



# Table of Contents

[What's New?](#)

[Thanks](#)

[Order Form](#)

[Overview](#)

[Main Window / Menu / Toolbar](#)

[Setup MIDI Ports / MIDI Multitasking](#)

[Combos / Sounds / Drum Kits](#)

[Technical Support](#)



## **CanvasMan 4.1**

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## What's New?



This section explains the changes that have occurred in each release of **CanvasMan**. Older releases list highlights only. Future enhancements (subject to change without notice) are shown at the very end.

<b>Version</b>	<b>Release Date</b>	<b>What's New?</b>
4.1	September 1993	Enhancements: Consolidates <b>CTL3D.DLL</b> into <b>JJCMIDI.DLL</b> ; adds large font bitmaps to help subsystem; minor cosmetics on <i>Play From/Thru</i> .
4.0	August 1993	Enhancements: Adds drum editing, adds <i>Play From/Thru</i> song phrase looping, adds edit screen name to window caption; converts <i>Quick Edit</i> screens to use 3D controls; shrinks <i>Quick Edit</i> screens to fit better at 640x480; disables drum program #128 (CM-32/64L) since it's non-GM.  Bug fixes: <i>Quick Edit</i> now uses program change numbers (i.e., 1, 9, 17, etc.) instead of 1-10; the <i>Instrument</i> combo box on the <i>Basic Part Settings</i> screens now properly resets when loading <b>GSCs</b> ; no longer

sends multiple messages when no MIDI ports are configured.

Version number 4.0 'skips' version 3.x to minimize confusion with version 3.x of the **SongCanvas**.

**2.0**      August 1993      Integrates program into one window; adds *Local On/Off* and *Setup-MIDI Controller* options; supports 8514/A ("large") fonts.

Combo files (\*.GSC) now contain drum kit information and are thus **no longer downward-compatible with the SongCanvas**.

**1.x**      Apr-Jul 1993      **Renames data file extensions** and explains them in online help to improve user understanding:

The *Combo* files went from \*.SCD to \*.GSC and the *Sound* files went from \*.MPS to \*.GSS. If you have used the **SongCanvas** (or **CanvasMan** prior to *version 1.5*), you must rename your data files. To do so, get to a DOS prompt, go to the directory containing your .SCD files, and type

```
REN *.SCD *.GSC <Enter>
```

Then go to your .MPS directory and type

```
REN *.MPS *.GSS <Enter>
```

See **Combos / Sounds / Drum Kits** for complete descriptions of all data files.

Initially available April 1993. Early names **Ludwig!** and **Clyde** (from versions 1.0 through 1.17) were already trademarked elsewhere.

**future**      *future*      MIDI Panic button, enhanced *Play From/Thru* (visual selection, etc.); access more parameters on *Quick Edit* via scrollable windows; enhanced data entry on *Quick Edit* and *Drums* dialogs via spin button and/or increase/decrease value keys (similar to *Cakewalk*), etc.

# Combos / Sounds / Drum Kits

**CanvasMan** creates four types of data files:

GS Combos     \*.GSC  
GS Sounds     \*.GSS  
GS Drum Kits   \*.GSD

*MIDIEX* copies of the GS Combo files follow *Cakewalk's* standard name \*.**SYX**. Registered copies of **CanvasMan** create a *MIDIEX* copy each time you save a Combo. Unregistered copies do not create *MIDIEX* files.

**CanvasMan** focuses on **Combo** files. **Combos** contain data for the entire *SOUNDCanvas*. Since the *SOUNDCanvas* has sixteen Parts and two drum kits, you can think of a Combo file as a large band. (In this setting, capitalized "Combo," "Sound" or "Drum Kit" indicates **CanvasMan** data files. The non-capitalized version indicates 'normal' meaning; e.g., a "combo" is a band or an orchestra.)

You setup one Combo for each of your songs; in effect, each song has a separate combo at its disposal. However, you will probably find that your songs often use the same settings for several instruments. For example, if you create the ultimate grand piano, you may want to use it in most of your songs' Combos. Similarly, if you've changed the reverb on certain drum instruments in drum kit #1, you may want that effect in all of your songs.

This is where **GS Sound** and **GS Drum Kit** files come in. **Sounds** and **Drum Kits** are modular building blocks for your Combos. Sounds consist of one or more Parts on the same channel. Drum Kits contain note mapping and effects parameters for drum kits. Continuing the above example, assume you've created a great piano on MIDI channel 6 using Part 8. Rather than remembering all the parameters you've tweaked so you can recreate them for your next song, simply save Part 8 as a Sound.

To do so, select **File-Save GS Sound**. When it asks which Part(s) to include, click on Part 8. When you select OK, **CanvasMan** will display the save dialog and allow you to call your Sound **GPIANO.GSS** or similar. Note that you can have multiple Parts in a Sound file. For example, if you create a grunge organ by combining *Organ 3* and *Overdrive Guitar*, you can save them together for use in Combos. After selecting **File-Save GS Sound**, simply check the appropriate Parts' checkboxes. You may not include rhythm Parts in a Sound, and **CanvasMan** prevents such attempts.

Sounds contain all parameters that are pertinent to that Part. They do not contain Global settings like reserved voices nor the chosen Reverb Macro. Combos store that information.

Drum Kits work similarly. After changing the reverb for your chosen rhythm instruments (example #1), select **File-Save GS Drum Kit**. When it asks which of the two kits to use, click on Kit #1. When you select OK, **CanvasMan** will display the save dialog and allow you to call your Drum Kit **COOLVRB.GSD** or similar.

When you want to use a Sound or a Drum Kit in a Combo, you select **File-Load GS Sound** or **File-Load GS Drum Kit**, respectively. **Load GS Sound** allows you to insert Sounds into the current Combo. After selecting a valid Sound file, you specify the destination Part and MIDI channel. The Part(s) and channel of the original Sound are irrelevant; **CanvasMan** provides maximum flexibility here.

You may also opt whether to mute existing Parts on the destination MIDI channel. If you're loading Ultimate Grand Piano on channel 1 and channel 1 is already assigned to *Space Echo*, you will probably want to leave this option checked (or end up with a space echoed piano sound). **CanvasMan** loads the

file into the current Combo and sends it to the *Canvas*.

**Load GS Sound** will not overwrite Rhythm Parts with the Tonal information in the Sound. For example, if you load a 4-Part sound into Part 9 and you have previously set Part 10 to the **Power** (rhythm) **Set**, the **GS Sound** will overwrite Parts 9, 11, 12 and 13. Similarly, **Load GS Sound** will fail if you attempt to load a Sound that will not fit. For example, you cannot load a three-part sound starting on Part 15 or 16 because it would try to fill Parts 15, 16 and 17 or 16, 17 and 18. **Load GS Sound's** prompts automatically adjust for this.

**Load GS Drum Kit** allows you to insert Drum Kits into the current Combo. After selecting a valid Drum Kit file, you specify the destination kit. There are two destination kits, and like Sounds, the original Kit's kit number is not relevant. **CanvasMan** loads the file into the current Combo and sends it to the *Canvas*.

\*\*\*\*\*

If you have used versions of the *SongCanvas* prior to *version 3.1* or *CanvasMan* prior to *version 1.5*, you must rename the data files from those programs to use them in this version of *CanvasMan*. To do so, get to a DOS prompt, go to the directory containing your **.SCD** files, and type

```
REN *.SCD *.GSC <Enter>
```

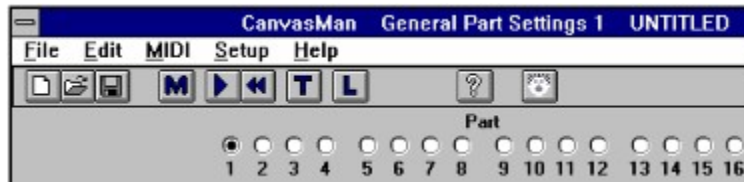
Then go to your **.MPS** directory and type

```
REN *.MPS *.GSS <Enter>
```





# Main Window / Menu / Toolbar



*CanvasMan's* main window consists of several sections. From top to bottom, they are:

- o **Caption**
- o **Menubar**
- o **Toolbar**
- o **Part Selectors**
- o **Edit Controls** (The picture above does not show the **Edit Controls** since they change based on the current Edit Menu selection.)

The window **caption** states "CanvasMan," the current Edit Menu selection, and your current file name.

The **menubar** appears below the caption. Help's menu sections explain each menu option in detail. You may click on menu options at any time to invoke that function.

Certain options have accelerator "hotkeys" that make accessing them quicker. For example, you can always press **Ctrl+A** to display the **Quick Edit A** screen. The menu sections list accelerators where available.

The **toolbar** is the row of graphical icons below the menubar. These icons duplicate some of the menu options. From left to right, the icons represent File-New, File-Open, File-Save, File-Load MFF, MIDI-Play/Pause, MIDI-Rewind, MIDI-Thru, MIDI-Local, Help-About and MIDI-Panic Button.

In most cases, the **Part selection** buttons appear below the toolbar. However, when you've selected an edit window that covers multiple parts, the Part selectors disappear. When available, click on one of the sixteen radio buttons to choose your current work in process Part.

The Edit Menu section describes the different **Edit Control** screens in detail.

You may resize the window like in other programs by dragging its border.

**See also** File Menu, Edit Menu, MIDI Menu, Setup Menu, Help Menu



# File Menu

Registered copies of **CanvasMan** automatically saves a copy of the GS Combo (\*.GSC) as a small *MIDIEX* file with a .SYX file extension when you **File-Save** or **File-Save As**. You can import these .SYX files into your sequencer or send them "as is" to "prime" your *Canvas* with various set-ups.

See the [Combos / Sounds / Drum Kits](#) topic to learn how **CanvasMan's** data files interrelate.

## File-New

This option sends a GS reset to the *Canvas* and renames the current GS Combo file to **UNTITLED**. **File-New** will prompt you to save the current GS Combo file if you've changed it since your last **File-Save** or **File-Save As**.

## File-Open

This option displays a file open dialog for GS Combos (\*.GSC). Once you select a valid file, **CanvasMan** sends the complete sysex data to the *Canvas*. **File-Open** will prompt you to save the current GS Combo file if you've changed it since your last **File-Save** or **File-Save As**.

## File-Save

This option saves the current GS Combo file (\*.GSC). If the current file name is **UNTITLED**, **File-Save** behaves as **File-Save As** and displays a file save dialog for GS Combos.

## File-Save As

This option displays a file save dialog for GS Combos (\*.GSC).

## File-Load GS Sound

This option displays a file open dialog for GS Sounds (\*.GSS). Once you select a valid file, you can insert it into the current Combo starting on any tonal part.

## File-Save GS Sound

This option allows you to select which Part(s) you wish to include in a GS Sound. Once you've done so and pressed the **OK** button, **File-Save GS Sound** displays a file save dialog for GS Sounds (\*.GSS).

## File-Load GS Drum Kit

This option displays a file open dialog for GS Drum Kits (\*.GSD). Once you select a valid file, you can insert it into the current Combo as Drum Kit #1 or #2.

## File-Save GS Drum Kit

This option displays a file save dialog for GS Drum Kits (\*.GSD).

## File-Load MIDI File

This option displays a file open dialog for MIDI format files ("standard MIDI files"). Once you select a valid file, **CanvasMan** starts playing it. **File-Load MIDI File** is grayed if MIDI is disabled.

## File-Exit

This option exits **CanvasMan**. **File-Exit** will prompt you to save the current GS Combo file if you've changed it since your last **File-Save** or **File-Save As**.

# Edit Menu

The **Edit Menu** displays a list of all of the edit dialog windows. **CanvasMan** indicates the current choice with a check mark.

When you select a new window, the size reverts to its default. As with most *Windows* programs, however, you can resize the **CanvasMan** window at any time.

Each change you make on any edit screen sends the sysex data to the *SOUNDCanvas* immediately.

## Edit-Quick Edit A

## Edit-Quick Edit B

These options display basic part settings for all 16 Parts. You can use the keyboard to change several parameters here. Move between parameters with the **<Tab>** and **Shift+Tab** keys; you may also single-click (steady hand!) on a parameter to select it.

To mute a **MIDI Channel**, set it to **0**. To set random panning, set **Pan** to **-64**.

## Edit-General Part Settings #1

## Edit-General Part Settings #2

These options display the *General Part Settings* dialogs. You can change numerous general parameters in this window. To set random panning, set **Part Panpot** to **-64**.

## Edit-Receive Flags / Scale Tuning

This option displays the *Receive Flags / Scale Tuning* dialog. You can specify to which MIDI messages a Part responds and you can tune the individual chromatic notes for a Part here.

## Edit-Controllers-Modulation / Pitch Bend

This options displays the *Modulation / Pitch Bend* dialog. You can change Modulation and Pitch Bend-oriented parameters in this window.

## Edit-Controllers-Aftertouch

This option displays the *Aftertouch* dialog. You can change Aftertouch-oriented parameters in this window.

## Edit-Controllers-Continuous Controllers

This option displays the *Continuous Controllers* dialog. You can change Continuous Controller-oriented parameters in this window.

## Edit-Master

This options displays the *Master Settings* dialog. You can change global parameters on this screen that affect every Part.

## Edit-Reverb / Chorus

This options displays the *Reverb / Chorus Settings* dialog. You can change effects parameters on this screen that affect every Part.

## Edit-Tone/Rhythm / Voice Reserve

This option displays the *Tone/Rhythm / Voice Reserve* dialog. You can designate Parts as tonal or rhythm (Map #1 or #2) here, and you can reserve voices for Parts.

## Edit-Drum Kits

This option displays the *Edit-Drum Kits* dialog. The *SOUNDCanvas* stores settings for two drum

kits; you can edit their parameters on this screen.

The top of the screen displays the kit names. The left column lists the sounds within the selected kit. You can select which of the two sound lists to display via the **Instrument Names** radio buttons in the upper left corner. If both kits are the same, **CanvasMan** disables the **Instrument Names** radio buttons.

**CanvasMan** does not support the CM-64/32L set (program number 128).

**Edit-Decrement Part**

This option decreases the current Part by 1. If you are already on Part 1, the Part changes to 16.

**Edit-Increment Part**

This option increases the current Part by 1. If you are already on Part 16, the Part changes to 1.

**Edit-Next Quick Edit Screen**

This option moves forward through the *Quick Edit* screens. If you're already at the last screen, it takes you to the first. This option is only available when the *Quick Edit* screens are active.

**Edit-Prior Quick Edit Screen**

This option moves backward through the *Quick Edit* screens. If you're already at the first screen, it takes you to the last. This option is only available when the *Quick Edit* screens are active.

**Edit-Copy**

This option copies the current **.SYX** file into the *Windows* clipboard. You can then paste this *MIDIEX*-formatted data into a sequencer, etc.

# MIDI Menu

## MIDI-Pause

## MIDI-Play

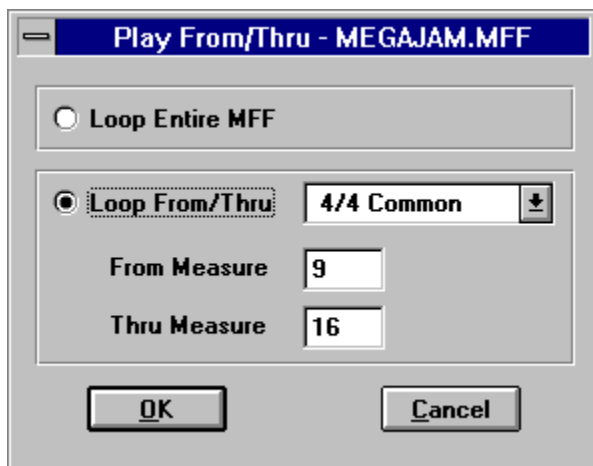
## MIDI-Play/Pause

This toggles the MIDI player On and Off. If the file is currently playing, the option states **Pause**; if currently paused, it states **Play**. If a MIDI file is not loaded, the option states **Play/Pause**.

## MIDI-Rewind

This option restarts playing the current MIDI file from the beginning.

## MIDI-Play From / Thru



This option allows you to specify a section of the currently loaded MFF to play in a loop. Enter the **From** (loop begin) and **Thru** (loop end) measures and select **OK**.

When you load a song via **File-Load MIDI File**, *CanvasMan* sets the *Play From/Thru* time signature to 4/4. (In the future, *CanvasMan* may automatically detect the time signature.) Select the correct time signature if not 4/4; if your time signature is not listed or if you have multiple time signatures in the song, select **Beats Only**. When using **Beats Only**, remember to calculate your **From** and **Thru** values using quarter notes, not measures.

## MIDI-Thru

This option toggles MIDI Thru On and Off. MIDI-Thru is unavailable if you have not selected both Input and Output ports in **Setup MIDI Ports**.

## MIDI-Local

This option toggles Local On and Off for your controller keyboard. The data transmits on the channel specified in **Setup-MIDI Controller**. Since most MIDlers want Local Off, *CanvasMan* turns Local Off at startup.

## MIDI-Refresh Synth

This option retransmits the current GS Combo file's sysex data to the *Canvas*.

**See also** [Setup MIDI Ports / MIDI Multitasking](#), [MIDI Configure](#), [Route MIDI Data](#)



# Setup Menu

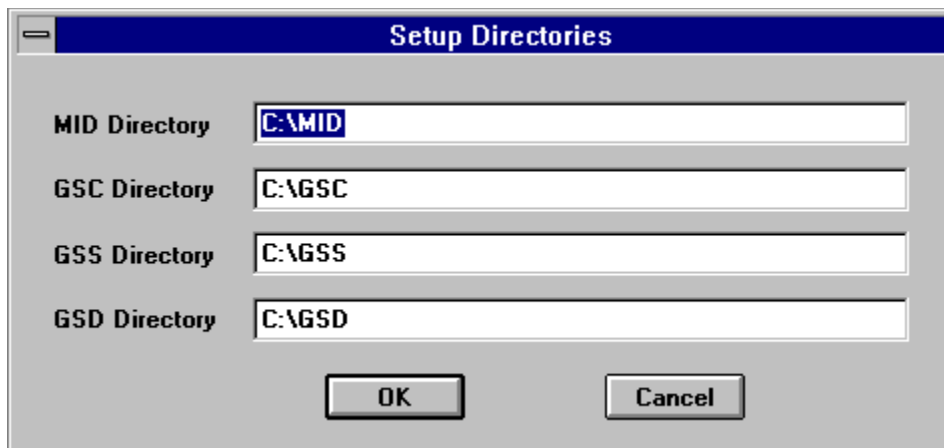
## Setup-Register



The Registration dialog box has a blue title bar with the text "Registration". It contains three text input fields: "Name:" with the text "Ludwig van Beethoven", "Address:" with the text "Vienna, Austria", and "User Code:" with the text "567890abcdef". At the bottom, there are two buttons: "OK" and "Cancel".

This option allows you to enter your license information (**Name**, **Address** and **User Code**). Entering this information opens up some of the enhanced features of *CanvasMan*. Note that the **User Code** consists of 12 hexadecimal digits (i.e., the digits 0-9 and the lower-case letters a-f).

## Setup-Directories



The Setup Directories dialog box has a blue title bar with the text "Setup Directories". It contains four text input fields: "MID Directory" with the text "C:\MID", "GSC Directory" with the text "C:\GSC", "GSS Directory" with the text "C:\GSS", and "GSD Directory" with the text "C:\GSD". At the bottom, there are two buttons: "OK" and "Cancel".

This option allows you to specify which directories to use for MIDI files (labelled as **MID Directory**), GS Combos (**GSC**), GS Sounds (**GSS**), and GS Drum Kits (**GSD**). **Setup-Directories** will create the directories if necessary, but only to one level. For example, **C:\CANVAS\DATA\SOUNDS** is invalid unless **C:\CANVAS\DATA** already exists.

## Setup-MIDI Controller



This option allows you to specify which MIDI channel your controller keyboard is using. **Setup-MIDI Controller's** main purpose is to allow you to toggle the controller's local On and Off.

**Setup-MIDI Ports** (see)

# Help Menu

## Help-Contents

This option displays **CanvasMan**'s table of help contents.

## Help-Search for Help on

This option displays the list of cross-referenced **CanvasMan** help keywords. You can search for information on any indexed word or phrase as listed here.

## Help-EZ Start Tutorial

This option is only available on the **Parker Adams Group CanvasMan Deluxe Edition**. It displays a help file consisting of **CanvasMan** tutorials.

## Help-How to Use Help

This option displays *Windows* own 'how to use help' tutorial.

## Help-About CanvasMan

This option displays the sunglassesed Beethoven trademark and plays the **CanvasMan** fanfare. Its purpose is to list copyright and program version information.





# Setup MIDI Ports / MIDI Multitasking

## Setup MIDI Ports

Setting up your MIDI ports consists of two dialog boxes: the **MIDI Configure** dialog and the **Route MIDI Data** dialog. **CanvasMan** disables MIDI input and output during these dialogs.

If you configure both input and output ports, MIDI Thru will turn On at the end of the *Route MIDI Data* dialog.

## MIDI Multitasking

*Windows'* capability of running multiple MIDI programs at the same time makes it vastly superior to DOS MIDI. You maximize this capability by using MIDI drivers that allow multiple concurrent output ("multi-client").

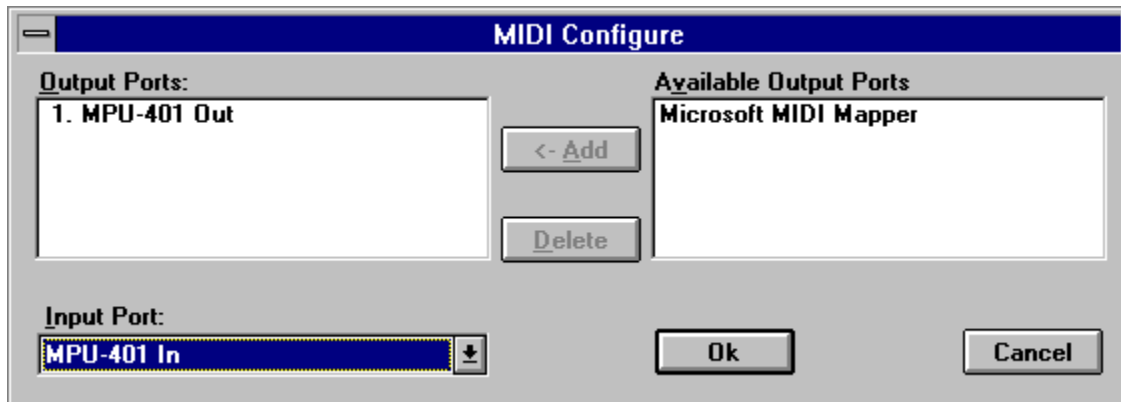
Multi-client drivers, for example, allow you to change patch settings on your *SOUNDCanvas* with **CanvasMan** at the same time you play a song in *Cakewalk*, *Band-In-A-Box*, and others. Note that the **MIDI Mapper** does not allow multiple clients. Note also that no input drivers support multi-client use. This is why you should select **<none>** as **CanvasMan's** input port if your sequencer is recording.

The *MPU-401* driver that comes with *Windows 3.1* does not allow multiple concurrent output, either. However, **Twelve Tone Systems** (maker of *Cakewalk Professional for Windows*) has created a better *MPU-401* driver that does allow this. If you already run *WinCoke* with an *MPU-401*, you should already have this driver installed. If you don't have the driver, you can get it in *WinCoke's* demo (from probably any MIDI-oriented BBS). (On *CompuServe*, grab **WDEMO.TXT** and **WDEMO.ZIP** from library 3 in the **MIDI AVENUE** forum. Be sure to read **WDEMO.TXT** before unzipping **WDEMO.ZIP**.)

Note finally that **CanvasMan** uses *WinJammer's* MIDI input/output facility (**MIDILIB.DLL**); for the purpose of this discussion, *WinJammer* and **CanvasMan** are one program. Thus, when running **CanvasMan** and *WinJammer* together, you should specify an input port.

Understanding these concepts is probably the most confusing aspect of *Windows* MIDI.

# MIDI Configure



*MIDI Configure* allows you to select as many output ports as you have and 0 or 1 input port.

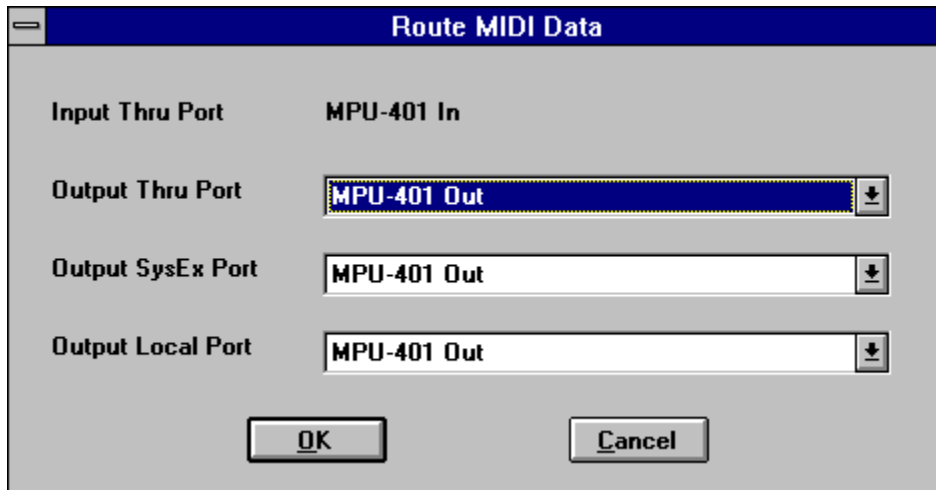
***Output:*** If you have more than one output port, you can have ***CanvasMan*** play your MIDI files on some or all of them. To so do, sequence the output ports to match your multi-port MIDI files. Do so by moving the relevant ports from **Available Output Ports** to **Output Ports** in the desired order. If you have a single MIDI interface like most of us, you can simply choose your listed interface as output port #1.

If you can avoid using the **Microsoft MIDI Mapper** output port, you should do so--you cannot open it for multiple concurrent output. See [MIDI Multitasking](#) for more information.

***Input:*** *Windows* does not allow more than one program to use a given input port at the same time. Thus, if you plan to run ***CanvasMan*** at the same time as another MIDI program that supports MIDI Thru, you should not select an input port. If you run it at the same time as the *WinJammer* sequencer program, however, you can select an input port since ***CanvasMan*** uses *WinJammer's* MIDI input/output facility. See [MIDI Multitasking](#) for more information.

See *also* [Setup MIDI Ports / MIDI Multitasking](#), [Route MIDI Data](#)

## Route MIDI Data



The screenshot shows a dialog box titled "Route MIDI Data". It has four rows of controls:

- Input Thru Port:** A text field containing "MPU-401 In".
- Output Thru Port:** A dropdown menu with "MPU-401 Out" selected.
- Output SysEx Port:** A dropdown menu with "MPU-401 Out" selected.
- Output Local Port:** A dropdown menu with "MPU-401 Out" selected.

At the bottom of the dialog are two buttons: "OK" and "Cancel".

*Route MIDI Data* allows you to select which configured ports you'll use for Thru Input, Thru Output, System Exclusive ("sysex") Output and Local On/Off Output.

**Input Thru Port**--this is the port you specified in *MIDI Configure's* **Input Port** section. You can connect a keyboard controller's MIDI Out to this port to audition *SOUNDCanvas* sounds, etc.

**Output Thru Port**--specify the port to which you want your keyboard controller's MIDI information routed. You'll typically specify the same port as **Output SysEx Port**, since you'll probably want both types of MIDI information to go to the same port (i.e., eventually routed to the *SOUNDCanvas*).

**Output SysEx Port**--specify the port to which you want *CanvasMan's* system exclusive ("sysex") data routed. You'll typically specify the same port as **Output Thru Port**, since you'll probably want both types of MIDI information to go to the same port (i.e., eventually routed to the *SOUNDCanvas*).

**Output Local Port**--specify the port to which you want *CanvasMan's* Local On/Off information routed. This should be the port that connects to your controller keyboard's MIDI In port (perhaps through a Thru daisy chain of some sort).

**See also** [Setup MIDI Ports / MIDI Multitasking](#), [MIDI Configure](#)



# Ordering Instructions

You can register all **Jeff Cazel MIDI** programs with the attached order form. Read these instructions and then click on the words "Print Order Form" below.

Registered users can access the enhanced features of and download free updates to the program(s). And finally, your "please register" screen will go away.

You must register a program to legally continue to use it. However, as shown on the order form, buying the disk and manual are optional.

**Print Order Form**

**View Order Form**

\* \* \* \* \*  
\* \*

*CompuServe* users can register either **CanvasMan** or the **SongCanvas** online! The charge for the program will show up on your next *CompuServe* billing statement. Type `GO CIS:SWREG <Enter>` and follow the instructions. The registration ID for **CanvasMan** is #660; for the **SongCanvas**, it's #143. If you want to register both programs, however, you should do so directly through me since the package price is cheaper that way.

**Print** this form, fill it in and send your check or money order payable in US dollars to:

**Jeff Cazel  
13265 SW Cottontail  
Beaverton, OR 97005 USA**

Your Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
\_\_\_\_\_  
City/State/ZIP: \_\_\_\_\_  
Country: \_\_\_\_\_

<u>Quantity</u>	<b>Shareware Registration</b>	<b>Each</b>	<b>Total</b>
_____	<b>CanvasMan</b> (Windows 3.1 GS Editor/Librarian)	\$59	_____
_____	<b>SongCanvas</b> (DOS GS Editor/Librarian)	\$49	_____
_____	<b>CanvasMan</b> (for registered <b>SongCanvas</b> users)	\$29	_____
_____	Both <b>CanvasMan</b> and <b>SongCanvas</b>	\$69	_____
_____	<b>Rhodes Warrior</b> (DOS MK-80 Editor/Librarian)	\$39	_____
	<b>Disk and Manual</b> ( X disk size: 5¼" 3½" )		
_____	<b>CanvasMan</b>	<input type="radio"/> <input type="radio"/>	\$10 _____
_____	<b>SongCanvas</b>	<input type="radio"/> <input type="radio"/>	\$10 _____
_____	<b>Rhodes Warrior</b>	<input type="radio"/> <input type="radio"/>	\$10 _____
	<b>Foreign orders</b> please add \$10 total for shipping if ordering one or more manuals:	\$10	_____

**Grand Total Enclosed**

**Send your check or money order payable in US dollars. Thank you!**

September 1993





# Technical Support

## How to Contact Me

The fastest way to contact me is via a message on *CompuServe*. I scan the *Windows* section in the **MIDIFORUM** at least daily unless I'm on vacation. You can reach me there or through private electronic mail at address [72461,3345](mailto:72461,3345). Finally, you can send me US Mail at **13265 SW Cottontail Lane Beaverton, OR 97005 USA**.

If you have problems with *CanvasMan*, please note the versions for the program itself and the supplemental **MIDILIB.DLL** and **JJCMIDI.DLL**. This information displays on the **About** screen.

# Getting Updates to JJC MIDI Programs

## Overview

Registered users of the *Rhodes Warrior*, the *SongCanvas*, and/or *CanvasMan* are always entitled to use the latest version of the program they registered. Though you can always order a disk and manual via the [order form](#), the fastest way to get a current version is to download it from *CompuServe* or other bulletin board. A list of 'official' bulletin boards follows; they are so deemed because I know they have current versions.

## CompuServe

As mentioned in [Technical Support](#), the *CompuServe Information Service* is the official support forum for JJC MIDI programs. New versions will arrive here first. All programs are in the **MIDIFORUM** (type **GO CIS:MIDIFORUM** at any ! prompt). The *Rhodes Warrior* and the *SongCanvas* are in library 7 (DOS) as **RHODES.ZIP** and **SC3.EXE**, respectively. *CanvasMan* is **CANVAS.ZIP** in library 11 (*Windows*).

## Official Bulletin Boards (this topic is not yet written)

In addition to *CompuServe*, several bulletin board systems (BBSs) also carry JJC MIDI programs. *Midilt*, *Power Windows*, *RAIN*; authenticity verification; PKZIP 2.0.

# Overview

**CanvasMan** is the *Windows 3.1* editor/librarian for **Roland's** *SOUNDCanvas* line of *GS* synthesizers (*SC-55*, *SCC-1*, *SC-155*, *JV-30* and many others). **CanvasMan** provides true MIDI multitasking -- you can run it by itself, while you jam with *Band-In-A-Box*, or while you sequence with *Cakewalk* and *WinJammer*. The wait is over for an easy-to-use ed/lib that takes full advantage of *Windows'* built-in multimedia capabilities.

**CanvasMan** can play your MIDI files as you edit -- you'll hear your changes instantly in the context of your own musical projects! It saves its patch data in standard binary format (also called "MIDIEX" format) so you can store patches with your sequences or as stand-alone banks. You can even create your own single- and multi-part sounds for easy future recall! Finally, **CanvasMan** gives you complete control over all Global, Part, and (soon!) Drum parameters.

**CanvasMan** avoids the term "patch" in its help system and documentation because "patch" sometimes has an ambiguous definition in the context of multi-timbral synthesizers. [All users](#) should read the **Compos / Sounds / Drum Kits** help topic for a complete description of **CanvasMan's** data files.



# Thanks and Acknowledgments

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