

Dominator

Luc De pauw

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Chapter 1

Dominator

1.1 Contents

-- Dominator Midi Sequencer V1.02 (c) 1993-1995 Luc De pauw ==

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1.2 Copyright, License & Legal stuff

Copyright

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(c) 1993-1995 Luc De pauw, Dominator Software Development.

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* You have to register if you wish to save your arrangements.

Registered users receive a key-file. You may NOT redistribute this key-file.

No Warranty

=====

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1.3 Registration

Pricing valid until end 96.

The unregistered version doesn't allow you to save any changes or to export midi-files.

To register send 1500 BEF (Belgium francs). Please pay with Eurocheck, written to Luc De pauw, St.-Amandsestnwg. 166, B-2880 BORNEM, BELGIUM.

Amount must be in BEF. International money-orders (post/bank) are also accepted (Must be in BEF). Or send cash, NO COINS, at your own risk ->

(1500 BEF (Belgium francs) or equivalent in UK Pounds (+- 30£),

German Marks (+- 75DM) or Dutch Guilders (+- 85FL) or same amount in US\$.

DO NOT SEND ANY MAIL ADDRESSED TO DOMINATOR SOFTWARE DEVELOPMENT, THIS IS NOT A

COMPANY-NAME. ALL MAIL, PAYEMENTS SHOULD BE ADDRESSED TO LUC DE PAUW.

I will send you a 3,5" DD disk with the latest version and a personal key-file, you may

NOT copy the key-file.

Updates will be made available via public-channels like aminet, BBS, etc...

Or can be obtained directly by me, for a small fee.

Fill in the next lines and send it to the address below:

Registration Form

=====

Name :

Firstname :

Address :

.....

Country :

EMAIL :

Computer : Workbench version :

Midi-equipement :

CD-ROM :

My address:

Luc De pauw

St.-Amandsestnwg. 166

B-2880 BORNEM

BELGIUM

Bug-reports & suggestions are also welcome on the same address.

To get tech-support please include an self-addressed envelope.

Or contact me via E-mail at Luc.DePauw@ping.be (internet)

or 2:292/603.72 (fido, not reliable)

Or fax : +32(0)3/899-33-82 (24/24)

1.4 Introduction

Welcome to Dominator MIDI Studio

This text will help you to use Dominator as fast as possible.

1 Introduction

Dominator is designed to make MIDI music in an interactive way. Before starting with

Dominator read the install chapter and the full doc-file. It's also recommended to

have some experience with Workbench & MIDI in general, this is not explained in

the manual. So some external reading maybe required.

So let's get on with it..

Dominator's screen on start-up shows the 2 main windows: Song & Control window.

The song-window is split into 2 sections, on the left side the track-select section on the right the part-arrange-section. The track section lists all 250 multi-channel tracks available, you can scroll thru the list with the scroll-bar/arrows. Clicking on the track name makes it the current-track and the track-name will be highlighted.

This is important because some functions will use the current-track selection.

Each track contains an certain number of events like notes, channel messages etc...

Tracks can contain multi-channel events, so you can play notes on channel 1,2 or 6 in 1 and the same track. Although it's best to keep each track mono-channel, if you have lots of tracks with multi-channel events it's hard to tell which tracks play for instance a piano sound and which don't.

These tracks can be arranged in the part-arrange section, above this section are a number of gadgets, these will help you to add/copy/paste/cut/resize/replace/... a part. A part is simply a track that can be positioned on a time-line. This time-line has a scale in measures:beats:ticks.

Creating a song is a matter of the following steps:

- Selecting a track
- Record a track or edit it in the track-window
- Positioning a part on the time line.

1.5 Quick-start

2 Quick-start

Select New in the File menu of the Song-window, you're ready to create some kicking tracks.

Press the BEGIN button (or B on the keyboard) in the Control-window, this positions the song at 000:00:000, the beginning , yep. Select track 0 in the track-section, by clicking once on the track name. Go to the Track-menu and select EDIT, the Track-window appears, in the right-top you can choose the grid-size, let's select a quarter note. On the left side you can select the note-size, select also a quarter-note. The Buttons numbered from 1 to 16 displays the current-midi-channel. Select channel 1, now select on your midi-synthesizer on channel 1 a bass-drum sound, otherwise we won't hear a thing.

Click on the ADD-button, the one with the text 'add' in, you are now in add-mode.

Position the arrow in the part-arrange-section on position 000:00:000, press the left-mouse-button down, don't release it yet. While holding down you can move the note, releasing the left-button add's the note to the current track. Repeat this for positions 000:01:000, 000:02:000, 000:03:000. While you move the mouse-pointer the position is displayed in the left-top corner below this is the number of the note.

Put the track-window to the back-ground by pressing it's depth gadget.

The song window will pop to the front. Make the window active by pressing on it's drag-bar, select INFO in the track-menu and give the track a name 'BassDrum', click on the OK gadget. Select the ADD-button and position the pointer on position 000:00:000 next to the track-name BassDrum. Press the left mouse-button down like in the track-window you know can move the part. Put it back on it's original position and release the mouse-button. Select the MOVE/POSITION button, the one with the black-pointer on it, and click on the right lower-edge of the part while pressing down the left mouse-button move the pointer to the right, you know can make the part larger in duration, the part will be automatically looped. Now add another part to the right of the first one but keep a space of one full measure between them.

Press the PLAY-button on the control-window (or the P key on the keyboard), you have made your first song. Pause the song by clicking on the pause button or the SPACEBAR continue by pressing again on the PAUSE-button or SPACEBAR.

Stop the song by clicking on the STOP - button or S on the keyboard.

The controls are much the same as those on a regular tape-deck or VCR. Cueing forward or backwards even while the song is playing is no problem.

You can save your song on disk by selecting the SAVE AS option in the file-menu of the song-window. Give it a name and select OK, the song will be saved on the disk.

You can load it back with the LOAD option selecting the file-name in the file-requester and clicking OK. When you have modified it you can save it back under the same name by selecting the SAVE menu, no requester will appear.

Recording a track from an external MIDI-keyboard is also simple. Press the BEGIN button, select track 4, press the Record button in the control-window, make the start-position measure 1 -> 001:00:000. Be ready to play the keyboard and press OK. The song will play and when the song is at position 001:00:000 all data send from the midi-keyboard will be recorded in track 4. So play a simple tune and press the STOP-button when finished.

Then add a part on position 000:00:000 for track 4. Press BEGIN and PLAY.

Volia your first dance tune created with dominator.

1.6 The Control-Window

The Control-Window

This window has buttons on it which looks like VCR-style buttons.

It works the same way, press:

> to play the song, stop to stop.

>> to increment the time,

<< to do the opposite.

|| to pause the song.

O to Record a track.

You can adjust the tempo of the track by adjusting the slider marked Tempo.

There are 3 select-buttons on the right side.

The first puts loop-mode on/off. When in loop-mode the sequencer passes the right-locator it will jump to the left locator without interrupting the song.

(Please notice that only parts with their start-time greater than the left locator will be looped)

The second switches sync on/off, sending Midi-sync-codes to the midi-out port. This is especially important if you want to synchronize for example a Korg Wavestation.

The last enables/disables the click-track (metronome).

Make sure you have selected a click-track first.

1.7 The Song Window

3 The Song Window

As briefly explained in the introduction the Song-Window is split into 2 sections, to the left: the track-select section, to the right: the part-arrange section.

1.8 The Track Select section

3.1 The Track Select section

The Track Select section displays all 250 available tracks listed from 0 to 249, scroll thru the list by clicking on its scroll bar.

Each track has its own name, modify it with the INFO option in the Track-menu.

You can Mute a track while playing by clicking right from the track-nr under the M, a letter M will be printed, unselect muting by clicking on the M.

To display the MIDI-channel number before the track-name select Display midi-channel^o in the Extras menu, select it again to remove the n^o.

1.9 The Part Arrange section

3.2 The Part Arrange section

It's here where you construct your song. A toolbar with the edit-buttons & grid-buttons are above the part-arrange section.

From left to right on the first row we have these buttons:

- Move/Size

In this mode you're able to move the part on the time-line, or when clicking on the right-edge of the part you're able to resize it in duration, the track will be automatically looped or truncated (virtual) while playing.

- Add

In this mode you are able to add parts on the time-line, the part is adjusted in start-time according to the grid position. If the grid-size is one whole note, the part will always be positioned on a multiple of 768 ticks.

- Remove

This speaks for itself, any part clicked on will be removed from the song.

- Kick left

Kick the part x-ticks to the left, the ticks are defined with the grid size. Suppose the part is at start-time 180, the grid size is 1 tick, after clicking once on the part, the start-position of the part is 179.

- Kick right

Same as kick-left but to the right

- Mute

Click once on the part to mute it, that is, prevent it from playing events, click again to undo the mute. Muted parts will be displayed in another color than the others.

The second row:

- Select

Selecting a number of parts, multiple selecting is possible.

Position the mouse-pointer on the left top-edge from the parts you want to select, press down the left-mouse-button, move the pointer to the lower-right until the box encloses all parts you want to select. Then release the mouse-button, all selected parts will be highlighted.

- Copy

Copy selected parts to the clipboard, this is a temporary storage-buffer which holds the parts until it is overwritten by another copy or cut instruction.

- Paste

Paste the parts from the clipboard into the song.

Position the mouse-pointer into the part-arrange section, hold the left-mouse-button down, a box will appear, move the box to the start-position you desire, release the mouse-button, all parts in the clipboard will be copied to the song starting at the given start-position..

- Cut

Delete selected parts. Notice that all parts are first copied to the clipboard. Use this function also if you want to move a large block of parts. Just cut it and position it on another position with a paste statement.

- Unselect

Unselect parts, which where currently selected.

1.10 The Part Arrange section

3.3 The Song menu

File menu

Load...

Load a previously saved dominator song to the computers memory.

Select path & file-name in the requester. The song in the memory will be erased.

Save

Save a song to disk, with the same name as it was previously loaded. No requester will pop up.

Save as...

Save the song to disk with a given name, type the name and select a path where you want to locate the file on disk into the requester.

Import Music-X

Imports music-X files (.perf) into dominator, automatically creates a song from the first track it encounters with play-sequences in.

Songs which don't have a track with play-sequences will have one part for each track on the time-line positioned next to the track-name.

Import SMF

Imports Standard Midi-files format 0 & 1. Most of the time these filenames end with the extension .MID. Some programs on other platforms (PC/Atari) need the extension .MID attached to the file-name. Keep this in mind while exporting midi-files to other systems.

Export SMF

Exports Standard Midi-files format1.

New

Creates an empty song and erases all tracks, be careful with this option.

About

Displays the version number and copyright message.

Edit

Select all

Make all parts selected, and all are copied to the clipboard.

Track

Edit...

Opens the track-window and displays the currently selected track.

See more about the track-window in the next chapter.

Info...

Displays more information about the currently selected track. You can change the name of the track by clicking on the string-gadget and typing in the new name.

Select OK to save the changes.

Copy...

Copies the currently selected track to another track, select the destination track in the requester. Select OK to execute.

Initialize

Erases the currently selected track.

Import Music-X track....

Imports a Music-X track (.seq) into the currently selected track.

Extras menu

Midi mixer

Opens the MIDI-mixer, a MIDI-mix-console is displayed showing on the first row the MIDI-channel, on the second the controller-number. You can freely change the values. (Controller 7 is Midi-volume)

Moving the sliders will transmit the corresponding MIDI-message to the MIDI-out-port.

Be aware that these messages are recorded when in record-mode (see Control-Window recording)

Position locators Left/Right

Locators are used in loop-mode (See Control-Window Loop/LoopOn).

For example select Position locators Left.

Position the mouse-pointer somewhere in the part-arrange section, about 2 measures from the left-side. Hold the left-mouse-button down, a vertical dotted bar will appear, you can move this bar around by moving the mouse, releasing the left-button will save the locator on that position, the position can be read in the upper-left corner of the song-window.

Keep in mind that the left-locator can't cross the right-locator and vice versa. Neither can you move the right locator behind the end-marker.

Position Cue points.

Cue points are position markers, a cue point with position 058:00:000 will scroll the screen to a position where the position is visible on screen.

Using them is much the same as like the locators, holding down the left-button, positioning, releasing the button.

Click on the cue-point buttons in the Control-Window to see the effect.

Position Endmarker.

Type the end-position in the requester, clicking OK will move the Endmarker to the desired position. The Endmarker defines the duration of the song. Don't position parts behind the end-marker although it's possible there not saved to disk.

Please notice that you can not move the endmarker before an event.

Time signature

Define the time-signature by adjusting the requester OK will make the changes effective.

Define Click-track

Selected the desired click-track in the requester. A click track is a metronome track, that is a track which always plays and is not visible on the screen.

The click-track only plays when the ClickOff/ClickOn button is on On.

Select patch

Opens the patch-select-window.

Select a patch program via MIDI for your sound-module. Click on the desired channel, select a Program-change number and/or a bank-select number.

See your instruments manual if it can receive these messages, also check the program-change-switches on your module. If they are turned OFF for receiving, don't blame Dominator.

Display Midi Chan(s)

When selected, the midi-channels used in the track will be displayed before the track-name, use it to find out what channels are free.

1.11 The Track Window

4.0 The Track Window

The Track-Window has two areas: the note section & the event-section below.

A button bar is above and to the left of these sections.

The left button-bar shows:

- The note-size buttons, these define the duration of the notes added in the note section.
- The midi-channel-select-buttons define the midi-channel for the edited events.
- The selection button defines which midi-events are displayed/edited.
- The 2 string-gadgets shows the values of the currently selected event. They can be changed but be careful to type a valid value.

Close the track-window by clicking on its close-window-gadget.

Most of the actions/modes described below have effect on note/midi-events so I will refer to these as events making no difference between them.

From left to right on the first row we have these buttons:

- Move/Size

In this mode your able to move the events on the time-line, or when clicking on the right-edge of a note-event your able to resize it in duration. The notes duration is selected with the note-size-buttons on the left side.

- Add

In this mode you are able to add events on the time-line, the note is adjusted in

start-time according to the grid position. If the grid-size is one whole note, the event will always be positioned on a multiple of 768 ticks = 1 whole note.

- Remove

This speaks for itself, any event clicked on will be removed from the song.

- Kick left

Kick the event x-ticks to the left, the ticks are defined with the grid size. Suppose the event is at start-time 180, the grid size is 1 tick, after clicking once on the event, the start-position of the part is 179.

- Kick right

Same as kick-left but to the right

- Sculpt

Helps you to change the value from some events by drawing the values on screen. Position the mouse-pointer on the event-section, be sure the selection button on the left reads Volume and there are some notes displayed on the window. Now press the left mouse button down and move over the volume bars displayed in the event-section. You'll see that their value has changed since you moved over them. Releasing the left-button makes the changes effective.

The second row:

- Select

Selecting a number of events, multiple selecting is not possible. There is also a difference between note selecting and event-selecting. You can't select both at the same time.

Position the mouse-pointer on the left top-edge from the notes you want to select, press down the left-mouse-button, move the pointer to the lower-right until the box encloses all notes you want to select. Then release the mouse-button, all selected notes will be highlighted. It's the same for selecting events but the selection-button on the left defines which events are selected. So if you select PGM then only PGM messages enclosed by the box are selected. A special case are controller-events, you must additionally specify which controller-type you want to select. This is done in the Extras menu, Select Controller.

- Copy

Copy selected events (highlighted) to the clipboard, this is a temporary storage-buffer which holds the events until it is overwritten by another copy or cut instruction.

- Paste

Paste the events from the clipboard into the song.

Position the mouse-pointer into the note section, hold the left-mouse-button down, a box will appear, move the box to the start-position you desire, release the mouse-button, all notes in the clipboard will be copied to the song starting at the

given start-position. The same with midi-events, but you can't move the box in a vertical position.

- Cut

Delete selected events. Notice that all events are first copied to the clipboard. Use this function also if you want to move a large block of events. Just cut it and position it on another position with a paste statement.

- Unselect

Unselect events, which were currently selected.

1.12 The Track Menu

4.1 The Track Menu

Track Menu

Load...

Load a previously saved dominator track to the computers memory.

Select path & file-name in the requester. The track in the memory will be erased.

Save

Save the current track to disk, with the same name as it was previously loaded. No requester will pop up.

Save as...

Save the track to disk with a given name, type the name and select a path where you want to locate the file on disk into the requester.

Init

Erases all events in the track.

Edit Menu

Select All Notes

Selects all note-events in the track.

Quantize...

Brings up the quantize requester.

Select the size with the size-buttons or type the value direct into the string-gadget.

There are 6 different quantize-options:

-Start only

-Duration only

-Stop only

-Start + Duration

-Start + Stop

-Start w/Duration

You can quantize on the whole track or just some selected events. Adjust the corresponding radio-buttons to do this.

Change Velocity...

Brings up the velocity requester.

You can automatically shape the velocity with this requester.

Define the initial-velocity & end final-velocity.

Define if you want to flatten the velocity with a given percentage (Flatten ON) or want to change it's absolute value in time. (Flatten OFF) .

Select whole track (All events) or just some selected notes (Selected events).

Click OK to shape the velocity. The computer then computes the velocities between the initial & final values.

Change MIDI-channel.

Changes the midi-channel of the selected events.

Restore

Before you went into the Track-editor Dominator made a backup of the track. When you select restore this back-up makes all changes you did in the track undone.

Extras Menu

Position End-Marker...

Type the duration of the track in this requester, a track with four measures will have an end-position of 004:00:000.

Please notice that you can't move the end-marker before any midi-event.

(You have to remove them first).

Display Menu

Select controller...

Brings up the controller-requester. Select here the controller-type you want to use.

This type will be used whenever you use a controller. (Display/add/delete...)

Display Midi-chan(s)

Select this option if you want to know the specific midi-channel of each event.

1.13 The Midi-filter-window

5.0 The Midi-filter-window

Use this window to filter-out, reassign midi-events in real-time.

Midi-in -> filter -> song & tracks -> filter -> Midi-out.

The first row are midi-in-channel-off buttons.

The second row are midi-out-channel-on buttons.

1.14 The Patch-Select window

6.0 The Patch-Select Window

Use this window to select a patch-program on your midi-module.

Select midi-channel, program-change number and/or bank-select number.

Each time you select a value, a midi-message will be sent on the appropriate channel.

1.15 The MIDI-Mixer window

7.0 The MIDI-Mixer Window

This is a fully configurable midi-mixer, use this to mix all your tracks or to shape the sound of a patch.

The first row displays all midi-channels, the second the controller type.

Change this if you like. (Controller numbers & functions are described in your synthesiser manual)

Moving the sliders will send an appropriate message. These messages are recorded when in record mode.

1.16 Appendix

8.0 Appendix

1.17 Keyboard short-cuts

8.1 Keyboard short-cuts

P,p Play

S,s Stop

Spacebar Pause

* Panic button (Midi-equipment must react to midi-panic message)

B,b Begin

N,n Place last selected note, on the note, last played on the midi-keyboard.

u Move selected notes 1 note up.

U Move selected notes 1 octave up.

d Move selected notes 1 note down.

D Move selected notes 1 octave down.

e Open track-window.

E Close track-window

A,a Select all events in track-window.

T Enables update tempo-slider

t Disables update tempo-slider, manual tempo-adjust possible (default).

1.18 Tips & troubleshooting

8.2 Some tips & troubleshooting

- Midi-equipment can be bought cheap second-hand, if you want something new and cheap check out the Boss DS-330, it's the GS wavetable synth-module for the poor and

makes some great sounds.

If you have the cash, check out Future Music or Keyboard Magazine they have lots of ads with expensive gear.

- Make sure all midi-equipment is turned-on, midi-cables are connected, and don't forget to hook them via audio-cable on a sound-system.

Remember to turn the volume up for each piece of midi-gear, it can be frustrating to find out you didn't.

- Dominator fails to start-up and leaves a message : can't find ... library.

Take a look at your WB-disk and search through the libs directory, copy the lib to your libs dir on your dominator-disk.

Dominator needs libraries that come with Workbench V2.04 or higher.

The library version must be higher or equal to V37.

- Some functions refuse to start-up, probably you're low on memory, try to stick some extra memory in your Amiga. Or you could lower the number of events you're using.

(See Installing Dominator).

- Can't move the right-locator to the left or right. Check the position of the end-marker, this must be higher or equal to the righ-locators position. Check the size of the grid, locators are always moved to the nearest grid-step.

- For other problems, register and ask me a tech question. :-)

1.19 Installation + Updates

Requirements:

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Amiga with at least 1,5 MB of memory.

Kickstart 2.04 or above with Workbench 2.0 or above.

Some early versions of WB 2.0 as delivered with the first A3000 are not sufficient.

These are V36 libs, Dominator needs at least V37 or higher.

Recommended minimum: A1200, 2MB with multi-scan monitor.

And naturally some midi-equipment and an Amiga MIDI-interface connected to your serial-port.

Harddisk users:

=====

- Place the Drawer Dominator to a location on your harddisk.

- Be sure the Helvetica font is installed on your harddisk.

(The helvetica font can be found on the fonts disk of the workbench disk-package)

- If you have registered, copy the file DMKEY to your S: directory.

Floppy users:

=====

- You can run Dominator from the supplied disk if you boot from your workbench disk.
- Or make a copy from the workbench disk and remove some unnecessary files until you have enough space to install Dominator.
- Be sure the Helvetica font is installed in the fonts: drawer on your WB disk.
(The Helvetica font can be found on the fonts disk of the workbench disk-package)
- If you have registered, copy the file DMKEY to your S: directory.

IMPORTANT:

=====

Before running the software it's important to edit the icon-info.

Click once on the icon, and select the icon/info menu in the workbench window.

* Change or add one of these lines according to your monitor setup.

SCREEN DBLPAL -> DBLPAL 640x512 50hz (Commodore 1942)

SCREEN PALHIRESLACE -> PAL 640x512 50hz interlaced (all 108x & TV's)

SCREEN PRODUCTIVITY -> VGA 640x480 60hz (standard (S)VGA monitor) (best)

(The DBLPAL & PRODUCTIVITY modes are OK with a picassoII gfx-card)

* To change the number of events allocated on startup of the program add this line

to the information menu: (recommended for 1MB users = 4000, normal usage 10000 or more)

EVENTS=size (with size a number between 4000 and ...)

(default=4000)

The same for the number of parts:

PARTS=size (with size a number between 1000 and ...)

(default=1000)

* CLOSEWB will close the workbench, only recommended when low on memory.

Please check in your workbench-preferences serial-preferences that the next options are set correct:

- Baud-rate 31250
- Buffer 1024
- Handshaking none
- Parity none
- Bits/char 8
- Stop bits 1

Please note: When installing an update please keep your original icon, otherwise you have to re-edit the info-menu.

1.20 History

Tested on A4000/030/25 10MB

A4000/040/25 18MB with picassoII

A1200 2 MB

A1200 + DKB 1228 6MB

A600 2MB (a bit on the slow side)

A500 with kickstart V2.04 and V37 libs (Please check libs, no-go V36 or below).

My current MIDI-setup

- A4000/040/25 10MB (a classic)
- Korg Wavestation SR
- E-Mu ESI 32 sampler 2MB & a SCSI Removable Syquest)
- Roland Juno 106 (The real thing)
- Roland R70 (kicking 808 & 909)
- Fatar CMS61 midi-keyboard
- Boss SE50 FX (nice effects)
- Alesis Microverb (nice SP FX & cheap)
- Soundcraft Folio Si (18:2)
- Sony DTC 670 (DAT recorder)
- Peavy Phase Reference Monitors

Please note every little detail when you come along a bug:

- ° Programs already running.
- ° The previous actions you've made.
- ° Try to repeat a bug situation.
- ° Please note which program-version your using, with release date when you send back your bug-report.
- ° Use the form at the bottom to send in a bug report.

First Beta release:

13/03/94 V0.60

Control nearly full functional except: left & right locator display, cue points.

Display of the time has a big (no guru) bug.

Song Window half functional.

Possible to import Music-X files (file import music-x).

The first track containing PSEQ is transformed into the song-sequence.(Important)

Possible to mute tracks (click under the M column)

248 tracks, 32 vertical positions possible.

Click track not yet available.

Zooming works 100%.

28/04/94 V0.62

Added edit-stuff for the SongWindow.

Move, Size, Add, Delete song parts. (Size = click on right-lower-edge part)

Added Mouse position display.

Fixed some bugs in the quick reverse & forward line-display.

Edit while playing a song at the moment can cause some troubles, dindn't had

the time to properly fix this.

22/01/95 V0.95

Most stuff written

The import&export functions for Standard-MIDI-Files not yet written. But you can use the public-domain tool for Music-X to convert any SMF to a Music-X file and import it as an Music-X file.

Also in the Track-menu the Load/Save routines are missing.

The good news everything else is there + a patch select window.

Sorry the doc file isn't ready, oops!

06/02/95 V0.951

Program now works with Kick 2.0 and Workbench 2.04, with the 2.0 release there are 2 diskfont.libraries a V36 & V37 (Compugraphic Support).

The program crashed on the V36, fixed this, was very easy to find on a bare A600.

Bug fixed in the channel-display routine (+1).

Added the track-name in the drag-bar of the track-window.

A part of the doc-file written

Some bugs noticed in the track-window while selecting/adding events, no guru.

05/04/95 v0.98

Added support for import of type 0 & 1 midi-files, export of type 1.

These files can be imported in Notator-X & DMCS or in Steinberg's Cubase.

Added track-save/load functions.

Fixed fault in record-requester when (not) in loop-mode.

Rubber-band in track-window now behaves correct. Some users complained about selecting notes & parts on the zero position, now selection of notes/parts starts when rubber-banding position is < half the part/note duration.

Fixed solo-mode, could only be used 1 time.

Fixed bugs while in record-mode & pressed a key on the keyboard.

Transpose menu-function added, Octave up & down. (Keys -> U & D, lo caps -> up/down 1 position.)

Fixed note display & added some extended info.

Fixed display of scale, sometimes some lines where drawn on fault-poistion, was a division by zero fault. Possibly this fix also fixed another bug -> while displaying very large parts.

Place-note function in menu applies selected note to the last note played on midi-keyboard.

Added support for a key-file.

Fixed bugs in midi-file-import.

Added boundary checking in midi-mixer.

Fixed click-track, due to a bug in the solo-mode-source.

Made some cosmetic changes.

Some A500 & A1200 have problems when quickly switching between pause & play mode.

Couldn't reconstruct this on my A4000/030 even when I'm headbanging on the keyboard and simultaneous doing some illegal stuff with the mouse.

01/07/95 v1.00B

Fixed bug in insertpart routine which caused in some cases to draw the part onscreen while not actually memorize it.

Fixed bug in midi export-routine.

Fixed bug in track-select-mode which caused to select the end-marker !!

Finalised the midi-filter window, almost forgot it.

Fixed some other bugs which I can't remember.

On some Amiga's the OK buttons, are transformes into an "an" or blanco button.

Changed the compiler options, I hope it's fixed because I works fine on my system.

16/08/95 V1.00

Added an option for the the tempo-slider.

Fixed the 'OK' button-bug.

Did some minor bug-fixes, nothing big.

26/11/95 V1.02

Fixed bug in play-solo routine, stopped after a few beats.

Enforcer hit on size-part fixed.

Bug fixed in kick-left/right.

Track-window, when you typed another value or a PGM event nothing happend, fixed. Also added a channel display when you edit a PGM event.

09/12/95 V1.02

Fixed some annoying bugs.

Bug fixed when you had a part which had a duration 2 x track-duration, sometimes the track wouldn't play, when played with << & >> buttons.

Bug fixed when recording, sometimes all tracks played twice.

To fix: solve a number of enforcer-hits on startup. (nothing serious)

My beta-testers:

Filip Sneppe, Wim Van Ranst & Lieven Lema.

BTW if you have some mega-sounding 16-bit samples of analogue-synths they are always welcome!

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/*****/

/* BUG/WISHES REPORT DOMINATOR */

/*****/

From (fill in your address):

Version:

Hardware (including all expansion boards):

Kickstart/Workbench version:

Software running at startup (startup-sequence/WBstartup) :

MIDI-hardware:

The problem(s):

I wish dominator includes ... :

1.21 Future plans

- Adding 8-bit & 16 bit digital-audio-support.

(Let me know if you want Music-X style audio support or more like Cubase Audio)

- Inclusion of SYSEX messages & librarian

- Event-list editor.

- AREXX-port with support for plug-ins. (Synth-Editors, SampleDump)

(Let me know which synths, modules you have)

- More musical functions, chords, fx, etc...

- Event selector/transformer.

- Maybe a printed and enhanced manual for registered users, maybe.

(Ask me something and maybe I'll support it)
