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Introduction to MIDIART(TM).

"The Interactive Music Visualizer"

What is MIDIART:

MIDIART uses the PC sound card or MIDI sound generator connected to your computer to play pre-recorded music stored in standard MIDI file format. But MIDIART goes beyond simply playing the music, it uses the musical information contained in the standard MIDI file to create beautiful graphic images. These images are controlled by the music, and thus synchronized to the music. MIDIART extends the power of music to the visual world and creates a new electronic form of art. It also demonstrates the power of the new Multimedia PCs now on the market.

To create the graphics, MIDIART uses what are called **Image Generators**. Image Generators determine how the music will influence the images that are created. Image Generators control the look and feel of MIDIART as the program plays music. MIDIART allows you to select one of several different Image Generators and also allows you to interact with each Image Generator. While music is playing, function keys can be pressed which will change the images being created by the Image Generator. MIDIART also responds to other keyboard commands which give you full control over the music being played.

Program Requirements:

MIDIART requires a 386 or 486 PC running the Microsoft Windows(TM) Operating System, Version 3.1. (Windows must also be running in 386 enhanced mode). A 486 PC with an accelerated graphics card is highly recommended. (This insures that MIDIART images will keep in sync with the music being played).

MIDIART will work with a MIDI capable sound card. (Examples would be the ProAudio Spectrum 16 card or the Creative Labs Sound Blaster card. Many other MIDI capable sound cards are available). The sound card and sound card driver software must be correctly configured to work under Windows. Be aware that most of the sound cards being used today produce musical instrument sounds using a special FM synthesizer chip. The instrument sounds created by this chip are not as realistic as sounds created by a true MIDI sound generator.

MIDIART also works with a MIDI interface card connected to an external MIDI sound generator such as the Roland Sound Canvas. A sound generator stores the sounds of real musical instruments electronically, and is able to reproduce these sounds very accurately. For music recorded using MIDI, an external sound generator will produce the best possible sound. The drawback to a MIDI sound generator is that they cannot play digital .WAV files.

Note:

If you currently have a sound card and are not happy with the sound quality being produced by it when playing MIDI files, you may want to consider some of the newer sound cards now coming on the market. These sound cards can play both .WAV files and MIDI files with very good sound quality. Currently they are expensive (about \$600) but are a better value than a MIDI sound generator that can play MIDI only. Some examples of these newer sound cards would be the Roland RAP-10 card or the Turtle Beach MultiSound card.

What is MIDI:

MIDI stands for Musical Instrument Digital Interface. MIDI is a computer protocol developed in the early 1980's to allow computers to control and play electronic musical keyboards, synthesizers, and sound generating devices. After the MIDI protocol was developed, a standard file format was developed to allow MIDI information to be stored on computer disk. The file format is called the standard MIDI file format. When stored on disk, a MIDI file resembles a musical score much like an orchestra conductor uses when conducting an orchestra. The file contains information on which musical instruments are playing, as well as the individual notes that must be played by each instrument in order to create the musical work. Normally, a single standard MIDI file will contain all the music for a single song. Many studio musicians these days create and store their music in standard MIDI file format.

MIDIART uses information in a standard MIDI file to perform several tasks:

- 1) It tells the sound card or MIDI sound generator which instrument to select for each musical part being played.
- 2) It sends individual notes for each instrument to the sound generator.
- 3) It sends the individual notes to the Image Generator component of the program. The Image Generator then creates a graphical image based on the notes being played and the instrument selected.

Standard MIDI files can store musical parts for up to 16 different musical instruments. Each instrument is assigned to a MIDI channel number. MIDI channel numbers are labeled 1 through 16. The standard MIDI file may also contain a "Track Name" which identifies the musical instrument assigned to a given MIDI channel. A track name is an optional component of the standard MIDI file, and if it exists, the MIDIART program will display the track name or musical instrument assigned to each MIDI channel in the file. (Refer to Using MIDIART).

The General MIDI Instrument List:

Many current MIDI capable sound cards and MIDI sound generators are able to produce the sounds of musical instruments that conform to the General MIDI instrument list. This is a list of 128 different musical instrument sounds assigned in sequence from 1 to 128. Most standard MIDI files will automatically select an appropriate musical instrument from the General MIDI instrument list. The MIDIART program will also let you change the instrument assigned to a particular MIDI channel. (Refer to MIDIART keyboard commands). Under the General MIDI

standard, drum sounds are placed on one MIDI channel (channel number 10) instead of one drum sound per channel. Each drum sound is assigned a specific note value on channel 10.

Currently, examples of sound cards that conform to the General MIDI standard are the Creative Labs Sound Blaster card and the ProAudio Spectrum 16 card. Older sound cards may not support the General MIDI standard, in which case you will most likely have to use the Microsoft MIDI Mapper program to map General MIDI instruments numbers to the correct instruments on your device. (Refer to the on-line help that is included in the MIDI Mapper program which is located in the Microsoft Windows control panel).

Where to Get Standard MIDI Files:

The MIDIART program comes packaged with a small number standard MIDI files that were recorded by Romeo Music International. This is a company that records, packages, and sells MIDI music for personal and commercial uses. The Microsoft Windows Operating System is shipped with a standard MIDI file called CANYON.MID which can be located in the main Windows directory. (Usually C:\WINDOWS). To avoid copyright infringement, no other standard MIDI files are shipped with MIDIART. If you would like to obtain more standard MIDI files, you can purchase them through Romeo Music (stores that sell computer software may carry Romeo Music products), or look on computer bulletin boards that now carry them on line. For a large selection, you should try the CompuServe MIDI forum. (On CompuServe use GO MIDI). Standard MIDI files will end with the file extension .MID.

Suggestions:

Please spend some time reading through the rest of the on-line help. Become familiar with the MIDIART configuration dialog and the keyboard commands. After this you will want to put on a good pair of headphones, turn off the lights, turn up the music, and enjoy.

Using MIDIART:

When you start the MIDIART program, a MIDIART configuration dialog window will appear. This is one of only two dialog windows in the program and it is quite simple to use.

MIDI Output Device to Use:

In the upper left corner of the configuration dialog is a list box that allows you to select the MIDI output device to use. If you have a MIDI capable sound card or a MIDI interface card correctly configured for Windows, the name of the MIDI device driver for the card will appear in this list. If this list is empty, you will need to install a MIDI device driver from the Windows control panel. (Refer to the documentation that came with your sound card or MIDI interface). Normally, two device driver names will appear in this list, the Microsoft MIDI Mapper, and the name of the device driver corresponding to your sound card or MIDI interface.

If you have a newer sound card or MIDI sound generator, you should select the name of the device that corresponds to your sound card driver or MIDI interface driver. (Note: If you have a Creative Labs Sound Blaster sound card, you should select the "Voyetra Super Sapi FM Driver" from this list box.)

If you have an older sound card or sound generator that is not general MIDI compatible, you should select the Microsoft MIDI Mapper as the output device. Before selecting the MIDI Mapper, you should exit MIDIART, (select the CANCEL button) and run the MIDI Mapper Program from the Windows control panel. You will then need to edit a MIDI Mapper "Setup" and a MIDI Mapper "Patch Map" to correctly map General MIDI channel numbers and instrument numbers to the channels and instruments used by your sound card or sound generator. Refer to the General MIDI instrument list in this help file.

Graphic Image Generators:

In the upper right corner of the configuration dialog is a list box that allows you to select a MIDIART Image Generator. The Image Generator will determine what visual effects MIDIART will create when playing music. The names of the Image Generators give you a rough idea of their visual effects.

Enabled MIDI channels:

Below the list of Image Generators is a matrix of 16 check boxes. Each check box corresponds to one of the 16 MIDI channels. When a box is checked, the selected Image Generator will create graphic objects

for the instrument playing on that channel. If the box is unchecked, no graphics will be produced for the instrument playing on that channel. Normally, drums play on MIDI channel 10 and this box is unchecked. Producing graphics for the drum channel is very CPU intensive and only clutters the display.

NOTE: Depending on the speed of your computer and the speed of your video card, you may need to uncheck more than the one MIDI channel. You will have to experiment with this. If you have a Pentium computer with a fast graphics card try checking all boxes.

Select File(s):

In the lower right corner of the configuration dialog is a button labeled 'Select File(s)'. Click on this button (or press ALT-F) to bring up an Open File dialog box. This dialog box will begin by displaying all files with the .MID extension in the current directory. The list box on the right will allow you to select a new directory. The list box on the left will allow you to select one or more standard MIDI files to play. To select more than one MIDI file, press the CTRL key while selecting each file with the left mouse button. After you select a file or files, select the OK button.

File Being Played / Active Channels:

The MIDIART program works much like a CD player. The program will let you select many songs and will play them one by one in sequence. When playing a song, you can skip ahead to the next song using the 'n' key, or you can go to the previous song using the 'b' key. (Refer to MIDIART Keyboard Commands). The boxes in the middle left half of the configuration window display the name of the file currently playing and the active MIDI channels in the current file. The active channels list will display the instruments assigned to each MIDI channel. (Note: If the standard MIDI file does not contain track name information, one or more of the active channels may contain "No track name" as the instrument name assigned to that channel.) If MIDIART is playing a song and you press the F1 key, the configuration window will appear and the current file and active channels list will display information for the file being played.

Current File(s) Selected:

If you select more than one MIDI file to play, this box will list the names of all the files you selected. The MIDIART program will save this file list when the program is closed so that when the program is re-started, the play list will automatically be re-selected.

Begin Playing Music:

To begin playing the song or songs you have selected, simply select the OK button.

MIDIART Keyboard Commands :

While MIDIART is playing music, several keys can be pressed which will effect either the music being played, or the graphics being created. The following is a list of these MIDIART command keys and a description of what will happen when the key is pressed. You should make sure the CAPS LOCK is turned off before using MIDIART, since some commands act differently depending on whether or not the SHIFT key was pressed. Commands keys that are activated using the SHIFT key are listed in upper case.

<u>Key</u>	<u>Function</u>
s	Stops the music and clears the screen. Use the 'p' key to begin playing once again from the point that the music stopped.
r	Stops the music and rewinds back to beginning of the current song.
p	Begins playing music and creating graphics. Use this key after using 's' or 'r'.
q	Quits the MIDIART program and returns you back to the Windows operating system.
ESC	Also quits MIDIART and returns you back to the Windows operating system.
h	Returns you to the Windows operating system but continues to play the current song. This key stands for HIDE and will allow you to do other tasks on the computer while MIDIART continues to play music. To go back to MIDIART graphics, double-click on the MIDIART icon on the Windows desktop.
c	Clears the screen and selects a new set of random colors to be used in creating graphic images.
C	Starts random color cycling. At random intervals the screen is cleared and a new set of random colors are selected. Press this key again to stop color cycling.
n	Begins playing the next song in the list of songs selected in the MIDIART configuration window. (Refer to <u>using MIDIART</u> for selecting more than one song). When the next song is selected, a new Image Generator will be picked at random.
b	Begins playing the previous song in the list of songs

selected in the MIDIART configuration window. (Refer to using MIDIART for selecting more than one song). When the previous song is selected, a new Image Generator will be picked at random.

- i Selects a new Image Generator while the current song continues to play. The Image Generator selected is the next Image Generator in the Image Generator list.
- I Selects a new Image Generator while the current song continues to play. The Image Generator selected is the previous Image Generator in the Image Generator list.
- F1 Stops the music being played and brings up the MIDIART configuration window. If you select a new Image Generator and then select OK, the current song will start from the beginning and new graphics will be created. You can also select a new song or songs before selecting OK.
- + Increases the tempo or playback speed of the song being played. You may need to press this key several times to here a change in the tempo.
- Decreases the tempo or playback speed of the song being played. You may need to press this key several times to here a change in the tempo.
- 1 - 9 Selects MIDI channel 1 through MIDI channel 9 as the current MIDI channel. One of these keys must be pressed before using any of the following keys listed below. Key '0' selects MIDI channel 10 and SHIFT followed by keys 1 through 6 select MIDI channels 11 through 16. In order to see what instruments are playing on a given MIDI channel, press 'F1' and look at the active channels list on the MIDIART configuration window. (Refer to Using MIDIART).
- UP-ARROW Increases the volume of the instrument being played on the current MIDI channel. You may need to press this key several times before hearing a change in the volume. You must select the appropriate MIDI channel before using this key. If the SHIFT key is pressed before the UP-ARROW key, the volume of all instruments on all channels will increase.
- DOWN-ARROW Decreases the volume of the instrument being played on the current MIDI channel. You may need to press this key several times before hearing a change in the volume. You must select the appropriate MIDI channel before using this key. If the SHIFT key is pressed before the DOWN-ARROW key, the volume of all instruments on all channels will decrease.

- RIGHT-ARROW Selects a new instrument to play on the current MIDI channel. The next instrument in the General MIDI instrument list is selected. If you press the SHIFT key followed the RIGHT-ARROW key, you will skip 10 instruments ahead in the General MIDI standard instrument list.
- LEFT-ARROW Selects a new instrument to play on the current MIDI channel. The previous instrument in the General MIDI instrument list is selected. If you press the SHIFT key followed the LEFT-ARROW key, you will skip 10 instruments back in the General MIDI standard instrument list.
-] Transposes the instrument playing on the current MIDI channel one octave higher. This will give the instrument a higher pitch. Pressing this key more than once will continue to increase the pitch of the instrument.
- [Transposes the instrument playing on the current MIDI channel one octave lower. This will give the instrument a lower pitch. Pressing this key more than once will continue to decrease the pitch of the instrument.
- m Mutes the instrument playing on the current MIDI channel. This prevents a particular instrument from creating sound. If this key is pressed a second time, the instrument will be un-muted.
- M Mutes all instruments that are playing. If this key is pressed a second time, all instruments will be un-muted. This key can be used to turn MIDIART sound off and on. This key can also be used to prevent all but one instrument from playing. To do this, select an instrument by selecting a MIDI channel number, press the 'm' key to mute the single instrument, then press the 'M' key to mute all instruments and un-mute the currently selected instrument.

The following function keys listed below will control the output of the individual Image Generators within MIDIART:

<u>Key</u>	<u>Function</u>
F2	Normally an Image Generator will create and destroy objects on the screen as the music plays. Pressing F2 will stop image objects from being destroyed. This creates a collage of objects on the screen. Pressing F2 again will undo this effect. To clear whats on the screen, remember to use the 'c' key or SHIFT 'c' to clear at random intervals.
F3	If an Image Generator is moving objects on the screen, pressing F3 will slow this movement down. You may need to

press this key several times to see an effect.

- F4 If an Image Generator is moving objects on the screen, pressing F4 will speed this movement up. You may need to press this key several times to see an effect.
- F5 Pressing this key will decrease the size of objects being created by the Image Generator. You can hold this key down in order to rapidly change object sizes.
- F6 Pressing this key will increase the size of objects being created by the Image Generator. You can hold this key down in order to rapidly change object sizes.
- F7 Pressing this key will increase the rate at which objects shrink while they are on the screen. Pressing this key will also reverse the effect of function key F8.
- F8 Pressing this key will increase the rate at which objects expand while they are on the screen. Pressing this key will also reverse the effect of function key F7.
- SHIFT F1-F8 Pressing these keys will effect an Image Generator in different ways depending on the Image Generator. With some Image Generators, these keys will have no effect. Feel free to experiment with these keys.

Registration Details:

MIDIART is being distributed as Shareware. This form of software distribution allows you to try out the software for thirty days free of charge. If you find this program interesting and fun, and find that you are using MIDIART after the thirty day period, you must register the software for a small fee. When you register, you will receive additional features and will be eligible for future software upgrades. If you do not register, you will be violating federal copyright law.

If you register MIDIART today, you will receive the following added benefits:

- 1) A registered copy of the MIDIART program. This program does not contain the dialog window that appears before the configuration dialog. It also contains two additional Image Generators.
- 2) Announcements of future software upgrades and new Image Generators that will be developed for MIDIART. Registered users will be eligible for discounts on these future products. Keep in mind that this is the first version of MIDIART and the program will continue to be enhanced. I hope to have other people develop Image Generators for MIDIART, and these new Image Generators will be made available only to registered users.
- 3) A Windows screen saver version of MIDIART. This program can be installed as a screen saver in the Windows desktop control. When your computer is left idle for a specified time, MIDIART will begin performing its magic.
- 4) Technical support on CompuServe. You can send questions via CompuServe mail to the author of MIDIART.
- 5) Documentation describing how to create your own MIDIART Image Generators. (You must have knowledge of computer programming). MIDIART invokes Image Generators via a Microsoft Windows DLL (Dynamic Link Library). This documentation will describe how to build this DLL so that you can create your own MIDIART images. The possibilities are endless. You will also receive information on the MIDIART Image Contest. Prizes will be awarded for the best Image Generators developed by contestants.

How to Register:

To register MIDIART, select the Registration Order Form topic below, then select (File) and (Print Topic) from the menu above. This will print out an order form. Fill out the order form and send it to the address listed on the form. Sorry, only check (U.S.) or money order will be accepted at this time.

Registration Order Form

Registration Order Form:

(MIDIART Version 1.0 for Windows)

Remit This Form To:

AJF Consulting, Inc.
P.O. Box 44-427
Eden Prairie, MN 55344

Registration Cost:

Price:	\$9.95
Shipping and handling: +	\$3.00

Total:	\$12.95

(Please send U.S. check or money order only)
(Make check payable to AJF Consulting, Inc.)

Send Product To:

Name: _____
Address: _____
City, State, Zip Code: _____
Phone: _____
Today's Date: _____

Please answer the following short questions:

Does your computer have a sound card, or a MIDI interface card
connected to an external MIDI sound generator or MIDI synthesizer?

_____ Sound Card _____ External Sound Generator

Are you interested in developing your own Image Generators for
MIDIART?

_____ YES _____ NO

General MIDI Instrument List:

The following is a list of musical instrument names that belong to the General MIDI instrument list. You can use this list to select different instruments for a particular musical part being played by MIDIART. (Use the LEFT and RIGHT-ARROW keys. Refer to MIDIART Keyboard Commands). To print out this list, select (File) and (Print Topic) from the menu above.

- 001 - Acoustic Grand Piano
- 002 - Bright Acoustic Piano
- 003 - Electric Grand Piano
- 004 - Honky-tonk Piano
- 005 - Rhodes Piano
- 006 - Chorused Piano
- 007 - Harpsichord
- 008 - Clavinet
- 009 - Celesta
- 010 - Glockenspiel
- 011 - Music Box
- 012 - Vibraphone
- 013 - Marimba
- 014 - Xylophone
- 015 - Tubular Bells
- 016 - Dulcimer
- 017 - Hammond Organ
- 018 - Percussive Organ
- 019 - Rock Organ
- 020 - Church Organ
- 021 - Reed Organ
- 022 - Accordion
- 023 - Harmonica
- 024 - Tango Accordion
- 025 - Acoustic Guitar (nylon)
- 026 - Acoustic Guitar (steel)
- 027 - Electric Guitar (jazz)
- 028 - Electric Guitar (clean)
- 029 - Electric Guitar (muted)
- 030 - Overdriven Guitar
- 031 - Distortion Guitar
- 032 - Guitar Harmonics
- 033 - Acoustic Bass
- 034 - Electric Bass (finger)
- 035 - Electric Bass (pick)
- 036 - Fretless Bass
- 037 - Slap Bass 1
- 038 - Slap Bass 2
- 039 - Synth Bass 1
- 040 - Synth Bass 2
- 041 - Violin
- 042 - Viola

043 - Cello
044 - Contrabass
045 - Tremolo Strings
046 - Pizzicato Strings
047 - Orchestral Harp
048 - Timpani
049 - String Ensemble 1
050 - String Ensemble 2
051 - SynthStrings 1
052 - SynthStrings 2
053 - Choir Aahs
054 - Voice Oohs
055 - Synth Voice
056 - Orchestra Hit
057 - Trumpet
058 - Trombone
059 - Tuba
060 - Muted Trumpet
061 - French Horn
062 - Brass Section
063 - Synth Brass 1
064 - Synth Brass 2
065 - Soprano Sax
066 - Alto Sax
067 - Tenor Sax
068 - Baritone Sax
069 - Oboe
070 - English Horn
071 - Bassoon
072 - Clarinet
073 - Piccolo
074 - Flute
075 - Recorder
076 - Pan Flute
077 - Bottle Blow
078 - Shakuhachi
079 - Whistle
080 - Ocarina
081 - Lead 1 (square)
082 - Lead 2 (sawtooth)
083 - Lead 3 (caliope lead)
084 - Lead 4 (chiff lead)
085 - Lead 5 (charang)
086 - Lead 6 (voice)
087 - Lead 7 (fifths)
088 - Lead 8 (brass + lead)
089 - Pad 1 (new age)
090 - Pad 2 (warm)
091 - Pad 3 (polysynth)
092 - Pad 4 (choir)
093 - Pad 5 (bowed)
094 - Pad 6 (metallic)

095 - Pad 7 (halo)
096 - Pad 8 (sweep)
097 - FX 1 (rain)
098 - FX 2 (soundtrack)
099 - FX 3 (crystal)
100 - FX 4 (atmosphere)
101 - FX 5 (brightness)
102 - FX 6 (goblins)
103 - FX 7 (echoes)
104 - FX 8 (sci-fi)
105 - Sitar
106 - Banjo
107 - Shamisen
108 - Koto
109 - Kalimba
110 - Bagpipe
111 - Fiddle
112 - Shanai
113 - Tinkle Bell
114 - Agogo
115 - Steel Drums
116 - Woodblock
117 - Taiko Drum
118 - Melodic Tom
119 - Synth Drum
120 - Reverse Cymbal
121 - Guitar Fret Noise
122 - Breath Noise
123 - Seashore
124 - Bird Tweet
125 - Telephone Ring
126 - Helicopter
127 - Applause
128 - Gunshot

The Microsoft MIDI Mapper is a program available from the Microsoft Windows control panel. The main purpose of the MIDI Mapper is to convert or map General MIDI channel numbers and instrument numbers to the correct channel and instrument numbers used by older MIDI devices or sound cards that do not conform to the General MIDI standard.

Trouble Shooting Guide:

The following is a list of problems you may encounter when you begin using MIDIART for the first time. If you are having problems, quickly scan this list to see if there is a quick solution.

Problem:

MIDIART displays graphics but does not generate any sound.

Possible Solution:

If you are using a sound card, make sure you have correctly installed the software that came with the sound card using Microsoft Windows. There must be a Windows device driver correctly installed. Also make sure you have selected the correct output device in the MIDIART configuration dialog.

Problem:

The music does not sound right. There are wrong musical instruments playing.

Possible Solution:

The mostly likely cause of this problem is that you have a MIDI sound card or sound generator that is not general MIDI compatible. You will need to select the Microsoft MIDI Mapper as the MIDIART output device and then create the correct "Setup" in the MIDI Mapper program. Refer to the Using MIDIART section.

Problem:

Sometimes when I select a MIDI file, the "Active Channels in Current File:" list does not contain the names of instruments playing on the different MIDI channels. I see "No track name" listed for each MIDI channel.

Reason:

The information listed in the "Active Channels" list is obtained from track name information stored in the standard MIDI file. Unfortunately, this information is not a required component of the standard MIDI file. Most, but not all standard MIDI files will contain this information. It is up to the person who records the MIDI data to place track name information in the file.

Problem:

The musical instruments do not sound very realistic on my sound card.

Solution:

MIDIART sends MIDI data to your sound card and the sound card then creates music by using an on board FM synthesizer chip. This synthesizer chip can only crudely approximate the sound of real musical instruments. To produce more realistic sound, you should purchase an external MIDI sound generator, (an example would be the Roland Sound Canvas) or a more advanced sound card, such as the Roland RAP-10 card. A MIDI sound generator or advanced sound card contains digital recordings of real musical instruments stored in electronic memory. (These digital recordings are sometimes called wave tables or sound samples.) The difference between MIDI music played on an inexpensive sound card and music played on an MIDI sound generator is like night and day. You can purchase a MIDI sound generator or an advanced sound card at a good music store or through mail order catalogs.

Problem:

MIDIARTs' graphics do not keep up with the music being played.

Solution:

MIDIART is a program that is very CPU and graphics hardware intensive. Its' performance will depend on both your CPU and on your graphics video card. If you have a 386 or slow 486 PC, you should purchase an accelerated graphics video card. This will not only improve the performance of MIDIART but all Windows applications. If you can't afford such a luxury, try un-checking the boxes shown on the right side of the MIDIART configuration dialog box. When a box is un-checked, the selected Image Generator will not produce graphics for the musical instrument assigned to that MIDI channel.

Disclaimer:

Users of "MIDIART" must accept the following disclaimer of warranty:

"MIDIART" is supplied as is. The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The author assumes no liability for damages, direct or consequential, which may result from the use of "MIDIART".

"MIDIART" is a "shareware program" and is provided at no charge to the user for evaluation. Feel free to share it with your friends, but please do not give it away altered or as part of another system. The essence of "user-supported" software is to provide personal computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products. If you find this program interesting and fun and find that you are using "MIDIART" and continue to use "MIDIART" after a 30 day period, you must make a registration payment of \$12.95 to AJF Consulting, Inc. The \$12.95 registration fee will license one copy for use on any one computer at any one time. You must treat this software just like a book. An example is that this software may be used by any number of people and may be freely moved from one computer location to another, so long as there is no possibility of it being used at one location while it's being used at another. Just as a book cannot be read by two different persons at the same time.

Commercial users of "MIDIART" must register and pay for their copies of "MIDIART" within 30 days of first use or their license is withdrawn.

You are encouraged to pass a copy of "MIDIART" along to your friends for evaluation. Please encourage them to register their copy if they like the program. All registered users will receive a copy of the latest version of "MIDIART".

