

The
Miracle
Piano Teaching System
PC User's Guide

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FCC Notice

This equipment has been certified to comply with the limits for a Class B computing device, pursuant to FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. In order to maintain compliance with FCC regulations, shielded cables must be used with this equipment. Operation with nonapproved equipment or unshielded cables may result in interference to radio and television reception.

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

GETTING STARTED ON YOUR PC

Welcome to The Miracle Piano Teaching System for the IBM® PC or compatible! In the months to come, your PC will provide hundreds of Lessons to teach you how to play the piano.

System Requirements The Miracle requires these system components:

- IBM PC or 100% IBM compatible PC.
- At least one serial port. See SERIAL PORTS in this chapter.
- PC-DOS or MS-DOS® 3.1 or later.
- Your CONFIG.SYS file needs the line "FILES=30."
- 512K of RAM with a CGA graphics adaptor.
- 640K of RAM with an EGA, VGA, or Hercules graphics adaptor.

System options are:

- Hard disk drive.
- Mouse with a mouse driver.

Note: If you want to use a serial mouse you need two serial ports. If you have a bus mouse you need only one serial port.

- HP LaserJet II or compatible printer.
- Epson or compatible dot matrix graphics printer.

For information about a system component, see its manual.

IBM PS/1

For an IBM PS/1, The Miracle requires two MIDI cables and one of these additional packages:

- IBM full package with audio card and joystick (Part #1057064).
- IBM audio card package (Part #1057735) and an IBM MIDI Adaptor Cable (Part #1057507).

For assistance with IBM products, you may call (800) 426-3333.

The recommended length for the MIDI cables is 10 feet. You can order these cables from a music retailer or from The Software Toolworks, Inc. For the address and phone number of the office nearest you, see TECHNICAL SUPPORT in this chapter.

What's in the Package For starters, check The Miracle Piano Teaching System package. Remove and identify each of these parts:



Foot Pedal



Earphones



Keyboard
Power Supply



The Miracle
Cable



Warranty
Registration
Card and Quick
Start Card



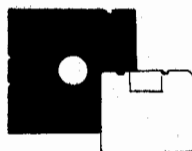
Owner's Manual



This User's
Guide



The Miracle Keyboard



Software Diskettes



Keyboard Overlay

Contents of The Miracle Box

What's in Store for the Future

Please fill out your **Warranty Registration Card** and mail it right away. This is the only way we can keep in touch and let you know about:

- Future song collections.
- Add-on products, such as new Lessons.
- Advanced courses.

Note: If you have 360K disk drives, fill out the enclosed card or call The Software Toolworks, Inc., and we will send you disks that will work in your computer.

For the address and phone of the office nearest you, see TECHNICAL SUPPORT.

Rear Connectors on The Miracle

Look at the the rear connectors on the back of the keyboard.



Rear Connectors on The Miracle Keyboard

The rear connectors are:

- **MIDI** - Use **In** and **Out** to connect The Miracle to another Musical Instrument Digital Interface (MIDI) device if you have one.
- **Miracle Port** - Use **The Miracle Cable** to connect The Miracle to your PC serial port.
- **Audio Out** - Use the **Head Phone Jack** to plug in your head phones; use **LT** and **RT** to connect The Miracle to your stereo.
- **Input** - Use the **Foot Pedal Jack** to plug in the foot pedal.

For information about the keyboard overlay, earphones, stereo audio connectors, and the MIDI connector, see ABOUT THE KEYBOARD in THE MIRACLE PIANO TEACHING SYSTEM OWNER'S MANUAL.

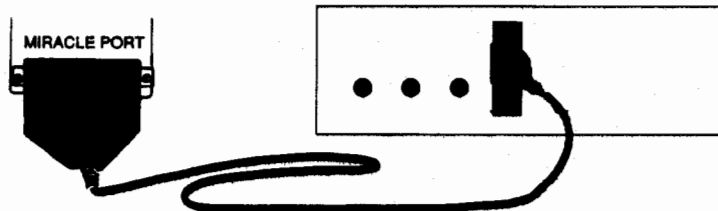
When The Miracle is properly connected and turned on, the instrument and volume indicators light up.

Connecting The Miracle to Your PC

To connect The Miracle to your PC, follow these steps:

1. Plug the male end of **The Miracle Cable** into the **Miracle Port** and the female end into your PC's serial port. This can be COM1, or COM2.

CAUTION: Do not plug any cable other than **The Miracle Cable** into the **Miracle Port**. Using another cable in this port can damage The Miracle and will void your warranty.



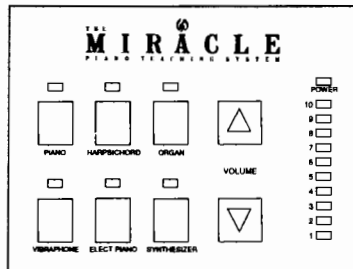
2. Plug the **Keyboard Power Supply** into the the **Power** connector on the back of the keyboard and into an electric outlet.



3. Plug the **Foot Pedal** into the **Foot Pedal jack**. It doesn't matter which side of the plug is up.
4. Put the pedal on the floor with the foam (squishy) side up.



5. The **On/Off** switch is next to the power connector. Turn The Miracle keyboard **on**. The instrument and volume indicators will light up.



The Top of the Keyboard

6. Press any key to make sure that sound comes out of the built-in speakers when you strike a key. Adjust the volume as necessary by pressing the **up** and **down Volume** buttons.

-
- Installing The Miracle** To start learning with The Miracle:
1. Turn **on** the PC.
 2. Put The Miracle Disk 1 into the floppy drive on your PC (usually this is **A:**).
 3. Type **A:** and press **Enter**.
 4. Type **Install** and press **Enter**.
 5. Follow the **INSTALL** program instructions.

-
- Running The Miracle** To run the program after installation:
1. Change to the subdirectory where The Miracle is installed.
Example: Type **CDMIRACLE** and press **Enter**.
 2. Type **MIRACLE** and press **Enter**.

Serial Ports

See your PC owner's manual to identify your serial port. If you have 25-pin serial ports, you can purchase a Serial Port Adaptor (Catalog No. 26-287) from Radio Shack or order one from The Software Toolworks, Inc. For the address and phone number of the office nearest you, see **TECHNICAL SUPPORT**. Connect the wide side (25-pin) of the serial port adaptor to the PC serial port and narrow side (9-pin) to The Miracle Cable.

If your PC has only 1 serial port and you have a serial mouse installed, follow these steps each time you start the program:

1. Unplug the mouse from the PC serial port.
2. Plug **The Miracle Cable** into the PC serial port.
3. Reboot.
4. Run the program as usual — change to The Miracle subdirectory, type **MIRACLE**, and press **Enter**.

You will use the PC keyboard instead of the mouse to operate the program.

Note: You can purchase an additional serial card from your PC dealer and avoid plugging and unplugging the mouse and the cable, or you can purchase a bus mouse, which does not require a second serial port. See your PC owner's manual.

**Mouse vs.
PC Keyboard**

You can use the mouse or the PC keyboard with any feature of The Miracle software.

Selecting

In this manual, *select* means “choose an option using the mouse or PC keyboard.” To select with the PC keyboard, press **Tab** or **↑↓** until your choice is highlighted, then press **Enter**. To select with the mouse, point to your choice and click the *left* mouse button. Other mouse actions are:

- *Click and drag* - Point, hold down the left mouse button, and move the mouse (used in lists to move the rectangular “thumb” [on the scroll bar up and down to view and select choices).
- *Double click* - Point and click the left mouse button *twice rapidly* (used to confirm a selection).
- *Click right* - Point and click the *right* mouse button to go to the *Pause* menu (used in Lessons).

Scrolling

In this manual, *scroll* means “use the mouse or the keyboard to move up or down a selection list.” You can scroll with the mouse by clicking or by clicking and dragging on the scroll bar. You can scroll with the keyboard by pressing **↑**, **↓**, **PgUp**, or **PgDn**.

Quick Reference

To do this	Mouse	PC Key
Select a menu or option	Click	Tab
Go to next Lesson screen	Click	Spacebar
Scroll up 1 line in lists	Click	↑
Scroll down 1 line in lists	Click	↓
Scroll up 1 page in lists	Click and drag	PgUp
Scroll down 1 page in lists	Click and drag	PgDn
Select a field	Click	Tab
Confirm a selection	Click OK or Double click	Enter
Go to Pause menu from Lessons	Click right	Esc
Go back to menu	Click right	Esc
Get Help	Click Help	F1

Technical Support

For technical support in the USA, please contact:

The Software Toolworks, Inc.
60 Leveroni Court
Novato, CA 94949
Telephone: (415) 883-5157
FAX: (415) 883-3303

For parts, call: (800) 234-3088

For technical support in Europe, please contact:

Mindscape International
The Coach House, Hooklands Estate
Scaynes Hill
West Sussex
England, United Kingdom
RH17 7NG
Telephone: 0 11 44 (444) 831-761
FAX: 0 11 44 (444) 831-688

For technical support in Australia and New Zealand, please contact:

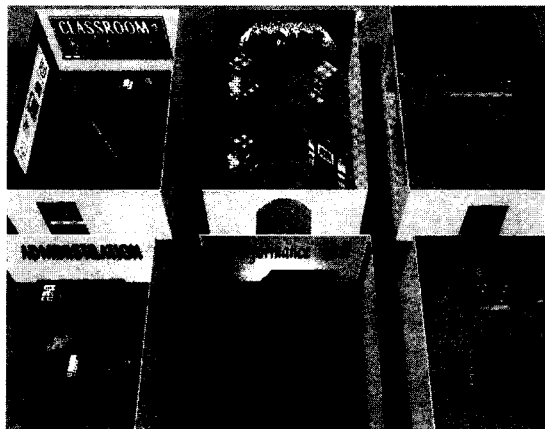
Mindscape International
5/6 Gladstone Road
Castle Hill, New South Wales
Australia 2154
Telephone: (02) 899-2277
FAX: (02) 899-2348

USING THE PC SOFTWARE

This chapter explains how to use The Miracle Piano Teaching System on your IBM PC or compatible. You can use the mouse or the PC keyboard to select and use software options. In The Miracle Piano Teaching System, software options are organized into menus, which are shown on the main menu as six rooms.

Main Menu

When you select **Menu** from the *Welcome* screen, the main menu appears.



To select a menu from the main menu, use either:

Mouse: Click the room.

Keyboard: **Tab** to the room then press **Enter**.

To go to the main menu from any other menu, click **Cancel** or press **Esc**.

To get help, click **Help** or press **F1**.

From the main menu you can select any other menu, including:

Administration - Use to add and delete users, change metronome volume, check your progress, print certificates, and return to DOS. See ADMINISTRATION.

Note: Use the DOS option to exit the program. Do not turn your computer off while using The Miracle software or you could lose your progress.

Classroom - Use to go to a Chapter and to restart a Lesson. See CLASSROOM.

Practice Room - Use to practice pitch or rhythm, to review theory, or to practice any song in The Miracle. See PRACTICE ROOM.

Arcade - Use to play *Ducks*, *Ripchord*, or *Aliens!* Also use to operate the *Jukebox*. See ARCADE.

Studio - Use to record and play back your own performances. See STUDIO.

Performance Hall - Use to play with *The Miracle Orchestra*. See PERFORMANCE HALL.

When you select a menu, a person appears in that room.

Logging On

To run The Miracle Piano Teaching System:

1. Turn **on** your PC and The Miracle keyboard.
2. Change to The Miracle subdirectory.

Example: Type **CD\MIRACLE** and press **Enter**.

3. Type **MIRACLE** and press **Enter**.

The Software Toolworks and The Miracle title screens appear.

4. You may listen to the introductory song or press any key to continue without listening to it. The very first time you log on (and until you add a student login), the *Hello!* screen appears.
5. Click **OK** or press **Enter** to continue.

The Student Login screen appears.

6. On this screen you can do the following:
 - **OK** - To select an existing user, double click a name or select it with **↑↓** then press **Enter**.
 - **Browse** - To view the software without creating or saving your progress, select this button (click it or **Tab** to it and press **Enter**).
 - **Add User** - To add a new user, select this button. At the *Enter Student Name* screen, type your name, select **Adult** or **Child** mode, and click **OK** or press **Enter**.

Welcome Screen

After you log in, the *Welcome* screen appears.

At the *Welcome* screen, you can select the following:

- **OK** - Start the Lesson.
- **Menu** - Go to the main menu.

Getting Help

Most of The Miracle features provide online help. Within online help you can get additional information by selecting text that is highlighted.

To use help, click the **Help** key or press **F1**.

To get additional help, click highlighted text or **Tab** to it and press **Enter**.

To exit help, click **OK** or press **Esc**.

See also **TECHNICAL SUPPORT** in **GETTING STARTED ON YOUR PC**.

Administration

The *Administration* menu is where you use system options.



To get help, click **Help** or press **F1**.

To exit this menu and go to the main menu, click **Cancel** or press **Esc**.

The *Administration* menu includes these options:



New User - Use to add new users. You may add as many users as you have disk space for. See LOGGING ON.



Delete User - Use to delete existing users. On the *Delete User* screen, select a user name and press **Enter** or click **OK**.



System Setup - Use this option to view or change default settings for The Miracle as follows:

- **About** - Use this option to see the version of The Miracle that is loaded on your PC. You need this information if you telephone for technical support.
- **Restore Factory Defaults** - Use this option to restore the factory default settings for evaluation, page turn, foot pedal, metronome volume, and orchestra volume after you have changed them. To restore the defaults, press **Enter** or click **OK**.
- **Evaluation** - Use this option to turn progress evaluations on (default) or off. The screen states the current setting. To change the setting, press **Enter** or click **OK**.

Note: If you turn this off, then the **Progress** option on the *Administration* menu will not work.

- **Page Turn** - Use this option to set the automatic page turn feature for sheet music. On the *Set Page Turn* screen, drag the slider bar or press ◀▶ to set the page turn to that number of half measures before the end of the page. See CLASSROOM, PERFORMANCE HALL, and PRACTICE ROOM.

- **Foot Pedal** - Use this option to turn the foot pedal continue feature on or off. When this is on, you can click, press **Spacebar**, or tap the **Foot Pedal** to continue a Lesson. See CLASSROOM.

Note: If you just want to use the **Foot Pedal** for sustain, turn this **off**.

- **Metronome Volume** - Use this option to increase or decrease the metronome volume by turning the green volume indicators on or off.
- **Orchestra Volume** - Use this option to increase or decrease orchestra volume by turning the green volume indicators on or off.

Note: On the *Set Metronome Volume* and *Set Orchestra Volume* screens, use either:

Mouse: Click the **Up** or **Down** button then **OK**.
 Keyboard: Press **↑** or **↓** then **Enter**.

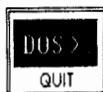


Progress - Use to check your progress in the teaching system by selecting an option listed below. Within each option, you can use three buttons: select **Next** to see the next screen; select **Previous** to see the previous screen, or select **OK** to return to the *Administration* menu.

- **Hall of Fame** - Use to view the high scores for the Arcade games, *Ducks*, *Ripchord*, and *Aliens!*
- **Practice Progress** - Use to see an analysis of your playing performance, including overall performance, pitch, and rhythm.
- **Lesson Chart** - Use to see the Lessons you've started and completed for each Chapter.



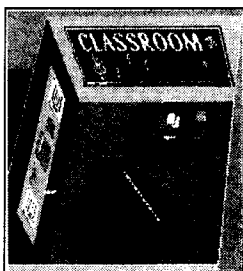
Print - Use to print certificates when you have completed various sections of The Miracle course. You must have a compatible printer to use this option. See GETTING STARTED ON YOUR PC.



DOS - Use to exit The Miracle and return to the DOS prompt. Your work will be saved automatically.

Classroom

The *Classroom* is where you will learn to play and will probably spend most of your time. In the *Classroom*, you are presented with Lessons that are organized into Chapters.

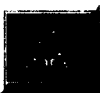


To get help, click **Help** or press **F1**.

To go to the *Pause* menu, click the **right** mouse button or press **Esc**. See PAUSE MENU.

To turn the page when sheet music appears onscreen, press **Enter**; otherwise, the page will turn automatically. See ADMINISTRATION.

The *Classroom* menu includes these options:



Go to Chapter - Use this option to select any Chapter in The Miracle. At the *Go To Chapter* screen, scroll to select a Chapter, then click **OK** or press **Enter**.

Note: As you begin each day's practice, you can easily go back to the Lesson where you left off. Just select **OK** from the *Welcome* screen.



Restart Lesson - Use this option to return to the Lesson where you left off.

Within Lessons, some screens let you decide when to continue. These screens have a picture of the mouse icon onscreen. To continue, you can:

- Click.
- Press **Spacebar**.
- Tap the **Foot Pedal**. You can turn this option off. See ADMINISTRATION.

Flashcards

During Lessons, *Flashcards* test your understanding of what you've learned. All questions are multiple choice. To answer a question, click the answer button or press **1**, **2**, **3**, or **4**.

If you answer incorrectly, The Miracle tells you to try again. To try again, click **OK** or press **Enter**.

Pause Menu

From any Lesson, click the **right** mouse button or press **Esc** to go to the *Pause* menu. Starting from the *Classroom*, this menu displays two Lesson options and also includes a **Main Menu** icon, which returns you to the main menu. Starting from the other rooms where it is available, the *Pause* menu just includes a **Main Menu** icon, which returns you to the main menu.



Next Lesson - Use to go to to the next Lesson in the Chapter.



Previous Lesson - Use to go to to the previous Lesson in the Chapter.



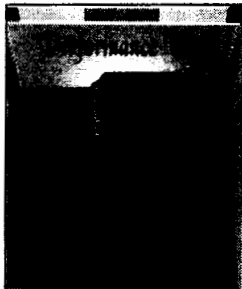
Resume/Restart Lesson - Return to the most recent *Chalkboard*.



Main Menu - Use to go to the main menu.

Performance Hall

The *Performance Hall* is where you go to play with *The Miracle Orchestra*.



To get help, click **Help** or press **F1**.

To go to the *Pause* menu, click the **right** mouse button or press **Esc**. See **PAUSE MENU**.

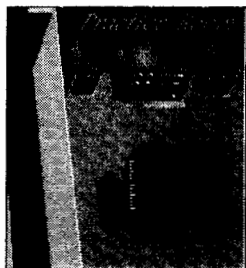
To turn the page when sheet music appears onscreen, press **Enter**; otherwise, the page will turn automatically. See **ADMINISTRATION**.

To play with *The Miracle Orchestra*:

1. Select *Performance Hall*.
2. Scroll to select the piece you wish to play.
3. Select **Left Hand** or **Right Hand** (or both).
4. Accept the default **Tempo** or modify it with either:
 Mouse: Click the **up** or **down** button.
 Keyboard: Tab to the **up** or **down** button then press **Spacebar**.
5. Click **OK** or press **Enter**.

Practice Room

The *Practice Room* is where you can review materials presented in the Lessons or practice any of the pieces included in The Miracle program. It's a good idea to visit here often. Practice sharpens your skills so that you can tackle more advanced Lessons. At the end of each Chapter, The Miracle will suggest pieces in the Practice Room that you can work on.



To get help, click **Help** or press **F1**.

To go to the *Pause* menu, click the **right** mouse button or press **Esc**. See PAUSE MENU.

To interrupt practice and select another practice mode, click or press **Spacebar**.

To turn the page when sheet music appears onscreen, press **Enter**; otherwise, the page will turn automatically. See ADMINISTRATION.

To practice any song in The Miracle:

1. Select the *Practice Room*.
2. At the *Select Piece* screen, scroll to the piece you want then select **Left Hand** or **Right Hand** (or both).
3. Click **OK** or press **Enter** to practice, or click **Cancel** or press **Esc** to return to the main menu.
4. Now select your practice mode by clicking one of these icons:



Solo - You practice alone. You will hear the metronome.



Duet - You play one part and The Miracle plays the other. If you selected both hands, you and The Miracle will play both hands.



Demo - You listen to The Miracle play.



Practice Notes - You practice the piece without a rhythm, at your own pace.



Practice Rhythms - You can play any note as long as you have the right rhythm. You will hear the metronome.

5. Click **OK** or press **Enter**.

Arcade

The *Arcade* is where you go to play the *Jukebox* and practice games, including *Ducks*, *Ripchord*, and *Aliens!*



To exit this menu and return to the main menu, click **Cancel** or press **Esc**.

To get help, click **Help** or press **F1**.

The *Arcade* menu includes these options:



Ducks - This game takes you to the *Shooting Gallery*, where you learn written notes on the staff. Ducks swim across the lines and spaces of the staff from right to left. Armed with green paint bombs, you must hit each duck by playing the note that it swims across. If you press the correct key, the duck quacks and disappears. If you miss, the paint bomb splats against the scale on the note you played. The number of throws per duck varies from Lesson to Lesson. That number is displayed as a row of paint bombs on the bottom of the screen. No matter how many ducks appear on the screen, your paint bombs can only hit the duck(s) that are farthest to the left.



Ripchord - This game is a fun way to practice chords selected from the song. A helicopter appears pulling the chord or notes you must play. The timer on the upper right of the screen shows you how many seconds you have to play the chord. Play the notes to send the parachuters on their way. Play the right chord and you ring the bell. Play the wrong chord and — oops, the little men go splat!



Aliens! - This game is a far out way to practice fingering and memorize note sequences. Wait for the Aliens' spaceship to descend, beam down the staff, and begin playing its notes. The next note to play is shown in two ways: as a spotlight on the Aliens' keyboard and as a red triangle ▲ on the staff. Also, finger numbers are shown in the windows of the space ship. First the Aliens play, then you copy them. A red bar on the right side of the staff shows how much time you have to play. If you get enough notes right, the Aliens have a surprise for you.



Jukebox - This option takes you to The Miracle *Jukebox*. You can use the *Jukebox* to play any song in The Miracle with complete orchestral accompaniment and no metronome. This feature is fun to use at parties as an alternative to playing the piano yourself!

To use an option on the *Arcade* menu:

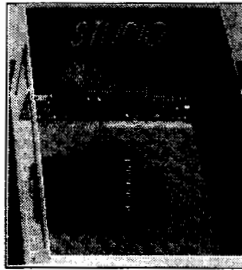
1. Select its icon and **OK** or **Tab** to it and press **Enter**.
2. At the *Select Piece* screen, scroll to the piece you want and select **Left Hand** or **Right Hand** (or both).
3. Click **OK** or press **Enter**.

Note: To interrupt and select another piece, click or press **Spacebar**. To pause (and continue), click the **right** mouse button or press **Esc**.

Studio

The *Studio* is where you go to record or play back your own music. This feature works like a tape recorder with eight tracks instead of one. With it, you can record several instruments, one at a time, then play them back together.

Note: This feature does not replace sequencing software. For serious recording, contact your local music store for information on sequencing software.



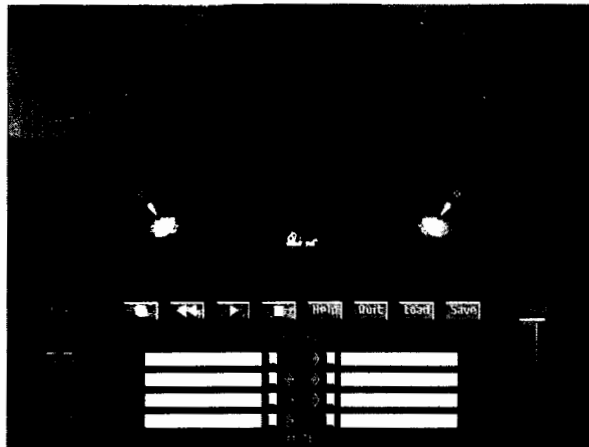
To get help, click **Help** or press **F1**.

To exit this menu and return to the main menu, click **Quit** or press **Q** on the tape deck.

To use the *Recording Studio*:

1. Select *Studio*.

The tape deck appears.



2. To adjust the tempo of the piece, use the **Tempo** indicator at the bottom left of the screen:

Click ▲ or press + to increase the tempo.

Click ▼ or press - to decrease the tempo.

Tempo is indicated in beats per minute.

Seconds - Indicates where you are in the song in seconds; you cannot change this feature.

3. To adjust the volume of the recording or playback, use the **Volume** feature on the bottom right of the screen:
Click and drag the volume slider or press ↑ or ↓ to adjust the volume.
4. To select track(s) and instruments, use these features on the bottom center of the screen:

Record Track - To record music, you must select *one* track at a time. If you want to record more than 1 instrument, then record several tracks, one at a time. See RECORDING MULTIPLE TRACKS.

Click a track's diamond or press **Shift+1-7** to record on tracks 1-7.

Example: Press **Shift+6** to record on track 6.

Caution: Recording on a track erases any previous music on that track—so be careful not to erase a track you want. The only way to recover an erased track is to play it again. If you're not sure, save your work before you record over a track.

Mute - You can turn the sound for a track off or on. Each mute button that is lit lets you hear music on that track during recording or playback.

Click **Mute** buttons (squares) or press **1-8** to turn muting on/off for each track.

Instrument Track - You can choose from 128 instruments and record up to 7 different instruments for a song by using a track for each.

Note: Track 8 is reserved for Percussion 2. See ABOUT THE KEYBOARD.

Click a white bar or press **Alt+1-7** to change the instrument for tracks 1-7.

Example: Press **Alt+6** to select an instrument for track 6.

Select the desired instrument from the list and press **OK**. See SELECTING AN INSTRUMENT.

5. To load a song, select **Load**.

You may load a song from disk, start a new song, or load the last song used in the Lessons.

Click **Load** or press **L** to begin loading a song. See **LOADING A SONG**.

6. To operate the recorder, use these features:

Record - Lets you record music and save it for later playback. All non-muted tracks play during a recording session, except the record track, which has a lit diamond.

Click or press **R** to begin recording your performance.

Press or **Spacebar** to stop your recording and save your performance.

Rewind - Stop a recording or playback session and go back to the beginning of the song. If a recording was in progress, the new music is discarded and the record track is unchanged.

Click or press **W** to rewind.

Play - Play the currently loaded song.

Click or press **P** to play the song.

Stop - Stop the recording or playback and go back to the beginning of the song. If a recording was in progress, the music is kept and the record track is changed.

Click or press **Spacebar** to stop.

7. To save a recording, select **Save**:

Save the current recording on disk for future playback or modification.

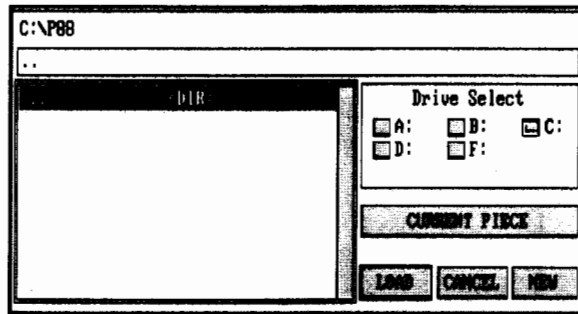
Click **Save** or press **S** to save a song. See **SAVING A SONG**.

8. To leave the *Recording Studio*, select **Quit**:

Click **Quit** or press **Q** or **Esc** to exit to the main menu.

Loading a Song

When you select **Load**, the *Load* screen appears with the current directory displayed at the top of the screen.



To use this screen:

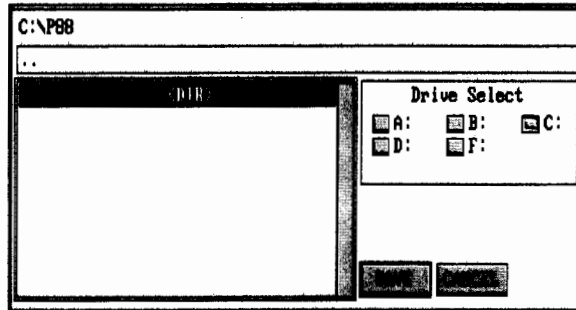
1. Click a field or press **Tab** to go to it.
2. Use the left side of the screen to select the subdirectory and file you want as follows:
 - a) Scroll to select the entry you want or click the dots (..).
 - b) Click or highlight an entry to select it.
 - c) Double click an entry or press **Enter** to load that song.

Note: Instead of selecting, you can type a path and filename directly into the **Edit Box**.

3. To change drives, select the desired drive from the **Drive Select** box.
4. Select the **Current Piece** field to load the song you just played in the Lessons.
5. Select **Load** to load the selected song entry.
6. Select **Cancel** to go back to the *Recording Studio* without loading a song.
7. Select **New** to clear any previous song and start with a brand new one.

Saving a Song

When you select **Save**, the *Save* screen appears with the current directory displayed at the top of the screen.



To use this screen:

1. Click a field or press **Tab** to go to it.
2. Use the left side of the screen to select the subdirectory and file you want as follows:
 - a) Scroll to select the entry you want or click the dots (..).
 - b) Click or highlight an entry to select it.
 - c) Double click an entry or press **Enter** to save that song.

Note: Instead of selecting, you can type a path and filename directly into the **Edit Box**.
3. To change drives, select the desired drive from the **Drive Select** box.
4. Select **Save** to save the recording as the name in the **Edit Box** field.
5. Select **Cancel** to go back to the recording studio without saving the song.

Note: Songs are saved as standard Type-1 MIDI files.

Selecting an Instrument

To select an instrument for a track:

1. Click an **Instrument Track** (white bars) or press **Alt** plus its track number (1-7).

Example: Press **Alt+2** to select track 2.

The *Select A Patch* screen appears.



2. On this screen, use the list box to select the instrument you want as follows:
 - a) Scroll to select the instrument you want.
 - b) Click or highlight an entry to select it.
 - c) Double click an entry or press **Enter** to select the instrument.

Note: An asterisk (*) in front of an instrument name means it is single voice, which allows The Miracle to play up to sixteen notes simultaneously. A hyphen (-) in front of an instrument name means it does not respond to velocity. See AVAILABLE PATCHES in ABOUT THE KEYBOARD in your OWNER'S MANUAL.

3. Select **OK** to change that track to the selected instrument.
4. Select **Cancel** to go back to the *Recording Studio* without changing the instrument for that track.

Note: Press the first letter of the instrument you want to position the selector bar near that instrument.

Recording Multiple Tracks

To record multiple tracks:

1. Select *Studio*.
2. Use the **Tempo** adjust buttons to set the desired beat for the song.
3. Select a track. The default is **Track 1**; to select another track, click its **Record** diamond or press **Shift** plus the track number.

Example: To select **Track 2**, press **Shift+2**.

Note: If you want to change the instrument for this track, see **SELECTING AN INSTRUMENT**.

4. Click **O** or press **R** to begin recording your performance.
5. After the fourth metronome tick (lead beats), start and play until you are done with the track.
6. When you finish playing, take one of these options:
 - If you made mistakes, click **◀◀** or press **W** to rewind, discard the recording, and try again. Repeat Steps 4 and 5.
 - If you are satisfied, click **□** or press **Spacebar** to stop and save the recording on that track. Repeat steps 3-5 until you finish recording tracks.
7. When you are satisfied with your recording and want to save this song, click **Save** or press **S**. See **SAVING A SONG**.
8. If you would like to erase the entire song and start over, select the **New** option in the *Load* dialog box. See **LOADING A SONG**.

Erasing a Track

If at any time you decide that you don't like a track and want to erase it:

1. Select that track.

Example: To select **Track 4**, click its **Record** diamond or press **Shift+4**.
2. Select **Record** (click **O** or press **R**).
3. Either record over the track, or, without recording anything, select **Stop**.

COMMON QUESTIONS AND ANSWERS

Here are some commonly asked questions about running The Miracle Keyboard and Piano Teaching System on an IBM PC or compatible.

Why don't I hear anything when I press a key on The Miracle keyboard?

- Check that the earphones aren't connected. When earphones are attached, the speakers on The Miracle are turned off.
- Check the volume. Make sure that at least 3 or 4 volume indicators are lit up.
- Check the power supply. Make sure it's plugged into the wall, and make sure the other end hasn't slipped out of the back of The Miracle.
- Make sure The Miracle is turned on.
- Turn The Miracle keyboard off; wait a few seconds, then turn it on again.

Why can't I hear the metronome?

- Check the Metronome volume setting on the *Administration* menu in The Miracle.
- Make sure you're supposed to hear a metronome. Some activities, like the *Ducks* game or *Practice Notes*, don't have a metronome sound.

I pushed the Piano button, so why doesn't it sound like a piano?

- Look for a blinking light. If you find one, the keyboard is in library mode, or in one of the preset modes. Hold down the **Select** button (on the lower right) and press the **Scroll Down** button. Then try the **Piano** button again.
- The keyboard may be split (playing one sound for the notes below middle C and a different sound for the notes above). Press the **Piano** button again, by itself.

Why doesn't the foot pedal work?

- Make sure the foam side is facing up.
- Make sure the connector is fully inserted into the back of The Miracle.
- Make sure you're playing a sound that responds to the foot pedal. Percussion and effects do not.

The keyboard makes noise, so why isn't the program responding to what I play?

- Make sure The Miracle cable is properly connected, both to **The Miracle Port** on the back of the keyboard and to the PC **Serial Port**.
- See if The Miracle is demonstrating something for you. Look for the **Demo** icon at the bottom of the screen. If so, wait for a Lesson where you play.

The Miracle is hooked into my stereo, so why does the sound still come out of The Miracle speakers?

- Plugging your stereo into the RCA connectors on the back of The Miracle doesn't disable The Miracle speakers. Plug in the earphones if you want to do this.

The Miracle is hooked into my stereo, so why doesn't anything come out of my speakers?

- Make sure The Miracle volume is set high enough. The Miracle volume controls the volume that your stereo gets.
- Check the RCA connectors. Make sure each is plugged into the right place. For more information, see ABOUT THE KEYBOARD in THE MIRACLE PIANO TEACHING SYSTEM OWNER'S MANUAL.
- Make sure your stereo is switched to the source that The Miracle is hooked to (usually **AUX**).

How do I figure out where to plug The Miracle cable on the back of my PC?

- To find the right serial port on the back of your PC, run the **INSTALL** program again. When the program asks if you want to reinstall, say "Yes."

What do I do if I have a mouse and one serial port?

- Unplug the mouse; plug in The Miracle cable, and reboot.

What can I do if I don't have enough memory to run the program?

- Remove memory resident programs and reboot.
- Get more memory. You need 512K to run the program in CGA mode, or 640K to run EGA, VGA, or Hercules.

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