WinJammer Version 2.24
For Microsoft Windows 3.1
(C) Dan McKee, 1991-93
WinJammer Software Limited

Welcome to the What's New file for WinJammer version 2.24. The major changes made to this version include support for embedded system exclusive messages, up to 16 MIDI devices (up to 256 channels!), more complete MIDI file support, and a new look and feel.

What is New in Version 2.2x

In this file I will describe the bugs that were found in the previous versions. I will also describe the enhancements that went into Version 2.2x. Thanks go out to all of you who sent me suggestions, as well as those who sent me bugs. Keep up the good work.

Changes in Version 2.24

1. When using a Gravis UltraSound driver, there were reports of program failures inside the file MIDILIB.DLL. This has been fixed.

Changes in Version 2.23

1. Opening some large MIDI files in WinJammer could cause a fatal error to occur. WinJammer will now recover from this error instead of causing an abort, however the track that was too large will be cleared.

2. Sending System Exclusive messages through the MIDI System Exclusive dialog would sometimes fail. System Exclusive messages inside tracks were sent properly.

3. Added support for the new Gravis UltraSound card. If you've got one of these cards, then WinJammer or WinJammer Player will now automatically load the patches required. WinJammer will also tell you if the UltraSound runs out of memory loading the melodic patches, however it is impossible at this time to display a similar message for drum patches. In addition, if a patch is included on channel 10, WinJammer will display a message that the patch cannot be loaded. Note that drum patches are loaded after the melodic patches, so it's much more likely that some drum patches will not load. WinJammer Player will not display any messages if some patches cannot be loaded.

UltraSound Owners: please note that because of the way patch caching works, the Audition Patches window is pretty much usless for you. If you want to cause some patches to be loaded, you'll have to ensure they're included somewhere in a track.

Changes in Version 2.22

1. Added new Windows installation program. Changed the format of the associated files such as this one to be Write files.

2. Fixed problems which could occur on networks when the Windows directory appears to be installed at the root of a drive.

3. Fixed the Import Sysex command. In version 2.21, it never stored the data after importing it into a track.

4. Fixed some problems where over time memory was lost.

Changes in Version 2.21

1. Fixed some minor problems with the Help files.

2. Fixed some problems with 2.20 which caused the program to run poorly on slower machines.

Bug Fixes (to Version 2.10) in Version 2.20

1. On some devices, stopping play before the end of the song caused hung notes.

2. There were some reports of problems with Thru on some people's setups.

3. If a song was loaded containing a track that was too long, WinJammer could either generate a UAE or a blank track.

4. Some people were reporting "ghost" notes occurring on the Piano Roll window, on tracks that were longer than 1024 beats.

5. Since tempo changes and time signature events should only occur on track zero, you are now prevented from inserting them into any other tracks.

Enhancements in Version 2.2x

1. Thru is now active at all times, not just during play or record (assuming that it is enabled).

2. The toolbar has been reworked. The play button changes into a stop button when you're recording or playing. The rewind button will stop and rewind while playing or recording. The fast forward button changes from normal tempo to double then quadruple tempo, then normal again.

3. Added a "General MIDI" switch to the Song menu. If this is checked, a special meta event is added to the song which causes the warning message from the Windows Media Player to be suppressed.

4. WinJammer now performs true clipboard operations, in a method compatible with Cakewalk. You can copy a track at a time from WinJammer to Cakewalk. Cakewalk allows you to copy more than one track at a time into the clipboard; WinJammer can then paste them all into the current song.

5. Added support for up to 16 MIDI devices (ports). Each track plays on a single port. The port number is changed and shown on the main window. Various other dialogs were changed to support port numbers.

6. WinJammer now allows the entry of fractional tempos.

7. Added "Text Meta" events to tracks. The MIDI file specification includes a number of these events. WinJammer will allow you to see and edit them in the Event List window.

8. Added System Exclusive events to tracks. As with text events, these can be viewed and edited in the Event List window. Note that the MIDI file specification supports two type of SysEx events - one which is just a single message and another which allows for a break in the middle.

9. Added the Import SysEx command to File menu. It will import a MIDIEX type of file, skip all data other than SysEx messages, and build a new track in the current song containing all of the SysEx messages. Each event is one tick after the previous one. Use the Track Transform command to adjust these times if desired.

10. Added new MIDI Record Filter dialog. This replaces the old "Pitch Wheel" switch, which was

confusing. You can now choose which events you'd like to record and which ones you'd like ignored. System Exclusive events can also be recorded.

11. Added a new table window, and changed the Track Information dialog. The main window can now be used to enter or edit the: Track Name, Instrument Name, Channel number, Patch Number, Mute and Port. Double click or press enter on a field to start editing. Press enter or an arrow key to finish. The channel number and patch numbers actually will cause changes to occur inside the track. If you change the channel number, a Track Change Channel command will happen to change all events to the channel. A patch change will cause a patch change event to be added/edited in the track. If multiple patches are in a track, then this will delete the second and subsequent events. If you double click on the track number, the Event List window will pop up. Double click on the Events column to mute a track.

12. Added a new dialog to the MIDI menu called Advanced. This dialog allows for the adjustment of a number of advanced MIDI options. Most people will not have to use this dialog.

13. The MIDI SysEx Customize dialog now allows for more accurate timing between SysEx messages. The old version did timing in increments of 50msec. This version should allow timing within 1msec.

14. Added Solo command. Simply press O while on the main window, and all tracks except the current one will be muted. Pressing it again will turn all tracks on again.

Bug Fixes in WinJammer Player 2.2x

1. Tightened the criteria used to determine whether a file can be played. WinJammer Player will NOT accept songs containing as many problems as WinJammer will - where needed, simply load the song into WinJammer and resave it.

2. Fixed a bug that caused a song without tempo changes to play at an unreasonable rate.

Enhancements in WinJammer Player 2.2x

1. Added support for files containing system exclusive events. These songs are now played properly.

2. Added support for up to 16 MIDI devices (ports).

3. Added new switch to the Options menu: Shuffle. It works much the same way it would on your CD player - it plays songs randomly.

4. The total time length of each song is displayed on the main screen. Along the same lines, now the total time of all of the songs (including the delay between) is also shown.

5. The player will now support songs of any size, even ones too big for WinJammer to handle. Tracks can be larger than 64K.

6. Added a new dialog to the Options menu: Advanced. This is similar to the MIDI Advanced dialog in WinJammer. Using this dialog, you can select whether MIDI Thru is active, the ports used and the timer resolution.

7. Added drag and drop support. You can pick up one or more MID files in the Windows File Manager, and drop them onto the icon or main window. The files will be added to the end of the current album.