



Program Changes and Vision

After recording note data into a track, **Vision** will detect which notes were played, how hard the notes were struck, and how long the notes were sustained. The track will not, however, know which sound was selected on your keyboard. In order for your sequence to remember which sounds are to be used, you will have to record program changes into your tracks.

A **program change** is a command which selects a specific sound (or patch) on your MIDI instrument. The MIDI specification allows you to choose from a range of 128 programs (0-127). Clicking next to Vision's trumpet icon gives you a pop-up menu allowing you to send a program change to the current Thru Instrument (the item next to the keyboard icon).

When changing the current Thru Instrument, Vision will automatically display the **Current Program** for that instrument. The Current Program will reflect the last program change sent by Vision; if it is blank then there has been no program change selected from the pop-up (or recorded into a track).

With this in mind, any of the current programs displayed next to the trumpet icon can be copied and pasted into a track:

1. For any of the desired instruments, make a program selection from the pop-up menu.
2. Then select Copy Programs from the Do menu (or type option-C). (Please note, for an instrument's current program to be copied, it is necessary for that instrument to be assigned to an existing track.)
3. Choose an empty track and select Paste Track from the Edit menu (or type command-V). At this point, each of the current program changes will be pasted into the new track. These program selections are now remembered as part of the sequence and will be sent during playback.

[You can also paste the program changes into an existing track using the Merge command from the Edit menu (or type command-M).]

Program changes can also be inserted from the **List Window** or drawn in the **Strip Chart**.