

T H E MIRACLE¹

PIANO TEACHING SYSTEM SOFTWARE

MACINTOSH QUICK START CARD FOR GENERAL MIDI KEYBOARD

The **Miracle Piano Teaching System** Software is designed to work with many General MIDI piano keyboards. Before attempting to install or run the software, please make sure that your General MIDI keyboard is connected to your Macintosh and that the keyboard is turned on.

For information on troubleshooting your sound output, see the *Read Me* file that appears at the beginning of the installation procedure. You can print this information for future reference.

SYSTEM REQUIREMENTS

The **Miracle** runs with 256-color, 16-color, or black & white graphics. Lowering color resolution can speed up the program, so select the monitor setting that works best for your system. The system requirements are:

- Macintosh LC II or better
- System 7.0 or higher
- 3 MB available RAM (2 MB for 16-color or black & white or 5 MB for Power Macintoshes)
- 8-bit video, 640 x 480, 13-inch or larger monitor
- Hard disk with 11 MB free
- General MIDI keyboard
- Any Macintosh supported MIDI adapter with MIDI cables

CONNECTING YOUR MIDI PIANO KEYBOARD

To connect your MIDI keyboard to your Macintosh:

1. The MIDI adapter has three cables, which you have to connect. Two cables look identical; the third cable has a different connector at the end.
2. The cable that looks different plugs into the modem port on the back of your Mac.
3. Plug one of the identical cables into the adapter's MIDI IN and into the piano keyboard's MIDI OUT.
4. Plug the other cable into the adapter's MIDI OUT and into the piano keyboard's MIDI IN.

INSTALLING THE MIRACLE

To install **The Miracle** on your Macintosh's hard disk drive:

1. Connect and turn on your General MIDI keyboard.
2. Turn on the Macintosh.
3. Insert **Miracle Disk #1** into your floppy drive.
4. Open the disk by double-clicking it (if it is not already open).
5. Double-click the **Installer** to run it.
6. Click the **Install** button.
7. During installation, the **Installer** prompts you to insert disks as needed.
8. At the end of installation, the **Installer** prompts you to click the **Restart** button.

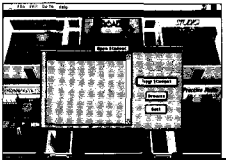
Once installation is complete and the Macintosh restarts, the **Miracle**[®] application icon appears in the **Miracle** folder on your hard drive (or wherever you choose to put it). You can drag this icon to your Desktop, or use the File menu **Make Alias** and add it to the **Apple** menu in your **System Folder**.

LAUNCHING THE MIRACLE

To launch the program:

1. Double-click the **Miracle**[®] application icon in the **Miracle** folder (or on your desktop if you dragged it there).
2. If your monitor settings are not at an optimum, the **Miracle Monitors** dialog box may appear. Click **Change** or **Run** to choose a monitor color setting.
3. The **Miracle** title screen appears. You can listen to the song or click to interrupt it.
4. The **Open Student** dialog box appears.

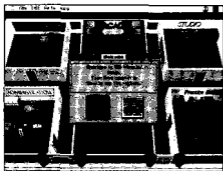
Note: If you get an error message, make sure that your MIDI adapter is connected to the modem (phone) port and that MIDI Manager is in your System Extension folder. (**The Miracle** installs this extension automatically).



5. Choose a command button as follows:
 - **New Student** - Enroll in **The Miracle Piano Teaching System**, so you can track your progress. See *Enrolling in The Miracle*.
 - **Browse** - Open the **Welcome** dialog box and choose **Begin Lesson** or **Conservatory**.
 - **Quit** - Exits the program and returns to the Desktop.

Note: After you enroll, the **Open Student** dialog box lists your name and changes

the **Browse** button to **OK**. You can then either select **Browse** or your name from the list and choose **OK** to open the **Welcome** dialog box.



For details on taking lessons or using the Conservatory, see the *User's Guide*.

PATCH SETUP

The **Administration** part of the program includes **Patch Setup**. Patches are names and numbers given to sounds your keyboard makes. They are the instruments you hear in **The Miracle** arrangements. Each keyboard uses different numbers for the same sound. Patch Maps are a way to tell **The Miracle** software what number it should send to your keyboard to make a specific sound.

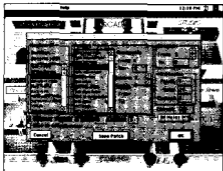
In other words, if **The Miracle** wants certain notes to sound like a tuba (Miracle Patch Number 058) when played on a General MIDI keyboard (General MIDI Patch Number 045), a patch map for General MIDI has to be created. In that Patch map, the number 058 will be remapped to 045.

Note: The Miracle already contains a patch map for General MIDI.

You can use the **Patch Setup** feature to create and change the Patch Map for your General MIDI keyboard. You can also use this feature to select the patch map you want to use.

TO USE PATCH SETUP:

1. At the **Conservatory**, click **Administration**.
2. In the **Administration** dialog, click the **Patch Setup** icon to open a dialog box.



3. You can complete the fields as described in the following steps. At any time, choose **Cancel** to exit without changes; choose **OK** to use the selected patch map during the current session; choose **Save Patch** to save a new patch map. Saved patch maps are listed in the **Keyboards** field.
4. **Keyboards** - This field lists patch maps for different keyboards, including patch maps supplied with **The Miracle** and any others that you create. If your keyboard is listed, simply double-click on the keyboard name, **Save as default setup**, and click **OK**.
 - Double-clicking on the patch map you want to use causes its name to appear as **Current**.
 - To use a different keyboard, double-click the matching patch map.
 - To change your keyboard sounds, select and edit a patch map then add it to the list with **Save Patch**.
5. **Patches** - Select a patch and use **Remapping** to assign new numbers if needed. Click on a patch to highlight it, and **The Miracle** patch number appears in **Remapping From**. Type the number your keyboard wants in **Remapping To**.
 - **Remap From** - Shows the currently selected **Miracle** patch number. To change this selection, click on a different patch in the **Patches** list to the left. Remap a patch only if the sound your keyboard makes is not the sound you want to hear when this patch is played.
 - **Remap To** - Enter the MIDI number of a patch from your keyboard that best matches the intended sound of the highlighted **Miracle Patch**. See your keyboard documentation for a list of patches.
Note: Use patch numbers from your keyboard list that starts with 000 not 001. Sometimes the number that appears on your keyboard's display is one number higher than the MIDI number required by **The Miracle Software**. If your keyboard does not produce the desired sound when you enter a patch number, try reducing the number by one.
6. **Octave** - Lets you shift the highlighted patch's tone up or down by an octave. Do this if the instrument's notes sound too low or too high in the arrangements. For example, middle C on your keyboard should produce the same pitch for all patches for **The Miracle** arrangements to sound their best. If a patch produces a lower pitch than other patches when the same key is hit, you want to octave shift that patch upwards. Use the arrow buttons to the right to shift octaves.
 - **Octave Up Arrow** shifts the highlighted patches tones up by the number of octaves selected. Notes of the instrument will sound higher than they did before.
 - **Octave Down Arrow** shifts the highlighted patches tones down by the number of octaves selected. Notes of the instrument will sound lower than they did before.
7. **Range** - Applies only to **Miracle** patches above 127. Each of these patches is in reality a portion of an entire effects or percussion patch. In a percussion patch, all the keys on the MIDI keyboard do not produce the same sound. Some keys sound like a snare drum, others like a tom or bass Drum. Therefore, the patch map must specify which range of keys on your MIDI keyboard will produce the desired sound. These ranges of keys can be found in your keyboard's documentation and will show a range of note numbers. Type these note numbers in the **Range From** and **To** fields.
 - **Range From** (in patches above 127) - Identify the lowest key (note number) that corresponds to the selected instrument sound. Either type the note number or place your cursor in the field and press the corresponding key on your MIDI keyboard.

- **Range To** (in patches above 127) - Identify the highest key that corresponds to the highlighted instrument patch. Either type the note number (see your keyboard documentation) or place your cursor in the field and press the corresponding key on your MIDI keyboard.
 - **Test Range** (in patches above number 127 only) - Lets you hear the sounds your MIDI keyboard will produce over the range of keys selected above. Click once to hear the range played. Click outside the **Play Range** button to stop the playback of the range.
8. **Channels** - MIDI keyboards receive data on different channels. **The Miracle** software sends program changes and other data on up to eight different channels. Your MIDI keyboard must be set up to receive this data. See your MIDI keyboard's documentation and **The Miracle's Read Me file** for hints on how to set up your keyboard to work best with **The Miracle**. Once you have your keyboard configured properly, use **Channels From** and **To** for mapping channels. The Channel Map applies to the entire patch map, not to individual patches. Metronome and rhythm channels must be set separately below.
- **Channel From** - Indicates **The Miracle's** MIDI Send channels, which must be mapped to your keyboard's MIDI Receive channels (in the **To** field). The **From** field cannot be edited. Use the up and down arrows to step up or down through channels.
 - **Channel To** - This field can be edited to match a MIDI Receive channel on your keyboard. Look at your keyboard's documentation and enter its MIDI Receive channel number that will correspond to **The Miracle** channel in the **From** field. The numbers you enter should be 0 to 15 and set up to correspond to **The Miracle** channels 0 through 7. For example, 0 is used for channel 1, 1 is used for channel 2, and so on.
 - **Channel Up Arrow** - Steps the **Channel From** and **To** fields up by one number. Use the up arrow to move to the channel number you want remapped.
 - **Channel Down Arrow** - Steps the **Channel From** and **To** fields down by one number. Use the down arrow to move to the channel number you want to be remapped to.
9. **Metronome** - This is a ticking sound used by musicians to help them keep the beat.
- **Patch** - Lets you assign a patch number that will produce the metronome sound in **The Miracle** program. It should be a short, percussive sound without pitch or tonal qualities. Select a patch number from your keyboard's list of percussion patches and type it in this field.
 - **Note** - Selects the specific note the metronome will use in **The Miracle**. Higher pitches work better than lower pitches. After selecting the patch, type in a note number or place your cursor in this field and press a key on your MIDI keyboard.
 - **Channel** - Assigns the metronome data to a receive channel. This channel should be different from the channels used by other instruments and should not be the global or omni channel (check to see if your keyboard uses one in your keyboard documentation). Type in the number.
10. **Current** - The number of the MIDI keyboard key that is played when a tone sounds during patch setup. To change this number, type it or place your cursor in the field and press a key on your MIDI keyboard.
11. **All Notes Off** - Sends a command to your MIDI keyboard to stop making any sound that is currently playing. This is useful if you get a note hang while trying out different patches.
12. **Automap rhythms to patch** - Check the box if you want all the percussion sounds in **The Miracle** to be mapped to a patch on one specific channel. This is useful for General MIDI keyboards where all percussion is on 9 (0 based) or Channel 10 (1 based). Other keyboards may work well with a similar setup.

- **To patch** - type the number of the patch you want to use for percussion. You will also have to map the percussion patches listed above (patches above number 127) including the range.
 - **Channel** - Type the number of the MIDI channel to which the percussion data will be sent. Numbers can be 0-15 (which may correspond to Channels 1-16 on your MIDI keyboard). General MIDI requires percussion to be on 9 (0 based) or Channel 10 (1 based).
13. **Save as default setup** - Select this box only if you want the currently displayed setup to take effect every time you launch **The Miracle**. It will be saved as the default setting whenever you click **OK** or the **Save Patch** buttons.
14. Remember, choose **Cancel** to exit; choose **OK** to use the selected patch during the current session; choose **Save Patch** to save a new patch map.

TECHNICAL SUPPORT

Before calling for technical support, please have the following information ready:

- Detailed description of your problem, and the exact steps described in order of occurrence so we can try to reproduce the problem.
- Name/make/model of your Macintosh computer.
- Version of the system software you are using.
- Color resolution you are running: Black and white, 16, 256, or millions of colors.
- Name/make/model of your printer and whether it is color or black and white.

VERY IMPORTANT: WHEN MAILING IN YOUR PROBLEMS, SUGGESTIONS, OR QUESTIONS, PLEASE INCLUDE THE FOLLOWING INFORMATION:

- Fax number.
- Work phone number
- Home phone number (or where your computer is most of the time).

For technical support in the **USA**, please contact:

Mindscape, Inc.

60 Leveroni Court

Novato, CA 94949

FAX: (415) 883-0367

Telephone: (415) 883-5157

BBS: (415) 883-7145

Automated 800 Service (800) 409-1497

(This service can help you to find your own answers at no charge!)

America Online keyword: MINDSCAPE

CompuServe: GO MINDSCAPE

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

Mindscape, Inc.

5/6 Gladstone Road

Castle Hill, New South Wales

Australia 2154

FAX: 02 8992348

Telephone: 02 8992277

For technical support in **Europe**, please contact:

Technical Services

Mindscape International Ltd.

Priority House, Charles Avenue,

Maltings Park, Burgess Hill,

West Sussex, RH15 9PQ

England, United Kingdom

When calling from **outside** the UK:

FAX: <International Code> 44 1444 248996

Telephone: <International Code> 44 1444 239600

When calling from **inside** the UK:

FAX: 01444 248996

Telephone: 01444 239600

(Monday - Friday, 09:30 - 13:00 hours and 14:00 - 16:30 hours)



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