

Digital Orchestrator Plus Quick Tour

This tour provides an overview of Digital Orchestrator Plus. For more information about specific features, refer to the online help or the video tutorials on the Digital Orchestrator Plus CD-ROM.

To allow room on the screen for both Digital Orchestrator Plus and this tutorial, we recommend that your screen resolution be at least 600 x 800. (However, this is not required.)

To get started, Load the demo file:

- 1 Select Open from the File menu.
- 2 Select the DEMOSONG.ORB file.
- 3 Click the OK button.

To move through this tour, click the Next  button in the toolbar above.

On-Screen Help

There are many ways to get help in Digital Orchestrator Plus.

Context-Sensitive Help	If a dialog box is open — or if you click on a menu item — pressing F1 displays context-sensitive help which directly corresponds to the feature or menu item you presently are accessing.
Help Contents Screen	If you have a Digital Orchestrator Plus window open — for example, the Track/View window, Piano Roll window, Notepad, etc. — pressing F1 displays the Help Contents screen from which you can click on or search for specific help topics.
Help on Help	For help on using Help, press the F1 key twice.
One Line Help	As you move the mouse around the screen, a single-line definition of the screen areas and controls appears in the Title Bar at the top of the screen.
Tool Tips Help	If you rest your mouse on a button or other screen control, after a second or two, a small yellow window pops up to identify the name of that screen item.


Transport Controls



The **Transport Controls** are located at the top left of the screen. These are similar to the controls found on a standard tape deck.

From left to right these controls are:

- **Rewind**
- **Stop**
- **Play**
- **Record**
- **Pause**
- **Fast Forward**

Press the **Play button**  or the **Spacebar** to play the demo.

Range Controls



The **Range Controls** are located on the top of the screen, to the right of the Transport Controls.

From left to right these controls are:

- **Record Punch In Button**
- **Play From Control**
- **Play Range Button**
- **Loop Button**
- **Play Thru Control**

A range can be set with the **From** and **Thru** spin buttons.

Once a range is selected,

- You can play the range by clicking on the **Play Range button**.
- You can loop the range by clicking on the **Loop button**.
- You can limit recording to just the selected range by enabling the **Record Punch In button**.

Quick View Buttons



The **Quick View buttons** are located in the Status Bar at the bottom left of the screen. These buttons provide a convenient way to jump between the various edit windows in Digital Orchestrator Plus.

From left to right, these buttons represent the following windows:

- **Track/View Window**
- **Notation Window**
- **Piano Roll Window**
- **Mixer Window**
- **Notepad**
- **Event Editor Window**
- **Conductor Editor Window**
- **System Exclusive Bank Editor**
- **Digital Audio Editing Window**

Track/View Window

Click on the **Track/View window**  Quick View button.

The Track/View window provides an overview of your song. This window is divided into two panes:

- The **Track pane** on the left displays the track parameters.
- The **Bar pane** on the right displays the recorded musical bars.

Name	Vol	Chn	Pch	P			8
Drums		10	--		6		
Bass		1	34		7		
Horns		2	62		8		
Clean G					9		
Dirt Gtr					10		

Track Pane

Track Parameters

Bar Pane

Recorded Data

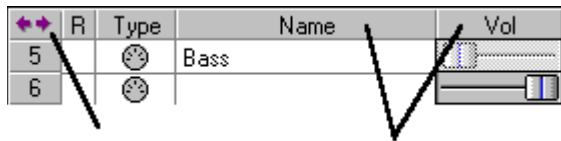
Clicking and dragging the vertical **pane divider** to the right or left reveals more track controls or more bars.

Track/View Window Controls

Track numbers are listed vertically on the far left of the Track/View window. More than 1000 tracks are available in Digital Orchestrator Plus.

Parameters in the Track pane include: Record Enable, Track Type, Name, Patch, Volume and more.

Customizing the Track/View Window Controls



The image shows a screenshot of a software interface with a table-like structure. The table has columns labeled 'R', 'Type', 'Name', and 'Vol'. The 'R' column contains the numbers 5 and 6. The 'Type' column contains circular icons. The 'Name' column contains the text 'Bass'. The 'Vol' column contains a volume slider. A double-headed arrow points to the left of the 'R' column header. A line points from the 'Name' column header to the text 'Click the title to increase or decrease the width of that column.' Another line points from the volume slider to the text 'Click the double-arrow to display a menu from which you can expand or shrink all of the columns.'

R	Type	Name	Vol
5		Bass	
6			

Click the double-arrow to display a menu from which you can expand or shrink all of the columns.

Click the title to increase or decrease the width of that column.

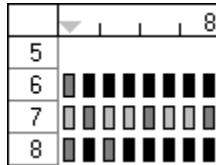
You can customize the screen to your personal preferences. In the Track pane:

- Clicking the **title** at the top of a column lets you increase or decrease the width of that column.
- Clicking the **double-arrow** at the left of the Track pane displays a menu for expanding or shrinking all of the columns.
- Clicking the **name of a column** and then dragging the column to the left or right lets you rearrange the order in which the columns appear.

Track/View Window Bar Pane Area

The **Bar pane** on the right side of the Track/View window displays a series of shaded boxes. Each box represents a bar of recorded MIDI data.

The shade of the box provides a rough estimate of the amount of data in the bar — the darker the bar, the more data.



Play Position Pointer

At the top of the Bar pane are the **bar numbers**.

The current play position is indicated by the **Play Position pointer**  — a small red triangle.

In any of the editing windows, right-clicking the mouse at the top of the Bar pane sets the current song position to the point where the mouse was clicked.

Selecting Bars in the Track/View Window

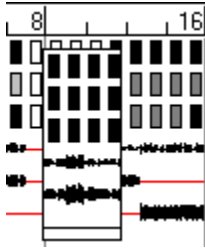
In the Track/View window, there are several ways to select bars for editing:

- Click and drag over the bars.
- Click on the track numbers to select entire tracks.
- Click and drag in the bar number display to select a bar range.

Editing in the Track/View Window

Standard Windows' copy, cut and paste commands are available from the Edit menu — but it's much easier to use Digital Orchestrator Plus' drag-and-drop features:

- Use the mouse to **select** one or more bars.
- **Drag** the data to a new location.



You can work with any number of bars spanning multiple tracks.

In fact, you also can move MIDI and digital audio data together.

Control-Dragging



Holding the Control (CTRL) key down while dragging leaves behind a copy of the data, allowing you to make copies of entire sections of songs.

- Select an entire track by clicking in the track number area. Then CTRL-drag down to make a copy of the entire track.
- Select an entire section of a song — such as a chorus— by dragging in the bar number area. Then CTRL-drag the selected data to the right to make a copy of the entire chorus.

Easy and powerful!

Recording

Recording in Digital Orchestrator Plus is easy.

✦✦	R	Type
6	R	
7		

- 1 Click on the “**R**” column to enable the track on which you wish to record.
- 2 Click on the **Type** column to display either the **MIDI** icon to record a MIDI track, or the **WAV** icon to record a digital audio track.
- 3 Press the **Record button** on the Transport controls, wait for the count-in and play!

For more information on recording, see Digital Orchestrator Plus’ online help.

Recording Digital Audio

Digital Orchestrator Plus can record multiple digital audio tracks. How many tracks? This depends on a number of factors:

- **Sample rate**
- **CPU processor speed**
- **Hard disk speed**
- **Whether or not volume and pan are being used for digital tracks**
- **Length of the file**
- **As well as other variables...**

Just to give you an idea, a Pentium™ 90MHz will record:

- *approximately* **five** 16-bit tracks at a **44k** sample rate
~ or ~
- *approximately* **ten** tracks at **22k**

Mixdown Audio Feature for Unlimited Audio Tracks!

When you have reached the maximum number of tracks your PC can record, use the **Mixdown Audio** feature to free up resources for more tracks.

Located in the Transforms menu, Mixdown Audio automatically blends all unmuted digital tracks — two for a stereo mixdown or one for a mono mixdown — and mutes the original source tracks.

Using this feature, you can record as many digital tracks as you want!

Piano Roll Window


Click on the **Piano Roll window**  Quick View button.

You can view the notes in any bar of any track by double-clicking on the bar. This displays the **Piano Roll MIDI edit window**.

This edit window shows MIDI notes as horizontal black bars on a grid.

- The **vertical axis** represents **pitch**.
- The **horizontal axis** represents **time** in units of bars.





Clicking on the **notation display button**  displays the current note data in standard music notation.

When a MIDI note is modified in the Piano Roll window, the **Notation pane** is automatically updated to reflect the change.

Editing Notes in the Piano Roll Window


Notes can be inserted and deleted by selecting the appropriate cursor mode.

- Use the **pencil tool**  to insert notes of a preset duration or draw them to any desired length.
- Use the **eraser**  to erase a note. Select the eraser from the Toolbar, then click the note you wish to delete.

Right-clicking in the Piano Roll window displays a pop-up menu for changing the cursor modes quickly.

Modifying Existing Notes

Besides inserting and deleting notes, you can change a note's characteristics by clicking and dragging it. Each note is divided into **three cursor zones** for editing.

Start time 

- When you place the cursor over the left side of the note, the right/left arrow appears, indicating that you can move the note right and left to adjust its **start time**.

Pitch 

- When the cursor is placed over the middle of the note, it changes to an up/down arrow, indicating that you can change the note's **pitch location**.

Duration 

- When you move the cursor over the right side of the note, you can adjust the **length** — or **duration** — of the note.

Numerical Editing

For more precise note editing, double-clicking on a note displays the note's **numerical values**.

These values can be adjusted and the results are displayed graphically in the Piano Roll window when the Event window is closed.

Editing Multiple Notes

Entire ranges of notes can be modified in the drag-and-drop manner.



For example:

- To **create an offset**, select a range of notes, move the cursor to the left of the selection and drag the entire range to the left or right.
- To **make a legato melody staccato**, move the cursor over the right side of the selection and drag it to the left.
- To **remap a drum note** for an entire track, click in the keyboard area on the left side of the screen, move the mouse over the middle of the selection and drag every instance of that note in the track to a different pitch.

How's that for convenience?

MIDI Mixer Window

Click on the **Mixer window**  Quick View button.

The **MIDI Mixer** is a channel-based mixer which serves as a convenient way to submix your MIDI tracks. On each channel, controls are available for:

- **Volume**
- **Patch**
- **Pan**
- **Mute**
- **Solo**
- **MIDI controllers**

The **MIDI controller knobs** provide access to reverb and chorus parameters for synthesizers that support these features. By changing the Controllers in the Options menu you can effect different MIDI controllers on your synthesizer.

MIDI Event Editor Window

Click on the **Event Editor window**  Quick View button.

The Event Editor window displays all the MIDI data of a selected track in a raw text form for a more detailed view of the MIDI data.

Various forms of MIDI data — such as pitch wheel, modulation, volume, patch changes, and much more — can be accessed and edited here.

Event Editor Features

Pressing the **Filter button** displays a dialog which enables you to filter out any data in the track that you don't want to see.

For example, to view only the patch changes in the track:


- 1 Select patch change data type.
- 2 Deselect all the remaining data types.
- 3 When you return to the screen, only the patch changes will be displayed.

To insert an event:

- 1 Press the Insert button.
- 2 Select the MIDI data type.
- 3 Set the insert point and adjust the parameters.
- 4 When you click OK, the new event will be inserted in the track.

Conductor Track

The **Event Editor window** is also where conductor parameters such as **key signature**, **meter**, and **tempo** are set.

To view and edit these parameters, click on the **Conductor window** Quick View button  in the Status Bar at the bottom of the screen or select the **Conductor Track** from the track selection box in the Event Editor window.

Notation Window

Click on the **Notation window**  Quick View button.

In this window, MIDI tracks can be displayed as music notation.

Pressing the **Transcribe button** displays the transcription dialog where you can choose which tracks to transcribe and set various transcription parameters.

Track	Name	Show
1	Bass	<input checked="" type="checkbox"/>
2	Horns	<input checked="" type="checkbox"/>
3	Drums	<input type="checkbox"/>

When you press OK, Digital Orchestrator Plus transcribes the score for you.

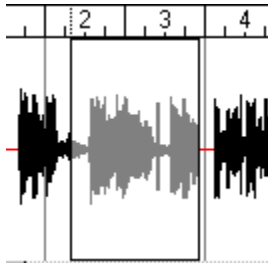
To print the score, press the **Print button**.

Digital Audio Editing Window

Click on the **Digital Audio Editing window**  Quick View button.

Just as the Piano Roll window provides a detailed view of a MIDI track, the Digital Audio Editing window provides a detailed view of a digital track.

In this window, precise edits can be made by selecting a range and using Windows' cut, copy and paste commands, or by dragging the audio data and dropping it on the desired location.



Menus

In addition to the various editing windows, Digital Orchestrator Plus has many features and dialog boxes which are accessible from the menus.

The **Options menu** enables you to set global parameters including:

- **Digital Audio Options**
- **Metronome Settings**
- **MIDI Port and Patch Map Setup dialogs.**

The **Sync Settings** dialog is also accessible from the Options menu. This dialog provides controls for **synchronizing** Digital Orchestrator Plus with external devices such as video recorders, multitrack tape decks or other hardware sequencers.

Some of Digital Orchestrator Plus' most powerful features are available from the **Transforms** menu.

NOTE

When no data is selected these features are grayed out.

MIDI Transforms

Transforms are editing commands which allow you to easily modify a selected range of music in a certain way.

In Digital Orchestrator Plus, there are over 25 different MIDI transforms in six categories.

The first five categories generally affect note data only. These include:

- **Pitch**
- **On velocity**
- **Off velocity**
- **Note duration**
- **Start time**

The last category — **MIDI transforms** — is designed for non-note MIDI data such as controllers and pitch bend.

Using MIDI Transforms

It's easy to use **MIDI transforms**:

- 1 Highlight the data you wish to transform from any of the MIDI edit windows.
- 2 Choose the transform.
- 3 Adjust the parameter settings for the transform.
- 4 Click OK.

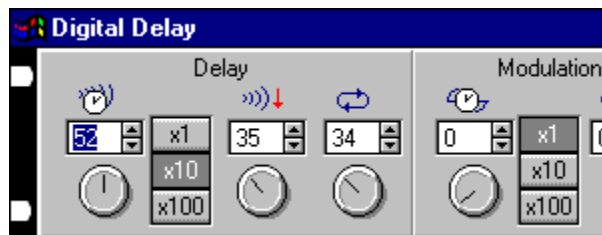
Don't forget — if you don't like the results of a transform, you can select **Undo** from the Edit menu.

Digital Audio Transforms

When digital audio data is selected in one of the edit windows, the **Digital Audio transforms** become available.

These transforms include:

- **Digital delay**
- **Compressor / limiter / gate**
- **Scaling**
- **Reverse**
- **And more...**




Digital Delay

The **Digital Delay transform** provides functions similar to those found in a rackmount digital effects processor. The built-in effects include:

- **Chorus**
- **Echo**
- **Flanging**
- **And more...**

To use this transform:

- 1 Highlight a range of digital audio data.
- 2 From the Transforms menu, select Digital Audio.
- 3 Select Delay... from the submenu.
- 4 Choose an effect from the preset menu or adjust the parameters manually.
- 5 Press the Audition button  to here the effect on a small portion of the selected range
- 6 Click OK to process the entire selected range.

But Wait! There's More...

Also included on the Digital Orchestrator Plus CD you'll find:

- **Online Video Tutorials**
Watch as one of Voyetra's product specialists demonstrates how to get the most from Digital Orchestrator Plus!
- **Demonstration Files**
Listen to these demonstration recordings to see what Digital Orchestrator Plus can do!
- **Digital Sound Gallery**
Use these dozens of sample files — sound effects, background music tracks and more — from Voyetra's Digital Sound Gallery CD (sold separately)!
- **MIDI Drum Tracks**
Get started on your MIDI compositions quickly with these drum templates! Includes 50 MIDI files of various styles including rock, pop, techno, jazz, swing, shuffle and more. Each drum pattern includes breaks and fills — just the way a real drummer would play it!

Thank You for Touring Digital Orchestrator Plus!

This concludes this Digital Orchestrator Plus Quick Tour. The online help and video tutorials on the CD will provide you with detailed information on the features and functions in Digital Orchestrator Plus.

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