



**Professional**

**Quick-Start Manual**

***datasonics***

**[www.datasonics.com.au](http://www.datasonics.com.au)**

## Introduction

Music Master Professional is fully-featured sequencing, audio and notation software, with unlimited MIDI & audio tracks, desktop publishing and synchronizing with video.

## Installation

1. The installation requires Windows 9x, ME, 2000, XP.
2. Close any open applications before installation.
3. This software is provided on a CD-ROM. Insert it in the CD drive of your computer. If the CD does not autorun, choose [RUN] from the [START] menu and type D:SETUP (where D: is the CD drive) and click [OK].
4. During the installation you may get a window advising you of the need to install DirectX on your computer. If the option is "Reinstall" or indicates that you have a later version of DirectX already installed, then you should not proceed with this installation option, but if the option is "Install" then this is required to allow audio to be recorded and played back and you MUST install this option.
5. During the installation you will get a window that displays the name and organization for your computer. This application uses this when displaying the License information. You can change the default if desired. To prevent software piracy, this software uses a software unlock. In the serial number box, type in the serial number of your software found on the back cover of this manual. Enter the number exactly, including the dashes.

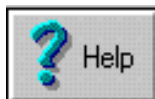
## Registering your Software

We suggest you register this software as soon as possible. You can register online at [www.datasonics.com.au](http://www.datasonics.com.au). Any information provided will be treated in strict confidence. By registering, you are able to obtain telephone and email support for this software. Registered users are also able to obtain software updates at prices much less than the price of a new copy.

## Context-Sensitive Help

This program has a powerful context-sensitive help system. Context-sensitive means that the program knows where you are working, and will bring up the help topic appropriate to what you are currently doing.

To get context-sensitive help, press **F1** on the keyboard. Alternatively, many windows have a help button that you can click on with the mouse. In addition to the context-sensitive help, there is a help menu system. This works the same as help in most Windows applications. To access the help system, pull down the help menu at the top right of the menu, or type **Alt H**.



**Contents** - a list of all the topics in the Help System

**Search** - for a word in the Help System, then jump to topics containing that word

**Overview** - this will jump to the topic "Overview of Application"

**How to Use** - this will jump to the Help topic "The Application Help System" which gives you a brief

tutorial on how to use the help system

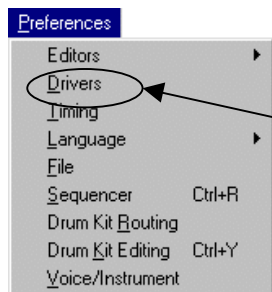
**Video Tutorials** – this section allows you to run video tutorials that describe how to do various functions in this program

**About** - this option will display a screen showing the version of this program you are running.

A complete manual for this product is contained on the CD and can be accessed from the Acrobat Icon set up during the installation. Datasonics' website ([www.datasonics.com.au](http://www.datasonics.com.au)) contains a section on *Frequently Asked Questions* that may assist you with unanswered questions.

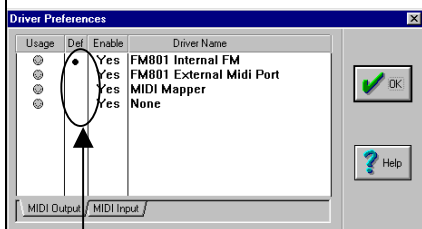
## Setup

It is important to configure this application to suit your setup. This will minimise the steps required to play and record a song when it is opened.



The first step is to set the preferred output MIDI driver so that the song will play. To do this, open the Drivers window from the Preferences menu.

You will notice two tabs at the bottom of this window, with the output tab selected.



This lists all of the output MIDI devices available on your system. The first entry has been set as the preferred output device by marking it with a black dot in the

“Def” (Default) column. Select a new preferred output device by clicking in this column next to the correct entry. If you are intending to play through a MIDI keyboard or synthesizer, then you will need to select an entry that says something like “MPU401” or “MIDI Out”. If you intend to play out through your computer speakers, you should select “FM Synthesis” or equivalent.

This program opens all of the MIDI input drivers during startup, so it is not necessary to make similar changes in the input tab of this same window. If the desired devices are missing from either list you will need to install the drivers before you will be able to play and/or record.

## MIDI Input Methods

This program has several methods of inputting MIDI data.

- Mouse – notes and other events can be entered directly onto the staff in the Notation Editor. (See the section on Notation Editor for more detail.)

- Step time entry – each editor toolbar contains two buttons - Step Time Key and Step Time Velocity.

Clicking on just the Key button will enable step time recording, and each note will have a set velocity (95).



Clicking on the Velocity button will allow the velocity of the note being played to be recorded. Using this method, you can play one note or a chord at a time. The duration of the note(s) is determined by the step value. The song position will be advanced by the note duration when it is released. The step value can be modified by clicking on this field and selecting the new value from the Step window or by using the function keys F5 thru F12 that correspond to each of the available step lengths. If you require a dotted or triplet note, hold down the Shift or Ctrl keys respectively. When the last key is released the song position will automatically be advanced.

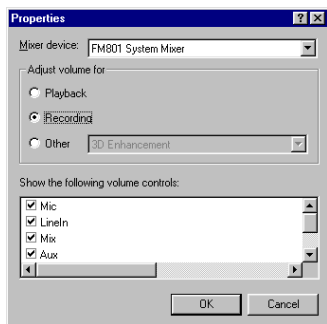
- Real time recording – this option allows you to record your playing in real time using the transport bar. Select the MIDI track that you wish to record.



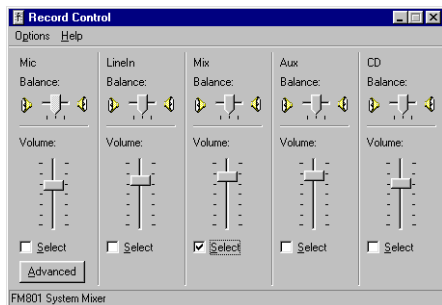
Then press the record button followed by the play button (Enter key) on the transport bar. The default setting gives you a two bar count in then drops into record mode. When you have finished recording, press the stop button (Space bar). Press the space bar again to return to zero. For more detail on MIDI recording, please see the chapter "Recording MIDI" in the manual.

## Audio Recording

To create an audio track, select “New Audio Track” from the Track menu. This will create an extra track in the Global Editor with Mono record mode. If you wish to record a stereo recording, create a second track in the same manner, and set the record modes to Left and Right respectively.



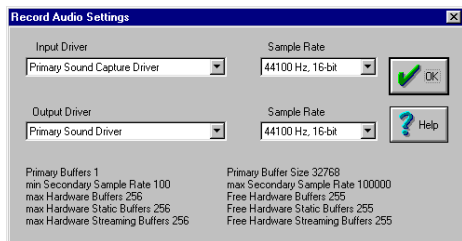
Use the Windows volume controls to select the input and to set the record levels for the microphone and/or line inputs. To open this window, right click on the speaker symbol in the task bar, and select “Open Volume Controls” and select the menu item Options | Properties.



Select the recording radio button in the “adjust volume for” section, and tick the required input device(s), then press OK.

In this window, select the desired input(s) and set the recording levels. If you wish to record your MIDI sequence as audio track(s), then select the entry called mix balance, wave balance or the like in this window.

To set the audio record and play settings to the correct values, open the Audio Preferences window from the Preferences | Audio menu.



Set the sample rates for the input and output drivers to the desired values for recording and playback.

Then place the track(s) into record mode by right clicking in the status column and selecting “Record”.



Then set the cue on the transport bar to 0 and press the record and play buttons on the transport bar and start recording. When you press stop it will take a short while to draw the waveforms in the Global Editor.

To record additional “takes” on an audio track, select “New Audio Vtrack” from the Track menu. This will create a second virtual track on the same audio track. Record this virtual track in the same manner as described above. You can flip between virtual tracks to decide which take you prefer. You can even “cut and paste” between takes to select different sections of each.

You can import an audio file into the song by selecting this option from the File menu. If the file is a mono file, a single audio track will be created, while if stereo, two audio tracks will be created each containing a new mono audio file. This allows you to edit the left & right channels independently as well as together as you desire.

To export an audio file you must have one or two audio tracks highlighted in the track details area. If one track is highlighted only, a mono .wav file is created, while if two are highlighted a stereo .wav file is created. This new file reflects the editing that has been performed on it within this editor but does not contain any mix automation that may have been done on these track(s).

## Loading and Saving

Songs are normally saved on the computer's hard disk as a file with the extension "MSW". Files with this extension are stored in a proprietary format. This software can also load and save MIDI files.

If you want to start with a "fresh sheet", you can open a new song. This loads a song called "default.msw". It is a song that has no notes in it. If no default is present, a blank song is created.



To create a new song, select File|New Song or click on the [New Song] button on the toolbar.



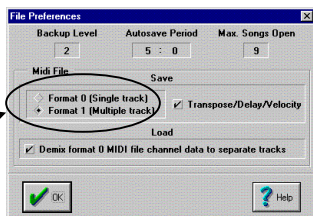
To open a song, select File|Open from the pull down menu (Ctrl O) or click on the [Open file] button on the toolbar. A window will appear from

which you can choose from the songs on your computer's hard disk. You can look in a different drive by clicking on the drive button at the bottom right of the window. Click the cursor over the desired song, then click on [OK] and your song will be loaded.



To save your song, chose File|Save from the pull down menu (Shift S). You can also use the [Save] button on the toolbar. The song will be saved with the same name. If you want to save your song with a different name, select File|Save As from the pull down menu in the window that appears, enter a new name, and click on [OK].

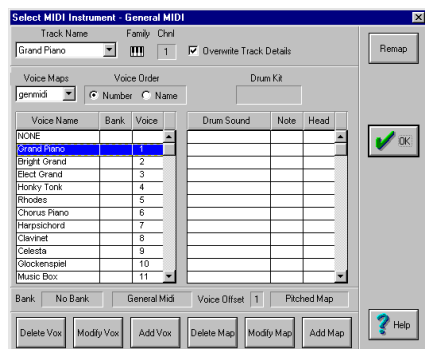
You have the option to save as a song file (this is what you would normally use) or a MIDI file in Format 0 (single track) or 1 (multiple track). The File Preferences window in the Preferences menu selects the MIDI file type.





## Selecting a MIDI Instrument

You must select an instrument for each track. To do this, choose “Select MIDI Instrument” from the Track menu.



Transposing instruments (eg Trumpet) will be shown in the correct key automatically in the Notation Editor. For more detail on this topic see the “Getting Sounds” chapter in the manual.

## Editing



This program has unlimited undo/ redo that allows you to experiment with recordings and edits. These will remain available until you save the song when they will be deleted and the memory released for future recordings and edits.



The cut, copy, and paste commands are done in the same way as other Windows programs but using its own clipboard. For more info on this topic see the chapter “Editing Basics” in the manual.

## Troubleshooting

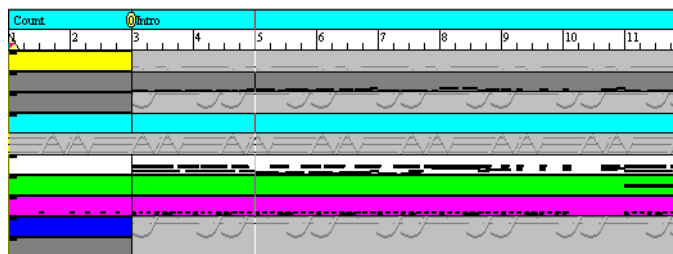
If you are having difficulty starting this application or are getting cryptic messages about “busy devices” or the like, you may have a problem with the MIDI drivers that requires fixing before proceeding.

If you are not hearing the songs playing or recording, check that you have the MIDI cables wired correctly ie the MIDI out into the MIDI in and vice versa. Then check that the MIDI cable(s) are not faulty by trying other cables. Also see Setup as shown above. Otherwise, consult the *Frequently Asked Questions* on our website.

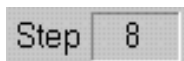
## Global Editor



In this editor you can quickly re-arrange a song, or set the details for the tracks such as MIDI channel and voice map. It is also used to select the track(s) to be viewed in the Notation Editor for editing and printing.



Each track contains MIDI information to show relative pitch and density. You can insert part boundaries using the right mouse button, and then move these parts around by clicking and dragging using the left mouse button. The 'snap' position for each of these functions is set by the step field on the editor toolbar. Using the Ctrl key during the drag will copy rather than move the parts around.



The song position ruler is divided into measures (i.e. bars). You can zoom in (magnify the data) by pressing Shift Z or zoom out by pressing Alt Z or clicking on the + and – buttons on the toolbar. On the song position ruler is a red triangle.



This is the current song position. When you play the song, the triangle will move, and the edit grid will be updated each time the pointer reaches the edge of the window. You can directly locate and play from any position by clicking on the desired position on the Song Position Ruler.

## Notation Editor

The Notation Editor allows you to edit your music in the form of manuscript. It will display your data as notation and is the only editor from which you can print your music. The notation editor will handle as many tracks from your song as you desire - just highlight the required track(s) in the global editor, click on the “Notation Editor” icon or press Ctrl N and all the selected tracks will be loaded into the Notation Editor. Note that only the active track will accept step time or real time input. You can select the desired track(s) by clicking on the track name(s) using the Ctrl & Shift keys.



This editor contains a third toolbar called the Notation Category Bar. It is divided into 3 groups.

- Song functions (green buttons)
- MIDI Active functions (yellow buttons)
- MIDI Passive functions (blue buttons)

When any of these function buttons is selected a notation toolbar appears containing all the sub functions for that button.



The notation editor has three editing modes to choose from - the selection tool, the eraser and the insert. The selection tool lets you select existing

objects and move them around (arrow), while the eraser lets you click on individual objects and erase them (circle with a cross), and the insert tool lets you insert the object currently selected on the notation toolbar. The cursor shape will match the object to be inserted. You can use the right mouse button to toggle between these tools.

## Tempo Editor

The tempo editor allows you view and edit the tempo map for your song. Tempo events can be inserted with the right mouse button. Double click with the left mouse button on an event to edit it.



## Keyboard Editor

The Keyboard Editor allows you to view and edit the notes and their velocities from one MIDI track at a time. Select the desired track in the Global Editor and press the Keyboard icon on the main tool bar.



Unlike all other editors, the keyboard editor runs top to bottom instead of left to right. This is because there is a piano keyboard at the top indicating the pitch of the notes that are shown as vertically-coloured rectangles to indicate length and velocity. The velocity is also shown on the right side of this editor in a separate area.

The position and pitch of notes can be edited by left clicking and dragging, while new notes can be inserted using the right button and dragging for the desired length. Note lengths can be altered by left clicking on the tails and dragging to lengthen or shorten them. The note velocities can be edited by right clicking and dragging in the window area to the right (Shift click for straight line).

## Drum Editor

The Drum Editor allows you to view and edit the notes from the drum and percussion MIDI tracks. Select the desired track(s) in the Global Editor and press the Drum icon on the main tool bar.




This editor shows the list of drum sounds that have already been used, and the notes are shown as coloured rectangles in the grid area. The area down the bottom shows the velocity of the notes. The editing and insertion of notes happens in a similar manner to the Keyboard Editor above, but horizontally rather than vertically. You can also edit the velocities of notes for one drum sound by selecting that drum sound in the list and editing the note velocities in the velocity window.



You can add drum sounds by selecting them from the list opened from the icon on the editor tool bar.

## Event Editor


The Event Editor allows you to view and edit the MIDI data on one MIDI track at a time. Select the desired track in the Global Editor and press the  Event icon on the main tool bar.



Both axes in this editor are time-based. The numerical list runs vertically, while the grid to the right runs horizontally. Events can be edited in-line in the numerical section, or edited graphically in a similar manner as mentioned above. For events other than notes, you can double click on them also and edit the parameters inside the edit window.

There is an area at the bottom of this editor that allows note velocity editing, and editing of other controllers by selecting the appropriate one from the drop down list.

There is also a logical edit grid for powerful manipulation of specified MIDI events on this track. See the Event Editor chapter in the manual for details on this topic.

## Mixdown Editor

This editor contains a panel strip for each track and  allows you to perform snapshot and dynamic automation on each track. To enter it, click on the mixdown icon on the main toolbar.

Scene automation can be performed by setting the faders and knobs to the desired levels and pressing the  “snapshot” button. Then move the song position to the desired location and press  the “paste snapshot” button.

Dynamic automation is done by right clicking on the desired fader or knob then moving it with the left mouse button while playing. This will overdub the events onto the track. See the Mixdown Editor chapter in the manual for more details on this topic.



by

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