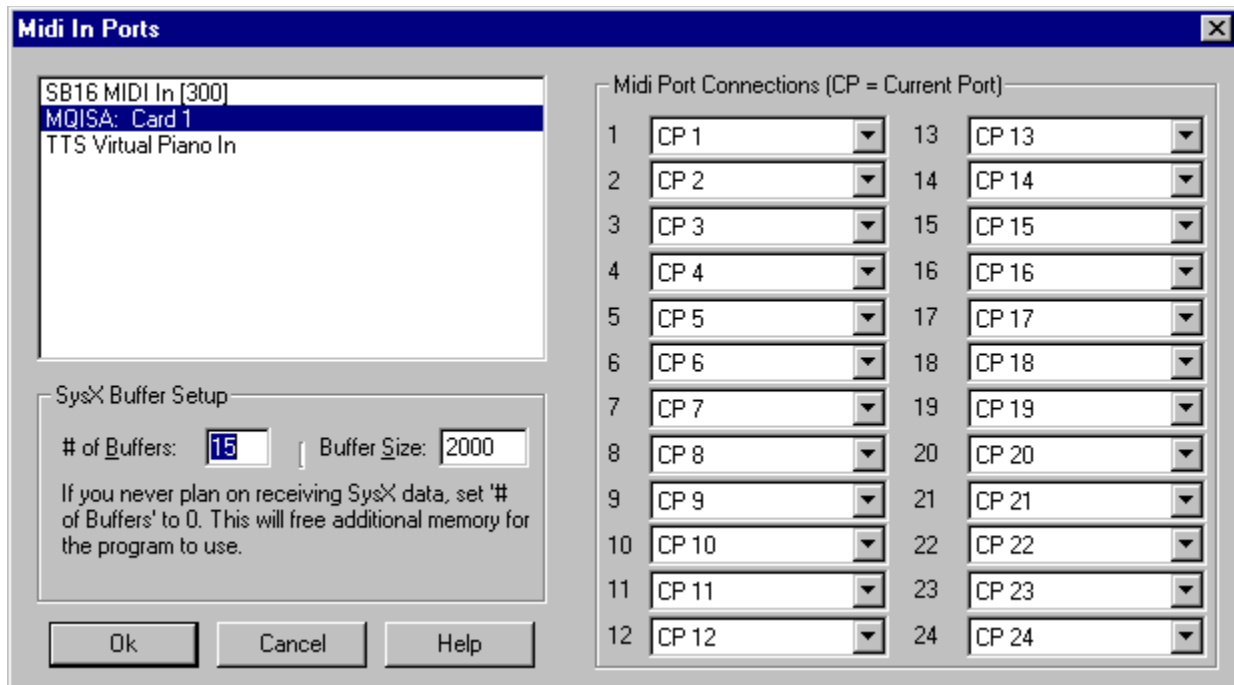


Midi In Ports



Purpose:

Midi In Ports selects the MIDI In Ports available to the program. If you have installed the 16-bit version, the selected ports will be used by all Sound Quest 16-bit programs. If you have installed the 32-bit version, the selection is made for this program only.

To receive MIDI data, the program must be able to access MIDI IN Ports. You should only open ports you plan to work with. This will greatly reduce the possibility of MIDI communications problems. Furthermore, you should not open ports assigned the FM portions of sound cards or any other dedicated driver such as those used to transfer SMPTE timing information unless your patches expressly require them.

To select the MIDI IN ports the program will use, highlight the ports in the list on the left hand side of the dialog. (Hold down the CNTRL key to make individual non-contiguous selections.)

Midi Port Connections

The Midi Port Connections section on the right hand side of the dialog provides MIDI Port mapping features. If you have a single MIDI port available, there is no need to learn about, or make use of, Midi Port Connections so feel free to proceed to the next topic.

This program supports up to 32 Midi In connections. By default, the program automatically connects its first MIDI IN port to the first selected physical MIDI IN port (MQISA: Card 1 - as shown above). The second program port is connected to the second selected physical port and so on. As long as you keep to the same MIDI setup, this system will work well. However if you update it frequently you may soon run into problems. All Sound Quest programs store their port assignments by number. If you intentionally or inadvertently change the order of your MIDI ports (you may have added or removed a MIDI interface, or disabled a MIDI port in your Multimedia configuration, or even installed a fresh copy of Windows !), MIDI data may no longer be received where you want it to. Midi Port Connections was designed to help you

solve this problem. It lets you lock certain ports by name rather than by number : should the MIDI port order change, your MIDI connections will remain unaffected.

Go to the Midi Port Connections portion of the dialog and click on the drop down list beside #9. There you will see each of your MIDI ports listed below the default setting. Choose one of the available MIDI ports. You have now locked port 9 to the selected MIDI port. Any type of MIDI or SysX data assigned to this port will always be routed through it irrespective of how your MIDI ports are currently numbered.

In the program, locked ports (ports selected by name) are shown in braces as in "[MQISA: Card 1 In 1]" while direct ports (ports selected by number) simply appear as "MQISA: Card 1 In 1". Remember that if you choose a MIDI port directly and then add a new MIDI interface to your system, chances are your MIDI port assignments will no longer be valid.

Directions:

To select or change the selection of Midi In Ports:

- (1) Choose *Midi/Midi In Ports*
- (2) Select the MIDI Ports that the program is to use

