MAGIX music studio professional - README   (8/4/99)

IMPORTANT INFORMATION:

QDesign MPEG Audio Codec:
In order to work with Audio MPEG files (.mp2) in MAGIX music studio professional
the QDesign MPEG Audio Codec MUST be installed.

Acrobat Reader:
In order to view the electronic manual
Acrobat Reader MUST be installed.

In order to install these components simply click on the corresponding symbol in your
MAGIX music studio program group!

AUTOLOAD.MSP:

Screen Sets: Numeric Key-Assignment

#1 Arrangement-Window incl. Transport-Window and Event-Float
#2 Matrix-Editor with Hyperdraw for Volume, Arrangement-Overview and Event-Float
#3 Hyper-Editor incl. the most important Controllers, Mini-Arrangement-Overview, Event-
      Editor, Drum-Editor
#4 Audio- and Arrangement-Window (for Drag-And-Drop), Giant Bar- and Giant SMPTE-
      Display.
#5 Adaptive Track Mixer
#6 Score-Editor, Arrangement- and Layout-Overview, Event-Float
#7 Environment (full-screen), Event-Float, Transport-Window
#8 Key-Command-Editor

All Screen-Sets are content-linked, so that any changes will be visible in any editor
window immediately.

Key-Commands:

New Song	n
Open Song	o
Save Song	s
Save as...	shift&s
Revert to saved	z
Cut	x
Copy	c
Paste	v
Select All	Strg&a
Smaller View	Strg&Num+
Larger View	Strg&Num-
Record	*

Audio Record ready	a
Play	Enter
Pause	Num ,
Stop	Num 0
Rewind	Cursor Left
Forward	Cursor Right
Rewind (fast)	Strg&Cursor Left
Forward (fast)	Strg&Cursor Right
Rewind (Scrub)	Strg&Shift&Cursor Left
Forward (Scrub)	Strg&Shift&Cursor Right
Left Locator	l
Right Locator	r
Zur Position...	#
Set Left Locator	Strg&l
Set Right Locator	Strg&r
Loctrs. to Objectbrdrs	Strg&o
Cycle-Mode on/off	F1
Punch on/off	F2
Replace/Merge	F3
Solo on/off	F4
Sync on/off	F5
Metronom on/off	F6
Mute Object	Strg&m
Hyper Draw on/off	Alt&Strg&h
Hyper Draw Volume	Alt&Strg&v
Hyper Draw Pan	Alt&Strg&p
Audio Edit: Play/Stop	Space Bar

Every Key-Command can be changed to your prefers in Screen-Set #8 of Autoload.msp.

Short-Description for the MAGIX MIDI CONSTRUCTION Kit:

With the MAGIX MIDI CONSTRUCTION Kit you receive a collection of 1.000 high quality music phrases to choose from (drum patterns , basslines , synth riffs etc.) in rock , pop , dance, house, techno , jazz and many more styles.
For the work with the Midi files you need a multitimbral synthesizer/soundcard - meaning that your sound module must be able to play 16 different instruments at a time and run in the so called "General Midi" Mode.

On the CD-ROM you'll find the MIDI files sorted in folders by their music-styles. Each folder contains a wide range of style-specific musical elements. All files are 4-bars long. The key is always C-minor (by contrast to audio loops it is no problem to change the key, harmony or speed of MIDI files).

Please make the following adjustments to your synthesizer before you start working with the midi-files:

MIDI CHANNEL 01 = E-Piano (Suggestion: choose a sound similar to a Fender Rhodes with Chorus)
MIDI CHANNEL 02 = E-Bass (Suggestion: fingered or picked Bass)
MIDI CHANNEL 03 = Slap Bass (Funky Bass Sound)
MIDI CHANNEL 04 = Synth Bass (best use a filtered deep Sawtooth-Bass)
MIDI CHANNEL 05 = Brass Section (Trumpet/TromboneTutti)
MIDI CHANNEL 06 = Orgel 1 (Suggestion: Hammond B3 with Leslie)
MIDI CHANNEL 07 = Orgel 2 (Suggestion: percussiv Organ - "House Organ")
MIDI CHANNEL 08 = Synth 1 (percussiv Pulse- or Saw)
MIDI CHANNEL 09 = Synth 2 ("fat" Leadsynth)
MIDI CHANNEL 10 = Drums (depending on the music style you need the GM Standard Kit, the Analog Kit for Techno and House or the Brush Kit for Jazz)
MIDI CHANNEL 11 = Guitar 1 (clean Fender Stratocaster E-Guitar or Jazz Guitar)
MIDI CHANNEL 12 = Guitar 2 (accoustic Guitar with Nylon-Strings)
MIDI CHANNEL 13 = Guitar 3 (Overdrive E-Guitar / " Rock Guitar ")
MIDI CHANNEL 14 = Fret Noise (sound that ocours when changing scales on the guitar)
MIDI CHANNEL 15 = Strings (polyphonic Stringsound)
MIDI CHANNEL 16 = Synthpad (poliphonic Synthesizersound)

You can also find a GM setup file, that automatically makes the necessary settings to your GM synthesizer. Apart from this, there are also a few special adaptions for XG-compatible devices (YAMAHA).

In the following way, the sequences of the midi-file construciton Kit can be added to your song most easily:

1. Open the song which you want to add sequences of the MIDI file construciton kit to.
2. Choose "File / Import" and go to the directory "AddOns\MidiConstrKit" on the installation CD-Rom. Open the folder for the style your prefer, choose the MIDI file that you find here (e.g. Pop.mid) and click on "Open". This file contains a collection of all sequences that are included for this style.
3. Organize your Desktop so that the Arrangement-Windows of your original Song and the song from the Midi-File Construciton Kit take about one half of the screen each.
4. Now you can pre-listen all sequences (Button "S" for "Solo" in the Transport-Window, Play, then select tracks) and add the ones you like to your song (drag & drop).

AUDIO STUDIO PROFESSIONAL:

Opening the same audio-file in audio studio several times:

An Audio-File can only be opened once at a time in the MAGIX audio studio professional. If an Audio-File was saved, but not closed after beeing edited in the audio studio, it is not possible to open another copy of this file in the audio studio. Instead of trying to re-open

the file, simply use the task-bar to switch to the audio studio to do further edits on the file. Best would be to always save+close all audio files before returning to the midi studio.

Demoversion:

The Demoversion is a full working version with the following limitations:

midi studio professional

- Save disabled
- MIDI-Export disabled
- Audiorecording time limit is 30 sec.
- Sample-Editor is limited to files shorter than 500 kB

audio studio professional

- Recording time limit is 1 minute
- Vip lenght maximum is 3 minutes
- Effect processing is limited to files shorter than 1 minute
- Saving is not allowed
- Direct CD-Writing only in the simulation modus

Download the latest version of DirectX from http://www.microsoft.com in order to use DirectX-PlugIns.