusic-sensitive screensaver. Please see our [website](#), [MSN forum](#) or [CompuServe forum](#).

The product family structure and availability are as follows:

### **Koan Web Silver - standalone player application:**

This is truly an economy KoanMusic player - because it is currently FREE for you to download from our website or MSN/CompuServe forums! Use it to play any single Koan piece that you can find on the web.

### **Koan Web Gold - standalone player application:**

For a few dollars you can download from our Website or MSN KoanMusic forum the Gold Edition, which allows you to playback a complete pre-configured album of pieces, in addition to single Koan pieces. This is the perfect player for use with pre-configured albums of Koan pieces provided in titles like [Float](#).

### **Koan Web Platinum - standalone player application:**

For just a few dollars more you can download from our Website or MSN KoanMusic forum the ultimate Platinum Edition of the Koan Player (formerly known as Koan Plus). Use this version if you want to create albums/collections of your favorite Koan tracks or want to set your own running orders for albums of Koan pieces provided in titles like [Float](#).  
This product is recommended for your ultimate enjoyment!

### **SSEYO Koan Plug-in - for IE3 or Netscape Navigator 2 and higher:**

The Koan Plug-in loads embedded or linked Koan files and plays back KoanMusic, generated locally and in real time on a multimedia PC. It even plays Koan pieces that utilise SoundFonts! Freely available from the [SSEYO Website](#).

### **SSEYO LiveConnect Plug-in - for Netscape Navigator 3**

Functionally the same as the standard Plug-in above, but it also allows you to take advantage of the rich interactive functionality provided by Netscapes LiveConnect technology. Freely available from the [SSEYO Website](#).

### **SSEYO Koan Active X Control -for IE3 & Win 95/NT4:**

The SSEYO Koan ActiveX control (KoanAX.OCX) allows website developers to use rich ever-changing KoanMusic under programmatic playback control. The ActiveX control also enables the background asynchronous loading of any additional files utilised by a Koan piece, such as SoundFonts (for users with soundcards that support this) or WAV files, meaning contextual sound samples of e.g. instruments, found sound or natural sounds can augment the visitor's aural experience. Website developers after interactive music content are no longer bound to purely hard-wired [MIDI sounds](#). The KoanAX control is for Windows 95/NT 4 PCs running Internet Explorer. Freely available from the [SSEYO Website](#).

## SSEYO Koan X requirements

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### Minimum:

- 486 DX 66MHz PC (or greater)
- 8Mb RAM (minimum)
- DOS 5.0 or higher
- Windows 3.1 or Windows 95
- Mouse
- 3.5" 1.44Mb floppy drive / CD ROM / Modem for installation
- 3Mb free hard disk space
- Wavetable PC soundcard/ MIDI interface and external MIDI synthesizer, or internal MIDI software synthesizer.

### Recommended:

- Pentium 90 PC (or greater)
- 16Mb RAM (minimum)
- DOS 5.0 or higher
- Windows 3.1, Windows 95 or Windows NT 4
- Mouse
- 3.5" 1.44Mb floppy drive / CD ROM / Modem for installation
- 3Mb free hard disk space + disk space for recording
- Writeable CD ROM drive for cutting your own CDs
- PC soundcard/ MIDI interface with MIDI Mapper support and with a high quality sound synthesizer - Wavetable or LA (Creative Labs SoundFont/EMU800 or Yamaha DB50XG compatible preferred)

There are no special display requirements. In general you may use any sound card or MIDI interface and external synth that can connect to the Windows MIDI mapper (refer to your Windows manual for details on the MIDI Mapper) - even a SoundBlaster 16. This noted, SSEYO Koan X will sound the best if you are using a high end sound card or external synth/sampler; this is because the quality of the music produced is generally only limited by the sound quality of your sound card/ synthesizer.

**Note:** Windows 3.1: We recommend you use the MIDI Mapper, but the SKME will pick up any other Windows MIDI driver if the MIDI Mapper is not installed.

**Note:** SSEYO Koan X supports the General MIDI standard, and all instructions assume your sound card or synth does, too.

## **Trademarks**

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## World Wide Web

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An inter-connected series of electronic pathways, allowing you to access information on computers all over the world, mostly via the POTS system (Plain Old Telephone System). You need a modem and an Internet access with one of the network service providers. SSEYO Koan pieces can be downloaded over the WWW and played by one of the [SSEYO Koan Players](#) - Koan Web, Koan Plug-in or the Koan ActiveX control - **while you are online**.

With a 28800 modem you can typically download a 7Kb Koan piece (an average file size) in 3 seconds and the Koan Player - SSEYO Koan Web/Koan Plug-in/ Koan ActiveX control- will then start playing it immediately. One of the main advantages of SSEYO Koan technology for net use is that the piece you download would only be a few Kb in size yet it could play beautiful, ever-changing music for many hours. Koan file sizes typically range from less than 1Kb to 20Kb.

Dont forget that any files you place on your website are covered by copyright (the right to copy - see [Copyright](#) discussion) and likewise any files you download, too!! If you want to put someone elses Koan files on your website you need their permission (as you will have copied them). However, we have produced a number of files (the Koan Giftbox) that we will allow you to put on your own website for FREE, meaning you can have music on the net for FREE.

Check out the [SSEYO web site](#) for the latest demos, files and links and also to make online purchases from us in real-time!. See also the [Connect to the SSEYO Web Page](#) menu option.

## CompuServe® forum

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### Get valuable SSEYO support around the clock on CompuServe

CompuServe gives you a direct connection to our technical support team and easy access to the most current updates. To access the SSEYO Section of the Multimedia A Vendor Forum, click on the **GO** button of the CompuServe Information Manager software (see Membership below) and enter **SSEYO**. There you'll gain valuable information on all our products, as well as late-breaking news on soon-to-be and newly released products.

- **Stay in touch 24hrs a day.**  
Post your messages for us and share your views and knowledge with others. Catch the latest Press Releases and information on our products
- **Get product demos and download files.**  
We will always have the latest versions of demos of our products here in the Library. You will also find many demo pieces and we encourage you to make your own submissions - who knows, you might even get famous in our Forum section!
- **Talk to support experts.**  
There's no better place to get support on our products!
- **Provide product feedback.**  
Tell us what you want to see in our products. What do you like most about them? What could be better? What other services could we offer you? We always want to know!

### Get a FREE Membership to CompuServe...

As a valued SSEYO customer, you are entitled to a **FREE** CompuServe Membership, including:

- One free month of Membership (a \$9.95 value)
- An additional 5 hours free in your first month
- CompuServe Information Manager (CIM) software (for Windows or Mac)
- A complementary subscription to CompuServe's monthly magazine
- A personal User ID number and private electronic mailbox
- Access to popular Internet services.

Get connected now with SSEYO and other CompuServe members by calling one of the following numbers and ask for Representative #228:

Australia	Freephone: 008 025 240	Direct: (+61) 2-410-4260
France	AZUR phone: 36-63-81-22	Direct: (+33) 1-47-14-21-65
Germany	Freephone: 0130 37 32	Direct: (+49) (89) 66 535-111
New Zealand	Freephone: 0800 446 113	Direct: (+61) 2-410-4260
UK	Freephone: 0800 289 378	Direct: (+44) (117) 9760681
USA	Toll Free: 800-524-3388	Direct: (+1) 614 529-1349
Elsewhere	Direct: (+1) 614 529-1349	

Or send back the form that comes with the retail version of this product. It is as easy as that!

**GO SSEYO. We look forward to meeting you.**

## Introducing SSEYO® Koan® X

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# SSEYO Koan X - The drag 'n' mix generative music power tool

- Makes creative music making fast, and easy

- Make music for yourself
- Make music for your friends
- Make music for the family
- Make music for CDs
- Make music for the Internet
- Make music for multimedia
- Make music for gigs
- Make music, make a statement
- Make music, make a difference
- Make music, and make it FAST!

Use Koan X to create KoanMusic content for your Website (WWW) or to create your next album - the choice is yours.

### Makes creative music entertaining and easy for everyone

SSEYO® Koan® X is the fascinating, indispensable and fun new generative music power tool for everyone, irrespective of age or ability. It requires no prior musical knowledge and you will soon be creating, mixing and performing your own contemporary music from totally cool drum 'n' bass to chillout ambient - fast, and all without a musical keyboard! All you need to do is drag a Koan template into the mix - drag n mix - and you will be on your way to making your own great sounding new music, maybe even for your next CD or multimedia project!!

### KoanMusic - the generative music future

KoanMusic is a new genre of music and is often described as 'organic' or 'generative'. What this means is that it is created fresh for you when you play it - things are never exactly the same twice. This means that with Koan X you can mix new music afresh, each time - a KoanMix.

### The coolest music for the Internet

SSEYO's drag n-mix "Koan X" system is on the Internet, MSN and CompuServe because it is a revolution in music publishing. KoanMusic is rapidly being adopted as a new interactive music standard for the Internet as Koan pieces, which can be as small as 1KB (typically 5Kb to 20Kb), provide a high-quality, low-bandwidth interactive music content solution. Koan X will let you create special Koan files for the WWW or even record them to audio or MIDI files (Platinum version only).

### Koan Templates for the music of your choice

The templates you drag into the KoanMix are special sets of 'instructions' created by top Koan artists using Koan Pro. These instructions are interpreted in real-time by the Koan software so that when you mix them, the end musical result always sounds great. Each template is created to give you a different effect, sound or musical capability. With the Koan X Gold or Platinum versions you can even use SoundFonts in your KoanMixes (if your soundcard is SoundFont compatible). Koan Templates can also include special support for GS/XG MIDI commands. When you want to expand the music palette available to you all you need to do is to purchase further Koan templates.

### Why is Koan X so completely different from other music creativity tools out

## there?

There are now some products available that allow you to mix WAV files together to create some pretty neat music. They do some interesting things, but at the end of the day you are just mixing and stringing together pre-recorded music samples - the technology does not require much in the way of real 'smarts'. But you can't change the tempo, or the scale or the root, they are not 'generative' and they certainly do not create Internet bandwidth friendly files. Unlike Koan X, of course!

There are also a few MIDI music 'algorithmic-composition' products around, but they generally create music more in keeping with either the 'auto-accompaniment' or experimental music genres. To create its great sounding contemporary music, Koan X has a very complex, powerful and smart music engine under the hood -the real-time SSEYO Koan Music Engine (SKME). It is like the highly tuned engines used by performance cars - it has taken 6 years to craft and has been built for speed and control. But also built to give a smooth, exhilarating ride. Other products may be good, but Koan is there to give you an unforgettable ride.

## Koan Pro?

Koan X is not a replacement for SSEYO Koan Pro, which is, and will remain, the KoanMusic authoring tool for those who want the ultimate in control and customization of their KoanMusic creations. Koan Pro will remain the system for artists wishing to create completely new templates for use in Koan X or for website designers after the ultimate in interactivity.

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### See also

[Koan X Product Range](#)

[Koan X Product Range Feature Sets](#)

## **Introduction to KoanMusic and SSEYO by Tim Cole, co-founder of SSEYO**

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"The idea for KoanMusic was originally conceived back in '86, and has been our life's work ever since. We wanted to create a computer music system which could affect you on an emotional level, by enhancing or filtering your perceptions, and provide ever-changing, eventually interactive, music. A key premise was that much of the musical 'processing' would be carried out by the listener, who would bring to it their own perceptions, situation and 'wetware', so internalizing and personalizing the experience.

After considering how it might be possible to achieve the impossible, a small core of key people (the founding partners - including Pete Cole, the SKME's architect and Jon Pettigrew, commercial director) came together and SSEYO was born in 1990, when development of the SSEYO Koan Music Engine (SKME) commenced in earnest. It has been through a great number of iterations since then, and, with great contributions from John Wilkinson, the first commercially available Koan product, Koan Plus V1.0, was launched in November 1994. Through continual development of the Koan technology, KoanMusic can now range in style from chillout ambient to beat driven, floor-shaking drum 'n' bass.

KoanMusic can be thought of as being comparable to a ball bearing traveling down a guide or chute. Each time the ball bearing makes the journey it will travel a different path, but the available paths are constrained by the chute. In a similar way KoanMusic is governed by an envelope of possibilities, these being set by Koan artists with Koan Pro. Each time a Koan piece plays it will have certain boundaries set by the artist, outside which the music will not go. All this means that the music can be different each time.

After much deliberation in early 1994 the term 'Koan' was finally chosen for the music. Koan is a Zen word meaning a mystery or puzzle with no logical solution. We felt that it was a good choice as the music is a 'now' phenomenon (much of Zen philosophy is about the present, as opposed to the future or past). In addition, there is a subtle intangibility to it through the use of random, changing events. As it is created in real-time there is no real 'solution' to the music generated. We sometimes refer to KoanMusic as Zentertainment.

In early 1995 we approached Brian Eno to see if he would like to experiment with our system and use it to create some of his own Koan pieces. To our delight he appreciated the music and the possibilities it afforded so he started work on a number of Koan pieces with Koan Pro, the Koan authoring system. In April 1996 SSEYO published 12 of his Koan pieces in a release titled "Generative Music 1".

Because KoanMusic is generated by computer there are tremendous opportunities for other programs to affect it in real time (using our API), to change the musical 'envelope' of possibilities as it plays. KoanMusic is LiveMusic. This opens up real possibilities for music that is interactive and where the listener is truly empowered to consider choices that affect their musical experience. It may take some time for the wider audience to understand and embrace the potential Koan technology can deliver, but I feel there is now a new opportunity for pioneering artists and multimedia developers to use music in new ways. The WWW will provide the main platform for a new, real-time musical experience."



## **SSEYO Koan Music Engine(SKME)**

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The SSEYO Koan Music Engine (or SKME, pronounced `SCHEME` or `SKEEM`) is under the hood of all SSEYO Koan products. It is the real-time music generation powerhouse that has taken 6 years to develop. Whenever a Koan piece is played, the SKME interprets the parameter settings contained within it to compose in real-time the ensuing KoanMusic. The KoanMusic occurs as the SKME sends out MIDI information to your soundcard or sound module which then produces the sounds.

Whenever a Koan piece is played it can be slightly different - like a musical kaleidoscope. The SKME has been designed to be flexible and so does not limit itself to pre-defined, style-based music, making it particularly suited to new genres of music. Also, because the SKMEs musical output can be different every time, it provides a higher level of originality and interest than do simple MIDI files, whose output is always the same. Remember, SSEYO KoanMusic is not muzak, which is a rendition of a song people already know and love: SSEYO KoanMusic is always fresh and different.

### **A bit more....**

The SSEYO Koan Music Engine (SKME) can use nearly 150 specially-designed variable controls to influence and produce its KoanMusic *as it composes*. Koan X uses templates or voices created by other Koan artists using SSEYO Koan Pro, and your mix of these templates can be written into a re-mixable SSEYO Koan `piece` (SSEYO Koan Design file - .SKD). They determine the notes and melodies generated when you play the piece through the SKME. It is these very controls that influence the creation of music that is smooth, non-intrusive, and natural-sounding. But, the SKME's real power is that it composes and harmonizes everything in real time according to your selections. And because you can still use the `roll the dice` technique (i.e. for selecting music patterns), you can create pieces which span the complete range - from simple old-style `roll the dice` constructions to completely free-wheeling, ever-changing atmospheric productions.

Because of the way the SKME has been written, pieces of considerable length can be created in SSEYO Koan Pro (over 8 hours).

### **Roll the dice..**

The most commonly-used method to create `generated` or auto-composition music was developed by Mozart. He created a system of automatic composition which used a fairly large set of generally short musical phrases of a fixed length. He would roll dice to determine in which order he should string them together. The result was generally quite reasonable, but fairly limited in expression.

## **`Zentertainment'. What is it?**

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The music you hear with SSEYO Koan products is ideally matched to the new forms of software - or `Zen Ware', - now appearing on the market. We often like to use the term Zentertainment™ for the some of the more relaxing and reflective musical material created with SSEYO Koan products. Because the music is always different it requires an intuitive response from you, helping you to Internet `surf' with more freedom and instant appreciation.

## **API**

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We have an Application Programming Interface (API) available for the SKME for developers who wish to include it in their own applications, be they software games, multimedia titles, telephone systems, VRML websites, WWW browsers or whatever. Please contact [SSEYO](#) for further information.

## Copyright, licensing and ownership discussion

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**Important:** *SSEYO provides no warranties whatsoever as to the accuracy or legality of the statements provided below. We recommend you should consult your lawyer should you have any questions about Copyright. See also the software license accompanying this product.*

### Copyright

Computer generated music is currently a hot topic in Copyright circles and there are no real precedents set either way. The wording of the UK Copyright, Designs and Patents Act 1988 states that the owner of a copyright in a musical work is the person that created it, whereas this contrasts with computer generated musical works where the owner of the copyright in the work is the person by whom the arrangements necessary for the creation of the work are undertaken. We have designed SSEYO Koan X so that we allow the author of a KoanMix - i.e. the .SKD or .SKP or any other file it might be possible for it to generate in the future - to add their own piece notes where they can state explicitly what rights they are prepared to relinquish (if any). Don't forget that the original Template author also has rights, too....

The originator of a SSEYO Koan piece or template is the owner of the copyright on that piece or template. Just as a Record Company can sell you a record or CD on which their artists song is recorded, the originator of a SSEYO Koan piece or template can provide a floppy disk/CD ROM containing their own piece(s)/template(s). Although you DO own the record or floppy disk once you have purchased it, you DO NOT own the actual piece or template itself; nor (for an audio recording as on a CD above) do you own the recording of that song: in effect YOU are licensed to use or listen to that particular song or SSEYO Koans interpretation of the piece/template (in real-time) YOURSELF. Authors of pieces or templates can choose to waive their rights to recordings of these pieces or templates, or even rights to their re-distribution, but you need to remember that you must observe the original authors restrictions. The SSEYO Koan piece or template is a literary work and so enjoys the full protection of International Copyright law. Licensing software for use is the normal situation for software, and the originator of the software is the copyright holder under International Copyright law.

**Note:** The reason a person has to pay the Performing Rights Society a fee when playing pre-recorded music in public is that a large number of people are listening to it, and not just you.

### Live output from the SKME

Where the SKME is composing music in real time, we call this 'live' use (see below). Our standard license allows you to use the product for personal use where the Software is 'in use' on a computer when it is loaded into the temporary memory or installed in the permanent memory of that computer. However, we specifically preclude use of this software in an unattended mode of operation for any purpose whatsoever, other than for personal use (by attended use we mean you as an individual are controlling it, interacting with it or playing it). We also preclude use for public broadcast (please see the software license accompanying this product).

This means you can use SSEYO Koan products for all your daily personal requirements whatever they may be. But, if you want to use any SSEYO Koan product in an unattended form (i.e. no-one is regularly attending it) for non-personal use (i.e. company or business) you will need a special license from us.

Examples:

Use covered by standard license

#### **Live attended use**

##### **Personal**

SSEYO KoanMusic as background music on your work/ home computer  
Creating your own KoanMixes with SSEYO Koan X

Yes

Yes

##### **Non-personal (i.e. used by or for business)**

Presentations with SSEYO KoanMusic as background (loaded with presentation)  
Live use at gigs, DJ work, performances

Yes

Yes

#### **Live unattended use**

## **Personal**

Wake up to KoanMusic in the morning  
KoanMusic around the house

Yes  
Yes

## **Non-personal (i.e. used by or for business)**

Sending out Product Demo disks with SSEYO KoanMusic  
SSEYO KoanMusic for telephone hold systems  
SSEYO KoanMusic for hotel foyers, reception rooms, lobbies, rest areas  
SSEYO KoanMusic for environmental control systems (buildings etc.)  
SSEYO KoanMusic for broadcast (radio stations/ in flight rest music etc.)  
SSEYO KoanMusic streaming from Websites

No  
No  
No  
No  
No  
No

*SSEYO would be pleased to discuss our licensing terms with you for Unattended, non-personal use, as outlined above.*

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## **See also**

[Piece Notes](#)

[Recordable/Redistributable](#)

[Recording](#)

## SSEYO Koan Pro

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"I see SSEYO Koan Pro as the most promising idea in musical technology for many years. I've been dreaming of something like this for ages. Here it is, and it works." **Brian Eno**, Ambient music pioneer and producer of U2 and David Bowie

SSEYO Koan Pro is a powerful and advanced 3 in 1 music software tool for musicians and non-musicians alike. Create and publish on your website music ranging from beat-based floor shaking techno to chillout ambient. Set free your creativity and imagination and realize brilliant new musical ideas. Or use it as a complete Zentertainment(tm) authoring environment for creating self contained, ever-changing Koan pieces.

### Unique WWW Music publishing system

- Create the ultimate KoanMusic for the WWW or that you can play in [SSEYO Koan Web](#).
- Fine tune Koan pieces to get the smallest file sizes
- Freely downloadable Koan Web helper application, Koan Plug-in and Koan Active X control means people can hear your Koan pieces for free

### Music Creativity software tool

- You have access to nearly 150 Koan parameters for maximum creativity
- Use it to generate fresh new musical ideas and your own templates
- Create copyright free content for Multimedia Applications
- Import MIDI phrases to be used in the piece/ save the output to a [MIDI file](#)
- The perfect complement to any Windows sequencer program
- For musicians and non-musicians alike, no music keyboard required

### Unique [Zentertainment](#) system

- Create ever-changing, beautiful and soothing atmospheric music
- Derive great satisfaction and fulfillment from creating your own works
- Design self contained pieces to play for up to 9 hours
- Produce music that is full of subtle changes and variety
- Use real sounds to provide a 'context' for the piece

SSEYO Koan Pro V1.2 currently ships with SSEYO Koan Plus V1.2 software and album editor, letting you create albums of your own Koan pieces for playback.

### Demo Version

We have produced a demo version for you to evaluate and see what amazing things you can do with KoanMusic. SSEYO Koan Pro Demo is available from our [website](#) or our forums on [MSN and CompuServe](#). Please also check out our website for other demo pieces which we will post from time to time.

SSEYO Koan Pro Demo has the following limitations over the full version:

- No saving of pieces or templates
- No MIDI file save
- No exporting of patterns to MIDI file
- Plays for 5 minutes before it stops playing. You can restart it by pressing play.
- Only a few sample pieces and templates.

**Note:** The demo version is only to be used for demonstrating and evaluating what SSEYO Koan Pro can do.

## Koan Pro features:

## Over 150 parameters to shape your musical pieces:

- Up to 50 separate voices (soundcard dependent)
- Rhythm templates and demo pieces provided
- Separate windows for Power, Voice X, Rules and Piece level parameter views
- 5 different voicetypes: Ambient, Rhythmic, FixedPattern, Follows or RepeatBar. Use Follows voices to 'follow' another, allowing easy counterpoint; use RepeatBar voices to repeat material from earlier bars; use Ambient voices to create notes with durations in milliseconds, seconds or fractions of a beat
- 4 music rule types: Scale, Harmony, Next Note and Rhythm
- Envelopes to control Volumes, Pans, Velocities, and Tempo
- Controllers for Reverb/ Chorus/ Portamento/Sostenuto/Expression/ Damper/ Softness and 4 special Koan ADSR controllers
- Support for GS/GM patches
- Creative Labs AWE32: Define in your piece and auto-load multiple Creative Labs AWE32 SoundFont™ compatible banks from any directory location (could be a CD ROM on your D: drive for instance). Controllers for all 25 EMU8000 LFOs, Oscillators and Envelopes on the AWE32.
- Gravis Ultrasound/ Ultrasound MAX: Define in your piece and auto-load Gravis Technology patch banks from any single directory location (could be a CD ROM on your D: drive for instance).
- Roland SCC1/Yamaha DB50XG: Controllers for Attack/Decay/Release
- Import MIDI files & record your SSEYO Koan piece output to a type 0 MIDI file
- Random patch changing as a voice is playing
- Mutation of phrases
- Micro-level controls for real time, subtle random changing of a voices volume, pitch, start time and modulation
- Support for WAV files, stored externally or even used from a CD ROM
- Lists of values for every parameter
- Create encrypted .SKP demo pieces that will stop playing after a pre-determined time (allowing you to create and send out encrypted demos of your work, to be played with SSEYO Koan Web/Koan Plug-in); add pieces notes for others to see when they load your pieces
- Extensive mouse and keyboard support
- Comprehensive online help system

Each of the pieces it creates contains a number of voices, and each voice plays an instrument. The sound and output of each voice is controlled by a number of parameters which can be given envelope values so that they vary in a controllable and predetermined way over the life of the piece. The notes that each Voice plays are governed by various rules as well.

Should you want further details please contact [SSEYO](#) directly or see our [website](#).

## SSEYO Koan Albums

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SSEYO is the worlds leading publisher of KoanMusic titles. KoanMusic titles come with the SSEYO Koan Web Gold or Koan Web Platinum software for playing back the albums or collections of Koan pieces that they contain.

- ***Generative Music 1 by Brian Eno***

In April 1996 SSEYO published the KoanMusic title ***Generative Music 1 with SSEYO Koan Software*** by the Ambient Music pioneer and producer of U2/David Bowie - **Brian Eno**.

Generative Music 1 includes 12 Koan pieces created by Brian Eno with SSEYO Koan Pro.

"Some very basic forms of generative music have existed for a long time, but as marginal curiosities. Recently, however, out of the union of synthesizers and computers, some much finer tools have evolved. Koan Software is probably the best of these systems, allowing a composer to control not one but one hundred and fifty musical and sonic parameters within which the computer then improvises (as wind improvises the wind chimes). The works I have made with this system symbolize to me the beginning of a new era of music. I really think it is possible that our grandchildren will look at us in wonder and say: "you mean you used to listen to exactly the same thing over and over again?" Brian Eno 1996

**Note:** The above product is solely for use with a Creative Labs AWE32 or Sound Blaster 32 soundcard.

- ***Float by Tim Didymus***

Float - a dual CDROM and audio CD release from SSEYO of KoanMusic in the ambient/chillout genre. Scheduled for release in Jan 97, it is the first in a range of dual media KoanMusic titles on the SSEYO Konstellations label.

The audio CD contains approximately an hours worth of recordings of KoanMusic, featuring a range of soundcards. These 13 audio tracks are all recordings of selected Koan pieces provided on the CDROM.

The CD-ROM contains over 50 original Koan pieces of an ambient nature and SSEYO Koan Web Platinum software (KoanMusic player), plus 12 audio recordings of selected pieces. Each Koan piece in Float has been specially written to take advantage of the palette of sounds available in one or more of the following top PC soundsystems:

**PC soundcard/soundsystem:**

- 9 pieces for Creative Labs AWE32/Sound Blaster 32
- 9 pieces for Creative Labs Sound Blaster 16 / Win 3.1
- 9 pieces for Creative Labs Sound Blaster 16 / Win 95
- 9 pieces for Yamaha DB50XG
- 9 pieces for Roland SCC1 or compatible expander module
- 9 pieces for IBM MWave
- 9 pieces for Yamaha Soft Synthesizer SGM -MM
- 9 pieces for Gravis Ultrasound
- 9 pieces for Orchid NuSound
- 9 pieces for TDK MusicCard

- ***Niskala by Jamuud of Loop Guru***

Niskala - a dual CD-ROM and audio CD release from SSEYO of KoanMusic in the ambient/chillout genre. Scheduled for release in Jan 97, it is the second in a range of dual media KoanMusic titles on the SSEYO Konstellations label.



The audio CD contains approximately an hours worth of studio mastered recordings of some of the KoanMusic tracks on Niskala, specially selected by Jamuud. These audio tracks are Jamuuds specially produced recordings of some of the Koan pieces provided on the CD-ROM.

The CD-ROM contains over 25 original Koan pieces of an ambient nature and SSEYO Koan Web Platinum software (KoanMusic player), plus a further set of different audio recordings of selected pieces. Each Koan piece in Niskala has been specially written to take advantage of the palette of sounds available in the Creative Labs AWE32/ SB32 soundcards.

Check out our [website or forums](#) for more details of our products and upcoming releases.

## Technical Support

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**Note:** It is SSEYO policy to only provide support for legitimate purchasers of our software and we do not provide support for the FREE versions of our software or for beta versions.

Either a returned registration card or proof of purchase will be required before telephone or fax support can be given for boxed product and we generally only provide email support for products purchased electronically.

SSEYO is committed to helping you use SSEYO products as best we can and how you get Technical support depends on where or how you bought the product (see below).

### IN GENERAL

#### Technical Support via the Internet:

There are 4 main ways to get support for SSEYO products on the Internet:

- 1) Peer support from questions posted to Newsgroups like comp.music.midi, comp.sys.ibm.pc.soundcard.misc, comp.sys.ibm.pc.games.misc, comp.music.misc, rec.music.ambient, alt.music.dance
- 2) Regularly updated FAQs (**F**requently **A**sksed **Q**uestions - and answers) on our [website](http://www.sseyo.com) (<http://www.sseyo.com>)
- 3) The KoanMusic mailing list - if you subscribe to this you will get a regular mailing full of useful tips and comments. Please send a mail to koanmail@sseyo.com with Subscribe in the header to join it.
- 4) Finally, you can also Email us at support@sseyo.com. However, we do kindly request that you read and follow any suggestions contained in the FAQs (above) before mailing us. When Emailing us, please include your serial number/proof of purchase details (together with all relevant information) - as we cannot afford to support non-purchased products.

#### Technical Support via MSN or CompuServe:

You can get Email support from us in the KoanMusic forum on MSN or the SSEYO forum on CompuServe. We will post regularly updated FAQs (**F**requently **A**sksed **Q**uestions - and answers) to these forums. We do kindly request that you read these before mailing us. You can also get friendly peer support from these forums.

**MSN:** Type **GO KOAN**. You will also be able to find announcements and other files in this area.

**CompuServe:** Type **GO SSEYO**. You will also be able to find announcements and other files in this area.

### METHOD OF PURCHASE

#### ▪ Purchase via electronic download (e.g. [SSEYO Website](#))

If you purchase this product electronically then we provide you with **Email support only**. **Before** you mail us with your query we request that you check out the [Common Questions](#) section of this online help, the README.TXT and/or read any support information we provide on our [website](#) e.g. Frequently Asked questions (FAQ).

#### ▪ Purchase of another manufacturers product which includes this software

For support, please **contact the manufacturer whose product included our software**. We also suggest you check out the [Common Questions](#) section of this online help and the README.TXT, and (if you have WWW access) we recommend you read any support information we provide on our [website](#) e.g. Frequently Asked questions (FAQ).

#### ▪ Purchase of full shrink-wrapped retail boxed version

If you purchased a shrink-wrapped retail boxed version of this product then you are entitled to **30 days support from date of purchase** from whomever you purchased the product. **Before** you call/fax/mail us with your query we request that you check out the [Common Questions](#) section of this online help and the README.TXT. If you have WWW access we request that, also before calling or faxing, you also read any support information we provide on our [website](#) e.g. Frequently Asked questions (FAQ).

**Technical Support by fax/telephone:**

Fax to +44 (0)1628 29829. Please describe your setup and problem in detail and provide us your name, serial number (or proof of purchase for boxed copy) and fax number.

Telephone +44 (0)1628 29828 between 10:00 am and 4:00 pm Greenwich Mean Time (GMT), Monday to Friday excluding holidays.

**General tips before you Email, call or fax....**

**Documentation.** Carefully read the Users Guide (if you have a boxed copy) and check the [Common Questions](#) section of this online help. Also check the README.TXT file where you can find late breaking information that did not get included in the manual or online help file. If you have WWW access we suggest that you also read any support information we provide on our [website](#) e.g. Frequently Asked questions (FAQ).

Have the documentation at hand and software running if you call.

**Specifics.** Try to narrow down your situation to a specific question or problem before you call us and also have available:

- \* Version number of the SSEYO product (see Help About)
- \* Type of hardware you are using
- \* Exact wording of any messages displayed
- \* Description of how you tried to solve it

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**See also**  
[SSEYO](#)

## Setting up the MIDI Mapper/MIDI Instrument

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### Windows 3.1 (and General reference)

**Note:** We recommend you use the Windows 3.1 or 3.11 MIDI Mapper, but we will pick up any other Windows MIDI driver if the MIDI Mapper is not installed.

The MIDI Mapper is a very useful Windows utility and it makes it easier for software to communicate with your sound card or MIDI interface card. It acts as an intermediary through which Koan X talks to your sound card. Its basically one big patch map (or post office) which allows you to match up your sound card with any software generating a MIDI output. Koan X supports the General MIDI standard, so, if not already set-up in this mode, you will need to set up the MIDI Mapper to match this standard.

Incidentally, Windows 3.1 supports a number of sound cards/devices, and these are currently the Creative Labs Sound Blaster v1.0/ v1.5, Roland MPU401, Roland LAPC1, Ad Lib, Media Vision Thunder Board etc. If your card/interface is not apparently supported by Windows then the card/interface manufacturer should produce a 'driver' that allows it to talk to the MIDI Mapper. To see the list of drivers supported (and to make sure your sound card is configured properly) select the Drivers icon in the Program Manager Control Panel. If your card is not already set up, refer to the card/interface maker's instructions.

The MIDI Mapper comes with 4 patch maps as standard: MT32, MT32 perc, Prot/1 and Prot/1 perc. The MT32 perc is actually set up as the General MIDI patch map (quite obvious really), but for the example below we are going to assume that you have a Roland SCC1 card fitted, and you need to create a patch map for this card.

We have chosen this card to represent the case of those cards which do not have a preset setup in the MIDI Mapper. Although you may be able to follow the example, we do recommend that you have a quick read through the section on the MIDI Mapper in the Windows manual before proceeding.

**Note:** *You should also follow the instructions provided by the supplier of your sound card/interface, because you may need a special set-up for some cards which do not always support the 128 General MIDI sounds.*

Double click on the Control Panel icon in the Program Manager, and then double click on the MIDI Mapper (if there is no MIDI Mapper, then you have not properly set-up your sound card, or there is no sound card installed - refer to the Windows manual).



#### Windows 3.1 MIDI Mapper

Select Show Patch Maps and open the Name drop box. You will see there is no General MIDI set-up up so we are going to create one.

Select New and in the Name and Description boxes type General MIDI, then press OK.

You are presented with a table with the headings Src Patch, Src Patch Name, Dest Patch, Volume %, and Key Map name. We want to set up a General MIDI patch map, and this entails matching the Src Patch to the Dest Patch.. Kindly, this is the default. Press the button at the top (which toggles between '1 based patches' and '0 base patches') so that the first Src patch is 1, which corresponds to acoustic grand

piano. Make sure the Key Map name is 'none' and press OK.

Next, select Show Setup and open the Name drop box. You will see there is no General MIDI set-up (however, Extended MIDI really is General MIDI, without the Patch Map set up properly!) so we are going to create one.

Select New and in the Name and Description boxes type General MIDI, then press OK.

You are presented with a table with the headings Src Chan, Dest Chan, Port Name, Patch Map Name and Active. The Src and Dest Channel matchings are beyond the scope of this manual, but we are going to pair 1 with 1, and 2 with 2 etc. The Port Name is the driver you have set up to talk to your sound card.

Go through each of the 16 Src Channels and set Port Name to the driver your card is using (e.g. MIDI 401 for the SCC1), and Patch Map name to the General MIDI patch map we have just made. Make sure all of the Active boxes is ticked.

**Note:** SSEYO Koan software generally requires that channel 10 is reserved for drums/percussion

Your sound card should now be ready to work with SSEYO Koan software.

## Windows 95/ Windows NT 4

In Windows 3.1, the "MIDI Mapper" (please refer to Windows 3.1 section above for further background information) is the name used to refer to the default MIDI device, to which Koan X (and other music software) typically sends the MIDI commands, that create the music that you can hear from your synth or soundcard.

It is called a "Mapper", because it may either map MIDI commands directly onto either one specific soundcard device (such as the AWE32 device driver), or even onto a complex combination of devices split by MIDI line (e.g. the AWE32 for MIDI lines 1 through to 6, and an SB16 for the remaining MIDI lines). The custom multiple mapping ability is still available in Windows 95.

Unfortunately from the point-of-view of the typical user (i.e. you !), the "MIDI Mapper" has had it's name changed for Windows 95 / NT 4, to be the "Single Instrument" MIDI output, i.e. the MIDI Instrument. We say "unfortunately", because the name change was not complete - the device name as returned to our program's setup dialog, and reported to you is still the "MIDI Mapper" - this is still the name that we have to use internally - and not something that you will find referred to in any of your Windows 95 / NT 4 documentation ! This causes all sorts of confusion ...

You can define the MIDI Instrument through selecting Settings | Control Panel | Multimedia | MIDI. The instrument that you specify here, is that used when you specify "MIDI Mapper" as your Koan MIDI Output device. You will normally find a device driver listed in this dialog for your soundcard (e.g. MIDI for Creative WAV Effects Synthesis or MIDI for internal OPL2/OPL3 Synthesis); or, if you want to send the MIDI instructions to an external MIDI synthesizer, you should set this driver to be MIDI for External MIDI port.

If you want to set up a custom MIDI map in Windows 95, so that you can send MIDI information to a combination of MIDI devices split by MIDI line (e.g. the AWE32 for MIDI lines 1 through to 6, and an SB16 for the remaining MIDI lines), then you need to select Settings | Control Panel | Multimedia | MIDI and choose the Custom Configuration MIDI scheme. It is fairly straightforward to create your own map. If you get stuck, we suggest you check out the relevant Windows 95 help section (MIDI Instruments).

## Common Questions

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Below are some common questions asked about SSEYO Koan X. To see the answer to the question, click [ANSWER](#). Please also read the README.TXT which came with the product, and refer to the regularly maintained FAQs (Frequently Asked Questions) on our website and CompuServe/MSN forums. Refer to [Technical Support](#) for details.

1. Why do I get no sounds at all coming out of my soundcard? [ANSWER](#)
2. Why do I get different quality sounds on different cards? [ANSWER](#)
3. Why can some pieces (or MIDI file recordings) sound jumpy, or it takes some time for a player to get added to the mix? [ANSWER](#)
4. Why do pieces sometimes take time to stop? [ANSWER](#)
5. Why do I get odd instrument riffs when using some drum templates or why do pieces using Creative Labs SoundFont compatible banks or Gravis Ultrasound patches not seem to play correctly? [ANSWER](#)
6. I am using an external synth module and SSEYO Koan Web keeps crashing [ANSWER](#)
7. Reverb and chorus do not seem to work correctly [ANSWER](#)

**Q: Why do I get no sound (or only a few sounds) coming out of my soundcard**

**A:** Firstly check that the Mixer application (if any) used by your soundcard has its sliders for MIDI and Volume turned up and the channels are not muted. Make sure your MIDI Mapper is set up correctly. Look in the on-line help or refer to your soundcard instruction manual. Some soundcards come with default configurations that only use the first 10 MIDI channels (e.g. AWE32), and Koan pieces often use more. **Win 3.1:** You should make sure that all 16 channels are 'active'.

Another common problem can be you are using the wrong MIDI output:

**Win 3.1:** If you have the 'Port Name' in the MIDI Mapper 'Setups' to be an 'out', i.e. SB16 Out. This has the effect of sending the MIDI information to the MIDI output port, rather than to the synthesizer chip on the soundcard, which is used to generate the sound. Access this through the Control Panel, MIDI Mapper, Setups and select Edit. Click on the Port name combo box and select the appropriate driver (e.g. Voyetra Super Sapi FM driver). Refer to your soundcard documentation for more information.

**Win 95:** Make sure the MIDI output for you your Multimedia Properties for MIDI does not point to MIDI for external MIDI port

**Koan:** Make sure in Setup options your MIDI Output Device is not a MIDI Out (where the MIDI information never gets sent to your soundcard synthesizer but gets sent to the MIDI output port instead), e.g. SB16 MIDI Out.

**Q: Why do I get different quality sounds on different cards?**

**A:** Although General MIDI is positioned as being a savior for the music industry, as it defines a standard mapping for 128 different sounds, each soundcard has different qualities of sound for each 'patch' (various pre-defined sounds your soundcard plays). This means that the instruments that the pieces use will sound better/worse depending on the soundcard on which you play the piece, or on which card the piece was originally authored (no author can check that their piece sounds good on every soundcard - which is where General MIDI provides only *some* help, in practice). If you really do not like the particular patch on your card that corresponds to one used in a piece you have to either not play the piece, contact the author(!) or use the MIDI mapper to reassign say patch 39 to play as patch 40.

Also, some soundcards support reverb or chorus (and some dont) which is very useful for ambient pieces. SSEYO Koan pieces can also be written to take advantage of other useful controls, such as portamento or modulation for instance, but not all cards support these parameters. The volume of each patch will also vary from soundcard to soundcard.



**Q: Why can some pieces (or MIDI file recordings) sound jumpy, or it takes some time for a player to get added to the mix?**

**A: Pieces**

Some SSEYO Koan pieces can be very complex, and to compose and play these in real time requires considerable processing power. The same goes for adding templates, some can be very complex and contain many special settings, and it takes time for these to be added to the mix.

We have developed a system whereby the SKME will compose in advance, as far ahead as you want it to, to provide a buffer of music that will continue to play should other applications require your processors attention. If a piece sounds jumpy, the reason is probably that your processor just has not got the resources to carry out all the calculations it needs to create the flowing music - in the time you have allowed. You could have a hugely busy piece with many voices in the mix and it is just your PC having trouble doing all the calculations necessary to play the music. The first thing to try is to increase the Compose Reaction Time (see menu [Options Setup](#)) to adjust how far in advance it actually composes.

If this does not provide a solution you may need to set your Resolution and Cycle values (Options Setup) to higher values, maybe 50, 100, 200 or even higher. Higher values can even sometimes help to give it that extra smoothness at the expense of rhythmic accuracy, (which for a highly rhythmic piece could make it sound sloppy, rather than jumpy) even with more powerful machines. If the software is making too many demands on your processor you can select Low priority mode. You can reduce this effect by using a faster machine.

**A: MIDI file recordings**

Naturally, if you are getting the jumpy effect above whilst mixing, the when you are making a MIDI file recording you can get small jumps or discontinuities in your MIDI file. See also [MIDI file recording](#).

**Q: Why do pieces sometimes take time to stop?**

**A:** The time it takes for a piece to stop is directly governed by your soundcard windows driver, and some are faster than others. If you are using the SB16 MIDI Out device to get SSEYO Koan X to drive an external synth you will find the piece can take a few seconds to stop. This delay is to do with the driver and is not the fault of SSEYO Koan X.

**Q: Why do I get odd instrument riffs when using some drum templates or why do pieces using Creative Labs SoundFont compatible banks or Gravis Ultrasound patches not seem to play correctly?**

**A Instrument riffs**

Basically, you are using a template that has been written to use SoundFonts and your soundcard does not support them! What happens is that in the event the SoundFont is not found, the Koan template is set up to use a default instrument (such as a piano). When the voice tries to play the SoundFont (which is often a loop) the soundcard cannot load it, so the instrument reverts to the defaults stated in the template. Naturally, a SoundFont template has been written specifically for use with SoundFonts, so it will not sound right!

**Search Path**

Make sure you have the correct path information included in the Options Setup Dialog and the Koan File Supplementary Search Path box. This determines where the SSEYO Koan Music Engine will look for special patches, banks or WAV files. When you play a piece across the WWW that piece is first downloaded into a temporary directory. If you have put your SoundFont bank in another directory the SKME will not be able to find it unless you define this path in the Koan File Supplementary Search Path.

**Creative Labs SoundFont compatible banks on an AWE32**

If you have tried to load too large an SBK for the memory available on your AWE32, then the SBK will not load at all. In this case you will often get say just a piano sound plinking. Try setting up the AWE32 Control Panel to use the GM SoundFont Bank, which will free up maximum memory.

Check that the Creative Labs Mixer settings for MIDI and Volume are both up and not muted.

**Gravis patches**

Make sure you set up your MIDI Mapper to use the 'Ultrasound' setup (for patch caching apps) and not any of the other setups like Ultra 1024, Ultra 512 or Ultra 256 which are for non-patch caching applications. If you don't do this then some patches will be loaded incorrectly.

You may have tried to load too many patches into the onboard SRAM and so some of the patches have been unloaded. Gravis cards operate on a FIFO (First In First Out) principle.

Check that the Ultrasound Mixer settings for MIDI and Volume are both up and not muted.

**Q: I am using an external synth module and SSEYO Koan Web/Koan Plugin keeps crashing**

**A:** Make sure you are not using your external synth setup up to use its own internal MIDI clock. It should be set up to use an external MIDI clock.

**Q: Reverb and chorus do not seem to work correctly**

A: Reverb and chorus settings will only have any effect on soundcards/ synths that support them. At the time of going to press cards like Creative labs SB16, Gravis Ultrasound and Orchid NuSound do not provide this support.

## **Koan X Product Range**

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There is a Koan X product to suit everyone's requirements and everyone's pockets - from the freely available Koan X Silver to the advanced Gold or premium Platinum editions. See also the [Koan X Feature Sets](#).

### **Koan X Silver - FREELY available from the SSEYO website**

A great introduction to the Koan X system with the capability to create drag n mix Koan pieces of 2 minutes length (and you also need to restart playback every 5 minutes). Comes with 30 Koan templates. You can even save your KoanMixes to an SKP (SSEYO Koan Play) format to put on your website, no questions asked!!! All someone needs to hear the KoanMusic on your site (and KoanMix file sizes are typically 5Kb-20Kb) is one of the freely available Koan Players - Koan Plug-in, Koan Active X control or Koan Web Silver. A few of the features included are as follows: mixing volume and stereo position; automatic piece mixing facility; changing pieces roots and scales; individual template controls for reverb and chorus.

### **Koan X Gold**

Includes more features giving you the chance to have even more fun creating and mixing KoanMusic. Comes with 60 Koan templates and, in addition to the Silver version, allows you to: create Koan pieces of up to 8 hours (with no 5 minute restart necessary); change the instrument patch - either GM, GS or SoundFont (if your soundcard supports them); preset the GM patch for the template; save the piece to an SKD file for later re-mixing; include your own remix notes; meters for [MIDI channel](#) usage, polyphony, SoundFont usage, reaction time. You can purchase Koan X Gold online from the SSEYO [website!](#)

### **Koan X Platinum**

The ultimate Koan X drag n mix system. This is the easy-to-use tool for everyone who wants the maximum KoanMix experience. Comes with 100 Koan templates. In addition to all the features mentioned in the products above, you also get to: change the pitches of the instruments; create special time based arrangements with the Koan Mix Editor; record the output to [MIDI file](#); record to an audio file; mute and solo individual templates; create new mixes from a random selection of templates; create an area to 'bound' the automatic mixing; scratch mix pieces. You can purchase Koan X Platinum online from the SSEYO [website!](#)

### **Koan X templates**

Packs of 50 top quality Koan templates for you to extend and enrich the music you will be creating with Koan X. There will be many packs available, each including new hot rhythm sections, cool effects and filter sweeps, burning basses and the latest cool dance atmospheres and riffs. Create your own palette of musical expressions. You can purchase Koan X templates online from the SSEYO [website!](#)

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### **See also**

[Koan X Introduction](#)

[Koan X Feature sets](#)

[SSEYO website for ordering information](#)

## Koan X Product Range Feature Sets

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### SILVER - FREE evaluation version

- 30 templates
- Save KoanMix to encrypted SKP (non-reopenable) file with 2 minutes fixed piece length - ideal for creating free Koan pieces for your website. Mix must be restarted after 5 minutes of playing.
- Save Authors mix notes to SKP file
- Display information on templates
- Master Reverb/Chorus/Volume controls in the Music panel
- Start / Stop / Fast Forward / Rewind / Pause controls (audio/MIDI recording disabled)
- Copy/Paste templates within Mix Window
- Piece Root change control
- Scale rules change control with 10 pre-defined scale rules
- Template level Reverb and Chorus controllers in Template Information panel
- Vertical axis fixed to Volume only
- Simple Drift control (with no max/min bounding bars or locks)

### GOLD - Standard version

- All features in SILVER
- 30 further templates (giving **60 in total**)
- Save KoanMixes to SKD files
- Save author's Mix notes to SKD files
- Piece length change control - from 1 second to 8 hours. No 5 minute restart necessary on KoanMix playback.
- Polyphony level meter
- MIDI channel usage meter
- SoundFont usage meter
- Reaction time meter
- GM Patch changing for templates
- Patch Bank changing for templates
- SoundFont (SBK) Patch changing for templates
- Multiple patch changing (for multiple voice templates)

### PLATINUM - Premium version

- All features in GOLD
- 40 further templates (giving **100 in total**)
- Mix Editor for automatic muting of templates throughout a pieces/ creating time based arrangements
- Scratch mixing capability (for use with Mix Editor)
- Template Pitch changing (vertical axis)
- Record to MIDI / Record to audio (WAV) control
- Create new mixes from randomly selected templates via Styles (File New dialog)
- Mute/ Solo individual templates
- Drift bounding bars (via vertical axis control)
- Advanced vertical/horizontal locks for Drift control

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**See also**

[Koan X Product Range](#)

[Koan X Introduction](#)

[SSEYO website for ordering information](#)



