

# Using the OMS Name Manager

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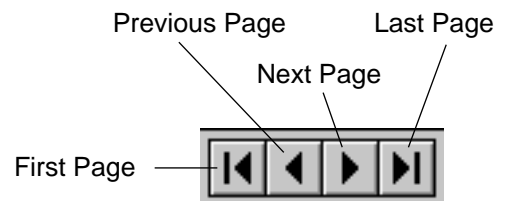
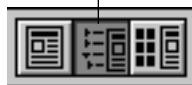
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# CH 1: OVERVIEW AND TERMINOLOGY

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OMS provides a patch name management tool, called the *Name Manager*. With this tool, you can organize the names of all the patches in your MIDI devices and provide those names to Vision or any other OMS 2.0-compatible applications.

You configure the Name Manager using the *Names Window*, which is available within any OMS 2.0-compatible application. Once the Name Manager is configured, compatible applications will display your MIDI devices' patches by *name* rather than by *program number*.

Generally, the documentation that accompanies your OMS-compatible applications will discuss the Names Window in detail. This document is meant to be a general, stand-alone discussion of the Name Manager. It is somewhat "Vision-specific," but the techniques discussed within it apply to any OMS 2.0-compatible application.

☆ *NOTE: This document discusses Name Manager operations for both Macintosh and Windows. Screen-shots from both operating systems are used interchangeably. Whenever any platform-dependent differences occur, they are noted specifically.*

## TERMINOLOGY

Every MIDI device manufacturer seems to use different terminology to describe similar features in their devices. For example, different synthesizer manufacturers use the terms "patch," "voice," "part," "program," or "sound" to mean the same thing—a collection of programmable parameters that work together to create a unique sound.

Because Opcode has no way of knowing which MIDI devices you own, we must describe certain Name Manager functions generically. The following mini-glossary lists the terms we'll use in describing the Name Manager.

**PATCH** A collection of parameters in a device that define the sound played when recalled. For example, one patch might create a trumpet sound and another might create a guitar sound.

**BANK** A collection of patches stored in a MIDI device. Most modern MIDI devices have storage for hundreds (or even thousands) of different patches. However, the MIDI specification only provides patch change messages for 128 patches. In order to access more than 128 patches, a device must store them in *banks*, which are accessed via *bank select* messages. The actual bank select messages vary from device to device.

**MODE** The state of a device that determines how MIDI program changes are interpreted.

Imagine a synthesizer with three different modes:

- **Patch Mode:** Individual sounds, such as “Electric Piano,” “Acoustic Guitar,” or “Flute.”
- **Effect Mode:** Effects programs such as “Hall Reverb,” “Slap Delay,” or “Flange.”
- **Performance Mode:** A combination of several individual sounds with an effects patch, such as an “Electric Piano” patch layered with a “Flute” patch and assigned to a “Hall Reverb” effect.

Usually devices access the different modes by interpreting patch change messages differently for different channels. For instance, General MIDI devices have “patch” channels and “drum” channels. Sending program change #1 to a channel in “patch mode” calls up a piano, whereas sending program change #1 to a channel in “drum mode” calls up a standard drum kit.

By using different device modes, Vision can display and select any patch type contained in your MIDI device.

Do not confuse modes with banks; a bank of patches for one mode might contain an entirely different number of patches than a bank for a different mode.

**PATCH NAME DOCUMENT** A document that stores and provides patch names and device modes for one or more devices. There are three kinds of Patch Name documents:

- Typed-in name documents created using the Name Manager
- Galaxy Bundles
- Bundles created by another OMS 2.0-compatible librarian

There are subtle differences in the way the Name Manager handles each type of document; these will be noted throughout the rest of this chapter.

**CURRENT PATCH NAME DOCUMENT** If a Patch Name document is current, OMS thinks that the patches in the document are loaded into the device. You can manually make a document current, or a librarian program like Galaxy might automatically do it for you when sending sounds to a device.

**PATCH NAME PROVIDER** An application that can create a Patch Name document readable by the OMS Name Manager.

**NAME SETUP** A mapping that associates each MIDI device in your current OMS Studio Setup document with a specified Patch Name document. There is only one Name Setup active at a time, and it “lives” inside OMS, not the application.

Since the Name Setup is handled by OMS, changes made to the Name Setup in Vision also affect the names seen by other OMS 2.0-compatible applications. As you would expect, changes made in other applications may affect the names seen in Vision.

When you save a sequence file in Vision, the current Name Setup is saved along with it.

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# CH 2: USING THE NAMES WINDOW

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The Names Window is available within any OMS 2.0-compatible application. This chapter discusses how to use the Names Window.

## OPENING THE NAMES WINDOW

To open the Names Window in Vision, choose **Windows>Names**. If you're using a different OMS-compatible application, see its owner's manual to learn how to open the Names Window.

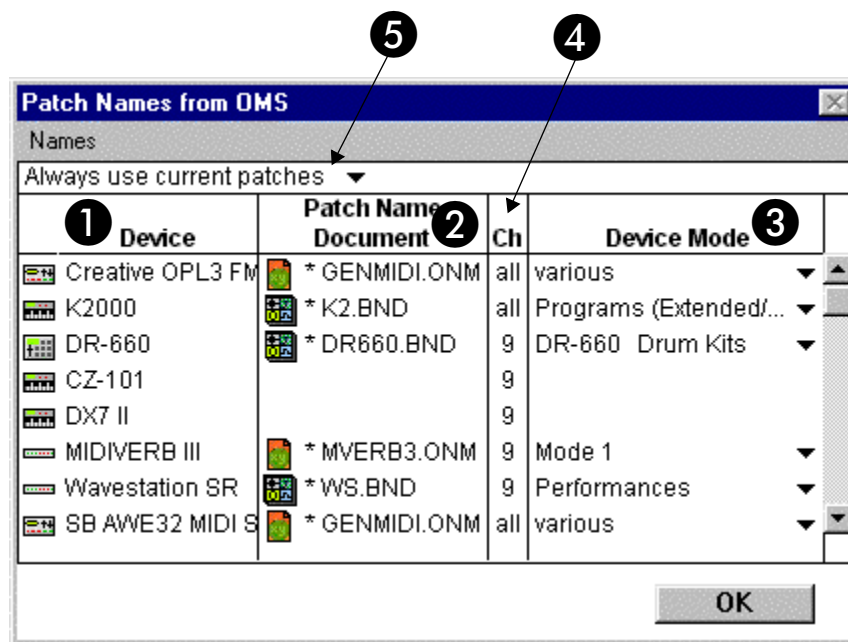


Figure 1: Anatomy of the Names Window

## NAMES WINDOW ANATOMY

As you can see in [Figure 1](#), the Names Window contains numerous elements:

- ① **Device column:** This column shows the name of each MIDI device contained in your current OMS Studio Setup document. You cannot edit the contents of this column. Its contents change whenever the current Studio Setup document changes.  
Devices stored in a Name Setup but not defined in the current Studio Setup appear in *italics*.
- ② **Patch Name Document column:** This column shows the Patch Name document referred to by each of the devices. For more information, see [Patch Name Document Column \(pg. 6\)](#).
- ③ **Device Mode column:** If a device supports multiple modes, then this column shows which mode it is using. You can change the mode directly in this column's pop-up menu.
- ④ **MIDI Channel column:** Some MIDI devices let you select different modes on different MIDI channels. This column shows which MIDI channel uses the mode shown in the **Device Mode** column. For more information, see [Channel and Device Mode Columns \(pg. 9\)](#).
- ⑤ **Name Setup control:** Use this pop-up menu to determine how changes made in other applications affect the Name Setup. For more information, see [Name Setup Control \(pg. 9\)](#).

The information contained in this window is saved with the sequence file when using the **File>Save** or **File>Save As** commands.

The following sections discuss the Names Window in greater detail.

|                                  |  |
|----------------------------------|--|
| PATCH NAME<br>DOCUMENT<br>COLUMN | Use this column to select which Patch Name document is referenced by each MIDI device. This is called <i>subscribing</i> to a document. To subscribe to a Patch Name document: |
|----------------------------------|--|

- ① Click in the Patch Name Document column next to a MIDI device.
- ② Select **Names>Subscribe**.

Vision opens a standard Open dialog box.

For Windows, this dialog box is configured to show .ONM and .BND files. Typed-in patch name documents have the .ONM extension. Galaxy bundles have the .BND extension.

- ③ Find the desired Patch Name document, then click **OK**.  
The column now shows the Patch Name document to which you subscribed.

☆ *NOTE: If you don't know where to find Patch Name documents, read the following section.*

#### WHERE TO FIND PATCH NAME DOCUMENTS

There are three sources for Patch Name documents:

- The Name Manager recognizes Bundles created by Galaxy and other OMS-2.0 compatible librarians as Patch Name documents.
- You can create your own “typed-in” Patch Name documents directly from the Name Manager.

To do so, double-click in the Patch Name column to open the Patch Name Editor. Use the Patch Name Editor to create or edit a Patch Name document as described in [Patch Name Editing \(pg. 15\)](#).

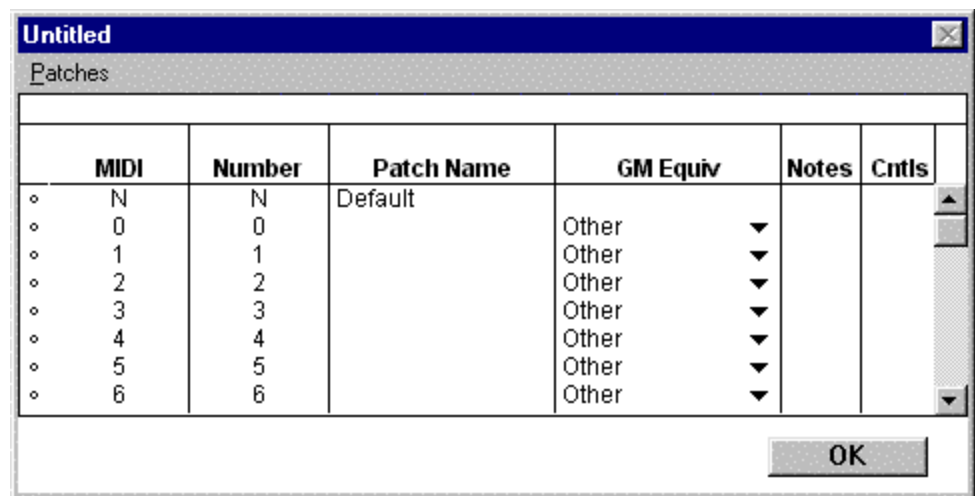


Figure 2: Blank Patch Name Editor Window

- Opcode supplies a collection of “factory” Patch Name documents for several popular synthesizers. If there is a factory Patch Name document for your device, choosing **Names>Use Factory/GM Names** enables it. See [Use Factory/General MIDI Names \(pg. 12\)](#).

## CURRENT AND MISSING DOCUMENTS

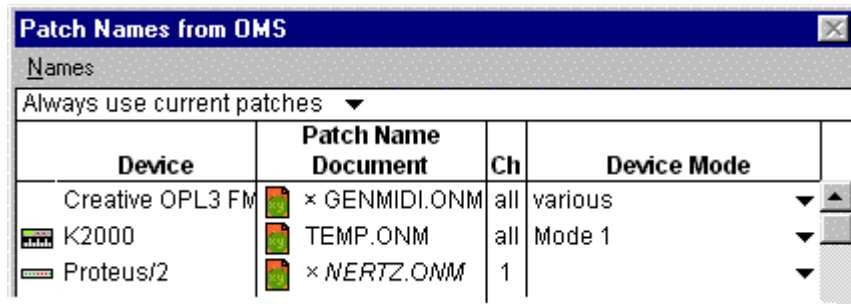


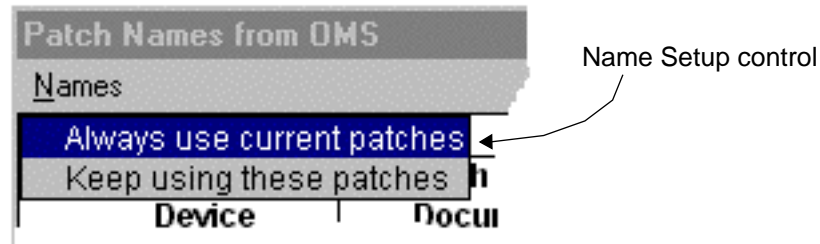
Figure 3: Name Setup showing current and missing documents

The Patch Name Document column displays additional information about subscribed documents by using italicized text and the small “x” icon:

- A small “x” appears before the name of each *current* Patch Name document. A current Patch Name document is the document that the Name Manager uses to supply names to all OMS 2.0-compatible applications. For more information, see [Name Setup Control \(pg. 9\)](#). In [Figure 3](#), the K2000’s Patch Name document is *not* current. This means that the patches actually resident in the K2000 don’t match the patches listed in the TEMP.ONM document.
- The Patch Name document is italicized if the Name Manager can’t locate the document. In [Figure 3](#), the document for the Proteus/2 is missing.



NAME SETUP  
CONTROL



Since the OMS Name Manager only references one Name Setup at a time, changes made to the Name Setup in other applications can affect Vision. Use the Name Setup control to determine what happens when changes are made to the Name Setup:

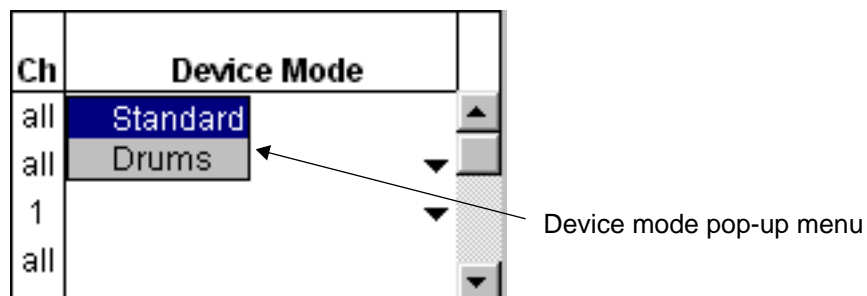
- **Always use current patches:** Making Patch Name documents current in another application changes the Name Setup in Vision to match.
- **Keep using these patches:** “Locks in” the current Name Setup. Subscriptions can’t be changed in Vision by changing them in another OMS 2.0-compatible application.

This setting is not remembered between sessions. Whenever you restart Vision, the control is reset to **Always use current patches**.

CHANNEL AND  
DEVICE MODE  
COLUMNS

The **Channel** and **Device Mode** functions are interrelated and are described here together.

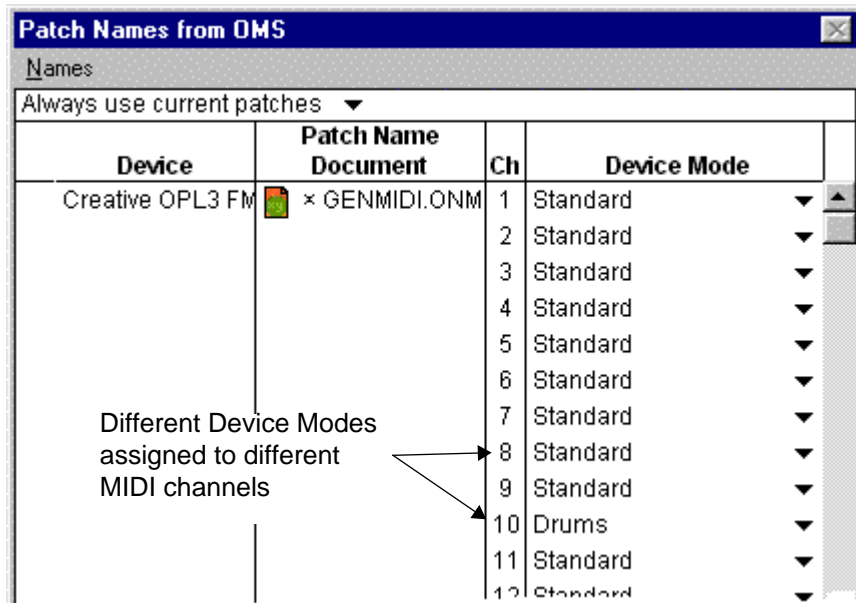
If a device supports multiple device modes, then the Device Mode column contains a pop-up menu listing all the possible modes.



Since each MIDI channel can access a different device mode, the **Ch** (Channel) column displays which MIDI channels access which device modes. You can view *every* enabled MIDI channel or just a *summary* of all MIDI channels by clicking the desired device’s selector icon, then choosing **Names>Show Channels**.

**Show Channels** is a toggle whose value is changed by choosing it repeatedly.

- When **Show Channels** is checked (on), the Names Window displays a separate row for every MIDI channel in that device (as assigned in the OMS Studio Setup document). You can then select a device mode for each MIDI channel.



- When **Show Channels** is not checked (off), the Names Window displays a single row for that MIDI device and the **Ch** column is labeled **all**. Changing the device mode affects all channels simultaneously.

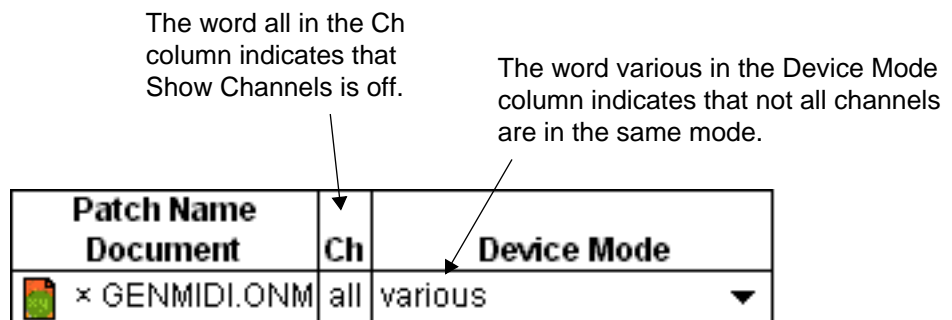



Figure 4: Channel mode indicators

## EDITING DEVICE MODES WHEN SHOW CHANNELS IS OFF

If **Show Channels** is off and every MIDI channel is set to the same device mode, then that mode appears in the Device Mode column.

| Patch Name Document   | Ch  | Device Mode            |
|---|-----|------------------------|
|  × EMUPROT.BND | all | Proteus/1 Program Map▼ |

Same device mode used  
by all MIDI channels

If **Show Channels** is off and different MIDI channels use different device modes, then the device mode column displays **various**, indicating more than one device mode is active for this device (see [Figure 4](#)).

## EDITING PATCH NAME DOCUMENTS FOR MULTI-MODE DEVICES

If different MIDI channels reference different device modes, there is only one way to edit each mode's Patch Name document:

- ① Double-click a number in the **Ch** column.

Vision opens a Patch Name Editor for that MIDI channel's mode. Patch Name Editing is discussed in [Patch Name Editing \(pg. 15\)](#).

- ☆ **IMPORTANT:** *This is the only way to edit the patch names for a device with multiple modes.*

## NAMES MENU

The **Names** Menu is available whenever a Names Window is active.



Figure 5: Names Menu (Macintosh Version)

The following sections describe each command in the **Names** Menu.

**SUBSCRIBE** This command selects a Patch Name document to which all selected devices are subscribed.

**USE FACTORY/  
GENERAL MIDI  
NAMES** If you're using a General MIDI synth, choose this command to subscribe to the General MIDI Patch Name document located in the Factory Names folder (**FAC\_NAM** folder in your Windows directory).

Also, some devices have patches that cannot be altered. If you have such a device, and if a Patch Name document exists for it in the Factory Names (**FAC\_NAM**) folder, choosing this command automatically subscribes to that factory names document.

If the device doesn't have an associated factory name file, the General MIDI patch names are used instead.

**COPY  
SUBSCRIPTION** This command copies the subscription for the selected device(s) to the Clipboard.

PASTE  
SUBSCRIPTION

This command pastes subscriptions in the Clipboard onto the selected device(s). Any previous subscription is replaced and the new Patch Name document becomes current.

CLEAR  
SUBSCRIPTION

Removes the subscription information from selected device(s).

MAKE CURRENT

When choosing this command, the following alert appears:



Clicking **Don't Make Current** retains the previous subscription.

If the **Send the patches** option is available and checked, the Name Manager attempts to transmit the patches to the device when you click the **Make Current** button. The application that created the Patch Name document must be capable of this operation. For example, names obtained from a Galaxy bundle can be sent (if Galaxy is available on your system), but typed-in name documents cannot and the **Send the patches** option won't appear in the alert.

USE CURRENT  
INSTEAD

**Use Current Instead** replaces the selected device(s)' non-current subscriptions with subscriptions to the current Patch Name document(s).

NEW PATCH  
DOCUMENT

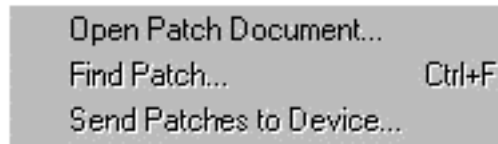
Creates a blank, untitled Patch Name document for the selected device(s).

VIEW / EDIT  
PATCH NAMES

Selecting a device and choosing this command is equivalent to double-clicking a device's Patch Name document column.

TELL PATCH  
PROVIDER

This menu item contains a sub-menu listing the commands that can be sent to the Patch Name Provider.



If the Patch Name Provider understands the selected message, it performs that action. For example, if patch names come from a Galaxy Bundle and **Send Patches To Device** is the selected command, Galaxy sends the bundled patches to the selected device.

SHOW CHANNELS

**Show Channels** controls whether the Names Window displays one row per MIDI channel or a single row representing all MIDI channels. To assign different device modes to different MIDI channels, this option must be enabled (checked). For more information, see [Channel and Device Mode Columns \(pg. 9\)](#).

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# CH 3: PATCH NAME EDITING

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Use the Patch Name Editor to display or edit Patch Name documents.

## OPENING THE PATCH NAME EDITOR

To open a Patch Name Editor:

- ① In the Names Window, double-click in the Patch Name Document column next to a device.

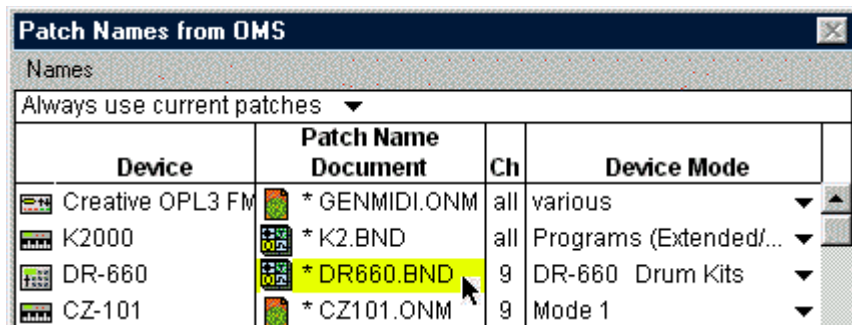


Figure 6: Double-click to open a Patch Name Editor

A Patch Name Editor opens for that Patch Name document. The Editor shows all the Patch Names for that device.

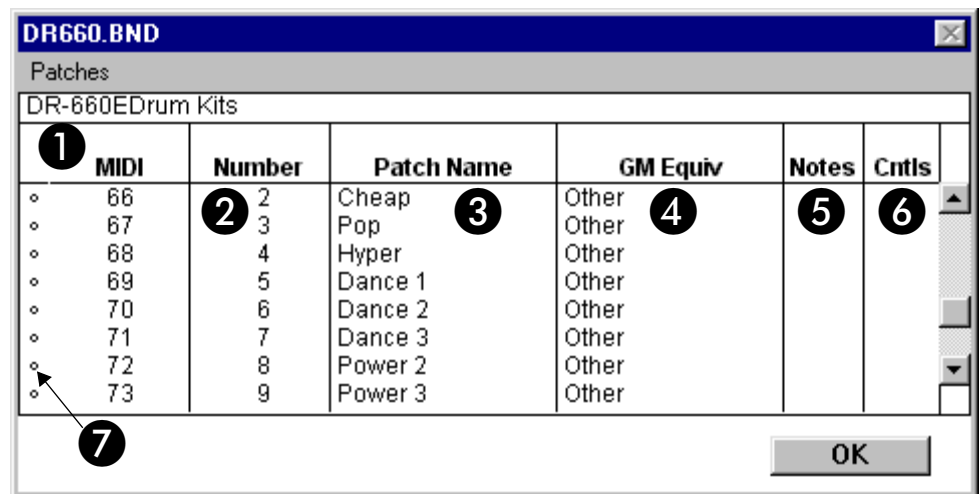


Figure 7: Typical Patch Name Editor

If you open a Patch Name Editor for an unsubscribed device, a blank Patch Name Editor opens, which you may use to create a Patch Name document. Documents created this way are called “Typed-In Patch Name documents.”

☆ *NOTE: If a Patch Name document contains multiple device modes, the Patch Name Editor displays names only for the selected channel's current device mode. For more information, see [Channel and Device Mode Columns \(pg. 9\)](#).*

## PATCH NAME EDITOR ANATOMY

[Figure 7](#) shows the various elements in the Patch Name Editor. These are:

❶ **MIDI Program Number:** The **MIDI** column in the Patch Name Editor displays MIDI representations of patches in the form bank0/bank32/patch number (0-127). For example, if the current bank requires a bank32 message with value “1” to be sent to access the patches, each patch will have “1/x” as its program number, where x is the number within the bank.

bank0 and bank32 are each omitted when not used, which is the case for the default first bank. Consult your synthesizer documentation to determine how bank0 and bank32 messages affect patch selection.

These numbers can't be changed directly, and if the Patch Name document comes from an external librarian, they can't be changed at all. If the document in question is a Typed-In Patch Name document, the numbers are affected by settings in the Bank Select/Numbering dialog box. See [Bank Select/Numbering \(pg. 23\)](#).



- ② **Device Program Number:** This column shows how the MIDI device's *internal* program numbering corresponds to the actual MIDI program number.

For example, some devices number their internal programs 1-128, which corresponds to MIDI programs 0-127. This results in the pattern shown in [Figure 8](#) in the MIDI and Numbers column.

The device shown in this example, has hundreds of internal programs, beginning at number 001.

This column numbers patches as they appear in the actual device.

|   | <b>MIDI</b> | <b>Number</b> | <b>Patch #</b> |
|---|-------------|---------------|----------------|
| ◦ | –           | –             | Default        |
| ◦ | 0           | 001           | STEREO 140     |
| ◦ | 1           | 002           | SMALL "AIR     |
| ◦ | 2           | 003           | NICE PLATE     |
| ◦ | 3           | 004           | 140 PLATE      |
| ◦ | 4           | 005           | 251 250 PL     |

Figure 8: MIDI and device numbering

- ③ **Patch Name:** This column shows the name of each patch. New patch names can be typed directly into this column if this Patch Name document was created in the Name Manager (i.e.: Galaxy and other librarian documents can't be edited from here). These names appear wherever patch names are seen in any OMS 2.0-compatible application.

- ④ **GM Equivalent:** If this patch corresponds to a General MIDI patch, choose the relevant GM patch from the pop-up menu in this column. The Name Manager applies all attributes and benefits of General MIDI groupings to that patch.

For example: assume you have a piano sound in your Patch Name document, and you assign "GrandPno1" as its GM Equivalent. Then, if you choose to display patch names by General MIDI Groups, this piano sound appears whenever you ask to see all the piano sounds in your MIDI device. For more information about selecting patches by General MIDI Group, see [Using Patch Groupings \(pg. 28\)](#).

- 5 Note Name Indicator:** The OMS Name Manager can store custom MIDI note names along with patch names. Custom note names have many uses. For example, names can be assigned to the notes in a drum kit patch, causing Vision’s edit windows to display notes named “kick,” or “snare,” instead of “C3” or “D3.”

This column uses a small note icon to indicate that a patch has custom note names. The Note Name Editor can be opened by double-clicking in this column. For more information, see [Note and Control Names \(pg. 24\)](#).

- 6 Control Name Indicator:** The OMS Name Manager allows storage of custom MIDI control names along with the name of the patch. Custom control names have many uses. For example, a MIDI effects device might use MIDI control numbers to edit its internal parameters. By entering custom control names, Vision’s edit windows display controls named “Reverb Time,” or “Pre-Delay,” instead of “Control 48,” or “Control 37,” making it easier to edit these devices within Vision (or any other OMS 2.0-compatible application).

This column indicates that a patch has custom control names if it contains a small knob icon. The Control Name Editor can be opened by double-clicking in this column. For more information, see [Note and Control Names \(pg. 24\)](#).

- 7 Program Selector Dot:** If you are pasting names into a typed-in name document, you can select the range where the names will be pasted by shift-clicking or dragging over the Program Selector Dots. If no dots are selected, names are pasted starting at the top and working down until the names on the Clipboard are exhausted. See [Paste Name List \(pg. 20\)](#) for more information.

## PATCHES MENU

The **Patches** Menu is available whenever a Patch Editor is active.



Figure 9: Patches Menu (Macintosh Version)

☆ *NOTE: Most of these menu items apply only to typed-in Patch Name documents; they're disabled for Patch Name documents that come from other applications, such as Galaxy.*

**SAVE** Choose this command to save any changes you've made to the current Patch Name document. If you've previously saved a document, then the **Save** command replaces the old document with the new version. If you haven't yet saved the active document, choosing **Save** opens the Save As dialog box, in which you name the document and select a location in which to store it.

This command behaves differently depending on where the document comes from:

- Typed-In Patch Name documents are saved normally.
- Documents from Galaxy or other OMS-compatible Patch Name providers are converted to Typed-In Patch Name documents. For this reason, the **Save** command is not available when you are in a librarian's document. In this situation, only the **Save As** command is available.

|                                |  |
|--------------------------------|--|
| SAVE AS                        | Use this command to save a copy of the active document using a different name. Choosing <b>Save As</b> opens the Save As dialog box, in which you name the document and select a location in which to store it.  |
| SAVING NOTE /<br>CONTROL NAMES | If Note or Control Names have been added to a document created by another application, the <b>Save Note/Control Names</b> command becomes available. This command adds the note and control name information to the saved Patch Name document.                               |
| COPY NAME LIST                 | Choose <b>Copy Name List</b> to copy the list of Patch Names from a Patch Name document onto the Clipboard.  |
|                                | Names are copied to the Clipboard as text, and can be pasted into other applications. For example, you can paste names into a word processor or database to format, search, or print name lists. Each line is copied as:   |
|                                | <i>Patch Number &lt;tab&gt; Patch Name</i>   |
| PASTE NAME LIST                | Choose <b>Paste Name List</b> to copy text from the Clipboard into the Patch Name Editor. If the lines of text contain tabs, they are interpreted as:  |
|                                | <i>Patch Number &lt;tab&gt; Patch Name</i>   |
|                                | Otherwise, each line of text becomes a patch name. If you have access to a scanner and OCR (optical character recognition) software, you can scan patch name lists for your synthesizers, convert them to word processing files, then paste them into the Patch Name Editor. |

If any patches in the Patch Name Editor are selected (that is, their selector dots are black), then pasting names overwrites only the selected patches. For example, if you have ten patch names on the Clipboard, but select only three patches, only the first three names on the Clipboard are used (see [Figure 10](#)).

|   | MIDI | Number | Patch Name |
|---|------|--------|------------|
| ◦ | N    | N      | Default    |
| ◦ | 0    | 0      | first      |
| ● | 1    | 1      | second     |
| ● | 2    | 2      | third      |
| ● | 3    | 3      | fourth     |
| ◦ | 4    | 4      | fifth      |
| ◦ | 5    | 5      | sixth      |
| ◦ | 6    | 6      | seventh    |

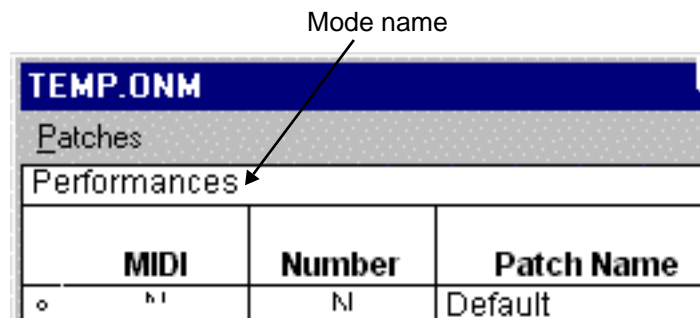
Figure 10: Only patches 1-3 will be pasted over, no matter how many names are on the Clipboard

**CLEAR NAME LIST** This command erases the currently selected name list, should you wish to start with a “clean slate.”

**ADD MODE** Choose **Add Mode** to create an entirely new device mode for the document, and open a new window to display it.

**REMOVE MODE** Choose **Remove Mode** to delete the device mode displayed in the active window.

**MODE NAME** Choose **Mode Name** to name (or rename) the device mode displayed in the active window. The mode name appears on the top line of the window.



## DEFAULT MODES

Choose **Default Modes** to open a window in which you select a default mode for each channel. Whenever this Patch Name document is subscribed, the channels are set to the modes designated in this window.

For example: General MIDI devices have two modes: **standard** and **drums**. Channel 10 is always in drums mode, and all other channels are in standard mode. [Figure 11](#) shows the default mode screen set up for a General MIDI device.

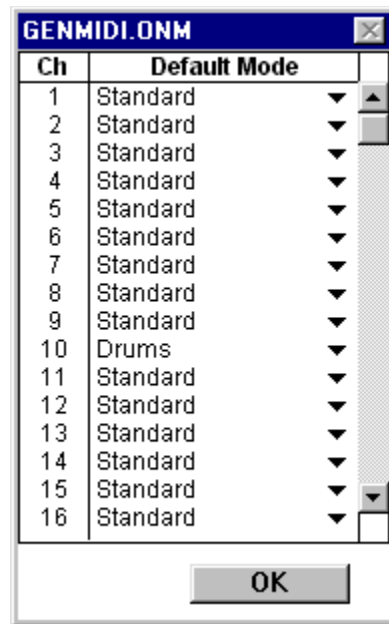


Figure 11: Default Mode Window

## ADD BANK

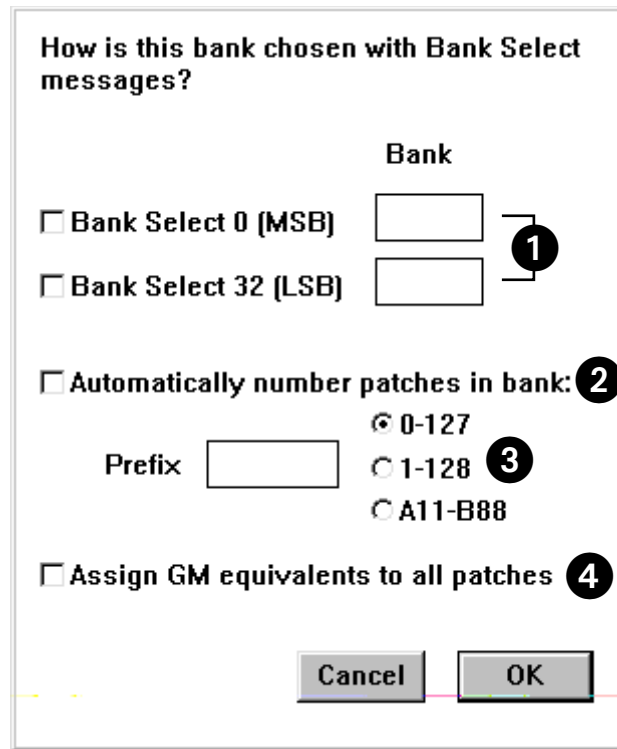
Choose **Add Bank** to create a new bank of 128 patches following the bank containing the currently selected patch, or at the end of the document if there is no selected patch. When you choose this command, the Bank Select/Numbering dialog box opens as discussed in [Bank Select/Numbering \(pg. 23\)](#).

## REMOVE BANK

Choose **Remove Bank** to delete the bank in which the selected patch resides.

☆ *NOTE: If the device has less than 128 patches in a bank, leave the unused patches blank—blank patches won't be displayed in patch selection menus and dialog boxes.*

Adding a bank or choosing the **Bank Select/Numbering** command opens the Bank Select/Numbering dialog box:



The dialog box is titled "How is this bank chosen with Bank Select messages?". It contains the following elements:

- Bank** label above two input boxes.
- Bank Select 0 (MSB)** checkbox.
- Bank Select 32 (LSB)** checkbox.
- Automatically number patches in bank:** checkbox.
- 0-127** radio button.
- 1-128** radio button.
- A11-B88** radio button.
- Prefix** label above an input box.
- Assign GM equivalents to all patches** checkbox.
- Cancel** and **OK** buttons at the bottom.

Numbered callouts (1-4) point to the Bank Select checkboxes, the "Automatically number patches in bank" checkbox, the "1-128" radio button, and the "Assign GM equivalents to all patches" checkbox, respectively.

Figure 12: Bank Select/Numbering dialog box

[Figure 12](#) displays the various elements in the Bank Select/Numbering dialog box. Specifically:

- 1** A Bank Select message may be specified by checking one or both of the Bank Select checkboxes, and by entering a bank select value in the box to the right. Consult your synthesizer documentation to determine the appropriate values for these boxes.
- ☆ *IMPORTANT: Each bank must have a unique combination of bank select messages. A warning message appears if two banks have the same bank select combination.*
- 2** If the **Automatically number patches in bank** option is checked, the patches are automatically numbered according to the selected numbering convention:
    - **0-127**: Used for synthesizers with a “0 based” numbering convention
    - **1-128**: Used for synthesizers with a “1 based” numbering convention
    - **A11-B88**: Used for synthesizers with a “bank based” numbering convention (most Roland devices use this scheme)

- ③ Patch prefixes can be entered in the **Prefix** box. For example, a synth may use banks with names such as “RAM1.” The patches could be numbered “RAM1-0” thru “RAM1-127” by entering “RAM1-” in the **Prefix** box and selecting **0-127**.

|   | <b>MIDI</b> | <b>Number</b> | <b>Patch Name</b>   |
|---|-------------|---------------|---------------------|
| ◦ | 124         | 124           | this is the end     |
| ◦ | 125         | 125           | of the first        |
| ◦ | 126         | 126           | bank of patches     |
| ◦ | 127         | 127           | --end--             |
| ◦ | 0/0         | RAM1-0        | the second bank     |
| ◦ | 0/1         | RAM1-1        | starts here. notice |
| ◦ | 0/2         | RAM1-2        | the "RAM1-" prefix  |
| ◦ | 0/3         | RAM1-3        | in effect.          |

Figure 13: Using the Prefix feature

- ④ If the **Assign GM equivalents to all patches** option is checked, each patch is assigned a General MIDI patch equivalent. This sets each patches’ number equal to the GM equivalent. This is useful to configure a bank to match the GM defaults without changing the names.

## NOTE AND CONTROL NAMES

Double-click the **Cntls** column in the Patch Name Editor to open a Control Names Window. Similarly, double-click the **Notes** column to open a Note Names Window.

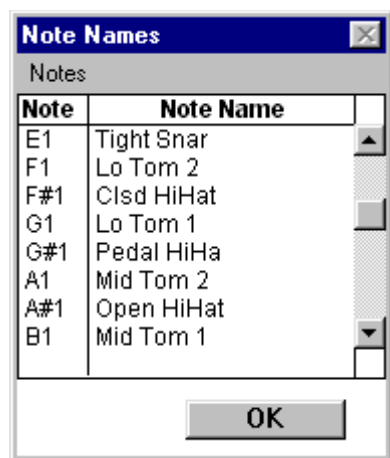


Figure 14: Note Names Window



Saving note names or control names adds them to the Patch Name document, regardless of whether it is typed-in or from another application.

Note names are useful for drum machines or samplers. For example, it's easier to edit MIDI data for a drum machine if notes appear in the sequencer named "Kick" or "Snare" rather than "C2" or "D2." Similarly, if you're using a sampler to trigger sound effects, notes named "Crash" or "Gunshot" are more useful than notes named "G3" or "D5."

Control names are useful if you use a sequencer to perform real-time edits to synthesizer or effects patches. For example, it's easier to edit controllers named "RevTime" or "HPFiltr" than controllers named "Control 41" or "Control 73."

DEFAULT NOTE  
AND CONTROL  
NAMES

At the top of every Patch Name document is a line marked **Default**. You can add a set of default note and controller names to a Patch Name document by double clicking in the appropriate column and typing names into the Note Names Window or Control Names Window. These default Names are used for every patch that doesn't specifically override them.

Default Note and Control Names row

| MIDI | Number | Patch Name   | GM Equiv | Notes | Cntls |
|------|--------|--------------|----------|-------|-------|
| N    | N      | Default      |          | ♪     |       |
| 0    | 0      | Stereo Piano | Other    |       |       |
| 1    | 1      | Hall Strings | Other    |       |       |
| 2    | 2      | InChoirIrie  | Other    | ♪     |       |
| 3    | 3      | BigCityBrass | Other    |       |       |

Figure 15: Default Note and Control Names

In [Figure 15](#), there is a set of default Note Names. All the patches in this bank use these note names. However, the note icon in the row for patch number 2 indicates that it has its own set of Note Names that override the defaults.

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## CH 4:           SELECTING NAMES IN OMS-COMPATIBLE APPLICATIONS

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Once the Name Setup is configured properly, your OMS-compatible application displays names in all the appropriate places.

There are two ways to view patch names in an OMS 2.0-compatible application:

- **The Patch Name Menu**

This is a simple pop-up menu of choices that appears when you click in a name field. For more information, see [The Name Browser \(pg. 27\)](#).

- **The Name Browser**

The Name Browser is a more sophisticated window that allows you to view names numerically or alphabetically, or to group them by keyword or patch type. For more information, see [The Name Browser \(pg. 27\)](#).

The following sections discuss these two patch menu methods in detail, beginning with the Name Browser.

## THE NAME BROWSER

To open the Name Browser in an OMS 2.0-compatible application:

- ① If you're using Windows, Control-click or Alt-click a name field to open the Name Browser.

If you're using a Macintosh, option-click a name field to open the Name Browser.

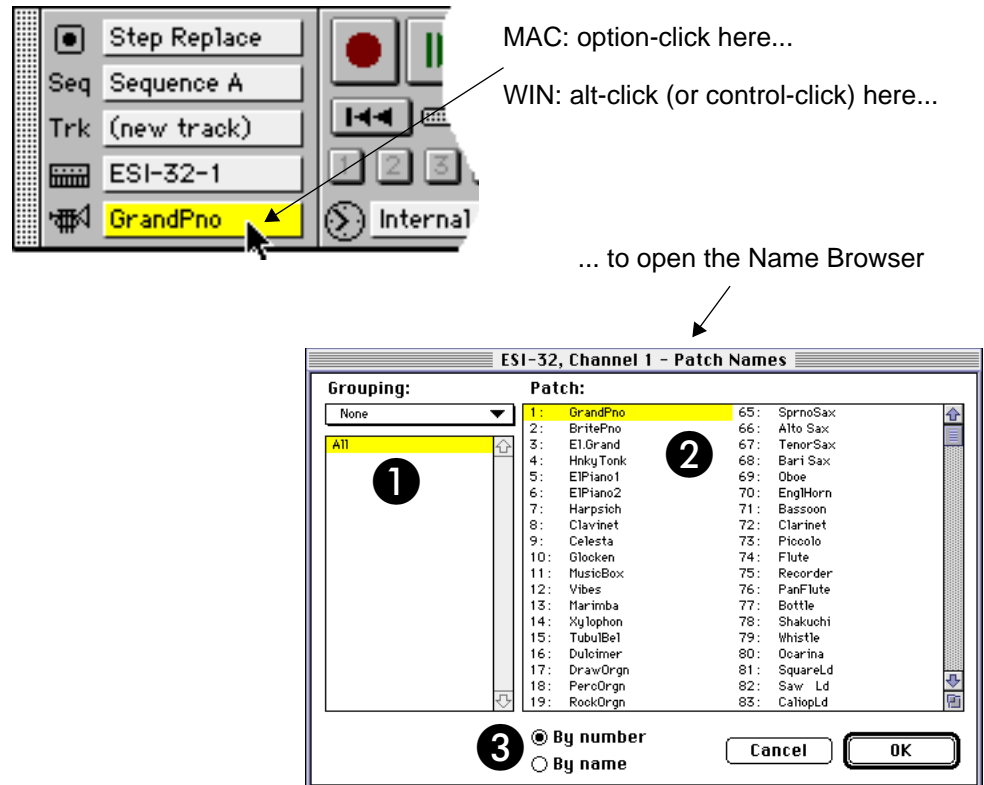


Figure 16: Opening the Name Browser

- ② Select the desired patch from the right-hand scrolling patch name list.

The selected patch is automatically called up in the actual MIDI device.

The Name Browser gives you many additional viewing options, as discussed in the following section.

NAME BROWSER  
ANATOMY

As shown in [Figure 16](#), the Name Browser contains three elements. These are:

- 1 **Grouping area:** Use this area to organize patch names into groups with common characteristics. For more information, see [Using Patch Groupings \(pg. 28\)](#).
- 2 **Patch list:** Use this scrolling list to select a patch. The selections you make in the **Grouping** area determine which patch names appear in this list.
- 3 **Display options:** To view patches alphabetically, click the **By name** radio button. To view patches numerically, click the **By number** radio button. The selection you make is global and applies to all places where patch names are displayed.

USING PATCH  
GROUPINGS

Use the **Grouping** pop-up menu to organize patch names into groups with common characteristics. For example, the General MIDI Patch Name document contains three groupings:

- **None:** Select this option to view all the patch names in the scrolling right-hand Patch list.

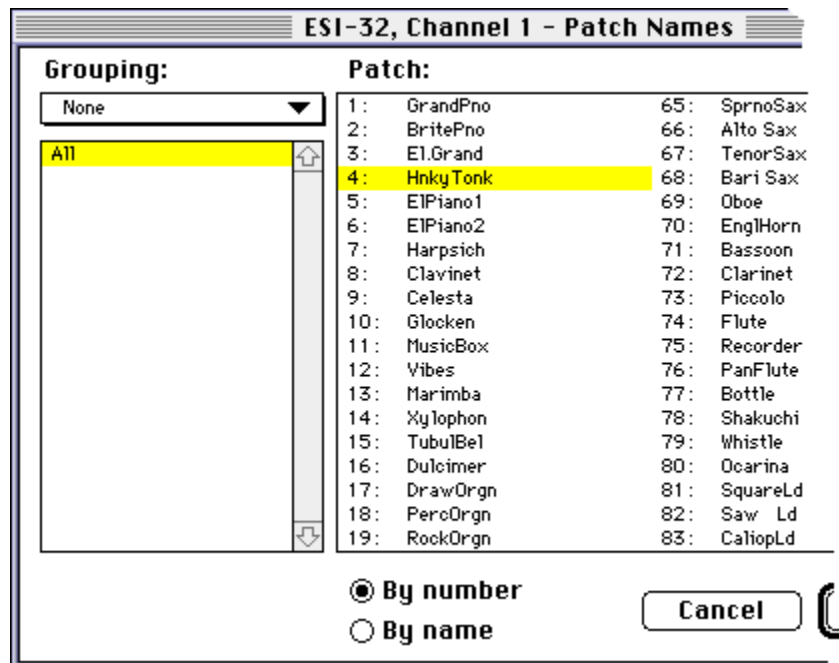


Figure 17: Viewing All Patches (No Grouping)

- **General MIDI Groups:** Select this option to produce a list of groups that contain patches with common sound characteristics. When you select a group, the Patch list displays all the patches in that group.

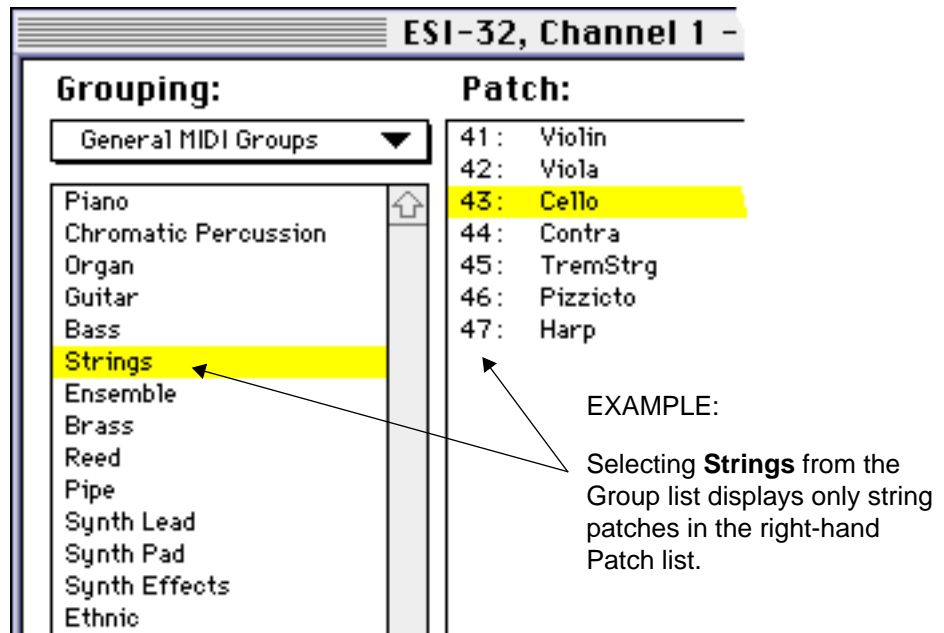


Figure 18: Viewing Patch Names by General MIDI Groups

- **General MIDI Patches:** Select this option to produce a list of General MIDI patches (with full length names). When you click a name in the Group list, the Patch list displays all the patches of that type.



Figure 19: Viewing Patch Names by General MIDI Patches

## CREATING CUSTOM GROUPINGS

Custom groupings can be created with Galaxy, Opcode's patch librarian by adding keywords to your Bundles. Also, Galaxy automatically provides useful groupings for certain synthesizers. Groupings can't be created for Typed-in Patch Name documents, but the General MIDI groupings can be used by selecting General MIDI equivalents for each patch.

### NAME BROWSER'S NAMES MENU

When using the Name Browser, the **Names** menu shown in [Figure 20](#) becomes available.



Figure 20: Name Browser Menu

#### SORT BY NUMBER / SORT BY NAME

These commands duplicate the function of the **By Name** and **By Number** radio buttons in the Browser Window.

#### SHOW PATCHES IN ANY / ALL SELECTED GROUP(S)

With **Show patches in any selected group** checked, shift-clicking multiple groupings in the Name Browser displays patches belonging to any of the selected groups.

☆ *NOTE: For those with programming experience, this enables an **OR** condition between multiple groups.*

With **Show patches in all selected groups** checked, shift-clicking multiple groupings in the Name Browser displays only patches belonging to all of the groups.

☆ *NOTE: For those with programming experience, this enables an **AND** condition between multiple groups.*

For example, imagine there are groupings for “bright” and “piano.” With **Show patches in all selected groups** checked, only bright pianos are listed. With **Show patches in any selected group** checked, *all* bright patches and *all* piano patches are listed together.

#### EDIT SELECTED PATCH

This command opens the Patch Name document’s creator to edit the selected patch. (This command is not available when the active Patch Name document is a typed-in patch name document.)

#### PLAY

If you’re running an OMS 2.0-compatible application, choose this command to trigger its playback from within the active application.

#### STOP

If you’re running an OMS 2.0-compatible application, choose this command to stop its playback from within the active application.

## THE PATCH NAME MENU

You can view and select patches in an OMS 2.0-compatible application without opening the Name Browser. To do so:

- ① Click in a Patch Name field to open the Patch Name menu.

The menu that opens depends on how you last configured the Name Browser.

If the Name Browser was last used with a Grouping of **None**, then the patch name menu contains the names of all the patches for the selected MIDI device (as shown in [Figure 21](#)).

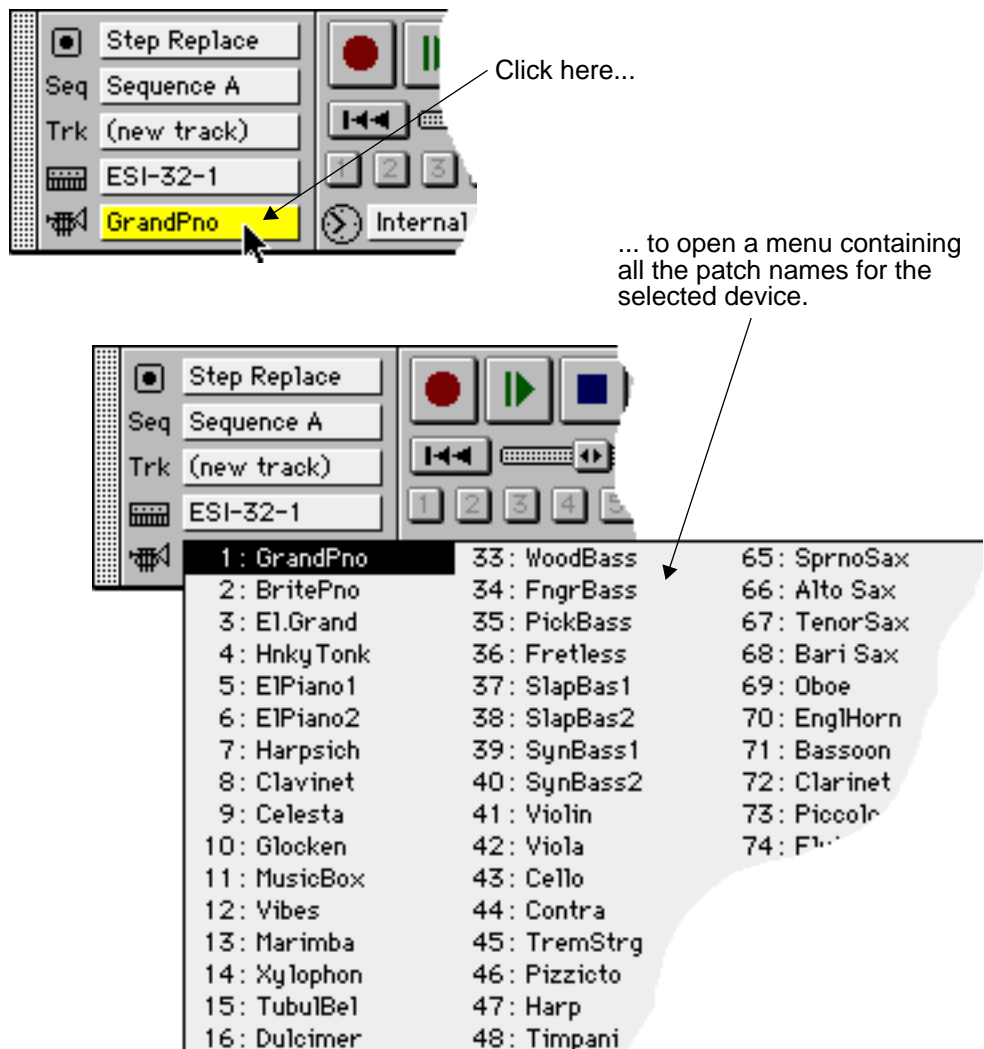


Figure 21: Opening a Patch Name Menu (No Groupings)

If the Name Browser was last used with a Grouping, then the Patch Name menu contains the names of all the groups with sub-menus containing names of patches within the groups (as shown in [Figure 22](#)).



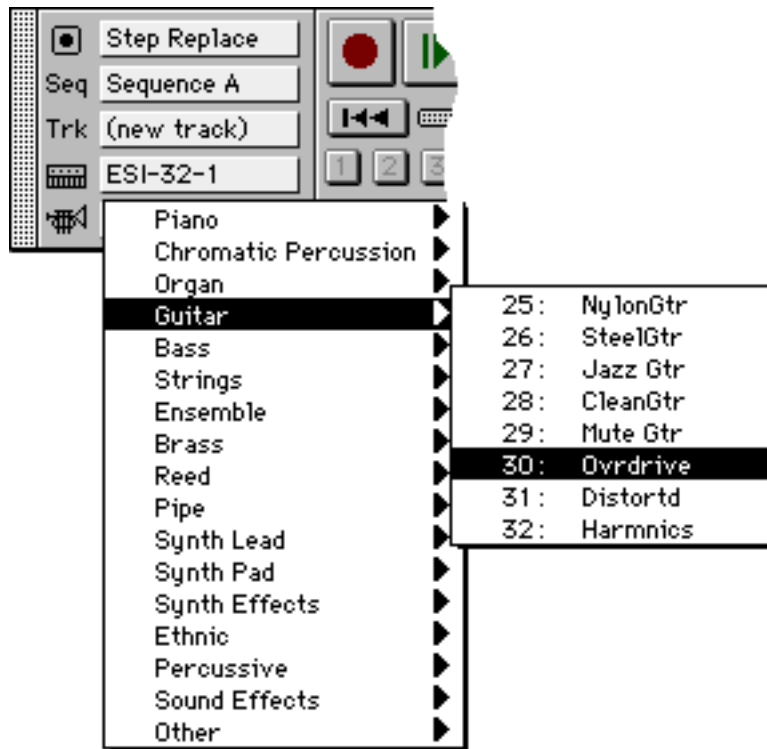


Figure 22: Opening a Patch Name Menu (With Groups)

- ② Select the desired patch from the patch name menu.  
The selected patch is automatically called up in the actual MIDI device.

## OPENING FILES WITH DIFFERENT NAME SETUPS

Vision saves Name Setups in its sequence files. When opening a file containing a different Name Setup, the Name Manager needs information to determine how to handle the different assignments. This section discusses the possible options.

The following dialog box appears when the new sequence is opened with a different Name Setup:

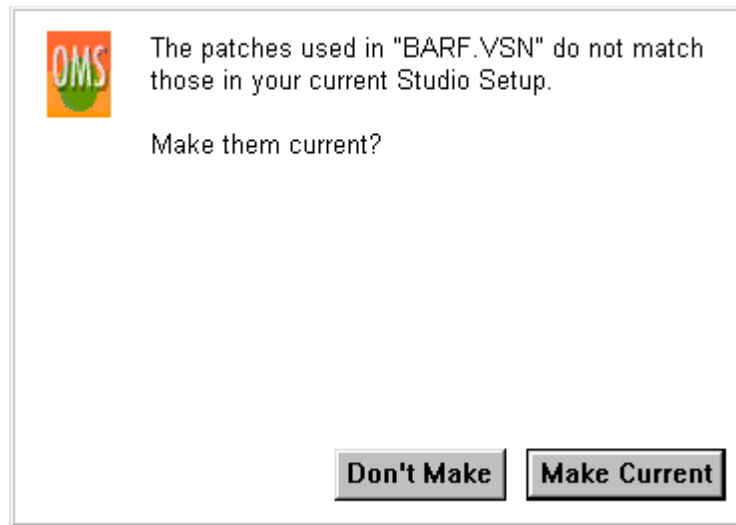


Figure 23: Different Name Setups - first dialog box

The following sections describe the two possible choices.

#### MAKE CURRENT

This choice overrides all current Name Setup information with the information from the file being opened.

It is normally desirable, when changing Name Setups, to send the new patches to the synthesizers. The Name Manager anticipates this behavior by presenting a dialog box similar to the following:

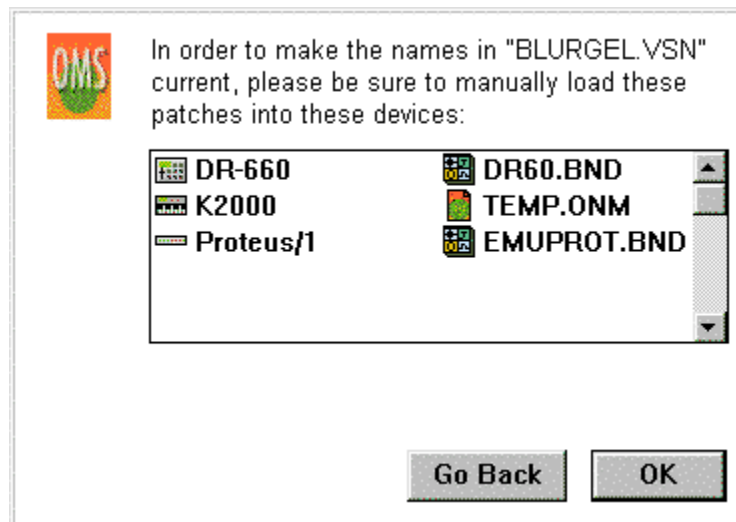


Figure 24: Getting Ready To Send dialog box

At this point you should make sure that the corresponding patches are loaded in the appropriate devices.

Click **Go Back** to return to the previous dialog box.

**DON'T MAKE**

Clicking **Don't Make** leaves the current Name Setup unchanged, but presents another dialog box with three choices:

- **Keep** the document unchanged without making its Name Setup current.
- **Change** the document to use the current Name Manager subscriptions. Saving the file without changing its name destroys any record of the old subscriptions.
- **Go Back** returns to the previous dialog box.

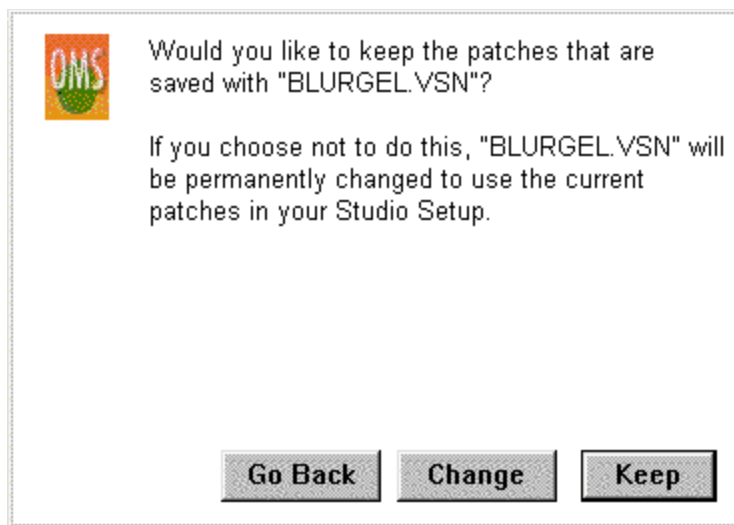


Figure 25: Don't Make Current dialog box