

# 8 SoundDrive 16 Utilities

The On-board SoundDrive 16 comes with DOS and Windows utilities which allow you to send commands to your CD-ROM drive, software volume control, and a mixer. In addition, you have the ability to play instrumental music through your computer keyboard.

Also included are audio applications to take advantage of the multimedia capabilities of SoundDrive 16. The utilities and audio applications are automatically installed using the SETUP.EXE program. Refer to Chapter 7 if you have not installed the SoundDrive 16 software.

*Note:*

*This manual presumes you are already familiar with the basics of Microsoft Windows. Please refer to the Microsoft manual when terminology or installation steps are unfamiliar.*

*Note 2:*

*You cannot run the CD-ROM utilities from the Windows MS-DOS prompt. You must first exit Windows.*

# SCSI CD-ROM Utilities

The following SCSI CD-ROM utilities are DOS programs and must be run from the DOS (C:\) prompt.

## FDCDTEST

This utility will test the integrity of the CD-ROM device driver(s) and drive.

## FDEJECT

Ejects the CD-ROM disc from the CD-ROM drive. If the drive door is locked, this utility unlocks the door and then ejects the disc. This function is valid only for CD-ROM drives that support a software controlled eject command.

## FDLOCK

Locks the door on the CD-ROM drive. On most drives, this disables the eject button on the front of the drive.

## FDUNLOCK

Unlocks the CD-ROM door that was locked by FDLOCK or another utility.

## FDAUDIO

A Terminate-and-Stay Resident (TSR) utility is used as an audio CD player. Once it is loaded into memory, FDAUDIO may be accessed from within a program by pressing the SHIFT-ALT-CTRL keys simultaneously. Press the ALT-F4 key to terminate the TSR.

The following options are available for FDAUDIO:

- <<     **Skip Back:** skips back one track.
- >>     **Skip Forward:** skips forward one track.
- <     **Fast Reverse:** skips back 10 seconds into current track.
- >     **Play:** plays the current track if the CD is not currently playing.
- >>     **Fast Forward:** skips forward 10 seconds into the current track if the CD is currently playing.
- "     **Pause/Resume:** Pauses the current track if the CD is playing or resumes if the CD is paused.
- **Stop:** stops the CD.
- ▲     **Next CD:** goes to the next CD player if there is more than one CD in the system (for example, if the current CD is at drive letter D:, then the next CD will be at E:).

- ▼ **Previous CD:** goes to the previous CD player if there is more than one CD in the system (for example, if the current CD is at drive letter E:, then the previous CD would be D:).

## Key-Z Player

Key-Z player allows you to play instrumental music from your computer, using a standard computer keyboard. The unique note mapping feature prevents you from playing an incorrect note in your chosen Key or Scale. Your computer is transformed into an intelligent polyphony (multiple notes at a time) musical instrument which is exhilarating to play.

Key-Z Player incorporates the following features: a standard MIDI file song player, graphic piano keyboard display, graphic mixer with volume, channel, patch, pan and mute control, and over 40 song styles.

## To run Key-Z Player

From the Orchid Audio Applications program group, double-click on the Key-Z Player icon. The following screen appears:



Figure 8-1 Key-Z Player Screen

The buttons at the top of the screen are from left to right: File, Key, Scale, Layout, Settings, Player, Piano, Mixer, and Help. To access a feature, click once on the feature.

**Key** - allows you to choose from 12 different keys. Click on the key of your choice. You can change the key any time by clicking on the Key button and selecting another key.

*Note:*

*After you have made your selection, a check mark appears next to your selection.*

**Scale** - Key-Z Player offers four types of scales: Major, Minor, Blues, and Harmonic Minor. Choose a Scale the same way you choose a Key Signature.

Click once on the preferred scale to start playing music from your computer keyboard.

**Layout** - maps the notes on your keyboard to your choice of Jagged or Horizontal.

*Jagged* - maps the keys so that they progress up the scale alternating rows. This mapping also works well for organ solos and arpeggios.

*Horizontal* - maps the keys so that they progress up the scale from left to right, from the bottom to the top, while increasing the pitch for each row. This mapping works great for quick string-scale runs and playing blues piano.

**Setting** - offers the following four features:

*MIDI Mapper* - allows you to view your current MIDI Mapper settings from inside Key-Z Player.

*Note:*

*All notes from Key-Z Player are routed through the Mapper. Refer to the Windows User's Guide for instructions on setting up the MIDI Mapper.*

*Multimedia Drivers* - allows you to view your currently installed multimedia drivers.

*Note:*

*Your multimedia drivers must be installed for Key-Z Player to function.*

*Patch Names* - this feature gives you a list of eight types of sound hardware:

0-127	1-128
General MIDI	Proteus
MT-32	Roland GS
U-110	U-110 Tones

*Keyboard* - brings up a dialog box which allows you to adjust Channel, Patch and Volume changes.

*Note: You may add to the Patch List by editing the PATCHES-INI file located in your Key-Z Player directory.*

**Player** - opens or hides the Song Player window which includes the controls for playing standard MIDI Song Files. You can also measure the length of a song by using the Bar Control option.

*Bar Control* - the bar control detects the length of the song, (how many measures the song consists of). For example, if you have a 128 bar song, the bar control will start at Bar Zero, which is the beginning of the song. It will play through the entire song, ending at Bar 128.

*Note:*

*The song must be stopped before using the bar control slider.*

**Piano** - graphically displays all notes which are playing. The graphic keyboard has seven full octaves.

**Mixer** - features 16 channels and allows you to control the Patch, Volume, Pan and Mute of each track in the Song File. Make sure the patch for each track is set to an appropriate patch for your output device.

## Key-Z Player - Solo

Key-Z Player can be used to perform solo compositions, test melodies, play rhythm and bass tracks, and learn scales and arpeggios in various keys.

### To play Key-Z Player - Solo:

1. Select the Key and Scale you desire.
2. Select the Patch for the sound you desire.
3. Select the keyboard mapping from the Layout menu.
4. Set your Volume and begin playing by tapping out notes on your computer keyboard.

## Keyboard Notes

The playable key is shown in white. You can play multiple notes and chords by pressing several keys at once (this is called polyphony).



Figure 8-2 Playable Keyboard Note

## Note Progression

Notes begin with the lowest left row (the Z row) in Horizontal Mapping and the “A” key in Jagged Mapping. This ends with the highest note on the upper right.

## Sustain

There are several ways to get sustained notes:

For continuous sustain, press the Caps Lock key. The notes played are sustained until the Caps Lock key is pressed again.

or

Hold down the Shift key while playing various notes.

## Key-Z Player - Accompanied

Key-Z Player may perform melodies while being accompanied by any standard MIDI Song File played in real-time.

### To play Key-Z Player - Accompanied:

1. Open the Song Player window by clicking on the Player menu button.
2. Click on the Open Song button and select a song to play.
3. When the file is opened, it will use the default settings for Key, Scale, and Tempo. In addition, the track structure of the Song File (including the instrument name and MIDI channel) is set into the Mixer.

*Note:*

*Key-Z Player can read and play Format 0 and Format 1 MIDI files. The standard MIDI files included with Key-Z Player are Format 1 files and contain the optional Key and Scale data.*

