Galaxy

and

Galaxy Plus Editors

ACKNOWLEDGMENTS

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Getting Started with Galaxy 1

CHAPTER 1:   Overview

INTRODUCTION TO GALAXY

Galaxy is a universal patch librarian that you can configure to work with any supported MIDI device.

With Galaxy you can:

- Store patches for any supported MIDI device. You can store patches in one of three ways:

    1. in device-sized Banks.

    2. in Libraries of unlimited size.

    3. in Bundles of related patch Banks.

- Attach keywords to a patch, then search any or all Banks and Libraries for patches with the same keywords.

- Search for patches by name or by attached comments.

- Form a dynamic communication link with OMS 2.0-compatible programs. The patch names you store in Galaxy Bundles can be automatically displayed in these applications. For example, if you alter a patch name in Galaxy, OMS 2.0 automatically updates the name in any compatible applications.

- Add additional Librarian modules as they become available. These modules can be either Opcode-created modules, or modules you create using Galaxy's PatchTalk™ language.

If you own Opcode's Galaxy Plus Editors program, you can create and edit your own patches using graphic edit windows. Editor modules "plug in" to Galaxy Plus Editors and are available for many popular MIDI devices.

USING THE GALAXY MANUAL

This manual assumes that you are familiar with basic Macintosh operations. If you're not, please read the Macintosh manual. In particular, you should be comfortable with clicking, double-clicking, dragging, choosing, selecting, scrolling, windows, and pop-up menus.

You'll find it helpful to have a fundamental understanding of MIDI. If you're completely new to MIDI, please consider purchasing an introductory MIDI book from your local bookstore or music dealer.

Galaxy uses Opcode's Open Music System (OMS) to communicate with all your MIDI hardware. If you have never used OMS, please read your OMS documentation before attempting to use Galaxy. You must create an OMS Studio Setup document prior to using Galaxy.

This manual is divided into six parts:

- **PART 1: Getting Started with Galaxy**

  This part includes this introductory chapter and additional chapters on installation and setup, and Galaxy terminology.

- **PART 2: Banks, Bundles, and Libraries**

  This part teaches you how to use all of Galaxy's storage methods including Banks, Bundles, and Libraries.

- **PART 3: Auditioning, Cataloging, and Finding Patches**

  This part discusses how to audition patches from within Galaxy, and how to use Galaxy's built-in database features to catalog and find patches.

- **PART 4: Menu Reference**

  This part discusses every Galaxy menu command. Each chapter discusses a different Galaxy menu.

- **PART 5: Galaxy Plus Editors**

  This part teaches you how to install and use editor modules with Galaxy Plus Editors. You must own Opcode's Galaxy Plus Editors program to use graphic editors. If you would like to upgrade from Galaxy to Galaxy Plus

Editors, please contact Opcode's Customer Service department as discussed in *Contacting Opcode (pg. 6)*.

- **PART 6: Appendix**

  This part contains miscellaneous Galaxy information such as a list of keywords, a glossary, and instructions on using Galaxy with other OMS 2.0-compatible applications.

MANUAL CONVENTIONS

This manual uses a number of conventions that make it easier to discuss and understand certain on-screen actions.

Mouse Actions

This manual uses the following terms to describe various mouse actions:

- **Click**: When the manual instructs you to *click*, position the mouse where you're told and press once on the mouse button, then immediately release it.

- **Double-click**: When the manual instructs you to *double-click*, position the mouse where you're told and rapidly press and release the mouse button twice.

- **Press and hold**: When the manual instructs you to *press and hold*, position the mouse where you're told, press the mouse button and hold it down until instructed to release it.

- **Release**: When the manual instructs you to *release*, let up on the mouse button (which you were holding down because of an earlier *press and hold* instruction).
- **Drag**: When the manual instructs you to *drag*, position the mouse where you're told, then press the mouse button and hold it down as you move the mouse, releasing the button when you're finished.
- **Move**: When the manual instructs you to *move* the mouse, simply move it to another location on the screen without pressing its button.

Choose vs. Select

The words "choose" and "select" are often interchangeable in conversational english. In this manual, however, there is a distinct difference between the two terms.

- **Select**: When the manual tells you to *select* something, it stays selected. This is the case with most menu options.
- **Choose**: When the manual tells you to *choose* something, a one-time action is performed. This is the case with most commands; they perform their chosen action only once.

Menu Commands

This manual uses a form of verbal shorthand to describe how to choose or select various menu items. For instance, this manual might say:

"Select **Play>Send MIDI To>Vision**."

What this means in plain english is "select the **Vision** option from the **Play** menu's **Send MIDI To** submenu." Although the shorthand technique results in sub-standard grammar, it's easier to read and decipher than a complete sentence because it displays the menu's hierarchical structure plainly and simply.
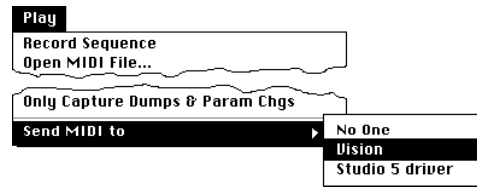
Figure 1.1: Shorthand Invocation of Menu Items

SYSTEM REQUIREMENTS

To see the latest Galaxy system requirements, see your Quick Start Card or review Galaxy's Read Me file.

REGISTERING GALAXY

Be sure to send Opcode your Registration Card—it's your ticket to:

- Free technical support.
- Opcode's periodic newsletter, which contains advanced tips, troubleshooting techniques, and more.
- Information about upgrades, updates, and new products.

Please write down your Galaxy serial number exactly as it appears on the label of your Installer disk. Opcode needs to know your serial number before helping you.

S/N	
Date	

CONTACTING OPCODE

You may contact Opcode in the following ways for technical support, ordering software and upgrades, and requesting or downloading Technical Publications:

World Wide Web (WWW)

You may access the Opcode Web page at the following address:

http://www.opcode.com

Follow the instructions in the Web page to receive the services you desire.

Internet

You may address technical support questions to:

support@opcode.com.

Mail

You may write to Opcode at:

Opcode Systems, Inc.
3950 Fabian Way, Suite 100
Palo Alto, CA 94303

Phone and Fax

For information about Opcode products, Opcode Technical Publications, or software upgrades, contact Customer Service at:

(415) 856-3333

For technical information and help using Opcode products, contact the Technical Support Department at:

(415) 856-3331

Please try to find the answer in this manual before calling for Technical Support.

The Customer Service and Technical Support phone hours are:

Mon - Fri: 9:00 a.m. to 5:00 p.m.

Sat.: 11 a.m. to 5:00 p.m. (with limited staff support)

You may also contact Opcode by fax:

(415) 856-0777

NOTE: Technical support hours are subject to change.

GALAXY TECHNICAL PUBLICATIONS

In a continuing effort to improve its documentation, Opcode occasionally creates Technical Publications for its various hardware and software products. Technical Publications contain information about a single, specific subject that may not be of interest to the average user. See *Con-tacting Opcode (pg. 6)* to learn where to download or order Technical Publications.

Galaxy Editor Modules

Each Editor Module has its own Technical Publication that discusses how to use that specific Editor. You need to read only the Technical Publications for the Editor Modules that you use.

Opcode may write additional Galaxy Technical Publications in the future.

UPGRADING TO GALAXY PLUS EDITORS

If you purchased *Galaxy*, you can upgrade to *Galaxy Plus Editors*. Enclosed in the Galaxy package is an upgrade form. Upgrade orders *cannot* be processed without your master disk serial number.

CHAPTER 2:   Installation & Setup

INSTALLING OMS

You must install OMS before you can use Galaxy. Also, you must create a current OMS Studio Setup document. See the Galaxy Quickstart card for installation instructions and your OMS manual for details.

THE GALAXY PACKAGE

The Galaxy package contains a number of 800K double-sided disks, the OMS manual, the Galaxy and Galaxy Plus Editors manual, a Galaxy Quickstart card, and a registration card. Galaxy is also included with the Vision and Studio Vision packages.

The Galaxy master disk included in this package is copy protected. It's the only master disk you have, so take good care of it. After installing Galaxy, you should lock your disks so they can't be altered. Refer to Figure 2.1 for locking/unlocking disks.

Locked   Unlocked
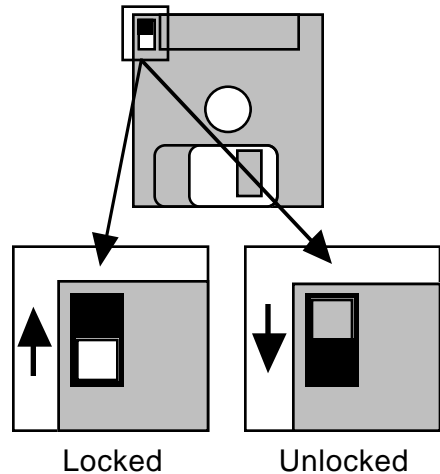
Figure 2.1: Locking/unlocking a disk

INSTALLING GALAXY

To install Galaxy, refer to the Galaxy Quickstart card in the Galaxy Package for complete instructions.

Installed Galaxy Files and Folders

After installation, your hard disk will contain a Galaxy folder with the following Galaxy files and folders:

*   Galaxy—The application itself.
*   Galaxy Librarian Modules—Each module gives Galaxy Librarian capabilities for a specific MIDI device.
*   Galaxy Editors—Each Editor gives Galaxy Plus Editors graphic editing capabilities for a specific MIDI device. You must own Opcode's Galaxy Plus Editors program (not Galaxy), in order to use editor modules.
*   Galaxy Extras—This folder contains patch utilities for the Yamaha TX81Z and Korg M1 that convert from a pre-Galaxy Patch Librarian format to the current Galaxy format.

    PatchTalk Manual: If you're a programmer and Galaxy doesn't include a Librarian for the device you use, read the Patch Talk documents to learn how to design your own Galaxy Librarian Modules. The tools necessary to use PatchTalk are located in the Programming Tools folder.

*   Patches—This folder contains patches and utilities for specific devices:

    The Factory Patches with Keywords folder contains factory patches for ten major synthesizers. These patches have keywords attached to them; they're intended to help you learn to use Galaxy's Find feature.

    Sound Source Demo Patches is a collection of patch files for the Proteus 1/XR, Roland D20, D50, D70; Kawai K1 & K4 ; Korg M1 and T series; Yamaha SY/TG 77, TX81Z.

    Protologic Factory Presets—These patches are provided because, due to their location in ROM, they can not be accessed through Galaxy's normal methods of patch transfer.

*   Readme—This file contains any additions or corrections to the Galaxy and Galaxy Plus Editors Manual.

INSTALLING LIBRARIAN AND EDITOR MODULES

The following sections discuss how to install Librarian Modules into Galaxy and Editor Modules into Galaxy Plus Editors.

Librarian Modules

Galaxy can store patches for many different MIDI devices. The Galaxy application provides a consistent program environment into which you install *specific* Librarian Modules. Because Galaxy is a

"shell" for Librarian Modules, you cannot outgrow it—as new MIDI devices become available, Opcode will create new Librarian Modules that "plug in" to the Galaxy application.

To use Galaxy, you need to install Librarian Modules for each type of MIDI device in your studio.

When you install a Librarian Module, Galaxy installs it into the *Galaxy Librarian Modules* file, which is at the top level of your System folder.

NOTE: This DOES NOT happen as a result of the automatic installation of the program and associated files.

Editor Modules

IMPORTANT: In order to use Editor Modules, you must own Galaxy Plus Editors and have the corresponding Librarian installed. If you wish to upgrade from Galaxy to Galaxy Plus Editors, please contact Opcode's Customer Service department as discussed in Contacting Opcode (pg. 6).

Besides providing a "shell" for Librarian Modules, Galaxy Plus Editors also provides a framework for Editor Modules. You can use Editor Modules to graphically edit the parameters of any supported MIDI devices.

Editor Modules are stored in the *Galaxy Editors* folder, which is located in the same folder as the Galaxy Plus Editors application.

Module Installation Basics

There are three ways to install both Librarian and Editor Modules.

- Automatic Installation—installs both Librarian and Editor Modules
- Drag and Drop Installation—works for both Librarian and Editor Modules
- Galaxy Configuration—installs *only* Librarian Modules

The method you use depends on:

- how your OMS Studio Setup document is configured

The following sections discuss each installation technique in detail.

Automatic Installation

After the Galaxy installation, your hard disk contains (among other items) two folders:

- *Galaxy Librarians*—contains *all* Galaxy Librarian Modules.
- *Galaxy Editors*—contains *all* Galaxy Editor Modules.

To perform an automatic Librarian installation, the Preferences option **Auto-Scan/Install Librarians** must be checked (it is checked by default). For more information about automatic installation for Librarian Modules, see *Preferences (pg. 110)* and read the **Auto-Scan/Install Librarians** section. To allow Galaxy to perform automatic Librarian installation:

① **Double-click the Galaxy icon to launch Galaxy.**

Figure 2.2: Galaxy Icon

Galaxy looks at your OMS Studio Setup document to see what MIDI devices you're using. It then loads Librarian Modules for each supported device.

IMPORTANT: To use this Librarian installation method, your OMS Studio Setup document must define MIDI devices by device *name (Proteus/1), not by* serial port *name (modem, printer).*

EDITOR USERS: No further action is necessary, since Galaxy uses the Editor Modules installed in the Galaxy Editors *folder.*

Automatic Librarian Updating

OMS automatically notifies Galaxy any time you change your OMS Studio Setup document. When Galaxy receives this notification, it automatically updates the Galaxy Librarian Modules file to include the modules needed to support your current Studio Setup document.

This is very beneficial if you frequently change OMS Studio Setup documents.

NOTE: In order for automatic updating to work, all Galaxy Librarian Modules must be in the Galaxy Librarians *folder, which must be in the same folder as the Galaxy application. Also, the* Auto-Scan/Install Librarians *option must be checked.*

Drag and Drop Librarian Installation

You can *always* use standard "drag-and-drop" techniques to install Librarian Modules into Galaxy. Your hard disk contains a folder named *Galaxy Librarians*, which contains *all* Galaxy Librarian Modules. Simply drag-and-drop the desired Librarian icon from this folder onto the Galaxy icon:

Figure 2.3: Drag and Drop Librarian Installation

Galaxy installs the Librarian module into Galaxy and updates the **Galaxy Librarian Modules** file in your System Folder.

EDITOR USERS: You can use the same technique to install Editor Modules into Galaxy Plus Editors. In addition, you can simply drag Editor Modules into the Galaxy Editors folder.

Galaxy Configuration

You can *always* use the Galaxy Configuration method to install Librarian Modules into Galaxy.

EDITOR USERS: This method DOES NOT install Editor Modules into Galaxy Plus Editors. Use one of the other installation techniques.

To install Librarian Modules using the Galaxy Configuration method:

① **If you haven't already done so, double-click the Galaxy icon to launch Galaxy.**

② **Choose Setups>Galaxy Configuration.**

Galaxy opens the Galaxy Configuration dialog box.
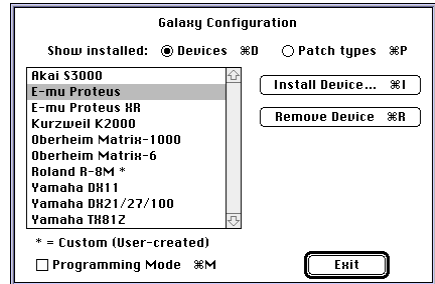
Figure 2.4: Galaxy Configuration Dialog Box

NOTE: To learn about this dialog box in depth, see *About the Galaxy Configuration Dialog Box (pg. 110)*. For now...

③ **Click the Install Device button.**

Galaxy opens the Installation Dialog Box.
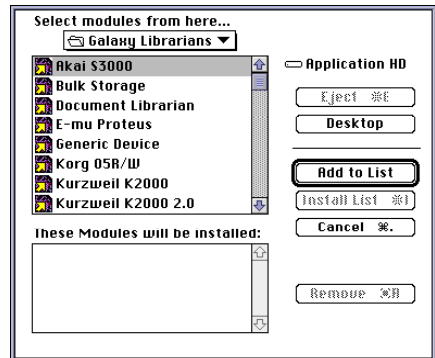
Figure 2.5: Installation Dialog Box

④ **Use the upper list to select the Librarian Module you wish to install.**

Your hard disk contains a folder named **Galaxy Librarians**, which contains all Galaxy Librarian Modules.

⑤ **Once you've selected the Librarian Module you wish to install, click the Add to List button.**

Galaxy adds the Librarian Module to the bottom list.

⑥ **Continue selecting desired Librarian Modules in the upper list and adding them to the lower list.**

⑦ **When the bottom list contains the names of all the Librarian Modules you wish to install, click the Install List button.**

Galaxy installs the Librarian Modules into Galaxy and updates the **Galaxy Librarian Modules** file in your System Folder.

Galaxy closes the Installation dialog box and displays the Galaxy Configuration dialog box, which now contains all the newly installed devices in its scrolling list.

⑧ **Click the Exit button.**

REMOVING LIBRARIAN MODULES

To remove Librarian Modules:

① **Choose Setups>Galaxy Configuration.**

Galaxy opens the Galaxy Configuration dialog box.

② **Make sure the Devices radio button is checked.**

In the scrolling list, select the device you wish to remove.

③ **Click the Remove button.**

Galaxy asks if you're positive that you want to remove the Librarian Module for the selected device.

④ **Click the Proceed button.**

Galaxy removes the Librarian Module for the selected device.

*NOTE: To quickly remove ALL Librarian modules, drag the **Galaxy Librarian Modules** file into the trash.*

HARDWARE CONNECTIONS

Galaxy requires two-way communication with your MIDI device. This means that Galaxy must be able to *send* MIDI data to your MIDI device as well as *receive* MIDI data from the device. To do this, you must connect *both* the MIDI IN and MIDI OUT ports on your MIDI device to your Macintosh MIDI interface.

Connecting a Single MIDI Device

The simplest MIDI studios contain a Macintosh, a single port standard MIDI interface, and a MIDI keyboard. Figure 2.6 illustrates a very simple MIDI studio containing a Kurzweil K2000 synthesizer, a standard MIDI interface, and a Macintosh.
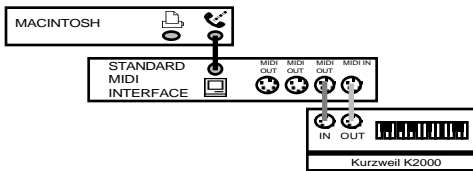
Figure 2.6: Simple MIDI Studio

In this example, Galaxy can "get" patches from the K2000 through the cable connected to the K2000's MIDI OUT port, and it can "send" patches to the K2000 through the cable connected to the K2000's MIDI IN port.

Connecting Two or More MIDI Devices

Things get a little more involved if your MIDI studio contains more than one MIDI sound module, as illustrated by the following example:

Assume you have two MIDI devices: a K2000 keyboard synthesizer and a Proteus/1 MIDI sound module, and that you're using Galaxy with the Proteus. You would connect the Proteus' MIDI IN and

MIDI OUT ports to your standard MIDI interface as shown in Figure 2.7. Additionally, you would connect your K2000's MIDI IN port to one of the MIDI OUT ports on the interface.
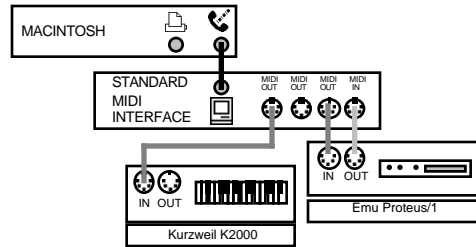
Figure 2.7: Multiple MIDI Devices

Obviously, the problem with this arrangement is that you can't play your MIDI keyboard to audition patches in your Proteus (since there's no cable connected to the K2000's MIDI OUT port). The following sections discuss some of the many solutions to this problem.

Software Solutions

The first set of solutions are all supported by the Galaxy application. These techniques are discussed in detail in *Chapter 10: Auditioning Patches*.

- You can use your Macintosh keyboard to audition sounds on your Proteus.
- You can use Galaxy's MouseKeys Window to audition sounds on your Proteus.
- You can create a Galaxy sequence to use for auditioning sounds on your Proteus.

Simple Hardware Solutions

There are also a couple of simple hardware solutions:

- You can reconnect MIDI cables as necessary. For instance you could "get" a Bank of patches using the connection shown in Figure 2.7, then unplug the cable from the Proteus MIDI OUT port and plug it into the K2000's MIDI OUT port to audition the Proteus sounds.

- You can use two MIDI interfaces (one on each port) or a dual port MIDI interface (like Opcode's Translator ProSync or Studio 3).
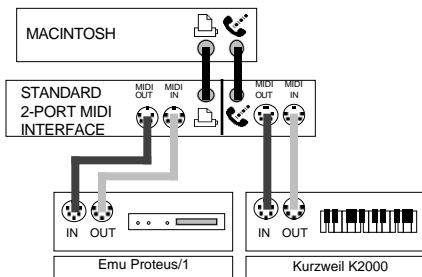
Figure 2.8: MIDI Studio with Dual Port Standard Interface

Advanced Solutions

You also have a few advanced solutions:

- You can use an external MIDI merger to merge the MIDI outputs from both devices.

- You can use an external MIDI patcher.

- You can use a multi-port interface (like Opcode's Studio 4 or Studio 5).

CHAPTER 3: Galaxy Terminology

This chapter discusses important Galaxy terminology. You will need to understand these terms before you continue with the Galaxy manual. The discussions contained in this chapter are very general and you can study them while seated away from the computer.

UNDERSTANDING SYNTHESIZER PATCH HIERARCHY

Early synthesizers had no on-board memory, thus they contained only one patch composed of the settings used to create the sound.

Manufacturers began building synthesizers with an internal memory bank that allowed the user to store multiple patches in the device.

Finally, manufacturers began to build synthesizers with multiple types of patches and, consequently, multiple types of banks. Most modern synthesizers now contain multiple patch types and multiple banks. Figure 3.1 shows a fictitious, generic, multiple patch type synthesizer.

MIDI Device		
Effect Patch Bank	Single Patch Bank	Multi Patch Bank
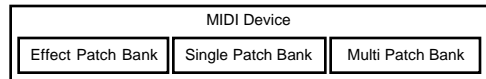
Figure 3.1: Anatomy of a Generic Multitimbral Synthesizer

Each synthesizer has a unique hierarchical structure—in other words, the arrangement in which one type of patch refers to another type of patch. Figure 3.2 shows a simple, generic patch hierarchy for our fictitious synthesizer. Notice that one MultiPatch is made up of numerous Single Patches and an Effect Patch.
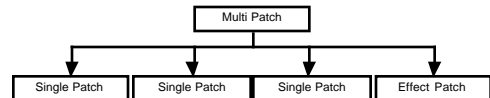
Figure 3.2: Generic MIDI Device Patch Hierarchy

UNDERSTANDING GALAXY PATCH HIERARCHY

Galaxy gives you many ways to store all the various synthesizer patches used by modern MIDI devices.

Storing Patches in Banks

The simplest arrangement (though the least flexible), is to save banks of synthesizer patches directly into Galaxy *Banks*. In this arrangement, each synthesizer Bank has a matching Galaxy Bank. You simply send individual patch Banks back and forth between Galaxy and your MIDI device. Figure 3.3 illustrates this arrangement graphically (using the generic synth shown in Figure 3.1 on page 17).
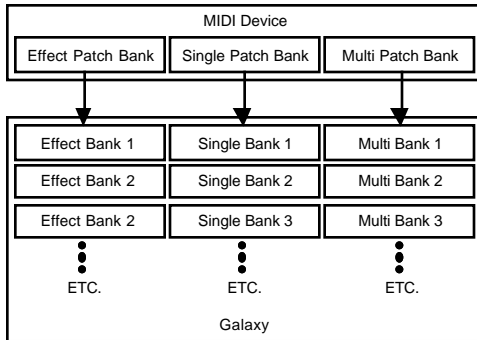
Figure 3.3: Using Galaxy Banks

Storing Banks in Bundles

The best way to work with devices that contain more than one patch type is to use Galaxy *Bundles*. Bundles group any or all related patch Banks into one big file. In this arrangement, you can transfer all related patches between Galaxy and your MIDI device with a single action. Figure 3.4 illustrates this arrangement graphically (using the generic synth shown in Figure 3.1 on page 17).
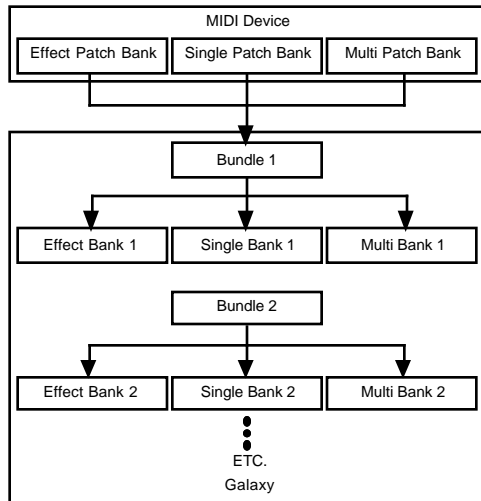
Figure 3.4: Using Galaxy Bundles

Storing Many Devices in a Bundle

You can also create Bundles that store patches for multiple devices as shown in Figure 3.5.
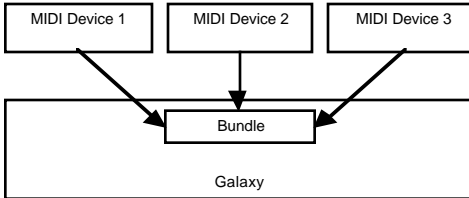
Figure 3.5: Bundle with Many Devices

This feature is particularly useful if:

• You're performing live and need to send entire sets of related patches to all your MIDI devices.

• You're in the studio and need to send the correct sounds to all the synthesizers in the studio.

Storing Patches in a Library

You may find it convenient to keep many patches of a single type in one central location. This location is called a *Library*. Libraries differ from Banks in the following ways:

• Libraries hold an infinite number of patches.

• You can only send patches from a Library to your MIDI device one-at-a-time.

Generally, you should think of a Library as a central storage location for all patches of a particular type. You can audition individual patches in the Library, and you can use the Library to select patches for making Banks.

Assume, for example, that you have hundreds of "Single Patches" for the generic synthesizer shown in Figure 3.1 on page 17. Rather than keeping dozens of patch Banks, you might like to keep all the patches together in a Library. Similarly, you might like to keep Effects patches and MultiPatches in their own libraries as shown in Figure 3.6.
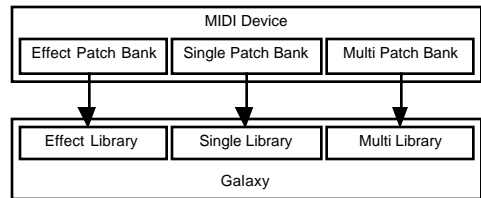
Figure 3.6: Using Galaxy Libraries

You can then assemble custom Banks and Bundles by copying patches from the Library.

Attached Patches

In Figure 3.2 on page 17, notice that one MultiPatch is made up of numerous Single Patches and an Effect Patch. Obviously, if you store a stand-alone Bank (or Library) or MultiPatches, Galaxy needs some way to reference the Single Patches

and Effect Patches that make up the MultiPatch. In Galaxy terminology, the MultiPatch is called a *parent patch*, and the Single and Effect Patches are called *child patches*.

Galaxy provides the capability of "attaching" child patches to parent patches if you first save all the patch types in a Bundle. Then, if you copy a parent patch from a Bundle into either a stand-alone Bank or Library, Galaxy also copies their child patches and "attaches" them to the parent patch as if they were part of the parent patch. If you copy a parent patch to another stand-alone Bank or Library, its child patches are copied with it.

When Galaxy sends a parent patch to a synthesizer, it generally sends the attached child patches as well (though some devices do not support this capability).

NOTE: The capabilities of attached patches vary from device to device. You should always read Galaxy's on-line help for each device in your studio. It provides important information about patch types and the relationships between parent and child patches.

Pasting Parent Patches into a Bundle

If you paste a parent patch with attached child patches into a bundled Bank, here's what happens to each child patch:

- Galaxy searches the Bundle for a Bank containing the same patch type as the child patch. If it doesn't find the proper Bank type, Galaxy warns you of the problem.

- If Galaxy finds a Bank of the proper type, it then searches that Bank to see if it already contains an identical patch.

- If the Bank contains an identical patch, Galaxy alters the parent patch to refer to the location of the duplicate. If, for example, you use the same bass sound in several parent patches, you won't get a separate copy of it for every parent patch; all the parent patches will refer to one copy of the child.

- If the Bank doesn't contain an identical patch, Galaxy tries to store the patch in the position referenced by the parent patch. If the location isn't empty, Galaxy pastes the child patch into the first empty location it finds and alters the parent to refer to that location. Galaxy will warn you if there are no empty locations in which to paste a child patch.

Banks, Bundles, and Libraries

1
2
3
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7

CHAPTER 4:   Using Galaxy's On-Line Librarian Help

Galaxy offers two types of on-line help:

- device specific help
- general Galaxy help

The following sections discuss both types of on-line help.

DEVICE SPECIFIC HELP

On-line help is available for each Librarian Module installed into Galaxy. Use it to learn important device-specific information such as: Bank types, special features, limitations, and set up procedures.

To use device-specific on-line help:

① **Open a Bank, Bundle, or Library window.**

② **Click the name of the device for which you need help.**

③ **Choose [Device Name] Help from the System 7 menu (located in the upper right corner of the Macintosh screen) marked with a "?".**

A Help Window similar to the one shown in Figure 4.1 will open. This window presents a scrolling list of topics relating to the device.
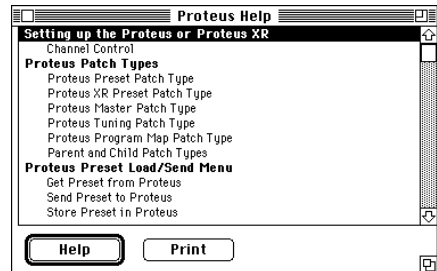
Figure 4.1: Typical Help Window

④ **Click a topic to choose it (it becomes highlighted), then click the Help button.**

Detailed help on the selected topic appears in the window.

Alternately, you could simply double-click the topic title to read the detailed help.
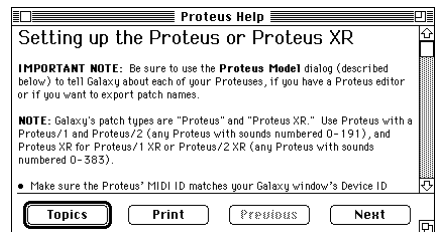
Figure 4.2: Specific Topics in Help Text

⑤ **Use the scroll bar to scroll through the text.**

You may use the **Previous** and **Next** buttons to scroll directly to the previous or next topic in the text. Use the **Print** button to print the entire help text, or choose **File>Print**.

⑥ **Click the Topics button to return to the list of help topics.**

You can leave the Help Window open while you use Galaxy. Click the window's close box to close it.

GENERAL GALAXY HELP

Galaxy also offers general on-line help. To open Galaxy's on-line help file, choose **Galaxy Help** from the System 7 menu.

You should not consider Galaxy's on-line help to be a substitute for the manual. Please read your Galaxy manual to learn about all of Galaxy's powerful features in detail.

CHAPTER 5:   Creating and Getting a New Bundle

By now you should have:

- Installed the Galaxy application (including OMS).
- Created a current OMS Studio Setup document that reflects the connection of MIDI devices in your studio.
- Configured Galaxy and installed the Librarians and Editors that you plan to use.
- Learned basic Galaxy terminology.

   It's essential to understand the terms used by Galaxy and this manual. Therefore, if you haven't read *Chapter 3: Galaxy Terminology*, go back and do so now!

In this chapter you'll:

- Create a new Bundle.
- Get patches from your MIDI device into the Bundle.
- Save the Bundle.
- Send the Bundle back to your MIDI device.
- Create a Bundle with multiple devices (optional).
- Create a Bundle Template (optional).

CREATING A NEW BUNDLE

The most efficient way to work in Galaxy is with Bundles. Bundles, as you'll recall, allow all related patches from a device(s) to be contained in a single document. Bundles also allow you to establish parent and child patch relations.

To create a new Bundle:

① **If you haven't already done so, start Galaxy by double-clicking its icon.**

② **Choose File>New Bundle.**

   Unless you've created Bundle Templates as discussed in *Creating Bundle Templates (pg. 32)*, Galaxy opens a Select Device dialog box, which is discussed in *The Select Device Dialog Box (pg. 26)*.
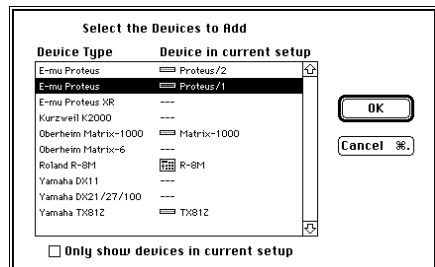
Figure 5.1: Typical Select Device Dialog Box

③ **Select the desired device.**

The list scrolls if all the devices don't fit in the dialog box.

④ **Click the OK button.**

Galaxy creates a Bundle Window for the device of the selected type (see Figure 5.2).

The Select Device Dialog Box

As shown in Figure 5.1, there are two columns in the Select Device dialog box:

- **Device Type** column: This shows all devices supported by the librarian modules you've installed into Galaxy.

- **Device in current Setup** column: This lists any devices in your current OMS Studio Setup document that are of the Device Type shown in the left column. If you see dashes, it's because your current Studio Setup document doesn't contain any devices of the type installed into Galaxy.

You may wish to check the **Only Show Devices in OMS Setup** check box. When this option is checked, the Select Device dialog box shows only the installed devices that are also in your current Studio Setup document.

TOURING THE BUNDLE WINDOW

Below is a typical Bundle Window.
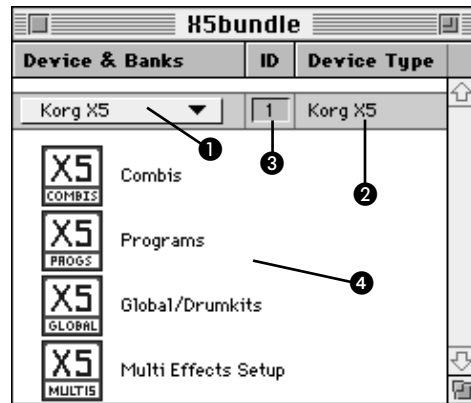
Figure 5.2: Typical Bundle Window (this one for a Korg X5 synthesizer)

Bundle Windows (as shown in Figure 5.2) contain the following elements:

❶ OMS Device Selection pop-up menu

❷ Galaxy Device Type

❸ Device ID

❹ Bank List

The following sections discuss how to use the Bundle Window.

OMS Device Selection

How you select MIDI devices in the Bundle Window depends on your current OMS Studio Setup document:

• If you have only one MIDI device of the type displayed in the Device Type column, it is displayed in the Device/Bank column and no further action is necessary.

• If you have more than one device of the type displayed in the Device Type column, you'll need to tell Galaxy which device you want assigned to this Bundle. To do so, select the desired device from the OMS Device Selection pop-up menu.

NOTE: If you are using multiple MIDI devices of the same Device Type, make sure they have different Device ID numbers.
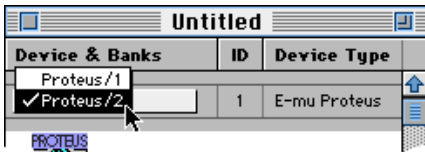
• If your current Studio Setup document doesn't contain any devices of the type shown in the Device Type column, then the pop-up menu lists all the undefined devices in your current Studio Setup document. An undefined device is any device in your current Studio Setup document, that is not known to OMS (name is set to "other").

• If your current Studio Setup document doesn't contain any devices of the chosen type *and* all of its devices are defined, you'll see an alert box stating that your current Studio Setup document doesn't contain any devices of this type. You'll need to define the appropriate device in OMS Setup, or make current a Studio Setup document containing that device.

To select a specific MIDI device with which to use this Bundle:

① **Press and hold the mouse on the OMS Device Selection pop-up menu.**

Galaxy displays a pop-up menu of all the devices in your current Studio Setup document that are of the type displayed in the Device Type column. The pop-up menu has multiple selections if your current Studio Setup document contains more than one device of the indicated type.

② **Use the pop-up menu to select (check) the device you want to use in this Bundle.**

If you have only one device in the pop-up menu, it's always the selected device (as shown in Figure 5.3).
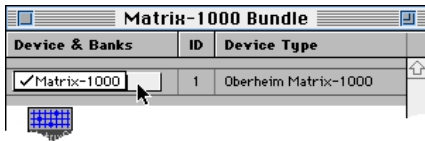
Figure 5.3: Device Selection Pop-up Menu

NOTE: If you option-click the OMS Device Selection pop-up menu, you'll see a list of all devices in your current Studio Setup document rather than just those devices of the selected type.

Device ID

Normally, you cannot use Galaxy to change a device ID since this is part of the device information contained in your current Studio Setup document. If you want to change a device ID, you must do so in OMS Setup.

However, if a device is undefined in OMS Setup, then you can use the device ID numerical to match Galaxy's ID to the undefined device's ID.

Viewing the Bank List

The Bundle Window's Bank list shows a Bank name and icon for every patch type supported by the device.

To view the Bank list without icons:

① **Select the Bundle>View By Name command.**

This will remove the Bank icons from the Bundle Window, resulting in smaller Bundle Windows.
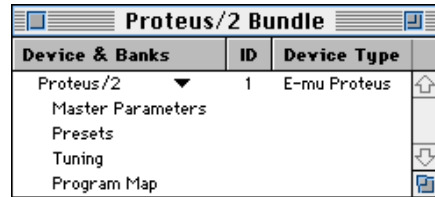
Figure 5.4: Bundle Window viewed by name

You can display the icons again by choosing **Bundle>View By Icon** as shown below.
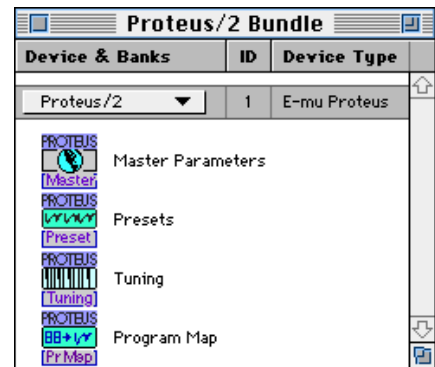
Figure 5.5: Bundle Window viewed by icon

Choosing the Banks You Want in the Bundle

There may be times when you don't need to include all possible patch types in a Bundle. For instance, you might have a device that supports RAM card data transfers, but you don't want these included in the Bundle.

To choose the patch types you want included in a Bundle:

① **Choose Bundle>Banks in Device.**

Galaxy opens a dialog box listing all the possible Bank types for that device.

.


```
Include which Proteus banks?

☒ Master Parameters
☒ Presets
☒ Tuning
☒ Program Map

( OK )    ( Cancel  ⌘. )
```
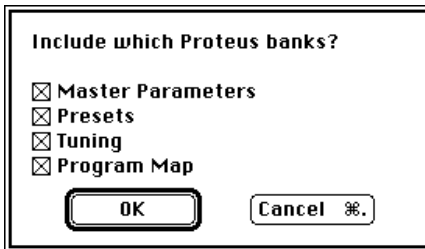
Figure 5.6: Choosing Banks to be Included in the Bundle

② **Un-check those Banks you don't want included in the Bundle, then click the OK button.**

If you're not sure what some of the Banks are for, you should use Galaxy's on-line help (as discussed in *Chapter 4: Using Galaxy's On-Line Librarian Help*).

SETTING UP YOUR MIDI DEVICE

You're almost ready to transfer patches from your synthesizer to Galaxy, but you must first verify that Galaxy and your synthesizer are "speaking the same language." To do this:

① **Make sure that your synthesizer is enabled to send and receive MIDI system exclusive messages.**

If necessary, open Galaxy's on-line help to learn about enabling system exclusive messages for your device.

THEORY: System exclusive (sys-ex) messages are unique types of MIDI messages that allow you to send specific patch and parameter information between identical synthesizers, or between a synthesizer and a computer.

② **Make sure that your synthesizer's device ID matches the Device ID number shown in the Bundle Window.**

If not, you'll need to open OMS Setup and modify the Device ID. Your OMS manual describes Device ID's and how to set them.

THEORY: Device ID's are used to identify devices that use the same sys-ex messages. In the same way that note information is conveyed on a specific MIDI channel, patch (system exclusive) information usually contains a device ID specifying the device to which the patch data is directed. You need to match the Galaxy device ID with the synthesizer's device ID in order for them to transfer patch data back and forth. On some older devices, there is a "basic" MIDI

channel that also functions as a device ID. Some manufacturers may use terms like "MIDI ID," "unit ID," "unit number," "device number," or "system exclusive ID" instead of the term "device ID."

GETTING A BUNDLE

You're now ready for Galaxy to get its Bundle with Banks of patches from your MIDI device.

*NOTE: Make sure the number and type of Banks in your Bundle mirror those in your MIDI device. To do so, use the **Bundle**>**Banks in Device** command as described in Choosing the Banks You Want in the Bundle (pg. 29).*

① **Select the device type in the Bundle Window.**

Click here to highlight the MIDI device from which you want to "get" the Bundle.
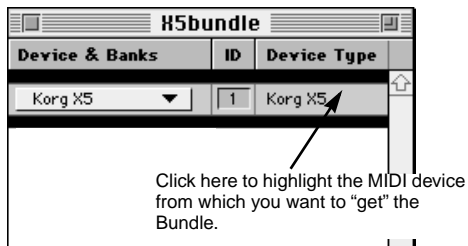
② **Choose Bundle>Get All Banks from [Device].**

You'll see a progress dialog box (unless the transfer process is very quick).
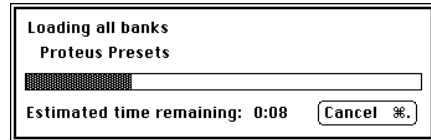
Figure 5.7: Loading All Banks Progress Dialog Box

If the load procedure is successful, all chosen Banks from the selected device get loaded into the Banks in your Galaxy Bundle.

NOTE: Some synthesizers require that certain buttons be pressed in order for the transfer to occur. See the device specific online help for your synthesizer or your synthesizer's manual for more information.

SAVING A BUNDLE

Make sure to save your Bundle now! You'll be modifying Bundles for the remainder of this manual. By saving this Bundle, you'll be able to restore the memory of your MIDI device to its original state. To save the Bundle:

① **Choose File>Save.**

Since this is the first time you're saving this Bundle, Galaxy opens a Save As dialog box.

② **Select a destination folder, and type a name for your Bundle.**

You should probably type a name like "Factory Bundle" to identify this Bundle as the one that will restore the original memory in your MIDI device.

③ **Click the Save button.**

Galaxy saves your Bundle to the folder or volume you chose.

SENDING A BUNDLE TO YOUR MIDI DEVICE

In this section, you'll learn how to send a Bundle back to your MIDI device.

In this particular case, you won't destroy any existing patch data in your MIDI device because you haven't altered any Banks or patches; the bundled Banks you're sending to your synthesizer are the same as those already in it.

① **Select the Device Type in the Bundle Window.**

② **Choose Bundle>Send All Banks to [Device].**

Galaxy sends all Banks in the selected Bundle back to your device.

③ **Click the Bundle Window's close box to close the window.**

CREATING BUNDLES WITH MULTIPLE DEVICES

You can create Bundles that contain more than one device. With multi-device Bundles, you can transfer patches between entire racks of MIDI devices with a single action.

To create Bundles that contain multiple devices:

① **Create a new Bundle containing the first MIDI device.**

Use the techniques discussed in *Creating a New Bundle (pg. 25)*.

② **Choose Bundle>Add Device.**

Galaxy re-opens the Select Device dialog box. Select the device you want to include in the Bundle. If you want to add multiple devices, shift-click the additional devices, then click the **OK** button.
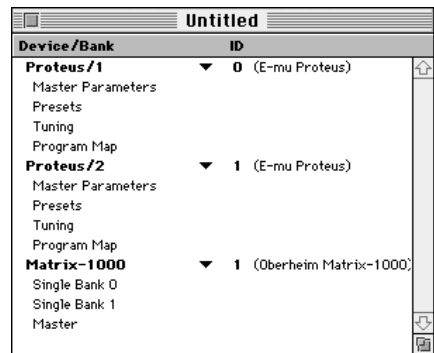
Figure 5.8: Multiple Devices in a Bundle

NOTE: If you are using multiple MIDI devices of the same Device Type, make sure they have different Device ID numbers.

To load the Bundle with Banks from all devices:

① **Choose Bundle>Get All Banks in Bundle.**

To get Banks from a particular device:

① **Select the device name in the Bundle Window.**
② **Choose Bundle>Get All Banks from [Device].**

To send all the Banks in the Bundle to all the devices:

① **Choose Bundle>Send All Banks in Bundle.**

To send Banks to a particular device:

① **Select the device name in the Bundle Window.**
② **Choose Bundle>Send All Banks to [Device].**

To rearrange the display order of devices in a Bundle:

① **Option-click any Bank in the Bank list of the device you wish to move.**

Do not option-click the OMS Device Selection pop-up menu or you'll open a list of all devices in your current Studio Setup document.

② **Drag the Bank to a new location in the list and release the mouse button.**

CREATING BUNDLE TEMPLATES

It would get tedious if you had to add devices one-by-one every time you wanted to create a new multi-device Bundle. Fortunately, Galaxy lets you create and save Bundle Templates. Bundle Templates save the *structure* of the active Bundle as a template for new Bundles.

To create a Bundle Template:

① **Click the Bundle Window to make it the active window.**
② **Choose Bundle>Save As Template.**

Galaxy opens a dialog box similar to the one shown in Figure 5.9.
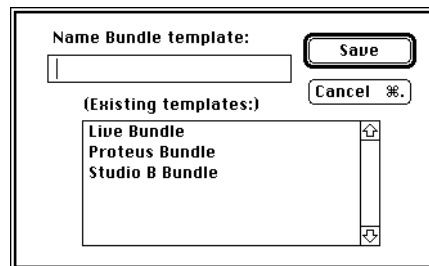
Figure 5.9: Bundle Template Dialog Box

③ **Type a name for the template and click Save.**

The scrolling list in this dialog box shows the names of all previously saved Bundle Templates. If you're updating an existing template, click its name in the list, then click **Save**. Once you've saved your Bundle Template, it will appear in a list of Bundle types when you choose **File>New Bundle**.

Using Bundle Templates

When you choose **File>New Bundle**, you'll see a Select Template dialog box showing the names of all your Bundle Templates, plus an "Empty Bundle" option.

```
Type of new bundle:
┌─────────────────────────┐ ⇧
│ Empty Bundle            │      ┌──────────────┐
│ Live Bundle             │      │     OK       │
│ Proteus Bundle          │      └──────────────┘
│ Studio B Bundle         │
│                         │      ┌──────────────┐
│                         │      │ Cancel   ⌘.  │
│                         │ ⇩    └──────────────┘
└─────────────────────────┘
```
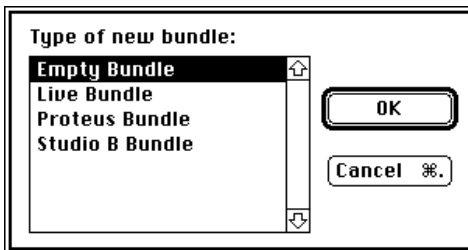
Figure 5.10: Typical Select Template Dialog Box

Select a Bundle Template to open a new Bundle with the same characteristics as the template. Select "Empty Bundle" to create a new Bundle as discussed in *Creating a New Bundle (pg. 25)*.

Deleting Bundle Templates

To delete a Bundle Template:

① **Click a Bundle Window to make it active.**

② **Choose Bundle>Delete Template.**

Galaxy opens a dialog box listing all your current Bundle Templates.

③ **From the dialog box, select the template you wish to delete.**

④ **Click the Delete button.**

⑤ **Repeat the previous steps if you want to delete any more templates.**

⑥ **Click the Done button.**

CHAPTER 6:   Using Bundles

In this chapter, you'll:

- open Banks in a Bundle
- learn about the Bank Window
- select patches
- name, and send patches to your MIDI device

OPENING BANKS IN A BUNDLE

Each bundled Bank contains a single type of patch. The patch type and the number of patches contained in the Bank vary according to the MIDI device. In Galaxy, Banks are displayed as windows.

To open a bundled Bank Window:

① **Double-click the Bank's name or icon in the Bundle Window or single click on the Bank's name or icon and press the Return or Enter key.**
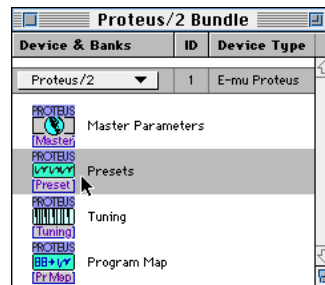
Figure 6.1: Opening Bundled Bank

Notice that a Bank Window opens and becomes active.
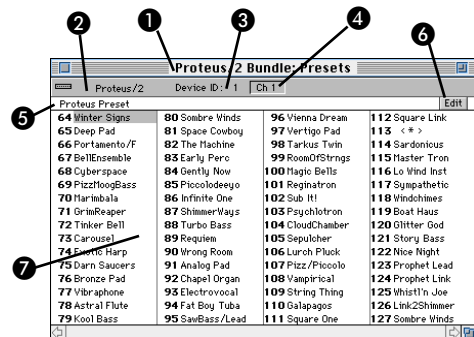
Figure 6.2: Bank Window

TOURING THE BANK WINDOW

Figure 6.2 shows a typical bundled Bank Window and its elements. A Bank Window's appearance varies considerably depending on both the type of MIDI device and the type of Bank. In most cases, the Bank Window's appearance corresponds to the arrangement of patches in your device, including the way the patches are numbered.

Most Bank Windows contain the following elements:

❶ **Title Bar**: displays both the name of the Bundle to which the Bank belongs and the patch type of the current Bank.

❷ **Device Name**: displays the name of your MIDI device (as defined in your current OMS Studio Setup document).

❸ **Device ID**: displays the Device ID number (as set in your current OMS Studio Setup document).

❹ **Sub-Instrument Control**: This control is not available for all devices. Use it if your MIDI device supports sub-instruments. The Sub-Instrument Control is discussed in *Sub-Instruments (pg. 37)*.

❺ **Bank Type**: displays the Bank type shown in the active window.

❻ **Edit Button**: This button is available only if you installed a corresponding Editor and are using Galaxy Plus Editors. Patch Editing is discussed in *Chapter 20: Using Editor Modules*.

❼ **Patch List**: This area lists all the patches contained in the Bank. For more information, see *The Patch List (pg. 36)*.

The Patch List

Generally, the number of patches in a Bank Window corresponds to the number of patches in your MIDI device's related Bank. If your MIDI device supports patch names, these too are displayed in the Bank Window.

You should know a few important points about the patches shown in a Bank Window:

• Many devices don't give names to some (or all) of their patch types. For such devices, Galaxy may automatically create a "phony" name such as "(unnamed)," or it may leave the name blank.

• Only RAM patches are displayed. Galaxy generally can't access factory ROM presets when you're working with a Bundle (although the Proteus/1 is an exception). You can get ROM patches from some devices, although not every device allows this.

• Some types of MIDI devices may allow Galaxy to access a cartridge or RAM card but, in general, you have to load the cartridge or RAM card into your device's internal memory (erasing RAM contents) in order to load them.

As always, if you have questions about a specific device, look for the answers in the device specific on-line help.

Sub-Instruments

Some Bank Windows have a sub-instrument control (as shown in Figure 6.2 on page 35). If your Bank has a sub-instrument control, read this section.

A Bank Window contains a sub-instrument control if your device:

• is multitimbral
• has an edit buffer for each sub-instrument

Use the sub-instrument control to:

• tell Galaxy which edit buffer receives patch information, and/or...
• tell Galaxy which channel to use to audition patches.

Read Galaxy's on-line help to find out about your specific devices and their sub-instruments.

IMPORTANT: If you're using a module created with PatchTalk, patches will usually be sent to sub-instrument #1 by default and the Bank Window will not contain a sub-instrument control.

SELECTING PATCHES

To select a patch (or group of patches) in a Bank Window:

① **Select the patch name.**

② **To select additional patches, shift-click their names.**

Alternately, you could select multiple patches by selecting the first un-selected patch you'd like and then dragging the cursor over additional patches while holding the mouse button down. You must start dragging on an un-selected patch, otherwise Galaxy assumes you want to edit the selected patch's name.

③ **To de-select a patch, shift-click its name.**

④ **To select all of the patches in a window, choose Edit>Select All.**

This is useful if you want to copy all of the patches from a Bank into a Library.

You can also select additional patches using the Macintosh's Arrow, Shift, Tab, and Return keys:

⑤ **To select the patch immediately above the selected patch type the UP ARROW key.**

Alternately, you could type the SHIFT-RETURN keys.

⑥ **To select the patch immediately below the selected patch, type the DOWN ARROW key.**

Alternately, you could type the RETURN key.

⑦ **To select the patch to the left of the selected patch, type the LEFT ARROW key.**

Alternately, you could type the SHIFT-TAB keys.

⑧ **To select the patch to the right of the selected patch, type the RIGHT ARROW key.**

Alternately, you could type the TAB key.

NAMING PATCHES

You can use Galaxy to rename patches:

① **Choose Edit>Enter Names.**

When you check this option, Galaxy enables patch naming. When this item is un-checked, you cannot edit patch names.

② **Click a patch name.**

The cursor becomes an I-beam, indicating you can type a new name.

③ **Type a new name for the patch.**

You can't use the extended Macintosh character set since most devices that store names can't store these characters. Name length is determined by the device.

④ **Press the Enter key.**

Galaxy enters the new patch name and the cursor becomes an arrow.

If you rename any patches, choose **File**>**Save** to save the new patch names in the Bundle.

SENDING INDIVIDUAL PATCHES TO YOUR DEVICE

You can send single patches to your MIDI device either manually or automatically.

To send a patch to your device manually:

① **Select a patch in the Bank Window.**

② **Choose Load/Send>Send Patch to (Device).**

This command displays the name of your device in place of the word **(Device)**. When you choose this command, Galaxy sends the selected patch to your device's edit buffer.

To send a patch to your device automatically:

① **Select Load/Send>Send on Select to check it.**

② **Select a patch in the Bank Window.**

Galaxy sends the selected patch to your device's edit buffer automatically.

IMPORTANT: If your device doesn't have an edit buffer, Galaxy dumps the patch into a predetermined location, usually the highest numbered patch. If that location already contains a patch, and if **Send on Select** *is enabled, selecting a patch in a Bank Window overwrites the patch in that predetermined location. In devices without edit buffers, the patch location used for* **Send on Select** *usually appears next to the words "Send on Select." See Galaxy's on-line help for your particular device.*

CHAPTER 7: Stand-Alone Banks

In this chapter, you'll create and become acquainted with the stand-alone Bank Window.

STAND-ALONE BANK BASICS

Generally, you'll use bundled Banks with your MIDI device because of their many benefits. However, Galaxy gives you the ability to create stand-alone Banks that are not part of a Bundle. Stand-alone Banks differ from bundled Banks in the following ways:

- Child patches are not attached when you fill a stand-alone Bank (unless you copy patches from a bundled Bank).
- When you edit a patch in a stand-alone Bank, you won't see child patch names in any edit windows.
- You select the OMS device in the Bank Window rather than the Bundle Window.

If you don't expect to use stand-alone Banks, you can skip ahead to *Chapter 8: Libraries*.

CREATING A STAND-ALONE BANK

To open a stand-alone Bank:

① **Choose File>New Bank.**

A dialog box opens with a scrolling list of *all* the Bank types for *all* the devices supported by the Librarian Modules you installed into Galaxy.
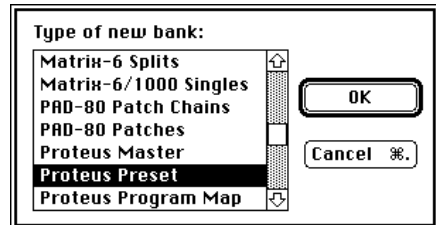
Figure 7.1: New Bank Dialog Box

② **Select a Bank type, then click the OK button.**

Alternately, you could simply double-click the Bank type. Galaxy opens a new, stand-alone Bank of the type you requested.

TOURING THE STAND-ALONE BANK WINDOW

The stand-alone Bank Window is nearly identical to the bundled Bank Window with following differences:

- The title bar of a stand-alone Bank displays only the name of the Bank. This is an easy way to tell if a Bank is bundled or stand-alone.

- You must select the device with which you want to communicate directly from the stand-alone Bank Window. Device selection works exactly the same as in a Bundle Window. See *OMS Device Selection (pg. 27)* for more information.

- Device ID viewing and/or selection works the same as in a Bundle Window. See *Setting Up Your MIDI Device (pg. 29)* for more information.

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CHAPTER 8:   Libraries

In this chapter, you'll:

- create a new Library
- learn your way around the Library Window
- fill a Library with patches, eliminating duplicates
- save the Library
- send patches from a Library to your MIDI device

LIBRARY BASICS

As discussed in *Understanding Galaxy Patch Hierarchy (pg. 18)*, Galaxy supports another type of patch storage file called a *Library*. Unlike Banks, Libraries arrange patches alphabetically. The number of patches contained in a Library is limited only by Macintosh memory.

Libraries are very useful storage files. You can, for example, combine all the Banks you have into a single Library, and then use the Library to build new Banks. Libraries have limited Load/Send capabilities; they transfer only one patch at a time between Galaxy and your MIDI device. Galaxy sends patches from a Library to the device's edit buffer. If the

device doesn't have an edit buffer, patches usually go to the highest numbered patch location. See *Sending Individual Patches to your Device (pg. 38)* for more information.

CREATING A LIBRARY

To create a Library:

① **Choose File>New Library.**

A dialog box opens showing all the possible Library types. The list is based on the modules you installed into Galaxy.
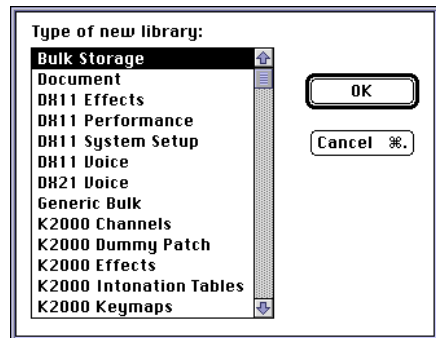

Figure 8.1: New Library Dialog Box

② **Select a Library type, and click the OK button.**

Alternately, you could simply double-click the Library type. A Library Window opens similar to the one shown in Figure 8.2.
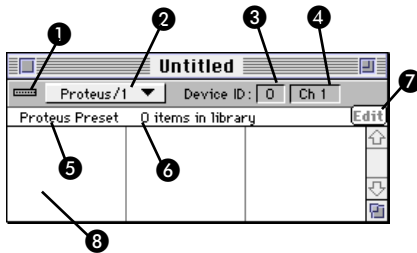

Figure 8.2: Anatomy of the Library Window

TOURING THE LIBRARY WINDOW

Figure 8.2 shows a typical Library Window and its elements:

❶ Device Icon: This is the icon used to represent a device in the OMS Studio Setup document.

❷ OMS Device Selection pop-up menu: Use this pop-up menu to select the OMS device to which this Library will communicate.

❸ Device ID: This numerical displays the Device ID of the selected MIDI device (as set in your current OMS Studio Setup document).

❹ Sub-Instrument Control: This control is not available for all devices. Use it to set a sub-instrument control as discussed in *Sub-Instruments (pg. 37)*.

❺ Patch Type: This area displays the type of patch contained in the Library.

❻ Number of Patches in Library: This area displays the total number of patches contained in the Library.

❼ Edit Button: This button is available only if you installed an editor module for the device and are using Galaxy Plus Editors. Click the button to open an edit window for the patch type shown in the window. Patch editing basics are discussed in *Chapter 20: Using Editor Modules*.

❽ Patch List Area: This area contains an alphabetical list of all the patches in the Library.

As always, if you have questions about a specific device, look for the answers in Galaxy's on-line help.

Device Selection

As in Bundle Windows and in stand-alone Banks, you can choose the device with which you want to communicate from the OMS Device Selection pop-up menu.

Figure 8.3: Selecting an OMS Device

Device selection works exactly the same as in a Bundle Window. See *OMS Device Selection (pg. 27)* for more information.

FILLING A LIBRARY

To fill a Library, you'll have to copy and paste patches from Banks (either bundled or stand-alone). Galaxy gives you numerous ways to perform this cut and paste operation.

NOTE: Patches in an open Library are stored entirely in your computer's memory. Therefore, the size of a Library is limited both by the amount of available computer memory, and the amount of available disk space.

Copying Single Patches

To copy a single patch into a Library:

① **Option-drag the desired patch from the Bank Window to anywhere in the Library Window (as shown in Figure 8.4).**

Alternately, select the patch and use standard Macintosh Copy and Paste methods.
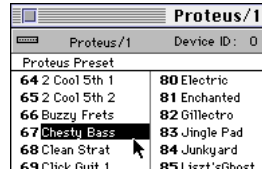
1. Hold down the option key and click the desired patch in the Bank Window
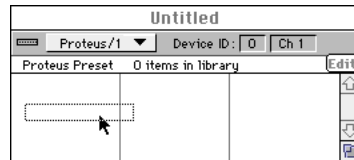
2. Drag the patch over to a Library Window
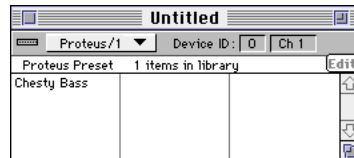
3. Release the mouse button to paste the patch into the Library

Figure 8.4: Drag Copying a Patch

Copying a Contiguous Patch Group

To copy a contiguous group of patches into a Library:

① **Select a contiguous group of patches by dragging over them.**

Figure 8.5: Dragging Patches To Create A Contiguous Group

② **Option-drag any one of the selected patches from the Bank Window to anywhere in the Library Window.**

Alternately, you could use standard Macintosh Copy and Paste methods.

Copying a Discontiguous Patch Group

To copy a discontiguous group of patches into a Library:

① **Click the first desired patch.**

② **Shift-click each additional patch you wish to copy to a Library.**

Figure 8.6: Shift-Clicking Patches To Create A Discontiguous Group

③ **Option-drag any one of the selected patches from the Bank Window to anywhere in the Library Window.**

Alternately, you could use standard Macintosh Copy and Paste methods.

Copying an Entire Patch Bank

To copy an entire Bank of patches into a Library:

① **Click the Bank Window to make it the active window.**

② **Choose Edit>Select All.**

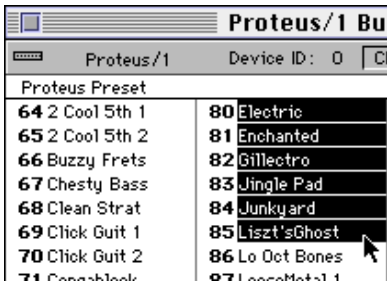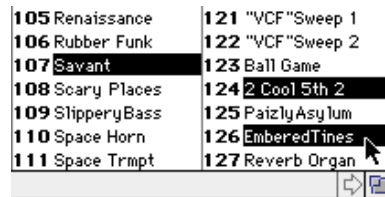③ **Option-drag any one of the selected patches from the Bank Window to anywhere in the Library Window.**

Alternately, you could use standard Macintosh Copy and Paste methods.

Figure 8.7: Typical Library with Patches

PATCH NAMES IN A LIBRARY

Every patch in a Library must have a unique name. If you paste a patch into the Library, and there is already a patch with the same name, a dialog box appears prompting you to either rename the patch or eliminate one of the two patches.

Figure 8.8: Duplicate Name Alert

The Duplicate Name Alert Box gives you a few options for handling patches with duplicate names:

- **Replace**—Replaces the existing Library patch with the pasted patch.

- **Always Replace**—If you click this button, Galaxy *always* replaces the existing Library patch with the pasted patch. Galaxy does not produce the Duplicate Name alert box for the remainder of the paste operation.

- **Keep Existing**—Keeps the existing Library patch and discards the patch you're pasting.

- **Always Keep**—If you click this button, Galaxy always keeps the existing Library patch and discards the patch you're pasting. Galaxy does not produce the Duplicate Name alert box for the remainder of the paste operation.

- **Rename New**—Enter a new name and click this button to keep both the *existing* and the *pasted* patch. If the new name is not already in the Library, the patch will be added with its new name. The copy of the patch on the Clipboard will not be renamed.

- **Always Auto-Rename**—Clicking this button causes Galaxy to rename patches automatically. It does this by changing the last characters of the name until the name doesn't match

any others in the Library. Select **Set-ups>Preferences** to tell Galaxy how you want it to automatically rename patches. Your choices are to:

• Append numbers to the patch name, starting at 0.

• Append capital letters to the patch name, starting at "A".

• Append small letters to the patch name, starting at "a".

If you rename a patch in a Library, it is immediately re-alphabetized. You may have to scroll in order to locate the renamed patch.

AVOIDING DUPLICATE PATCHES

To avoid pasting patches with duplicate patch parameters:

① Select **Setup>Preferences**.

② Check the **No Duplicate Patches in Libraries** option.

③ Paste patches into the Library.

Galaxy compares each pasted patch's parameters to the parameters of all patches in the Library. If two patches have different names but duplicate parameters, Galaxy produces a Duplicate Patch Parameter Alert box (similar to the one shown in Figure 8.9). This

alert tells you the name of the patch you're pasting and the name of any and all duplicate patches in the Library.
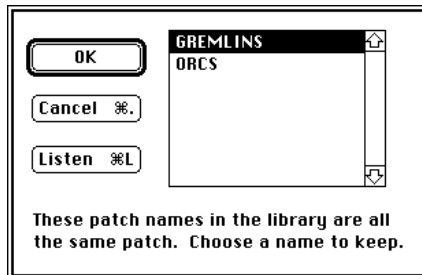
Figure 8.9: Duplicate Patch Parameter Alert

④ **Click the Listen button if you need to hear what a patch sounds like.**

This sends the patch to your MIDI device so you can audition it (using techniques discussed in *Chapter 10: Auditioning Patches*).

⑤ **Select the name you wish to use, then click the OK button.**

When both the name and the patch parameters of a pasted patch match an existing patch in the destination Library, the second patch is never pasted, and you'll never see any dialog boxes, regardless of any preference settings.

If a pasted patch has the same name as one patch and the same parameters as another, Galaxy decides what to do based on the status of the **Ignore Names in Duplicate** check box in the Preferences dialog box:

• If the box is checked, the patch is ignored and not pasted.

• If the box is un-checked, Galaxy first produces an alert box asking you to rename the pasted patch (to resolve the name conflict), followed by another alert box indicating that other patches have duplicate parameters.

SAVING A LIBRARY

Libraries are saved just like Banks:

① **Click the window of the Library you want to save (making it the active window).**

② **Choose File>Save.**

If you're saving a new, previously unsaved Library, you'll see a standard Save As dialog so you can name the Library and save it in the desired folder.

SENDING A LIBRARY PATCH TO A DEVICE

You can send only one patch at a time from a Galaxy Library to a MIDI device. To send a patch:

① **Click a Library Window to make it active.**

② **Select the Load/Send>Send on Select option (checking it).**

③ **Select a patch in the Library Window.**

Galaxy sends the selected patch to your device's edit buffer automatically.

NOTE: You cannot use the **Load/Send** *menu commands to transfer patches between Libraries and devices (the commands are disabled).*

CHAPTER 9:   Bits and Pieces

In this chapter, you'll:

- Review copy and paste techniques.
- Learn to recognize parent patches.
- View child patch information.
- Send parent/child patches to your MIDI device.
- Print the contents of a Bank or Library.

CUT, COPY AND PASTE REVIEW

You've already learned some techniques for transferring patches between Banks and Libraries. In general, you can apply these same techniques to any patch transfer.

There are two ways to move a patch from one Bank (or Library) to another:

- You can use the standard Macintosh **Cut**, **Copy,** and **Paste** commands, or...
- you can use the Option-drag method.

The Option-Drag Method

As you first learned in *Filling a Library (pg. 43)*, you can option-drag a patch to copy it to a new location. Similarly, if you select a group of patches, you can copy and paste the entire group by option-dragging the entire group to a new window. You can use the option-drag method to copy and paste patches between Banks or Libraries. If you need to review the various option-drag techniques, see *Filling a Library (pg. 43)*.

Option-Dragging to a Bank

When you option-drag a group of patches into a Bank Window, you don't need to worry about positioning the mouse; Galaxy automatically pastes the patches into the first empty locations within the Bank. If there aren't enough locations, some patches won't be pasted. However, when option-dragging single patches, the patch will be pasted into the location where you release the mouse button. If a patch is already in that location, it will be over-written.

Option-Dragging to a Library

When you option-drag a patch (or group of patches) into a Library Window, you don't need to worry about positioning the mouse; Galaxy pastes the patches into the Library alphabetically. If the Library already contains patches, they will shift around to accommodate the new patches.

The Cut/Copy/Paste Method

If you prefer, you can move patches using the standard **Cut**, **Copy**, and **Paste** commands. To move patches between Banks:

① **Select the desired patches.**
② **Choose Edit>Cut or Edit>Copy.**
③ **Select the destination patch locations.**
④ **Choose Edit>Paste.**

Pasting to a Bank or Library

Unlike the option-drag method, when you use the **Paste** command to paste patches into a Bank, you must first select paste destinations in the Bank Window. You do not have to select a paste destination in a Library; patches are pasted alphabetically.

PASTING PARENT & CHILD PATCHES

If you copy a parent patch from a bundled Bank to either a stand-alone Bank or a Library, Galaxy copies its child patches automatically. Parent and child patches are described in *Attached Patches (pg. 19)*.

Not all devices use parent and child patch types. See Galaxy's on-line help for your particular MIDI device.

Recognizing Parent Patches

In a stand-alone Bank or Library, a plus (+) sign to the right of a patch name indicates that the patch is a parent patch with attached child patches.

For example, the patches in the Library shown in Figure 9.1 were copied from a bundled Bank. Notice that Galaxy attached child patches and indicated their presence by a plus (+) sign.
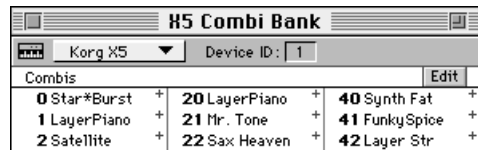

Figure 9.1: Patches with Attached Child Patches are marked with a + Sign

Viewing Child Patch Information

You can view information about a child patch (such as the patch type and its location) by choosing **Edit>Child Patch Info**. A parent patch must be selected for this option to be available in the **Edit** menu.
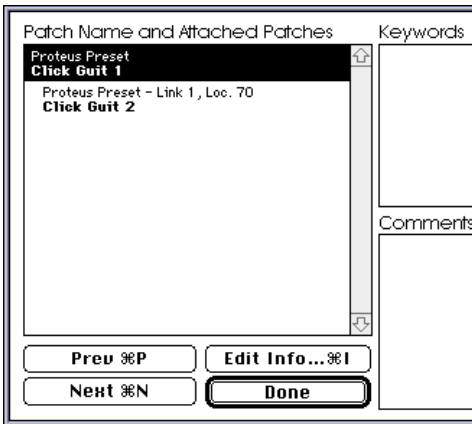

Figure 9.2: Viewing Child information

Sending Parent Patches

When you send your MIDI device a parent patch from a stand-alone Bank or Library, Galaxy also sends all its attached child patches.

For example, when you send a linked preset to a Proteus, you would want Galaxy to send all attached presets automatically. Galaxy generally sends attached patches whenever the MIDI device allows it. Unfortunately, some types of MIDI devices do not have this capability. See the on-line help for your device.

Pasting Parent Patches into a Bundle

If you copy a parent patch with attached child patches from a stand-alone Bank or Library and paste it into a bundled Bank, the following behavior is executed for each child patch:

• Galaxy searches the Bundle for a Bank containing the same patch type as the child patch. If it doesn't find the proper Bank type, Galaxy warns you of the problem.

• If Galaxy finds a Bank of the proper type, it then searches that Bank to see if it already contains the child patch.

• If the Bank contains the child patch, Galaxy alters the parent patch to refer to the location of the duplicate. If, for example, you use the same bass sound in several parent patches, you won't get a separate copy of it for every parent patch; all the parent patches will refer to one copy of the child.

• If the Bank doesn't contain the child patch then it is pasted along with the parent patch.

PRINT THE CONTENTS OF A BANK OR LIBRARY

You can print the names of all the patches in the active window by choosing the **File**>**Print** command. Names are printed using the same type font (Geneva 9) that is displayed on the screen. Banks are printed in the same format as shown on the screen. Libraries are printed in several columns. Choosing the **Print** command is like choosing **Page Setup** followed by **Print** in most other Macintosh programs. You may choose any orientation and print method for your printout. See *Print (pg. 90)* for more information on how to print from Galaxy.

NOTE: If you are using the serial port that your printer is connected to for MIDI communications, you must disable it in the **OMS Setup** *dialog box (accessed in the* **Setups** *menu) for printing to work.*

If you don't like the way Galaxy prints patches, simply copy the names to the Macintosh Clipboard, then paste them into a word processing, spreadsheet, or database program. To do so:

① **Choose Edit>Copy Names.**

Galaxy automatically copies all the patch names in the active window to the Macintosh Clipboard as two columns of text separated by a tab.

Auditioning, Cataloging, and Finding Patches

CHAPTER 10: Auditioning Patches

There are four ways to audition patches with Galaxy:

- Play Galaxy's MouseKeys™
- Play your MIDI keyboard
- "Play" your Macintosh keyboard
- Play a sequence that you record using either a MIDI keyboard or Galaxy's MouseKeys

PLAYING THE MOUSEKEYS™

Galaxy's MouseKeys consists of a tiny, graphical, on-screen keyboard—you use the mouse to "play" the keyboard. In addition to the graphical keyboard, the MouseKeys Window contains numerous controls to help you audition patches.

To open the MouseKeys Window:

① **Select Play>MouseKeys.**

Galaxy opens a MouseKeys Window similar to the one shown in Figure 10.1.
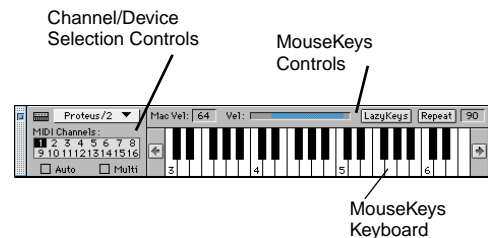
ANATOMY OF THE MOUSEKEYS WINDOW

Figure 10.1: Typical MouseKeys Window

As seen in Figure 10.1, the MouseKeys Window contains numerous controls and features. Each of these is discussed in the following sections.

MouseKeys Keyboard

Use the MouseKeys keyboard to audition patches right from your Macintosh screen.
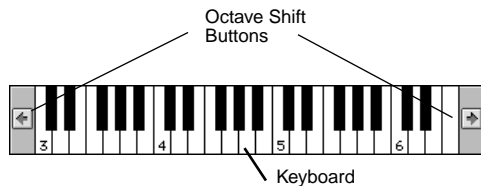
Figure 10.2: MouseKeys Keyboard

To use the MouseKeys keyboard:

① **Select the Load/Send>Send on Select option to check it.**

Checking the **Send on Select** option causes Galaxy to automatically send patches to your synthesizer's edit buffer each time you click a patch name in Galaxy. If your synthesizer doesn't have an edit buffer, the patch will be sent to the highest numbered patch location.

② **In either a Bank Window or Library Window, select a patch to audition by clicking it.**

If you checked the **Send on Select** option (as recommended in step #1), Galaxy automatically sends the patch to your synthesizer's edit buffer.

③ **Click the MouseKeys keyboard to play notes, and release the mouse to stop the note from sounding.**

You can click individual notes, or you can drag the mouse across the keyboard (like dragging your finger around on a real keyboard).

MouseKeys are velocity sensitive; the closer you click to the bottom of a key, the greater the "velocity" (as though you struck a real piano key with more force).

The MouseKeys keyboard sends MIDI data to the device and MIDI channel(s) specified by the Channel/Device Selection Controls as discussed in *Channel/ Device Selection Controls (pg. 57)*.

Octave Shift Buttons

Each "C" key shown on the MouseKeys keyboard displays the MIDI octave number.
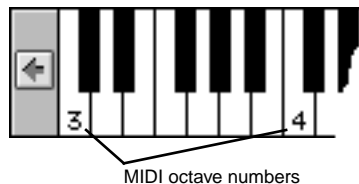
You can transpose the keyboard up or down in single octave increments by clicking the octave shift arrows at each end of the keyboard.

Channel/Device Selection Controls

Use the Channel/Device Selection Controls to specify which device to communicate with, and to tell Galaxy which MIDI channel(s) to use to communicate with that device.
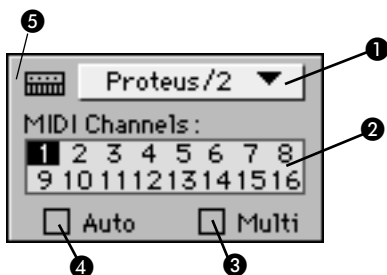

Figure 10.3: Channel/Device Selection Controls

As shown in Figure 10.3, there are four different Channel/Device Selection Controls:

❶ Device Selection pop-up menu

❷ MIDI channel selectors

❸ Multi option

❹ Auto option

❺ MIDI Indicator region

The following sections discuss each control in detail.

Device Selection Pop-Up Menu

Choose the device that you want to hear from the Device Selection pop-up menu. This menu displays the MIDI devices defined in your current Studio Setup document.

NOTE: Choosing a device from this menu automatically disables the **Auto** *option. The* **Auto** *option is discussed in Auto Check Box (pg. 58).*

MIDI Channel Selectors

If you're working with layered sounds in a multitimbral synth (such as a Proteus, Kurzweil K2000, D-110, etc.) or if you're using Galaxy to control a signal processor (like the PCM-70 or LXP-1), you may want to send MIDI data on several channels, or on a different channel than the one used to send patch information.

To select the playback channel(s):

① **Click the little channel numbers in the MouseKeys Window.**

You can enable additional channels by clicking on them.

② **Click keys on the graphical MouseKeys keyboard.**

Galaxy sends MIDI data on each of the selected channels to the selected device.

NOTE: When you use the MIDI Channel Selectors to select MIDI channels, Galaxy automatically disables the **Auto** *option. The* **Auto** *option is discussed in Auto Check Box (pg. 58).*

Multi Check Box

The **Multi** box, when enabled (shaded), allows Galaxy to:

- Echo the input from your MIDI keyboard using the channel(s) on which the keyboard transmits.
- Play sequences using the channel(s) on which the sequence was recorded. Sequences are discussed in *Playing Sequences (pg. 62)*.

This is useful if you want a master MIDI keyboard to transmit on multiple channels to multiple synthesizers (or a multitimbral synth). The **Multi** setting doesn't affect Macintosh or MouseKeys playing, but for keyboard echo and sequences it takes priority over automatic or manual channel selection.

*NOTE: If the **Multi** check box is shaded, notes recorded from MouseKeys will be played back on the lowest numbered channel selected in MouseKeys.*

Auto Check Box

If the **Auto** box is shaded, Galaxy gets the device and MIDI channel information from the active Bank or Library Window. Galaxy then sends notes from the MouseKeys to the device displayed in the active Bank or Library Window (usually using the window's Device ID as a MIDI channel).

If the active Bank or Library has a sub-instrument control, the MouseKeys MIDI channel usually defaults to the channel on which the current sub-instrument is receiving. Sub-instruments are defined in *Sub-Instruments (pg. 37)*.

Here are two device-specific examples that illustrate how the **Auto** check box interacts with sub-instruments:

- Proteus—If the active Bank Window's sub-instrument control is set to Ch 14 (in the Proteus, the 14th sub-instrument always receives on channel 14), then channel 14 will be the default MouseKeys channel.
- Roland D-110—If you send a multi-timbral setup patch to the synth, and if the active Bank Window's sub-instrument control is set to Part 5 (Roland's term for the fifth sub-instrument), and if the D-110 is configured such that Part 5 receives on MIDI channel 12, then channel 12 will be the default MouseKeys channel.

Use Galaxy's on-line help to see if your device uses sub-instruments and, if so, how to use them.

MIDI Indicator

A tiny arrow to the left of the Thru Instrument icon indicates when MIDI data is being transmitted between Galaxy and your Thru Instrument.

If the arrow points *toward* the Thru Instrument, it indicates MIDI data is being sent *to* the Thru Instrument.

MIDI Indicator illustrates that Galaxy is sending MIDI data to the Thru Instrument
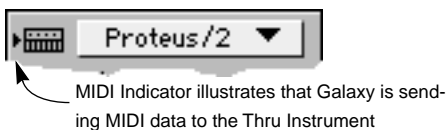
If the arrow points *away* from the Thru Instrument, it indicates MIDI data is arriving *from* the Thru Instrument.

MIDI Indicator illustrates that Galaxy is sending MIDI data to the Thru Instrument
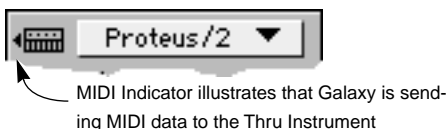
MouseKeys Controls

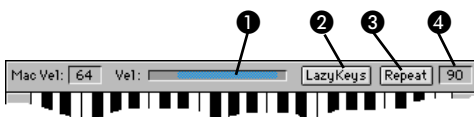Use the MouseKeys Controls to tell Galaxy how you want the MouseKeys keyboard to respond to your mouse clicks.

Figure 10.4: MouseKeys Controls

As shown in Figure 10.4, there are four different MouseKeys Controls accessed directly from the MouseKeys Window:
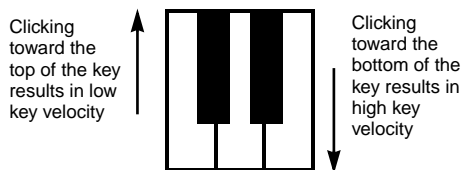
❶   Velocity Range control
❷   LazyKeys button
❸   Repeat button
❹   Repeat Rate numerical

These and other MouseKeys Controls are discussed in the following sections.

NOTE: The "Mac Vel" numerical is discussed in Macintosh Keyboard Velocity Control (pg. 61).

Velocity Range Control

MouseKeys are "touch-sensitive". Although the Macintosh has no way of knowing how firmly you click the mouse, you can generate different amounts of key velocity by clicking in different parts of the key. To experiment with this, first make sure you're using a device that recognizes key velocity, and a sound programmed with a large amount of sensitivity to key velocity. The higher up you click on a note, the more softly it plays (less leverage on the key). The lower you click on the note, the louder it plays (more leverage on the key).

Clicking toward the top of the key results in low key velocity

Clicking toward the bottom of the key results in high key velocity

The shaded bar in the middle of the area above the keyboard controls the Key Velocity Range of the MouseKeys. To change the MouseKeys velocity range, click at the high or low end of the range, then drag the gray area to the other end of the range. If you want to confine the range to a specific value, just click anywhere on the bar and don't drag the mouse.
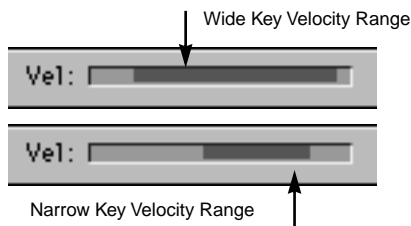

Figure 10.5: Setting Key Velocity Range

LazyKeys Button

When you click the **LazyKeys** button (highlighting it), you no longer need to *click* the mouse to play the MouseKeys keyboard. New notes are triggered every time you *move* the mouse over a MouseKeys key. Notes sustain until you either:

• click the MouseKeys keyboard, or
• move the cursor off the MouseKeys keyboard

Simply click the **LazyKeys** button again to turn it off.

Repeat Button and Repeat Rate

When you click the **Repeat** button (highlighting it), the most recently triggered note plays repeatedly at a rate determined by the Repeat Rate numerical.

You can set a repeat rate ranging from 0 to 120 (roughly 0.5 Hz to 60 Hz).
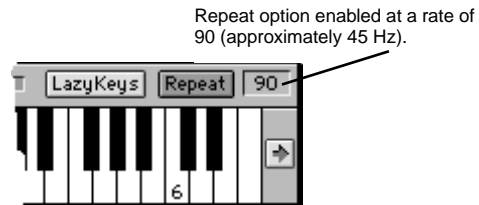
Simply click the **Repeat** button again to turn it off.

Sustain Pedal

Use the Macintosh's option key to sustain a note. This simulates the same effect as holding down a sustain pedal on a piano. To create "chords", simply option-click each note in the chord.

Macintosh Keyboard Velocity Control

Figure 10.6: Setting Key Velocity

Use this numerical to set the velocity of notes you play on the Macintosh keyboard. In addition to the standard methods of entering numbers in numericals, you can type the numbers 1 through 9. Each of the number keys sets a predetermined value. For example, 1 enters a velocity value of 1; 5 enters a velocity value of 64; and 9 enters a velocity of 127.

NOTE: To play notes from the Macintosh keyboard, you must check the **Edit>Testing Sounds** *option. See "Playing" the Macintosh Keyboard (pg. 62).*

Moving and Closing the MouseKeys Window

The MouseKeys Window is always active.

Contrary to what typically happens when you click a window, the MouseKeys Window does not become the topmost when you click within it. This makes it easy to audition patches using MouseKeys without disabling the active Bank, Library, or Edit Window.

If you want to move or close the MouseKeys Window, you'll need to make it the topmost window. To do so, click directly on its left-hand title bar. Alternately, to move the MouseKeys Window, option-click anywhere on the window (except on the keys).

Click here to make MouseKeys the topmost window.

PLAYING YOUR MIDI CONTROLLER

You can audition selected patches using your MIDI Controller. If you're auditioning patches on a rack-mount sound module, you should attach a MIDI controller to the Macintosh interface's MIDI IN port—this lets you play notes on a keyboard while you listen to them on the sound module.

To use your MIDI controller with Galaxy:

① **Choose Setups>Enable Input Devices.**

Galaxy opens the Enable Input Devices dialog box. This dialog box displays the names of the MIDI devices contained in your Studio Setup document.

② **Check the box next to your MIDI controller in the Enable Input Devices dialog box.**

Enabled devices are checked; disabled devices are not.

③ **Select the Play>Keyboard Thru option to check it.**

Galaxy sends the MIDI information received from the controller back out to the device and channel selected in the MouseKeys Window.

"PLAYING" THE MACINTOSH KEYBOARD

You can also use the Macintosh keyboard to send notes to your MIDI device. To do so:

① **Select the Edit>Testing Sounds option to check it.**

This option lets you "play" notes on the Macintosh keyboard without concurrently changing the patch name.

② **Type any of the keys shown in Figure 10.7.**

The Z key is middle-C.

You can shift the range down three octaves by holding the shift key (or engaging the Caps Lock key).
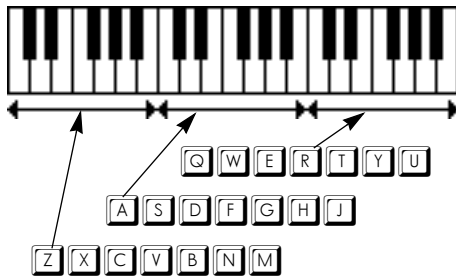

Figure 10.7: Playing the Macintosh Keyboard

NOTE: The black piano keys may not be played from the Macintosh keyboard.

PLAYING SEQUENCES

Another way to audition patches is to record a small sequence that Galaxy can play to audition each sound. This is particularly useful if you want to hear a sound in a particular musical context.

The following sections discuss how to record sequences and how to use them to audition patches.

Recording a Sequence

To record a sequence:

① **Choose Play>Record Sequence.**
② **Play a series of notes on your MIDI keyboard or on the MouseKeys.**

Make sure your MIDI keyboard is enabled in the Enable Input Devices dialog box (accessed by choosing **Setups>Enable Input Devices**).

③ **Click the mouse when you want to stop recording.**

Playing a Sequence

There are a couple ways to audition patches with a playback sequence. You can either:

• trigger sequences manually, or
• trigger sequences automatically every time you select a patch.

To play a sequence manually:

① **Choose Play>Play Sequence.**

Galaxy plays the sequence.

To play a sequence automatically:

① **Select the Load/Send>Send on Select option to check it.**

Checking **Send on Select** causes Galaxy to automatically send each selected patch to your sound module.

② **Select the Load/Send>Play on Select option to check it.**

③ **Select a patch in a Bank or Library.**

Galaxy plays the sequence every time you select a new patch (because the **Play on Select** option is checked).

④ **Select Load/Send>Play on Select when you're finished auditioning patches.**

This disables the automatic sequence playback feature so you can continue with your work.

Looping a Sequence

You can make a sequence loop continuously:

① **Select the Play>Loop Sequence option to check it.**

Stopping a Sequence

To stop playback of a sequence at any time:

① **Choose Play>Stop Sequence.**

Playing a MIDI File

You can also play a prerecorded sequence that has been stored as a Format 0 (single track) Standard MIDI File. To do so:

① **Choose Play>Open MIDI File.**

Galaxy opens a standard Macintosh Open dialog box.

② **Select the MIDI file you wish to open, then click the Open button.**

③ **Choose Play>Play Sequence.**

Sequence playback and looping work exactly as if you had recorded the sequence using the **Play>Record Sequence** command. For more information, see *Chapter 17: Play Menu*.

CHAPTER 11: Cataloging Patches

PATCH INFORMATION

As your patch library grows, it gets increasingly difficult to organize, find, and retrieve specific types of patches. For this reason, Galaxy provides different types of patch information, which you can use to catalog and search patches.

You can catalog each patch with one or more types of patch information. Specifically:

- **Patch Names**—You can name patches and later search your Libraries and Banks for specific or partial patch names.
- **Keywords**—You can attach descriptive keywords to each patch and later search your Libraries and Banks based on those keywords. Galaxy comes with an extensive list of preset keywords, each of which represents a precise musical, MIDI, or audio term. In addition, you can create your own keywords. In addition, in OMS 2.0 compatible applications such as Vision, you can view patches by keywords.

NOTE: See Appendix B Using Galaxy with the OMS Name Manager for complete details.

- **Comments**—You can enter text comments (up to 60 pages) containing any information you might want about a particular patch, and later search your Libraries and Banks for matching text strings.

This chapter tells you how to attach preset keywords to your own patches, and how to create custom keywords. It also tells you how to attach comments to patches. *Chapter 12: Finding Patches* tells you how to search your patches for specific patch information.

ATTACHING KEYWORDS TO PATCHES

To attach keywords to a particular patch:

① **Open the Bank or Library Window containing the patch to which you want to attach keywords.**

② **Select the desired patch by clicking its name (highlighting it).**

③ **Choose Edit>Patch Info to open the Patch Information dialog box.**

Notice the name and number of the selected patch appears in the upper right corner of the dialog box. In Figure 11.1, the patch number is 71 and the name is "Dark Violas".
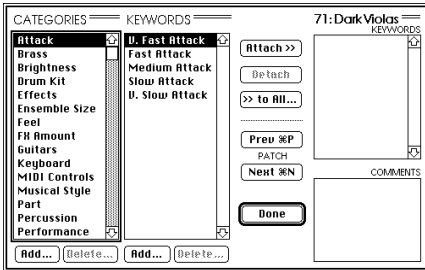
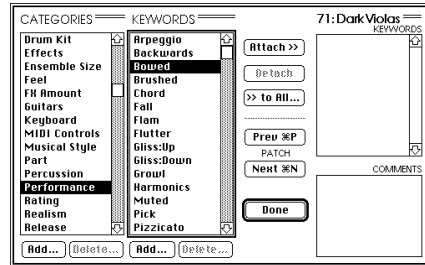Figure 11.1: Open the Patch Information Dialog Box

Figure 11.2: Selecting a Category and a Keyword

You'll see two list headings at the left of the Patch Information dialog box:

- **Categories**—This lists all preset and custom categories. When you select a category, all its related keywords are displayed in the Keywords list.

- **Keywords**—This lists all preset and custom keywords assigned to a specific category. *Appendix A: Keywords* contains a list of all Galaxy's preset keywords. You may also create custom keywords as described in *Creating Custom Categories and Keywords (pg. 68)*.

④ **Click a category in the Categories list to select it (highlighting it).**

Notice that Galaxy automatically displays all related keywords in the **Keywords** list.

⑤ **Click a keyword in the Keywords list to select it (highlighting it).**

⑥ **Click the Attach >> button.**

Alternately, you could either type the Return key, or double-click the selected keyword. Any of these methods attaches the selected keyword to the patch and causes it to appear in the list of attached keywords in the right of the dialog box.
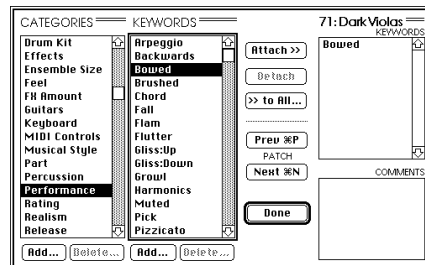

Figure 11.3: The Keyword is Attached to the Patch

⑦ **Attach as many keywords as you want from as many categories, then click the Done button.**

Galaxy's Bank and Library Windows indicate cataloged patches with the letter "I".

Reordering Keywords

You can reorder keywords or categories in any of the three fields by Option-dragging the desired word.

Detaching Keywords

To detach keywords from patches:

① **In the Keywords list, click a keyword to select it.**

② **Click the Detach button.**

Galaxy detaches the keyword from the patch and removes it from the attached keyword list.

Attaching Keywords to All Patches in a Bank or Library

You can attach a keyword to all patches in a Bank or Library:

① **Select a keyword.**

② **Click the >> to All... button.**

>> to All...

Galaxy produces a dialog box asking if you really want to attach the selected keyword to all patches in the Bank or Library.

③ **Click the OK button.**

Stepping Through Patches

You can step through patches without closing the Patch Information Dialog box. This makes it convenient to attach keywords to many patches in a single session.

① **Click the Next button to move to the next patch.**

If the **Load/Send>Send on Select** option is checked, clicking the **Next** button also sends the patch to your device (so you can hear it while you decide what keywords to attach).

② **Click the Previous button to move to the previous patch.**

If the **Load/Send>Send on Select** option is checked, clicking the **Previous** button also sends the patch to your device (so you can hear it while you decide what keywords to attach).

*NOTE: Some patch types can't send a patch, they can only send entire Banks. In such cases, after you click **Previous** or **Next** with **Send on Select** checked, you'll see a dialog box containing the message "Sorry, single patches cannot be sent. Try send bank." To keep from seeing this dialog box, un-check **Send on Select** for those types of patches.*

CREATING CUSTOM CATEGORIES AND KEYWORDS

To create a custom category:

① **Click the Add button below the Category list.**

② **Type a name for the new category in the dialog box that opens.**
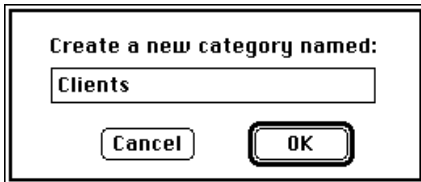
Create a new category named:

Clients

Cancel   OK

Figure 11.4: Type a Name in the Add Category Dialog Box

③ **Click the OK button.**

Galaxy adds your custom category to the **Categories** list.

To create custom keywords in either a custom or existing category:

① **Click the Add button below the list of keywords.**

② **Type a new keyword in the dialog box that opens.**

Add to the "Clients" category a new keyword named:

Muse Studios

Cancel ⌘.   OK

Figure 11.5: Type a Name in the Add Keyword Dialog Box

③ **Click the OK button.**

Galaxy adds your custom keyword to the **Keywords** list and opens another Add dialog box. This makes it easy to add many keywords at once.

④ **Type in more keywords and continue hitting the OK button after each entry.**

⑤ **When you're finished adding keywords, click the Add dialog box's Cancel button.**

You'll see your new custom keywords listed in the Patch Information dialog box.

NOTE: You can reorder categories and keywords in their respective lists by Option-dragging them to new positions.

You can attach custom keywords to patches the same as you attach factory keywords.

Deleting Custom Categories and Custom Keywords

To delete a custom category:

① **Click the category to select it (highlighting it).**

② **Click the Delete button below the Categories list.**

Galaxy deletes the custom category.

To delete a custom keyword:

① **Click the keyword to select it (highlighting it).**

② **Click the Delete button below the Keywords list.**

Galaxy deletes the custom keyword.

IMPORTANT: You cannot delete factory preset categories or keywords. Also, you can't delete categories or keywords if they're attached to patches in an open file.

Deleting Custom Keywords Referenced by Unopened Files

If you delete a custom keyword from a list, but that keyword is attached to a patch in an unopened file, then Galaxy automatically re-adds the deleted keyword to your list when you next open that file.

If you don't want Galaxy to automatically re-add that keyword (or category) to your list, you must delete all instances of the removed keyword in any patches in any unopened files.

ATTACHING COMMENTS TO PATCHES

To attach comments to a particular patch:

① **Click in the Comments field (in the lower right of the Patch Information dialog box).**
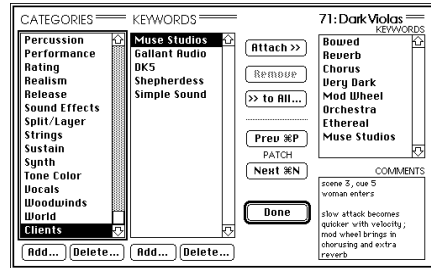
② **Type any comment (up to 60 pages).**

Figure 11.6: Attaching Patch Comments

The **Comments** field scrolls as more text is typed. To view text that is not displayed:

• Click in **Comments** field and use the Up or Down Arrow keys to move the cursor to the desired location.

or...

• Select any visible text and, while holding down the mouse button, drag up or down. As the mouse position reaches the top or bottom of the **Comments** field, the text scrolls accordingly.

Closing the Patch Information Dialog Box

To close the Patch Information dialog box:

① **Click the Done button, or press the Enter key.**

Galaxy's Bank and Library Windows indicate cataloged patches with the letter "I".

SHARING PATCHES WITH ATTACHED CUSTOM KEYWORDS

When you save a file that contains patches with attached custom keywords, those keywords are also saved and will appear in the Patch Information dialog box when you re-open that file.

NOTE: If you give a patch file to a friend, and that file contains patches that use custom keywords, those keywords are added to your friend's keyword list automatically when he or she opens the file.

SAVING PATCH INFORMATION

Custom categories and keywords are saved in a file called "Galaxy Keywords." Galaxy creates this file automatically the first time you create a custom keyword or category, and places it in the Preferences folder in the System folder.

There may be times when you want to use patches with attached custom keywords on another computer. To make sure that your custom keywords appear when you use the other computer system, you need to also copy your Galaxy Keywords file to the new computer's Preferences folder (for System 7). If that computer already contains a Galaxy Keywords file, you can temporarily move it outside the System folder while using your own Keywords file.

CHAPTER 12: Finding Patches

OVERVIEW

You find patches by entering patch information—patch names, patch comments, and keywords—in a Find dialog box.

Galaxy supports two different levels of Find methods:

- General Find—for details, see *Performing A General Find (pg. 71)*.
- Specific Find—for details, see *Performing A Specific Find (pg. 73)*.

The method you choose depends on how targeted you want your search to be.

If you've followed this manual straight through, you should have already attached keywords and comments to some of your own patches (see *Chapter 11: Cataloging Patches*). Galaxy also comes with over 1500 factory patches with keywords already attached.

PERFORMING A GENERAL FIND

When you perform a general find, only the active Bank, Library, or Bundle is searched.

No matter what type of patch information you type in the Find dialog box, Galaxy will search all three types of patch information (names, comments, and keywords) for text that matches or contains the text you enter in the Find dialog box.

To perform a General Find:

① **Click within the Bank, Library, or Bundle Window that you want to search (making it the active window).**

NOTE: If you don't have a window open, the Specific Find dialog box will open instead of the General.

② **Choose File>Find to open the General Find dialog box.**

③ **Type the patch name, comment, or keyword for which you want to search.**

It doesn't matter if you type upper or lower case letters (case is ignored). Also, you can type only part of a word or comment.

Figure 12.1: General Find Dialog Box

④ **Click the Find button.**

The Find dialog box closes and Galaxy searches its patch names, comments, and keywords for text that matches the text you entered in the dialog box. If the text is a part of a name, comment, or keyword attached to a patch, Galaxy will find the patch and highlight it in the Bank or Library where it's located. If Galaxy doesn't find a match, the Macintosh will beep.
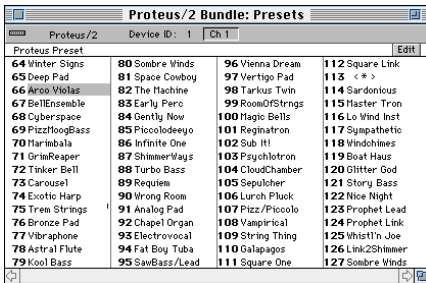

Figure 12.2: Patch Found

⑤ **Choose File>Find Again to find the next patch with a name, comment, or keyword that contains the desired text.**

The Macintosh will beep when there are no more patches with patch information that matches your requirement.

In the illustrations in this chapter, Galaxy searches for patches that have the text "viol" as a part of the patch information. This means Galaxy will find patches that have "viol" in its name, comments field, or keywords list.

For example, in addition to finding patches called "Arco Violas," "Arco Violins," etc., Galaxy would also find a patch called "Trem Strings," which has the comment "La Traviatta: Violetta relinquishes Alfredo" attached. Since the letters "viol" are a part of the comment, Galaxy finds the patch attached to that comment.
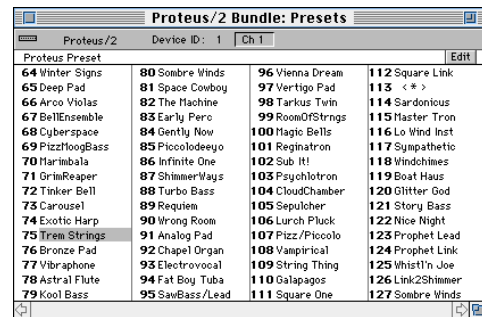

Figure 12.3: Patch Found Again

NOTE: If you want to stop a search in progress, press command-(period). You may have to hold down the key combination for a few seconds before Find aborts.

PERFORMING A SPECIFIC FIND

When you perform a Specific Find, you can ask Galaxy to search a specific folder or volume (if you're using System 7). You can also search all open windows or the active Bundle, Bank, or Library.

With the Specific Find option, you can choose which field (names, comments, or keywords) you want Galaxy to search. For example, if you enter a name, then Galaxy searches only for matching names; it does not search the comment or keyword fields. This streamlines the search process considerably.

Additionally, the Specific Find procedure allows you to specify what you want Galaxy to do with the patches it finds—found patches can be highlighted one at a time, or they can be cut or copied to new Libraries.

IMPORTANT: You can't perform a Find (General or Specific) in a bulk-type file. Also, if you are searching for a parent patch type, Galaxy will not search or find attached child patches.

To perform a Specific Find:

① **Choose File>Find to open the Specific Find dialog box.**

Galaxy opens a Find dialog box that's the same type as the last box you opened.
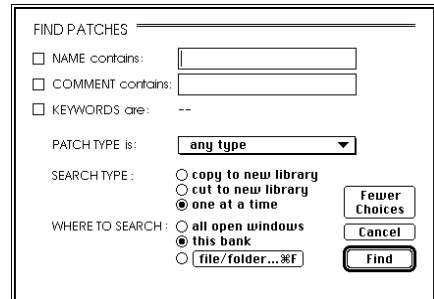
Figure 12.4: Specific Find Dialog Box

If the General Find dialog box opens, click the **More Choices** button in its lower left corner.

The General Find dialog box is replaced by a Specific Find dialog box similar to the one shown in Figure 12.4.

Searching for Patch Names and/or Comments

You can use the Specific Find dialog box to search for a particular patch name, a particular comment, or both.

② **To search Patch names, click within the name field and type the name you want.**

When you perform a Specific Find, Galaxy searches patch names for a string of characters that match those you type (including punctuation). This means

you can type part of a name if you want. It doesn't matter if you type upper or lower case letters.

Notice the check box to the left of the word "Name" becomes checked after you type in the "Name contains" field. You can un-check the box if you decide you don't want Galaxy to search through names.
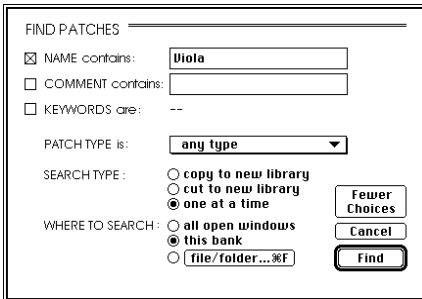

Figure 12.5: Type a Patch Name to Find

③ **To search Patch comments, click within the Comment field and type the text for which you want to search.**

When you perform a Specific Find, Galaxy searches patch comments for a string of characters that match those you type (including punctuation). This means you can type part of a word if you want. It doesn't matter if you type upper or lower case letters.

Notice the check box to the left of the word "Comment" becomes checked after you type in the "Comment contains" field. You can uncheck the box if you decide you don't want Galaxy to search through Patch comments.

NOTE: Patch comments and how to create them, are discussed in Chapter 11: Cataloging Patches.
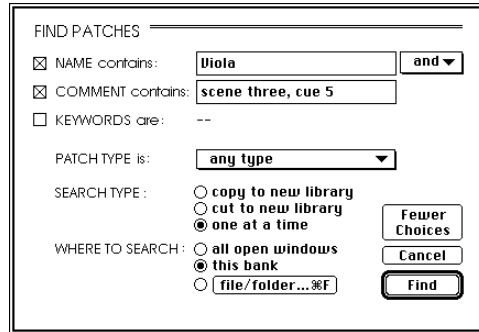
Figure 12.6: Type a Patch Comment to Find

And/Or Options

If you type text into more than one field, the And/Or pop-up menus appears to the right of the Name and Comment fields. Choosing one of these options becomes an important additional factor in what Galaxy finds.

④ **Click in the And/Or pop-up menu and choose either "and" or "or."**

Choosing "and" instructs Galaxy to find a patch only if both the Name and Comment search criteria are met.

Choosing "or" tells Galaxy to find a patch if either the Name or Comment search criteria are met.

For example, if you want to find a patch that's named "Viola" *and* contains the comment "Scene 3, Cue 5" your search will be more specific than if you want to find a patch either named "Viola" *or* containing the comment "Scene 3, Cue 5."

Searching for Keywords

You can find patches by choosing one or more keywords to define the desired patch (or patches).

To search for specific keywords:

① **Click the check box to the left of the word "Keywords."**
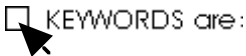
☐ KEYWORDS are:

Figure 12.7: Click the Keywords Check Box

Alternately, you could type ⌘ K. Galaxy opens the Keywords to Find dialog box.

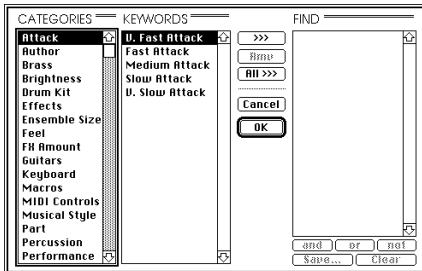Figure 12.8: Keywords to Find Dialog Box

You'll see three list headings:

• **Categories**—This lists all preset and custom categories. When you select a category, all the keywords in it are displayed in the Keywords list.

• **Keywords**—This lists all preset and custom keywords assigned to a specific category.

• **Find**—This is where you list all the keywords you want included in a search.

NOTE: You can reorder words in the Categories and Keywords lists by Option-dragging the desired word to a new location.

② **Click a category to select it (highlighting it).**

Notice that Galaxy displays all of that category's associated keywords in the Keywords list.

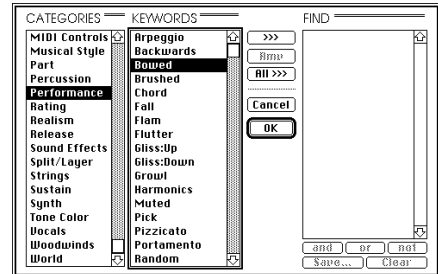③ **Click a keyword to select it (highlighting it).**

Figure 12.9: Select a Category and a Keyword

④ **Click the topmost >>> button and type the Return key to add the keyword to the Find list.**

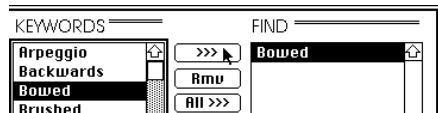Alternately, you could double-click the selected keyword to add it to the Find list.

Figure 12.10: Add Keywords to the Find List

⑤ **Continue to add as many keywords to the Find list as you want (the list scrolls).**

NOTE: Keywords from the same category are initially grouped together in the Find list, and are separated by the word "or." Keywords from different categories aren't necessarily grouped together, and are separated by the word "and." See And/Or/Not Options (pg. 76) for more information.

Adding All Keywords to the Find List

To add all the keywords in the selected category to the Find list:

① **Select the category that contains all the keywords you want to find.**
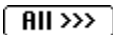
② **Click the All>>> button.**

Figure 12.11: Add All to List Button

③ **Notice that Galaxy added all the keywords to the Find list.**

Also notice that the keywords are separated by the word "or" since they're from the same category.

Removing Keywords from the Find List

To remove a keyword from the Find list:

① **In the Find list, click the keyword you wish to remove.**

② **Click the Rmv (Remove) button, or press the Macintosh Delete or Backspace key.**

Figure 12.12: Remove from List Button

To remove the entire Find list:

① **Click the Clear button located beneath the Find list, or press the Macintosh Clear key.**

Figure 12.13: Clear List Button

And/Or/Not Options

You can alter the way Galaxy performs a keyword search by using the **and**, **or** and **not** buttons. Specifically:

• Use the **and** button if you want Galaxy to find patches containing a specific group of keywords.

For example, if your Find list contains the keywords "Violin" and "Bowed", and if the word "and" is between them, Galaxy finds patches that contain only *both* keywords. Galaxy will not find patches that contain only one of the keywords.

• Use the **or** button if you want Galaxy to find patches containing any of a group of keywords.

For example, if your Find list contains the keywords "Violin" and "Cello", and if the word "or" is between them, Galaxy finds all patches that contain either the keyword "Violin" or the keyword "Cello".

- Use the **not** button if you want Galaxy to find patches that do not contain the specified keyword.

  For example, if your Find list contains the keywords "Violin" and "Pizzicato", and if the word "not" precedes "Pizzicato," Galaxy finds all patches that contain the keyword "Violin" but do not contain the keyword "Pizzicato."

The words "and" & "or" are used between keywords. The word "not" is used in front of keywords.

To use the **and**, **or**, and **not** buttons:

② **Click to select a keyword**

③ **Click the and, or, or not button.**

   If the selected keyword is already prefaced by the word "not," clicking the **not** button removes the word "not."

For a detailed example of using the **and**, **or**, and **not** buttons see *And/Or/Not Example (pg. 78)*.

And/Or Hierarchy

It's important to realize the order in which Galaxy groups the "and" & "or" keywords. Specifically:

- Galaxy first groups all "or" keywords (from the top of the list to bottom).
- Galaxy next evaluates all "and" keywords (from the top of the list to the bottom).

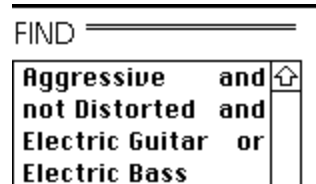Look at the example shown in Figure 12.14.

Figure 12.14: Sample Find List

Galaxy first groups the "or" keywords into the following set:

- (Electric Guitar *or* Electric Bass)

Galaxy then applies all the "and" functions to keywords or groups of keywords:

- (Aggressive) *and* (not Distorted) *and* (Electric Guitar or Electric Bass).

So, when Galaxy searches your patches, it finds two types:

- Those patches that contain both the "Aggressive" and "Electric Guitar" keywords, but not the "Distorted" keyword.
- Those patches that contain both the "Aggressive" and "Electric Bass" keywords, but not the "Distorted" keyword.

And/Or/Not Example

Follow through this exercise to learn how to use the **and**, **or**, and **not** buttons to set up the Find list shown in Figure 12.14:

① **Select the Tone Color category and add the keywords "Aggressive" and "Distorted" to the Find list.**

Galaxy automatically puts an "or" between the keywords since they're from the same category (as shown in Figure 12.15).
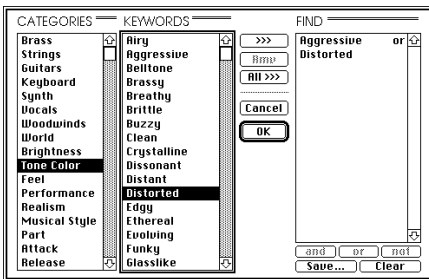

Figure 12.15: Selecting Tone Color Keywords

② **Select the Guitars category and add the keywords "Electric Guitar" and "Electric Bass" to the Find list.**

Galaxy joins the first new keyword to the last keyword with an "and" (since these keywords are from different categories). Galaxy joins the second new keyword to the first with an "or" since they're from the same category. See Figure 12.16.
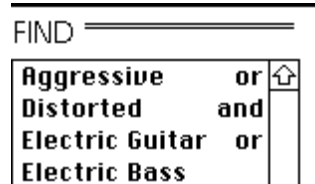

Figure 12.16: Selecting Guitar Keywords

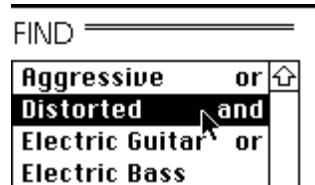③ **Since you want only patches that are not distorted, click "Distorted" in the Find list to select it.**

Figure 12.17: Selecting "Distorted" in the Find List

④ **Click the not button.**

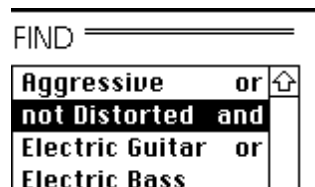Notice that the keyword "Distorted" becomes "not Distorted" as shown in Figure 12.18.

Figure 12.18: Adding "Not" To aKeyword

⑤ **Since you want patches that contain the word "Aggressive" and do not contain the keyword "Distorted," click**

"Aggressive" in the Find list to select it.

FIND

Aggressive	or	⬆
not Distorted	and	
Electric Guitar	or	
Electric Bass		

Figure 12.19: Selecting "Aggressive" in the Find List

⑥ **Click the and button.**

Notice that the Find list changes from "Aggressive or..." to "Aggressive and..." as shown in Figure 12.20.
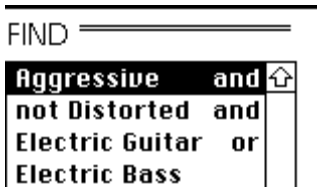
FIND

Aggressive	and	⬆
not Distorted	and	
Electric Guitar	or	
Electric Bass		

Figure 12.20: Changing an "Or" to an "And"

Saving the Find List as a Macro

If you frequently use the same list of key-words to find patches, you can save the entire list as a keyword in the Macros cat-egory. You can name this list whatever you like.

To save the Find list as a keyword in the Macro category:

① **Click the Save button, located beneath the Find list.**

⌈ Save... ⌉

Figure 12.21: Save List Button

② **Type a name for the list in the dialog box that appears.**

Save the Find Keywords list as a keyword under the Macros category, and name it:
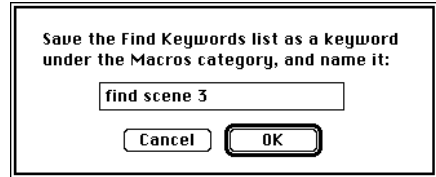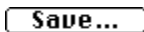
| find scene 3 |

⌈ Cancel ⌉ ⌈ OK ⌉

Figure 12.22: Save the Find List as a Keyword

③ **Click OK to save the list as a keyword.**

To delete a keyword in the Macro category:

① **Select the keyword**
② **Click the Delete button, which appears to the left of the Save button when the Macro category is selected.**

Exiting to the Specific Find Dialog Box

After you've selected some keywords, click the **OK** button to exit the Add Keywords dialog box and return to the Specific Find dialog box.
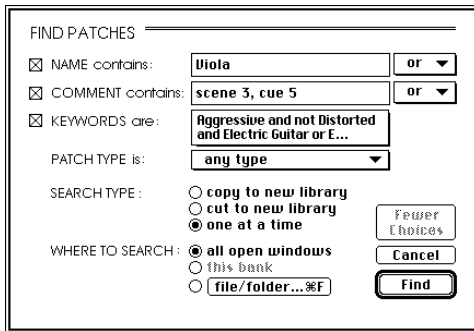

Figure 12.23: Keywords Used in the Find Procedure are Displayed

Choosing a Patch Type to Find

Use the Patch Type pop-up menu to tell Galaxy to either:

- search for a patch of *any* type, or
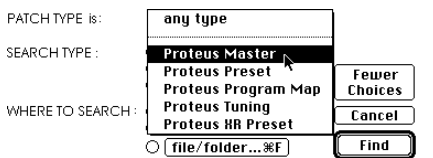- search only for a patch of a *specified* type.

Figure 12.24: Patch Type Pop-Up Menu

The Patch Type pop-up menu displays all the patch types contained in your installed Galaxy modules.

Choosing Where to Search

Use the "Where To Search" radio buttons to tell Galaxy which Banks, Libraries, or Bundles to search.

Figure 12.25: The "Where To Search" Radio Buttons

Click the radio button for either **all open windows** or **this bank/library/bundle**. If you choose **file/folder**, click the labeled button (not the radio button).

*NOTE: If you're running System 7, you can search an entire drive by clicking **file/folder** then specifying the drive to search.*

Searching This Bank/Library/Bundle

If you select **this bank/library/bundle** and click the **Find** button, Galaxy searches the currently active Bank, Library, or Bundle Window.

Searching All Open Windows

If you select **all open windows** and click the **Find** button, Galaxy searches all open Bank or Library Windows.

Searching a File/Folder

If you select **File/Folder**, a dialog box opens in which you can select the file or folder you want to search. If you're running System 7, you can also select a drive to search.

In the dialog box, click **Open** to open a selected file or folder, or click **Select** to choose a file or folder for searching. After you click **Select**, the dialog box will close and you'll return to the Specific Find dialog box.

Click **Find** to find the patches you've specified in the file or folder you've chosen.

NOTE: This search method searches only saved files; if you want to search an unsaved Bank, Library, or Bundle you must do a search of **all open windows**. *Once you've chosen a file to search, it becomes the default file for your next File/ Folder search.*

Choosing a Search Type

Use the Search Type radio buttons to tell Galaxy what you want it to do when it finds patches that match your selection criteria. Each of the three options is discussed in the following sections.

SEARCH TYPE :   ○ copy to new library
                 ○ cut to new library
                 ◉ one at a time

Figure 12.26: The "Search Type" Radio Buttons

One at a Time

If you select **one at a time** and click the **Find** button, Galaxy finds patches by highlighting them in the window in which they're located.

When you click the **Find** button, Galaxy locates the first patch matching your specifications and highlights it in its own Bank or Library Window. To locate additional patches that match your specifications, you must choose **File>Find Again**.

If you perform a "one at a time" find on all open windows, then close a window before using **Find Again**, patches in the window you closed won't be found, but you'll still be able to find additional patches in other open windows.

If you close a Bundle that contains Banks that haven't yet been searched, **Find Again** will be disabled and the Find operation terminates unless there are other open Banks or Bundles that haven't been searched.

Cut to New Library

If you select **cut to new library** and click the **Find** button, Galaxy finds patches and *cuts* them from the Bank or Library in which they're located, and places them in a new Library.
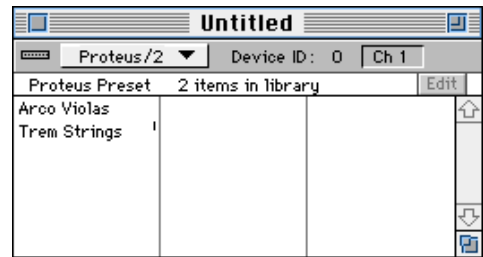

Figure 12.27: Found Patches Cut to a New Library

If **Any Type** is selected as the patch type, different patch types are placed in different Libraries.

IMPORTANT: Cutting patches to a new Library cannot be undone.

If you are performing a file/folder search, and patches are found and cut from a file that was not previously open, Galaxy will attempt to save and close the file. Galaxy will, however, ask you if you want to save changes.

Copy to New Library

If you select **copy to new library** and click the **Find** button, Galaxy finds patches and *copies* them from the Bank or Library in which they're located, and places them in a new Library. The new Library is given the title "Found:[patch type]".

If **Any Type** is selected as the patch type, different patch types are placed in different Libraries.

Finding the Patch You've Specified

To find patches that meet the criteria you specify in the Specific Find dialog box:

① **Click the Find button.**

Figure 12.28: Find Button

If you asked Galaxy to find patches one at a time, and you want to find another patch that meets the same criteria:

② **Choose File>Find Again.**

To stop a current search:

③ **Press the command and period keys together.**

You may have to hold down the keys for a few seconds before Find aborts.

Menu Reference 4

CHAPTER 13: File Menu

Figure 13.1: File Menu

Use the **File** menu commands to save, create, open, print, and search the various files created by Galaxy. The following sections discuss each **File** menu command (from the top of the menu to the bottom).

New Bundle

Choose this command to create a new Bundle.

If you don't have any saved Bundle Templates, choosing **New Bundle** causes Galaxy to open a Select Device dialog box.
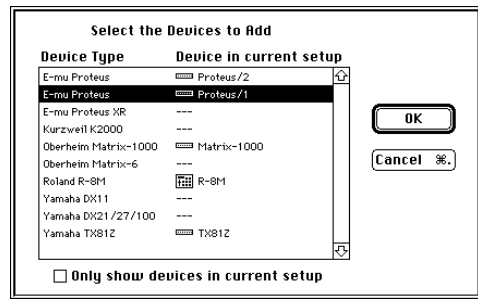

Figure 13.2: Select Device Dialog Box

From the scrolling list, select the device(s) you want included in your new Bundle (shift-click to select multiple devices), then click the OK button. For more information, see *Creating a New Bundle (pg. 25)*.

NOTE: If you installed only a single Librarian Module into Galaxy, and that module works with only a single device, then Galaxy opens a new, untitled Bundle Window without producing the Select Device Dialog Box.

Bundle Templates

If you've created Bundle Templates, choosing **New Bundle** opens a Select Template dialog box similar to the one shown in Figure 13.3.
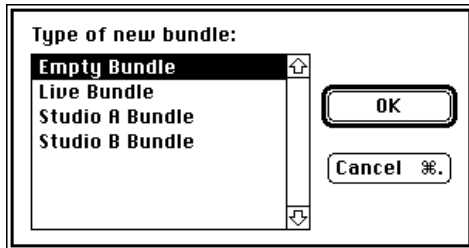

Figure 13.3: Select Template Dialog Box

From the scrolling list, select the desired Bundle type, then click the **OK** button. Galaxy opens a new Bundle Window that matches the template.

If you choose "Empty Bundle" from the Select Template dialog box, Galaxy opens the Select Device dialog box as described in *New Bundle (pg. 85)*.

For more information about Bundle Templates, see *Creating Bundle Templates (pg. 32)*.

New Bank

Choose this command to create a new stand-alone Bank. When you choose **New Bank**, Galaxy displays a New Bank dialog box similar to the one shown in Figure 13.4.
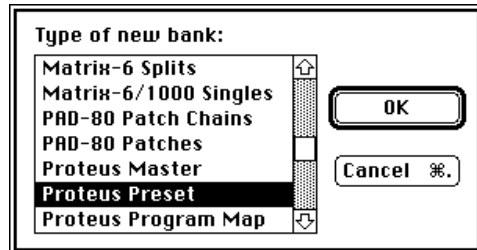

Figure 13.4: New Bank Dialog Box

The New Bank dialog box lists *all* the Bank types for *all* the devices supported by the Librarian Modules you installed into Galaxy.

From the scrolling list, select the type of Bank you wish to create, then click the **OK** button. Galaxy opens a new Bank Window of the selected type.

NOTE: If you've installed only a single Librarian Module that supports only a single device, Galaxy will create a new Bank without opening the New Bank dialog box.

Stand-alone Banks are discussed in detail in *Chapter 7: Stand-Alone Banks.*

New Library

Choose this command to create a new Library. When you choose **New Library**, Galaxy displays a New Library dialog box similar to the one shown in Figure 13.5.
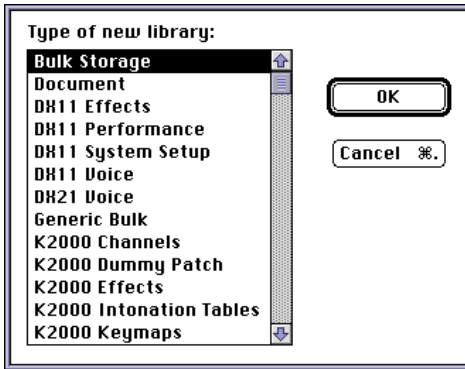

Figure 13.5: New Library Dialog Box

A dialog box opens showing all the possible Library types. The list is based on the Librarian Modules you installed into Galaxy.

From the scrolling list, select a Library type, then click the **OK** button. Galaxy opens a new Library Window of the selected type.

Libraries are discussed in detail in *Chapter 8: Libraries*.

Open

Choose this command to open an existing Galaxy file. When you choose **Open**, Galaxy displays an Open dialog box similar to the one shown in Figure 13.6.
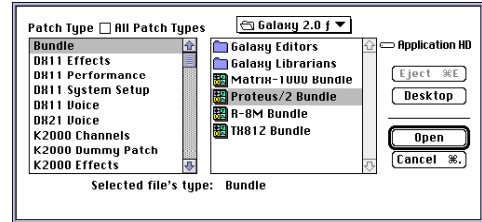

Figure 13.6: Open Dialog Box

The dialog box contains two scrolling lists:

- **Patch Type**: This left-hand list contains a list of all patch types supported by the Librarian Modules you've installed into Galaxy.
- **Files**: This right-hand list functions much like a standard Open dialog box and lists all files of the type selected in the left-hand list.

Opening a Bank or Library

To open a a stand-alone Bank or Library:

① **From the Patch Type list (left-hand side), select the patch type you wish to open.**

② **Use the Files list (right-hand side) to find and select the file you wish to open.**

   The Files list shows only the files that are of the type selected in the Patch Type list.

③ **Click the Open button.**

Opening a Bundle

To open a Bundle:

① **From the Patch Type list (left-hand side), select "Bundle."**

② **Use the Files list (right-hand side) to find and select the Bundle you wish to open.**

   The Files list shows only Bundles, not stand-alone Banks or Libraries.

③ **Click the Open button.**

All Patch Types

Check the **All Patch Types** option if you want the Files list to display *all* Bundle, Bank, and Library files.

Close

Choose this command to close the active window. If you have not made any changes, Galaxy closes the window immediately.

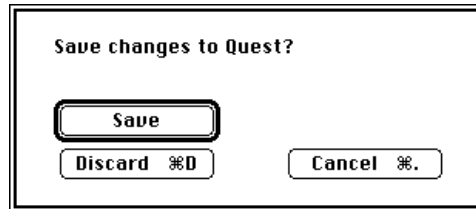If you have made changes, Galaxy asks if you want to save the changes.

Figure 13.7: Save Changes Dialog Box

• If you click **Discard**, the document closes and all changes are discarded.

• If you click **Save**, the document closes after first saving the changes. If the window is untitled, you'll be asked to name the file before saving it.

• If you click **Cancel**, the window will not close.

Clicking an active window's Close box is the same as choosing the **Close** command.

Save

Choose this command to save a file using the same name and folder with which you saved it last.

If the file has never before been saved, Galaxy asks you to name it and find a folder in which to store it (as if you had chosen the **Save As** command).

Galaxy disables the **Save** command if you haven't changed the file since opening it.

If a bundled Bank Window is active when you choose **Save**, Galaxy saves both the Bank and the Bundle containing it.

Save As

Choose this command to:

- Save an existing document under a new name.
- Save an existing document to a new folder or volume.
- Save a new document.

When you choose the **Save As** command, Galaxy produces a Save As dialog box similar to the one shown in Figure 13.8.
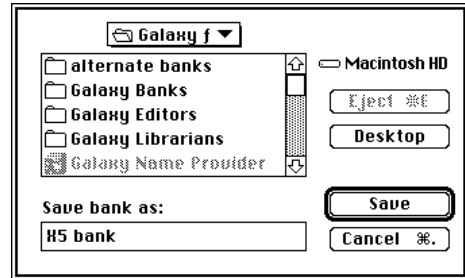

Figure 13.8: Save As Dialog Box

This is a standard Macintosh Save As dialog box. To save a file, type the desired name into the text field, select a folder, and click the **Save** button.

If a bundled Bank Window is active when you choose **Save As**, Galaxy saves both the Bank and the Bundle containing it.

Save And Make Current

Choosing this command makes the Bank/Bundle occupying the front-window position the Current Bank/Bundle as defined by OMS Name Manager. This enables Vision or other OMS 2.0 compatible applications using the OMS Name Manager to refer to patches in the current Bank/Bundle by name. Several Bundles containing the same device type may become current as long as their device IDs are different.

Print

Choose this command to print the contents of an entire Bank or Library file, including all patches not currently visible on the screen. If the topmost window is a Help Window, choosing **Print** will print the help text.

IMPORTANT: Printing will not work if you're printer requires AppleTalk and you've disabled it using OMS.

To print:

① **Choose File>Print.**

Galaxy opens a standard Macintosh Page Setup dialog box.

② **Select your desired page setup options, then click the OK button.**

Galaxy open a standard Macintosh Print dialog box.

③ **Select the number of copies you want to print, then click the Print button.**

Galaxy prints all the pages in the file (regardless of how many pages you asked it to print).

*NOTE: If the same port is used for both a MIDI interface and the printer (and you are not using a MIDI interface with Thru switches), you must disconnect the MIDI interface before using the **Print** command.*

Printing is discussed further in *Print the Contents of a Bank or Library (pg. 52)*.

Find

Choose this command to open either a General Find dialog box or a Specific Find dialog box. A General Find searches all types of patch information (patch name, keywords, comments) for a matching text string. A Specific Find allows you to:

• Fine-tune your search to specific types of patch information.

• Perform boolean logic operations with your find selections.

• Determine what you want Galaxy to do with the patches it finds.

If you see a General Find dialog box, you can open the Specific Find dialog by clicking the **More Choices** button. If you see a Specific Find dialog box, you can open the General Find dialog box by clicking the **Fewer Choices** button. Find operations are discussed in detail in *Chapter 12: Finding Patches.*

Find Again

Choose this command to continue finding patches with the characteristics specified in either the General Find or Specific Find dialog boxes. See *Chapter 12: Finding Patches* for more information.

Export to Clipboard

Choose this command to export a patch or a Bank to the Clipboard in MIDI File format. You can then paste the MIDI File into another MIDI application (if that application supports pasting MIDI Files from the Macintosh Clipboard).

From Galaxy, you can export:

- Individual patches from stand-alone or bundled Banks.
- Individual or multiple Banks from Bundles (you cannot export stand-alone Banks).

When you export Galaxy data to the Clipboard, it creates a multitrack MIDI File (format 1). The MIDI File's track arrangement depends on what you export: Generally, data from each device is stored in a separate MIDI File track. Therefore:

- If you export data (patches or Banks) from a single device, you create a MIDI File with a single track.
- If you export data from multiple devices, you create a MIDI File with the same number of tracks as devices.

The following sections provide examples of how to:

- export single patches and paste them into Vision.
- export entire Banks and paste them into Vision.

Example 1: Exporting Patches

When you're exporting patches rather than entire Banks, you must export them one at a time. If you select multiple patches and try to export them simultaneously, Galaxy exports only the first one you selected.

In Galaxy:

① **Open a stand-alone Bank Window or a bundled Bank Window.**

② **Select one patch.**

③ **Choose File>Export to Clipboard.**

   Galaxy exports the patch to the Clipboard as a MIDI File (format 1).

In Vision:

① **Select a track by clicking its selector dot in the Tracks Window.**

② **Choose Edit>Paste.**

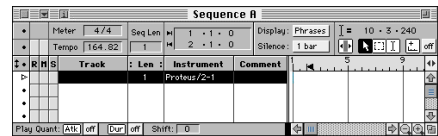   Vision pastes the system exclusive data into the selected track.
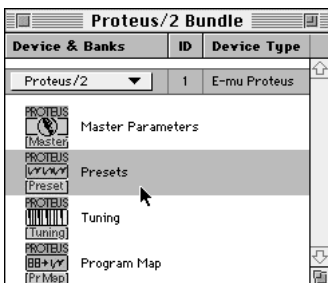

Figure 13.9: Patch Pasted into a Vision Track

As an alternative, you can paste the MIDI File to its own sequence—Vision automatically creates a single track for the data.
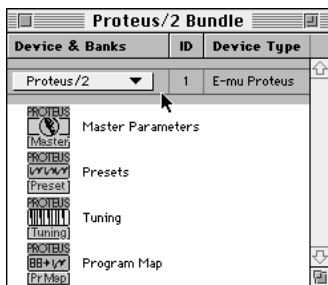
Example 2: Exporting Banks

Follow through this example to learn how to transfer entire patch banks of system exclusive data from Galaxy into Vision.

In Galaxy:

① **Select one or more Banks in a Bundle.**

If you want to select all the Banks for a device, simply click the device information line in the Bundle Window.

If you want to select multiple devices, shift-click their names in the Bundle Window.

② **Choose File>Export to Clipboard.**

You'll see a progress dialog box while Galaxy copies the selected Banks to the Clipboard in MIDI File format.

In Vision:

① **Select as many tracks as devices containing selected patch Banks.**

For example, if you exported all four Banks in a Proteus/1 and all four Banks in a Proteus/2, you would select two tracks in Vision (since you have two devices).
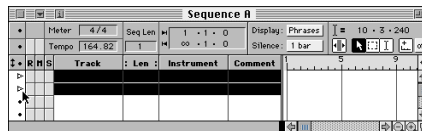

Figure 13.10: Select as Many Tracks as Devices

NOTE: If you have multiple identical devices in a Bundle and you select Banks from each device, you should select tracks in Vision for each device. For example, say you have two M1's and you select a Bank from each of them, then you should select two tracks in Vision.

② **Choose Edit>Paste Tracks.**

Galaxy pastes the system exclusive data from the Banks into the selected tracks. The length of the track is determined by the amount of data; different patch types contain different amounts of data. Each track's Instrument is named automatically for each exported device.
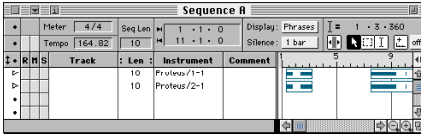
Figure 13.11: Clipboard Pasted to Selected Vision Tracks

As an alternative, you can paste the MIDI File to its own sequence—Vision automatically creates a track for each device.

Viewing The Exported Data In Vision

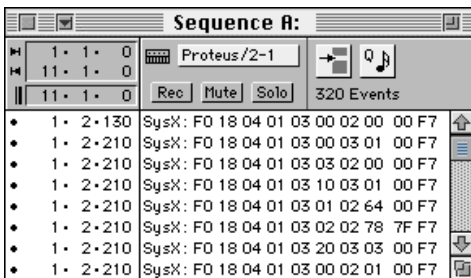You can view the system exclusive data in Vision's List Window.

Figure 13.12: Sys-ex Data as Viewed in Vision's List Window

IMPORTANT: It's OK to change the start time of an entire group of sys-ex messages, but NEVER change the time BETWEEN sys-ex messages. These times are very specific and unique to each synthesizer.

Possible Problems When Exporting

You should be aware of the following points when using Galaxy's **Export To Clipboard** command:

- Device ID and Sys-ex Channel

  Do not change a MIDI device's ID number after importing sys-ex data into a sequencer.

- Exporting Multitimbral Type Patches

  You can't always export a multitimbral setup patch to the Clipboard and expect your sequencer to playback all the correct patches. For this to work, you need to make sure that sending a multitimbral setup to your synthesizer pulls referenced single patches into their edit buffers, and that the correct single patches are in the synthesizer. It should work if the patch type supports sending of attached patches; a few Galaxy modules do this (read the on-line help to find out if a module does or not), but in most cases, you should export whole Bundles and avoid exporting individual multitimbral setups.

- Handshaking

  Some devices require two way communication (handshaking) during patch sends. Exporting patches of these types will usually not work since Vision cannot respond to handshaking messages.

- Patcher Program Changes

  Patcher program changes are not included in exported sys-ex data.

- **Not Enough Memory**

  Sys-ex data can require a large amount of memory. If your computer doesn't have enough RAM, you may not be able to export patches or banks.

- **Eccentricities of Data Transfers**

  Any eccentricities that occur when you send data to a MIDI device from Galaxy will also occur if the patch or Bank is exported and played back in a sequence.

Quit

Choose this command to close all windows and quit Galaxy. If you have any unsaved documents open when you choose **Quit**, Galaxy asks you whether or not you want to save each unsaved file.

CHAPTER 14: Edit Menu

Edit

Undo	⌘Z
Cut	⌘X
Copy	⌘C
Paste	⌘U
Clear	
Select All	⌘A
✓Enter Names	⌘'
Testing Sounds	⌘T
Copy Names	
Delete Duplicate Patches	
Delete Child Patches	
Set Empty Patch	
Child Patch Info...	
Patch Info...	⌘I
Cross Reference Bank	

Figure 14.1: Edit Menu

Use the **Edit** menu commands for moving patches either within or between windows. Edit commands use the Clipboard concept common to most Macintosh programs. However, patches on the Clipboard are *not* saved when you exit Galaxy; all patches must be saved in Bank, Bundle, or Library files.

For most operations, Galaxy uses an internal Clipboard (not the Macintosh Clipboard). The contents of the internal Clipboard are not available to other programs. If, however, you use the **Copy Names** command from a Bank or Library (but not from a Bundle), patch names are saved on the Macintosh Clipboard, and are available to other programs.

Undo

Undo reverses the effect of your last command or action. The command to be undone is shown as part of the **Undo** menu command. After undoing a command, you can always redo it—the menu item becomes **Redo**.

Cut

Choose this command to move the selected items from the active window to Galaxy's Clipboard. It's the same as choosing the **Copy** command followed by the **Clear** command.

Copy

Choose this command to copy the selected items from the active window to Galaxy's Clipboard. The window remains unchanged.

Paste

Choose this command to copy the items from Galaxy's Clipboard to the active window.

If you're pasting to a Bank, Galaxy pastes items into the locations you select. If you've selected fewer locations than the number of items on the Clipboard, Galaxy won't paste some of the items. If you've selected more locations than the number of items on the Clipboard, Galaxy won't fill some of the locations.

If you're pasting to a Library, Galaxy adds the entire contents of the Clipboard to the Library. If a pasted patch has either the same name or same patch data as an existing Library patch, you'll see a dialog asking you to rename a patch or remove one of the duplicates. For more information, see *Patch Names in a Library (pg. 45)* and *Avoiding Duplicate Patches (pg. 46)*.

Clear

Choose this command to delete the selected items from the active window. This command does not affect Galaxy's Clipboard. If you clear a patch from a window, Galaxy replaces it with an empty patch, which you can define using the **Set Empty Patch** command as discussed in *Set Empty Patch (pg. 99)*.

Select All

Choose this command to select all of the patches in the active Bank Window or Library Window. This command is useful when you want to copy entire Banks into Libraries.

Enter Names

This command is related to the **Testing Sounds** command. For more information, see *Testing Sounds (pg. 97)*.

Testing Sounds

Galaxy can use the Macintosh keyboard in one of two ways—either to type patch names or to send notes to your MIDI device.

You can select how you want to use the Macintosh keyboard by checking either the **Enter Names** or **Testing Sounds** options.

- If you check **Testing Sounds**, you'll be able to "play" the Macintosh keyboard without renaming patches. This is useful if you want to "play" a rack mount synthesizer module from your Macintosh keyboard.
- If you check **Enter Names**, you'll be able to enter patch names without "playing" the MIDI device.

To enter and use **Testing Sounds** mode:

① **Select Edit>Testing Sounds to place a check mark next to the option.**

② **"Play" your Macintosh keyboard.**

As shown in Figure 14.2, the 21 left-most letter keys (three rows: Q-U, A-J, and Z-M) correspond to three octaves of white keys. The Z key is middle C. If you press the Shift or Caps Lock Key, the note will be shifted down three octaves. You can not play the black piano keys from the Macintosh keyboard. Set the note velocities with the MacKV control in the MouseKeys Window. For more information, see *Chapter 10: Auditioning Patches*. Pay particular attention to *Macintosh Keyboard Velocity Control (pg. 61)* and *"Playing" the Macintosh Keyboard (pg. 62)*.
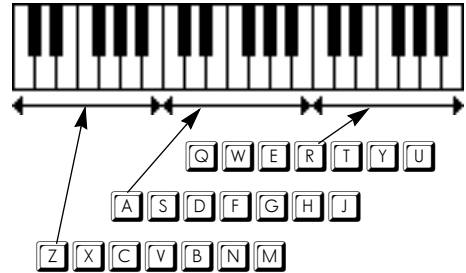
Figure 14.2: "Playing" The Macintosh Keyboard

To enter names in Testing Sounds mode:

① **Type an apostrophe, then type on the Macintosh keyboard.**

The apostrophe tells Galaxy that you want to edit a patch name rather than play it from the Macintosh keyboard.

To enter and use **Enter Names** mode:

① **Select Edit>Enter Names to place a check mark next to the option.**

② **Click a patch name to select it and type a new name.**

In this mode, you don't need to type an apostrophe before editing a name. The Macintosh keyboard will never be used to "play" the MIDI device.

Copy Names

Choose this command to copy the names (in text format) from a Bank Window or Library Window to the Macintosh Clipboard. You can then paste the names into any text editing program to customize patch lists.

If you copy names from a Library, Galaxy copies the names to the Macintosh Clipboard alphabetically.

If you copy names from a Bank, Galaxy copies the names to the Macintosh Clipboard in the order they appear in the Bank Window.

NOTE: You can also copy patch names into a sequencer (like Vision) to see patch names without subscribing to them through OMS. However, because of OMS's dynamic and automatic features, you should always use the OMS Names Manager to subscribe to patch names whenever possible.

Delete Duplicate Patches

Choose this command to delete all patches in a Library with duplicate parameters.

It's possible for your Libraries to contain duplicate patches if you paste patches into them with the **No Duplicates in Library** option disabled in the **Setup**>**Preferences** dialog box.

Choose the **Delete Duplicate Patches** command to purge a Library of all duplicates. Whenever duplicates are found, the names of all the duplicate patches are displayed, and you are given the opportunity to listen to the patch and choose your favorite name for that sound.
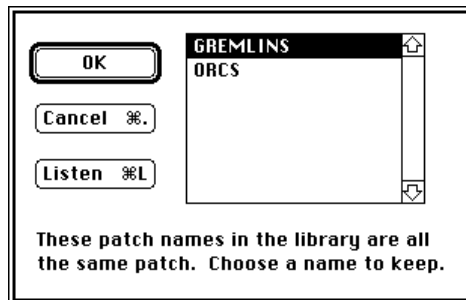
This is the same dialog box that appears if you try to paste a duplicate patch into a Library with the **No Duplicates in Library** option checked in the Preferences dialog box.

For a complete discussion of this dialog box, see *Avoiding Duplicate Patches (pg. 46)*.

Delete Child Patches

When a Library or Bank Window is open, choose this command to delete all child patches attached to the currently selected parent patch.

Set Empty Patch

Choose this command to define your own *empty patch* for a MIDI device. Galaxy uses an empty patch in two situations:

- When you open a new Bank, Galaxy automatically fills the new Bank with the empty patch.
- When you clear a patch with the **Clear** command, Galaxy replaces it with the empty patch.

Generally, Galaxy uses an "initial patch" defined by the MIDI device's manufacturer as the empty patch.

You can define your own empty patch by choosing **Set Empty Patch**. When you choose this command, Galaxy copies the selected patch to the Galaxy Setup document and defines it as the empty patch for that type of MIDI device.

Patch Info

Patch Info lets you view and assign descriptive comments and keywords to your patches. Once you've assigned this information to a patch, it can be used as a search criteria in the **Find** command. For information on this menu item, see *Chapter 11: Cataloging Patches*.

Child Patch Info

Child Patch Info is similar to Patch Info, except it allows you to view and assign comments and keywords for attached child patches.

This menu item is enabled only if the selected patch has attached child patches.
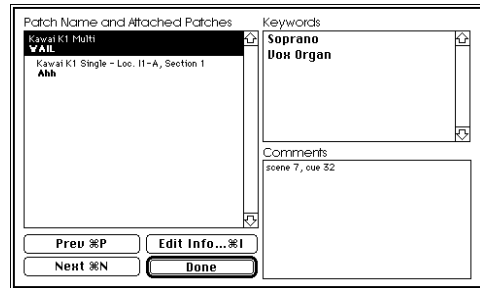
Figure 14.3: Child Patch Info Dialog Box

The Child Patch Info dialog box only *displays* information; if you'd like to *edit* information, you'll need to click the **Edit Info** button to open the Patch Information dialog box, where you can edit keywords and comments.

*NOTE: Many of the buttons in the Patch Information dialog box are disabled when you open it from the Child Patch Info dialog box—therefore you should always open the Patch Information dialog box using the **Patch Info** command.*

Cross Reference Bank

Choose this command to see which Parent Patches a Child Patch belongs to. The command is available only when a Bank Window is active.

When you choose this command, Galaxy cross-references all the patches and displays them in a Cross Reference Window.

Figure 14.4: Typical Cross-Reference Window

The left columns of the Cross Reference Window list Child Patches that are attached to Parents. The right columns display the name and location of those Parents.

For example, look at Figure 14.4. It tells us that:

• Voice #1: FILTERSYNTH is attached to three Parent patches. These are the Performance patches titled: OBERSYNTH, SOLO LINE, and SYNTHSPLIT.

• Similarly, Voice #2: ANALOG is a Child Patch of Performance #22: SOLO LINE.

• And so on, through a scrolling list of Child Patches.

CHAPTER 15: Bundle and Load/Send Menus

The third menu from the left changes depending on the type of window that's active:

- If a Bundle Window is active, the menu is a **Bundle** menu.
- If a Bank Window or a Library Window is active, the menu is a **Load/Send** menu.
- If no Bank Window or Library Window is active, the menu is a **Setups** menu. The **Setups** menu, which is described in *Chapter 16: Setups Menu*, gets pushed to the right when the **Load/Send** or **Bundle** menu is available.

This chapter discusses both the **Bundle** menu and the **Load/Send** menu. The actual commands in both menus may change slightly depending on the MIDI devices you use with Galaxy. This chapter discusses those commands that are common to all devices. Use Galaxy's on-line help to learn about commands that may be unique to your specific MIDI device. On-line Help is discussed in *Chapter 4: Using Galaxy's On-Line Librarian Help.*

BUNDLE MENU

To make the **Bundle** menu accessible, either open a Bundle Window or click in an existing Bundle Window to make it the active window.

Figure 15.1: Bundle Menu

The **Bundle** menu handles the transfer of all patches between Galaxy and your MIDI devices. You can use this menu to specify exactly which MIDI devices and Banks the Bundle contains, and also to save and delete Bundle Templates.
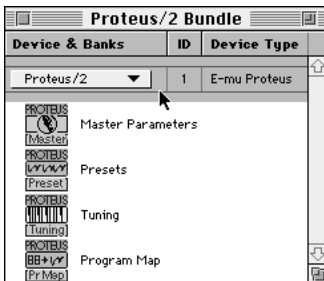
Get All Banks from (Device)

Choose this command to make the selected MIDI device transfer all its internal Banks into corresponding Banks in Galaxy's Bundle Window.

NOTE: Your MIDI device transfers only the Banks selected in the Banks in Device dialog box, discussed in Banks in Device (pg. 103).

To get all Banks from your MIDI device:

① **Open a Bundle Window.**
② **Click a device in the Bundle Window to select it (highlighting it).**

③ **Choose Bundle>Get All Banks from (Device).**

Galaxy will "get" all the requested Banks from the selected MIDI device and place them in the Bundle.

Get All Banks in Bundle

Choosing this command causes each MIDI device in your Galaxy Bundle to transfer its internal Banks into corresponding device Banks in the active Bundle Window. Make sure all Bank types included in the Bundle mirror the Bank types actually in your devices. Unlike **Get All Banks from (Device)**, this command "gets" Banks from *every* MIDI device in the Bundle, regardless of which device you selected.

Send All Banks to (Device)

Choose this command to make Galaxy send all Banks to the selected MIDI device.

IMPORTANT: Choosing this command replaces all the internal RAM patches in your MIDI device with those stored in Galaxy.

To send all Banks to your MIDI device:

① **Open a Bundle Window.**
② **Click a device in the Bundle Window to select it (highlighting it).**
③ **Choose Bundle>Send All Banks to (Device).**

Galaxy sends all the device-related Banks from the Bundle to the selected MIDI device.

Send All Banks in Bundle

Choosing this command causes Galaxy to send all Banks in the active Bundle to the corresponding MIDI devices. Unlike **Send All Banks to (Device)**, this command sends Banks to *every* MIDI device in the Bundle, regardless of which device you selected.

IMPORTANT: Choosing this command replaces all the internal RAM patches in your MIDI devices with those stored in Galaxy.

Add Device

Choose this command to add devices to your Bundle. When you choose the **Add Device** command, Galaxy opens a Select Device dialog box exactly like the one opened by the **New Bundle** command discussed in *New Bundle (pg. 85)*.
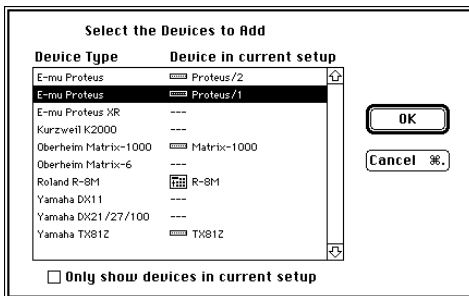
Add MIDI devices to the active Bundle Window by clicking the device, then clicking the **OK** button. You can add multiple devices by shift-clicking their names.

For more information, see *Creating Bundles with Multiple Devices (pg. 31)*.

Banks in Device

Choose this command to select which Bank types to include in the Bundle.

When you choose the **Banks in Device** command, Galaxy opens the Banks in Device dialog box.
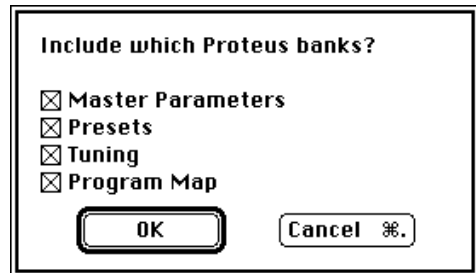
Figure 15.2: Banks in Device Dialog Box for a Proteus Sound Module

The dialog box lists all possible Bank types for the selected device. Check those types you want included in the Bundle. When you check a Bank type, Galaxy adds that Bank to the Bundle. When you un-check a Bank Type, Galaxy deletes that Bank from the Bundle. Therefore, make sure you save anything valuable before un-checking a Bank.

For a tutorial using the **Banks in Device** command, please see *Choosing the Banks You Want in the Bundle (pg. 29)*.

IMPORTANT: Galaxy remembers your Bank choices for each device type. The next time you add that device to a Bundle, Galaxy includes only those Banks you chose in the Banks in Device dialog box.

Remove Device

Choose this command to remove the selected device from the active Bundle Window. This means that all Banks in the selected device are deleted. If the Banks are valuable, be sure you save them before choosing this command.

Save As Template

Choose this command to save the *structure* of the active Bundle as a template, or model, for new documents. This command does *not* save the actual patch data; only the Bundle's structure. Specifically, a Bundle Template saves a list of devices in a Bundle and a list of Banks for each of those devices.

For a tutorial using the **Save As Template** command, please see *Creating Bundle Templates (pg. 32)*.

Bundle Templates are saved in the Galaxy Setup file. They are not saved with the Galaxy program.

Delete Template

Choose this command to delete a Bundle Template from your Galaxy Setup file. See *Deleting Bundle Templates (pg. 33)* for details about deleting Bundle Templates.

View By Name
View By Icon

The name of this command changes depending on which mode Galaxy is in.

- If Galaxy currently displays Bank *icons* in a Bundle Window, choose **View By Name** to see only Bank names (not icons) in a Bundle Window.
- If Galaxy currently displays only Bank names in a Bundle Window, choose **View By Icon** to see both Bank names *and* icons in a Bundle Window.

For more information, see *Viewing the Bank List (pg. 28)*.

LOAD/SEND MENU

To make the **Load/Send** menu accessible, open either a Bank Window or Library Window, or click in an existing Bank or Library Window to make it the active window.
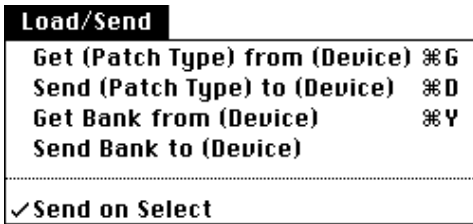
Load/Send

Get (Patch Type) from (Device)	⌘G
Send (Patch Type) to (Device)	⌘D
Get Bank from (Device)	⌘Y
Send Bank to (Device)	
✓Send on Select	

Figure 15.3: Load/Send Menu

Use the **Load/Send** menu commands to transfer patches and/or Banks between the MIDI device and the Macintosh. The actual commands in the **Load/Send** menu vary according to the type of device, the patch type, and whether the active window is a Bank or Library. See the on-line help for your device to learn about **Load/Send** commands specific to your MIDI devices.

Get (Patch) from (Device)

Select a location in a Bank Window into which you want to load an individual patch, then choose the **Get (Patch) from (Device)** command. Galaxy asks the device to send it the requested patch data. All devices respond to this request differently:

• Most MIDI devices simply send Galaxy the requested data.

• Some devices may not respond to Galaxy's request. For these devices, Galaxy produces a dialog box that tells you exactly what buttons to push on your MIDI device to initiate the patch transfer.

Look at Galaxy's on-line help for more information about your specific device.

NOTE: The **Get (Patch) from (Device)** *command is disabled when a Library Window is active. To fill a Library with patches, use either the option-drag method or standard Macintosh cut/copy/paste techniques. See Filling a Library (pg. 43) for a detailed tutorial.*

Send (Patch) to (Device)

Choose this command to send a selected patch from a Bank Window to your MIDI device. Different MIDI devices (and patch types) respond differently:

- If your device has an edit buffer for the selected patch, then Galaxy sends the patch to the edit buffer.

- If your device doesn't have an edit buffer for the selected patch, then Galaxy usually sends the patch to the highest numbered patch location. This is true only for timbral patches (as opposed to non-timbral patches like program change tables).

Look at Galaxy's on-line help for more information about your specific device.

NOTE: The **Send (Patch) to (Device)** *command is disabled when a Library Window is active. To send a patch from a Library, check* **Send on Select** *(in the* **Load/Send** *menu), then click patch names to send them.*

Get Bank from (Device)

This command causes Galaxy to ask your MIDI device to send its entire bank of patches to the active Bank Window. All devices respond to this request differently:

- Most MIDI devices send Galaxy the requested data.

- Some devices may not respond to Galaxy's request. For these devices, Galaxy produces a dialog box that tells you exactly what buttons to push on your MIDI device to initiate the patch transfer.

Look at Galaxy's on-line help for more information about your specific device.

NOTE: If your MIDI device doesn't support patch names, Galaxy will either leave the names blank or assign a default name (such as "unnamed").

Send Bank to (Device)

This command sends an entire bank of patches from the active Galaxy Bank Window to your MIDI device. Different MIDI devices (and Bank types) respond differently:

- Most MIDI devices fill their Bank with the new patches.

- Some devices may not respond directly to the data Galaxy sends. For these devices, Galaxy produces a dialog box that tells you exactly what buttons to push on your MIDI device to enable it to receive the patch data.

Look at Galaxy's on-line help for more information about your specific device.

Send on Select

This option controls whether or not Galaxy sends patches to your MIDI devices automatically. You can either enable (check) or disable (un-check) this option.

- **Enabled** (checked): Any time you select a patch, Galaxy sends that patch to your MIDI device automatically. When you select a patch with this option checked, it's just as if you selected a patch and chose the **Send (Patch) to (Device)** command.
- **Disabled** (un-checked): You must send selected patches to MIDI devices manually (by choosing the **Send (Patch) to (Device)** command).

NOTE: You must check the **Send On Select** *option to send patches from a Library to your MIDI device. You must also select this option if you want to use the* **Play**>**Play on Select** *option. For more information about the* **Play on Select** *command, see Playing Sequences (pg. 62).*

CHAPTER 16: Setups Menu
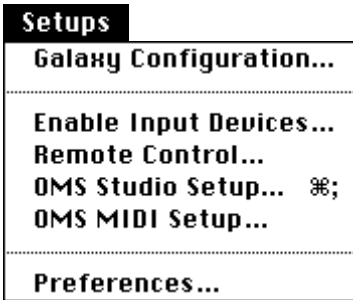
Figure 16.1: Setups Menu

The **Setups** menu is available either when there are no windows open, or when a Bundle, Bank, or Library Window is open. It is not available if an Editor Window is active.

Use the Setups menu to configure Galaxy, to access OMS setups, and to set up controllers and remote control functions.

Galaxy Configuration

Choose this command if you want to manually install Librarian Modules into Galaxy.
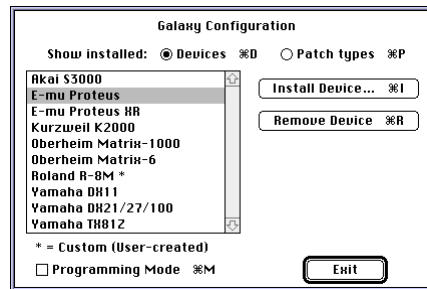
Figure 16.2: Typical Galaxy Configuration Dialog Box

NOTE: This command will not install Editor Modules into Galaxy Plus Editors. If you wish to manually install Editor Modules, you must install them from your master disks to the Galaxy Editors folder on your hard disk. The Galaxy Editors folder is in the same folder as the Galaxy application. For detailed information about installing Editor Modules, see Installing Galaxy (pg. 10)

For detailed information about using the **Galaxy Configuration** command, see *Galaxy Configuration (pg. 13)*.

About the Galaxy Configuration Dialog Box

The information contained in the scrolling list changes depending on which radio button you choose:

• **Devices**: If you click this radio button (as shown in Figure 16.2), the scrolling list shows every type of device supported by the Librarian Modules currently installed in Galaxy. The list is empty if there are no installed modules.

  If the list shows devices you don't own, it's because many Galaxy Librarian Modules support more than one type of device. For example, the Yamaha TX81Z/DX11/DX21 Librarian works with TX81Z, DX11, DX21, DX27, and DX100 synthesizers—therefore all these devices show up in the scrolling list.

• **Patch Types**: If you click this radio button, the scrolling list shows every type of Patch Bank supported by every Librarian currently installed in Galaxy. The list is empty if there are no installed modules.

NOTE: Use the **Programming Mode** *checkbox if you wish to create your own Librarian Module with PatchTalk. When the* **Programming Mode** *option is selected, A* **Custom** *menu containing PatchTalk commands will be visible. The PatchTalk Manual is available in electronic form in the Galaxy Extras folder.*

Preferences

Choose this command to open the Preferences dialog box. Use this dialog box to configure numerous global settings for Galaxy.
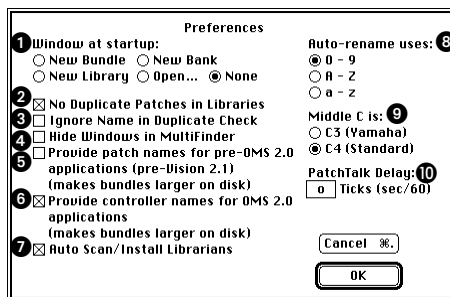
Figure 16.3: Preferences Dialog Box

As you can see in Figure 16.3, the Preferences dialog box contains numerous elements. These are described, below:

❶ **Window at startup**: Use this option to specify which Galaxy window you want to open each time you launch the program. You can choose between a new Bank, a new Bundle, a new Library, an Open dialog box, or no window. Click the radio button next to the option you prefer.

❷ **No Duplicate Patches in Libraries**: Check this option when you're pasting patches to a Library and you don't want that Library to contain any patches with duplicate patch parameters (even though they may have different names). When you select a patch to paste into a Library, Galaxy checks actual patch parameters of that patch against the patch parameters of all patches currently in the

Library. So even if patches have different names but duplicate parameters, you'll be notified. For more information, see *Avoiding Duplicate Patches (pg. 46)*.

❸ Ignore Name in Duplicate Check: If you check this option, Galaxy ignores patch names when searching for duplicate patches. This is useful if you're pasting a patch with the same name as one patch and the same parameters as another and don't want to be bothered by dialog boxes.

When this option is un-checked, you will have to enter a new name in one dialog box, then choose a name to keep in another dialog box. When checked, Galaxy will ignore the patch without producing any dialog boxes. See *Avoiding Duplicate Patches (pg. 46)* for more information.

❹ Hide Windows in Multifinder Check this option if you want Galaxy to hide all of its windows when you switch to another application.

❺ Provide patch names for pre-OMS 2.0 applications: Check this option if you're using Galaxy with a MIDI application designed to work OMS 1.x.

Vision previously handled the inter-application name management tasks that are now part of OMS 2.0. If you're using a pre-OMS 2.0 version of Vision, you can check this option to have Galaxy provide it with patch names. There's no need to check this option if all your MIDI applications support OMS 2.0.

❻ Provide controller names for OMS 2.0 applications: With OMS 2.0, you can name MIDI controllers. This is convenient if you're controlling various synthesizer parameters with customized MIDI controllers. You can name the controllers and, if you check this option, your custom controller names will appear in all other OMS 2.0 applications.

❼ Auto-scan/Install Librarians: Librarian modules for all supported devices are installed into the **Galaxy Librarians** folder on your hard disk during automatic installation of Galaxy. However, since each user normally utilizes only a few modules, these may be individually installed into Galaxy in two different ways.

When the **Auto-scan/Install Librarians** option is selected, Galaxy detects and installs any devices in the current OMS Studio Setup document that do not yet have their corresponding Librarian modules installed.

When **Auto-scan/Install Librarians** is not selected, you must install individual modules using the method discussed in *Drag and Drop Librarian Installation (pg. 12)*.

❽ Auto-rename uses: When you paste patches into a Library with duplicate names, Galaxy gives you the option of renaming patches automatically. Use the **Auto-rename uses** radio buttons to select which ending you'd like appended to patch names automatically. For more information, see *Patch Names in a Library (pg. 45)*.

⑨ **Middle C is**: Use these radio buttons to select whether you want Galaxy to name middle C as "C3" or "C4." This affects the way MouseKeys and Editors display MIDI note names. The MIDI Standard specifies that Middle C (MIDI note number 60) is named "C4." Yamaha and some other synthesizer manufacturers actually give Middle C the name "C3."

⑩ **PatchTalk Delay**: This numerical slows down MIDI communications with your devices. You should leave this numerical set to 0 unless your synthesizers give you MIDI buffer overflow messages. If this happens, try increasing this numerical 10 ticks at a time until the problem disappears.

Enable Input Devices

Choose this command to open the Enable Input Devices dialog box. This dialog box contains a scrolling list of all devices in your current Studio Setup document.
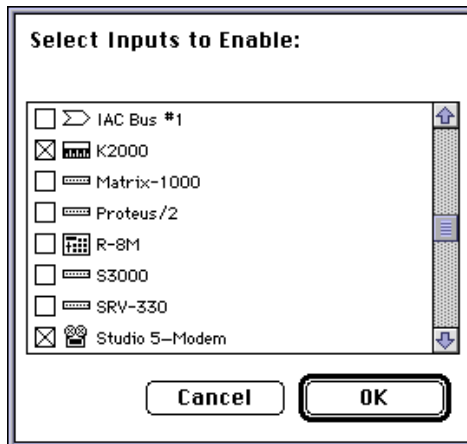
Figure 16.4: Enable Input Devices Dialog Box

Enable a device by checking its checkbox. Disable a device by un-checking its checkbox.

Galaxy uses enabled devices as:

- MIDI sources for auditioning patches. If **Play>Echo Keyboard** is checked, Galaxy sends data from any enabled input device through to a selected destination device. This allows you to use a MIDI keyboard to audition sounds on a MIDI sound module. For more information, see *Playing Your MIDI Controller (pg. 61)*.

- MIDI sources for recording sequences. For more information, see *Playing Sequences (pg. 62)*.

- Remote control devices for patch selection. For more information, see *Remote Control (pg. 113)*.
- MIDI sources for entering patch data into an Editor Module (if you own Galaxy Plus Editors).

STUDIO PATCHES USERS: Any Virtual Controllers you create with Opcode's Studio Patches Editor application (included with the Studio 4 and Studio 5LX) also appear in this list.

Remote Control

Choose this command to open the Remote Control dialog box.

```
┌─────────────────────────────────────┐
│        Remote Control               │
│                                     │
│  MIDI Event       Action            │
│  ┌──────────────┐                   │
│  │ Note B6, Ch 1│  Select previous patch │
│  └──────────────┘                   │
│  ┌──────────────┐                   │
│  │ Note C7, Ch 1│  Select next patch│
│  └──────────────┘                   │
│  ┌──────────┐   ┌──────────┐        │
│  │ Cancel ⌘.│   │    OK    │        │
│  └──────────┘   └──────────┘        │
└─────────────────────────────────────┘
```
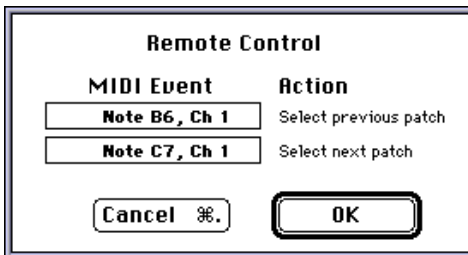
Figure 16.5: Remote Control Dialog Box

Use this dialog box to:

- assign a MIDI event to step backward through Galaxy patches.
- assign a MIDI event to step forward through Galaxy patches.

Remote control is very useful when you're away from your Macintosh and want to step through Library patches using your MIDI keyboard. If you check the **Load/Send**>**Send on Select** option, Galaxy automatically sends patches to your synthesizer as you step through them.

To assign a MIDI event that causes Galaxy to step forward through patches:

① **Make sure the device you want to use as a Remote Control is enabled in the Enable Input Devices dialog box as discussed in *Enable Input Devices (pg. 112)*.**

② **Click the Select next patch field.**

③ **Play the MIDI event you want to use as a remote control.**

You can use any MIDI event such as an Opcode footswitch, a particular MIDI note, a control change, a program change event, etc. The event then appears in the selected field.

To program a MIDI event that selects the previous patch, perform the same steps in the "Select previous patch" field.

To clear MIDI events, select the field and type the Delete, Backspace, or Clear key.

OMS Studio Setup

Choose this command to open (or switch to) the OMS Setup application. This opens your current Studio Setup document.

OMS MIDI Setup

Use this command to open the OMS MIDI Setup dialog box.
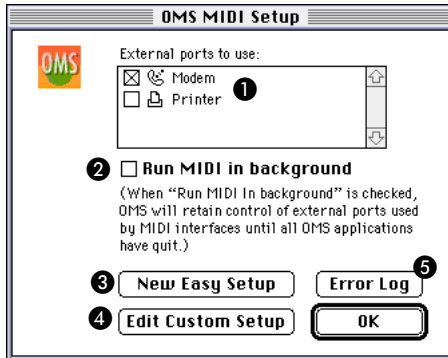
Figure 16.6: OMS MIDI Setup Dialog Box

As you can see in Figure 16.6, the OMS MIDI Setup dialog box contains numerous elements. Specifically:

❶ External ports to use

Check the box next to each Macintosh port you wish to use for MIDI communication. If you choose to use the same port for MIDI communications that your printer is connected to, you will be unable to use the Print command in Galaxy. You may, however, disable the port for printing and then re-enable it when finished.

❷ Run MIDI in background

Checked: Enable this option if you want OMS to share data between compatible applications. When this option is checked, OMS controls the selected serial ports as long as *any* OMS-compatible application is open (whether or not that application is active).

ADVANTAGE: OMS 2.0-compatible applications can communicate with each other. For example, Galaxy can control Vision's Transport Controls as discussed in OMS Transport (pg. 127), or it can send MIDI data directly to Vision as discussed in Send MIDI To (pg. 120).

Un-checked: Disable this option if you want OMS to relinquish control of the serial ports when an OMS-compatible application is not active.

ADVANTAGE: Switching to a non-OMS applications frees your serial ports for use by that application. For example, you could switch to a word processor and print lyrics, or you could switch to a telecommunication program and use your modem.

❸ New Easy Setup button

Click this button to create a new OMS "Easy Setup" document. OMS guides you through the process with a series of dialog boxes. For more information about Easy Setup documents, see your OMS manual.

NOTE: OMS Easy Setup documents do not contain information about the specific devices in your studio. Instead, you should create a Custom Studio Setup document for use with Galaxy.

❹ Edit Custom Setup button

Click this button to launch the OMS Setup application and open your current Studio Setup document. Use Custom Setups to tell OMS about

each device in your studio. For more information about Custom Studio Setup documents, see your OMS manual.

⑤ **Error Log** button

Click this button to open the Serial Port Errors dialog box, which contains a list of recent serial port errors and their causes.

CHAPTER 17: Play Menu

Play

Record Sequence	⌘R
Open MIDI File...	
Play Sequence	⌘P
Loop Sequence	
Stop Sequence	⌘.
Play on Select	
✓**Keyboard Thru**	⌘K
All Notes Off (Panic)	!
Use Omni Mode for Multi-Ch. Play	
Start MIDI File Capture	
Clear Capture	
Only Capture Dumps & Param Chgs	
Send MIDI To	▶
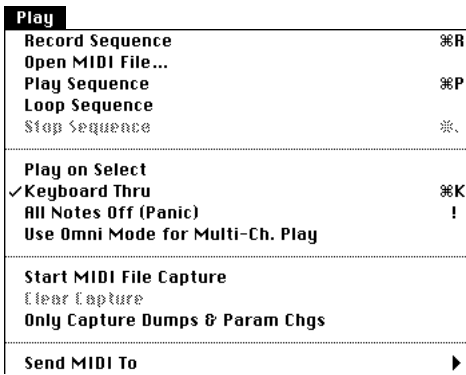
Figure 17.1: Play Menu

The **Play** menu controls Galaxy's numerous patch auditioning features. This chapter discusses each command in the **Play** menu. For a tutorial on using many of these commands, please see *Chapter 10: Auditioning Patches.*

Record Sequence

Choose this command to record a sequence into Galaxy. A Galaxy sequence is useful for listening to different patches in a musical context. You can record a sequence using either an external MIDI controller or Galaxy's MouseKeys.

NOTE: If you're using an external MIDI controller, make sure it's enabled in the Enable Input Devices dialog box as discussed in Enable Input Devices (pg. 112).

When you choose **Record Sequence**, the following message appears:

Recording: Click mouse button in this window or type return to stop.

Figure 17.2: Recording Instruction Message

Play something on your MIDI controller or on the MouseKeys. Stop recording by clicking the mouse button in the message window or by typing **Return**.

You can play the sequence using the **Play Sequence** command, loop it with the **Loop Sequence** command, and stop it with the **Stop Sequence** command. For more information, see *Playing Sequences (pg. 62).*

Open MIDI File

Choose this command to open a standard Macintosh Open dialog box. Use this dialog box to locate and open single track (format 0) Standard MIDI Files. You can use a standard MIDI File as Galaxy's audi-

tioning sequence. You can play the MIDI File sequence using the **Play Sequence** command, loop it with the **Loop Sequence** command, and stop it with the **Stop Sequence** command. For more information, see *Playing Sequences (pg. 62)*.

Galaxy keeps track of only one sequence. If you open a MIDI File and play it, it will replace the current recorded sequence or MIDI File.

NOTE: If your MIDI File plays on multiple MIDI channels, you'll probably want to enable the Multi control in the MouseKeys Window. Otherwise, all of the notes in the sequence will play on the channel selected in MouseKeys.

Play Sequence

Choose this command to play back the sequence you recorded or the MIDI File you opened. The sequence plays as you continue to work in Galaxy. To set the playback device and channel(s), see *Channel/Device Selection Controls (pg. 57)*.

This command is disabled until you either record a sequence or open a MIDI file. You can stop playback at any time by choosing **Stop Sequence**.

Loop Sequence

Check this option to loop the Galaxy sequence. Looping stops when you uncheck **Loop Sequence**, or when you choose **Stop Sequence**.

Stop Sequence

Choose this command to stop playback of the Galaxy sequence.

Play on Select

Check this option to automatically play the Galaxy sequence every time you select a patch. Make sure you also select **Send on Select** in the **Load/Send** menu for **Play on Select** to work. When you select a patch, Galaxy will send the patch to the device and the sequence will play.

Keyboard Thru

Check this option to have Galaxy send the MIDI information from your MIDI controller back out to the device and channel chosen in the MouseKeys Window. If you're using a rack-mount or expander-type synthesizer, this is a convenient way to play and listen to patches you select.

All Notes Off (Panic)

Choose this command to silence stuck notes.

Use Omni Mode for Multi-Ch. Play

If you are playing through more than one MIDI channel, Galaxy offers you two possible strategies. You can either:

- send every MIDI event on every selected channel, or...
- put the selected channels in Omni mode, and send the data to the lowest-numbered channel.

To use Omni mode, select **Omni Mode for Multichannel Play**.

NOTE: Omni mode may not work with certain MIDI devices. You can communicate with all devices without using Omni mode, but any continuous controller information (such as aftertouch, pitch bend, or modulation) will be significantly slower.

Omni mode is *not* used when the **Multi** option is enabled in the MouseKeys Window. This is because Multi mode cannot work if any device is set to Omni mode.

Capture To MIDI File

This command allows you to save to disk all MIDI information sent out by Galaxy. This information can include:

- patches
- parameter changes
- notes played on the MouseKeys
- MIDI data echoed from your master controller
- playback of the sequence recorded into Galaxy

NOTE: OMS 2.0-compatible applications that allow virtual destinations can record this type of data in real-time. If you're using an OMS 2.0-compatible application, use the techniques discussed in Send MIDI To (pg. 120).

When you choose **Capture To MIDI File**, all the above MIDI events are "captured" and saved temporarily. The command then changes to **Save MIDI File**. Capturing ends when you choose **Save MIDI File**, and the captured information is saved permanently to a Standard Format 0 MIDI File at a tempo of 120 bpm.

MIDI Files are useful if, for instance, you're working with a MIDI sequencer, and you have a sequence that requires several different patches at several different points in the sequence. To use the **Capture To MIDI File** command:

① Choose **Play>Capture To MIDI File.**

② Perform the operations you want to capture.

 For instance, you can use the Load/Send menu or Bundle menu to send the patches you want to capture. Or you can edit parameters in an Edit Window, play sequences and MouseKeys, or echo the keyboard.

③ When you finish capturing events, choose **Play>Save MIDI File.**

④ **Specify a file name and click either the Save button or the Save and Clear button.**

Use the Save button if you want to save and continue capturing, appending more data onto what you already captured. Use Save and Clear if you want to save, but don't intend to continue capturing.

⑤ **In a MIDI sequencer, open the resulting MIDI File and put its system exclusive bulk dump messages into the desired sequence location.**

⑥ **Play the sequence.**

Any patch transfers, edits, or notes captured in Galaxy are sent when the sequence plays.

Of course, to use captured patch dumps and parameter changes, your sequencer must be capable of reading and playing back system exclusive messages in Standard MIDI Files. Check your sequencer's documentation and make sure it is capable of doing this.

IMPORTANT: While capturing is enabled, you should be careful about what operations you perform. In particular, **Get Patch** *and* **Get Bank** *for many devices causes Galaxy to transmit a patch request message. Since you ordinarily would not want to capture such a message, you shouldn't use these commands while capturing is enabled. You may also want to inhibit the capturing of events like notes and controller changes. To do this, check* **Only Capture Dumps & Param Chgs**. *When this option is checked, any notes or controller messages generated by Galaxy are not captured.*

Clear Capture

Use this command when you don't like what you have captured so far and want to start over. It erases everything captured so far, and disables capturing. To begin capturing again, choose **Capture to MIDI File**.

Only Capture Dumps & Param Chgs

When you check this option, Galaxy captures only patch dumps and parameter change messages. If this option is not checked, then *everything* sent out by Galaxy is captured. This includes all playing by sequences, an echoed keyboard, MouseKeys, or the Mac Keyboard.

Send MIDI To

The **Send MIDI To** submenu lists the names of any open OMS 2.0-compatible applications that are capable of receiving MIDI data. These are called *Virtual Destinations*.

Figure 17.3: Typical Send MIDI To Submenu

You can send MIDI data directly to any number of Virtual Destinations by checking them in the submenu. You can also select "No One," which prevents Galaxy from sending MIDI data to *any* Virtual Destinations.

NOTE: If there are no open Virtual Desti-nations, the **Send MIDI To** *submenu contains only one item: "No One."*

This feature is particularly useful for recording real-time patch edits into a sequencer (if you own Galaxy Plus Editors). You can also use it to send entire patch dumps to a sequencer.

IMPORTANT: In order to use this feature, MIDI must run in the background. To do this, choose **Setups>OMS MIDI Setup** *to open the OMS MIDI Setup dialog box, then check the* **Run MIDI in background** *option.*

Sequencing Real-Time Patch Edits

This example discusses how to record real-time patch edits into Vision using Galaxy Plus Editors.

① **Choose** **Setups>OMS MIDI Setup** **to make sure the** **Run MIDI in background** **option is checked.**

② **Launch Vision and record-enable an empty track.**

③ **Click Vision's Record button to start recording.**

You might want to set a countoff so you have enough time to switch to Galaxy Plus Editors.

④ **Switch to Galaxy Plus Editors.**

⑤ **Select** **Setups>Send MIDI To>Vision.**

⑥ **Open the desired Patch Edit Window and make changes as Vision plays your sequence.**

You'll hear all your changes in real-time as Vision records them.

IMPORTANT: Vision records the data using the Thru Instrument.

⑦ **Switch back to Vision and click the Stop button.**

⑧ **Play your sequence.**

Vision plays the sequence including all the patch edits you just made in Galaxy.

NOTE: Not all synthesizers are capable of receiving system exclusive data while play-ing notes. See your device's MIDI specifications to determine it's capabilities.

CHAPTER 18: Factory Menu

Figure 18.1: Factory Menu

The **Factory** menu is available only if a Bank or a Library is the active window. Use it to access Galaxy's Patch Factory™ algorithms.

Patch Factory is a special Opcode feature that allows you to create new patches through various controlled random techniques. With Patch Factory, you can:

- Select a random grouping of patches from a Library and paste them into a Bank or Library (**Library Sampler** algorithm).

- Create patches based on the "shuffled" parameters of all the patches in a Bank (**Shuffler** algorithm).

- Create patches based on a gradual transition from one patch to another (**Shade Two** algorithm).

- Create patches from random parameter variation based on the limits imposed by two user-selected patches (**Constrained Random** algorithm).

All four Patch Factory algorithms require some form of "inspiration" Bank or Library to use as a starting point. This is explained in more detail when each Patch Factory algorithm is discussed.

In general, to use Patch Factory:

① **Make your "inspiration" Bank or Library active.**

② **Choose one of the four algorithms from the Factory menu.**

   Shade Two and Constrained Random algorithms require that two patches be selected as sources for the new patch. See *Shade Two (pg. 125)* and *Constrained Random (pg. 125)* for specific instructions.

③ **Decide whether you want to create a full Bank of patches or a Library containing any number of patches.**

④ **Play your new sounds.**

   Randomly generated patches may not always be musically useful, but represent a good method for generating new

and surprising sounds. You can rename the new patches, edit them (if you own Galaxy Plus Editors), save them, or throw them away.

The following sections discuss each Factory menu command (though not in the same order as presented in the menu).

SHUFFLER

The Shuffler algorithm takes all the parameters from the patches in your inspiration Bank (or Library) and shuffles them to create new patches—it's as if you threw all the parameters into a bag, shook it, then removed the parameters one at a time to create new patches.

For example, Galaxy might take the Attack part of one patch's envelope, combine it with the Decay of a different patch, and apply the Sustain of a third. This envelope could be modulated by the LFO of another. This obviously produces a lot of unusable patches, but it does provide some surprisingly good ones. If you own *Galaxy Plus Editors*, you can edit the patches you create with Patch Factory.

You can have some control over the sound of the shuffled patches by planning carefully when choosing your inspiration Bank (or Library). For instance,

- If your inspiration Bank contains a varied assortment of sounds, your Shuffler created patches will produce quite random results.

- If your inspiration Bank contains very similar sounds (all string patches for instance), your Shuffler created patches will produce patches that mostly sound like strings.

To use Shuffler:

① **Open the Bank or Library that you wish to use as inspiration for the new, random patches.**

② **Choose Factory>Shuffler.**

A dialog box appears in which you specify whether you want the shuffled patches put in a Bank or Library. You can specify how many patches you want in a Library.
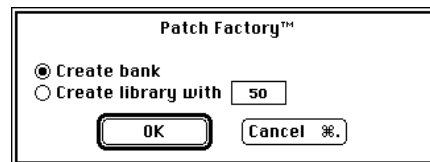
Figure 18.2: Creating a Bank or Library with Patch Factory

③ **Configure the dialog box, and click the OK button to create a new Bank or Library of shuffled patches.**

The patches will all have random names.

SHADE TWO

The Shade Two algorithm looks at only two inspiration patches to produce a new collection of patches that gradually progress from the sound of the first to the sound of the second. The Shade Two algorithm is very useful when you want to create a patch that has the same characteristics as two inspiration patches. For example, if you have a guitar sound and flute sound and you want to create a patch somewhere between the two sounds, you would use the Shade Two algorithm.

To use Shade Two:

① **Open a Bank or Library that contains the two patches you want to use as inspiration.**

② **Click the name of the first patch and shift-click the name of the second patch.**

③ **Choose** `Factory>Shade Two`.

A dialog box appears in which you specify whether you want the shaded patches put into a Bank or Library. You can specify how many patches you want in a Library.

④ **Configure the dialog box, and click the OK button to create a new Bank or Library of shaded patches.**

The patch names (as well as their sonic characteristics) will gradually progress from the first inspiration patch to the second.

These patches sound more like "AcGuitar"

These patches sound more like "PuffyFlute"
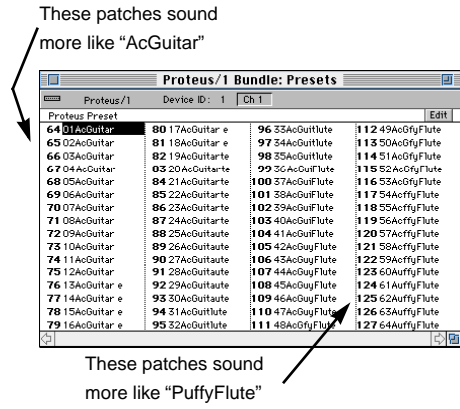
Figure 18.3: Bank of Shade Two Patches

NOTE: This algorithm is not available for some patch types.

CONSTRAINED RANDOM

The Constrained Random algorithm lets you control, on a parameter by parameter basis, the limits of random generation. Like the Shade Two algorithm, it requires that you select two inspiration patches.

Galaxy uses the parameter values of the two inspiration patches as the upper and lower limits of each parameter in the randomly generated patches. By careful selection of your inspiration patches, Galaxy can randomize some parameters (those that are different in the inspiration patches) while leaving others parameters alone (those that are the same in the inspiration patches).

To create Constrained Random patches:

① **Open a Bank or Library that contains the two patches you want to use as inspiration.**

② **Click the name of the first patch and shift-click the name of the second patch.**

③ **Choose `Factory>Constrained Random`.**

   A dialog box appears in which you specify whether you want the random patches put into a Bank or Library. You can specify how many patches you want in a Library.

④ **Configure the dialog box, and click the `OK` button to create a new Bank or Library of constrained random patches.**

NOTE: This algorithm is not available for some patch types.

LIBRARY SAMPLER

The Library Sampler algorithm is not a patch *generator*—it's a random patch *selector*. It copies existing patches from a large Library at random and pastes them into a new, more manageable Bank or Library. To use Library Sampler:

① **Choose a Library to be the inspiration Library, and click in its window to make it active.**

② **Choose `Factory>Library Sampler`.**

   A dialog box appears in which you specify whether you want the patches put into a Bank or Library. You can specify how many patches you want in a Library.

③ **Click the dialog's `OK` button to create a new Bank or Library of randomly selected patches.**

DO AGAIN

Choose this command to create another Bank or Library based on the most recently selected Patch Factory algorithm. Galaxy remembers whether you wanted a Bank or a Library (and how many patches you wanted in that Library). This makes it easy to quickly create many Banks of patches based on the same Patch Factory algorithm, or to create random patches using other random patches as inspiration.

CHAPTER 19: Windows Menu

Figure 19.1: Windows Menu

The **Windows** menu allows you to open and close various Galaxy windows.

MouseKeys

Choose this command to open the MouseKeys Window, which remains on the screen for as long as it is checked in the menu, or until you click in its close box.

The MouseKeys Window opens automatically the first time you launch Galaxy. Thereafter, the MouseKeys Window opens at launch only if you left it open when you last quit Galaxy. To learn to use the MouseKeys Window, please see *Playing the MouseKeys™ (pg. 55)*.

OMS Transport

Choose this command to open an OMS Transport Window.
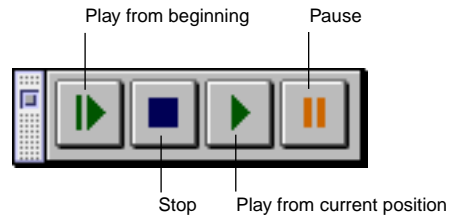
Figure 19.2: OMS Transport Window

Use the OMS Transport Window to control playback of any open OMS 2.0-compatible applications. This has numerous uses, for example:

- If you have a library of sounds and you want to audition them in the context of the actual Vision sequence— you can start, stop, and pause Vision without leaving Galaxy.

- If you have Galaxy Plus Editors and want to edit a sound in the context of its Vision sequence—you can start, stop, and pause Vision without leaving Galaxy.

In order to use the OMS Transport Window, you must make sure both OMS and the application you wish to control are configured properly. Specifically:

- MIDI must run in the background.

  To do this, choose **Setups**>**OMS MIDI Setup** to open the OMS MIDI Setup dialog box, then check the **Run MIDI in background** option.

- Remote Start must be enabled in the application you wish to control.

  To do this, select **Options**>**Receive Sync Mode**>**Remote Start** to check the Remote Start option.

NOTE: The counter may appear to work somewhat erratically in the application you're controlling. This is because screen redraws in non-active applications are given low priority—rest assured that the actual playback timing is accurate.

Vision

If you have purchased and installed Vision, you may choose this command to automatically launch it.

Close All

Choose this command to close all open Galaxy windows.

Save All

Choose this command to save the current edits in any open Galaxy windows.

Enter Editor/Exit to Galaxy

The **Enter Editor** command is disabled unless a bank window is active and a patch is selected.

NOTE: This command is available only if you have Galaxy Plus Editors.

When you choose this command an Edit Window for the currently selected patch opens, just as if you had pressed the Bank's **Edit** button. The name of the command then changes to **Exit to Galaxy**. Choose this command to exit the Editor Window and return to the bank window.

The **Enter Editor/Exit to Galaxy** command always selects the topmost Editor or Librarian Window.

Next Window

Choose this command to send the active window to the back and make the next window active. If you choose this command repeatedly, you can "page" through all the open Galaxy windows.

Open Windows List

The bottom of the **Windows** menu lists all open Galaxy windows. The active window is checked. To make any open window active, simply check its name in the **Windows** menu.

Galaxy Plus Editors

CHAPTER 20: Using Editor Modules

IMPORTANT: In order to use Editor Modules, you must own Galaxy Plus Editors. If you wish to upgrade from Galaxy to Galaxy Plus Editors, please call Opcode's Customer Service department.

ABOUT EDITOR MODULES

Unlike Librarian Modules, which must be installed in a special System file, Editor Modules run from inside a folder called *Galaxy Editors*, which Galaxy automatically creates in the same folder as the Galaxy Plus Editors application.

IMPORTANT: Editor Modules cannot function unless the corresponding Librarian Module is installed.

INSTALLING EDITORS

Editor Module installation is discussed in detail in *Chapter 2: Installation & Setup*.

REMOVING EDITORS

The only way to remove Editors Modules is to drag them out of the Galaxy Editors folder and into the trash.

IMPORTANT: If you remove a Librarian Module from Galaxy, any Editor Modules corresponding to that Librarian Module will no longer function, though they are still stored in the Galaxy Editors folder.

PATCH EDITING EVOLUTION

"Patch" is a term from the early days of electronic music when synthesizers consisted of individual electronic modules linked together with "patch cords." Synthesizer sounds became knows as "Patches."

Today's synthesizer "modules" are connected internally using advanced computer software. Even though patch cords are no longer used to create sound, the terminology remains.

Early synthesizers had a knob, switch or slider for every adjustable parameter. You could immediately accessible any parameter, which made sound-design relatively simple. Unfortunately, all the knobs and switches made synthesizers very expensive.

To reduce costs and increase performance, synthesizer manufactures removed all the knobs and switches and put the parameters under software control. This resulted in synthesizers with very few buttons and many pages of parameter lists. It's not uncommon on today's instruments to push a half-dozen buttons in order to alter one parameter setting. This editing method has produced more affordable synthesizers, but has removed much of the experimentation, spontaneity, and sound design from the musician.

Opcode Editor Modules are a solution to complicated synthesizer programming. An Opcode Editor can show many of the synthesizer's parameters on the Macintosh screen at once. You can "draw" envelopes, change routings, and make any adjustment with a simple click of the mouse. All of your changes are transferred to your synthesizer in real time.

In addition, since Opcode Editor Modules install into Galaxy Plus Editors, you will be able to save your creations into Banks or Libraries. This means you can use a single application for creating and storing all of the patches for your synthesizers.

GENERIC EDITOR CONTROLS

This following sections describe editing techniques common to all Opcode Editor Modules.

In an Opcode Editor, most parameters are of the following types:

- numericals
- toggles
- guides
- pop-up menus
- envelopes

You can select different parameters by clicking them or by stepping between them with the ⬆, ⬇, ⬅, or ➡ arrows.

NOTE: Not all editors support the use of the arrows for stepping through parameters.

The following sections discuss the various common parameter editing methods in Opcode Editors.

Numericals

Numericals are values that you can edit on the Macintosh screen. You can usually identify numericals by their bold type. Opcode programs give you four ways to edit the value of a numerical:

- Method 1: Increment/Decrement
- Method 2: Sliders
- Method 3: Typing
- Method 4: MIDI entry

These methods are discussed in the following sections.

Method 1: Increment/Decrement

You can increment/decrement the value of any numerical using either the mouse or your computer keyboard.

To use the mouse:

① **Position the cursor either just above or just below an imaginary center line running through the numerical.**

The cursor will turn into either an upward or downward pointing arrow depending on its position relative to the center line.

Figure 20.1: Typical Numerical

② **To increment a numerical value, position the cursor in the top half of the numerical and click the mouse.**

When the cursor is an up arrow, single mouse clicks increment the numerical value. Click and hold the mouse to increase the numerical value rapidly.

③ **To decrement a numerical value, position the cursor in the bottom half of the numerical and click the mouse.**

When the cursor is a down arrow, single mouse clicks decrement the numerical value. Click and hold the mouse to decrease the numerical value rapidly.

To use the computer keyboard:

① **Type ⬚ (closing bracket) to increase the value of the currently selected numerical.**

② **Type ⬚ (opening bracket) to decrease the value of the currently selected numerical.**

Method 2: Sliders

Use the mouse as a "slider." To change a numerical in this way:

① **Press and hold the mouse button on the numerical.**

② **While still holding the mouse button, drag the mouse in a vertical direction.**

Pushing the mouse away from you increases values.

Pulling the mouse toward you decreases values.

NOTE: The cursor disappears while the value is changing and reappears when you release the mouse button.

Method 3: Typing

Some numericals allow you to type a value. To do so,

① **Click the numerical.**

It highlights.

② **Type a number.**

You'll see three dots ("…") after the value you type. This means that the value is pending.

③ **Press the Enter or Return keys.**

The numerical changes to reflect the new value. You will not be allowed to enter invalid values.

Method 4: MIDI Entry

Some numericals contain MIDI note values or some other type of MIDI data. A simple way to edit these numericals is to use your MIDI keyboard. To do so:

① **Select the numerical you wish to edit.**

For example, the numerical might contains a MIDI note value (such as a range numerical).

② **Play your MIDI keyboard.**

The numerical changes to the value sent from your MIDI keyboard.

For example, if the numerical contains a MIDI note value, it will change to the note you played on your MIDI keyboard.

This technique works for all types of MIDI data including velocities and MIDI controller values.

Toggles

Toggles are shaded squares that turn some parameter on or off.
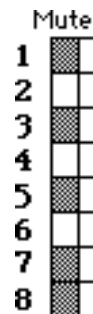
Figure 20.2: Typical Toggles

When a square is shaded, the toggle is on; when a square is white, the toggle is off.

Simply click in a toggle to change its state. When there are a number of toggles next to each other, you can drag across them to set all their states at once.

You can also use the bracket keys (⬜ or ⬜) to change the value of the selected toggle.

Guides

Some Editors use a "Guide" as an additional method of editing parameters. The guide is simply a big slider that you can use to edit the selected parameter.
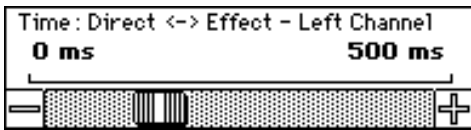
Figure 20.3: Guide Containing Scroll Bar

You can use the guide to make changes to the selected parameter in several ways:

- Click in the shaded area. The slider thumb jumps to the place you clicked.
- Click the + or - boxes on the ends of the guide to make incremental changes to the parameter's value.
- Drag the thumb inside the shaded area (like a data entry slider on a real synthesizer or a fader on a mixing console).

Envelopes

Some Editors contain miniature envelope displays.

Figure 20.4: A Miniature Envelope

If your Editor Window contains a small envelope display, you can usually click it to open a large, editable graphic envelope. You can then edit the envelope by dragging its corners with the mouse.
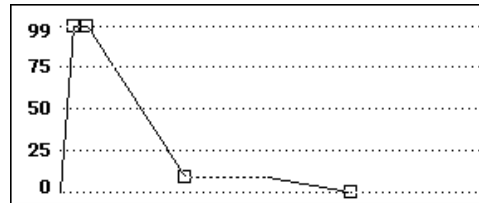
Figure 20.5: Typical Graphic Envelope

Of course, you don't have to use the graphic envelope to edit the envelopes. You can also alter envelopes using traditional numerical editing techniques as discussed in *Numericals (pg. 135)*.

Pop-Up Menus

Pop-up menus are used when a parameter has many non-numeric values. Generally (though not always), pop-up menus contain some kind of small triangle.
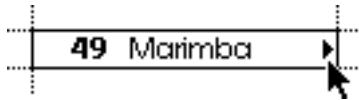
Figure 20.6: Typical Pop-up Menu

NOTE: Some numericals can only be changed by pop-up menu. These do not have a small triangle on their right edge. Clicking anywhere in the numerical opens the pop-up menu.

To use a pop-up menu:

① **Press and hold the mouse on the small triangle.**

A pop-up menu appears.

② **While still holding the mouse button, drag the cursor over the desired value.**

③ **Release the mouse when the desired value is highlighted.**

If you don't want to make a new selection, simply drag the mouse out of the pop-up menu before releasing the button.

Some pop-up menus have multiple levels. This is necessary when there are too many choices to fit on a single screen. These pop-up menus have blocks that allows you to select different groups of parameters.

Figure 20.7: Typical Multi-Level Pop-Up Menu

To select parameters from a multi-level pop-up menu:

① **Open the pop-up menu as discussed previously.**

② **While still holding the mouse button, drag the cursor over the desired group at the bottom of the pop-up menu.**

Selecting a group changes the pop-up menu to display all values for that group.

③ **While still holding the mouse button, and with the new group selected, drag the cursor over the desired value and release the mouse button.**

EDITOR AND GALAXY WINDOW INTERACTION

Since you can have Editor Windows and other Galaxy windows open at the same time, there is some inter-relationship between them. The following sections discuss those relationships.

Closing a Galaxy Window

Closing a Galaxy window causes all of the Editor Windows containing patches from that Galaxy window to close. If an Editor Window contains an edit that you haven't saved, you'll be asked if you want to save changes, at which point you can save your changes, discard your changes, or cancel the command.

Renaming a Galaxy Window

When a Galaxy window is renamed (by using the **Save As** command), Editor Windows containing patches from that Galaxy window will display the Galaxy window's new name.

Renaming the Edited Patch

If you happen to use Galaxy to rename a patch being edited, the new name will be entered into the Bank or Library *and* the current edit. This is the only case where a change you make to a Bank or Library affects a patch being edited.

Pasting, Clearing, or Cutting the Edited Patch

Any of these actions will bring up a message asking if you want to discard both your current edit and its stored version.

If you click **Cancel**, things will be left as they were. If you click **Discard**, the current Edit Window will close and your paste, clear, or cut will be performed.

Loading into the Location of the Edited Patch or into its Entire Bank

This will bring up a message asking if you want to discard both your current edit and its stored version.

If you **Cancel**, things will be left as they were. If you click **Discard**, the current edit window will close and your load will be performed.

Pasting Patches into a Library

When you paste a patch into a Library while editing a patch in that Library, the **Patch** menu gets adjusted to reflect the addition of that patch. You may option-drag the title bar of the patch being edited and drag it to a Library or Bank as an alternate copy and paste method.

Cutting or Clearing Patches from a Library

When you cut or clear a patch from a Library while editing a patch in that Library, the **Patch** menu gets adjusted to reflect the removal of that patch.

Storing a Patch

When you store an edited patch, its new name (if any) will be displayed in the Galaxy window.

Selecting a Patch

When you select a new patch from the **Patch** menu in an Editor Window, that patch becomes selected in its Galaxy window. You won't notice this until you make the Galaxy window active since selected patches aren't visible in windows that aren't active.

CHAPTER 21: Editor Menus

This chapter describes menu commands and options that appear whenever an Editor Window is active, and which behave the same for all Editors. It also describes operations that do different things depending on whether an Editor Window is active or a Galaxy window is active. If any special features apply to a specific Editor Module, these will be discussed in a device-specific manual.

The Opcode Proteus Editor module is used as an example, though the discussion applies to all Opcode Editors Modules.

FILE MENU

Refer to Chapter 10 for a full description of the **File** menu. Some **File** menu commands operate slightly differently when Editor Windows are active and these are outlined here:

Close

The **Close** command closes the topmost Editor Window.

Save and Save As

The **Save** and **Save As** commands store your currently edited patch, then save the Bank, Library or Bundle document containing the patch.

Print

The **Print** command prints the currently edited patch.

EDIT MENU

When an Editor window is active, the **Edit** menu is different from the Galaxy Edit menu. Also, the **Edit** menu varies depending on the type of patch you're editing.

Undo/Redo

Most editing commands are un-doable.

If you make a series of changes to a single parameter, **Undo** will return you to the original value of the parameter, before you made your first change. For all other editing commands, **Undo** will undo only the last operation you performed.

After you perform an **Undo**, the command in the menu changes to **Redo**. Choosing this command will change things back to the way they were before you chose **Undo**.

Copy

You can copy and paste one or more parameters, or any logical collection of parameters.

Whole groups of numericals can be copied and pasted from one patch to another, and to any other group of numericals of the same type. In some cases, individual parameters within one of these groups can be pasted to parameters within some other group.

To copy a numerical or group of numericals, first select it by clicking it, then choose **Edit>Copy**.

To select more than one parameter for copying, hold down the Shift key while selecting them.

Once you have selected the parameter(s) to be copied, choose **Edit>Copy**.

Paste

To paste one or more copied parameters to a different location, select the destination parameter(s). Then choose **Edit>Paste**.

If multiple items were copied, then the order in which you selected them before copying them is important. When you copy multiple items, they are put on the Clipboard in the order that you selected them. If, for example, you selected Item 1, then Item 2 when you copy them, the Clipboard will contain Item 1 and Item 2, in that order.

When you want to paste multiple items, the order in which you select the destinations is also important. To continue our example, suppose you select Item 2 then Item 1, in that order. When you choose **Paste**, the items on the Clipboard are pasted to the destinations in the order that the destinations were selected. So Item 1 is pasted to Item 2, and Item 2 is pasted to Item 1.

If you select a different number of destinations than the number of items on the Clipboard, the smaller number are pasted.

Paste Child Patch

Certain Editors allow the pasting of child patches. For details, see the Editor manual for your specific MIDI device.

Initialize

This command replaces the current edit with a copy of the Empty Patch. You will be asked if you are sure you want to do this, since the command is *not* un-doable.

Compare/UnCompare

Compare allows you to temporarily revert to the last stored version of your current edit. When you choose this command, the last stored version is displayed in the Editing Window and sent to your synthesizer. To indicate that you are in Compare mode, the small black dot in the upper right corner of the window (next to the ID) will blink.

Figure 21.1: Compare Dot Blinks

To return to your previous edit, choose **UnCompare**. Your edited version of the patch reappears in the Editing Window and is sent to your synthesizer. The small black dot stops blinking.

If you have not changed the patch since it was last stored (indicated by a white circle instead of a black dot), the **Compare** command is disabled.

NOTE: While you are in Compare mode, it is possible to make changes to the patch, but you won't be able to save these changes.

IMPORTANT: If you choose **Compare** *after adding new objects to a patch, you may find yourself with an Editor Window full of disabled numericals. For example, if you are editing a layer that you've just added to a Program, and choose* **Compare***, the Layer you are editing no longer exists. To reflect this, all numericals in the*

Layer's Editor Windows become disabled. While this is not a problem, you should be aware of the situation whenever you choose **Compare.**

Edit Name

Use **Edit Name** to change the name of the current edit. Patch names vary in length depending on the type of patch you are editing. If you attempt to enter more letters or numbers than will fit in the name, the Editor will beep.

Show Numerical/Graphical Data

This option lets you determine whether envelopes and other graphic objects are shown as numericals, or as graphics.

LOAD/SEND MENU

The **Load/Send** menu works differently when you have an Editor Window open. **Get Patch** will fill both the current edit window *and* its stored version with the patch in the synth's edit buffer. Similarly, **Get Bank** fills both the current Edit Window *and* the Bank associated with the current Edit Window. **Send Patch** sends the patch in the current Edit Window, not its stored version.

If you choose **Store Patch** or **Send Bank** while editing, the current edit will be saved first. Then the patch will be stored or the Bank sent.

Read the Editor Manuals for your specific MIDI device for further information.

PATCH MENU

"Patch menu" is a generic term for a menu titled with the type of patch you're editing (for example, when you're in the Preset Editor, you'll see a **Preset** menu).

The Patch menu allows you to store current edits, and to choose other patches to edit. In the menu are the names of all the patches in the Bank or Library containing the edited patch. The patch you're currently editing has a check mark by it.

```
 Preset
  Store Current Edit      ⌘space

 ✓64   Piano&Synth        ⟫
  65   StrngChamber
  66   BreathyFlute
  67   TrumpetCombo
  68   NewOrchestra
  69   SterAcoustic       ⌃
  70   Shamisen
  71   StoneSlapBs.
  72   RockAttitude
  73   TocattaSeven       ⌄
  74   Pop Art
  75   Mini Solo
  76   Airimba
  77   Steel Drums        ⟪
  78   Modern Drums
  79   SpaceTexture
```
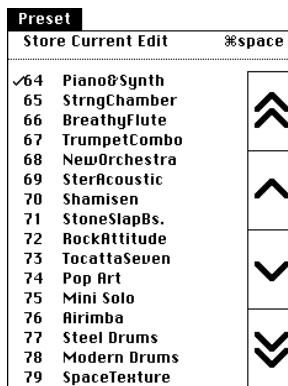
Figure 21.2: Patch Menu

Selecting a Patch

When you select a patch from a Patch menu, the patch is sent to your synthesizer and appears in the current Editor Window.

The Patch menus are either Bank or Library menus.

Bank Menus

The patches will have numbers next to them, the way that they do in Bank Windows. Bank menus usually have several columns of patches, unless there are too many patches in a Bank (or their names are too long) to see them all at once, in which case they act like Library menus.

Library Menus

Library menus display 16 patches at a time. The arrows visible after you pull the menu down are for scrolling the menu. Drag the cursor into one of these arrows. The double arrows are "fast-forward" and "rewind," the single arrows are for slower scrolling.

Selecting the Currently Checked Patch

If you have edited a patch and want to return to the original copy of the patch (perhaps you have mangled a steel drum sound into a close replica of a car door slam), just select the currently checked patch in the Patch menu. If you have made any changes to the patch, you are given three choices:

```
┌─────────────────────────────────────┐
│  Revert to stored version of "Grand │
│  Piano" ?                           │
│                                     │
│  ┌────────┐ ┌───────────┐ ┌────────┐│
│  │ Revert │ │ Discard ⌘D│ │ ReSend ││
│  └────────┘ └───────────┘ └────────┘│
└─────────────────────────────────────┘
```

Figure 21.3: Revert to Stored Dialog Box

Revert will replace your edited version with the stored version. **Discard** cancels the command. **Resend** resends your edited patch to the synthesizer without reverting to the stored version.

Store Current Edit

Store Current Edit will store your edited version of the patch in its Bank or Library. You can also press Command-Spacebar.

NOTE: This command does not save the Bank, Library or Bundle document containing the edited patch; to do so, choose **File>Save** *or* **File>Save As**.

Storing to a Different Location

Sometimes you may want to store your current edit without replacing the original version of the patch. There are two ways to do this:

To store a patch in a Bank to a different location in the same Bank:

① **Hold down the Command key, then choose, from the Patch menu, the location into which you want to store your patch.**

To store a patch into a different Bank or Library, or with a new name into the same Library:

① **Drag the Editor Window so that the bank or library window you want to store into is visible.**

② **Option-click the name of the patch, or anywhere in the title area of the window.**

   A gray rectangle appears.

③ **Drag the gray rectangle into the window you want to store into.**

   If storing into a Bank, drag the gray rectangle over the location in the Bank you want to store the patch in.

④ **Release the mouse button.**

   The current edit is stored in the Bank or Library you dragged it into.

Note that the Patch menu will now display the patches in the window you dragged the patch into. If you want to edit patches from the window the dragged patch came from, you'll have to choose a patch from that window, then click the **Edit** button to open a new Editor Window.

PLAY MENU

When an Editor Window is open, The **Play** menu contains an additional command, discussed below.

Play on Parameter Change

If you are using a recorded sequence or MIDI file and you want to hear the sequence played every time you change the sound, check **Play on Parameter Change**. Every time you change a value in the Editor, the sequence will play.

WINDOWS MENU

The **Windows** menu is the same in Editors.

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APPENDIX A: Keywords

Attack

V. Fast Attack
Fast Attack
Medium Attack
Slow Attack
V. Slow Attack

Brass

Brass Section
Bugle
Cornet
Flugelhorn
Horn
Sousaphone
Trombone
Trumpet
Tuba
Synth Brass

Brightness

Very Bright
Bright
Avg. Brightness
Dark
Very Dark

Drum Kit

Snare
Toms
Kick Drum
Cymbal - Splash

Cymbal - Crash
Cymbal - Ride
Cymbal - Sizzle
Cymbal - China
HiHat - Open
HiHat - Loose
HiHat - Closed
HiHat - Pedal
Sidestick
Rimshot

Effects

Chorus
Delay
Echo
Filter Sweep
Flange
Gated
Pan
Pitch Shift
Pitch Sweep
Reverb

Ensemble

Solo
Small Ensemble
Medium Ensemble
Large Ensemble

Feel

Happy
Euphoric
Melancholy
Sad
Depressed
Angry
Anxious
Confused
Funny
Tense
Relaxed
Scary
Sexy

FX Amount

Small Effects
Average Effects
Large Effects

General MIDI

Acoustic Grand Piano
Bright Acoustic Piano
Electric Grand Piano
Honky-Tonk Piano
Electric Piano 1
Electric Piano 2
Harpsichord
Clavinet
Celesta
Glockenspiel
Music Box
Vibes
Marimba
Xylophone
Tubular Bells
Dulcimer
Drawbar Organ
Percussive Organ
Rock Organ

Church Organ
Reed Organ
Accordion
Harmonica
Tango Accordion
Acoustic Guitar (nylon)
Acoustic Guitar (steel)
Electric Guitar (jazz)
Electric Guitar (clean)
Electric Guitar (mutes)
Overdriven Guitar
Distortion Guitar
Guitar Harmonics
Acoustic Bass
Electric Bass (finger)
Electric Bass (pick)
Fretless Bass
Slap Bass 1
Slap Bass 2
Synth Bass 1
Synth Bass 2
Violin
Viola
Cello
Contrabass
Tremolo Strings
Pizzicato Strings
Orchestral Harp
Timpani
String Ensemble 1
String Ensemble 2
SynthStrings 1
SynthStrings 2
Choir Aahs
Voice Oohs
Synth Voice
Orchestra Hit
Trumpet
Trombone
Tuba
Muted Trumpet
French Horn

BrasSect
SynthBrass 1
SynthBrass 2
Soprano Sax
Alto Sax
Tenor Sax
Baritone Sax
Oboe
English Horn
Bassoon
Clarinet
Piccolo
Flute
Recorder
Pan Flute
Blown Bottle
Shakuhachi
Whistle
Ocarina
Lead 1 (square)
Lead 2 (sawtooth)
Lead 3 (calliope)
Lead 4 (chiff)
Lead 5 (charang)
Lead 6 (voice)
Lead 7 (fifths)
Lead 8 (bass+lead)
Pad 1 (new age)
Pad 2 (warm)
Pad 3 (polysynth)
Pad 4 (choir)
Pad 5 (bowed)
Pad 6 (metallic)
Pad 7 (halo)
Pad 8 (sweep)
FX 1 (rain)
FX 2 (soundtrack)
FX 3 (crystal)
FX 4 (atmosphere)
FX 5 (brightness)
FX 6 (goblins)
FX 7 (echoes)

FX 8 (sci-fi)
Sitar
Banjo
Shamisen
Koto
Kalimba
Bagpipe
Fiddle
Shanai
Tinkle Bell
Agogo
Steel Drums
Woodblock
Taiko Drum
Melodic Tom
Synth Drum
Reverse Cymbal
Guitar Fret Noise
Breath Noise
Seashore
Bird Tweet
Telephone Ring
Helicopter
Applause
Gunshot

Guitars

Classical Guitar
Folk Guitar
Electric Guitar
Steel Guitar
Pedal Steel Guitar
12 String Guitar
Electric Bass
Fretless Bass
Upright Bass
Banjo
Harp
Mandolin
Synth Bass

Keyboard

Acoustic Piano
Electric Piano
Organ
Harpsichord
Clavichord
Clavinet
Accordion
Rhodes
Wurlitzer
Hammond Organ
Pipe Organ
Vox Organ

MIDI Controls

Aftertouch
MIDI Volume
Mod Wheel
Pitch Bend
Sus Pedal
Velocity

Musical Style

Pop
Rock
Jazz
Techno
Latin
R & B
Orchestral
Blues
New Age
Film
Ethnic
Country/Folk

Part

Soprano
MezzoSoprano
Alto
Tenor
Baritone
Bass Part
Contrabass
Contra alto
Lead
Comp
Pad

Percussion

Agogo
Bells
Belltree
Birembau
Bongo
Cabasa
Castanets
Celesta
Chimes
Churchbell
Clap
Claves
Conga
Cowbell
Crotales
FingerCyms
FingerSnap
Flexitone
Glasses
Glockenspiel
Gong
Gourd
Guiro
Handbell
Handclap
Kalimba
Kinto

Logdrum
Maracas
Marimba
Scraper
Shaker
Steel Drums
Talking Drum
Tambourine
Temple Blocks
Timbale
Timpani
Triangle
Tubular Bell
Tumba
Tympani
Vibraphone
Vibraslap
Waterphone
Whip
Windchimes
Wineglass
Woodblock
Xylophone
Synth Percussion

Performance

Arpeggio
Backwards
Bowed
Brushed
Chord
Fall
Flam
Flutter
Gliss:Up
Gliss:Down
Growl
Harmonics
Legato
Muted
Pick

Pizzicato
Portamento
Random
Repeated
Riff
Rise
Roll
Scrape
Slap
Stabs
Staccato
Struck
Swell
Tremolo
Vibrato

Rating

Great
Good
Average
Poor
Terrible

Realism

Very Realistic
Realistic
Avg. Realism
Synthetic
Very Synthetic

Release

V. Fast Release
Fast Release
Medium Release
Slow Release
V. Slow Release

Sound Effects

Airplane
Buzzer
Cat
Computer
Dog
Door Slam
Explosion
Glass Break
Gunshot
Helicopter
Machine Gun
Motor
Motorcycle
Music Box
Ocean
Rain
Space/Alien
Splash
Thunder
Tire Screech
Environment
Wind

Split/Layer

Keyboard Split
Velocity Split
Layer
Crossfade

Strings

Violin
Viola
Cello
Double Bass
String Section
Orchestra
Synth Strings

Sustain

V. Short Sustain
Short Sustain
Medium Sustain
Long Sustain
V. Long Sustain

Synth

Analog Synth
Digital Synth
Sampled Synth
Hybrid Synth

Tone Color

Airy
Aggressive
Belltone
Brassy
Breathy
Brittle
Buzzy
Clean
Crystalline
Dissonant
Distant
Distorted
Edge
Ethereal
Evolving
Glasslike
Gnarly
Hollow
Lush
Metallic
Microtonal
Muffled
Nasal
Noisy
Percussive
Reedy

Resonant
Thick
Thin
Toylike
Warm
Woody

Vocals

Male
Female
Male/Female
Synth Vocals
Humming
Consonants
"ae"
"ah"
"ee"
"eh"
"ie"
"ih"
"oh"
"oo"
"uh"

Woodwinds

Flute
Saxophone
Oboe
English Horn
Clarinet
Bassoon
Harmonica
Recorder
Piccolo
Mixed Winds

World

Bagpipes
Balalaika
Bandoura
Cittern
Domra
Dulcimer
Gamba
Koto
Lute
Lyre
Ocarina
Panpipes
Samisen
Shakuhachi
Sitar
Ukelele
Tambura
Zither

APPENDIX B: Using Galaxy with the OMS Name Manager

The OMS Name Manager can subscribe to any Bundle saved by Galaxy 2.0. This creates the following benefits:

- Compatible applications display patches by *name* rather than *number*. The patch names are "read" from your Galaxy Bundles—if you modify a Galaxy Bundle, the changes automatically appear in the compatible application.

  Advantage: A compatible sequencer always knows what patches are in your synthesizers and displays those patches by name.

- Compatible applications let you view patches by *category*. You can define patch categories using Galaxy's Keywords dialog box, discussed in *Chapter 11: Cataloging Patches*.

  Advantage: A compatible sequencer lets you display only those patches that you've categorized a certain way. For example, if you want a woodwind sound, a compatible sequencer can show you only those sounds categorized as Woodwinds in Galaxy.

The following example illustrates both of these capabilities using Vision as an example.

SUBSCRIBING TO BUNDLES

NOTE: This example briefly shows how Vision uses the OMS Name Manager. Any fully OMS 2.0-compatible application will have similar features, though its user interface might be different. See your OMS-compatible application manual for full details.

Before Vision can display patches alphabetized by name, you must subscribe to the desired Bundles using OMS Name Manager. To do so:

① **In Vision, choose Windows>Names.**

  The OMS Name Manager window opens.

② **Subscribe to Galaxy Bundles for each device in your studio.**

See your Vision manual for details.
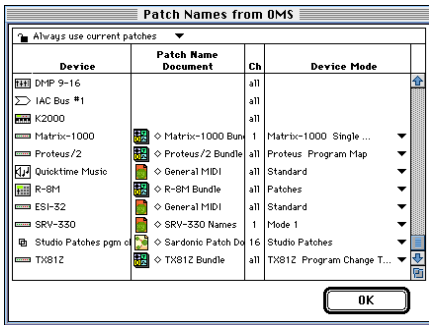
SELECTING PATCHES BY NAME

Once you've subscribed to Galaxy Bundles, Vision can display patches alphabetized by name rather than by number.
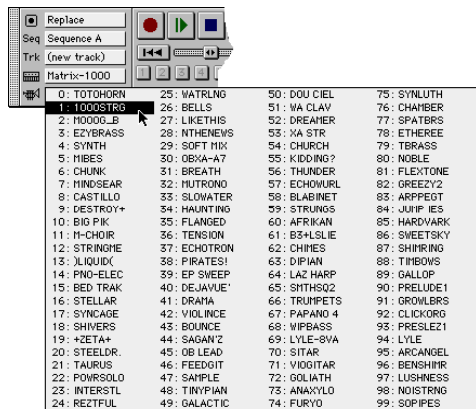
SELECTING PATCHES BY GROUP

If you have large banks of patches, it can be quite frustrating to find patches that have a particular sound, even when you can see their names.

To view patches by category (as defined by Galaxy's Keyword dialog box):

① **Double-click the little trumpet icon in Vision.**
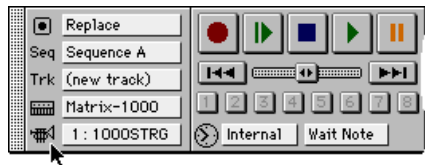
The Modal Browser opens.

② **Use the Modal Browser to view only patches that match Keyword criteria established in the Galaxy application.**

For example, the following figure shows the patches in a Matrix-1000 Bundle that have been categorized as "Brass."
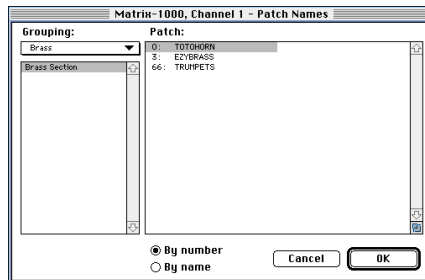
③ **Select the desired brass patch and click the OK button.**

This is much easier than hunting through a list of 100 patch names for ones that might be brass patches.

IMPORTANT: See your OMS-compatible application manuals for detailed descriptions of the OMS Name Manager.

APPENDIX C: Glossary

Attached Patch: Most modern synthesizers have a patch hierarchy such that one type of patch references another type of patch (for instance a "Program" patch may reference an "Effect" patch). These types of patches are called Attached patches since they have other patch types "attached" to them. See **Child Patch** and **Parent Patch**.

Bank: Patches of the same type are stored together in banks. A Galaxy bank contains the same number of patches as the corresponding bank in your MIDI device.

Basic MIDI Channel: Some devices (usually older) do not have a separate channel on which system-exclusive messages can be communicated so they designate one of the 16 (or 32) MIDI channels to send and receive sys-ex data. This is the "basic" MIDI channel.

Bundle: Most MIDI devices store more than one type of patch and, therefore, contain more than one bank. Galaxy allows you to store all the banks for a particular MIDI device together in a single bundle. In addition, bundles can contain banks from numerous devices.

Child Patch: When a patch is referenced by another patch, the referenced patch is called a Child patch. If, for example, a "Program" patch references a particular "Effect" patch, then the Effect patch is called a Child patch. See **Attached Patch** and **Parent Patch**.

Device: See **MIDI Device**.

Device ID: This is a standard term for a device's setting that uniquely identifies the device. In the same way that note information is conveyed on a specific MIDI channel, patch (system-exclusive) information usually contains a device ID specifying the device to which the patch data is directed. OMS Studio Setup documents and device front panels usually contain device IDs. When these IDs are set identically, patch data can be trans-

ferred from the device to Galaxy and back to the device. On some devices (usually older ones), there is a "basic" MIDI channel that also functions as a device ID. Instead of "device ID," some manufacturers may use the terms "MIDI ID," "unit ID," "unit number," "device number," "system-exclusive ID...."

Library: MIDI devices can contain only a fixed number of patches in a bank. Galaxy allows you to create files that store as many patches as memory allows. These files are called libraries.

MIDI Device: A term referring to MIDI instruments, effects units, and drum machines.

Name List: A set of patch names that can be recalled by the 128 MIDI program change messages, or a set of note names. Many devices have multiple patch name lists, which correspond to multiple working modes of the device.

OMS: OMS is an acronym for the **O**pen **M**usic **S**ystem. OMS is a Macintosh system extension developed by Opcode that Galaxy uses to communicate with all the MIDI hardware in your studio. OMS provides a central location (called the *Studio Setup document*) for defining and storing a detailed description of the devices in your MIDI studio and the patches within those devices.

OMS Name Manager: Galaxy Bundles automatically publish their names to the OMS Name Manager. OMS 2.0 compatible applications use the OMS Name Manager to view patch names stored in Galaxy Bundles. This lets you select patches by name in an OMS 2.0 compatible application.

Parent Patch: When a patch references another patch, it's called a Parent Patch. If, for example, a "Program" patch references a particular "Effect" patch, then the Program patch is called a Parent patch. See **Attached Patch** and **Child Patch**.

Patch: A "patch" in this manual refers to a block of data as represented internally in a MIDI device. Patches can determine more than the actual sound. Some manufacturers may use the terms "program," "voice," "preset," "tone," "waveform," "combi," "multi," "performance," "split," "system setup," "program change table," "tuning table...."

Sub-Instrument: Opcode's term for one of the "players" within a multitimbral synthesizer that enable the synth to simultaneously play several different sounds on different MIDI channels. Some manufacturers may use the terms "part," "tone generator," "instrument," "section...."

System Exclusive Message: A MIDI message containing patch information that is specific to a single kind of device. System-exclusive messages are usually communicated between MIDI devices and computers.

Virtual Destination: Any open OMS 2.0-compatible application that can receive MIDI data from a different application. For example, Vision can record MIDI data sent from Galaxy—therefore Vision is a Virtual Destination in they eyes of Galaxy.

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