

**track**

One row of the Track View Window which can contain a sequence of measures, and has attributes such as a Track Name, Instrument, Channel, etc...

**registered copy**

A version of Music Sculptor identical to the *shareware evaluation copy* except that the introductory information screen is not present and the About Dialog Box identifies it as a *registered copy* instead of a *shareware evaluation copy*. Only the *shareware evaluation copy* is to be distributed.

## Introduction

Welcome!

Music Sculptor is a MIDI sequencer that allows you to:

- Play MIDI songs
- Record MIDI songs
  - from an external MIDI input device such as a MIDI keyboard
  - or**
  - from a Keyboard Window that can be played with the mouse
- Edit music by:
  - cutting, copying, and pasting measures
  - adjusting volume and pitch
  - adjusting tempo and time signature
  - changing instruments
  - naming tracks
  - changing channels
- Open and Save standard midi files

Music Sculptor works with any synthesizer and sound card compatible with Windows 3.1 or later.

(Note: Versions 1.0 and 1.5 of the Soundblaster Card don't support simultaneous use of the MIDI IN and MIDI OUT ports)

Some sample public domain midi files are included.

Enjoy!

**Order Form for Music Sculptor.**

**If you have a printer you may print this form by selecting Print Topic from the File menu. Otherwise please write this information on a sheet of paper.**

**Please mail with \$24.95 US + \$5.00 Shipping and Handling to:**

**Aleph Omega Software  
Box 61085  
Kensington Postal Outlet  
Calgary, Alberta  
T2N 4S6  
Canada**

**Your Name:** \_\_\_\_\_

**Address:** \_\_\_\_\_

**City:** \_\_\_\_\_

**State/Prov:** \_\_\_\_\_

**Zip/Postal Code:** \_\_\_\_\_

**Phone:** \_\_\_\_\_

**Electronic Mail Address (if applicable):** \_\_\_\_\_

**Disk Format:** 3-1/2" \_\_\_ 5-1/4" \_\_\_

**Where did you obtain Music Sculptor?** \_\_\_\_\_

**Desired Features, Bug Reports, Questions, and Comments** \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

*Thank you very much for your support!*

## **Hmmm... Tell Me More...**

Music Sculptor is being distributed as shareware.

Shareware is a way of marketing software that allows you to "try before you buy". Two disadvantages of commercial software are that :

- 1) You can't return it after purchasing if it doesn't suit your needs.
- 2) It is expensive because of high advertising and other marketing costs which are passed on to the user.

Shareware is the ultimate money back guarantee because it allows you evaluate the software on your own particular computer system and decide if it works for you.

Shareware is significantly less expensive than commercial software because the marketing costs are minimal.

Music Sculptor may be evaluated for 30 days. If you continue to use it thereafter, you are required to register it as a licensed user by sending \$24.95 US + \$5.00 US Shipping and Handling to Aleph Omega Software (please see order form below).

### **Benefits upon Registration**

- You will be entitled to free technical support by mail, phone, or electronic mail  
( Phone: (403) 289-8831 )  
( Internet: strubens@cuugnet.cuug.ab.ca )  
( CompuServe: 72613, 3574 )
- You will be sent a registered copy of the latest version of Music Sculptor
- You will be sent a collection of 75 public domain MIDI files
- You will be notified of future versions as soon as they become available
- You will be entitled to large discounts on upgrades to future versions

Music Sculptor has not been crippled in any way or poisoned with a plethora of annoying nag messages that threaten cruel and unusual punishment for not registering. We trust you to support Music Sculptor if it meets your needs and you enjoy using it. Thank you!

Please click on the words order form to order.

You need not feel guilty about giving out copies of this Shareware Evaluation Copy of Music Sculptor. In fact you are encouraged to do so to help it become more widely distributed.

## **Measure Region**

This is the area on the right side of the Track View window where the measures for each track are displayed.

Groups of measures may be selected here. Once selected, they may be manipulated using the Edit Menu Commands.

Only measures that contain MIDI events such as notes are displayed.

The top row displays the measure numbers starting at 1. A rectangular box on this row indicates the current measure.

## **Trk Column**

The number of each track is displayed here. This is not to be confused with the channel number for the track.

## **Ply Column**

Ply is an abbreviation for Play. Click in this column to enable a track for playing. This means that the track is sent to the MIDI output device when the play button is pressed.

The play enabled track is indicated by a P.

Click again to remove the P. This will mute the track.

A track can be play enabled and disabled *while it is playing*.



## **Rec Column**

Rec is an abbreviation for Record. Click in this column to enable a track for recording. This means that notes will be recorded into the record enabled track when the record button is pressed.

The record enabled track is indicated by an R.

Also, the instrument of the record enabled track is used as the instrument for the Keyboard Window.

## **channel**

All notes ( and many other MIDI messages ) have an associated channel numbered from 1 to 16. A synthesizer or sound card can associate exactly one instrument to each channel.

For example, a flute sound may be associated with channel 2 and a guitar sound with channel 3. Then all notes sent to the sound card on channel 2 will sound like a flute and all notes sent to the sound card on channel 3 will sound like a guitar.

When a channel is assigned to a track in the Ch Column, all notes ( and other MIDI messages ) in that track are sent to the sound card on that channel during playback.

It is possible for a single track to contain notes associated with different channels.

If \* is selected in the Ch Column, each note in the track is sent on the channel associated with that note.

The percussion channel is special in that the regular melodic instruments don't apply. Instead each note has a different percussive sound associated with it. When using General MIDI, the percussion channel is either 10 or 16 depending on whether the synthesizer is high end (extended level) or low-end (base level), respectively.

## **Ch Column**

Ch is an abbreviation for Channel. Click in this column to change the channel for the track.

**general midi**

A synthesizer standard that assigns specific instruments to each instrument number. For example, instrument number 1 is Acoustic Grand Piano.

## Instrument Column

The instrument column contains the instrument for each track.

Click in the heading of this column to change its width.

If you click in this column the Select Instrument dialog box will appear.

Select General MIDI if your sound card or synthesizer supports General MIDI instruments and you would like to use them.

Otherwise, select Instrument Number ( 1 - 128 ). Refer to your synthesizer or sound card manual for a table describing which instrument corresponds to each instrument number ( also known as Program Change number or Patch number ).

General MIDI instruments can be selected from the menu on the left.

Instrument Numbers can be selected from the list box on the right.

Instruments can be changed *while a song is playing*. It's very useful ( and fun! ) to try out different instruments for a track as it plays.

An instrument selection will only take effect if a channel number from 1 to 16 has been selected for the track in the Ch Column.

The percussion channel is special in that the regular melodic instruments don't apply. Instead each note has a different percussive sound associated with it. When using General MIDI, the percussion channel is either 10 or 16 depending on whether the synthesizer is high-end (extended level) or low-end (base level), respectively.

## **Track Name Column**

This column contains the name of each track. For example, Melody, or Bass Line, or Drums.

Click in this column to change the track name.

Click in the heading of this column to change its width.

## **Track View Window**

Track Name Column

Instrument Column

Ch Column

Rec Column

Ply Column

Trk Column

Measure Region

## Keyboard Window

This window can be used like a music keyboard to play notes using the mouse.

The instrument used to play these notes is the instrument of the track currently enabled for recording, as indicated by the R in the Rec column of the Track View. The channel of this track is used as well.

When the record button is pressed, any notes played will be recorded into the record enabled track.

Each key is labeled with a pitch number from 0 to 127 and the name of the note, such as C#.

The left mouse button is used to press and release keys.

The right mouse button is used to hold keys down until pressed again. This is useful for playing chords.



## Track Button



The track button displays and maximizes the Track View Window.

## Keyboard Button



The keyboard button displays and maximizes the Keyboard Window.

## Tempo



This adjusts the speed of the song. Press the up arrow to increase the tempo and the down arrow to decrease the tempo. Tempo is in beats per minute.

The above example indicates a tempo of 120 beats per minute.

## Play Button



Press the play button to begin playing all tracks that are currently enabled for playing, as indicated by a P in the Ply Column of the Track View.

Playing will begin at the current position.

Press the stop button to stop playing.

**clock**

A division of a beat. There are 240 clocks per beat ranging from 000 to 239.

**beat**

A division of a measure determined by the time signature.

## Current Position

Measure Beat Clock  
001 : 01 : 000

Displays the current location within the song, in terms of measure, beat, and clock.

The above example indicates clock 0 of the first beat of the first measure. This is the beginning of the song.

## Rewind Button



Press the rewind button to reset the current position to 001 : 01 : 000 and scroll back to the beginning of the song. This button will also stop playing or recording.



## Stop Button



Press the stop button the stop playing or recording.

## Record Button



Press the record button to begin recording in the track that is currently enabled for recording, as indicated by the R in the Rec column of the Track View Window.

You can record from:

- a hardware MIDI input device attached to your computer, such as a MIDI keyboard
- or
- the Keyboard Window using the mouse

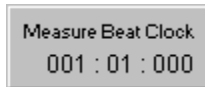
Any tracks that are currently enabled for playing, as indicated by the P in the Ply column of the Track View Window will play during recording.

Recording will begin at the current position.

Press the stop button to stop recording.

## The Toolbar

Select the toolbar item you would like help on.



**output device**

An output device is either the Microsoft MIDI Mapper or a real hardware MIDI output device installed in your system. You must select the correct output device before playing a song.

If your output device is not displayed in the list, it must be installed using the Drivers application of the Control Panel. Please refer to the documentation for your sound card and your Windows manual for details.

The Microsoft MIDI Mapper is a program that changes MIDI events to a form specific to a certain real hardware MIDI output device. It can be adjusted using the MIDI Mapper application of the Control Panel. Please refer to the documentation for your sound card and your Windows manual for details.

Some output devices can only be used by one program at a time.

**measure**

A section of a track containing a number of beats equal to the top number of the time signature.

## time signature



Determines how the song is divided into measures. The top number represents the number of beats in one measure. The bottom number indicates what note length is equal to one beat. For example, a 3/4 time signature means there are 3 beats in one measure and each quarter note is a beat. A 6/8 time signature means there are 6 beats in one measure and each eighth note is a beat.

## **Settings Menu Commands**

### **Wide Track Name**

When this is selected (indicated by a check mark), the Track Name Column is widened so that longer track names can be displayed. Select this item again to return the Track Name Column to its original width.

Clicking the heading of the Track Name Column has the same effect.

### **Wide Instrument**

When this is selected (indicated by a check mark), the Instrument Column is widened so that longer instrument names can be displayed. Select this item again to return the Instrument Column to its original width.

Clicking the heading of the Instrument Column has the same effect.

### **Metronome Beeps**

When this is selected (indicated by a check mark), a beep will sound on each beat. This provides a rhythm to play along to when recording. Usually this is used to record a drum track at the correct tempo. Once this drum track is recorded, select this item again to turn off the (annoying) beeps.

### **Time Signature**

Allows the time signature for the current song to be set.

### **Output Devices**

Allows the midi output device to be selected.

**pitch**

Each note has an associated pitch ranging from 0 to 127. This is the number displayed for each key in the Keyboard Window. For example, Middle C has pitch 60. The C# after Middle C has pitch 61. The difference between pitch 60 and pitch 61 is one semitone.



**velocity**

Each note has an associated velocity ranging from 0 to 127 corresponding to how fast its key was struck when the note was recorded. Generally, the higher the velocity, the louder the note will sound.

**insertion point**

The highlighted measure in the Track View Window where the left mouse button was clicked.

**selected measures**

The measures in the Track View Window which have been highlighted by clicking on a measure with the left mouse button and dragging over the remaining measures with the left mouse button held down.

## **Edit Menu Commands**

### **Cut - Leave Hole**

Removes the selected measures from the song, leaving empty measures in their place. The measures can then be pasted using the Paste or Paste Repeatedly commands.

### **Cut - Delete Hole**

Removes the selected measures from the song and moves measures to the right over to fill the gap.

The measures can then be pasted using the Paste or Paste Repeatedly commands.

### **Copy**

Copies the selected measures from the song, leaving the original intact.

The measures can then be pasted using the Paste or Paste Repeatedly commands.

### **Paste**

Places previously Cut or Copied measures into the song at the insertion point.

This command becomes available when measures have been Copied or Cut.

### **Paste Repeatedly**

Repeatedly places previously Cut or Copied measures into the song at the insertion point.

You can enter the number of times to paste. The measures are then pasted one after the other.

This command becomes available when measures have been Copied or Cut.

### **Adjust Volume**

Increases or decreases the volume of the selected measures.

You can enter a number to add to or subtract from the velocity of the notes in the selected measures.

### **Adjust Pitch**

Increases or decreases the pitch of the selected measures.

You can enter a number to add to or subtract from the pitch of the notes in the selected measures.

## **File Menu Commands**

### **New**

Open a new song.

When you choose New, you can save changes to the song you have been working on.

### **Open**

Opens a song. You can open any standard midi file.

### **Save**

Save changes to the song you have been working on.

When you choose Save, the song remains open so you can continue working on it.

### **Save As**

Save as a new or existing song.

You can name a new song or save an existing song under a new name. When you choose Save As, the song remains open so you can continue working on it.

### **Exit**

Closes the song you have been working on and quits Music Sculptor.

You can save the song before quitting.

## **Contents for Music Sculptor**

To learn how to use Help, press F1.

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## **Window Menu Commands**

### **Tile**

Arranges the windows so that each window is visible and none overlap.

### **Cascade**

Arranges windows so that they overlap.

### **Names of Open Windows**

To make a window active, choose its name from this list. All open directory windows are listed, including those that have been reduced to icons.

