

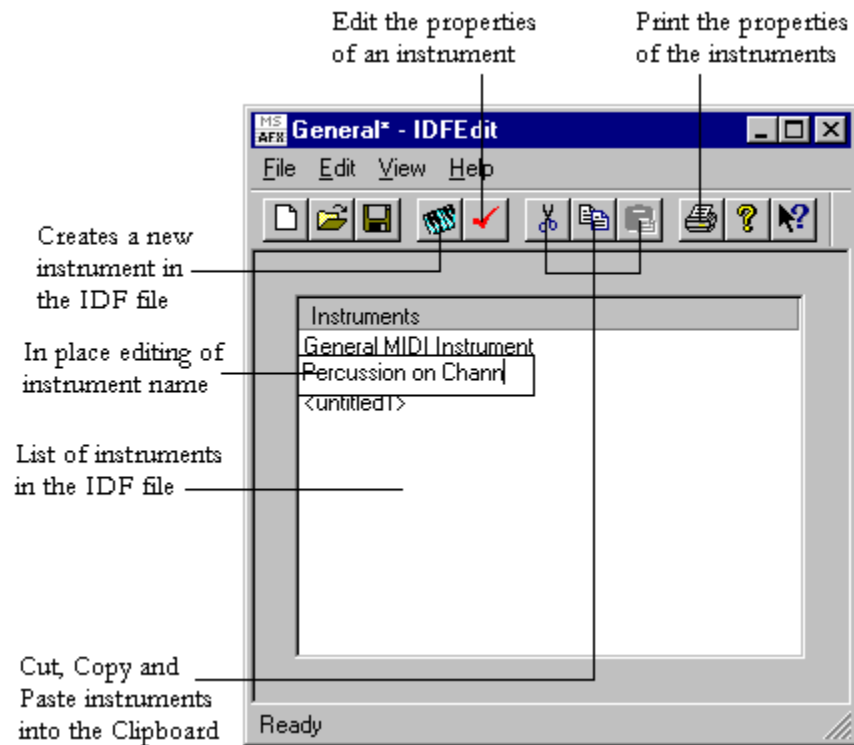
## IDFedit Help Index

### What is IDFedit?

IDFedit is used to create Instrument Definition Files (IDFs) which describe how to map General MIDI data to play on a non-General MIDI instrument. A single IDF file can contain descriptions for more than one instrument. This is useful for creating one file which describes a related class of instruments; for example, a wave table synthesizer with several memory configurations. These files are used by the MIDI Mapper and are installed by the user via the Multimedia Control Panel applet.

### What is an Instrument?

In an IDF file an instrument is used to describe the mapping for a MIDI device. MIDI devices include keyboard, synthesizers, digital samplers, drum machines, and internal MIDI devices such as the OPL chip set, or wave table cards.



### Commands

- [File menu](#)
- [Edit menu](#)
- [View menu](#)
- [Help menu](#)

## **File menu commands**

The File menu offers the following commands:

<u>New</u>	Create a new IDF file.
<u>Open</u>	Open an existing IDF file.
<u>Save</u>	Save the IDF file.
<u>Save As</u>	Save the IDF file with a new name.
<u>Print</u>	Print the IDF file or selected instrument(s).
<u>Print Setup</u>	Change the printer and printing options.
<u>Exit</u>	Quit IDFEdit; prompts to save unsaved data.

## **Edit menu commands**

The Edit menu offers the following commands:

<u>New Instrument</u>	Create a new instrument in the IDF file.
<u>Properties</u>	Edit properties of the selected instrument.
<u>Undo</u>	Undo the last action.
<u>Redo</u>	Redo the previously undone action.
<u>Cut</u>	Cut the selected instrument(s) and put it on the Clipboard.
<u>Copy</u>	Copy the selected instrument(s) and put it on the Clipboard.
<u>Paste</u>	Insert instrument(s) from the Clipboard into the IDF file.

## **View menu commands**

The View menu offers the following commands:

<u>Toolbar</u>	Show or hide the toolbar.
<u>Status Bar</u>	Show or hide the status bar.

## **Help menu commands**

The Help menu offers the following commands, which provide you assistance with this application:


<u>Index</u>	List Help topics.
<u>Using Help</u>	Display instructions about how to use help.
<u>About IDFEEdit</u>	Display program information, version number and copyright.

## **New command (File menu)**

Use this command to create a new IDF file in IDFEEdit. If there is any unsaved data, an asterix will appear next to the name of the IDF file in the title bar of the window. The program will then prompt you to save the existing IDF file before it clears all the entries in the instrument list.

You can open an existing document with the Open command.

## **Shortcuts**


Toolbar:   
Keys: CTRL+N

## **Open command (File menu)**

Use this command to open an existing IDF file in the window. If there is any unsaved data, an asterisk will appear next to the name of the IDF file in the title bar of the window. The program will then prompt you to save the existing IDF file before it loads the data from the new IDF file.

You can create new documents with the New command.

## **Shortcuts**

Toolbar:   
Keys: CTRL+O

## **File Open dialog box**

The following options allow you to specify which IDF file to open:

### **File Name**

Type or select the IDF filename you want to open. This box lists files with the extension you select in the List Files of Type box.

### **List Files of Type**

Select the type of file you want to open:  
IDF Files

### **Drives**

Select the drive in which IDFEEdit stores the IDF file that you want to open.

### **Directories**

Select the directory in which IDFEEdit stores the IDF file that you want to open.


### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.

## Save command (File menu)

Use this command to save the IDF file to its current name and directory. When you save an IDF file for the first time, IDFEEdit displays the Save As dialog box so you can name your IDF file. If you want to change the name and directory of an existing document before you save it, choose the Save As command.

## Shortcuts

Toolbar:   
Keys: CTRL+S

### **Save As command (File menu)**

Use this command to save and name the active document. IDFEedit displays the Save As dialog box so you can name your document.

To save a document with its existing name and directory, use the Save command.



## **File Save As dialog box**

The following options allow you to specify the name and location of the IDF file you're about to save:

### **File Name**

Type a new filename to save the IDF file with a different name. IDFEEdit adds the extension you specify in the Save File As Type box.

### **Drives**

Select the drive in which you want to store the IDF file.

### **Directories**

Select the directory in which you want to store the IDF file.

### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.

## **Exit command (File menu)**

Use this command to end your IDFEedit session. You can also use the Close command on the application Control menu. IDFEedit prompts you to save documents with unsaved changes.

### **Shortcuts**

Mouse: Double-click the application's Control menu button.




Keys: ALT+F4

## **New Instrument command (Edit menu)**

Use this command to create a new instrument in the current IDF file. You may undo or redo this command by selecting the Undo Command or the Redo Command.


### **Shortcuts**

Toolbar:   
Keys: CTRL+S

## Properties command (Edit menu)

Use this command to access the Property Pages of the instrument. The Property Pages allows you to start editing the properties of the selected instrument. This command will only be enabled when you have selected an instrument. You may undo or redo the property changes to an instrument by selecting the Undo Command or the Redo Command.

## Shortcuts

Toolbar:   
Keys: CTRL+S

## **Undo command (Edit menu)**

Use this command to reverse the last editing action, if possible. If it is not possible to undo the last editing action, the command will be grayed out. There are 100 levels of undo at this stage. The following commands can be undone :

New Instrument

Properties

Redo

Cut

Paste

## **Shortcuts**

Keys: CTRL+Z or  
ALT-BACKSPACE

## **Redo command (Edit menu)**

Use this command to redo the previously undone editing action, if possible. If it is not possible to redo the previously undone editing action, the command will be grayed out. There are 100 levels of undo at this stage. The following commands can be undone :

New Instrument

Properties

Undo

Cut

Paste

## **Shortcuts**


Keys: CTRL+A

## **Cut command (Edit menu)**

Use this command to remove the currently selected instrument(s) from the IDF file and put it on the clipboard. This command is unavailable if there is no instrument currently selected. You may undo or redo the cut by selecting the Undo Command or the Redo Command.

Cutting instruments to the clipboard replaces the contents previously stored there.

## **Shortcuts**


Toolbar:   
Keys: CTRL+X

## **Copy command (Edit menu)**

Use this command to copy selected instrument(s) onto the clipboard. This command is unavailable if there is no instrument currently selected.

Copying instruments to the clipboard replaces the contents previously stored there.

## **Shortcuts**


Toolbar:   
Keys: CTRL+C



## **Paste command (Edit menu)**

Use this command to insert a copy of the clipboard instruments into the IDF file. This command is unavailable if the clipboard is empty. If the same instrument name exists already, the instrument will be appended with a modified name. You may undo or redo the paste by selecting the Undo Command or the Redo Command.

## **Shortcuts**

Toolbar:   
Keys: CTRL+V

**Toolbar command (View menu)**

Use this command to display and hide the Toolbar, which includes buttons for some of the most common commands in IDFEedit, such as File Open. A check mark appears next to the menu item when the Toolbar is displayed.

See [Toolbar](#) for help on using the toolbar.

## Toolbar



The toolbar is displayed across the top of the application window, below the menu bar. The toolbar provides quick mouse access to many tools used in IDFEEdit,

To hide or display the Toolbar, choose Toolbar from the View menu (ALT, V, T).

### Click To

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Create a new IDF file.



Open an existing IDF file. IDFEEdit displays the Open dialog box, in which you can locate and open the desired IDF file.



Save the IDF file. If you have not named the document, IDFEEdit displays the Save As dialog box. Icon will be grayed out when there is no new data to be saved.



Create a new instrument in the IDF file.



Edit properties of the selected instrument.



Cut the selected instrument(s) and put it on the Clipboard.



Copy the instrument(s) to the clipboard.



Insert instrument(s) from the Clipboard into the IDF file.



Print the IDF file or selected instrument(s).

### **Status Bar command (View menu)**

Use this command to display and hide the Status Bar, which describes the action to be executed by the selected menu item or depressed toolbar button, and keyboard latch state. A check mark appears next to the menu item when the Status Bar is displayed.

See [Status Bar](#) for help on using the status bar.

## **Status Bar**

The status bar is displayed at the bottom of the IDFEedit window. To display or hide the status bar, use the Status Bar command in the View menu.

## **Using Help command (Help menu)**

Use this command for instructions about using Help.

**About command (Help menu)**

Use this command to display the copyright notice and version number of your copy of IDFEdit.

## Context Help command



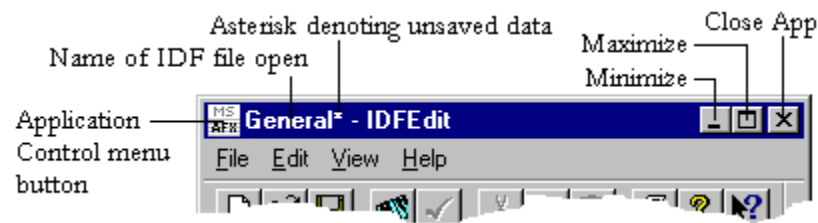
Use the Context Help command to obtain help on some portion of IDFEEdit. When you choose the Toolbar's Context Help button, the mouse pointer will change to an arrow and question mark. Then click somewhere in the IDFEEdit window, such as another Toolbar button. The Help topic will be shown for the item you clicked.

### Shortcut

Keys:      SHIFT+F1



## Title bar



The title bar is located along the top of a window. It contains the name of the application, IDFE dit, and the currently opened IDF file.

To move the window, drag the title bar. Note: You can also move dialog boxes by dragging their title bars.

## **Size command (System menu)**

Use this command to display a four-headed arrow so you can size the active window with the arrow keys.



After the pointer changes to the four-headed arrow:

1. Press one of the DIRECTION keys (left, right, up, or down arrow key) to move the pointer to the border you want to move.
2. Press a DIRECTION key to move the border.
3. Press ENTER when the window is the size you want.

Note: This command is unavailable if you maximize the window.

### **Shortcut**

Mouse: Drag the size bars at the corners or edges of the window.

### **Move command (System menu)**

Use this command to display a four-headed arrow so you can move the active window or dialog box with the arrow keys.



Note: This command is unavailable if you maximize the window.


### **Shortcut**

Keys: CTRL+F7

## **Minimize command (System menu)**

Use this command to reduce the IDFEEdit window to an icon.


### **Shortcut**

Mouse: Click the minimize icon  on the title bar.  
Keys: ALT+F9

## **Maximize command (System menu)**

Use this command to enlarge the active window to fill the available space.

### **Shortcut**

Mouse: Click the maximize icon  on the title bar; or double-click the title bar.  
Keys: CTRL+F10 enlarges a document window.

### **Close command (System menu)**

Use this command to close the active window or dialog box.

Double-clicking a Control-menu box is the same as choosing the Close command.



### **Shortcuts**

Keys:      ALT+F4 closes the IDFEEdit window or dialog box

**Restore command (System menu)**

Use this command to return the active window to its size and position before you chose the Maximize or Minimize command.

**No Help Available**

No help is available for this area of the window.



## **No Help Available**

No help is available for this message box.

<< If you wish to author help specific to each message box prompt, then remove the AFX\_HIDP\_xxx values from the [ALIAS] section of your .HPJ file, and author a topic for each AFX\_HIDP\_xxx value. For example, AFX\_HIDP\_INVALID\_FILENAME is the help topic for the Invalid Filename message box. >>






## **Print command (File menu)**

Use this command to print the IDF file or selected instruments. This command presents a Print dialog box, where you may specify the range of pages to be printed, the number of copies, the destination printer, and other printer setup options.

## **Shortcuts**

Toolbar:   
Keys: CTRL+P

## **Print dialog box**

The following options allow you to specify how the instruments should be printed:

### **Printer**

This is the active printer and printer connection. Choose the Setup option to change the printer and printer connection.

### **Print Range**

Specify the pages you want to print:

**All** Prints all instruments in the IDF file.

**Pages** Prints the range of pages you specify in the From and To boxes. Each instrument generates 4 pages of data, so if you selected only one instrument to print, there will be a range of 1 to 4 pages to print. Two instruments selected will have 1 to 8 pages, and so forth.

### **Copies**

Specify the number of copies you want to print for the above page range.

### **Print Progress Dialog**

The Printing dialog box is shown during the time that IDFEEdit is sending output to the printer. The page number indicates the progress of the printing.

To abort printing, choose Cancel.

**Print Setup command (File menu)**

Use this command to select a printer and a printer connection. This command presents a Print Setup dialog box, where you specify the printer and its connection.

## **Print Setup dialog box**

The following options allow you to select the destination printer and its connection.

### **Printer**

Select the printer you want to use. Choose the Default Printer; or choose the Specific Printer option and select one of the current installed printers shown in the box. You install printers and configure ports using the Windows Control Panel.

### **Orientation**

Choose Portrait or Landscape.

### **Paper Size**

Select the size of paper that the document is to be printed on.

### **Paper Source**

Some printers offer multiple trays for different paper sources. Specify the tray here.







## ID Property Page

The ID Property Page allows the name of the instrument to be edited and the instrument to be set as default in the IDF file

### Instrument Name

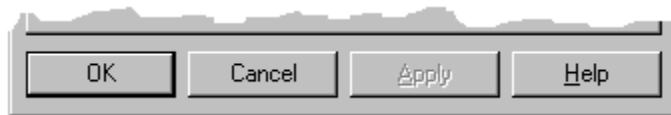
Edit the contents of this box to change the name of the instrument. The last action can be undone in the edit box by pressing control-Z keys together.

Instrument Name

### Set as default

Checking this button specifies that this instrument is to be used if the user selects this file but does not specify any instrument within the file.

Set as default



### OK

Click on this button to accept the changes made to all the property pages, and return to the main screen. All the changes made to this instruments properties after the OK button has been clicked can be undone or redone by selecting the Undo Command or the Redo Command in the main screen.

### Cancel

Click on this button to discard the changes made to all the property pages, and return to the main screen.

### Apply

Not implemented.

### Help

Click on this button to access this help page.

## Map Property Pages (Patch map, Key map & Percussion map)

The Patch map, Key map and Percussion map property pages allow the mapping of the standard General MIDI Sound Set, Note Numbers and Percussion sounds to custom values for a specific MIDI device. The columns in the listbox lists the following items :

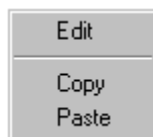
General MIDI Sound Set	Map To
* 1 Acoustic Grand Piano	1
* 2 Bright Acoustic Piano	2
* 3 Electric Grand Piano	3
* 4 Honky-tonk Piano	4
* 5 Rhodes Piano	5
* 6 Chorused Piano	6
* 7 Harpsichord	7
* 8 Clavinet	8
* 9 Celesta	9
* 10 Glockenspiel	10
* 11 Music Box	11
* 12 Vibraphone	12
* 13 Marimba	13
* 14 Xylophone	14

General MIDI Sound Set  
Denotes instrument name with  
unchanged corresponding index  
value

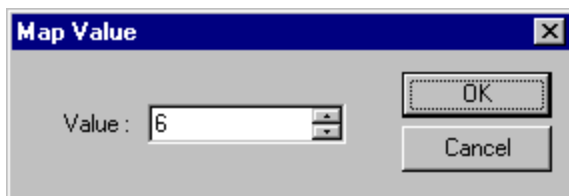
The first column contains either an asterisk or nothing. If there is an asterisk, it denotes that the value in the Map To column has not been modified from the original General MIDI definition. The second column lists the index of the row, while the third column shows the General MIDI equivalent for the index. The last column, Map To, displays the value in which this index has been mapped to.

### Modifying the Map To values

To modify the Map To values, at least one row has to be selected from the list. To select multiple rows, click and drag the mouse pointer over the items to be selected. Holding the control key down while clicking on items will allow you to select discontinuous items. After selecting the item(s), you may either click on your right mouse button and select Edit on the popup menu,



or click on the Edit button on the right of the window. This will bring up the following dialog :

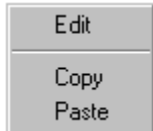


Enter the value you want to map this index to in the edit box, and all the selected rows in the list will be changed to this value.

### Copying and Pasting Map To Values

Map To values can be copied to and pasted from the Clipboard. This is useful in duplicating sets of Map To values, copying them to another IDFEEdit document, or even to another application such as Excel or Word. However, you may not copy and paste from two different maps, such as from Patch map to the Key map. To copy Map To values into the Clipboard, select at least one row from the list. Click on the right mouse button and select Copy from the popup menu. If the selection is discontinuous, only the items in the first set of continuous selected rows will be copied into the Clipboard.

To paste Map To Values from the Clipboard, select a row where the value(s) is to start and click on the right mouse button and select Paste from the popup menu.



### Undo and Redo

All actions to change the Map To values can be undone and redone. There are unlimited levels of undo and redo in this property page. If there are no actions to be undone or redone, the corresponding buttons will be invalid.

### Default

Click on this button to reset all Map To values to the default values.



### OK

Click on this button to accept the changes made to all the property pages, and return to the main screen. All the changes made to this instruments properties after the OK button has been clicked can be undone or redone by selecting the Undo Command or the Redo Command in the main screen.

### Cancel

Click on this button to discard the changes made to all the property pages, and return to the main screen.

### Apply

Not implemented.

### Help

Click on this button to access this help page.

## **Channels Property Page**

The Channels property page allows you to mute channels and select a drum channel. There can only be one drum channel.

### **Selecting and deselecting Mute Channels**

To select or deselect a mute channel, simply click on the mute button for that channel to toggle it. A check in the box denotes that that channels is muted. When a channel is muted, the corresponding drum button is invalidated.

### **Selecting a Drum Channel**

To select a drum channel, simply click on the drum button for that channel to select it.

The previously selected drum channel should now be deselected. If the drum channel is invalidated, you may not select that channel as a drum channel until you un-mute it.

However, you may mute a channel that is already selected as drum. In this case, however, the instrument will be saved with its mute specified, but the drum selection on this channel is discarded.

### **Undo and Redo**

All actions to change the mute and drum channels can be undone and redone. There are unlimited levels of undo and redo in this property page. If there are no actions to be undone or redone, the corresponding buttons will be invalid.



### **OK**

Click on this button to accept the changes made to all the property pages, and return to the main screen. All the changes made to this instruments properties after the OK button has been clicked can be undone or redone by selecting the Undo Command or the Redo Command in the main screen.

### **Cancel**

Click on this button to discard the changes made to all the property pages, and return to the main screen.

### **Apply**

Not implemented.

### **Help**

Click on this button to access this help page.

## Info Property Page

The Info Property Page allows the Version, Creator, Manufacturer, Product ID, Product Revision and Product Name fields of the instrument to be edited.



### **OK**

Click on this button to accept the changes made to all the property pages, and return to the main screen. All the changes made to this instruments properties after the OK button has been clicked can be undone or redone by selecting the Undo Command or the Redo Command in the main screen.

### **Cancel**

Click on this button to discard the changes made to all the property pages, and return to the main screen.

### **Apply**

Not implemented.

### **Help**

Click on this button to access this help page.

## Property Pages



Click on the tabs on the top of the window to access the desired page for editing properties. The instrument property pages offers the following pages for editing :

<u>ID</u>	Edit the name of the instrument and set instrument as default in IDF file.
<u>Info</u>	Edit the Version, Creator, Manufacturer, Product ID, Product Revision and Product Name fields of the instrument.
<u>Patch Map</u>	Redefine instrument mappings from the General MIDI Sound Set.
<u>Key Map</u>	Redefine key mappings from the General MIDI Note Numbers.
<u>Drum Map</u>	Redefine drum instrument mappings from the General MIDI Percussion Set.
<u>Channels</u>	Choose the drum channel and allows muting of channels.





