
EMAGIC
SOUND
SURFER
UNIVERSAL MIDI LIBRARIAN MANAGEMENT SYSTEM

EMAGIC

SoundSurfer

MIDI Librarian

for the

Apple Macintosh

and

Atari Falcon, TT, ST and STE

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Halstenbeker Weg 98
D-25462 Rellingen
Germany

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Credits

The contributors to this program and its operating manual are:

Concept, programming, project management	Michael Haydn
Program libraries, advisors	Clemens Homburg, Gerhard Lengeling, Chris Adam
Module programming	Udo Hilwerling, Chrstian Roth, Ingo Debus
Coordination	Andreas Dedring
Operating manual	Peter Gorges
English translation	Will Mowat
Manual layouting, editing	Uwe Senkler
Adaptation programming	Dietmar Belloff, Manfred Buchholz, Ingo Debus, Ueli Karlen, Dirk Karsten, Klaus Keßner, Detlev Krömer, Siggi Müller, Heinz Naleppa, Matthias Pfüller, Christian Roth, Joachim Rosenfeld, Marc Schlaile, Wolfgang Schmid, Thomas Siebert, Sonic Art Studio, Marc Teichmann, René Walther, Ralf E. Watzlawik
Beta-testing and troubleshooting	Kristian Schultze, Pit Löw, Peter Gorges, Andreas Schmidt-Martelle, Dietmar Belloff, Dirk Karsten, Wolfgang Schmid, Gerhard Mannal, Heinz Naleppa and many others
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Preface

You have probably been asking yourself: «**SoundSurfer** – what on Earth is that? Some kind of typing error?» Wrong – it's a program, and then some!

Until now, installing sound librarian programs has been rather complicated, and the programs themselves somewhat obscure and difficult to use. SoundSurfer is designed to make sound-wave surfing fun again! Its installation is child's play, its MIDI connections are automatically recognized, and its operation straight-forward and logical. Plus, there's a built-in On-line Help system for instant user-support.

SoundSurfer puts you back in the holiday mood: you can relax thanks to the sound-manager's «quasi-intelligent» functions. Everything runs that much smoother, encouraging you to try out new sounds and reorganize your libraries.

Wishing you all the best with SoundSurfer!

Michael Haydn

September 1993

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Chapter 1

Introduction

About this manual

SoundSurfer is a hugely powerful program that allows you to manage your sounds and other SysEx data in a homogenous way and have all your data directly available at all times. This manual aims to help you take full advantage of the program's possibilities.

SoundSurfer is available in more-or-less identical versions for the Apple Macintosh and the Atari family (Falcon, TT, ST and STE). The variations in the program versions relate solely to the details of the file management used by the respective operating systems and the different hardware – in particular the physical ports and the supported hardware accessories, such as MIDI interfaces. This instruction manual therefore covers both versions of the program.

The introduction gives you a quick preliminary overview of SoundSurfer's options and functions. Please read it carefully before installing SoundSurfer on your computer.

Note: EMAGIC manuals are always as up-to-date as possible. However, improvements and expansions are sometimes made after an instruction manual has been printed. These are covered in a Readme file contained on the program disk. We recommend that you print this file and put it in your instruction manual. This way you always have the information handy for when you're working with SoundSurfer.

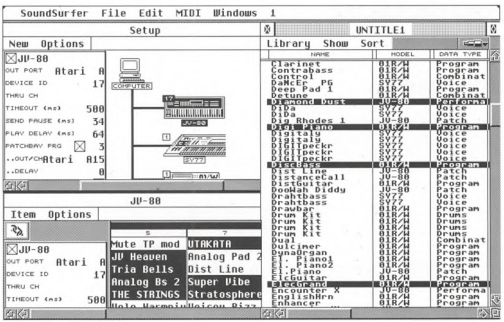
Conventions

Concepts

SoundSurfer (the program) is available in various languages.

If you don't understand a concept you can look it up in the glossary contained in the appendix of this manual. All of SoundSurfer's concepts (e.g. »entry«, »module«) are explained there.

About SoundSurfer



SoundSurfer's main screen

SoundSurfer is a universal MIDI data bank which lets you manage and archive the memory contents of your entire MIDI system. SoundSurfer gives you optimum access to all your synthesizers' sound data, as well as the programs in your peripheral devices (effects, MIDI patchbays). First, to give you an impression of SoundSurfer's structure and options, we will explain the overall concept.

The problem...

Everyone who uses synthesizers nowadays has access to thousands of sounds. Also there are effects devices, MIDI patchbays and other peripheral devices from which data can be accessed and then managed or archived.

Synthesizers and other MIDI devices offer only very limited options for effectively archiving this data and having it available at the right moment. Synthesizers also lack a convenient user interface with a monitor and a mouse, a sufficiently large memory with a floppy disk drive, or even hard disk, and suitable software with find and sort functions. All this is available on your Atari or Apple Macintosh. These computers have the necessary hardware and computing capacity and can hold dozens of sound banks and libraries in their working memories.

...the solution

SoundSurfer offers the intelligent link between the computer and your MIDI devices. SoundSurfer is first and foremost a sound management program. You will probably have already come across programs described as »dump utilities«, »sound managers« or »librarians«. All these programs deal with the saveable data of synthesizers, drum machines, effects devices, MIDI patchbays and other MIDI devices. Of course SoundSurfer can do all these things, and much more besides.

Universal, but specifically tailored to every device

SoundSurfer is a modular system designed to work with any MIDI device. Modules are already supplied for many devices. The program code for a specific device is stored in a separate module file. The advantage is that only modules you need at the time will occupy space in the working memory and on your hard disk.

SoundSurfer allows you to create and save your own adaptations for any MIDI devices. This means you can add devices to your SoundSurfer system at a later date. This is made possible by the »universal module«. This module can simultaneously hold several adaptations. Your SoundSurfer program comes with a large number of adaptations ready for use. Since adaptations are considerably easier and faster to create than modules, and are user-programmable, this gives you a quicker way of managing a not-so-common device when it would not be worth the effort for EMAGIC to program a separate module for it.

In contrast with many other universal programs SoundSurfer knows every device for which it has a module in detail and can make full use of its particular capabilities. Thus, SoundSurfer's SY77 module can convert DX7 sounds and the Microwave module can manage wave tables.

The central memory

SoundSurfer is the central memory of your MIDI system. It knows all the connected devices and their memory contents. If you alter anything SoundSurfer automatically considers all the repercussions of the alteration – this makes it impossible for you to unintentionally destroy or mess up anything.

In contrast with many other manager programs SoundSurfer uses a »Memory Manager« with contents that are always a mirror image of the memory contents of the corresponding device. If a discrepancy arises – e.g. because you have copied a sound within the device itself – you can restore the data consistency using simple commands.

SoundSurfer's »Entry Link Management« also ensures that the connections between sounds and multi programs remain intact. Say you move a program for a Korg 01/W to another memory location, the reference of all the combinations that refer to this program is automatically updated – you don't have to worry about doing it yourself.

With SoundSurfer you can manage all your sounds directly on the screen – you don't need to touch the device itself.

Mixed libraries manage thousands of entries

You also no longer have to – as you did until now – search through the individual library of each synthesizer for certain sounds. That takes unnecessary time and effort.

SoundSurfer lets you collect sounds from different synthesizers in one library. Tell SoundSurfer to look for all bass sounds and these will be displayed on the screen. All you have to do now is click the entries – SoundSurfer automatically sends the sound to the right synthesizer and ensures that the master keyboard can play this synthesizer.

SoundSurfer relieves you of tiresome management work, leaving your mind free for what is most important: concentrating on the music and having the right sounds available at the right time.

Automatic recognition of connected devices

SoundSurfer can even independently recognize your MIDI setup. When you start-up SoundSurfer can automatically scan your MIDI system and install the located devices. Their memory contents can be automatically transferred to the computer. This means that you are always able to work with an exact mirror image of the memory contents of the connected devices. Any alterations you make in SoundSurfer are automatically transferred to the device.

Ease of use

Despite all these different options SoundSurfer is just as easy to use as other Atari or Macintosh programs you are familiar with.

Functions are logically and conveniently grouped into local menus contained in the individual windows.

We have tried to standardize the menus and key commands whenever possible. For example, the standard menus and key commands which are found in other EMAGIC programs (Notator Logic, HearMaster) are exactly the same.

SoundSurfer's window technology allows you to open several windows of a sound bank or library and configure the display of your sounds according to your own wishes. You can save up to 90 of these window configurations and recall them instantly with a key command.

Once again here is a quick summary of the main features:

- SoundSurfer is universal: it is designed to work with any MIDI device. Powerful modules or adaptations are supplied for most devices. You can create your own adaptations for all other devices.
- SoundSurfer is user-friendly: you don't need to know anything about System Exclusive data to operate the main program. You don't have to know what a dump request or a manufacturer's ID is, so you can concentrate fully on your sounds. However, if you are a MIDI pro, SoundSurfer offers you all sorts of options for editing the pre-supplied adaptations to suit your own taste or for writing your own.
- SoundSurfer gives you instant access to the right sounds: you can also create as many libraries with as many entries as you want which can be searched and sorted. SoundSurfer libraries also have a unique feature: you can mix the data from different devices within one library.
- SoundSurfer keeps an overview: it knows the data structure of all the devices and automatically adjusts any inter-related data to take account of changes made.

The next section will explain how to install SoundSurfer and arrange your MIDI setup. In Chapter 3 you can try out what you have just learned on the real thing, when we take a tour through SoundSurfer's different levels. Enjoy!

Chapter 2

Installing the System

What the package includes

Your SoundSurfer package contains the following components:

- the program disk
- one or more extra disks with modules and adaptations
- this instruction manual
- a registration card.

Please fill in the registration card as soon as possible and send it to your country's distributor.

Only once you are a registered user are you entitled to a regular update service.

Copy-protection

SoundSurfer is protected against illegal copying by special software protection. This protection is transparent and is contained on the program disk. You can make as many copies of SoundSurfer as you like onto a floppy or hard disk, but these will only work if the original program disk is temporarily inserted.

You can, however, make one further installation from the program disk onto a hard disk. This allows you to use SoundSurfer at home and in the studio. Installation is covered in the next section.

Warning: don't save any data onto the program disk; use separate data disks or your hard disk. Keep the program disk in a safe place.

Installation on an Atari computer

Macintosh owners can skip this section and go straight to the section *Installation on an Apple Macintosh* on page 34.

System requirements

SoundSurfer is basically compatible with nearly all the possible hardware and software permutations of your Atari computer. The following section lists the Atari models, hardware additions and accessories which SoundSurfer will work with:

- all Falcon, TT, ST and STE, Mega ST and STE models
- all monochrome or colour monitors of at least 640 × 400 pixels
- all TOS versions (1.0, 1.02, 1.04, 1.06, 2.0x, 3.0x, 4.0x, MultiTOS)
- all GDOS systems, mouse accelerators, graphics accelerator on-lines, screen savers, file selection boxes and other accessories
- MIDItasking systems such as Softlink (Creator/Notator SL), M•ROS (Cubase, Cubeat, Cubase Lite, Live)
- Hardware expansions such as Unitor N/C/II, Export, all M•ROS expansions (e.g. Midex, SMP24)
- SoundSurfer directly supports, without additional accessories, all the MIDI inputs and outputs of all versions of Unitor, Export and LOG3.

To run SoundSurfer you need at least one Megabyte of RAM and a disk drive in your Atari computer. However, to make full use of SoundSurfer's capabilities, you need at least two Megabyte of RAM and a hard disk. This allows you to manage many libraries or run several programs in parallel (e.g. SoundSurfer and Notator SL). If you have a printer you can print lists of libraries and extracts from the On-line Help system.

Incompatibilities

If you are running SoundSurfer with Unitor you must beware of one limitation: Unitor does not work with a Cache memory. The program deals with this in the following way:

- ST with proVME HyperCache: the cache stays switched on and is temporarily deactivated while Unitor is being addressed
- Falcon, TT: these models run only with Unitor2. For an extra charge Unitor owners can exchange their Unitor for a Unitor2.

Contents of the original program disk

On the original program disk there is an installation program to install SoundSurfer and all its files safely on any drive. The installation program automatically ensures that all files are copied to the correct locations and monitors the installation of the software copy protection.

Never copy or move SoundSurfer without this program, otherwise the installation will go wrong and SoundSurfer will only be able to run from the original disk.

Insert the program disk into the disk drive of your Atari computer and double-click the drive symbol. A window opens containing a folder, two programs and two resource files:



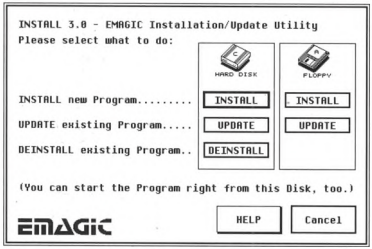
Contents of the program disk

- the LIBS folder contains the supplied libraries
- the SURFER folder contains the supplied modules and adaptations
- the INSTALL.PRG program installs SoundSurfer and the modules that you want onto your hard disk or another floppy disk
- SURFER.PRG is the SoundSurfer program file.

The installation program installs either onto a hard disk or a floppy disk. If you install onto a hard disk the special copy protection software is installed at the same time. From then on SoundSurfer will run without the program disk. However, if you install onto a floppy disk then only the selected files will be copied.

Note: before you start the installation program you are asked to establish a path for the installation on your hard disk. If you want to install SoundSurfer onto a floppy disk you need a formatted DSDD disk.

To install SoundSurfer double-click the INSTALL.PRG. A window appears in which you can carry out the installation.



Note: a small help box displays a short help message for the install window.

Basically the installation program offers three options:

- new installation of SoundSurfer: SoundSurfer will be installed on the selected drive along with all its files
- updating of an existing SoundSurfer: you use this every time you want to refresh SoundSurfer with an update disk, without losing your usual settings and the original installation
- deinstallation of an existing SoundSurfer: if you want to transfer SoundSurfer onto a different hard disk or partition, you have to deinstall it first. This means that the invisible copy protection will be transferred back onto the program disk.

N.B: because of the copy protection SoundSurfer can only be installed on a hard disk once at a time. But you can install the modules, adaptations and additional files in as many locations as you want at a time.

Installing a new program on a hard disk

Click the INSTALL button in the hard disk section.

A dialog box appears asking you to give the location on the media onto which SoundSurfer is to be installed. A file selection box opens where you choose the path and confirm it with OK. A window now appears in which you can select the modules that you want installed.

For more information on this please read the section below section *Installing the modules and adaptations* on page 31.

Here are a few more tips on the copy protection:

- you can use the copy of SoundSurfer that you installed with the INSTALL program only. Any other copies – even if they are on the same hard disk or partition – will not work without the original program disk
- the installation will go wrong if you copy SoundSurfer to another place on your hard disk and then back again
- the installation will also go wrong if you tidy up your hard disk with an optimization program (e.g. Sentry). You should deinstall the copy protection before carrying out the optimization and then install it again afterwards.

Installing a new program on a floppy disk

If you don't have a hard disk you can start SoundSurfer directly from the original program disk which also contains several modules and adaptations. However, it is

recommended that you install SoundSurfer onto a »working« disk so that you only have to use the original disk for the copy protection.

Note: copy all the modules and adaptations you need onto this working disk. You can do this with the installation program.

To install SoundSurfer onto a floppy disk click the INSTALL button in INSTALL.PRG in the floppy section. The installation program will ask you to insert the floppy disk.

Formatting the floppy disk

If your destination disk is not formatted you will be asked if you want to format it. Click »Format« to format the floppy disk.

Note: please ensure that the disk does not contain important data. When you format the disk it will be completely erased.

The installation program automatically formats the floppy disks double-sided with 80 tracks and nine sectors per track (with HD or ED drives you can have even more).

If you want you can insert another disk and then click »New Disk«.

Single-sided formatted disks

If you have inserted a single-sided formatted disk (SSDD), you are given the option of formatting it double-sided.

Deleting files from the floppy disk

If the disk that you inserted is not empty you can partly or completely erase it by clicking the »Clear« button.

Installation with two disk drives

If there are two disk drives the installation program works as follows.

If you want to install SoundSurfer and its files onto a floppy disk the installation program automatically locates the drive with the original disk in it and installs it on the other drive. A dialog box advises you of this. Before the writing starts you will be asked to insert the destination disk into the destination drive.

Note: the copy protection cannot be installed onto a floppy disk, so only the selected files will be copied.

For more information please refer to section *Installing the modules and adaptations* on page 31.

Atari with HD or ED drive fitted as standard

Later Atari models (Mega ST, TT, Falcon) are factory-fitted with a high density (HD) or, maybe, even extra density (ED) drive. The installation program can recognize whether such a drive is present and also install SoundSurfer on these floppy disks.

After you click »Install« or »Update« you are asked if you want to install onto DD, HD or ED. The latter option arises only if the appropriate drive is present.

The installation program takes account of the disk capacity when calculating the amount of free memory space and also when formatting and deleting.

Note: if you have two drives, only one of which is HD or ED compatible, you should start the installation from your normal drive so the copying is done onto the floppy disk with the greatest memory capacity. This will hold more modules and adaptations.

Atari with a HD drive added later

The INSTALL.PRG has no way of recognizing a HD or ED drive that's been added later, e.g. one that's been installed by the user and was not factory-installed. The program, therefore, cannot take the higher memory capacity into account during the installation. In this case you should carry out the installation manually to make full use of the floppy disk. Copy the following files from the original disk onto your HD or ED copy:

- copy the SURFER.PRG directly onto floppy symbol »A:« or »B:«; alternatively you can put it in a folder
- create a folder called »SURFER«. Copy the SURFER.RSC and SURF_TXT.RSC files into this folder
- now you have to copy the modules and adaptations: for every device you want to install, copy the »*.MOD« (module), »*.RSC« (resource) and »*.MOH« (module help) files into the SURFER folder. If there is only an adaptation available for a device, you should copy the »*.ADA« (adaptation) and »*.ADH« (adaptation help) files.

Example: if you want to install the module for the Roland D-50 synthesizer you must copy the D50.MOD, D50.RSC and D50.MOH files into the SURFER folder.

Updating an existing program

If you want to update SoundSurfer with an update disk or install new modules, click the UPDATE box for hard disk or floppy disk in the installation program. You will now be asked to select the old SURFER.PRG file and the installation program automatically takes care of everything else.

For example, it asks you if you want to update existing files or keep them as they are; if there is insufficient RAM it carries out the process in several steps; and so on.

N.B: for maximum security, when you do an update the old SoundSurfer is deinstalled and the new SoundSurfer installed. So, apart from the update disk you also need your original program disk. The installation program automatically asks you to insert this at the appropriate time.

Deinstalling an existing program

You can deinstall SoundSurfer's software copy protection if you want to repartition the hard disk or tidy it up using an optimization program. When you do this, just the SoundSurfer program file will be deleted. You will then only be able to restart SoundSurfer on the appropriate drive after you have installed the program again.

To deinstall SoundSurfer click the DEINSTALL button. Select the SURFER.PRG that you want to deinstall and confirm with OK or ↵.

Warning: if you format your hard disk, delete a partition or defragment the hard disk using software (e.g. Sentry, Optimize), your installation/copy protection key on the hard disk will be irretrievably destroyed. Before undertaking any of the above operations you should deinstall SoundSurfer and then install it again afterwards. With a defragmentation the modules and adaptations remain intact.

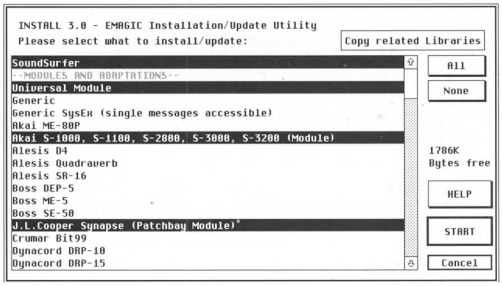
Installing the modules and adaptations

All the available modules and adaptations for SoundSurfer are on the program disks. If you want you can copy them all together onto your hard disk or floppy disk. However, to save on media space we recommend you only install the modules and adaptations you need.

Note: if you only install the modules and adaptations for the devices in your system you will also reduce the time it takes to do the setup scan in SoundSurfer. This is because the process examines all the modules and adaptations in the SURFER folder.

Once you have decided if you want to install or update, a dialog box opens. Here you select the files on which the installation program should perform the selected operation. With an update operation the existing modules and adaptations are automatically preselected.

The selection box



The selection box contains the entry »SoundSurfer«, as well as all the available modules and adaptations with precise details of the supported MIDI devices. The first time you install SoundSurfer the SoundSurfer entry is automatically activated. You can move the view in the window by using the scroll bars and scroll arrows.

Click the appropriate line to select a device for installation. It will be marked with a black beam. You can deselect the device by clicking it again.

Clicking the »All« button will cause all the available devices to be selected.

Clicking »None« will deselect all the files if, for example, you want to begin the selection again.

»Copy related libraries«

If you activate this button the libraries belonging to a module are also copied during the installation process. If you are installing onto a hard disk this button is automatically activated. Please read the tips in section *Storage capacity of the drive* on page 32.

Note: SoundSurfer comes with various libraries containing new sounds.

Storage capacity of the drive

Depending on whether you are installing onto a floppy disk or hard disk you must match the extent of the installation to the storage capacity of the drive. The installation

program will always display the remaining free memory space in the selection dialog box, e.g. »12354 kBytes free«. This display takes into account which files are currently selected. This means you have an overview of the amount of space that will be free on the hard disk, partition or floppy disk after the installation or updating. If the display shows a negative value this means that the installation would require more memory than is available on the media. If this is the case you can attempt to reduce the memory requirement of the installation by trying out the following options in the order given:

- deactivate the »Copy related libraries« button which means that the libraries will not be copied
- deselect any modules and adaptations that you don't absolutely need.

Starting the installation

Click the »Start« button to carry out the installation. If you are installing onto a floppy disk the installation program will automatically ask you to insert the necessary disks.

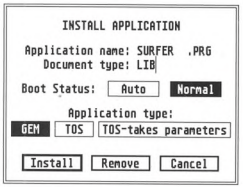
After a successful installation a dialog box appears where you choose whether you just want to quit the installation program (»End«) or start the newly-installed SoundSurfer straight away (»Start«).

If you want to quit the program without any installation click »Cancel«.

Installing SoundSurfer as an application

You can »install« SoundSurfer in the Atari as an »application«, and from then on start it by double-clicking any library file. Once loaded SoundSurfer will automatically open the selected library.

Choose »Install application« from the Options menu of the Atari desktop and enter the parameters as shown:



If you set »Boot Status: Auto« SoundSurfer will automatically start every time you boot up the Atari.

File names

SoundSurfer uses different file types for saving sound libraries, help files or modules. The following extensions are used which help you to recognize the type of file you are dealing with:

File type	*Ending*	*Description*	*Created by*
library	*.LIB	Library file with sounds or other effects programs from various MIDI devices	SoundSurfer by choosing »Save« from the File menu
module	*.MOD	module for a specific MIDI device	the installation program when installing a module
adaptation	*.ADA	file for the universal module containing the adaptation for a MIDI device	the installation program when installing an adaptation
resource	*.RSC	extra files with text, graphics etc.	SoundSurfer (automatically)
module help file	*.MOH	text file for On-line Help in a module	the installation program when installing a module
adaptation help file	*.ADH	text file for On-line Help in an adaptation	the installation program when installing an adaptation
preferences	*.PRF	saveable default settings	SoundSurfer when you quit

Installation on an Apple Macintosh

Atari owners can skip this section and go straight to the section *Compatibility of the Macintosh and Atari versions* on page 37. Installation on an Atari is covered in the section *Installation on an Atari computer* on page 25.

System requirements

- SoundSurfer runs on all Macintosh models from the Macintosh Plus upwards
- you need System 6.0.4 or later but we strongly recommend a version above System 7.0
- you need at least one Megabyte of RAM but for System 7 upwards we recommend four Megabyte – especially if you want to run SoundSurfer in parallel with other MIDI applications. MIDI communication on the Macintosh IIfx, and all Quadra and Centris models is only possible if Apple's »Serial Switch« control panel has been

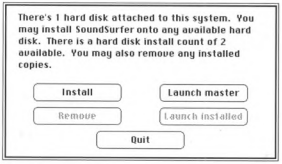
installed and you have activated the »Compatible« option within it. »Serial Switch« is supplied with SoundSurfer.

Apart from that you need a MIDI interface connected to your Macintosh via one of the serial ports – preferably the modem port.

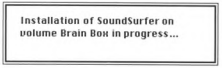
Installing SoundSurfer on a hard disk

You can install SoundSurfer on a hard disk and from then on start it from there without using the program disk. You need to do the following:

- create a folder anywhere on your hard disk. Choose »New Folder« from the File menu of the Finder or press ⌘N. Name the folder »EMAGIC SoundSurfer«
- insert the program floppy disk and start SoundSurfer from the disk by double-clicking the SoundSurfer icon. The following window appears:



- click »Install« to start the installation. Select the SoundSurfer folder that you just created in the dialog box that appears. Click OK and this window will appear:



- After you have finished the installation you do not need the program disk to start the program. Put it in a safe place.

Warning: hard disk optimization programs such as Norton »Speed Disk« or AlSoft »DiskExpressII« can destroy the invisible copy protection and the installation. Therefore, please copy the installation back onto the program disk before you carry out the optimization.

Deinstalling the program

You can copy the two available installations back and forth between the program disk and your hard disk whenever you need to. The program disk keeps a count of how many installations are still available.

To deinstall SoundSurfer from the hard disk click the »Remove« option in the Install window. Then select the program with the installation you want to remove from the hard disk and click OK.

Alias

Under System 7 you can create an alias of SoundSurfer and keep the alias on the desktop or in the »Apple Menu Items« folder within the System folder. This allows you to always have the program handy without having to search for it. Of course, you can also create an alias of a library and start SoundSurfer directly from this library.

Installing the modules and adaptations

The modules and adaptations themselves are not protected against copying because they cannot function without the SoundSurfer program itself. For this reason you don't need an installation program to install modules and adaptations. You just need to copy them into another folder within the SoundSurfer folder as follows:

- create another folder within the SoundSurfer folder and name it »Surfer«

  N.B.: don't use any other name for the folder because SoundSurfer locates the modules and adaptations by recognizing the folder names

- insert the first of the disks called »Modules and adaptations« into the drive of your Macintosh and open the contents index. Hold down the ⌧ key and click the files of the devices that you want to install. Of course, you can also select all files simultaneously by choosing »Select all« from the Edit menu of the Finder or pressing ⌘A
- copy the selected files into the Surfer folder.

Connecting a MIDI interface

To operate SoundSurfer you need a MIDI interface connected to the printer and/or modem port. A MIDI interface is an optional accessory and is not supplied with your Macintosh. If you don't have a MIDI interface ask your music dealer for a suitable device.

You can use any MIDI interface. The special features of the MIDI Time Piece (from Mark of the Unicorn) are directly supported by SoundSurfer and other interfaces will also be supported in the near future.

MIDI interfaces differ basically according to the number of ports they have and whether they come with or without a (SMPTE) synchronizer.

Using the MIDI Manager

SoundSurfer is compatible with the Apple MIDI Manager, which is suitable as a standard driver for nearly all MIDI software applications. However, like all EMAGIC programs, SoundSurfer can address the MIDI interfaces directly. We recommend you do not install the MIDI Manager because it slows down MIDI communication. Numerous tests with different Macintosh models have shown that addressing the interfaces directly is reliable. However, if there are problems with your particular computer-MIDI interface configuration, or if you want to run SoundSurfer in parallel with other MIDI applications, you must drag the »MIDI Manager« and »Apple MIDI Driver« files onto the System folder symbol; under System 7 they will be automatically stored in the correct locations. You should also install »Patchbay« in the application or desk accessory version.

After installing the MIDI Manager you must restart the computer.

There are seven separate software inputs and outputs available which you can configure in »Patchbay«.

For further information on the functions of the MIDI Manager and Patchbay please refer to the help function in Patchbay«.

Compatibility of the Macintosh and Atari versions

The Macintosh and Atari versions of both programs are fully compatible. You can easily exchange libraries and adaptations between a SoundSurfer for the Atari and a SoundSurfer for the Macintosh.

To do this all you need – apart from a Super Drive on the Macintosh – is a floppy disk formatted on the Macintosh using the MS DOS format (e.g. using Apple File Exchange, AccessPC or DOS Mounter), which can be read by the Atari as well as the Macintosh (as long as one of the above-mentioned utilities is installed).

Conventions for Macintosh users

This instruction manual covers both the Atari and the Macintosh versions of SoundSurfer. It was written using the Atari version of SoundSurfer. Macintosh users need to bear the following few points in mind.

Modifier keys Atari/Macintosh

The key commands described in this instruction manual are based on the Atari keyboard layout. The Atari has one modifier key less than the Macintosh and the modifier keys are also named slightly differently. However, they are easy for Macintosh users to interpret:

Basically, on the Macintosh you always use the ⌘ key whenever the Atari ctrl modifier key is indicated. Thus, the command ctrl O described in this manual for opening a library is accomplished on the Macintosh using ⌘O. Additionally, if the manual describes the key alt, the Macintosh equivalent is the Option key ⌥.

The remaining modifier keys used within SoundSurfer apply to both the Atari and the Macintosh without distinction.

Entering numerals

We recommend that you use the number keys on the numerical keypad if the number is part of a key command (example: ctrl 8). Of course, the number keys on the typewriter keypad work as well. So if you don't have a numerical keypad (e.g. you have a PowerBook), you can press the 5 key instead of the 5 on the numerical keypad.

Diagrams

All the SoundSurfer diagrams are taken from SoundSurfer for the Atari but they differ in appearance from the Macintosh version only in small details (e. g. the window title bars), particularly since we used the Macintosh standard typeface »Chicago« as the system font for the Atari version.

Connecting the system together

SoundSurfer works best if you connect up your MIDI setup in accordance with the following guidelines:

- every MIDI device that SoundSurfer is going to work with should be connected with the computer in both directions. If you are using one or more patchbays please refer to the section *MIDI patchbays* on page 39 below.

- connect the MIDI Out of the device with the MIDI In of the computer and vice versa. If – as we assume – you are using more than one device simultaneously with SoundSurfer, you need more MIDI ports than the computer alone can offer. These ports will be provided either by a MIDI patchbay or a hardware expansion for the Atari (Unitor, Export, Midex) or Macintosh (e.g. MTP).

Note: in theory you can connect several devices to the Atari without using one of the hardware accessories mentioned, by chaining them via their MIDI Thru ports. The drawback is that because the MIDI Outs of the devices is not connected to the Atari, SoundSurfer can only communicate with the devices in one direction. This means that you lose some of SoundSurfer's options (automatic recognition, auto request).

- you will find more detailed information on setting up your device in the On-line Help for the relevant device. To call this up, click the device in the Setup window and choose »Help« from the Windows menu or press help. There will usually be a reference for »Installation«.

A few rules governing the MIDI configuration

If you have the correct MIDI configuration SoundSurfer can save you the effort of reprogramming patchbays or swapping cables around by automatically establishing all the connections. To guarantee faultless operation and the greatest data security we recommend you follow the following simple rules:

- a device should not be simultaneously connected to two different patchbays, although you can connect the MIDI Out of a device to a patchbay and the MIDI In to the computer or vice versa
- although you can use two identical devices (e.g. two Korg 01/W) with the same device ID, these must be connected to different MIDI ports of the computer. However, it is always better to use different device IDs.

MIDI patchbays

If you have a MIDI patchbay this will be fully supported by SoundSurfer. Ideally the patchbay will also be completely remote-controlled by SoundSurfer. All the common patchbays are directly supported so that SoundSurfer can reprogram the data paths within the patchbay via SysEx. For patchbays which are not addressable via SysEx, SoundSurfer uses Program Change commands.

This flexible patchbay support offers you the following options:

- you can connect several patchbays simultaneously
- each patchbay can be connected to another computer output

- you can connect the patchbays in any sequence you want – the exact order doesn't matter.

SoundSurfer supports the following MIDI patchbay models and gives them their own modules:

- Roland A-880
- MIDITEMP PMM-44/PMM-88
- J.L.Cooper Synapse
- Waldorf Midibay

MIDITEMP PMM-44/PMM-88

The output of the computer must be configured as the master input of the patchbay:

- double-click mode
- edit
- key 6
- now press the number of the input. In the display you can set the MIDI channel for incoming Program Change commands (U stands for unchanged, i.e. all channels). Make sure that this does not clash with the MIDI channels of the other devices
- you can connect one or more MIDI Outs of the patchbay with the computer and they will be automatically recognized by SoundSurfer. If you change the cabling later on, you should use the »Scan« function again
- don't store any data in memory location 128 of the patchbay because this location will be overwritten by SoundSurfer during the scan operation and also when the patchbay is switched over.

Roland A-880

- The MIDI In which is connected to the computer must be configured as »Control In«: hold down the input key when you switch on the A-880
- the MIDI Out of the A-880 which leads to the computer must be defined as the mix output.

J.L.Cooper Synapse

- The MIDI In which is connected to the computer must be defined as »Remote In«. To do this hold down the [MODE] key, press key [18] and set the parameter with keys [12] and [13]
- the MIDI Out of the Synapse which leads to the computer must be defined as »Remote Out«. The procedure is the same as described in the above section but use

keys [14] and [15] instead. If you later connect another MIDI Out to the computer you will have to scan the patchbay again

- the remote channel must be set to 16
- don't store any data in memory location 64 of the patchbay because this will be overwritten by SoundSurfer during the scan operation and also when the patchbay is switched over.

Waldorf Midibay

- The computer must be connected to Source 1 and Destination 1
- the unit number must not be set to »off« or »omni«: press [Mode] five times. The display shows »un« and also the unit number. Use the Up and Down keys to set a value from 1 to 16
- don't store any data in memory location 99 of the patchbay because this will be overwritten by SoundSurfer during the scan operation and also when the patchbay is switched over.

Other patchbays

In the next section you will learn how to start SoundSurfer for the first time. It is therefore recommended that you set up your patchbay so that SoundSurfer can address all the connected devices via the patchbay. Before you start SoundSurfer you should set your patchbay so that:

- the MIDI Out of the computer can address all the MIDI Ins of the connected devices
- the MIDI Outs of the connected devices are connected to a MIDI In of the computer.

If your patchbay doesn't allow you to simultaneously connect the MIDI Outs of the connected devices with the MIDI In(s) of the computer please refer to the section *Patchbay Program* on page 104 in Chapter 5 *The Setup Window*.

If at the beginning of the scan operation a MIDI Thru loop is revealed you should set the patchbay to an empty program and reprogram the connections.

Starting SoundSurfer for the first time

You start SoundSurfer the same way as any other program, by double-clicking the program icon.



After a short time the SoundSurfer logo appears followed by the main screen with a dialog box in which you decide how you want to install your MIDI setup:

Manually installing the MIDI devices

Select »Add« if you want to install your devices yourself. This is useful:

- if you haven't connected the devices with the computer in both directions
- if your setup is not presently assembled or connected
- if the device cannot be scanned for technical reasons (e.g. if there is no MIDI Out as in the Roland SRV-2000).

You can read about how to install the devices manually in the section *Installing new devices manually* on page 97 in Chapter 5 *The Setup Window*.

Scanning devices

Select »Scan« if you have already connected your setup and if you want SoundSurfer to scan the entire setup automatically to search for and install the devices.

After the scan operation a dialog box automatically appears with the message »Request memory contents of the located devices?«. If you confirm here with OK SoundSurfer will automatically request the memory contents of all the devices shown in the setup and open a Memory Manager for each device.

Scanning is always preferable to a manual installation of MIDI devices because by scanning, SoundSurfer can also establish the software versions of your devices and take full account of the relevant options or limitations. You should only install the devices manually if you have no way of connecting all the devices to the computer due to a lack of MIDI ports.

You can manually install new devices or scan your setup again, say if the connections have been changed. For more information on this please refer to the section *Scanning your MIDI setup* on page 95 in Chapter 5 *The Setup Window*.

Once you have started SoundSurfer and installed your devices you can go to Chapter 3. However if you have the Atari version of SoundSurfer you should read the following sections for further information on SoundSurfer's MIDItasking operation.

SoundSurfer and MIDItasking

Atari

On your Atari you can run SoundSurfer either alone or simultaneously with other programs. SoundSurfer is compatible with the multitasking systems Softlink and

M•ROS. SoundSurfer will behave slightly differently depending on the MIDItasking environment.

Softlink

When you use Softlink you can run SoundSurfer in parallel with EMAGIC Creator/Notator SL. In this case all the MIDI inputs and outputs run via Softlink. Selection of the MIDI Out ports and remote control of the sequencer and MIDI Thru functions of Creator/Notator is carried out in Softlink Level 3.

If you switch between SoundSurfer and Creator/Notator while running Softlink the MIDI input settings are saved each time. For example, you can switch off reception of SysEx data in the »Input Handling« window of Creator/Notator without having to switch it back on again in SoundSurfer.

If you have activated »AutoSurf« and »AutoPlay« in SoundSurfer's MIDI menu, the MIDI transmission from the active device will always be routed to the selected track in the sequencer. In practice this means that you can record a track on the sequencer, then change to SoundSurfer and try out some sounds for this track while controlling the sequencer via Softlink.

Note: you must be careful when switching from the sequencer to SoundSurfer that you always select an empty track, otherwise the MIDI port or channel of an existing track will be altered.

M•ROS

When using M•ROS all MIDI inputs and outputs are controlled by M•ROS itself. You can control the M•ROS sequencer functions from SoundSurfer.

Any other MIDItasking system

As soon as SoundSurfer encounters an unfamiliar MIDItasking system – e.g. another sequencer – the integrated sequencer will be switched off, and to achieve maximum compatibility SoundSurfer will control all MIDI inputs and outputs via the TOS operating system.

Macintosh

Make sure you don't run any programs in parallel with SoundSurfer that also use the printer or modem port, as these ports can only be assigned once. These include, for example, printing or communications programs. You should deactivate AppleTalk while running SoundSurfer (with the desk accessory »Chooser« which is usually

installed in the Apple menu). However, if you want to print using a PostScript printer you must re-activate AppleTalk.

Note: if you run programs in parallel to SoundSurfer that have a marked background activity this can disrupt the program. You should therefore deactivate the file sharing if possible using the Control Panel »Sharing Setup«.

SoundSurfer as a background program

If you are running several applications and you have sufficient space on the screen you can keep the main window and any number of the sub-windows from the Windows menu permanently open while you are working in the other MIDI applications.

Chapter 3

Introductory Tour of SoundSurfer

We have prepared a brief tour of SoundSurfer so that you can get to know the program as easily and quickly as possible. During the trip you can make a short stop at each station and carry out a few practical experiments with SoundSurfer.

We recommend that you spend half-an-hour doing this as it will save you a lot more time later. You'll also get an overview of the program before getting submerged in the detail.

Before starting the tour you should:

- install Sound Surfer
- connect at least one device – better still, two or more
- have a floppy disk with about 100 kB free memory space or a hard disk because we are going to create a library.

The device used in most of the examples is the Roland JV-80: the Yamaha SY77 and the Korg 01/W are also used. Of course, you don't have to use any of these devices. You can use any device you want because SoundSurfer's functions are relatively uniform for all devices.

Off we go...

Start

We begin the tour by double-clicking SoundSurfer's program icon. SoundSurfer starts up and after a short time a dialog box appears containing a welcome message and offering you several options.

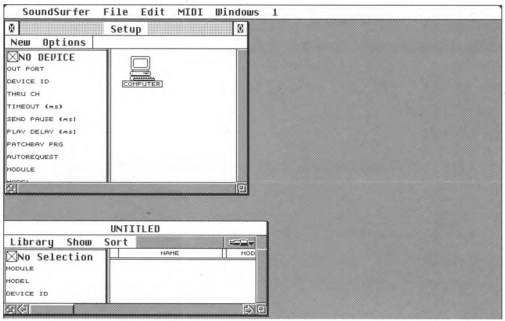


We will decline this kind offer for the time being so please click »Cancel«. You will now see SoundSurfer's main screen which is empty apart from a default library named »UNTITLED«.

The first step is to acquaint SoundSurfer with the connected devices.

Choose »Setup« in the Windows menu. The Setup window appears – this is our first station.

Station 1: the Setup window



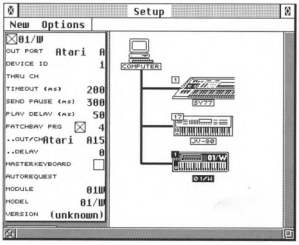
The Setup window displays the connected MIDI system in the form of icons (symbols). Here you can also select the devices that you want to edit. At the moment all you can see is the computer. No devices have yet been installed – it may be that you have already read Chapter 2 *Installing the System* from page 25 onwards and installed your system. If not, we are now going to make SoundSurfer automatically locate and install the connected devices with the help of the »Scan« function.

Scanning

During the scanning operation SoundSurfer examines all the MIDI ports to see if a certain device is present. It does this by first loading the module or adaptation and then sending MIDI »Requests«. If a device answers it is installed by SoundSurfer and is then available for use.

Make sure that your devices are connected in both directions. In the Setup window you will see a menu bar below the title bar: this contains »local menus« i.e. they only occur in the Setup window. Choose »Scan...« in the New menu which will begin the scanning operation. If SoundSurfer finds a device, an icon will appear in the Setup window.

The Setup window could end up looking like this:



This means that your devices have been installed.

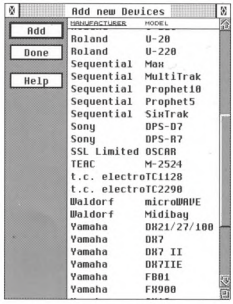
If there is a problem please refer to section *If the scan was not successful...* on page 96 in Chapter 5 *The Setup Window.*

We now turn to the other option which is installing new devices manually instead of automatically:

Installing devices manually

Choose »Devices...« in the New menu. A list opens containing all the devices for which you installed a module or adaptation using the Installer program at the beginning.

If you realize you have installed too few modules or adaptations don't worry: you can install new ones at any time (refer to Chapter 2 *Installing the System* from page 25 onwards).



We are now going to install a device. The list is sorted alphabetically according to manufacturer's name and model name. Find the entry for »Waldorf microWAVE« and double-click it. If the Microwave is not part of your setup and you did not install it in the first place, just use a different device.

Note: if you already have a Microwave in your system install this second one anyway because we are not going to alter the settings for your original Microwave.

The relevant symbol (displayed inverted) will appear in the Setup window. Now close the device list by clicking the »Ready« button. We will come back to this newly-installed Microwave later.

Window operation

Before we cover the actual Setup functions, you should get to know the main functions relating to window configuration. These functions are available in SoundSurfer's library, Memory Manager and Setup windows.

Window layout

On the left side of the Setup window is the parameter box. It displays the parameters of the currently-active device and allows you to adjust these to suit your taste.

In the upper left corner of the parameter box is a small checkbox. Clicking this will enlarge or shrink the parameter box. This function is also available in other SoundSurfer windows.

Now move the mouse pointer over the vertical dividing line down the left-hand border of the icon region. The pointer will turn into a double-arrow symbol. Hold down the mouse button and move the mouse left and right. Using this method you can quickly adjust any SoundSurfer window to suit the situation. Return the dividing line to its original position.

Local menus

You have already used the »New« local menu to install your MIDI devices. Every window in SoundSurfer contains a local menu bar with functions relating solely to that window. The main menu bar remains visible and its functions are available if you need them.

Now choose »Parameter« from the local Options menu. The parameter box disappears leaving the whole window free for the MIDI setup. If you choose »Parameter« again the parameter box reappears.

Moving the contents of the window

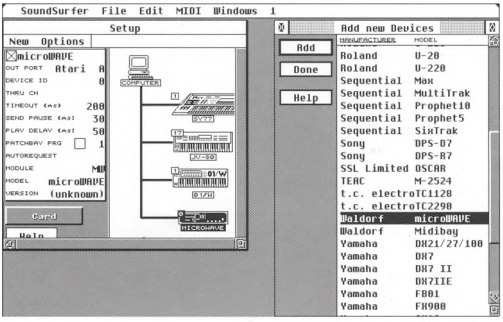
In other programs you will have come across the scroll bars which are situated along the lower and right-hand edges of the window. In SoundSurfer they are easier to use, since the contents of the window move at the same time as you drag the scroll boxes so you always know where you are.

Click anywhere in the empty area of the scroll bar outside the box. The contents of the window are moved exactly one page in the appropriate direction.

Parameter box

The Setup window and its parameter box is where you set the parameters for each device: SoundSurfer will observe these when it communicates with the device.

Clicking a device icon will select it (displayed inverted) and the contents of the parameter box will change to display the parameters of that device. If you now click the icon for the Microwave that you just installed the screen should look like this:



First, we will give the Microwave a new name so it can be clearly identified. Click the name line in the parameter box and a text field will appear. Press the esc key to erase the line and type in »Waldorf 1«. If you then press ↵ the name will be entered. We will cover all the other parameters of the parameter box when we get to Chapter 5 *The Setup Window* from page 95 onwards.

Now we are going to remove this Microwave since we don't actually need it.

To do this just click the Microwave symbol and press the Delete key ⌫ or choose »Clear« in the main Edit menu. A dialog box appears with a safety question and you confirm with OK.

To sum up briefly, the Setup window is an exact depiction of your MIDI setup. This is where you can scan devices or manually install and remove them, as well as adjust their parameters.

On we go to the next station…

Station 2: the Memory Manager

In the same way as the Setup window is an exact depiction of your MIDI setup, the Memory Manager is an exact depiction of the memory contents of an individual device.

Contents of the Memory Manager

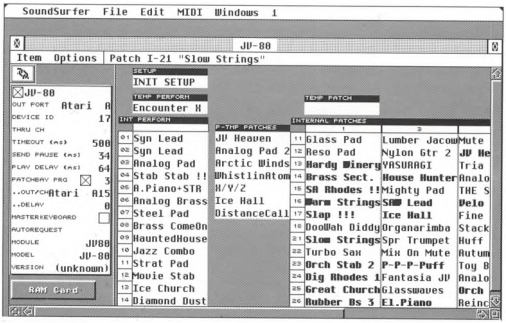
The Memory Manager displays all the memory locations for sounds, multisounds, edit buffers, drum kits and any other data controlled by the device either internally or on a card. SoundSurfer can thereby fully exploit all the MIDI options of the device.

By virtue of »Entry Link Management« SoundSurfer can recognize whether the entry that is currently being edited (e.g. copied or moved) or is being used by another entry, and ensures that these cross-references remain intact.

Example: if you are moving a sound which is being used in a multi setup, SoundSurfer will automatically update the corresponding parameters in the multi setup so that these will continue to use the right sound. This means that you can move your sounds wherever you want, and SoundSurfer will take care of the rest.

You can recognize the entries which are being used by the fact that they are portrayed in **bold type**.

Lets have a closer look at the Memory Manager. For the following experiments you need a MIDI keyboard with a synthesizer. We will use the Roland JV-80, but the experiments can be carried out on any MIDI keyboard. Open the Memory Manager by double-clicking the symbol for your device in the Setup window. The Memory Manager will initially be empty.



Of course, SoundSurfer first needs to receive the memory contents of the keyboard which will then be used as the basis for the experiments.

Requesting the memory contents of the devices

Choose »Select all« in the Edit menu. All the locations in the Memory Manager will be displayed black which means they have been selected. Now choose »Request« in the MIDI menu. A dialog box appears saying »Receiving data from…« and a small bar indicates the progress of the transfer. You can also see the Memory Manager filling up with entries.

Note: even though the Memory Manager usually contains the sounds of a synthesizer this instruction manual always talks in terms of »entries« rather than »sounds«, since entries can also be effects programs from reverbs, etc. An entry in the Memory Manager could also be a system setup or an edit buffer, and in this case »sound« would not be the correct description.

Take a close look at the Memory Manager window: on the left is the device parameter box which you will recognize from the Setup window. The Memory Manager displays all the memory locations of the device. If you can't see a memory location fetch it into view with the scroll bars or the x/y scroll box in the bottom left-hand corner.

Saving the memory contents of the devices

As mentioned, the Memory Manager is an exact depiction of the device's internal memory (also the card memory if available). This means that when you are working in the Memory Manager you are directly accessing the memory contents of your device and you could accidentally erase data. We therefore want to play safe and let SoundSurfer receive the entire memory contents of your devices and save them onto disk. We will cover the individual steps in detail in a moment but for the time being just follow the instructions below:

- select all the devices installed in the Setup window
- choose »Build library« in the local New menu of the Setup window. SoundSurfer will now request the data of the devices – if this was not done in the previous section – and creates a mixed library named »UNTITLED«
- now choose »Save« in the File menu. You can now save this new library onto disk.

Even if you accidentally alter the memory contents of your devices during the following exercises – although SoundSurfer warns you of this wherever possible – you now have a safety copy with which you can restore everything to its original state.

Selecting entries

There are several different ways of selecting entries or groups of entries.

The Memory Manager is divided into the individual data types (in this case setup, performances and patches). Every area has its own small black title bar.

Click one of these title bars and the relevant area will be selected. Click a column title bar in the patch bank and just this column will be selected.

Choose »Toggle« in the Edit menu and all entries will be selected *except* those that were previously selected. Now click anywhere in the grey area and the selection will be cancelled.

Select a single entry by clicking it. Hold down ⇧ and you can select other entries as well.

At this point we will try out another function: press E and watch what happens: SoundSurfer selects the first entry whose name begins with an »E«. If there are no entries beginning with »E« the following entry in the alphabet is selected. Now press ⇥ and the next entry in alphabetical order will be selected. Pressing ⇧⇥ will take you in the opposite direction.

Auditioning the selected entries

To transfer an entry from the Memory Manager to the appropriate edit buffer just click it with the right mouse button (on the Macintosh hold down ⌘ while clicking).

If you want you can have every selected entry sent automatically to the device so that you can have a listen:

Choose »AutoSurf« in the MIDI menu. Now select an entry – the mouse arrow changes into a small MIDI plug and you can try out the sound on the keyboard. If you choose »AutoPlay« in the MIDI menu as well, SoundSurfer will also transmit a test note which is useful if your synthesizer doesn't have a keyboard or you can't reach it from the computer.

Moving and copying entries

In the Memory Manager you can copy, move, initialize or delete the entries if you want to sort your sound bank or compile a new bank from several other banks. You can also copy entries between Memory Manager windows as long as they originate from identical devices.

Note: in this case SoundSurfer can automatically recognize whether the data is convertible if you are dealing with related devices. So, for example, you could copy entries between a D-50 and a D-550 or even between an M1 and a T1 or a DX7 and an SY77. You can also copy entries within a library using the mouse (we will cover this later).

Warning: the following exercise will alter the memory contents of your device.

Grab an entry with the mouse and move it to another location. Make sure that you stay within the same bank – don't move a sound program to a system setup store or a performance to a drum kit. If you just move an entry onto another entry they will be swapped round.

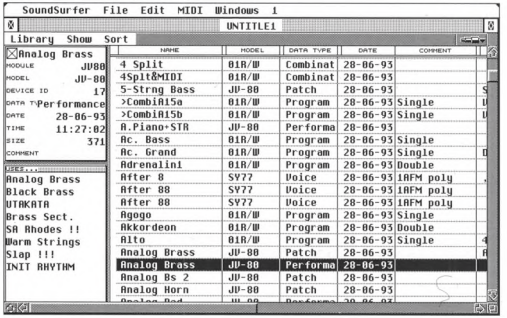
You can reverse this operation by choosing »Undo« in the Edit menu or by pressing undo on the Atari or ⌘Z on the Macintosh.

If you want to duplicate an entry hold down alt (Macintosh ⌥) while you drag the entry to its destination position. You can also reverse this operation.

What if you want to initialize a sound or a performance? No problem: just select the relevant entry or entries and choose »Initialize« from the Entry local menu of the Memory Manager. SoundSurfer will then set all the parameters of the entry to neutral values. This is equivalent to the initialize function that is found in many synthesizers and other devices.

We now go to the next station: the library.

Station 3: the library



The Library window

A library in SoundSurfer is a sort of data bank for sounds and other storable data from your MIDI devices. As in a data bank, you can find, sort, delete and copy entries according to certain criteria.

A SoundSurfer library allows you to gather together programs from different devices: patches from a Roland JV-80, voices from a Yamaha SY77, effects programs from an Alesis Quadraverb – all these can be simultaneously stored in a single library. There are different ways of compiling libraries.

In the section *Saving the memory contents of the devices* on page 52 in this chapter you created a library and saved it onto disk. We now want to turn our attention to this library.

Note: because libraries (unlike the Memory Manager) are saved onto disk, you can easily undo all the editing that you have done since the last time you saved, simply by loading the library back into SoundSurfer.

Copying entries from the Memory Manager into the library

Please choose »UNTITLED« from the »Library« category of the Windows menu.

Click the upper right corner of the Library window so that it fills the screen.

User-definable configuration of the Library window

SoundSurfer File Edit MIDI Windows 1

UNTITLE1

Library Show Sort

NAME	MODEL	DEVICE-ID	DATA TYPE	SIZE	COMMENT	USED BY...
4 FH	01A/D	4	Combinat	158		
4 Split	01A/D	4	Combinat	179		
4Split&MIDI	01A/D	4	Combinat	182		
5-Strng Bass	JV-80	17	Patch	512		Stab Stab I
>Combi415b	01A/D	4	Program	157	Single	Velo Hfade
>Combi415b	01A/D	4	Program	157	Single	Velo Hfade
A.Piano+STR	JV-80	17	Performa	370		
Ac. Bass	01A/D	4	Program	155	Single	
Ac. Grand	01A/D	4	Program	156	Single	Detune, FH E
Adrenalin1	01A/D	4	Program	198	Double	
After 8	SY77	1	Voice	414	1AFM pc	, *Preset i
After 88	SY77	1	Voice	415	1AFM pc	
After 88	SY77	1	Voice	415	1AFM pc	
Agogo	01A/D	4	Program	152	Single	
Akkordeon	01A/D	4	Program	197	Double	
Alto	01A/D	4	Program	151	Single	4 FH
Analog Brass	JV-80	17	Patch	512		Analog Bras
Analog Brass	JV-80	17	Performa	371		
Analog Bs 2	JV-80	17	Patch	511		
Analog Horn	JV-80	17	Patch	511		

The table shows all the different parameters

As you can see the Library window displays not only the names of the entries but also a range of important data for each entry which you can use to search, sort or simply distinguish the entries one from another.

We are going to take a detailed look at the Library window: here too there is a parameter box allowing you to see the parameters for each entry at a single glance.

First, we want to alter the display a bit. For example, at the moment we don't need a comment so we can get rid of it from the table display. Choose »Comment« in the local Show menu which previously had a tick beside it. The comment column disappears and the columns to the right of it move leftwards. Now do the same with the date – at the moment the date of the entries in the library is identical.

Sorting

We are now going to alphabetically sort the library display according to the names of the entries. There are two ways of doing this: either double-click the »Name« field in the title bar or choose »Name« in the local Sort menu.

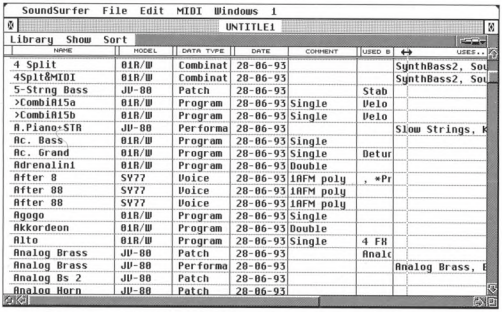
Then try sorting the library display according to »Data type« and »Size«.

Moving columns and altering their widths

Would you rather have the model column on the left? No problem. Grab the caption »Model« in the title bar and move it over the caption »Name«. The columns will then be rearranged.

Is the »Used by...« column too wide for you? Just click the right edge of the field in the title bar – the mouse pointer turns into a double arrow – and drag it to the left.

If you have followed these steps the library could look like this:



NAME	MODEL	DATA TYPE	DATE	COMMENT	USED B	↔ USES..
4 Split	01R/W	Combinat	28-06-93			SynthBass2, Sou
4Splt&MIDI	01R/W	Combinat	28-06-93			SynthBass2, Sou
5-Strng Bass	JV-80	Patch	28-06-93		Stab	
>Combi01a	01R/W	Program	28-06-93	Single	Velo	
>Combi01b	01R/W	Program	28-06-93	Single	Velo	
A.Piano+STR	JV-80	Performa	28-06-93			Slow Strings, K
Ac. Bass	01R/W	Program	28-06-93	Single		
Ac. Grand	01R/W	Program	28-06-93	Single	Detur	
Adrenalin1	01R/W	Program	28-06-93	Double		
After 8	SY77	Voice	28-06-93	1AFM poly	, *Pr	
After 88	SY77	Voice	28-06-93	1AFM poly		
After 88	SY77	Voice	28-06-93	1AFM poly		
Agogo	01R/W	Program	28-06-93	Single		
Akkordeon	01R/W	Program	28-06-93	Double		
Alto	01R/W	Program	28-06-93	Single	4 FX	
Analog Brass	JV-80	Patch	28-06-93		Analo	
Analog Brass	JV-80	Performa	28-06-93			Analog Brass, E
Analog Bs 2	JV-80	Patch	28-06-93			
Analog Horn	JV-80	Patch	28-06-93			

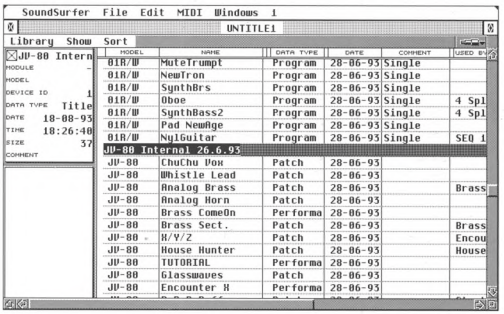
You can alter the list display at any time so as to give yourself the best possible overview.

Mixed libraries

One of the greatest advantages of SoundSurfer libraries is that you can manage entries from different devices within one library. If you have more than one MIDI device and you have installed them in the Setup window, your library will already be mixed because it will contain data from the different devices. If you want to gather together all the entries belonging to a certain device, just sort them according to »Model«.

Dividing a library into zones

You can divide any library into zones which can each be given an appropriate title. The sort functions will then automatically work within a zone. You should now sort the library by model. Follow this by locating the point where the entries for the next device begin and select the first entry for this device.



Library with a title entry in the middle

Choose »Insert title« from the local Library menu. A text field will then open in which you should enter the following: »Memory contents of <device name>«. Now sort the names alphabetically. You will see that SoundSurfer alphabetically sorts the zones separately above and below the title.

Delete the title again by selecting it and pressing ⌫.

Find functions

Even the best library is of no use unless you can quickly locate specific sounds or other entries. SoundSurfer therefore offers a range of Find functions which will help you find what you are looking for straight away, whether it is the right piano sound or all JV-80 performances – even in the largest libraries.

We want to see if there are any bass sounds in your library. Initially we have to use the name for the Find, i.e. we ask SoundSurfer to find entries whose names contains the syllable »bas«.

Choose »Find« in the Edit menu. A window appears in which you enter the characters. Type in »bas« and click »Find«. SoundSurfer will find the first entry in the library that matches the criterion and select it. Now close the Find window.

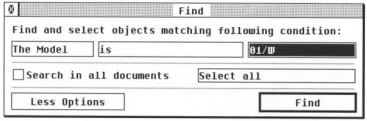
Activate »AutoPlay« and »AutoSurf« in the MIDI menu.

Now choose »Find again« in the Edit menu or press ctrl G.

If there is another bass sound, SoundSurfer will find it, send it to the device and play it. You can keep repeating the »Find again« function until you have found all the bass sounds in the library.

What if you want to search according to completely different criteria? Say you want to transfer all the data that comes from the 01/W from a mixed library to a new separate library.

To do this open the Find window either via the menu or by pressing ctrl F and click »More Options«. Here you should enter the following:



SoundSurfer now searches for entries that originate from model 01/W and simultaneously selects all the entries it finds. You can use the cut and paste functions to transfer these to another library or copy them by dragging them with the mouse.

Station 4: the On-line Help

SoundSurfer has a comprehensive, built-in On-line Help function. This amounts to an individual instruction manual for the modules and adaptations and describes the characteristics of each one. The On-line Help is interactive and context-sensitive. That sounds a bit complicated but means in practice that SoundSurfer will always supply you with the appropriate help text for the situation in hand. Let's try it out now.

Call up the Setup window and position it so that it occupies the left half of the screen. Now choose »Help« in the Windows menu or press the help key.

You should get into the habit of using the On-line Help function when you encounter a problem. Select one of your devices in the Setup window and have a look at all its help messages. Familiarize yourself with the different topics. Now when you get into trouble you will immediately know where to turn for support – say, if your MIDI connections are not functioning or if you are not sure which SoundSurfer functions are supported by a certain device.

Other functions

The mini-sequencer



An important component of SoundSurfer is its mini-sequencer. It is not intended for recording complete MIDI songs, but just gives you the possibility of recording a melody or phrase which you can use to test out sounds.

You open the sequencer by choosing »Sequencer« in the Windows menu. The sequencer window is a »floating« window which always remains in the foreground and cannot be moved to the background even when you activate another window.

Check that your MIDI keyboard is connected properly by playing a few notes on it. If the sequencer is receiving notes a bar will appear in the field previously labelled »NO IN« in the sequencer window, and note information will be displayed.

In the lower part of the sequencer you will see the transport buttons which look similar to those on a cassette recorder. Click the record button (upper right). You will now hear a metronome signal coming from the loudspeaker of your computer; the counter of the sequencer keeps repeating the first beat – the sequencer is in waiting mode.

Now play a short phrase of about four bars. Then click the stop button (lower right). The phrase will have been recorded. You can listen to it by clicking the play button (below in the middle).

Call up the library or Memory Manager windows. If you have activated »AutoPlay« and »AutoSurf« in the MIDI menu, as described above, an entry will be sent to the MIDI device as soon as you click it and the sequencer will automatically play the test phrase.

Screen sets

SoundSurfer stores the layouts of the windows and various other settings as screen sets. You can assemble up to 90 different screen sets and call them up via key commands. Your current screen set is »1«, which is displayed in the main menu bar. If you now press the F2 key on the Atari or the 2ª key on the Macintosh you will see an empty screen and »2« will be displayed in the main menu bar.

Now open a few windows and the sequencer as well.

By alternately pressing F1/F2 on the Atari or 1!/2ª on the Macintosh you can toggle between these predefined screen sets. With the help of these recallable screen sets you will always have an optimum overview, even on a small monitor.

Short introduction to SysEx

Don't worry, you won't have to deal with SysEx data – that's what SoundSurfer's for. However, we thought that a brief introduction wouldn't hurt. So if you're interested, read on.

What is System Exclusive data?

SoundSurfer controls sounds, combinations, programs – in short all the saveable data of your MIDI device. This data differs from the standardized MIDI commands like Note On, Aftertouch or Program Change because they are different for every device. A special data format was created within the MIDI specification to deal with the transfer of device-specific parameters: System Exclusive data.

There are two plausible explanations for the term »System Exclusive«: it's not certain which is »officially« correct. You can decide for yourself:

- System Exclusive data is the exception among MIDI data formats because it is the only one that is not uniform for all devices
- System Exclusive data is intended to be exclusively for a specific system (device, model) and is ignored by all other systems

SoundSurfer communicates with its MIDI devices almost entirely on a System Exclusive level. You will hardly be aware of this since SoundSurfer's orientation to the different devices is contained in the modules and adaptations. To you it appears almost as if SoundSurfer is addressing all the devices in the same way. This is exactly how it should look so that the operation of the devices is as uniform as possible and works quickly and efficiently in practice. However, SoundSurfer sometimes takes longer to receive the memory contents of device A than device B.

The System Exclusive data format of a device is laid down by the manufacturer with hardly any restrictions. This means that whereas one device may be able to send each sound individually, another one may not. Even the amount of data used for a single sound varies greatly from device to device.

There are a few special features of System Exclusive data which you will come across in your work with SoundSurfer, as follows.

Device IDs

Normally you distinguish between different devices within the MIDI system by allocating them different MIDI channels. When dealing with System Exclusive data, that is not always practical. For example, say you want to put four synthesizers of the

same model all on one channel but with each one generating a different sound. In this case you need to be able to distinguish between them on the basis of the devices themselves – not MIDI channels.

For this reason, nearly all new devices and many older ones have their own identifiable number for System Exclusive data – the »Device ID«. SysEx-compatible devices within the system must have different IDs so that they can be addressed individually. This means that you can individually address considerably more than just sixteen devices at once and you can even distinguish between identical devices – say several DX7 modules in one TX816 rack. The device ID is totally independent of the MIDI channel of the device. If a device treats the MIDI channel and device ID separately, you only need to let SoundSurfer know this ID and from then on you don't even have to keep the device on the same MIDI channel.

Dump request

Nearly all MIDI devices can transmit their data on request. This is vital if the computer is to be able to communicate with a device. For example, when you choose »Request« in SoundSurfer's MIDI menu, SoundSurfer transmits a dump request to the device asking it to send this data to the computer. Depending on the device, there are different dump requests for sound banks, individual sounds, performances, system setups, drum kits etc. SoundSurfer supports all types of dump requests used by the different devices.

We hope that this chapter has not only shone some light on the subject but also whet your appetite for more. So far we have only skimmed the interface of SoundSurfer's functions. In the following chapters you will learn the details of all SoundSurfer's functions and capabilities.

We advise you to take the time to carefully read the remaining chapters. It will only take a few hours. Of course, you won't be able to remember everything at first. But if you come across an unfamiliar term, look it up in the index. We have endeavoured to make this as extensive as possible so that you have some support when you really need it. Initially, you should also make full use of the On-line Help which we covered earlier.

In the next chapter you will learn how SoundSurfer operates and also touch on the main menu bar.

Chapter 4

SoundSurfer's User Interface

In this chapter you will learn how SoundSurfer operates, with the aid of many practical examples. Among other things, you will learn how to operate the mouse, menus, key commands and windows, how to optimize the display of your MIDI setup, sort your sounds in the Memory Manager and create a new library. After reading this chapter you will be well on your way to working with SoundSurfer.

General operation

Mouse

The mouse operations are covered in more detail in the respective chapters because, for example, there are different functions for the Memory Managers and the libraries. This section deals with general mouse operations. We recommend that you try them out straight away in SoundSurfer to help you remember them:

- clicking a non-selected object will select it and deselect all others. If the object was already selected, nothing happens,
- if you hold down ⇧ while you click an object, the selection will be toggled. Example: if you click a selected library entry it will be deselected. The selection of the other devices will remain unchanged,
- to define a block, click the first entry, hold down ctrl and click the last entry in the block. To select several blocks, hold down ⇧ as well after you have selected the first block,
- the way you change values with the mouse depends on the »Mouse as slider« setting in the »Preferences...« box (File menu). Normally the mouse functions as a slider. Click a value and hold down the mouse button. You can now change the value by moving the mouse forwards/backwards.
- If »Mouse as slider« is deactivated (refer to section *Preferences* on page 91), the mouse works as follows: to increase a value, click it. To decrease a value, use the right mouse button or on the Macintosh hold down ⌘ at the same time. However if you hold down ctrl the mouse turns into a slider and you can alter the value by moving the mouse forwards/backwards.
- A single click in the background (i.e. not on any object) will deselect all objects.

The computer keyboard

The computer keyboard is used not only for key commands (see appendix) but also for entering text (names of entries, comments, etc.):

- to enter text, click the relevant field. You can completely delete it by pressing ctrl A and then ⌫. Type in the text and confirm with ↵,
- use the cursor keys ← or → to change the position of the cursor,
- you can select a block of text by clicking in front of the first letter, holding down the mouse button and dragging the mouse pointer over the desired characters,
- you can delete a selected object (e.g. a block of text) by pressing ⌫ or ⌦, though if nothing is selected pressing ⌫ will delete the character *before* the cursor,
- you can use the Edit menu (see the relevant section below) to cut, copy and paste text.

Moving the cursor

In every window there is a cursor indicating the object being edited. In the Setup window, the device icon on which the cursor is positioned is displayed inverted. In the Memory Manager or Library windows the cursor is a black beam. You can move the cursor either with the mouse by clicking the desired location (device icon, entry) or using the cursor keys on the computer keyboard.

Apart from being able to move it in all four directions there are a few other options to make the cursor easier to use, which you can now try out for yourself:

Table 1 Positioning via the computer keyboard

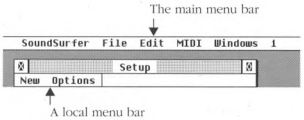
Window	*Operation*	*Keys*
Setup window	icon	←, →, ↓, ↑
	turn page	⇧ and ←, →, ↓, ↑
	scroll towards top left corner	ctrl (Macintosh: ↖)
	scroll towards bottom right corner	⇧ ctrl (Macintosh: ↘)
Memory Manager	entry	←, →, ↓, ↑
	turn page	⇧ and ←, →, ↓, ↑
	scroll towards top left corner	ctrl (Macintosh: ↖)

Table 1 (cont.) Positioning via the computer keyboard

Window	*Operation*	*Keys*
	scroll towards bottom right corner	⇧ clrh (Macintosh: ↘)
Library	next/previous entry	↓, ↑
	next/previous page	⇧↓, ⇧↑
	first entry	clrh (Macintosh: ↖)
	last entry	⇧ clrh (Macintosh: ↘)

Menus

To ensure an optimum overview, SoundSurfer's menus are divided amongst the main menu bar and the local menu bars.



The main menu bar is situated along the top edge of the screen and contains the functions which apply to all areas of SoundSurfer. It includes the File, Edit and Windows menus which you will find in every EMAGIC program.

Most windows in SoundSurfer also contain one or more »local« menus which are situated in their own menu bar below the window's title bar. They contain functions which are especially tailored to that particular window. Thus you can use the Sort menu in the Library window to sort the library entries according to different criteria or the New menu in the Setup window to install new devices.

That way you only ever see the menus as and when you need them.

Managing the windows

SoundSurfer's windows are operated in exactly the same way as on the Atari or Macintosh desktops. However, they have a few extra functions which allow you to maintain an overview in SoundSurfer even in the most complex window configurations. This section explains how to get the most effective use from the windows in SoundSurfer so that you always have an optimum overview of your work.

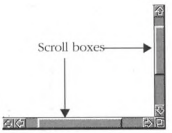
The standard commands

You will already be familiar with the standard window commands from other programs or from the desktop of your computer:

- clicking the close gadget in the top left corner closes the window,
- clicking the zoom gadget in the top right corner toggles you between two window sizes,
- by grabbing and dragging the size gadget in bottom right corner of the window you can determine its vertical and horizontal size.

Scroll bars

The scroll boxes along the right-hand and lower edges of each window vary not only in their position but also in their size, which is proportional to the visible window section. This means you can always see the relationship between the visible section and the entire contents of the window. By clicking the empty area of the scroll bars you can scroll the window section one page in the relevant direction. If the contents all fit into the current window section, the boxes will occupy the whole of the scroll bars and there will be no little arrows.



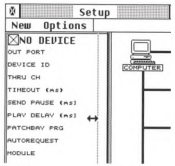
The x/y movement command

As well as the standard window commands you can also use the x/y gadget in the bottom left-hand corner of the window. This can move the window section both horizontally and vertically at the same time.



Grab the small grey box and the mouse pointer turns into a cross-hair. The window view will now move directly in accordance with the mouse. If you click the x/y gadget with the right mouse button (on the Macintosh hold down ⌘) moving the mouse will control the scrolling speed instead of the direction.

Altering a window's column layout



In SoundSurfer's windows (library, Memory Manager, Setup) you can alter the width of the left side of the window using the mouse. Click and hold the vertical column border and move it left or right. By moving it to the left you create more space for the contents of the window; by moving it to the right you enlarge the parameter box, enabling you to read long parameter descriptions.

Moving a window in the background

It's possible to move a window that's in the background, without making it come into the foreground: press ctrl while you drag its title bar.

Storable screen sets

You can get an instant optimum overview of the screen in any situation by calling up one of SoundSurfer's 90 user-defined screen sets with a key command.

You select the screen set you want by using the function keys on the Atari or by pressing one of the numbers on the typewriter keypad of the Macintosh. Open the window and set its size and position of the scroll bars. These settings will automatically be saved and will be restored the next time you call up that window set. The number of the current screen set will be displayed in the menu bar next to the Windows menu, e.g. »45«.

Note: you cannot use the F10 or 0 keys, so there are no screen sets for 10, 20 ... 90.

Recalling and storing screen sets

To call up a screen set:

- on the Atari, press the function key that corresponds to the screen set number; on the Macintosh use the corresponding number key. For example the F7 key on the Atari will call up screen set 7 as will the 7 key on the Macintosh.

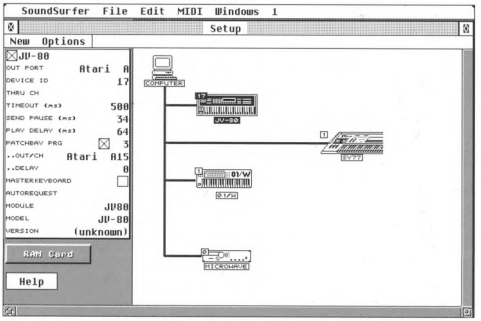
Note: on the Macintosh you must use the number keys on the typewriter keypad, because the numerical keypad is reserved for the direct entry of values.

- To enter a two-figure number hold down the ctrl key and type in both the numbers. For example, the combination ctrl F7 F8 (or ctrl 7 8 on the Macintosh) will call up screen set 78.

Example: let's assume you want to store a screen set for a MIDI Setup window that uses the entire screen and gives you an overview of your system.

We will use screen set 99. Hold down ctrl and press F9 twice. The number 99 will now be displayed next to the Windows menu but the screen will be empty.

Now open the MIDI Setup window and draw the window across the entire screen by clicking and dragging the little box in its bottom right-hand corner.



Screen set: the Setup window takes up the whole screen

Now every time you select screen set 99 this screen layout will be restored. Try it for yourself.

Copying a screen set

You can copy a screen set to another screen set number to use as a starting point for alterations. Select the screen set you want to copy. Now hold down ⌂ and select the destination screen set number. You can also use ctrl.

Selecting entries

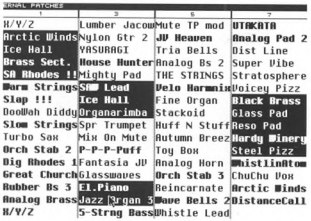
There are several different ways of selecting entries or groups of entries in a Memory Manager or library. We have already described the general functions. The special selection options for the Memory Manager and Library windows are covered in their respective chapters.

Read the following sections carefully and try out the functions in a Memory Manager or Library window.

Selecting individual entries

You select individual entries simply by clicking them. To select several entries which are spread out , hold down ⌥ and click the entries you want. Clicking an entry again will deselect it.

Selecting blocks



To select a contiguous block of entries, click the first entry, hold down ctrl and then click the last entry.

You can select several blocks by holding down ⌥ as well.

Moving the window section for a selection

If some of the entries you want to select are not visible in the window, you can select them as follows:

Click in an empty area, hold down the mouse button and drag a rubber band across the entries you want to select. As soon as this rubber band touches an edge of the window, the window section is moved along, enabling you to select entries that were previously not in view.

Inverting the selections in an area

To invert the selection within an area click in an empty area and – as described in the previous section – drag a rubber band across the entries while holding down ⌥. The

selection will be inverted for all those entries lying within or touched by the rubber band.

The clipboard

SoundSurfer has a clipboard into which data is transferred during cutting and copying functions in the Edit menu, before being added somewhere else by the paste function. This clipboard works (on the Atari only if selected – see below) between different programs. For example you could select all the entries in a library and import their names into a word processing program.

If you want to do this on the Atari you have to activate the »Use GEM clipboard« option under »Preferences...« (File menu).

You can also take a clipboard of text from another program and add it to a library. It will be added as one or more title entries, and paragraphs of 75 characters per line will be automatically split up.

The File menu

The File menu is where you can create new library files, open or save existing ones, print the contents of the Help window or the library, make default settings and quit SoundSurfer.



New

Creates a new library with an empty Library window and automatically names it »UNTITLED«. Every other library after that is given a number as well.

Open...

Opens an existing library from a floppy or hard disk. A file selection box appears in which you select a SoundSurfer library.

When a library opens, the windows of the library documents will be opened in accordance with the current screen set.

If no window was saved for the current screen set a default window opens instead.

Note: you can also use Open... to load Polyframe libraries, and all the data will be converted into the SoundSurfer format. Only the link information will not be present because it is not used in a Polyframe library. You can generate link information by copying the desired entries into a Memory Manager and from there into a new library (see »New« above).

Note: »Open...« basically contains the same functions as »Import...«, which only exists in the menu for reasons of clarity.

Close

Closes the current library including all its windows. If you have altered anything since opening the library, you will automatically be asked whether you want to save the changes.

Note: if you want to close just one window of the current library, choose »Close window« in the Windows menu.

Save

Saves the current library – which will be ticked in the Windows menu – onto floppy or hard disk. If you just created the library using »New« , you will be asked to give the file a name.

Save as...

Saves the current library under a different name or using a different file path. Use this function when you don't want to overwrite the existing library.

Revert to saved

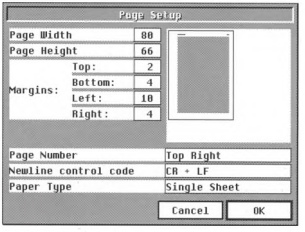
If you have – mistakenly or otherwise – made any changes to a library which you would like to undo, you can use this function to call up the last version that you saved.

The contents of the library will be loaded back in, but the windows will remain the same.

Note: this process will cause *all* changes made since the previous save to be irretrievably lost. If you are not sure whether you want to discard all the changes, you should first save the current library under a different name using »Save as…« and then load the last version using »Open…«.

Page setup…

Opens the window for defining the page layout. On the Macintosh the relevant window for the printer will open. The Atari does not support any general printer driver for all programs. Instead, SoundSurfer uses its own window, which you can use to match the printout to your printer:



This window contains a number of parameters and a scaled down representation of a whole page which allows you to check the page layout as you edit it.

Table 2 The Page Setup window's parameters (Atari only)

Parameter	*Description*
Page width	width of the page in characters (80 for a 8" sheet with 10 cpi*, 96 with 12 cpi, 136 with 17 cpi)
Page height	height of the page in lines (72 for a 12" sheet with 6 lpi**, 66 for a 11" sheet)
Margins	number of characters (left, right) or lines (top, bottom) which remain blank.

* cpi: »characters per inch«
** lpi: »lines per inch«

Table 2 (cont.) The Page Setup window's parameters (Atari only)

Parameter	*Description*
Page number	determines where the page number is printed. When a page number is used it takes up two lines of printable space.
none	no page number, no document name
top left	page number top left, document name top right
top centre	page number top centre, no document name
top right	page number top right, document name top left
bottom left	page number bottom left, document name bottom right
bottom centre	page number bottom centre, no document name
bottom right	page number bottom right, document name bottom left
New line control code	If everything is printed on the same line, try LF or CR+LF, If there are unwanted blank lines, try CR or LF, If the next line is not printed from the left margin, try CR or CR+LF.
Paper type	Sets the paper feed (single sheets or continuous feed)
Single sheet	After every page a dialog box appears saying »Insert new sheet«. You can stop the printing with »Cancel«.
Endless	For continuous paper or fully automatic paper feed.

* cpi: »characters per inch«
** lpi: »lines per inch«

Note: after every page a form feed character (FF) is transmitted. No other control codes are transmitted apart from CR and LF, so this driver should work with any printer.

Note: by redefining the page height or width and altering the printer settings, you can also print out using »condensed« fonts.

Some printers (e.g. HP DeskJet 500) will also allow you to print in landscape (cross) format. This is especially useful for printing libraries which have many wide columns. In this case you just have to correct the page length.

Print...

Prints the contents of the currently active window on the connected printer. You can print the following:

- the current Library window. The column layout is printed exactly the same as you can see it on the screen (only approximately on the Atari, because the printer only allows an approximate alignment in Text mode). If the print width is too narrow the rest of the library columns will be cut off,
- the entire On-line Help document which is presently displayed in the active Help window. Because the layout of the text depends on the width of the window, this

is also carried over to the printer. However if the window is wider than the print area of the paper format, the rest of each line will be cut off. This should not happen with the preset print area.

The format of the printing depends on the settings made in the Page Setup window (see above).

You can abort the printing with ↵ or esc.

Import...

This function allows you to convert files (C-LAB programs Polyframe, X-alyzer, Explorer 32 and Explorer M1 as well as editor programs and bank loaders from other manufacturers) into SoundSurfer libraries. For more information please refer to the section *Importing from other programs* on page 143 in Chapter 7 *The Library*.

Delete file...

This command appears only in the Atari version – if you're using MultiTOS or the Macintosh version you can delete files from the desktop or Finder. You can use this function to delete files from a floppy or hard disk – for example if you don't have sufficient space on a floppy disk to save a new library. When you choose this command a file selection box opens where you select the file that you want to delete. After another safety question the file is deleted.

Format disk...

This option is only available on the Atari. Insert a new floppy disk and choose this command; the disk will be formatted double-sided with 80 tracks per side.

Recommendation: use DSDD-type floppy disks.

On the Macintosh or on an Atari with MultiTOS this command is superfluous because you can just switch to the Finder or desktop and format floppy disks there.

Preferences...

Opens the window for setting the preferences. For more information please refer to the section below (entitled Preferences).

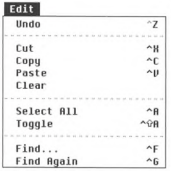
Quit

To quit SoundSurfer choose this menu command or press ctrl Q.

If there are libraries still open, you will be given the chance to save them first.

When you quit the program the preferences (see below) are always saved as well, so that the next time you start SoundSurfer you can get straight back to the situation you were in just before you quit. However, if you don't want this to happen you should quit SoundSurfer with the key command Ctrl+Alt+Q (on the Macintosh: ⌘⌥Q). Alternatively you can hold down Alt while choosing the menu command.

The Edit menu



The Edit menu contains the Find and select functions as well as the standard functions for cutting, copying and pasting data which are found in many Atari programs and in every Macintosh program. Because these functions vary within the different levels of SoundSurfer, we will cover them in detail.

The clipboard

This only applies to Atari users: if you activate the option »Use GEM clipboard« under Preferences... (File menu), SoundSurfer can copy the names of library entries via a clipboard into other programs (e.g. word processing).

On the Macintosh this function is always active. On the Atari it is optional because here the clipboard is produced as a file which slows down the performance considerably. However on the Macintosh the clipboard is not written as a file until the application has ended.

As for the format in which the entries are stored in the clipboard, every entry is stored on one line (the end of a line on the Atari is CR LF; on the Macintosh CR) and only the currently-displayed columns appear. These are written out in full and are separated by Tab characters.

This format is ideal for setting out tables in word processing programs or for importing into databases.

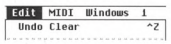
Undo.../Redo...

This command allows you to undo the last operation, if you accidentally deleted or altered something important. The function is available for practically all SoundSurfer operations:

- cutting, pasting and deleting in all windows apart from the Setup window,
- moving and sorting the entries in the library and the Memory Manager,

- altering parameters and names in all windows.

The menu item is always accompanied by a description of the last operation, so that you always know what you can undo.



You can even undo the undo function. After you have undone an operation the function is listed in the menu as »Redo…«, allowing you to restore the situation to what it was before the undo function.

Note: for both operations; instead of using the menu you can use ctrl Z (on the Atari also undo).

Cut

Moves selected objects from a window or text from a text field onto the clipboard. From here the clipboard contents can be added as often as you like to other places using paste.

Library/Memory Manager

If you cut out a library or Memory Manager entry that uses other entries (say a performance from the JV-80), the linked entries are automatically copied into the clipboard as well. This ensures that if you add the entry to another library it will still be complete. This function covers all levels (e.g. program change table → multis → voices → pans). If you want to delete the linked entries as well as the entry you are cutting out, you have to select them as well. In the library there is a special function for this: alt-click.

If a linked entry is unknown in the Memory Manager , a dialog box appears with the following options:

Cancel the copy operation is cancelled,

Ignore the entry is copied without its associated entries, which naturally results in incomplete data,

Request the unknown entries are requested from the device via MIDI and then copied as well.

Note: if you just want to delete a large amount of data (i.e. you don't want to copy it from the clipboard to somewhere else), it is better to use »Clear« (see below), because »Cut« temporarily duplicates the entries you want to cut out which can sometimes overload the memory. It's quicker to clear than cut.

Copy

Copies the selected objects or text from a window onto the clipboard, leaving the originals *in situ*. The explanation about »Cut« also applies here for the library and the Memory Manager.

Paste

Inserts the contents of the clipboard somewhere else, as follows:

Library

If you have selected an entry, the contents of the clipboard are added before this entry. If no entry is selected the data is appended to the end of the library. SoundSurfer automatically checks for duplicates and deletes these if found.

If you add an entry that already exists, the existing one continues to be used. The reference (to the memory location of the Memory Manager) is not changed; only a reference to the existing entry is created.

Warning: the identity of two entries is established on the basis of the data, not the name. This means that if an identical entry already exists in the library, but under a different name, the existing entry continues to be used instead of the added one.

Memory Manager

The contents of the clipboard will overwrite the memory locations from the first selected entry. If no entry is selected, a suitable location will be searched for. SoundSurfer has a series of routines designed to prevent the accidental overwriting of data or unnecessary addition of entries that are already present. This operates as follows:

- if the target memory location already contains the data which is to be added, nothing happens,
- if the entry to be pasted already exists in another memory location, it will not be added again,
- if there are no entries already present, a new target location is searched for beginning from the selected entry. When doing this SoundSurfer first searches for empty memory locations to avoid unnecessarily overwriting any entries. If there are no empty locations a dialog box appears in which you can choose the target memory locations for yourself. The program first suggests a location where there are no cross-references.

Copying linked entries

If you want to know exactly how SoundSurfer allocates locations when adding entries, you will find a detailed explanation in this section.

The linked data which is also copied into the clipboard is also pasted. This works as follows:

- if the entry to be added is already present in any memory location, this is »reused«. The reference in the multi entry is adjusted if the memory location found is different to that given in the multi entry,
- otherwise, as above, the program searches for the most suitable target location that has the least effect.

Example: you previously copied a multi into the library that uses the voices »Piano« in memory location I-05, »Slap Bass« in I-17 and »Choir« in I-23. In the meantime you have regrouped the voices in the Memory Manager so that the »Slap Bass« is now in location I-05 and the »Choir« is no longer there. If you now copy the multi from the library back into the Memory Manager, the following occurs:

- because the piano has remained in the same memory location, nothing happens,
- SoundSurfer realizes that »Slap Bass« is no longer in I-17 and there is a different voice there instead. It therefore searches for »Slap Bass« and finds it in I-05. The reference in the multi is adjusted from I-17 to I-05,
- in addition the »Choir« is no longer in I-23. This is also searched for but not found. SoundSurfer then searches for an empty memory location. If it cannot find an empty one it searches for a location with no reference from other multis (or program change table). The memory location found is suggested as a target location in a dialog box but you can alter it if you want. After you confirm with »OK« the Choir is added to the Memory Manager and sent to the device. The reference in the multi is adjusted from I-23 to the new memory location,
- last of all the altered multi is pasted and sent.

Remember that if you want to copy a multi entry with its associated data from a library into a Memory Manager, you just have to copy this multi entry onto the clipboard and paste it to the Memory Manager. The associated data will be automatically copied as well. In doubtful cases you will be presented with a dialog box containing different options. The same also applies for the opposite direction. This makes it easy to manage devices which have several layers of data (e.g. Korg Wavestation, Roland D-70 or Waldorf Microwave).

Note: when pasting to the Memory Manager only the sound data is compared, not the name.

Clear

This function deletes the selected objects or text without copying anything onto the clipboard. You can reverse the clear operation with the »Undo« function.

Library

The Entry Link Management checks to see if you are deleting an entry which is being used by another entry. In this case a dialog box appears where you can choose whether to:

- cancel the entire clear operation,
- keep the entry, or
- delete the entry.

In the last case the »uses« information in the entries which use the deleted entry is also deleted. For example, this can result in a combination (performance or multi) program becoming incomplete because you have deleted a program that it was using. So be careful with the clear function.

Setup window

Here you will always get a warning message because once you clear (remove) a device, the operation *cannot be undone.*

Select all

Selects all the selectable objects in an active window, or all the text in a text field. For example, these could be library entries in the library or device icons in the Setup window.

Use this function prior to editing, copying or moving the entire contents of a window. Alternatively you can use ctrl A.

Toggle

This function toggles the selection within an active window: all the currently-selected objects are deselected and instead all the previously non-selected objects are selected.

Example: this would be useful if you wanted to delete most of the entries in a library. You could select the few entries you wanted to keep, toggle the selection and delete the selected entries.

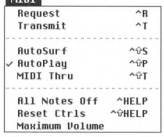
Here too there is a key command: ctrl ⇧ A, on the Macintosh: ⌘ ⌥ A.

Find.../Find again

The Find functions allow you to search through one or more libraries for entries. SoundSurfer offers many ways of entering Find criteria.

Macintosh users will notice the similarities with the Finder »Find« function. For a detailed explanation of the Find functions please refer to the section *The Find function* on page 137 in Chapter 7 *The Library*.

The MIDI menu



Request

When you choose this command or use ctrl R (for »Request«), SoundSurfer asks the active MIDI device to transmit the data for the selected entries. Depending on the selection you can request individual sounds, a sound bank, all edit buffers or the entire memory contents of a device. If you have selected a device icon in the Setup window SoundSurfer will request the entire memory contents of the device – another way of doing this would be to activate »Select all« in the Memory Manager and then choose »Request«.

Here is a detailed explanation of the functions of the »Request « command as it affects the different windows:

Setup window

In the Setup window all previously unknown memory locations of the selected device are requested,

- »previously unknown« means that if entries have already been requested they will not be requested again. So »Request« merely completes the data in the Memory Managers,
- »memory locations« means that no edit buffers are requested (because these are temporary) nor are ROM entries (because as a rule you don't need to save these in a library),
- if no device icon is selected a dialog box appears in which you can choose whether the operation should be carried out for all devices.

Library window

The same happens in the Library window as in the Setup window; the memory locations of the selected devices (or all devices if none are selected) are copied into the library.

Memory Manager

In the Memory Manager the selected entries are requested. Here, this can also include edit buffers and ROM entries.

Note: some devices will not allow some or all data-types to be externally requested. In this case a dialog box appears in which you can cancel the operation or skip that particular entry.

Note: if a device will not allow individual entries to be transmitted, the program automatically requests the next largest data block.

Transmit

This command is primarily for bringing the memory contents of your device into line with SoundSurfer. If you choose this function or use ctrl T, SoundSurfer transmits the data for the selected entries to the relevant MIDI devices.

Note: in contrast to the Surf! function, the transmit function writes the data directly into the memory and not into the edit buffer of the device.

Here is a detailed explanation of how SoundSurfer operates when you choose the »Transmit« command:

Setup window

In the Setup window all the memory locations of the selected devices are transmitted,

- »memory locations« here also means that no edit buffers or ROM entries are transmitted. Of course, there would be no point in sending the latter anyway,
- if no device icon is selected, a dialog box appears in which you can choose whether the operation should be carried out for all devices.

Library window

In the Library window the selected entries are transmitted to the memory locations of the appropriate devices,

- if no entry is selected, SoundSurfer asks if the entire library should be transmitted,

- selecting the »appropriate device« is easy as there are many methods. For more information please refer to *Device selection strategy when sending from a library* on page 108 in Chapter 5 *The Setup Window*.

Memory Manager

- In the Memory Manager the selected entries are transmitted.

AutoSurf

When AutoSurf is activated, the entries which you select with the mouse or cursor keys are automatically transmitted to an edit buffer of the device, so you can listen to the sounds or programs straight away. This saves you the effort of choosing the Surf! function from the local Entry menu every time you select an entry.

You can bypass AutoSurf if you select the entries by clicking them with the right mouse button (Macintosh: ⌘-click). Thus even if the AutoSurf function is active, you can select an entry without immediately sending it to the device.

AutoPlay

Toggles the AutoPlay function between on and off. If the AutoPlay function is activated, SoundSurfer's built-in sequencer plays the recorded sequence every time the Surf! or AutoSurf! operation is triggered.

This means that you can automatically audition the new sound via the short sequence.

The recording of the test sequence is covered in section *The mini-sequencer* on page 89.

MIDI Thru

Toggles SoundSurfer's MIDI Thru function between on and off. If the MIDI Thru function is active SoundSurfer diverts events received from the master keyboard to the active device. You can select the master keyboard in the MIDI Setup window; more on this in the section *Master keyboard* on page 104 in Chapter 5 *The Setup Window*.

For more information on the special features of the MIDI Thru function in connection with MIDItasking please refer to the section *SoundSurfer and MIDItasking* on page 42 in Chapter 2 *Installing the System*.

All Notes Off

Use this function to cure MIDI problems such as hanging notes. When you choose »All Notes Off«, all notes which are still playing are switched off by means of a MIDI All Notes Off command sent to all connected devices. If the built-in sequencer is playing, this is also stopped; the same applies to an external sequencer if you are using MIDItasking (Softlink or M•ROS).

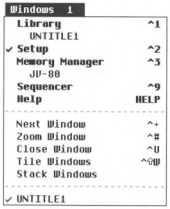
Reset controllers

This function transmits the MIDI command »Reset Controllers« which resets all MIDI controllers (e.g. pitch, modulation, aftertouch) to their resting positions. Use this function if a synthesizer reacts weirdly because of a MIDI processing error, such as where the vibrato stays stuck on or the pitch is wrong. This command also affects all connected devices.

Maximum volume

Sets the volume of all the connected devices to maximum. This is done by sending the value 127 for Controllers 7 (volume) and 11 (expression) on all channels and over all MIDI outputs.

The Windows menu



The Windows menu is the only variable menu in SoundSurfer. Its contents depend on what/how many windows are open. In the following sections you will learn about the different window classes: »Library«, »Setup« and »Memory Manager«. Within a window class you can open several windows which will then appear indented in the Windows menu. If you have a large number of open, overlapping windows, you can use the Windows menu to bring any one of them to the fore.

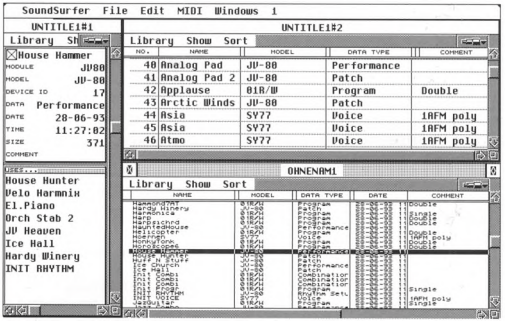
With a class of window that only actually contains one window (Setup, Help, Sequencer, Find, Preferences, About SoundSurfer), the window is activated as soon as it is open. With the Memory Manager a new window is only opened once it is activated.

Example: if you choose the menu item »Library«, a new Library window is opened. But if you select one of the menu sub-items beneath Library, the window you click is topped – no new window is opened.

Note: on the Atari you cannot open more than seven windows simultaneously; this does not apply if you're using WINX 2.0 or MultiTOS.

Library

This menu command or [ctrl][1] opens a new window in the active library. You can open as many windows of one library as you want. Thus it is possible to lay out differently-sized sections of a library on the screen to save space.



Library display with three window sections

The library functions are covered in detail in Chapter 5.

Setup

Opens the Setup window or tops it. You can only open one Setup window. The key command is [ctrl][2].

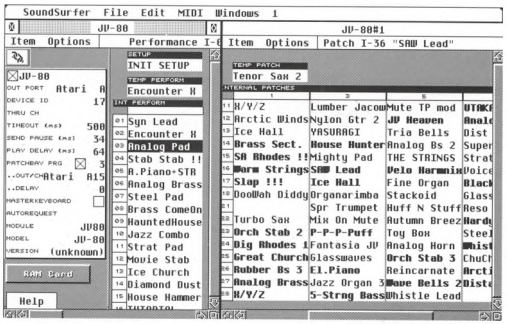
The Setup functions are described in detail in Chapter 5.

Memory Manager

Opens a new Memory Manager window for the device that is selected in the Setup window. If no device is presently selected in the Setup window, the Memory Manager

opens for the device that was previously active. If the Memory Manager window of that device was already open, it is topped. Alternatively you can use ctrl 3.

You can open several Memory Manager windows simultaneously for one device. This allows you to lay out different sections of a Memory Manager on the screen and simultaneously display sections that don't fit in a single window.



Two-section window of a Memory Manager

The functions of the Memory Manager are covered in detail in Chapter 5.

Sequencer

This menu command or ctrl 9 opens the window for the built-in sequencer. The window is a »floating window« which is always topped.

The detailed functions of the sequencer were covered in section *The mini-sequencer* on page 60.

Help

Choose this menu command or press help to call up the On-line Help (or top it). The help function is context-sensitive, i.e. it always produces the help page that is relevant to the current situation.

Example: if you select a device in the Setup window and choose »Help«, the help text for this device will be displayed on the screen.

The following window commands help you get an overview of the screen by topping windows and placing them around the screen. They occur in a very similar form in all EMAGIC programs.

Next window

Or ctrl + brings the bottom-most window to the top and activates it if necessary.

Zoom window

Or ctrl F has the same function as clicking the zoom gadget in the top right corner of the main window. It toggles between maximum use of the screen and the set window size and simultaneously places the window beneath the menu bar.

Note for advanced users: when you switch from the set window size to the maximum window size, the horizontal and vertical position of the window is only altered if the window would otherwise no longer fit on the screen.

Close window

Closes the active window. Alternatively you can simply click the close gadget in the top left-hand corner of the window.

Tile windows

Or ctrl ⇧ W (on the Macintosh ⌘ ⌥ W) attempts to lay out all the open windows on the screen so that you can see them all at once. Of course, whether this is successful depends on the number of open windows and the current size of the screen.

Stack windows

Places the first window beneath the menu bar and overlaps the other windows beneath it, so that you can easily move or activate any window.

Library list

At the bottom of the Windows menu you will see the libraries that are currently open. The active library has a tick by it. If you select a library here it will be activated and its window – if already open – will be topped.

On-line Help

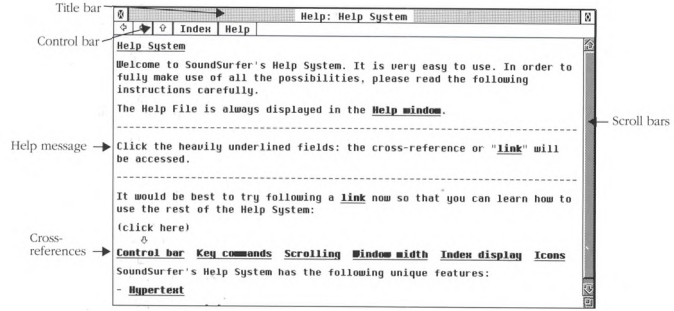
A vital part of SoundSurfer is the comprehensive On-line Help, which offers you assistance with problems, questions and malfunctions. The On-line Help is context-sensitive – that means that whenever you call up the help, the relevant help text for the present situation will always appear on the screen. You can leaf through the pages or use the index function to directly call up specific topics.

Because you are dealing with a window, you can leave it open while you are working with SoundSurfer. We recommend that to start with you always leave the help window open – say on the right half of the screen – and read the help text very carefully.

The On-line Help supplements this instruction manual with information on specific devices. For example, in the Setup window you can get help on the selected MIDI device. Apart from general help messages about SoundSurfer there are special help messages on every module, so that when you are installing a new module you are also supplied with a relevant up-to-date help message.

You call up the On-line Help either by choosing »Help« in the Windows menu or pressing the help key.

Layout of the Help window



Like the other windows, the Help window contains the standard window elements (scroll bars, close gadget, etc). You can therefore place it where you want on the screen or move the window view.

The title bar always displays the disk path of the current help message.

The control bar

You can use the local control bar to get around the help messages as follows:

- ⇦ turns one page back, key command: ←
- ⇨ turns one page forwards, key command: →
- ⇧ takes you to the previously selected page. This allows you to trace your way back through the On-line Help messages to the place where you started. Alternatively you can press the *undo* key (Macintosh ⌫). The Help window is closed as soon as you arrive back at the start.

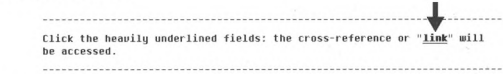
Index

If you click »Index« or press esc the index appears on the screen. Select the term which you need more information on and click it. If you change your mind and decide you don't want to go to another page from the index, press esc again.

Operating the On-line Help

The On-line Help itself contains built-in instructions for getting around the help messages. To bring this up on the screen double-click the *help* key or click the »Help« button in the control bar of the Help window.

Cross-references



The help messages always contain cross-references to associated or extended topics. The relevant key words are **bold and underlined**. Clicking one of these words will bring the relevant page up on the screen.

Icons

You will often come across icons which indicate particularly important sections, warnings or detailed information.

detailed information on the topic

please pay close attention to the help message to avoid malfunctions or loss of data

explains how you operate an object with the mouse

eg a relevant example of the help message

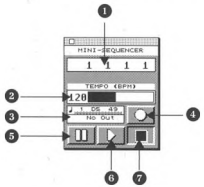
The mini-sequencer

SoundSurfer contains a small sequencer for recording phrases or melodies that you can use when listening to your sounds. This sequencer is especially useful whenever you have to work without a MIDI keyboard. You can integrate test sequences into every library and these can then be automatically played by the »AutoPlay« function.

Note: the internal sequencer is switched off whenever you use a MIDItasking system. For more detailed information please refer to the section *SoundSurfer and MIDItasking* on page 42 in Chapter 2 *Installing the System.*

To open the sequencer window, choose »Sequencer« from the Windows menu or press ctrl 9. The sequencer window is a »floating window«: it is always active and topped and doesn't take up much space, so you can leave it open permanently if you like.

The mini-sequencer has just one track and contains the major functions that you will probably already be familiar with from other sequencers.



1. Bar display (left-right): bar, beat, sixteenth, tick. Under M•ROS: bar, beat, tick.
2. Tempo field and bar
3. MIDI In/Out display: shows incoming and outgoing MIDI events in text
4. Record button
5. Pause button
6. Play button
7. Stop key

Under Softlink and M•ROS the tempo slider is replaced by an »AutoPlay Duration« slider. This sets the length of time (in seconds) the external sequencer runs in the AutoPlay function.

Note: if the external sequencer is already running in »cycle« mode, SoundSurfer will not stop the sequencer. You can therefore try out different sounds while it cycles.

Record

To record a sequence, first use the MIDI In display to check that the sequencer is receiving data from the keyboard,

- click the record button; you will hear a metronome and the tick and sixteenth displays cycle in a loop,
- set the tempo by altering the bpm number with the mouse or by grabbing the right end of the tempo bar with the mouse and dragging it in the desired direction,
- play the sequence on the MIDI keyboard. As soon as you begin to play, the clock display starts to run. You can interrupt the recording with the pause button. After you have finished playing, click the stop button.

Play

Click the play button to listen to the sequence. The sequencer plays the phrase once. You can automate the playing of the test sequence as follows:

If you have activated »AutoPlay« in the MIDI menu the test sequence is transmitted every time you select an entry.

In this case we advise you to use short sequences about one bar long.

Selecting a sound

The sequence will always be automatically sent to the active device.

Remember, the active device will be automatically switched to whenever one of its Memory Managers is activated or a sound is sent from the library.

Store sequence

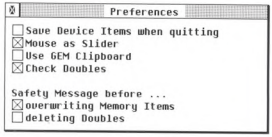
The local Library menu of the Library window contains the command »Store sequence«. This allows you to integrate the sequence that is presently in the mini-sequencer into all the selected entries. For example, you can select all the bass sounds and allocate them a typical slap bass lick, then allocate all the string sounds a slow chord progression, etc.

Just record the sequence you want, select the relevant entries in the library and choose this menu command.

The sequences are saved with the library onto disk and are available as soon as you start SoundSurfer again.

Preferences

SoundSurfer allows you to make certain default settings relating to program operation and data management. When you choose Preferences... in the File menu a window appears like the one on the right; this diagram contains the recommended default settings.



Save device entries when quitting

If this option is activated, all the entries (even edit buffers and ROM) of the devices installed in the Setup window are saved in the Preferences file when you quit SoundSurfer. The current memory contents are available as soon as you start SoundSurfer and you don't need to use AutoRequest or manual Request to obtain them.

However it is very important that you note the following: if you use this option, you must never alter the memory contents *in the device itself* or *with other programs*. Otherwise you run the risk of creating severe inconsistencies between SoundSurfer and the memory contents of your device. This could lead to valuable, new sounds being accidentally overwritten because SoundSurfer is operating in accordance with an old version of the memory contents.

Note: if you would rather be completely safe, don't use this function; activate the AutoRequest function in all devices instead. You will then arrive at the same result, but it will always be up-to-date. Of course the transfer of the data via MIDI can sometimes take a while.

Mouse as slider

This option determines the way numerical values are altered with the mouse:

- when activated (default setting): click-hold the value and alter it by moving the mouse forwards/backwards. If you double-click the value, a field opens where you can enter a value manually via the computer keypad.

- when deactivated: one click on the value increases it by one step and one click with the right mouse button (⌘-click on the Macintosh) decreases it.

Use GEM clipboard (Atari only)

If this option is activated, SoundSurfer uses the GEM clipboard which can also be used in other programs. For example, you could copy the names of library entries into a word processing program and use it to keep a record of your SoundSurfer libraries.

If this option is deactivated, only SoundSurfer's internal clipboard is used.

Note: using the GEM clipboard reduces the processing speed because every cut, copy or paste operation needs to access a floppy or hard disk.

Check doubles

If this option is activated, every time you paste in a library the program searches to see whether an identical entry is already present in the target window. If it is, the new duplicate will be automatically deleted.

Safety message before...

Overwriting memory entries

- when activated (default setting), you get a safety message whenever you do a paste into the Memory Manager or use the mouse to copy into it,
- when deactivated, the safety question appears only when you use the menu command »Paste«, but not when you move something with the mouse.

Deleting doubles

This option is only relevant if the function »Check doubles« is active. When active, a safety question appears whenever an identical entry is found. This allows you to choose whether or not the duplicate entry should be deleted.

When deactivated, the duplicates are deleted without notice.

Preferences file

SoundSurfer allows you to set up the program the way you want it and then recall these settings the next time you start the program. To do this SoundSurfer saves all the default settings in a file:

- Atari: here the file is called »SURFER.PRF« and is situated within the Surfer folder,

- on the Macintosh the file is called »SoundSurfer Preferences« and is located in the System folder (System 6) or in the Preferences folder (System 7) which will be re-loaded the next time you start the program.

Contents of the Preferences file

Here is a list of the parameters which are saved in this file and are recalled at the start of the program:

- all icon positions in the Setup window,
- all settings in the sequencer window (tempo of the internal sequencer, Softlink AutoPlay duration),
- the number of the currently-selected screen sets,
- all settings in the Preferences window,
- all settings in the MIDI menu (AutoPlay, AutoSurf, MIDI Thru),
- all settings in the Find window,
- all settings in the Page setup dialog box,
- all the global settings of the installed devices (i.e. all parameters in the device parameter box, as well as special internal data for each device which is not displayed)
- if the option »Save device entries when quitting« is active in the Preferences window: all device entries,
- the model names and data-type names of all modules (except the universal module).
- the file names (including path) of all the loaded libraries
- all screen sets
- as well as other data that enables the program to run more smoothly.

Saving the Preferences file

Automatic save

The preferences are automatically saved onto disk whenever you quit SoundSurfer. You just need to choose »Quit« in the File menu or press ctrl Q.

Manual save

You can save the preferences any time by choosing »Preferences…« in the File menu while holding down alt.

Note: spend a quarter of an hour setting up SoundSurfer to suit your taste with the help of the above list. Make your default settings, lay out the Setup window and the other windows, create an Autoload library and a few screen sets and then save all these preferences.

Chapter 5

The Setup Window

This chapter will teach you how to configure your setup in SoundSurfer. Amongst other things you will learn how to...

- make SoundSurfer automatically scan your system for connected devices,
- install devices manually,
- make individual settings for each device,
- automatically create a library for one or more devices.

Scanning your MIDI setup

SoundSurfer has a powerful scan function which automatically recognizes if any devices are connected. During the scanning operation, SoundSurfer searches for devices on all outputs of the computer and on all MIDI channels. If SoundSurfer recognizes a supported MIDI patchbay (refer to *MIDI patchbays* on page 39 in Chapter 2 *Installing the System*), it automatically searches all the patchbay connections as well. SoundSurfer should therefore never fail to notice any connected device.

Note: if you haven't already performed a scan when installing your MIDI system you should try the function now, because it is considerably more precise and error-free than installing devices manually.

Choose »Scan« in SoundSurfer's local New menu.

The scan now begins and SoundSurfer loads the modules and adaptations and searches for matching devices. In the Scanning... window that appears you can cause certain devices to be ignored or stop the scanning operation altogether.



- say no devices are present at the start of the program and you select »Scan«; if devices are then actually found, a dialog box will open asking you whether

SoundSurfer should request the memory contents of the located devices straight away. If you then confirm with »OK«, the Request function of the MIDI menu (see Chapter 2) is carried out for every new device;

- if you want to skip the model that is currently being scanned click the »Skip« button or press ↵,
- if you want to cancel the whole scan operation, click the »Abort« button or press esc.

Note: depending on what scan activity is being carried out, it can take a few seconds before SoundSurfer reacts to you clicking a button.

The scan function can work in the background within SoundSurfer if you want. You can start the scan and then open a library while the scanning operation is being carried out.

Note: the key commands esc and ↵ described above only work if the Scan window is active.

If the scan was not successful...

If something goes wrong with the scan operation or not all your devices are recognized, please check that the following conditions have been met:

- is every device connected in both directions (MIDI In *and* MIDI Out) with the computer?
- are all the patchbays within the setup switched on and set correctly (see Chapter 2 *Installing the System* from page 25 onwards)?
- is the device switched on?
- is there an active SysEx filter on the device or do any other adjustments have to be made before SoundSurfer can address the device? You can get individual help with every device as follows: click in an empty area of the Setup window so that no device is selected. Now choose »Help« in the Windows menu. A list will appear containing all the installed modules and adaptations. Click the device that you are having problems with and choose the topic »Installation« in the Help page. You may have to look up this key word in the index of the Help window. Here you will be able to read all about the special features of the device. Set the device accordingly and repeat the scan operation,
- are there two compatible devices with the same device ID (e.g. two Roland JV-80s) connected to the same MIDI Out of the computer? If there are, set the device ID of one of them to another value or connect it to a different MIDI Out.

- as a rule all devices should be set to different device IDs if the system is to function totally reliably. It can happen that completely different devices which have the same ID cannot be distinguished by SoundSurfer if they are connected to the same MIDI Out of the computer. This will be the case if the devices support the »Universal Device Inquiry«.

Notes:

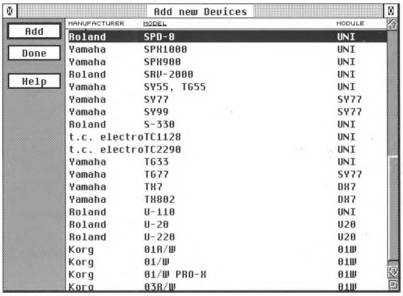
- the scan function cannot determine whether a device is connected directly to the computer, or via the MIDI Thru of another device or via a patchbay. Only if the patchbay itself is supported by SoundSurfer can the program react accordingly
- if the scan function locates a device with exactly the name as a device that has already been installed, an apostrophe »'« is added to the new device's name so you can distinguish between them. We also recommend that you name the devices clearly to make it easier to tell them apart. It might also be helpful to give the physical location in your studio (e.g. »D-50 top left«).

Installing new devices manually

If you want to install devices manually – i.e. without the scan function – choose »Devices…« in the local New menu of the Setup window or press ctrl ⇧ D, on the Macintosh ⌘ ⌥ D.

A window opens entitled »Add new devices« in which you select the device you want and install it.

Note: this process can take a while the first time you do it, because SoundSurfer initially has to obtain the available modules and adaptations.



Model list

This is a list of all the devices for which there is a module or an adaptation available in the Surfer folder.

If the installed devices will not all fit in the window, use the scroll bar to move the window section.

Click the title of a column to sort the list by manufacturer or model.

Add device

To add a device in the Setup window double-click the name in the list or select the name and click the »Add« button.

Note: if there is already a compatible device in the Setup, a dialog box informs you that the new device has automatically been assigned another device ID and a number has been added to the name. The Setup window is also activated so that you can immediately make any necessary corrections (in case the automatically assigned device ID is not right). We advise you to give the device a distinguishing name straight away (see below).

You can also locate the model you want to install

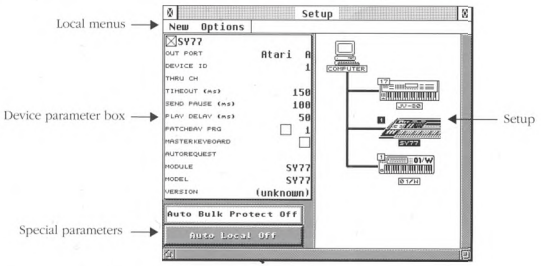
- with the cursor keys
- by typing in the name
- alphabetically by pressing ⇥ and ⇧⇥

Interactive On-line Help

If you select a device in the list and then click the »Help« button or press help, a help message is displayed for the selected device with tips on any special features or limitations. If you select another device while the help function is open the help message is automatically updated.

If you want information on installing the device, click »Index« in the Help window and then select »Installation«.

Graphic display of the setup



The Setup window consists of a graphic display of the current setup, the local menu bar and the device parameter box.

The graphic display of the setup normally takes up the largest part of the Setup window. There is one icon for the computer and one for every device known to SoundSurfer.

Activating a device

You can activate a device within the setup in any of the following ways:

- click its icon
- type in the first letter of the device name
- place the cursor (represented by an inversion of the selected icon) on the desired icon using the cursor keys (↓↑←→).

The contents of the device parameter box and the special parameter box (see below) automatically reflect the parameters of the active device.

To select several devices at once, either click them while holding down ⌘ or drag the rubber band over them.

Note: after a device has been activated, SoundSurfer sometimes transmits a Program Change message or SysEx data to set up the correct patchbay connections.

Moving icons with the mouse

In the setup you will see one icon for the computer and one for each installed device; there are also connecting lines which represent the MIDI wiring but do not correspond to MIDI cabling in terms of MIDI In and Out. SoundSurfer lays out the icons one below the other in the order in which they were installed. If a device was located via a patchbay the devices icon is shown indented.

You can change the layout in the setup at any time, e.g. if you

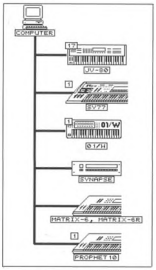
- want to make space on the screen or
- want to match the position of the icons with the arrangement of your real devices.

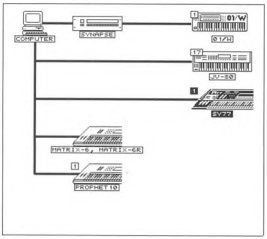
Moving icons with the mouse in SoundSurfer is done in exactly the same way as on the desktop of your computer. You can select and move several icons at once.

Just grab the icon with the mouse and drag it to the desired spot. It will be automatically placed on the next position by a »magnetic grid« and the connecting lines will also be adjusted accordingly.

To move several icons at once first hold down the mouse button and drag a rubber band over the icons to select them.

Here are two ways of laying out the same setup:





Opening a Memory Manager

You can open the Memory Manager of a device from the Setup window by

- double-clicking the icon,
- selecting the icon and choosing »Memory Manager« in the Windows menu or
- typing in the first letters of the device's name and then pressing ↵;
- you can open the Memory Managers for all installed devices at once by selecting all the icons and pressing ↵. On this occasion the chain button of the open window will not be activated because otherwise all the open windows would end up with the contents of the Memory Manager opened last.

Deinstalling a device

To remove one or more devices from the setup, click it/them with the mouse and

- press ⌫ or
- choose »Clear« from the Edit menu.

The device parameter box

The parameter box in the Setup window contains the individual device parameters which are primarily involved in addressing and adjusting the device when it comes to the transfer of SysEx information. You can alter most of these parameters if you want.

Note: some parameters are automatically entered by SoundSurfer if they have been predefined in the modules or adaptations, e.g. the device name or the send pause time. Other parameters (e.g. Out Port) are only automatically entered if SoundSurfer installed the device using the Scan function.

Hiding and displaying the parameter box

You can hide the parameter box to create free space on the screen. On computers with small screens (e.g. compact Macintosh models) you may have to do this to make the special parameter box visible or to make more space available for the Setup window;

- if you click the small check box in the upper left-hand corner of the parameter box, it will be vertically shortened and you will be able to see the special parameters beneath it,
- if you want to hide or display the entire parameter box, choose »Parameters« in the local Options menu of the Setup window. In this case the width of the setup will be adjusted accordingly.

Name

The name of the device is displayed in the top line of the parameter box. SoundSurfer automatically enters the name given in the module or adaptation but you can change it, say if you want to distinguish between two identical devices. To do this just click the name and a text field will appear in which you enter the new name; then confirm with ⏎.

Out port

This shows the MIDI Out port via which the computer is connected to the device. When you click this line a flip menu appears in which you select the output from the available options. These options vary according to what computer model (Atari, Macintosh) and hardware accessory (e.g. Export, Unitor, LOG3 or Macintosh interface) you are using.

If the device is connected to a patchbay supported by SoundSurfer (refer to the section *MIDI patchbays* on page 39 in Chapter 2 *Installing the System*) the patchbay output will be entered here by the scan function.

Device ID

Here is where you select the device's SysEx identification number within the MIDI system. This is used to address each individual device and also to distinguish between

devices of the same model. We recommend that you only allocate each device ID once within the system. Refer to the On-line Help for information on where to find the relevant parameters within the particular device.

The value range of the available device IDs depends on the model. Some devices cannot have a device ID which is separate from the MIDI channel. In this case the Thru channel will not be available in the parameter box but will always be identical to the set device ID.

Some devices do not even use a device ID in which case this parameter will not be available. If you want to address two such identical devices you have to connect them to different outputs (either of the computer or patchbay).

Thru channel

If you have activated »MIDI Thru« in the MIDI menu, incoming MIDI events – apart from SysEx data, of course – and Program Changes are readdressed to the device on this channel. If the Thru channel field is empty, the data passes through unaltered.

Timeout

Here is where you determine the time that SoundSurfer gives a device to react. If this time (in milliseconds) is exceeded, the request is repeated up to three times. If there is still no reaction from the device, an error message appears saying »SysEx Communication Error: >device name< didn't respond«

Note: SoundSurfer sets this parameter to a reasonable value when you install the device. However, if you still keep getting this error message you can try lengthening the time and see if it improves the communication.

Send Pause

Many devices transmit their data in blocks, even when transferring the entire contents of a Memory Manager. This parameter determines the length of time SoundSurfer waits between two such dumps.

Note: this parameter is also set to a reasonable value when you install the device. However, if you get a newer operating system for the device which allows faster MIDI transfer, you can shorten the pause.

Play Delay

If AutoPlay is active, SoundSurfer waits a short time after transferring an entry before sending the test note. This ensures that the device is ready to play again after receiving the dump and will not produce crackling or cut-off notes, because, for example, it has not finished initializing the effects section. This is where you set the required time, in milliseconds as always.

Patchbay Program

If you have connected your device to a patchbay which is not supported by SoundSurfer with its own module, you can still ensure that SoundSurfer always addresses the correct device.

You do this by predefining a program in your patchbay which SoundSurfer automatically calls up whenever the device is selected:

- activate the patchbay program change by placing a cross in the little checkbox. Additional parameters appear,
- select a program on your patchbay and set it so that the computer and the device are correctly connected via MIDI in both directions. The output of the master keyboard should be »merged« with the input of the computer if the patchbay has a merge option. You can thereby ensure that the MIDI Thru is functioning properly,
- set the number of the patchbay program next to the activated checkbox,
- under »..Out« select the MIDI Out of the computer to which the patchbay is connected; to the right of this give the MIDI channel on which the program changes are to be sent to the patchbay;
- if your patchbay takes a certain amount of time to reprogram the inputs and outputs you can set a pause time in milliseconds under »..Delay«. After sending the program change, SoundSurfer will then wait this length of time before transmitting any dumps or test notes.

Master keyboard

If you are using a MIDI patchbay and the MIDI Thru function in SoundSurfer, it is useful to define one of the connected keyboards as the master keyboard. SoundSurfer will then automatically divert the MIDI notes from this keyboard to the synthesizer that you are presently editing. The patchbays will also be automatically reprogrammed if necessary. SoundSurfer looks after everything!

Of course the master keyboard control only works with patchbays that are supported by SoundSurfer. With any other patchbays the master keyboard button is irrelevant and you have to program the patchbay yourself so that the output of the master keyboard is merged with the computer.

To define a device as the master keyboard, select the device in the Device window by clicking it with the mouse and activate the »Master keyboard« button in its parameter box. The current master keyboard is marked by »hands above the keyboard«. SoundSurfer itself ensures that you don't mistakenly define devices without a keyboard as the master keyboard. The only exceptions to this are adaptations which are intended to be for both the keyboard and expander versions (e.g. Matrix 6 and 6R).

If you want to control your MIDI setup from the master keyboard, you must activate »MIDI Thru« in the MIDI menu.

Auto Request

If you have activated this function SoundSurfer automatically requests the data of the device every time you start the program. You can set the number of requested entries in several stages:

empty nothing is requested
I only the internal memory is requested (no cards, no ROM)
I+C only the internal memory and any available RAM cards are requested
I+C+R everything is requested except the contents of the edit buffers
All everything is requested

The Auto Request function is useful because it always allows you to see the device's current memory contents in the Memory Manager directly after the program start; however the process can take a while depending on the device.

Module

This is where you can see the name of the module which is responsible for the selected device. To get more detailed information on the module, click the module name.

Model

Here is where the name of the model is displayed. As you know, one module can control several models (e.g. SY77 module: SY77, TG77, SY99).

Version

Shows the software version of the device. This information is only available if you installed the device using the scan function.

We therefore strongly advise you to always use the scan function. Many SoundSurfer modules can distinguish between the features of the different software versions and adapt the SysEx communication accordingly. If on the other hand you install a device manually, SoundSurfer always uses the first software version. This can sometimes mean that functions which were added later or improvements to the operating software will not be supported by SoundSurfer. The result could be considerable reductions in the efficiency of MIDI transmission.

Special device parameters



You will find additional settings for many devices below the device parameter box. The corresponding buttons change with each active device.

Click the help button to get more detailed information on the special parameters of each device.

Interactive On-line Help

If you have selected a device icon, you can get a help message on that model by choosing »Help« in the Windows menu. Because the help function is interactive, the help display will change as soon as you select a different icon in the Setup window.

If no icon is presently selected, choosing the help function will initially produce a list of all modules and adaptations. Clicking one of the key words will take you to the relevant Help page.

Local menus in the Setup window

New

Devices...

Use this menu function to install a device manually. For more detailed information refer to the above section *Installing new devices manually* on page 97.

Scan

This function initiates the scan operation for installing devices. For a more detailed explanation refer to the above section *Scanning your MIDI setup* on page 95.

Build library

This function enables you to automatically create a library from the memory contents of all the selected devices. For more details refer to section *Automatically creating a library* on page 107.

Options

Parameters

Selecting this menu item enables you to hide or show the device parameter box. Hiding the device parameter box leaves all the space in the Setup window free for displaying the icons.

Automatically creating a library

SoundSurfer allows you to automatically request the memory contents of one or more devices and use them to create a library. You could use this function to create a library from the internal memory of a JV-80, an 01/W or even your entire setup:

- select the device(s) whose memory contents are to be stored in the library by clicking it/them in the Setup window,
- choose »Build library« in the local New menu of the Setup window.

Note: if you have not selected any devices when you choose this menu function, a dialog box appears asking you to choose whether you want the operation to be carried out on all the connected devices.

SoundSurfer will now automatically request the data of every selected device, create a new library and copy the received data into it. Only the memory locations are requested (except ROM) but not the edit buffers. Any entries which are already available are not requested again.

Note: you can use this function to make a safety copy of your whole setup with a single »click«.

Device selection strategy when sending from a library

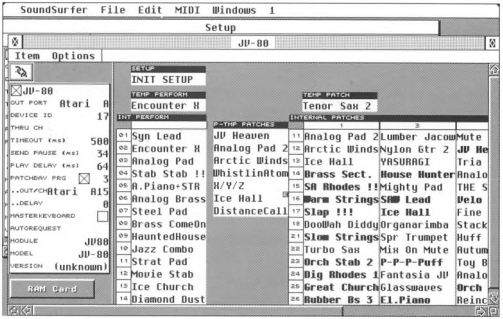
By selecting the devices in the MIDI Setup window you can influence the way SoundSurfer sends data to a specific device; there are several options:

- SoundSurfer gives priority to transferring to devices that are selected in the setup. For example, if you want to transmit a DX7 voice to an SY77, even if you also have a DX7 in the setup, select the latter SY77. The voice will then automatically be converted and sent to the SY77;
- however if no device is selected in the MIDI Setup window, the voice is sent to the device that can process the data without converting it, if it can be avoided, in this case the DX7;
- if there are several of these devices, the voice is sent to the device whose device ID matches that of the entry;
- if a device is selected in the MIDI Setup window which does not match the entry (e.g. a DX7 for a D-50 sound), the most suitable of the remaining devices is automatically selected.

Example: in the setup there is a DX7II, an SY77 and a D-50. The latter is selected. A TX802 voice would then be sent to the DX7II, even though the SY77 could also convert the data.

Chapter 6

The Memory Manager



In this chapter you will learn about the Memory Manager. It displays the contents of the internal memory of a MIDI device on the screen. The Memory Manager is where you can edit the sounds, multi programs and other data of your device. You can sort sounds, delete them, copy them from a library into the Memory Manager and much more.

To make sure that everything works properly, SoundSurfer has two important features:

Data-consistency between the device and Memory Manager

Many other librarian programs use banks in which the sounds saved can be completely different from the memory contents of the device itself. By contrast, in SoundSurfer the contents of a Memory Manager always matches the data in the connected device. So the Memory Manager is not a function that is independent of the device, but rather the window into your device's memory.

N.B.: this principle is only maintained if you only edit the data of your devices in SoundSurfer and not in the device itself, even if it is connected to SoundSurfer. Copy or delete functions are not transmitted from the device via MIDI, so that SoundSurfer cannot recognize them. There is therefore the danger of accidentally overwriting important sounds. If you do change something within the device itself – e.g. during a live concert or rehearsal – the next time you start SoundSurfer you should immediately request the altered version, so that you always see the current state on the screen.

Entry Link Management

As you know, nearly all modern synthesizers contain multi-programs (sometimes called combinations or performances) combining several sounds. These multi programs access the actual sound memory locations of the device. For example, an 01/W combination called »Piano&Strings« might use the programs A24 »Piano« and B36 »Strings«. As soon as you overwrite both memory locations with new sounds, the combination program usually becomes useless because it is using the wrong sounds.

Not so in SoundSurfer: SoundSurfer contains a feature called »Entry Link Management«. This function automatically keeps an eye on which entries are being used by others. To continue the above example, if you move the piano from A24 to B65, SoundSurfer automatically alters the combination so that in future it uses B65. The Entry Link Management can even cover several levels of the device – for example the Waldorf MicroWave Program Change table → Multi → Voice → Wavetable → Wave.

Of course, in practice you don't need to worry about these connections – SoundSurfer controls everything automatically in the background.

The Memory Manager window

You open the Memory Manager of the active device by:

- choosing »Memory Manager« in the Windows menu or pressing ctrl ,
- pressing ↵ in the Setup window or double-clicking the device icon.

SoundSurfer will then open a Memory Manager for the active device. If several devices were selected, a Memory Manager window is opened for each one.

Note: if a Memory Manager window was already open in the background, it will initially be topped. Only if the window was already topped will another be opened.

You can open several windows per Memory Manager – for more information please refer to section *Layout of the Memory Manager window* on page 111.

The chain function



Above the parameter box in the Memory Manager there is another button containing two stylized chain links. This is where you can switch the chain function on and off. When the chain function is active the contents of the Memory Manager window are always based on the active device whose name is displayed in the title bar.

Example: if you open the Memory Manager for the JV-80 while the chain function is active and then select the SY77 in the Setup window, SoundSurfer switches to the SY77 Manager. So you only need one single Memory Manager window for all the devices.

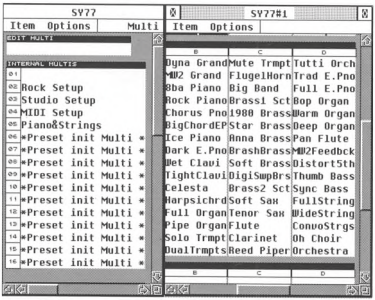
If there are several Memory Managers opened at the same time, the chain function is automatically switched off.

Layout of the Memory Manager window

The Memory Manager window contains several standard elements such as local menus and a parameter box.

With most devices, the contents of the Memory Manager window will be unable to fit on a normal Atari screen. However, as usual you can move the window section using the scroll bars or the x/y element.

Another solution is to open several windows for the same Memory Manager and lay these out around the screen. You could use this method to make space if, for example, you only wanted to see the upper and lower parts of the Memory Manager, but not the area in the middle. Here is an example:



You can use the storable screen sets (see Chapter 2) to preprogram the right display for every situation and then switch straight over to the one you need.

The contents of the Memory Manager

The Memory Manager displays the entire internal memory of the device – if a device contains preset sounds (ROM) these are also displayed on the screen so that they can be copied into the internal memory.

The display of the internal memory varies from device to device and is based on the type and number of the memory locations. For example, the Korg 01/W has 200 internal programs and combinations which in turn are divided into banks A and B. Of course SoundSurfer also loads the global or drumkit data of this device and the edit buffers. With the Roland JV-80 you will find 64 internal patches, 16 performances, 8 edit buffers for patches, etc. In most cases SoundSurfer can control any data from the device which is supported by SysEx implementation.

Manager functions

In the Memory Manager, entries of the same data-type can be exchanged, copied, deleted etc. Please note that SoundSurfer immediately transmits these alterations to the device because the contents of the device must always correspond to the Memory Manager display.

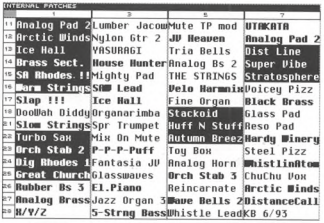
Before you begin moving or copying entries please make sure that the Memory Manager reflects the actual memory contents of the device. If you want to be completely sure, select the device in the Setup window and choose »Request« in the MIDI menu. SoundSurfer will then receive the entire memory contents of the device and the Memory Manager will definitely be up to date.

Selecting entries in the Memory Manager

In Chapter 2 you read about the selection functions; these also apply in the Memory Manager. Here is a brief summary:

- to select an entry, click it. Clicking the grey area within the Memory Manager cancels the selection,
- to select several entries, click them one after the other while holding down ⌘. You can toggle the selection by clicking while holding down ⌘ or by holding down ⌘ and dragging a rubber band over the entries,

- to select a whole block, click the first entry and then click the last entry while holding down ctrl . You can select several blocks by repeating this operation while also pressing ⇧. It does not matter if the blocks contain different data-types;



- to select a column, click the column title (in the above example labelled »1« to »4«). You can select several columns if you also hold down ⇧,
- to select a whole bank, click the black bank title (in the above example labelled »Internal Patches«). You can select several banks if you also hold down ⇧;
- the rubber band function that you encountered in the Setup window is also available in the Memory Manager,
- you can use the Edit menu to select all entries at once or to toggle the selection;
- to deselect all the entries, click a grey area within the Memory Manager.

Selecting entries using names

You can search for entries in the Memory Manager using the entry names or run through the entries in alphabetical order.

Just type in the first letter(s) of the entry name. The first entry whose name begins with the same character(s) will be selected.

To select the next alphabetical entry, press ⇥; to jump to the previous one, press ⇧⇥.

These functions help you target the entries using their names.

Exchanging, moving and copying entries with the mouse

Exchanging



To exchange the locations of two entries within the Memory Manager, grab one entry with the mouse and drag it onto the other entry.

The locations will be automatically exchanged. Of course you can also select several entries and drag them to another location. SoundSurfer will then exchange the locations of the entries in accordance with their order in the Memory Manager.

Example: if you drag entries 12, 15, 18 and 32 onto entry 56, they will be moved in order onto entries 56 to 59 which in turn will be exchanged with the entries that replaced them.

If you drag entries onto empty locations they will simply be moved there.

Copying

If you hold down alt during this operation, the target entry is overwritten instead. This is how you duplicate entries within the Memory Manager.

Example: if you hold down alt and drag entries 12, 15, 18 and 32 onto entry 56, they will be copied onto locations 56 to 59.

Whenever you drag entries from a Memory Manager into another window, they are always copied.

Using the Edit menu to cut, copy, paste and delete entries

You can select entries from the Memory Manager and use the functions of the Edit menu to copy, cut, paste or clear (delete) them. This also applies to entries from a library. The functions of the Edit menu are covered in detail in Chapter 2.

The device parameter box

The device parameter box in the Memory Manager is identical to the parameter box in the Setup window except the lines »uses…« or »used by«. The individual parameters are covered in detail in Chapter 3.

The »Parameters« function in the Options menu allows you to switch the parameter box's display off and on.

Special functions



Below the parameter box are some more special functions. If you can't see them properly, click the little box in the upper left corner of the parameter box to shrink it.

With devices that have a card slot for sound cards, you can use the »Card« button to determine whether the card data should also be displayed in the Memory Manager.

The universal module always displays four card switches. However, the function depends on the particular adaptation.

Interactive On-line Help

You can call up the interactive help by clicking the »Help« button which produces help messages relating to the device parameter box and the special functions. You can open the complete On-line Help by choosing »Help« in the Windows menu. The contents of this Help window will then depend on the position of the cursor bar. The help messages contain information on the different data-types or special functions.

If there is no separate help message for the area concerned the display will contain general information.

Example: open the interactive help and position it on the screen so that you can see the Memory Manager entries. Click the different areas of the Memory Manager to familiarize yourself with the interactive help.

Link box



Below the special functions you will find the link box. It tells you which other entries are used by the selected entry and which entries use the selected entry itself. If no entry or several entries are selected the link box will be empty.

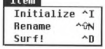
»uses...« this field displays the names of the entries which are used by the selected entry. If you select a multi program (e.g. performance, multi or combination) the names of the sounds belonging to it will be shown here.

»used by...« this field displays the names of the entries which use the selected entry. If you select a sound (e.g. patch, voice or program) you will be able to see here which multi programs, if any, it is used in.

If you click a name in the link box this entry will then be selected.

Local menus in the Memory Manager

Entry



Initialize

You can initialize sounds, performances or other memory locations in the Memory Manager. This function equates to the »Initialize«, »Default« or »Voice Init« functions offered by some devices;

- select the entries that you want to initialize by clicking them,
- choose »Initialize« in the local Entry menu – the relevant entries will be initialized and sent to the device.

Note: the initialized entry will be written directly into the relevant memory location. You can undo the initialization by pressing undo providing you don't make any other alterations in the meantime.

Rename

You can rename an entry by selecting it and choosing »Rename« in the Entry menu. An even quicker method is just to double-click the entry, type the new name in the text field and then press ↵. The new name will now be displayed and the entry will be sent to the device where you can save it.

Note: if you want to rename a whole group of entries in a row, instead of pressing ↵ after you enter a name just press one of the cursor keys ↑ or ↓ which will make you jump to the next entry. The text field will stay open.

Note: the number of characters available for entering the name depends on the device.

Surf!

If you want to have a listen to a selected entry choose »Surf!« in the Entry menu. The data of the entry will be sent to the appropriate edit buffer and, providing the AutoPlay function is active, the sound will be played by the test note.

When you use the Surf function please note that none of the memory contents are overwritten when using the Surf! function. The only exception to this is ROM entries which don't have an edit buffer (e.g. SY77 pan). In this case the Surf function overwrites a RAM memory location of the same type, but only after a safety question.

Options



Parameters

This function determines whether the parameter box in the Memory Manager should be displayed. If it is deactivated, the entire area of the Memory Manager will be available for displaying the entries.

Special

Depending on the device the menu bar of the Memory Manager contains another special menu with functions geared to that particular device. For example, with the Korg Wavestation you get another special menu whose functions are explained in the On-line Help.

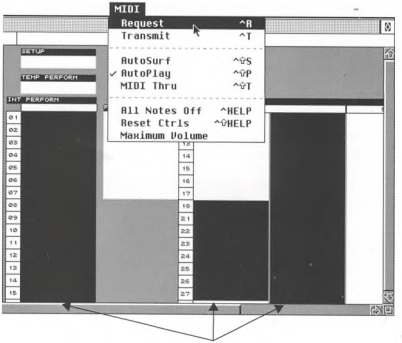
Adaptation

In adaptations' Memory Managers you'll find another local menu in which you can edit and save adaptations. More on this in Chapter 6.



MIDI functions of the Memory Manager

Requesting entries



You can instruct SoundSurfer to update the selected entries in the Memory Manager by requesting the relevant data from the device.

Select one or more entries and choose »Request« in the MIDI menu. Alternatively you can press ctrl R. SoundSurfer requests the data from the device and updates the corresponding entries in the window.

This function is especially useful if you have altered the memory contents of a device on the device itself and SoundSurfer is therefore no longer completely up-to-date.

Note: if you want to receive the entire contents of the Memory Manager at once, you should first choose the menu function »Select all« (ctrl A).

Transmitting entries

You can transmit the selected entries to the device via MIDI. Normally this happens automatically, because SoundSurfer works in the background to ensure that there is a constant agreement between the contents of the devices and the contents of the

window. If you need to update this agreement for any reason you can transmit the entries manually: choose »Transmit« in the MIDI menu or press ctrl T.

Here too you can transmit the entire contents of the Memory Manager at once, with the help of the »Select all« function.

Warning: in contrast to the Surf function, the entries are written directly into the memory locations and not into an edit buffer.

Requesting the Memory Manager contents at power-up

You can instruct SoundSurfer to automatically request the memory contents of the installed devices at the start of the program.

Click-hold to the right of »Auto Request« in the device parameter box. A flip menu opens where you can determine which data you want SoundSurfer to request:

I Internal
I+C Internal + Card
I+C+R Internal + Card + ROM
all entire memory contents (»All« dump)

SoundSurfer will then automatically request the chosen memory contents of the device whenever the program is started.

Note: remember that this can take a few minutes, depending on the device, and can therefore significantly lengthen SoundSurfer's start operation, especially with larger MIDI setups.

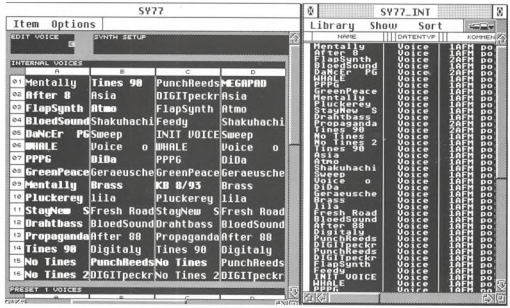
You can dispense with this automatic request procedure by saving the contents of the Memory Manager onto disk before you quit the program. For more details refer to the section *Preferences* on page 91 in Chapter 4 *SoundSurfer's User Interface.*

Saving the Memory Manager onto disk

If you want to save the contents of the Memory Manager onto disk, you have two options:

- you can instruct SoundSurfer to create a library containing all or part of the Memory Manager, and save this onto disk, or
- you can have the contents of the Memory Managers of all the installed devices automatically saved when you quit the program (refer to the section »*Preferences* on page 91 in Chapter 4 *SoundSurfer's User Interface*).

Saving the Memory Manager as a library



A sound bank in the Memory Manager (left) and in the library

To save the contents of the Memory Manager in a library, select the device in the Setup window and choose »Build library« in the local New menu. SoundSurfer then creates a new library containing the complete memory contents of the device. Only the edit buffers and the ROM entries are not included. You can save the new library by choosing »Save« in the File menu.

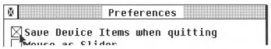
Reloading the Memory Manager

If you want to reload the contents of the Memory Manager that were saved onto disk, load the library by choosing »Open…« in the File menu (ctrl O) and selecting the desired library in the file selection box.

Then select all the entries in the library by choosing »Select All« in the Edit menu or pressing ctrl A and drag the entire selection into the Memory Manager window. Finally choose »Transmit« in the MIDI menu.

The details of the library functions are contained in Chapter 5.

Automatic saving of the Memory Manager contents when quitting



If you activate the Preferences option »Save device entries when quitting« (File menu) the contents of all the installed devices are automatically saved onto disk. For a detailed explanation refer to the section *Save device entries when quitting* on page 91 in Chapter 4 *SoundSurfer's User Interface.*

Chapter 7

The Library

In this chapter you will learn how to use the library in SoundSurfer to compile sound data banks; these allow you to find and sort sounds and other data in your MIDI system far quicker and more effectively than would be possible with any other program.

What exactly is a SoundSurfer library?

A SoundSurfer library is a file in which any SysEx data (e.g. sounds, multis, effects, configurations) from your MIDI devices can be saved, sorted and displayed from different points of view.

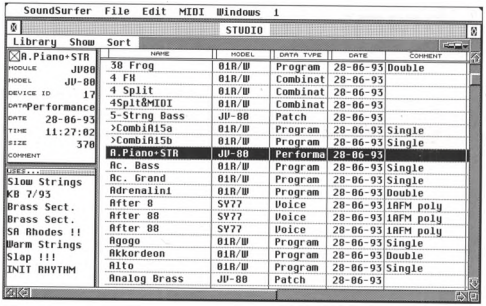
The purpose of such a library is to enable you to compile a large collection of sounds and other data and then find the right ones immediately by sorting them using appropriate criteria, fetching them up on the screen and transmitting them to your devices.

In that respect a library is similar to a data bank which you might use for filing addresses or book-keeping. In the same way that an address file will allow you to search through thousands of addresses and find the ones whose ZIP code begins with 4, you can search a SoundSurfer library, instantly select all the sounds whose name contains »piano« and send them to the relevant devices.

Apart from the usual management functions, SoundSurfer libraries offer some remarkable features:

- the size of a library is limited only by the RAM capacity of your computer. You can decide for yourself whether to use a few large libraries or many small ones. For example, a library can contain thousands of sounds from different synthesizers or just the contents of a single Memory Manager. Because you can exchange, copy and import the contents of different libraries, your collection of data can be compiled to suit your own requirements.
- SoundSurfer is the only program that allows you to compile mixed libraries. You can therefore store any data from different devices in a single library. Patches from a JV-80, multis from an SY77 and global data from an 01/W could all be managed in the same library.

The library window



The library window contains three important elements:

- the local menu bar
- the library
- the parameter box for entries.

In the local menu bar you will find functions to help you with things like displaying and sorting the library.

The library itself is divided into a title bar which can be reconfigured and the table of entries. For every entry there is a list of parameters which may be displayed in the parameter box.

Opening and closing a library file

You open a library file by choosing »Open…« in the File menu and selecting a library file in the dialog box which appears. You can open several library documents at once and copy entries back and forth between these libraries.

To close the library file again, choose »Close« in the File menu. If you have changed the library at all, a dialog box appears asking you whether you want to save the altered library.

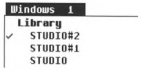
Refer to the section *The File menu* on page 70 in Chapter 4 *SoundSurfer's User Interface* for more details on the management of library files.

Note: closing a Library window does not close the file itself.

Opening a Library window

You can open a Library window by choosing »Library« in the Windows menu or pressing ctrl 1. Of course you can open several windows from one and the same library.

The title bar of every Library window contains the library name and – from the second window upwards – a serial number.

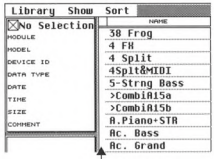


For example, you can bring up several sections from one library on the screen, or display the library in different sizes.

Selecting entries in the library

In Chapter 2 you learned about the selection functions. These also apply in the library. Here is a brief summary:

- you select an entry by clicking it; if you click it again while holding down ⌂ the selection will be toggled;
- to select several entries click them one after the other while holding down ⌂;
- to select a block click the first entry, then while holding down ctrl click the last one;
- you can select blocks of entries within the library by clicking in the narrow column at the left edge of the library table and dragging a rubber band across the entries while holding down the mouse button. The entries within or touching the rubber band will be selected. You can select several blocks by holding down ⌂ as well after you have selected the first block,
- use the Edit menu to select all entries at once or toggle the selection;
- in the library you can deselect all the entries at once by clicking in the narrow strip along the left or bottom edge of the library table.



Selecting used entries as well

In practice you will often want to cut or delete multi programs from the library along with their constituent sounds. To save you the effort of having to search through the library for the used entries, there is a key command you can use so that when you select a multi, the entries that it uses are selected too.

Just click the multi program while holding down alt. The associated entries will also be selected and «taken along» when you cut, move or copy the multi program.

Note: whenever you cut or delete a multi program along with its used entries, SoundSurfer checks whether any of the entries are used in other multis as well. If this is the case, you will be asked if you really want to delete the entries. You can therefore avoid destroying the completeness of any other multis.

Mouse operations in the library

Apart from the general mouse operations (see Chapter 2) the library contains the following special functions:

- to move one or more entries within the library, select the desired entries and drag them with the mouse to another position within the same window. However, if you want to move the entries into a window of another library, you must first hold down alt, otherwise the entries will be copied;
- if you select an entry with the right mouse button (Macintosh: hold down ⌘ while clicking), the AutoSurf setting is toggled.

Example: if you have activated AutoSurf but you now want to select an entry without transmitting it via MIDI, select it with the right mouse button.

Managing libraries on disk

You manage libraries on disk using the functions of the File menu which are covered in detail in Chapter 2 on page 70.

Creating a library

There are several ways to create a library in SoundSurfer:

- choose »New« in the File menu to open a new empty Library window in which to copy entries,
- select one or more devices in the Setup window and then choose »Build library« in the local New menu to automatically generate a library using the memory contents of the selected devices.
- choose »Open…« in the File menu to convert a C-LAB Polyframe library into a SoundSurfer library. This allows you to continue using your Polyframe libraries in SoundSurfer. The conversion is automatic, and SoundSurfer retains the name of the old library.

Note: Polyframe Setup files (with the extension .PS) cannot be directly loaded into SoundSurfer. Instead, you must load the Polyframe Setup into the respective Memory Manager and save the whole Memory Manager as a Polyframe library. SoundSurfer is then able to read this library.

- Create a new library and import libraries or banks from other programs into it (see section *Insert file* on page 136).

All management functions for libraries are described in the section *The File menu* on page 70 in Chapter 4 *SoundSurfer's User Interface.* Please see there for more details.

Automatically loading a library on start-up

If you are working in SoundSurfer with one or more standard libraries, there's no need to define special Autoload libraries. When you quit the program, SoundSurfer knows which libraries were open, and opens them again next time the program is started. SoundSurfer will be in exactly the same mode as it was when you were last working in it.

If your starting point is always the same library, you can rename it »AUTOLOAD.LIB« (or just »Autoload« in the Macintosh). It will then be automatically loaded on start-up.

The layout of the library table

You are free to determine the look of the Library window. Using the mouse, you can determine the width of the parameter box, the relative widths of the library columns and the size of the display.

Note: taking advantage of the storable screen sets, you are able to pre-define the various layouts of a Library window and switch between them as required. For more on the definition of screen sets, please see Chapter 2.

The library is displayed in the form of a table. The entries are arranged vertically and can be sorted as you wish, as we'll see later.

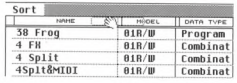
The title bar contains all sorts of functions for determining the layout of the Library window. You can alter the order of the columns, switch out individual columns or alter their widths.

Number

Each entry has a numbered position in the library. This number has nothing to do with the memory position of the entry in a Memory Manager, but simply defines where the entry is in the library. This is the reason why you cannot sort by number in the library.

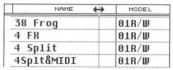
Altering the order of the columns

To change a column's position in the list, click-hold the desired column heading in the title bar: the mouse arrow becomes a hand. Drag the title field to the column's desired position and release the mouse button. The column will be inserted there and all other columns will be moved correspondingly to the *right*.



Altering the widths of the columns

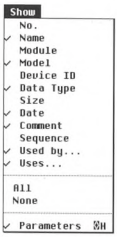
To alter the width of a column, move the mouse arrow to the right-hand end of the column's title: the mouse arrow becomes a double-arrow. Drag the column's border to the desired position and release the mouse button.



If you hold ⍟ during this operation, the next column's width will alter correspondingly as well, so that what you are changing is the border between the two but not affecting any of the other columns.

To make a column disappear, drag its right-hand border as far as possible to the left.

The Show menu



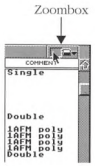
The local Show menu is where you can switch the columns in and out. If you disable a column in this menu, this sets its width to its minimum value. Enabling a column sets it to a width of 100 pixels: you are free to change this width using the dragging method described above.

To enable and disable columns, simply select them in the menu: the tick shows their status.

It's also possible to use the menu's »All« and »None« functions to determine the display of the whole table.

Example: there's a whole range of columns visible, but you want to see the names and dates only. The simplest way is to use »None« followed by »Name« and »Date«, rather than disabling each column individually.

Size of text



You use the little telescope symbol in the Library window's upper right-hand corner to choose the size of the text in the window. Choose a small text size if you want to view as many entries at a time as possible, but bear in mind this makes them harder to read.

Click the *left* half of the zoom box to select a smaller size, and the *right* half to select a bigger one.

Note: you can also make use of the storable screen sets (see Chapter 2) to store your two favourite displays and switch between them.

Sort functions

A library's entries can be sorted at any time as required using SoundSurfer's range of simple and handy sort functions. It's possible to sort according to most of the entry parameters, whether or not those parameters are currently being displayed or not.

A sort routine can be undone using undo or ⌘Z so long as this is done straight after the sort.

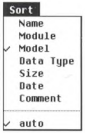
The sort functions are only available for the whole library at a time, although a library can be divided into zones, as we will see later. This means that if you do a sort in one Library window, this will affect all other windows opened on the same library as well.

Sorting within the title bar



There's a quick way of resorting the library: double-click the parameter in the title bar according to which you want the display to be sorted. This immediately sorts the display, and if AutoSort is enabled the appropriate parameters will additionally appear underlined in the title bar.

The Sort menu



The Library window's local Sort menu lets you choose a sort criterion: the library is sorted as you choose the menu contents. The Sort menu has one advantage over and above the title bar method of sorting, in that you can sort according to parameters that are not currently visible in the title bar.

Name

The entries are sorted alphabetically according to their names. This allows you to quickly find, say, all sounds beginning with »Strings«, no matter their device.

Module

The entries are sorted alphabetically according to their module. This allows you to have a library display in which the entries are divided up into blocks determined by their respective devices.

Model

The entries are sorted alphabetically according to their model. The result of this sort is independent of the »module« criterion (e.g. »SD-1«, »SY77«, »VFX«).

Data type

The entries are sorted alphabetically according to their data type.

Example: in the table, SY77 voices appear after 01/W programs, which appear after JV-80 patches.

Size

The entries are sorted in ascending order according to their size in bytes.

Date

The entries are sorted in ascending order according to their date of creation. The earliest entries appear at the start, and the latest at the end of the table.

Comment

The entries are sorted alphabetically according to their comments. Giving a range of entries comments such as »Piano«, »Strings« or even »Studio« or »Live Set 01.07.1994« means they can immediately be found on demand.

Auto

The entries are sorted according to last-selected sort criterion if anything was changed. This makes it easy to keep repeating the same sort after insert or cut operations.

Undoing sorts

»Undo« in the Edit menu or undo reverses the effects of the last sort and allows you to toggle between the original and the last sort.

Automatic sorting

If you want, you can get SoundSurfer to sort the library after each alteration. This AutoSort function sorts according to the names only.

To activate AutoSort, choose »Auto« from the Sort menu.

Note: when AutoSort is active, the positions of the insert cursor or the target position for mouse operations are irrelevant. The only exception is if the library is divided into zones by title entries.

Sorting a zoned library

Inserting a title entry allows libraries to be subdivided into zones; this can be used for grouping sound banks, sounds for specific live sets, etc. This makes more sense than creating a new library for each grouping as sort and searches need only be done once.

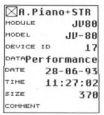
See section *Insert title* on page 136 for how to insert a title entry.

SoundSurfer takes zones into account when sorting and sorts them individually. This retains the relationship of the entries to their zones.

NO.	NAME	MODEL	MODULE	DEVICE ID	DATA TYPE
232	WS Reso	01R/W	01W	4	Program
233	WvShape EP	01R/W	01W	4	Program
234	Xylophone	01R/W	01W	4	Program
235	Zing Sweep	01R/W	01W	4	Program
JV-80 Internal					
237	5-Strng Bass	JV-80	JV80	17	Patch
238	A.Piano+STR	JV-80	JV80	17	Performa
239	Analog Brass	JV-80	JV80	17	Patch
240	Analog Brass	JV-80	JV80	17	Performa
241	Analog Bs 2	JV-80	JV80	17	Patch
242	Analog Bass	JV-80	JV80	17	Patch

Sorting recommences at each new title entry

The parameter box for entries



Each entry – no matter whether sound, effects program or multi setup – is saved with a range of parameters which help in the sorting and organizing; some of these can be edited, such as the name of an entry.

Whenever you select an entry, you see its parameters in the box.

The parameter box's display always relates to the selected entries. If a particular parameter has different values amongst the selected entries, an asterisk will be displayed instead of a value.

You can edit some of the parameters in the box. The editing will always affect all the selected entries.

Sizing and hiding the parameter box

The parameter box can be reduced in size by clicking the little checkbox upper left in the parameter box. Choosing »Parameter« from the local Show menu allows you to switch the parameter box on/off.

Name

This line displays »No selection« if no entry is selected. If just one entry is selected, its name is displayed here.

If more than one entry is selected, the total number selected is given here.

Clicking the name line makes a text field open for renaming the entry. If more than one entry is selected, any name input will affect them all. The name of the first entry appears in the text field as default.

To be able to edit the names of several entries one after the other, selected the first entry, open the text field, type in the name, then move around the list using the cursor keys ↓ and ↑ to get to the next entry. The text field will remain open and doesn't need to be reopened each time.

Note: you can use these two features to give all selected entries an additional identity, such as your initials. Finish off by giving each entry its own name.

Module

This line displays the module that created this entry. Clicking this line produces an Info window giving more details on this module.

Model

This line displays the model that created this entry. It cannot be edited.

Reminder: a module can include several different models. For this reason, the model display serves to differentiate more precisely between the various devices that are served by the one module.

Device ID

This line displays the MIDI device ID of the device that created this entry. Broadly speaking, this is a identity number for SysEx data, allowing devices of the same model-type to be separately identified within a MIDI system. So, if you are »surfing« a selection of entries to several identical devices (e.g. a TX816 containing eight DX7

modules), the devices ID allows you to see to which device the current entry is being sent.

Example: if there are two DX7's in your MIDI system, the devices ID differentiates between them.

Data type

This line displays the data type of the library entry. It tells you whether the entry is, say, a sound, multi program of effects program.

Example: the Roland JV-80 contains »Patch«, »Performance« and »Rhythm Setup« data types; the Yamaha SY77 has »Voice«, »Multi«, »Synth Setup«, »Pan«, »Microtuning« and »Seq Setup« data types.

This parameter is not editable.

Date

This automatically shows the date of the entry's creation. You can click the year, month and day fields for editing with the mouse. If you double-click the line, the date is enterable via the computer keyboard.

Note: when entering the values, use non-numerical characters to divide the year, month and day.

Time

This automatically shows the time of the entry's creation. Editing is carried out as for the date. Only odd-numbered seconds are not allowed.

Size

This line displays the entry's size in bytes. This size is not identical to the length of the actual SysEx message, as the modules optimize the amount of data by leaving out any parameter groups not being used.

Comment

Each entry can be given its own line of comment. As you can sort according to comments, groups can be created if their respective entries are given identical comments, such as » Internal 1«. To give several entries the same comment, select them all and click the comment line: a text field opens in which you can enter the text.

Note: giving entries that belong together the same comment (e.g. Piano, Strings, Solo) allows them to be quickly found again or sorted in the library.

The link box



The field below the parameter box is the link box. It shows which other entries are being used by the selected entry, or by which entries it is being used. If no other entries are involved, the link box remains empty.

»uses...« This field shows the name of the entries that are being used by the selected entry. Thus, if you select a multi program (e.g. Performance, Multi, Combination), you will see its sounds here.

»is used by...« This field shows the names of the entries that are using the selected entry. Thus, if you select a sound (e.g. Patch, Voice, Program), you will see whether it's in a multi program, and if so which one.

If you click a name in the link box, the cursor beam moves to that entry.

Local Library menu

The local Library menu allows you to send selected entries to the edit buffers for checking, play a test sequence, insert subtitles into the library or load libraries that are on disk into the current library.

Surf!

Choosing this menu item sends the selected entries to the edit buffers of the appropriate devices for auditioning.

As the entries can be sent to edit buffers only, the Surf operation is in no danger of mistakenly over-writing memory contents. The one exception is the surfing of data for which the devices has no edit buffer. However, this is preceded by a warning so you are forewarned.

Note: to permanently store the selected entries in the device, just copy them to the Memory Manager by dragging them across to the corresponding target position of a Memory Manager window or choosing »Transmit« from the MIDI menu.

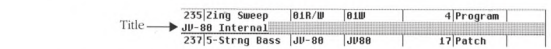
Store sequence

The test sequence just recorded in SoundSurfer's mini-sequencer is assigned to the selected entries, allowing each entry to have its own suitable auditioning sequence, such as a chord for string sounds and a melody for solo sounds.

Note: this operation over-writes without warning an existing sequence that's already been assigned to the entry.

Note: this operation is not available if you are using SoundSurfer within Softlink, M•ROS or another MIDItasking system as these disable the internal sequencer.

Insert title



This function lets you insert text at any location within the library, such as for giving the entries that follow it their own title or commentary. Select the entry *above* which the text is to be inserted and choose »Insert title«. This opens a text field for you to type in the title. If you need several lines of text, you are able to choose the menu item as many times as you like in a row.

The text can be later edited by first clicking it in the Library window, then clicking the text line in the parameter box.

Important: these titles subdivide a library into zones – e.g. »Stage sounds«, »Studio sounds«, »SY99 working sounds« and similar.

To get rid of the titles, select them and press ⌫ or choose »Delete« from the Edit menu.

Note: the zones are recognized by the sort routines, in that the relationship between title and entries remains safeguarded. SoundSurfer will always sort entries within each zone individually.

Insert file

You can insert a library from floppy or hard disk into a SoundSurfer library. This would allow you to make one big library out of several small ones. »Insert file…« is similar to »Import…« in the File menu, except that it doesn't create a new library document.

Select the entry *before* which the new library is to be inserted and choose »Insert file…«. Now choose the desired library from the selection box that appears. If this

library is »alien« (Polyframe, X-alyzer, Synthworks, etc.) it is automatically converted. You'll find more details in section *Importing from other programs* on page 143.

Note: this operation automatically inserts a subtitle before the new library, giving the name of the file. You are free to delete this title afterwards.

Note: it's possible to use a Find function to look for title entries, by choosing »more options« and selecting criteria »The data-type« »is« »>Title<«. The search functions are explained in the next section.

Requesting library entries

If you choose »Request« from the MIDI menu, this requests the internal memories of all the devices selected in the Setup window (see also the section *Request* on page 80 in Chapter 4 *SoundSurfer's User Interface*) and inserts them in the library.

Sending library entries

If you select the desired entries first and choose »Transmit« from the MIDI menu, this sends the data to the devices whose IDs agree with those of the entries being sent. So, if you want to send eight DX7 voices to the eight modules in a TX816, you can use the device IDs to determine which voice goes to which expander.

For details regarding the converting of data between related devices (such as the DX7 and SY77) please see the section *Device selection strategy when sending from a library* on page 108 in Chapter 5 *The Setup Window.*

The Find function

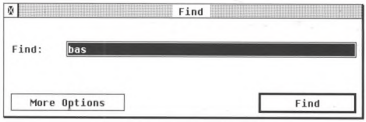
One of SoundSurfer's most powerful features is the Find function; it allows you to conduct a targeted search for an entry through a zone within a library, a whole library or your whole MIDI system. This function is of particular use in the studio, where you often need to find a specific sound or a range of suitable sounds from within a large collection. Here are a few practical examples:

- Looking for all the string sounds within a group of selected entries
- Looking for a sound called »SuperBass« within all the opened libraries
- Looking for all the sounds that were created before 23.12.1993
- Looking for all the JV-80 sounds in a library

Macintosh users will immediately feel at home as the Find functions are similar to those of the Finder. SoundSurfer can conduct simple searches according to names or syllables, but can also make use of more complex criteria.

Opening the Find window

Choose »Find...« from the Edit menu or use ctrl F.



Important: the Find window is a real window, not a dialog box. The advantage is that it remains open during the Find operation to allow you to improve or change the Find criteria. You can even position the library and Find windows on the screen such that you can see them both at the same time. The window positions and the Find criteria you have defined are stored by SoundSurfer when you quit the program.

A simple Find operation

When you first open the Find window, all it contains is a text field and the buttons »More options« and »Find«. In this mode you can Find entries by name or part of name. Upper or lower case characters are ignored.

Note: if you are looking for a particular beginning of a name in a library, you don't even need to open the Find window: the Library window offers a quick method like the one you have already come across in the Memory Manager, as follows:

Simply type in the first character(s) of the desired entry's name. SoundSurfer immediately finds the first entry whose name begins with the characters you have typed.

Use of ⇥ allows you to jump to the next entry alphabetically; ⇧⇥ jumps to the previous one.

Starting the Find operation

Enter the desired text and click »Find«.

The search for names that contain those characters now starts in the active library, beginning from the selected entry.

The first entry to be found is selected. If AutoSurf and/or AutoPlay are active, the entry is immediately sent and/or auditioned.

If no name has been found, a dialog box opens.

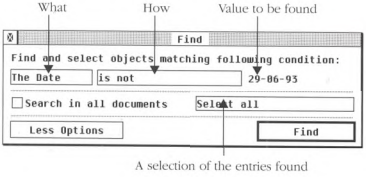
Repeating the Find

After the first Find, the »Find« button becomes »Find again«. Clicking it continues the operation for the next name. You could also press ctrl G or choose »Find again« from the Edit menu.

Note: if you make use of the key or menu commands, you are able to close the Find window to save screen space.

More options

If you require more sophisticated Find criteria, click the Find window's »More options« button. The Find window switches to its expanded mode with a range of flip menus that are used to define more complex Find criteria.



What

This flip menu allows you to define the main parameter that will be used as a Find criterion. You can define the entry's name, model, data type, date, size, comment and »data« (see next section).

»Data«

This option appears nowhere else but in the Find window: it tells SoundSurfer to compare the entries' SysEx data. This allows you to find similar sounding sounds if a name search produces nothing useful.

Note: this function cannot guarantee that the sounds it finds will be similar. If you alter a synth sound's basic waveform, it will sound completely different, though the corresponding SysEx parameter may have hardly changed.

It makes sense to use the »Data« operation in situations such as where you have created several variations (envelopes, filter) of the same sound, and now wish to delete those variations not required.

Warning: never use »Data« with »Keep first, delete rest« as this might delete entries you wanted to keep.

How

This flip menu contains the conditions that the »What« Find criterion must match for the entry to be found. The contents of the flip menu refer to the criterion selected under »What«.

Table 3

Condition	*Description*
contains	contains the text entered
does not contain	does not contain the text entered
begins with	begins with the text entered
ends with (not date, size, contents)	ends with the text entered
is	exactly matches the text entered
is not	does not match the text entered
is before (date only)	was created before the date entered
is after (date only)	was created after the date entered
is less than (size only)	size is smaller than value entered
is greater than (size only)	size is greater than value entered

Table 4 Examples

What	*How*	*Value*	*Finds*	*Examples found*
The name	contains	bas	all entries whose names contain the syllable »bas«	Bass, BasicPad
The name	begins with	DX	all entries whose names begin with DX	DX Rhodes, DX Bass, DX7Pno

Table 4 Examples

What	*How*	*Value*	*Finds*	*Examples found*
The name	is	Congas	all entries whose names are exactly »Congas«	Congas
The model	is not	01/W	all entries that are not from a 01/W	
The size	is greater than	345	all entries whose sizes are more than 345 bytes	

Comparison criteria

The next four criteria do not search for a given example but each compares two entries taken as a pair. This allows you to find, say, all sounds that have similar names.

Table 5 Comparison criteria

Condition	*Description*
is equal to selection	selects an entry that is identical with one of the selected entries
is similar to selection	selects an entry that is similar to one of the selected entries
is equal in pairs (not date or size)	selects two identical entries
is similar in pairs (contents only)	selects two similar entries

The Find value

Depending on the contents of the first two fields, a text field appears here (e.g. for names or comments) or a numerical field (for date or size inputs).

Selection of the entries found

A further flip menu allows you to define what SoundSurfer does with the entries it finds:

Select one

This deselects all previous entries, selects the first entry found and moves the window section correspondingly to show it. If AutoSurf! is active, the entry is also sent to its device.

If no window is open on the current library, one will open automatically. Only »Find again« makes sense here if you don't change the Find conditions.

Select all

This selects all the entries found and deselects all previous entries.

Add to selection

Those entries found are selected in addition to entries already selected (»logical OR«).

Select in selection

The search is conducted within the selection only. Only those entries found remain selected; all others are deselected (»logical AND«).

Keep first, delete rest

This option exists only together with the comparison criteria (see section *Comparison criteria* on page 141). If an entry is identical with or similar to one or more other entries, the first one found is kept and the others are marked as being ready for deletion by being showed »dimmed« (in grey).

The actual deletion takes place after the search operation is over, and only after you have responded to a safety question.

Note: this function is particularly suitable when used in combination with »Search in all documents« and »The Data« »is equal in pairs«. The result then corresponds to the deletion of duplicates that might be spread across more than one library.

Search in all documents

Activating this option conducts searches throughout all open libraries. When used with comparison criteria (see section *Comparison criteria* on page 141) each entry in each library is compared with each entry in each of the libraries.

Less options

Click this button if all you want to do is search by name only and don't need the extra options.

Find

Click this button to start the search. After the first entry has been found the button's caption changes to »Find again«. Click it or press ↵ or ctrl G to initiate the next Find.

Note: ctrl G allows you to Find again even if the Find window is closed.

Importing from other programs

SoundSurfer is capable of loading other programs' files and converting them into SoundSurfer libraries. The import function offers a range of options that make it easy to import files.

Choosing »Import...« from the File menu opens a file selection box for selecting a file. Confirm your selection and SoundSurfer will attempt to load it.

Format recognition

Because some modules contain special import functions that can identify the format of the selected file, you may find that SoundSurfer will load all installed modules one after the other until the format is recognized. This operation is automatic and can take a little time to complete.

As soon as SoundSurfer recognizes the data format it creates a new library whose title is taken from the file name, and loads the converted data. The number of entries it contains depends, of course, on the number of entries in the original file.

Data format for the import

To find out what data format each module is capable of recognizing, use the On-line Help.

Select the desired device in the Setup window and press help or choose »Help« from the Windows menu. That device's On-line Help now appears. Click »Index« and choose »Import« from the list that appears.

Importing several files

The Atari version of SoundSurfer allows you to enter the placeholders »*« and »?« in file names, such as for when you want to simultaneously import several files with the same ending.

Example: if you open a folder containing ten files that end in ».BNK«, type »*.BNK« in the file selector box. SoundSurfer will then import all ten files and create a library for them.

Additional information

- If a file cannot be imported, a dialog box will open allowing you to ignore the file or abort the whole operation.

- When importing, SoundSurfer will automatically delete any duplicate entries it finds.
- SoundSurfer allows you to influence the order in which the modules are selected: simply select the device in the Setup window that is the one most likely to be compatible with the file to be imported.

Converting the sounds of related devices

Some SoundSurfer modules are capable of converting sounds that come from different synthesizers – in most cases, these are related or older devices. For example, the JV-80 module can load the sounds of a Roland D-70 and convert them into JV-80 sounds, and the SY77 module will do the same with DX7 sounds.

The On-line Help will tell you what conversions are available for your devices, and will give more information on the converting process, as follows:

Select the desired device in the Setup window and press help or choose »Help« from the Window menu. That device's On-line Help now appears. Click »Index« and select »Conversion« from the list that appears. This is where you can learn all about what the conversion can do for that particular device.

Practical examples for libraries

Here are two examples designed to show you just how useful libraries can be in your day-to-day work.

Instantly saving sounds for a production

Let's assume you are working on a production and want to save the memory contents of all your devices for later reloading because you now have to start work on a different production:

- in the Setup window select all the devices you are using,
- choose »Build library« from the New menu,
- save the library that appears using the name of the production,
- you can now start your next production; in other words, you are now free to alter the memory contents of your devices.

When you're ready to continue working on the original production, open its library,

- select all its entries (ctrl A)

- and send them (ctrl T). After you have answered a few safety questions, you should be back where you left off.

Archiving layered sounds

Let's assume you have created a layered sound by combining several devices and now wish to save it for posterity:

- Create a new library (ctrl N) or open an existing library,
- copy into this library all the entries from your various devices that make up the layered sound,
- if necessary, zone-off this group of entries from the others using a title entry.
- To store these entries back in the devices, select them, then send them using ctrl T. To audition the sound without permanently storing the entries in the devices, choose the local menu's »Surf!«.
- You can also select entries from different models of the same type of device bearing the following in mind:

Important: here, groups of entries that belong together, that come from the same model, are sent as a block, i.e. stored one after the other in the device's memory. If an entry for different model arrives in between, storing starts all over again. We therefore recommend that you don't use the dialog box's »All« option in this sort of situation.

Chapter 8

The Universal Module

SoundSurfer normally offers a module for each type of device, the module exactly reflecting and making full use of the device's characteristics. These modules form part of SoundSurfer's structure – and each one functions as a comprehensive, independent library such as those stand-alone programs you might have used before SoundSurfer, with its built-in modules, came along.

These modules are produced by EMAGIC programmers: there are not that many modules because the amount of time and energy it takes to produce one is often not warranted by the sales of some of the MIDI devices on the market.

All is not lost! SoundSurfer additionally provides a quick and easy way of managing those MIDI devices not covered by the »official« modules – those devices tend to be less current, more exotic or just plain simple.

The module that makes this possible is the Universal Module. This module can be made to work with virtually all MIDI devices thanks to editable driver-files called »adaptations«. If you know a little about SysEx data, you can create your own adaptations or edit the existing ones.

Your SoundSurfer package comes with over eighty adaptations that cover almost all the current devices on the market, so it is likely that your entire MIDI system will be compatible with SoundSurfer from the word »go«. The number of adaptations will rise every time there's an update to the program, so that the need for you to create your own adaptations will decrease correspondingly over time. At least the option is there.

The differences between modules and adaptations

Here are the main differences between the two:

- Adaptations can be created and edited by the user; modules cannot.
- As a rule, a module can support several models of one type of device, even if there are minor differences between the models, and is ideally suited to supporting a device's different software versions even to the extent where new features are introduced. You cannot do this with adaptations.
- Adaptations cannot import alien data.

- Modules are able to convert files from related devices (e.g. DX7 → SY99); adaptations cannot.
- Adaptations' scan functions cannot recognize cards or expansion boards.
- Adaptations do not have Link Management (the automatic management of linked data, such as keeping track of the whereabouts of the sounds that belong to a Multi).
- Modules are able to support all kinds of SysEx communication. Adaptations have a few limitations in this respect (e.g. handshaking, Sample Dump Standard, exotic name and checksum formats).
- Modules are able to convert variations of a data-type (as in the DX7 or LXP-1); adaptations cannot. This is why a few adaptations do not support the Surf! function.

Editing adaptations

The adaptations that come with the package have already been optimally adapted to their respective devices and do not need further editing. However, you may find that you want to alter the default parameters, in which case light editing becomes necessary.

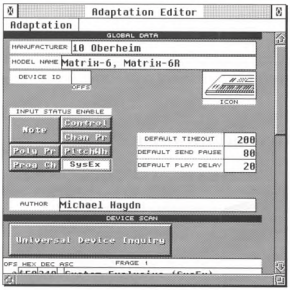
The Adaptation menu



In Memory Managers that are created by an adaptations, you will find a third local menu heading called Adaptation next to Entry and Options. This new menu accesses the adaptation editor and allows the altered adaptation to be saved to disk.

Edit...

Choose this to open the adaptation editor, or press alt E.



The adaptation editor

You are able to alter the default parameters in the upper portion of the adaptation editor.

Save

Choosing Save from the local Adaptation menu in the adaptation editor or pressing alt S replaces the former adaptation in the Surfer folder with the edited one.

Note: you can get the former one back by reloading it from the orginal program floppy disk.

Altering default parameters

To find out how to create your own adaptations, please read the section *Creating your own adaptations*. You are, however, able to make simple changes without specialist knowledge. We are deliberately limiting ourselves to parameters which do not alter the SysEx communication between SoundSurfer and the device, such as those that simply alter the appearance of objects or change the defaults to those you want.

Icon

Click-hold the icon to choose a different icon for the adaptation.

Defaults for Timeout, Send Pause, Play Delay

If you have been having problems with these parameters – maybe due to a change in the device's software version – and have found better values, you can enter them here. From now on, they will become the valid default values. You will find more on these parameters in the section *The device parameter box* on page 101 in Chapter 5 *The Setup Window*.

Creating your own adaptations

Creating your own adaptations in SoundSurfer needs specialist SysEx knowledge, and not every user will be up to it. Because of the large number of functions and information needed to create an adaptation, we have compiled a programmer's manual which is available from EMAGIC for a nominal charge.

EMAGIC Soft- und Hardware GmbH
Halstenbeker Weg 98
D-25462 Rellingen
Germany

Telephone +49 4101–4765-0
Fax +49 4101–4765-99

This manual defines the conventions that have to apply to all adaptations if they are to be accepted into the pool of SoundSurfer adaptations.

Appendix A

Summary of the Menus

Main menu bar

SoundSurfer or menu

About SoundSurfer... opens the Info window that contains the animated SoundSurfer logo and copyright, program version, author and date information.

File menu

New creates a new empty library

Open... opens an existing library

Close closes the active library

Save saves the library to disk

Save as... saves the library to disk, under a new name if desired

Revert to saved reverses all alterations made to the library since the last save by loading the previously-saved version from disk

Page setup... opens the window that determines the print parameters

Print... starts the printout to the connected printer

Import... imports another program's file into a SoundSurfer library

Delete file... (Atari only) deletes a file that you have defined in the file selector box

Format disk... (Atari only) formats the floppy disk in Drive A:

Preferences... opens the Preferences window

Quit quits SoundSurfer

Edit menu

Undo/Redo reverses the last operation/repeats the last operation

Cut removes the selected objects from the display and places them in the clipboard

Copy copies the selected objects in the display and places the copies in the clipboard

Paste copies the contents of the clipboard back into the display

Clear	deletes the selected objects
Select all	selects all objects in the top window
Toggle	selects all unselected objects and vice versa
Find...	opens the Find window for defining the Find conditions and starting the Find operation
Find again	repeats the Find operation using the same conditions as before – avoids having to open the window again

MIDI menu

Request	requests the selected entries from the device
Transmit	sends the selected entries to the device
AutoSurf	√: entries when clicked are automatically sent
AutoPlay	√: entries when clicked are automatically auditioned using a test note
MIDI Thru	√: received MIDI events are routed to the computer's MIDI output
All Notes Off	sends the »All Notes Off«-command (e.g. to cut off droning notes)
Reset Controllers	resets all Controllers
Maximum volume	sets Controller 7 (Volume) to 127 on all channels and outputs

Windows menu

Library	opens a new window for the active library
Setup	opens the Setup window
Memory Manager	opens a new Memory Manager window for the active device
Sequencer	opens the Sequencer window
Help	opens the On-Line Help window for assistance with references to the situation in hand
Next window	brings the next window to the top of the stack thereby activating it
Zoom window	toggles between maximum use of the screen area and a definable window section, and positions the window so that it abuts the menu bar
Close window	closes the active window
Tile windows	distributes all open windows so as to make best use of the screen area
Stack windows	stacks the windows so they overlap
Library list	shows which libraries are open; click a library name to bring it to the top of the stack

Library window local menus

Library

Surf!	sends the selected library entries to the corresponding device
Store sequence	assigns the sequence stored in the mini-sequencer to the selected library entries
Insert title	inserts a title entry ahead of the first selected entry. You then enter the title in the text field that automatically opens
Insert file...	inserts a SoundSurfer library (or one from another program) before the selected entry

Show

No. ... Uses	each of these menu items toggles the display of the corresponding parameters on/off
All	all parameter displays are enabled
None	all parameter displays are disabled
Parameter	✓: entry parameter box on/off

Sort

Name ... Comment	the library table is sorted according to the selected menu item
auto	the library table is automatically sorted after every library operation

Setup window local menus

New

Devices...	opens a window for the manual definition of new devices
Scan	activates the scan function for the automatic recognition of the connected devices
Build library	requests the memory contents of the selected devices and makes a new library out of them

Options

Parameters	✓: devices parameter box on/off

Memory Manager local menus

Entry

Initialize	initializes the sound parameters of the selected entries
Rename	opens a text field for the renaming of the selected entry
Surf!	sends the selected entry to the device's corresponding edit buffer

Options

Parameter	√: devices parameter box on/off

Appendix B

Key Commands

The following tables list SoundSurfer's Atari and Macintosh key commands. To help you find a key command speedily, the tables are arranged by window, and, within the window, alphabetically by key command.

Key command symbols

Table 6 Key command symbols

Symbol	*Macintosh*	*Atari*
ctrl		Control
alt	–	Alternate
⌘	Command	–
⌥	Option	–
⇧	Shift	
↑↓←→	Cursor keys	
⇞, ⇟	Page up, down	–
↖, ↘	upper left or bottom right corner	–
↵	Return (alphanumeric keypad)	
⌅	Enter (calculator keypad)	
␣	Spacebar	
esc	Escape	
⌫	Backspace/delete backwards	
⌦	Delete/delete forwards	
⇥	Tabulator	
help	Help	
undo	–	Undo
clrh	–	ClrHome
0 … 1, A … Z, . , - / * etc.	normal keys	

Note: ctrl ⇧ on the Atari corresponds to ⌘ ⌥ on the Macintosh. This corresponds to the Macintosh convention where ⌥, not ⇧ is used to modify another key. However, Atari does not recommend the use of ctrl alt so as to avoid combinations such as ctrl alt del that would reset the computer.

Key commands

All windows

Atari	*Macintosh*	*Operation*
esc	esc, ⌘ .	abort MIDI communication
help	help, ⌘ ⇧ /	open relevant On-line Help window for context-sensitive assistance
ctrl help	⌘ help	send "All Notes Off"
ctrl ⇧ help	⌘ ⇧ help	Reset Controllers
⌦	⌫, ⌦	Clear
⇧ ←, ⇧ →	⇧ ←, ⇧ →	scroll one page left, right
⇧ ↑ and ⇧ ↓	⇧ ↑, ⇞ and ⇧ ↓, ⇟	scroll one page up, down
clrh	↖	scroll to top left corner
⇧ clrh	↘	scroll to bottom right corner
ctrl Z, undo	⌘ Z	Undo
ctrl +	⌘ +	Next window
ctrl 1	⌘ 1	open new library window
ctrl 2	⌘ 2	open Setup window
ctrl 3	⌘ 3	open Memory Manager
ctrl 9	⌘ 9	open Sequencer
ctrl A	⌘ A	Select all
ctrl ⇧ A	⌘ ⌥ A	Toggle selection
ctrl C	⌘ C	Copy
ctrl F	⌘ F	Find...
ctrl G	⌘ G	Find again
ctrl M	⌘ M	Save as...
ctrl N	⌘ N	New
ctrl O	⌘ O	Open
ctrl P	⌘ P	print

(cont.) All windows

Atari	*Macintosh*	*Operation*
ctrl ⇧ P	⌘ ⌥ P	AutoPlay on/off
ctrl Q	⌘ Q	Quit SoundSurfer, saving preferences
ctrl ⇧ Q	⌘ ⌥ Q	Quit SoundSurfer,, not saving preferences
ctrl R	⌘ R	Request
ctrl S	⌘ S	Save
ctrl ⇧ S	⌘ ⌥ S	AutoSurf on/off
ctrl T	⌘ T	Transmit
ctrl ⇧ T	⌘ ⌥ T	MIDI Thru on/off
ctrl U	⌘ U	Close window
ctrl V	⌘ V	Paste
ctrl W	⌘ W	Close library
ctrl ⇧ W	⌘ ⌥ W	Tile windows
ctrl X	⌘ X	Cut
F1 ... F9	1 ... 9	recall screen sets 1...9
ctrl F1 ... ctrl F9	ctrl 1 ... ctrl 9	(twice) recall screen sets 11...99
⇧ F1 ... ⇧ F9	⇧ 1 ... ⇧ 9	store current screen configuration as screen set 1...9
⇧ ctrl F1 ... ⇧ ctrl F9	⇧ ctrl 1 ... ⇧ ctrl 9	(twice) store current window configuration as screen set 11...99

Library, Setup, Add New Devices, Memory Manager

Atari	*Macintosh*	*Operation*
A ... Z	A ... Z	select object that begins with the typed character
⇥	⇥	select next object in the alphabetical order
⇧ ⇥	⇧ ⇥	select previous object in the alphabetical order

Library window

Atari	*Macintosh*	*Operation*
ctrl D	⌘ D	Surf! (send the entry to the edit buffer, with AutoPlay if enabled)
ctrl ⇧ T, ins	⌘ ⌥ T	Insert title

(cont.) Library window

Atari	*Macintosh*	*Operation*
alt H	⌥ H	Parameter en/disable
↑	↑	select previous entry
↓	↓	select next entry
⇧↑ and ⇧↓	⇧↑, ⇞ and ⇧↓, ⇟	as above, for whole page
clrh	↖	select first entry
⇧clrh	↘	select last entry

Setup window

Atari	*Macintosh*	*Operation*
ctrl D	⌘ D	Scan...
ctrl ⇧ D	⌘ ⌥ D	opens Add New Devices window
alt H	⌥ H	Parameters on/off
↵	↵	open Memory Manager for selected devices
↑↓←→	↑↓←→	select device in given direction

Add New Devices window

Atari	*Macintosh*	*Operation*
↵	↵	append selected device
↑ / ↓	↑ / ↓	cursor up/down
help	help, ⌘ ⇧ /	open Help window for installing selected device

Memory Manager window

Atari	*Macintosh*	*Operation*
ctrl D	⌘ D	Surf!
ctrl I	⌘ I	Initialize
ctrl ⇧ N, ↵	⌘ ⇧ N, ↵	Rename
alt H	⌥ H	Parameters on/off
↑↓←→	↑↓←→	select next object in given direction

Sequencer window (all these keys are in the calculator keypad)

Atari	*Macintosh*	*Operation*
⇧ 0	⇧ 0	play
⇧ .	⇧ .	pause
⇧ ↵	⇧ ↵	stop
⇧ *	⇧ *	record

Find window

Atari	*Macintosh*	*Operation*
esc	esc	close window
↵	↵	start Find

Help window

Atari	*Macintosh*	*Operation*
←	←	previous page
→	→	next page
undo	⌫	go back to last-selected page
↑ ↓	↑ ↓	one line up/down
⇧ ↑ / ⇧ ↓	⇞ / ⇟	one page up/down
esc	esc	index display on/off
help	help, ⌘ ⇧ /	help about the Help system

Dialog boxes

Atari	*Macintosh*	*Operation*
⌘ ., esc, ctrl Z, undo, ⇧ ↵, ⇧ ↵	⌘ ., esc, ⌘ Z, ⇧ ↵, ⇧ ↵	»Cancel« buttons
↵, ↵	↵, ↵	buttons with enlarged borders
help	help, ⌘ ⇧ /	Help button
A ... Z	A ... Z	the button that begins with that letter

Appendix C

Using the Mouse

Library, Setup, Memory Manager, Universal Module

Atari	*Macintosh*	*Operation*
Click on object		if object already selected: no change otherwise: selects object, deselects all others
⇧-click		toggle selection of objects
ctrl-click	⌘-click	block selection block end (previous click defines block start)
Right-click	⌘-click	in Library/Memory Manager: as click, but with toggled AutoSurf (e.g. without AutoSurf if it had been enabled)
Double-click		• Setup: open or activate Memory Manager • Devices window: append device • Memory Manager: rename
Click+drag		Moving or copying selected objects. Library: • Within the library, moves objects • Dragging to another library or to a Memory Manager copies the entries Memory Manager: • Within the Memory Manager: swaps the entries • Dragging to another Memory Manager or library copies the entries
alt-click + drag	⌥-click + drag	Within a Memory Manager: duplicates
Click on background + drag		rubber band: selects objects within or touched by it, deselects others
⇧-click on background + drag		rubber band: toggles selection of objects within or touched by it

Appendix D

Glossary

This glossary explains the most common SoundSurfer terms.

Adaptation A file within SoundSurfer that allows the data of a device to be managed. Adaptations run within the Universal Module and are user-creatable and editable.

All Notes Off A MIDI command that switches off droning notes on all channels.

Grab To click-hold an object – e.g. prior to dragging it.

Auto Request The function that automatically requests the memory contents from the connected devices when SoundSurfer is first started.

Autoload library The library file called »AUTOLOAD.LIB« (Atari) or »Autoload« (Macintosh) and which has to be in the »LIBS« or »Libraries« folder for it to be autoloaded when the program is started.

AutoPlay The function that sends a test note to the MIDI device whenever an entry is selected.

AutoSort The library function that auto-sorts the library after every alteration to the contents.

AutoSurf Automatically sends a selected entry to the device's appropriate edit buffer.

Cache The special section in a computer's processor that speeds up accesses to the memory, thereby increasing the overall speed.

Card Memory card used by synthesizers, etc. to store sounds, etc.

Chain function The function that automatically keeps the Memory Manager window's contents up-to-date with its corresponding device.

Clipboard The part of the computer memory that's used during Cut, Copy and Paste operations.

Conversion The transformation of sounds from one device into the format of a different, yet related, device. For instance, SoundSurfer modules automatically and intelligently convert DX7 sounds into those for a SY77.

Copy-protection A necessary evil that is there to protect the authors' intellectual property by preventing the cloning and duplication of a computer program by unscrupulous thieves. SoundSurfer's copy-protection is programmed into the original disk and can be transferred to a hard disk using the Installer program (→Installation).

Cursor The high-lighting that marks an on-screen object as ready for editing – takes the form of an arrow, block or colour-inversion.

Data consistence in SoundSurfer: the similarity between a Memory Manager and the memory contents of its corresponding device (automatically controlled by SoundSurfer).

Default The preset or first settings that appear in the program – can normally be changed by the user.

Deinstallation The operation whereby the copy-protection program is returned from the hard disk to the original floppy disk, necessary when changing computers or before optimising a hard disk.

Device A MIDI synthesizer or sampler or other MIDI hardware (patchbay, effect unit) that is supported by a SoundSurfer module or adaptation.

Dialog box An input box that requires a decision by the user (yes, no, choice of options). The default choice (normally the safest or most logical one) has an enlarged border and can be selected using ↵. Not a true window.

Dump Request The MIDI command sent by the receiving device, requesting a transmission of System Exclusive data. This allows a device to be »milked« of its data by an outside device or program such as SoundSurfer.

Duplication The copying of an object – such as a Memory Manager entry – within a window.

Edit buffer A temporary memory in a device, used for editable data such as sounds or multis.

Entry The name given to a packet of data from a device (e.g. sound, multi, system-related data, drum kit).

Entry Link Management The SoundSurfer function that keeps a check on the interaction between entries. For instance, the ETL will update a multi-program if its sounds are moved from within the Memory Manager to another location.

Export The hardware peripheral from EMAGIC that adds three extra MIDI outputs to the Atari computer.

Flip-menu A list of choices that appears when the appropriate field is click-held – moving the mouse highlights the various choices, and releasing the mouse button activates the last choice to be selected and makes the list disappear.

Format »Formatting« is the initializing process that prepares a disk to receive information from a particular computer – the disk receives »tracks« and »sectors«.

Help →On-line Help

Icon A graphical on-screen symbol that represents an object (e.g. a device).

Identity number (also called Device ID, Device Number, Unit Number, Basic Channel): a device's unique registration number that allows its SysEx data to be distinguished from that of the other devices in the system. Depending on the device, the ID can be set separately from the basic MIDI channel.

Import To load the files from other programs directly into a SoundSurfer library.

Initialize To reset (to zero or other default values) an entry's (sound, program) parameters.

Installation #1 The operation whereby SoundSurfer and its files (modules, adaptations) are copied to a disk other than the original floppy disk using the Installer program. Where this other disk is a hard disk, the special copy-protection data is copied along with it, so allowing SoundSurfer to run without the original disk. The installation should be carried out using the Installer program, as this ensures that the data is correctly placed.

Installation #2 The operation whereby the devices of a MIDI setup are registered in SoundSurfer so they can be automatically accessed. This takes place, automatically or manually, from the Setup window.

Key commands The combination of a normal computer key and one or more →modifier keys to carry out a particular function. They are used as an alternative to mouse operations.

Library A SoundSurfer file that can contain all kinds of data (sounds, setups, edit buffers) from all kinds of device. The size of the file is limited only by the capacity of the computer's RAM. The contents of a library can be sorted using certain criteria, and specific entries can be specified and searched for using the Find function.

Link box A display in →Library and →Memory Manager windows showing the various coordinates of an entry (»uses…«, »is used by…«).

Local menus Menus that belong to a specific window and not to the program as a whole.

LOG3 The EMAGIC hardware peripheral for Atari computers that adds three extra MIDI outputs and acts as Notator Logic's copy-protection.

Memory Manager The function within SoundSurfer that represents a MIDI device's memory contents. It allows sounds and other data to be copied, moved and deleted, etc.

Menu A list of functions or options that can be selected using the mouse.

MIDI patchbay A hardware device that allows MIDI signals to be routed to various destinations. Some patchbays can be remote-controlled using SoundSurfer's →Patchbay modules.

MIDI Thru a) The SoundSurfer function that routes all incoming MIDI data directly to the active MIDI device. It also allows the MIDI channel to be changed. b) Most MIDI devices have a MIDI Thru port that allows further MIDI devices to be connected to the system.

MIDItasking system An expansion of the computer's operating system that manages the multitasking MIDI communication between different programs that cohabit the computer's RAM at the same time.

Mini-sequencer →Sequencer

Mixed library A library that contains the data from more than one device.

Model Manufacturers of MIDI devices usually offer various models within a family of devices, and these are all capable of being addressed by SoundSurfer. Often, a module is compatible with several models (e.g. DX7II, TX802).

Modifier keys These are the keys on the computer that are used in combination with other keys to make up a variety of →key commands (⌘, ctrl, ⇧, ⌥, alt).

Module These control the communication between SoundSurfer and the various devices, and give SoundSurfer the functions necessary to do this. A module is much more comprehensive and powerful than an →Adaptation, but it cannot be edited.

On-line Help The part of the program that contains user-assistance in the form of text information displayed on-screen. SoundSurfer offers interactive context-sensitive functions that produce on-screen help-text in certain situations.

Patchbay →MIDI patchbay

Patchbay module The module for a →MIDI patchbay; it contains the special functions for →scanning and for switching the MIDI routing.

Path Gives the coordinates of a file's location on a disk, i.e. the partition (if a hard disk) and the folder(s).

Scan in SoundSurfer: the program automatically looks for any devices it can recognize that are hooked up to the MIDI system. If it finds any, they will be installed and displayed in the →Setup window.

Screen set A storable configuration of windows, instantly recallable using a key command.

Sequencer A MIDI recorder for recording and playing back notes and other MIDI data. SoundSurfer has a mini-sequencer so you can create sequences for auditioning sounds.

Setup The representation, in SoundSurfer, of your MIDI system. Devices can be automatically scanned in or manually added to the Setup.

Surf! To send one or more entries to a device. This data is normally temporarily stored in the device's →edit buffer for auditioning.

SysEx, System Exclusive data MIDI messages that describe sounds and other complex data. This is the language that SoundSurfer speaks, though you don't need to know that!

Unitor An EMAGIC hardware peripheral for the Atari that adds extra MIDI inputs and outputs and acts as a SMPTE synchronizer.

Universal Device Inquiry A standard →SysEx message that serves to recognize devices hooked up to the MIDI system.

Universal Module The SoundSurfer →module that manages the down-loadable and editable adaptations for all kinds of MIDI devices.

Update To install a new version.

User interface All the elements and functions seen in the program's display used to control the program, e.g. mouse, window or menu operations.

Used entries Entries that are used by other entries within a Memory Manager or library, such as programs in a synth's combination or voices within a multi-program.

x/y gadget The little box in the bottom left-hand corner of a SoundSurfer window that can be dragged to make the contents of the window move horizontally and vertically at the same time.

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