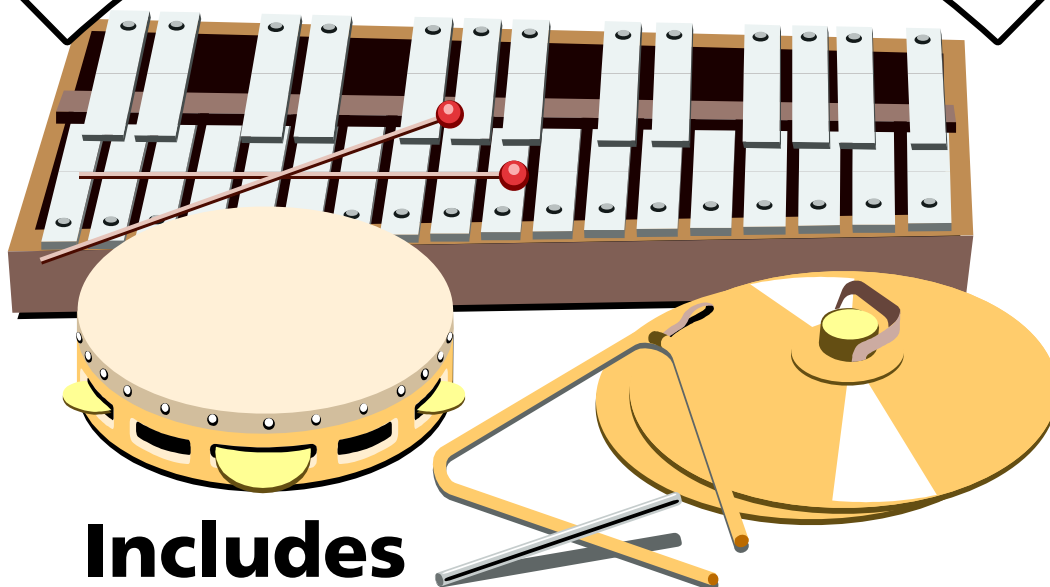


C L A R E S

Music Maestro



Includes

Rythm Bed, Serenade,
Vox Box and Re-Midi

Serenade

16 Track MIDI sequencer

ProAction

3QD
DEVELOPMENTS LTD

APDL

Serenade

© 3QD Developments Ltd 2026
All rights reserved.

No part of this product may be reproduced in whole or part by any means without written permission of the publisher. Unauthorised hiring, renting, lending, public performance or broadcasting of this product or its parts is prohibited.

While every care is taken, the publisher cannot be held responsible for any errors in this product, or for loss of data or consequential effects from the use of this package.

Software and Documentation supplied by

APDL

a part of

3QD Developments Ltd

Single User version downloaded from the free of charge software section of
www.riscos.com

Please note that any free of charge downloads from RISCOS.com are supplied without any technical support package as per the licence agreement.

This document last edited on 29/09/26



If you have found this application and this manual useful please consider making a donation to help cover the costs of cataloguing, documenting, updating and hosting the APDL applications. Scanning the QR code will take you to our donations page.

Contents

Introduction	5
Typographic conventions	5
Hard disc installation	5
ReadMe	5
Running Serenade	5
The Icon bar Menu	12
The Main Window	15
The Grid	15
Draw/Edit Mode	16
Cut & Paste Mode	22
The Global Tools Panel	23
Grid Lines	23
Grid Division	23
Display All Tracks	23
Zoom	23
Metronome ON/OFF	23
Scroll	24
The Function Panel	25
Function Panel	25
The Metronome	25
Event list	25
Track Sheet	28
Guitar Window Function Panel	34
Function Panel Tool Box	36
Note Values	37
Save	39
The Menus	41
Appendix 1	44
Clock Positioning	44
Clock Duration	45
Clock Positioning Triplets	46
Appendix 2	
Midi Jargon Buster	47
Appendix 3	
Common Problems	51
Appendix 4	
Patch files	53
General Midi Patch File	54
Index	55

About Serenade

Serenade is a 16 track MIDI sequencer for RISC OS. A great deal of effort has gone into creating a graphical user interface that gives access to the power of Serenade without making it complex to use.

Using Serenade and any MIDI keyboard you can create and manipulate music with ease. The user interface has been designed to be as intuitive as possible so that even inexperienced users can access its features without constant reference to this manual.

Introduction

It is assumed that you are familiar with the operation of your computer.

Error or message dialogue boxes may appear from time to time. When they contain two action icons choosing **OK** will continue with the operation. **Cancel** will abort it.

Typographic conventions

- Mouse buttons or keys on the keyboard appear in the Corpus Oblique font, e.g.: *SELECT*
- Special terms appear in italics when first introduced: '*Script files may...*'
- Instructions to press a key on the keyboard are shown in Corpus Oblique, e.g.: *RETURN*. This means press the Return key on the keyboard.
- Menu items that can be selected are in Bold 'Click on **Info** to...' means choose the item called Info from a menu.
- Menu items which lead to sub-menus have an arrow after them, e.g.: Info =>
- Something important always appears in **Bold**.

Conventions used in this guide

We use the standard Acorn conventions for the mouse buttons:

SELECT is the left button, and the most commonly used.

MENU is the middle button and is used primarily for opening menus.

ADJUST is the right mouse button.

Unless otherwise stated 'select' or 'choose' means move the mouse pointer over something and Click on it with *SELECT* or *ADJUST*.

Hard disc installation

Serenade is installed, along with the other 'Music Maestro' applications, by the Music Maestro installer. You will need a harddisc to be able to install 'Music Maestro'. You will be prompted to enter your name by the Music Maestro installer and this name will be embedded into Serenade and the other applications.

ReadMe

A file called ReadMe is supplied on the disc. This gives up to date information that has arisen since this manual was printed. The file is in text format and should be loaded into Edit, which is supplied with RISC OS.

Running Serenade

Run Serenade by double clicking on the !Serenade icon in the directory display.



The Serenade icon will then appear on the icon bar. To open the Serenade window click on the icon with *Select*.

You can also run !Serenade by double clicking on any Serenade file. Provided RISC OS knows where Serenade is installed on your harddisc Serenade will be loaded and the file opened on screen.

The icons printed in this manual are all taken from the VGA mode and represent the High Resolution icons. If you are running Serenade under an early version of RISC OS or on a setup using a 'TV' Resolution Monitor, for example an AKF11, then some of them may differ slightly in their appearance.

Getting Started

What do I need?

Although Serenade can be used without a MIDI interface if you want to get the best from it then you need a MIDI set up. The first thing that you will need is a MIDI interface card for your computer. These currently come in four types:

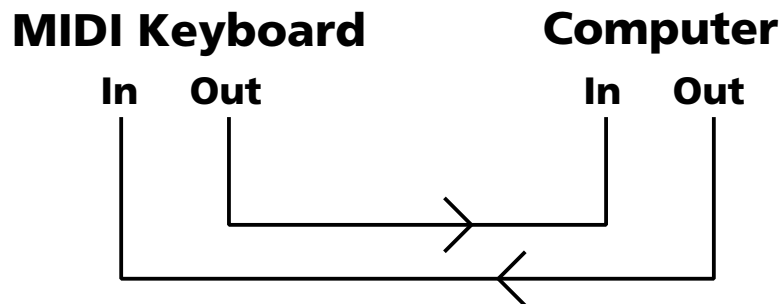
- A full size Podule (expansion card) for plugging in to a backplane on early full size RISC OS computers such as the A300, A400, A540 and A5000 machines.
- A mini podule for use in the internal expansion slot found in the A3000, A3010, A3020 and A4000.
- A full size podule for use with the RiscPC, A7000 computers.
- A 32bit podule designed for the Lyonix computer.

If you don't have a MIDI interface then you can either try and buy one on eBay or contact CJE Micros in Littlehampton.

In addition you will require a MIDI keyboard. Some of the newer keyboards only support USB interfaces and these aren't suitable. You will need a MIDI keyboard with a MIDI DIN (large round) interface fitted.

The only other things that you need are the connecting cables to link between the keyboard and the MIDI card in your computer. These can be bought from any musical instrument store or picked up online. Remember you need the large round socket cables not the USB type.

When connecting up ensure that the cable from your keyboard MIDI Out socket is connected to the MIDI In socket on your computer's MIDI card. Likewise the keyboard's MIDI In should be connected to the MIDI Out of your computer's MIDI card.

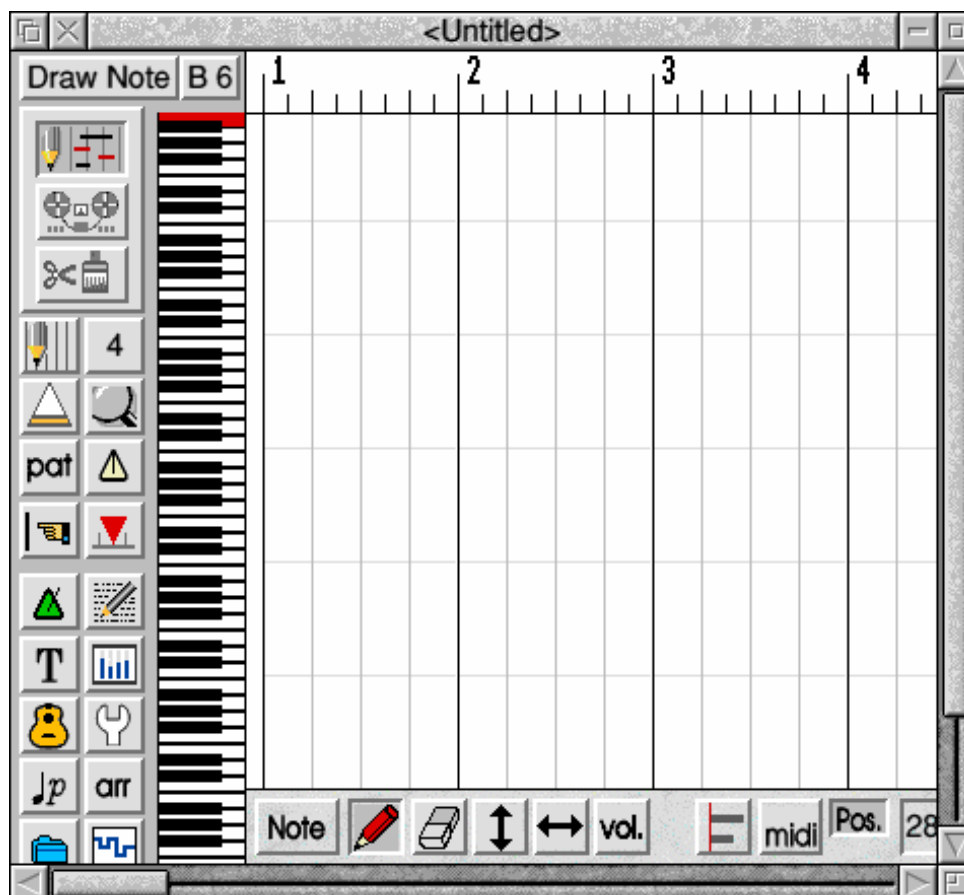


Running Serenade

Following the usual RISC-OS conventions, Serenade should be loaded by double clicking with *select* on the Serenade Icon shown in the directory viewer.



Once loaded, a single click on the icon opens the main editing and recording window. A single click anywhere within the window gives Serenade the input focus thus enabling you to enter data.



You are presented with the above window. The main work area of the window is represented by a grid. There are also three main blocks of icons. Down the left hand side there are two columns of icons then a representation of a piano style keyboard and at the bottom a set of context sensitive icons below the grid.

There are three ways of working with Serenade, these are called Modes. These are Edit, Record and Cut & Paste. The default mode on starting the program is the Edit Mode which allows the entry and manipulation of notes using the mouse. This and the other modes are covered in detail later.

The Grid

Once notes have been entered, by whatever means, they are shown on the grid as lines of differing length and position.

The notes line up with the keyboard to the left of grid. The vertical position of the lines represent the pitch of the note and the horizontal position on the screen its relative timing. The numbers in the ruler, at the top of the grid, and the horizontal divisions of the grid represent the bars. The sub-divisions (vertical grey lines) are dependent upon the grid values chosen, the default value is four divisions (beats) to the bar.

The current track is shown below the Functions panel at the bottom left of the window. To change tracks click *select* to move forward or *Adjust* to move backward.

Recording a Song

Before recording you need to switch into the correct mode by clicking on the Record/Play icon in the Mode *Select* Panel.



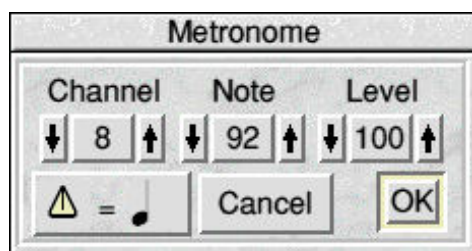
Selecting this mode changes the bottom Tools Panel so that it show the following tools:



Before actually recording any music you need to set up the Metronome so that you can play in time. This is done by clicking on the green Metronome icon.



This opens up the Metronome window.

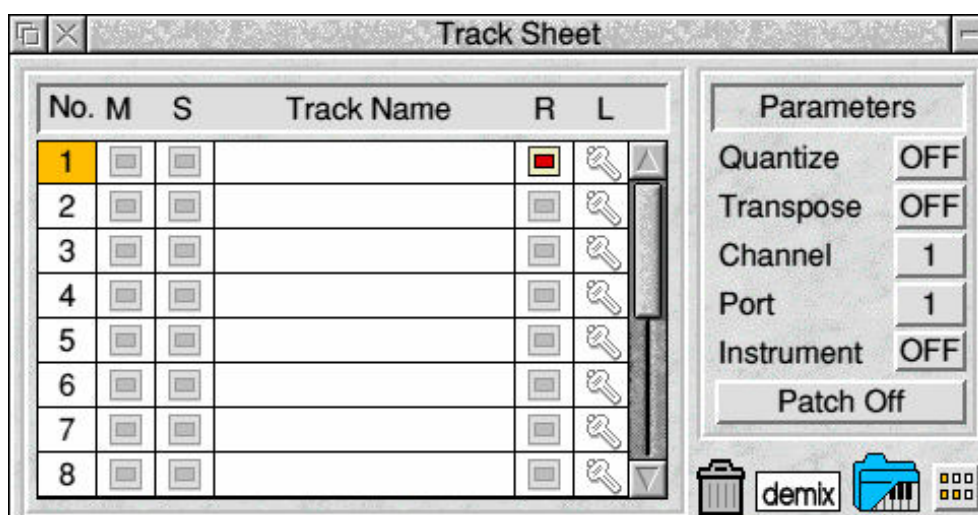


Click on the arrows at the side of the Channel number until you hear a percussion sound, check your keyboard's manual if you are unsure. Next click on the arrows at the side of the Note number until you get a sound that sounds like a metronome.

The volume of the metronome can be altered by clicking on the arrows at the side of the Level icon. When you have a sound that you are happy with click on OK.

Recording a Song

T To record some music click on the **Track Sheet** icon this opens the Track Sheet window. Set track 1 to record by clicking on the icon below the letter R. The Record icon turns red to indicate that the track is ready to record.



Close the Track Sheet window and click on the red **Rec** (Record) button to enter record mode. Note that this does not start recording immediately as **recording does not take place until you click on Play**. The use of the Record and Play buttons is similar to those on a tape recorder where you have to depress both Record and Play to start recording. An info window informs you which track you are recording on.

To initiate recording click on the Play button. The Metronome will play a one bar count in, after which you can start playing. The default number of bars that you can record is 32 but we will tell you later how to increase this (see Tool Box - Insert Bars). When you have finished playing click on the Stop button.

Playback

To hear your masterpiece click on the **Play** button. If you do not hear anything it is probably because your **MIDI keyboard** is set up to receive MIDI data on a channel other than channel 1. To overcome this open the **Track Sheet** window again by clicking in the **T** icon and whilst the track is playing click on the **Channel** parameter to move from channel to channel until you hear something.

Loading a MIDI file

The demonstration file **GYMNOPE1** only requires a piano voice so it is suitable for use on single voice keyboards and also multi-timbral keyboards.

GYMNOPE1

This tune will be familiar to many people as it was used for a television advertisement. It is also a famous classical piece.

To load the file open the directory called **Music.Classics.Piano** and double click on the **GYMNOPE1** icon - we assume that you already have Serenade loaded.

When it has loaded you will see that **Track 1** is empty but **Tracks 2, 3 and 4** contain data. Bring up the track sheet by clicking on the **T** icon. Here you can clearly see that tracks 2, 3 and 4 contain data. You should also note that as you click on each track number **all Instruments** are set to **Off** in the Parameters panel. This is because the file is set up to use the **General MIDI standard** (see Appendix 2) **MIDI Jargon Buster**. The creator of these files has used **Program Changes** in the **Event List** to set the instrument voices. If your keyboard is **General MIDI compatible** then the song will play as it should. However, if your keyboard is not **multi-timbral** it is unlikely to be **General MIDI compatible**.

To hear what this song sounds like on your keyboard go into **Play/Record Mode** and click on the **Play** icon below the main grid. Most keyboards have a piano on voice **O** and usually voice **1** as well (see the General MIDI Patch list on page 54) so the piece will probably play correctly on your keyboard.



To understand what is happening click on the Event List icon to see the events for the currently selected track - which should be track 2. You can change tracks by clicking with *Select* and *Adjust* on the number icon in the top left of the Event List window. The top of the window will look like this:

Event List						
2	search	new	fix	insert	delete	clear
Bar	Clock	Type	Chan	Data1	Data2	Dur
001	000	Pc	1	0	---	---
001	024	Ct	1	Mod	24	---
005	096	Note	1	F#4	72	0096
005	192	Note	1	A 4	66	0096
006	000	U-T-L	1	C 4	71	0000
---	---	---	---	---	---	---

If you look at the first line with white background you will see that in **Bar 1** at **Clock position 000** there is a **Pc (Program change)** to **set Channel 1** to use **Instrument voice 0**. In the General MIDI standard voice 0 is an Acoustic Grand piano. The program change will set the track to use whatever instrument is assigned to voice 0 on your keyboard.

If you want to use a different instrument when replaying you can do this in two ways:

Editing a Program Change

To do this you click on the **Program Change** in the **Event List**. This puts the data from that line into the cream **Edit Line** at the bottom of the list window. Click on the value in **Data1** to change it to the required value - your keyboard handbook will have a list of voices assigned to each number. When you have finished editing click on the **Fix button** at the top of the **Event List** window. Now when you play the song this track will use the new voice. To keep these changes you will need to save your file.

Setting the Instrument Parameter

T Open the Track Sheet by clicking on the track sheet icon. Click on the **Track number 3** to select track 3. Note that the **Parameters panel** has the **Instrument set to Off** as the **Program Change** is used to select the instrument voice. However, if you select an instrument by clicking on the button to the right of Instrument, the panel below it shows the instrument name. Serenade will use this Instrument setting to override any **Program Changes** used to change the voice within the first bar. Note that any subsequent Pc's will be acted upon.

If you save the file the Parameter settings are also saved so that when you replay the file it will sound correct. However if you passed the file to somebody using Serenade with a General MIDI keyboard they could simply turn off the Instrument Parameter so that the song would play correctly under General MIDI.

It's important to note that setting values in the Tracksheet Parameters panel do not change any MIDI data in the tracks. The values are applied to the data as it is sent out to the MIDI instrument. Although these parameters are stored in the MID file they are specific to Serenade and will be ignored by other sequencers.



Saving a file

Save the file by clicking on the Save icon in the Functions panel. This will open a standard RISC OS save box allowing the file to be saved to disc or copied to another application.



To save a new song, drag the icon into the directory in which you wish the file to be saved.

Other Files

If you have a multi-timbral keyboard you might like to try loading some of the other demonstration files that utilise more than one voice. The editing and modifying is done in the same way except that you use different channels for different voices.

Moving tracks

You will notice that the file we asked you to use does not have any data in track one. This can be confusing if you load a song and cannot see any data in track 1.

To overcome this you can **drag the text from Track 2 into Track 1**. On RISC OS 2 an outline box is dragged but in later versions of RISC OS a Note icon is used. The name in the new track is the same as the old one with the word **Copy** after it to denote that it is a copy. You then need to delete the data in Track 2 by dragging it to the **Bin** icon. You can then repeat this for the other tracks.

Renaming Tracks

Tracks can be renamed by clicking into the track and deleting the original text before typing the new text followed by *Return*.

Changing multiple Pc's (Program Changes)

Earlier we discussed ways of overcoming the Pc's at the start of some General MIDI files so that you could get the correct voices on your keyboard. Some songs will have Pc's throughout a track and you will need to change these to suit your keyboard. You can do this in the **Event List** using the **Search** option.

Go to the **Event List** and ensure that you are on a track with data in. Click on the Search button to bring up the window. Click on the **Event Type** until **P Change** shows. The default value in **Data1** should be 127 on top and 0 on the bottom. The **Channel** parameter should be 16 on top and 1 on the bottom, meaning that it will search all channels for Pc's between 0 and 127. When it finds a **Program Change** the data is moved into the cream **Edit Line**.

Search and Transform			
Find			
Event Type	Data1	Data2	Channel
P Change	127	---	16
	0	---	1
Transform			
Type	Data1	Data2	Channel
Fixed	9	---	1
Data			
Go	Transform		
Continue	Complete	Abort	

Search and Transform Getting Started

To edit the data click on the Abort button in the Search window and then click on the value in Data1 to alter it to suit your keyboard. If the file is General MIDI you can look at the listing in the Appendix to see what instrument is assigned to the number and then cross reference this with the correct instrument on your keyboard.

If you wanted to search for specific Pc's you could set the search parameters in Data1 to be the same eg setting Data1 to 1 in the top and bottom boxes will only find Program Change 1. You can then set the Transform value for Data1 to be Fixed and a voice number. Once a match is made you can click on the transform button to change that occurrence of the data or click on Complete to change all Occurrences.

Configuring Serenade for your keyboard

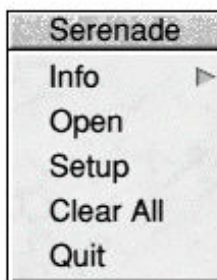
Serenade starts up configured to use a General MIDI compatible keyboard. If your keyboard does not conform to this standard you need to re-configure Serenade by loading a new Patch file. A Patch file is simply a list of the instruments available on your keyboard.

The **Patches** directory on the Serenade program disc contains Patch files for several vintage keyboards. The file **PatchInfo** contains a list of the patches currently supplied, together with the keyboards they support. If your keyboard is not listed try one from the same manufacturer.

If this does not work see **Appendix 4 - Creating a Patch File**.

The Icon bar Menu

The first menu to deal with is the Icon Bar Menu. You access this by pressing *Menu* on the mouse whilst the pointer is over the Serenade icon on the icon bar.



Info

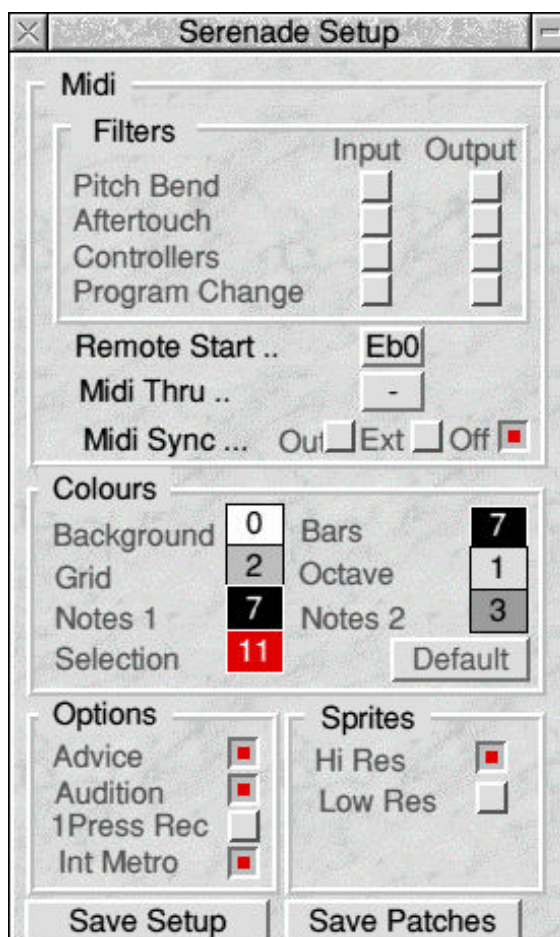
This item contains the details of the author of the program, its basic function and the current version number.

Open

A single click with *select* on this item opens the main window of the program.

Setup

This item opens a window that allows you to set parameters that are used within the program.



MIDI Filters

This section of the window sets the MIDI Input and Output filters. By default, ie with no red block in the button, the filters allow that data through. To disallow the data to pass through, click on the relevant button so that it shows a red block.

Remote Start

This option allows you to trigger playback by pressing the relevant note on your MIDI keyboard. The required note can be chosen by clicking on the box with *Select* or *Adjust*. If the box shows two dashes then this facility is inoperative.

MIDI Sync

When the Out option is selected Serenade transmits MIDI Timing Clocks which enable an external MIDI device to sync to Serenade's tempo. By default this option is disabled.

MIDI Thru

When this option is enabled any data received on MIDI In is immediately retransmitted on MIDI Out using the specified channel. The most common use for this is when you have a MIDI Expander and do not want your keyboard to use its own internal sounds except under the control of the computer. This feature only operates in when Playing or Recording.

Colours

This section allows you to set various colours used in Serenade. You toggle through the colours by clicking on the relevant icon with *Select* or *Adjust*.

The elements that are selectable are:-

Background	The background to the Main Window
Bars	The vertical bar division lines
Grid	The extra lines that make up the grid division
Octave	The horizontal lines that show the octave at C
Notes 1	The notes of the current track
Notes 2	The notes of other tracks when View All Tracks is active
Selection	The notes that are selected during operations in the Edit Mode

If you want to return to the default colours click with *Select* on the Default button at the bottom of the window.

Advice

This function controls whether or not the advice dialogue boxes appear. These boxes offer help at various stages.

Audition

The Audition function allows you to hear any changes before committing them permanently. It is best thought of as an undo function. This button enables or disables the Audition function.

Sprites

This option enables you to select whether you are using Hi Resolution or Low Resolution sprites. The Low Res sprites are about 40k smaller so they are worth using if memory is very tight. The sprites are only changed next time you run the program, assuming you have saved the new setting.

Save Patches

Click on this button to save the current patches as the default. These are then used when you next run the program. The patches define the voices on your keyboard.

Save Setup

This item saves the options in the Set up window together with the following settings:

- Grid Lines ON/OFF
- Grid Division
- Zoom Factor
- Metronome settings
- Metronome ON/OFF

Serenade

The next time the program is run all of these settings are used as the defaults.

Clear all

Click on this option to reset Serenade. This returns it to the state it was in when first run ie no data in the tracks and all defaults set.

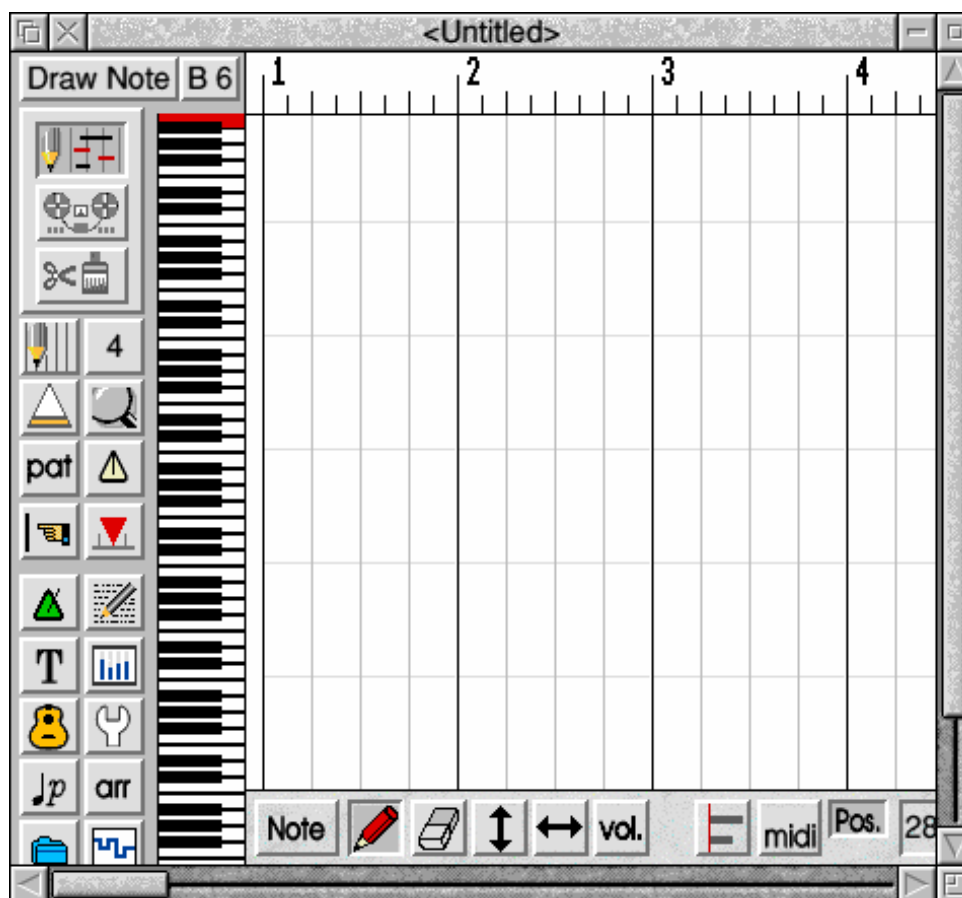
Quit

Click on this option to quit the program.

The Main Window

The Grid

The Main window is made up of several components. The central feature is the Grid. This shows all the note data entered into Serenade by any method. The Grid is based on the concept of a pianola and its piano roll.



The notes line up with the keyboard to the left of grid. The vertical position of the lines represent the pitch of the note and the horizontal position on the screen its relative timing. The numbers in the ruler, at the top of the grid, and the horizontal divisions of the grid represent the bars. The sub-divisions (vertical grey lines) are dependent upon the grid values chosen, the default value is four divisions (beats) to the bar.

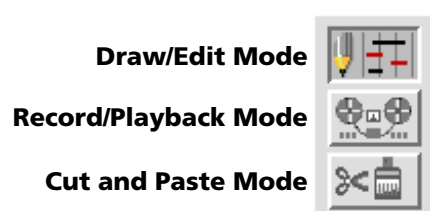
The lines that make up the grid have various functions. The horizontal lines are guides to help with the placing of the notes and are always lined up with the note C in each octave.

The vertical grid lines represent the time sub-divisions of the bar and the default value is 4. These divisions can be changed by clicking on the Grid Size icon in the **Global Tools Panel**.

The Panels

There are three main panels to the left of the keyboard which are used to select Serenade's functions.

The first of these is the Mode Select Panel:



These icons enable you to select which of the three modes you are working in. The icons along the bottom of the window will change depending on the selected mode.

Draw/Edit Mode

When you select this mode the Mode Tools Panel changes to the one shown below:

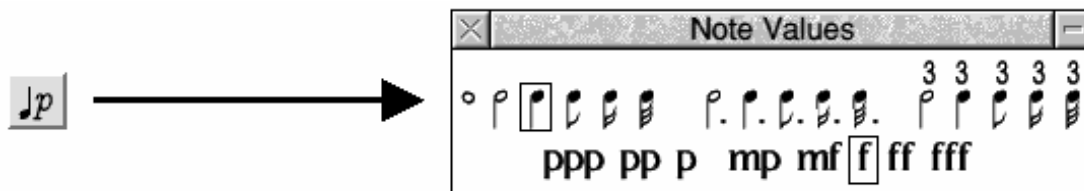


The first icon toggles between **Note drawing** and **Select mode**. Note drawing mode enables you to draw notes on the screen and edit them individually. Select mode enables you to edit a selection of notes. The Select mode is explained later and uses different icons.



Add notes

The pencil icon is chosen when you want to add notes to the grid. The mouse pointer is shown as a pencil. The Note Values window can be used to select the required note length. The bar attached to the pencil pointer changes in length depending upon which note is chosen. To place a note click with *Select* to drop the note at the current position. Clicking *Adjust* deletes the last note placed.



The Note Values window also enables you to select a volume setting using the conventional Italian terms. There is an alternative method of setting the volume which is described later.



Erase note

This icon is an eraser and it is used to erase notes. You can either click on a note with *Select* or hold down *Select* and erase notes as the eraser passes over the note. If a note spans a bar line then the eraser must pass over the portion of the note to the left of the bar line.



Transpose note

When this icon is selected the cursor changes to a small box. When this box is placed over a note and *Select* is pressed the note moves up one semitone. This is called transposing. Similarly if you press *Adjust* the note is transposed down one semitone. Note that the note does not move position horizontally in the grid ie it stays in the same time slot it is just the pitch of the note that is changed.



Nudge

In this mode the cursor is the same as the transpose cursor but this time clicking with *Select* moves the note one bar subdivision to the left. Clicking with *Adjust* moves it one subdivision to the right. The note retains its position relative to the bar line ie it does not snap to the bar lines.



Volume

When this icon is selected you can click on a note with *Select* to bring up a volume slider. The current volume is shown graphically by the slider and numerically by a **value between 0 and 127**. To change the slider drag the bar with *Select* held down. To leave this mode press *Adjust*.



Grid lock

This icon toggle the grid lock function on and off. When a note is shown spanning a vertical line it means that notes can be positioned anywhere. When both notes are shown aligned with the vertical line notes will jump to the nearest grid subdivision.



MIDI

Selecting this option enables direct input of notes played on a MIDI keyboard. The notes are positioned at the cursor. The note length and volume are dictated by the **Note Select** window.

Pos. 96 Position

This icon is for information purposes only. It shows what position you are at on the bar. Each bar is divided into a **maximum of 384 positions**. The position is given for the start of the note, which is the left side of the note.

Select mode

To move into **Select mode** click on the **Draw icon** at the left of the **Mode Tools Panel**. The lower icon panel changes to the one shown below.



In this mode the tools work on a selection of notes. This can be one note, all notes or any number in between. You can select notes in various ways. To select a single note click on it with *select*. To select multiple notes after the first, click on subsequent notes with *Adjust*. Alternatively, click and hold down *select* with the pointer away from a note and drag out a selection box. When you release *select* any notes within the box become selected. If you already have some notes selected and you want to add to them with the selection box use *Adjust* for dragging the selection box.

Select

Toggles between Select and Draw modes.

Select all

This icon toggles selection of all notes in the track on or off. Notes are selected when they are coloured red.

Transpose up

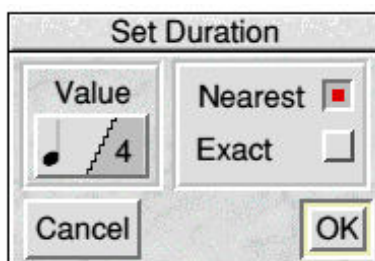
Each click on this icon with *select* moves the selected notes up by one semitone. A click with *Adjust* moves up by one octave. Notes will be lost if they are moved outside the range of the on screen keyboard.

Transpose down

Each click on this icon with *select* moves the selected notes down by one semitone. A click with *Adjust* moves down by one octave. Notes will be lost if they are moved outside the range of the on screen keyboard.

Duration

When you click on this icon a dialogue window opens.



The dialogue window enables you to set the length of the selected notes. The **Value** section is used to select from the standard note lengths by clicking on it with *select* or *Adjust*.

The default mode in this option is to alter the note duration to the **Nearest** multiple of the selected value. This means that the selected notes will be lengthened or shortened to the nearest multiple of the selected duration. It does **not** make all selected notes the same length.

The **Exact** option changes the length of all selected notes to exactly the duration chosen in the Value section. In this case all selected notes are changed to the same length.

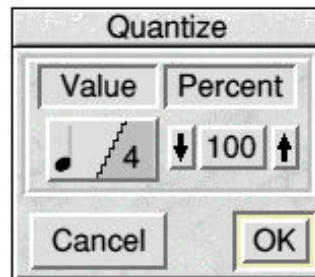


Quantize

Quantizing enables you to correct any inaccuracies in the timing of your music after playing it in. If the notes are played in slightly inaccuracy then this function can move them to the ideal —correct— time position as determined by the beat, the time signature, Value and Percentage.

This only effects the start position of the note and not its length so any inaccuracy in the length of the note must be altered by use of the Duration function described earlier.

Click on the icon to bring up a dialogue window similar to the Duration one.



Value

The Value option is similar to the same option in **Duration** but selects the note length by which the quantize is to be calculated. This value effectively divides the bars into sections of the chosen time value and looks for the start of selected notes that fall within those sections. Quantization moves the note's start position to the start position of one of these sections.

Percentage

One of the criticisms of the Quantize function of any sequencer is that it takes away the human feeling of the music by making it too exact - humans cannot play exactly in time all of the time. The **Percentage** function provides a partial answer to this criticism.

The Percentage option allows you to choose a percentage move under the quantize function. For example, the default choice of 100% moves the notes to the correct position as determined by the Value. However, a Percentage of 50% would only move the selected notes half way from their current position towards the exact time position.

One of the most useful ways of using this function is to choose a small Percentage value and to constantly Audition the music until the best quantize value is heard. The function always moves the data by a percentage of the remaining amount thus giving smaller changes each time you apply it.

Practical Quantization

In practical terms, there are limits to the use of quantization that should be considered.

The value of the quantize should be set to the lowest value of note that is used in the track. Otherwise it will move notes that you do not want to be moved.

Heavily quantized music tends to sound too perfect and loses the sense of freedom that a real performer puts into it.

The Percentage works in both directions so very inaccurate notes could be moved entirely the wrong way.

Carefully consider the above points before applying quantize to any music in case you have overlooked something.

Do not forget that Serenade gives you the opportunity to change your mind before any quantize operation is completed. Before the action is finalised the Audition dialogue box is opened.



Delete Selection & Audition

Click on this icon to delete any selected notes. You are first given the **Audition window** which is basically an **Undo** function that enables you to listen to any changes prior to committing them to the track. If you do not like the changes you can keep the old version.

The **Audition** function can be disabled from the Setup dialogue window.

After the application of any function that will have an effect on the position or timing of the notes such as Duration or Quantize, this dialogue box appears.



The **Audition** option allows you to listen to, or view, the two versions by clicking either the **New** or **Old** buttons and clicking on the **Play** button. Click on the **Stop** button to stop playing.

Often, the part you are working on will not be at the beginning of the piece so you can use the **Rew** and **Fwd** icons to move to the required bar.

Normally, the Audition will play all of the current tracks but it is possible to listen to the **selected track only** by clicking the **Solo** icon.

The audition of **New** and **Old** having been heard and seen, you can choose to keep whichever you prefer by clicking one of the buttons in the **Keep** section. The **Old** button returns you to the state before any changes were made and the **New** button automatically deletes the old version and replaces it with your amended version.

If you are deleting selected notes the audition function gives you the opportunity to cancel the deletion process.

Note: In **Record Add** mode the screen for **New** shows only the additions and not the additions merged with the existing data. If you use **Keep New** the **Added data** is merged with the existing data.



Play/Record Mode

The Play & Record mode is where all of your playing and recording is controlled. The Play/Record Mode Tool Panel looks like this.



The first six icons are similar to the buttons used on a tape recorder.



Rewind (Keyboard shortcut = left Cursor)

Click on this icon to rewind the piano roll display by one bar at a time.



Stop (Keyboard shortcut = Keypad Enter)

Click on this icon to stop playing or recording. In playback mode this returns you to where you started playing from.



Play (Keyboard shortcut = Keypad 0)

Click on this icon to start playing your music or to initiate recording once the Record button has been depressed. The song is played from the current position as shown in the main window.



Pause (Keyboard shortcut = Keypad .)

Clicking on this icon pauses playback. Click on it again to resume playback.



Fast Forward (Keyboard shortcut = Right Cursor)

Click on this icon to fast forward the piano roll display by one bar at a time.



Record (Keyboard shortcut = Keypad #)

This button must be depressed before a track can be recorded. However, as a safeguard, to prevent recording into a track containing data you must first set the track into **Record mode** in the **Track Sheet**. An Advice window pops up to inform you of this. The **Track Sheet** is detailed later in the manual.

If you click on this button with *Menu* an additional dialogue box appears allowing you to record a **Tempo** track, Add or Replace data.



Replace

This function is mutually exclusive with **Add**, below. When it is active, any recorded data automatically replaces whatever is present on the selected track at the recorded position.

Autodrop

When the **Auto** function is active Serenade is put in a special mode that senses the inputting of notes in real time. This means that during Playback, if notes are played in from a **MIDI keyboard**, they are —dropped in— to the song. To disable this function click with *select*. If you click on Auto you are automatically put into **Replace** mode.

Add

This function is mutually exclusive with **Replace**. When it is active, any recorded data is automatically added to whatever is already present on the selected track at the recorded position.

Remember that no recording can take place without the relevant Record Icon in the Track Sheet being activated.

Tempo

Selecting this function enables you to record a **Tempo** track. This is a reserved track and is not included in the sixteen normally available in Serenade. To record a Tempo track click on the **Record** button. A small window informs you that you are recording a tempo track. To activate recording click on **Play**. Now any changes that you make to the tempo using the up and down arrows are recorded in the Tempo track.

The changes are shown in the Tempo Map window and they can also be edited later if required. See **Tempo** described later.

Song position

This display is for information only. It shows the current position of the song in bar numbers, beats of a bar and 48th divisions of a beat.



For Example; the 019:3:21 shown above should be read from the right and means the 21st out of 48 subdivisions of the 3rd beat of the 19th bar of the current song.

This information is most useful when a song has to be edited or when the Arrange Mode is active and sections of the song need to be reviewed independently.

Tempo

This icon represents the speed at which the song will either Playback or be Recorded and it is in Beats per Minute. This speed can be changed at any time except during recording and so anything recorded slowly for greater accuracy can be speeded up afterwards.



The arrows are used to move up or down in steps of 1 by clicking with Select. If you press *Adjust* whilst holding down *Select* the number jumps by ten.

Alternatively you can click into the number and enter a value directly.

A separate tempo track can be recorded. For more information see previous page and also Tempo Map in the Functions chapter.



Sync Rhythm-Bed

Click on this icon to start Rhythm-Bed in conjunction with Serenade. Both programs will play together through the MIDI instrument. The tempo for Rhythm- Bed is taken from Serenade but the tempo cannot currently be altered whilst Rhythm-Bed is running.

If you wish to use this facility please check the version number of Rhythm-Bed is 1.26 or later. Note that Rhythm-Bed version 1.26 supports syncing but does not support tempo changes so when tempo changes occur in Serenade syncing is disabled.

Rhythm-Bed version 1.28 is supplied as part of the Music Maestro download and is the latest version, so please use this instead of any version you may already have installed.



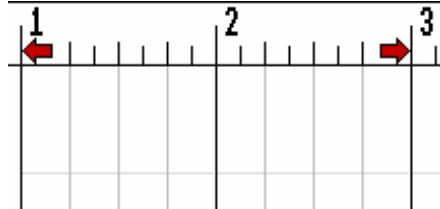
Cut & Paste Mode

In this mode the Mode Tools Panel looks like this:



Before performing any cut and paste option you must mark a block to work on.

To mark the start of a block click into the ruler at the top of the grid. A red left facing arrow appears. To mark the end of the block click again into the ruler and a right facing arrow appears.



The arrows can be moved by dragging the arrows with *Adjust*, but only whole bars can be selected.



Cut (Keyboard short cut - Ctrl X)

This icon removes any selected bars from the song and writes them to the **clipboard**. The Clipboard is a temporary storage area for any material that has been selected and either cut or copied but this area can only contain one item at a time therefore any subsequent **Cut & Paste** operation will **automatically overwrite** the previous contents. All information stored in the **Clipboard** is **lost** when the **computer is turned off**.



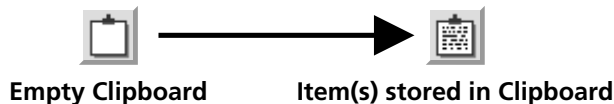
Copy (Keyboard short cut - Ctrl C)

This icon is similar to the function of Cut above but it copies the selected bars to the clipboard without removing them from the song.



Paste

When there has been data Copied or Cut to the clipboard, the clipboard icon which is normally empty shows itself as being full.



The full icon can be dragged into the song and dropped on the ruler. The data from the clipboard is inserted into the song at that position. This data always overwrites anything that is in the song at the point you insert the data.

The Clipboard is independent of the track so you can use this feature to Cut & Paste between different tracks.



Info

This icon is purely an information icon. When the Clipboard has something in it a single click with the Menu button opens an information box containing details of the contents of the Clipboard.



Discard

This option simply clears the contents of the Clipboard. If you are short of memory this option may release enough memory to overcome the shortage.

This completes the section on the **Mode Selection Panel**.

The Global Tools Panel

The second panel is called the Global Tools Panel



This group of icons represents various functions of the program that have an effect on the overall management of the program. The block appears on the left of the main window.

Grid Lines

This icon switches the grid lines ON and OFF. It has no effect on the positioning of the notes as **Snap to Grid** remains functional whatever setting this particular icon has. Its main use is as a means of cleaning up the view of the main window when it is particularly crowded. The grid divisions remain visible on the ruler at all times.

Grid Division

This icon determines the number of Grid divisions that are displayed. It contains these values:- 4, 6, 8, 12, 16, 24, and 32. Which are scrolled with *select*.

These divisions not only give a visual indication of the timing divisions of the bars but are the actual timing positions where the notes can be placed under the Snap to Grid function.

Display All Tracks

When this icon is active, then only the current track's contents are visible on the grid. This is the default option.

To see what notes are already entered on the other tracks, along with the current track, click this icon with *select* and it will change to the second icon representing the **Display All Tracks** status.

Zoom

This icon changes the visual scale of the Grid. Therefore changing the number of notes that can be seen at any one time. It has no effect on the actual length of the notes but can make a big difference to the selection of very short notes from a complex track. The zoom factors available are:- half size, Default, Double size and Quadruple size.

Pattern/Arrange

These two icons can be toggled by clicking with *select*. The **default status** is **Pattern** and represents the **standard Playback Mode** where the contents of all the tracks (if **no Mute or Solo** is applied) are played from the start position.

Pattern can only be toggled to **Arrange** mode after opening the **Arrange Window** from the **Functions Panel** and entering steps into it. This allows sections of the song to be played independently but sequentially to make up a new arrangement of the existing material. (see **Functions Panel - Arrange**).

Metronome ON/OFF

This option toggles the metronome on or off. It is not always desirable to have the metronome sounding, particularly during playback. When some tracks have been recorded it is often unnecessary to have the metronome as the tracks themselves give you the time base.

The default status is ON for all operations but this can be changed with the use of the Save Setup item from the Main Menu.



Go To Start

Click on this icon to return the song to bar 1.



Scroll

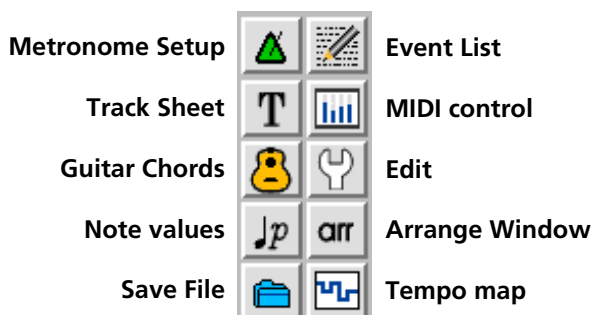
When the first icon is visible the main window displays a cursor to indicate the song position during Playback. Clicking this icon with *select* changes it to the Scroll ON state. In this state the window has no cursor but scrolls continuously towards the keyboard.

This completes the section on the **Global Tools Panel**.

The Function Panel

Function Panel

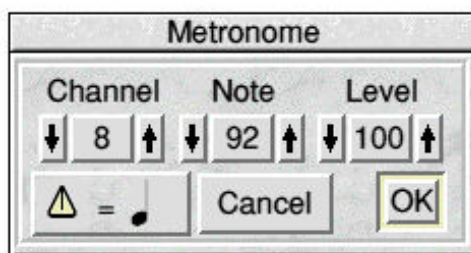
The final panel is called the Function Panel. Each of the icons in the Function / panel open another window containing additional functions.



Each of these icons has a major influence on the method of working within the program. Some of the functions are quite complicated and are explained in detail.

The Metronome

This icon opens the Metronome window and gives the opportunity to control the metronome settings.



Click on the arrows at the side of the Channel number until you hear a percussion sound, check your keyboard's manual if you are unsure. Next click on the arrows at the side of the Note number until you get a sound that sounds like a metronome.

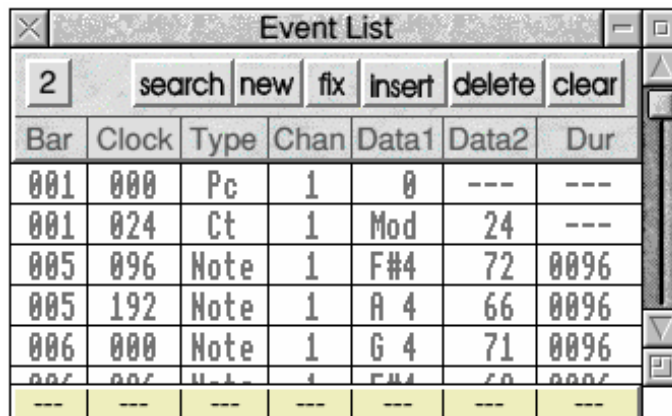
The notes range from 0 to 127 with Middle C being 60. The Level is used to set the volume of the Metronome and this ranges between 1 and 100. Click on OK to confirm your editing.

On the lower left of the window there is a Note duration symbol. This allows the length of the sounded note to be scrolled with *select* and *adjust*.

The Metronome beat is always sounded through MIDI.

Event list

Click on this icon to open the Event list editor window.



This shows a small section of a much larger window which can be enlarged and scrolled in the same way as other windows. This allows each individual event in a selected track to be inspected and changed independently. The example on the previous page shows information from track two.

The Event list shows every event contained in the current track. An event is any MIDI information such as a Note; Pitch bend; Aftertouch; Controller or Program change. In most cases the list will contain mainly notes. You can change tracks by clicking on the number icon in the top left corner.

The data is categorised in the following way:

Bar - This is simply the number of the bar in which the event occurs.

Clock - This gives the clock position within the bar where the event begins, the resolution is 96 clock times per crotchet (or quarter note) making 384 clock times per full note. For a full description of time against clock positions see Appendix - Clock Positioning.

Type - The type of event. Most of the events will, of course, be Notes or in this context Note events, but this will list all types that occur. See **Control Window**.

Channel - This is the MIDI channel that the event was received on. It is possible to edit the channel at this point and to then use the new channel designation as a means of manipulating the data. See **Track Sheet**.

Data 1 - The data in this column changes depending upon the event type. For notes this is the name of the actual note.

Data 2 - The data in this column is also dependant upon the event type but it is not used by all event types. For notes, this is the volume of the note in a numerical value from 1 to 127.

Dur - Short for Duration. This column gives the length or Duration of the note given in Clock Times (see Appendix - Clock Positioning).

Edit Line

At the bottom of the window is the Event Edit Line, this is the cream coloured panel. Any event can be transferred to the edit line by clicking upon it with **Select**. It then appears in the Edit Line at the bottom of the window. It can then be manipulated in several ways.

The entry in the **Type** column can be changed by clicking on the current entry with **Menu** and then choosing the new entry from the menu that opens. For example by changing a **Note** to a **Program Change**. See the **New Event** section later in this chapter.

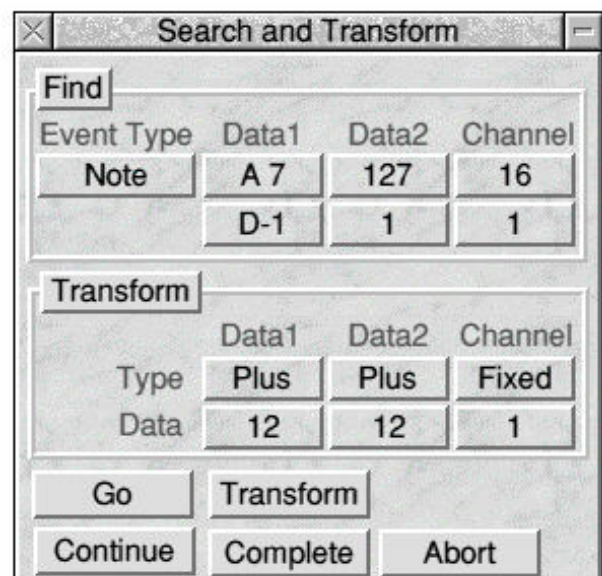
Each of the other values can be changed by the use of **Select** and **Adjust** in the usual way to bump the entry up or down. Or you can click on the entry with **Menu** in which case a small drag bar opens allowing you to drag the value with **Select**. To close the drag box and finish editing that value click with **Adjust**.

It must be stressed that the **information** in the **Edit Line** is only a **copy** of what is in the **event list** and not the actual event. Therefore, the changes that can be carried out in this panel will not take effect until they are **Fixed** by clicking on the **Fix** button. **Closing** the window before the completion of an operation will result in any changes being **discarded**.

Search

Click on this button at the top of the window to bring up the Search and Transform window. This is a very powerful feature for editing events.

The Search and Transform option is similar to the search and replace function found in word processors except that **instead of replacing data** you can **transform** it eg you can alter the note pitch by adding semi tones or change the volume by adding extra volume.



The **selected event** is then **placed in the Edit Line** and can then be manipulated. The default position for the new data is the first bar, first beat. As the data in this line is not real until **Inserted**, it can be changed without fear of upsetting any other data in the list.

Fix Event

This icon confirms the changes made in the **Edit Line** and **replaces the original data with the edited data**. It will have no effect on a new event as this has no real position to fix back to until it has been inserted.

Insert Event

This icon inserts a new event or a selected event into the position in the song designated by the first two columns of the Edit Line (i.e. Bar Number and Clock Position). If this is used on an unedited event instead of fix it duplicates the event.

Delete Event

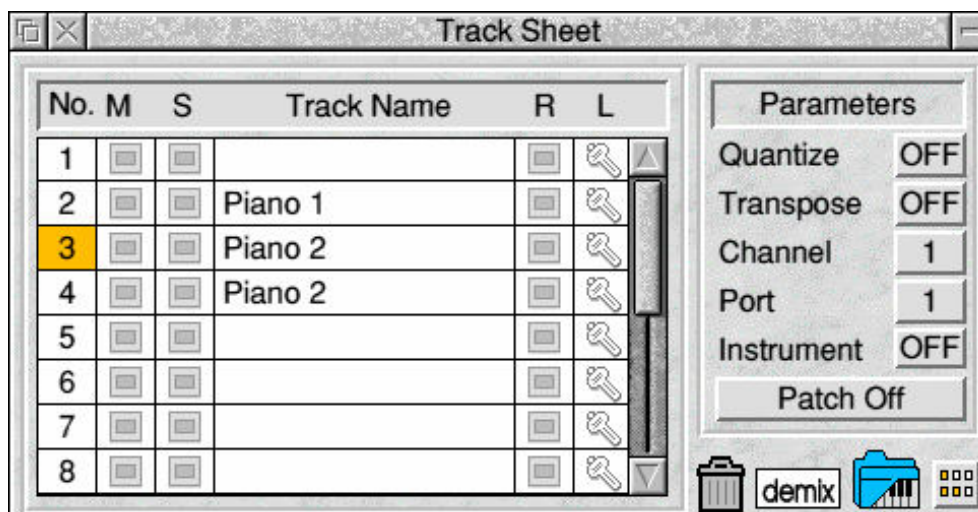
This icon deletes the currently selected event from the Event List permanently, so it must be treated with caution.

Clear Edit Line

Click on this icon to empty the Edit Line without modifying the Event.

T Track Sheet

Click on this icon to open the Track Sheet window. The Track Sheet is a central part of Serenade and it is worth spending a little time on this section to ensure that you understand its functions - which are many.



Track No.

The first column of numbers in the sheet is the track number. This number is the **same** as the **number** that appears on the **main window below the Keyboard**. The current track, which may have operations performed within it, has the number highlighted. When the **current track** is **selected** the **Parameters** section reflects the **status** of this track.

The tracks are numbered from 1 to 16 although only eight can be visible at one time. The other tracks can be accessed by **scrolling** the window.

Mute

The second column under the heading 'M' indicates if a track is Muted or not! If it is muted the icon is green.

The Mute option turns off the sound of that track so that it does not sound under Playback or Record. Click on the icon again to disable the Mute option.

Solo

This icon, from the third column headed 'S', both looks and operates in a similar way to the Mute function. In fact it is shorthand way of producing a Mute in every other track but the selected one.

Clicking on Solo with *select* highlights the current track's Solo icon and also highlights every other track's Mute icon thus allowing the current track to be sounded alone. Click on the icon again to disable the Solo option.

Track Name

This is a writable icon into which you can write a name for a track. Clicking *select* in this column places the write cursor in it and allows a name of up to eighteen characters to be entered.

Track Copy

To copy a complete track drag the **Track Name** from its current position into an empty track location. This track will then display the name of the original track followed by - **copy** - to show its status. Under RISC OS 3 the name block changes into a musical note icon and this is then dragged and placed rather than the box outline shown on RISC OS 2.

Track Merge

If a **Track Name** icon is dragged and placed on top of an already occupied track then a dialogue box opens.



This allows you to either **exchange** the positions of the two tracks, **merge** the two tracks into one in the destination track or to **cancel** the entire operation. This choice is made by clicking *select* on the required option.

Delete Track

To delete a track's contents entirely it is only necessary to drag the Name Box icon from its current position down to the Dustbin icon.

Serenade will then ask you to confirm the deletion of all data from the track prior to it's deletion.

Record Enable

The fifth column headed 'R' is the icon used to put a particular track into the Record Enable mode (this should not be confused with Play/Record Mode which is described in a previous chapter).

To allow recording on a track click on this icon to turn it red. The icon does not need to be highlighted to place notes into the track in Edit Mode or to manipulate the tracks as detailed above.

Lock

The last column of this window is the **Lock** function. When enabled this prevents all changes to any of the track's data. It quite literally locks the track's contents against any manipulation.

The lock function can be used to **merge** a **MIDI** file with **data already in Serenade**.

By default loading a MIDI file erases all data in all tracks. **However**, if you **lock** a **track** its **data is kept intact** and the data contained in the **MIDI file is inserted** into **other tracks**.

Parameters

This block contains the information and the options needed to control the **Parameters** of each individual track. As the **track number changes**, so the information that is present in this section **changes** to reflect the **contents** of the track.

This section does not change any data in the track. It simply sets up the parameters used when transmitting the data from Serenade ie

Changing the channel parameter will change the channel used to send out data from that track but the new channel is not added to the MIDI file itself.

If you wish to use a **specific set up** in the **future** then **select** the **correct values** for each **Parameter** and **save** a **dummy** MIDI file called **Defaults**. If you wish to use this setup again, **simply reload** the **Defaults** file.

Quantize

This quantize function is basically the same as the Quantize function described in **Draw/Edit - Select Mode** and needs no further introduction here.

The difference is that this particular function is set **before Real Time recording** is done and so it sets a **quantize restriction** on the **timing** of the notes as they are **played** out of the computer. In other words it will **correct any inconsistencies** in your timing when you **play back**. The values available in this function are:

OFF	No Quantize
4	Crotchet
6	Triplet Crotchet
8	Quaver
12	Triplet Quaver
16	Semiquaver
24	Triplet Semiquaver
32	Demi semiquaver

Select scrolls the value from OFF to 32 and *Adjust* scrolls the other way.

Transpose

This function transposes the note data of the track up or down by up to 48 semitones. *Select* transposes up (+) and *Adjust* transposes down (-).

Channel

This function chooses the MIDI channel that the data will be transmitted on and it operates irrespective of the channel that was used to send the data to the computer in the first place - see **Track Sheet Data Window** later in the manual. There are the usual sixteen MIDI channels available. *Select* scrolls from 1 to 16 and *Adjust* scrolls back again. When **Org** is selected then the data is **transmitted on** the **channel** it was **originally sent on**.

Each of the tracks automatically starts up with the channel number defaulting to the the same value as the track number but these can be changed at will.

Port

Some of the **MIDI cards** available for the RISC OS allow **more than one MIDI Out** to be operable. If this is the case for your machine then this function allows you to **select which of the MIDI ports** you wish to direct this particular track's data through. *Select* scrolls up and *Adjust* scrolls down.

In most cases this function will not be available for use and so will not have a scrollable value.

Instrument

This function controls the **MIDI Voice Number allocation** for the individual tracks (see Appendix MIDI - Jargon Buster).

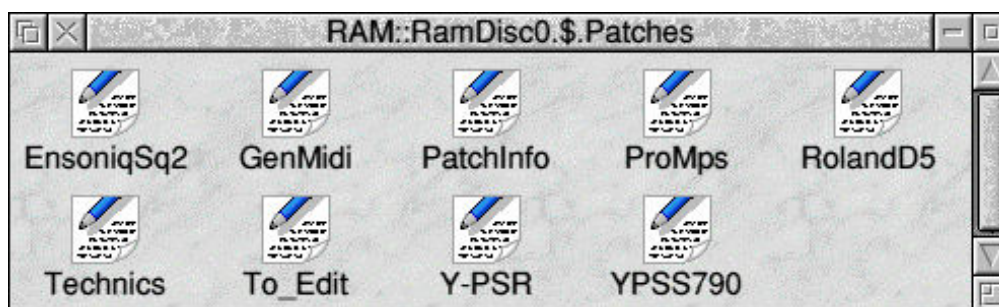
Each Multi-Timbral Keyboard has its **own set of voices** and each voice in that set has a unique identification number. You can assign a voice to play on a particular channel. **Change** the **instrument number** by clicking with *Select* or *Adjust*.

If the **correct Patch file** for your keyboard is loaded **this function** also shows the **name of each instrument** in the panel **below the Instrument icon**. Clicking *select* or *adjust* on the instrument name (below the Instrument icon) also) moves through the list. Using *select* on the word **Instrument** itself turns the function off.

[If you do not have the correct patch file loaded the instrument names will probably not match those of your keyboard. You must then look at your keyboard manual to determine which voices are allocated to which number.

Patches (Editor's notes from 2026)

Serenade comes with a few patches suitable for some vintage synths. These can be found in the **Patches** folder installed in the same folder as the Serenade application.



To load one of these patches just **drag it and drop** it into the Serenade Track Sheet (Piano Roll). You can save this Patch as the **default** set up by selecting **Save Patches** from the **Setup** window available from the **Icon Bar Menu**.

To **make a patch for your synth** look at the **text file** called "**PatchInfo**" in the **Patches folder** and use the file "**To_Edit**" as a **template**. Don't forget to **save your completed patch** with a **new name** once you have **finished editing** it.

See **Appendix - Patch Files** discover how to **create your own** patch files.

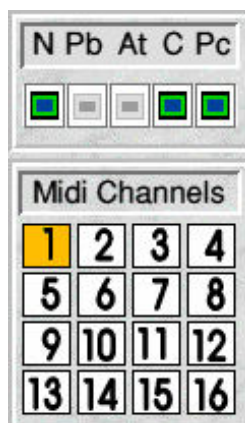
Demix

This function is used to demix a track containing data on more than one MIDI channel. To demix a track drag the track icon to the demix icon. This function is very useful when you have loaded a Type 0 MIDI file into Serenade. Type 0 files load all data into one track. Serenade can then demix this data and allocate it to individual tracks.



Track Sheet Data Window

Clicking *select* on this icon opens another section of the Track Sheet containing information about the track's data contents.



This is primarily an information window but it does contain some editing functions.

The series of icons across the top of the window denote the existence of certain types of MIDI data within the track.

These types are as follows:

N	Note Data
Pb	Pitch Bend Data
At	Aftertouch data
C	Controller Data
Pc	Program Change Data

You can **modify** this **information** in a **limited way** by **dragging** the relevant icon from the top of the panel to the **Bin icon**. This will strip the relevant information from the track. Other data in the track won't be changed.

In addition the **icons can be dragged** to an **empty track** thus enabling you to **move** notes, pitch bends etc **independently** from **track to track**.

As noted previously RISC OS 3 and later allows an icon to be dragged, RISC OS 2 only shows an icon outline.

The lower section of this window displays the **sixteen MIDI channels**. Any channels that are **used** in the current track are **highlighted**. Note that you can use **more than one MIDI channel in a track**.

The **highlighted** channels are the channels **used** when the **data** was **recorded** and this need **not** be the **same channel** as used to **transmit or play the data**. The **transmit channel** can be **set up** in the **Parameters section** described earlier.

This channel data can also be edited in various ways by dragging one of the channel icons to different positions.

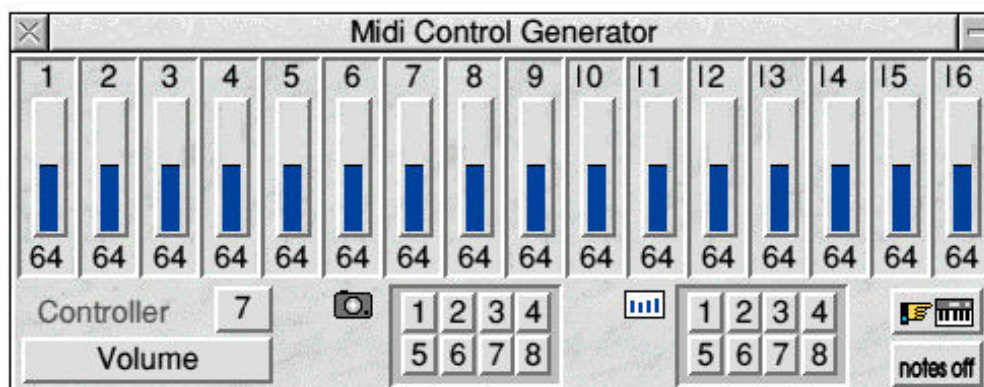
Drag to the Bin - **Deletes** all the **MIDI data** using that channel from the **selected track**. A dialogue box opens asking you to confirm the deletion.

Drag to a Free Track - Moves **all** the **MIDI data** using that channel **from** the **selected track** to the **new track**. This data will only be accepted in a free track and cannot be made to merge with or replace a track directly. This feature is useful if you import a MIDI file and discover more than one channel is used on a track. You can then move the data on one channel into its own track. The demix function described earlier does this but automates the process.



The MIDI Control Desk

A single click on this icon opens the MIDI Control Generator window or Mixer Desk.



This window allows you to edit the MIDI Control Devices for each of the sixteen MIDI channels.

The default setting for all Controllers is 64 which is the approximate mid point from the total number available of 126. The sliders, as seen above, can be dragged to change the level, the numerical value written under the bar changes in relation to this drag. Dragging with *Ad* just across the range of sliders acts as a global sweep and sets the level of the slider at the point it passes.

If you are in Record mode the changes that are made to the controllers in real time will be recorded onto the current track.

Controller Number

There are currently nine control devices defined in the MIDI standard. These are numbered 1 through 11 and are:

1	Modulation Wheel
2	Breath Control
3	Undefined
4	Foot Control
5	Portamento
6	Data Slider
7	Volume (the standard Default)
8	Balance
9	Undefined
10	Pan
11	Expression

Values from 11 to 127 were not defined in the MIDI standard definition when Serenade was written.

Under the slider bars are four blocks of icons. The first, Controller, shows the MIDI controller number and below that the controller name. Click on the number with *Se*lect to move forward and with *Ad*just to move backwards through the list.



The next block of icons have a small camera icon and numbers 1 to 8. These allow you to take eight Snapshots of the current state of the controller desk. The snapshots relate to the level of the sliders only and not to the controller in use.



The third block of icons allow you to recall the eight snapshots defined above.



The final icon sends all current values on the control desk to the MIDI instrument. If you are in Record mode these are recorded in the current track.

Guitar Window Function Panel

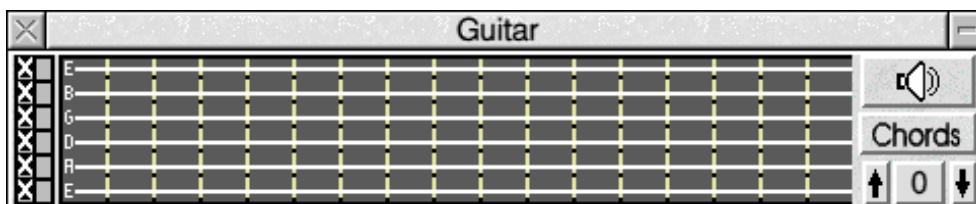


Clicking on this icon opens the Guitar chord window. You will find it useful to be in Draw/ Edit mode when using this function.

The Guitar Window

This window is a representation of the neck of a Guitar, showing the six strings running across the fret positions with the nut on the extreme left.

The Nut



The nut icons at the left of the window show which strings are sounding in any chord. The first row of figures on the nut show the status of the individual strings, if there is an 'X' present in this column then the string does not sound. The presence of an 'O' in the second column shows that an open string is sounding in the chord.

The O is placed by clicking in the second row with *Select*.

To turn off a string that has a marker click in the first row with *Select*.

Manual Fingering

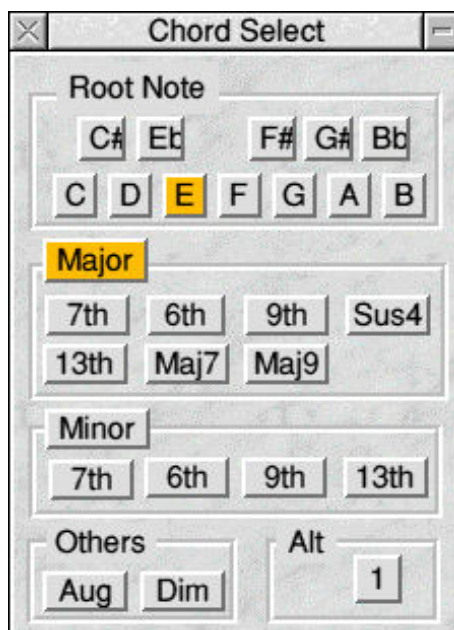
Clicking *Select* or *Adjust* on any position within the fret board area of the window will put a blue dot on a finger position. The nut values will disappear. This then represents the finger position on a real guitar and guitarists can create their own chords in this fashion.

Selections can be changed at any time by clicking elsewhere on the string.

Chord selection

Chords The Chord select window can be opened by clicking on this icon to open the window.

This window allows the automatic entry of chords and its operation should be very intuitive to anyone with a basic knowledge of Harmony.



The top section chooses the Root Note of the Chord, i.e. the note on which the chord itself is based. This contains twelve mutually exclusive buttons representing the twelve chromatic notes of the octave.

The next three sections are themselves mutually exclusive as they represent either **Major**, **Minor**, **Augmented** or **Diminished** chords. There are a number of options within each section that should prove sufficient for most occasions. All of the options within these sections are, of course, mutually exclusive, but to cancel any choice it is only necessary to click *Select* on either the Major or the Minor symbol itself.

Every chord selection has up to three alternative fingering patterns and these are selected by scrolling with *Select* and *Adjust* in the usual way on the number in the Alt section.

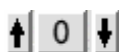
Chords that are selected from the Chord Select window are automatically shown in the Guitar window.



Listen

A single click on this icon will play the current notes in the Guitar window as a chord through whatever MIDI instrument you have selected. The chord is heard strummed like a guitar despite the chosen voice.

The voice cannot be chosen but will sound on the current track's MIDI channel.



Octave Transpose

The chord can be sounded up to two octaves higher or lower than the default chord by clicking *Select* or *Adjust* in the usual way on the octave select arrows in the lower right corner of the Guitar window.

Draw

When the Guitar option is used in conjunction with Draw from the Edit Mode, the selected chord or notes are shown attached to the pointer. They can be placed and edited just like any other notes. Any changes in the Guitar window are immediately reflected at the pointer in the main grid.

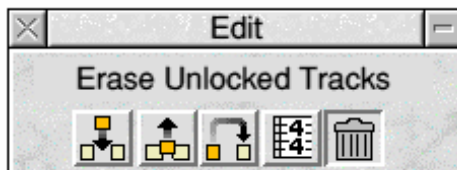
To exit the chord mode close the Guitar window.

Function Panel Tool Box



The Tool Box

A single click on this icon opens an Edit Window containing five additional icons.



When you select an icon a small panel opens at the bottom of the window.



Insert bars

This function allows you to insert a number of bars at any point in a song. The number of bars is chosen by clicking in the usual way on the arrows beside Insert.



The position at which they are inserted is selected with the arrows beside After.

The new bars are then inserted after this bar. If you want to record a new song longer than the 32 bar default use this function to add extra bars at the end.



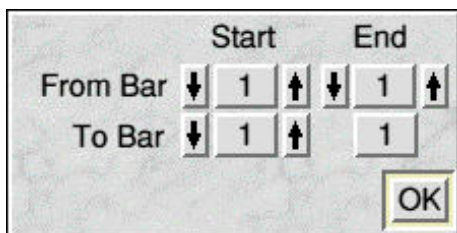
Delete bars

This function has completely the opposite effect from the previous function as it removes bars rather than adds them. This function will remove bars irrespective of their contents so use it with care.



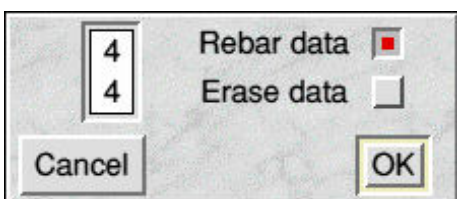
Copy Bars

This function allows the copying of any section of a song. The position of the **section to be copied** is set with the two upper numeric icons marked **From Bar**. The **insertion** point is set using the **To Bar** icons. The End position is calculated automatically.



Time Signature

This function controls the Time Signature that is current in the Main Window. This will effect the barring of the music and the Metronome beat.



The **range of Time Signatures** is large enough to cover all eventualities except changes of time within a song. In this version the **Time Signature setting is Global**.

The **Number of Beats** (top number) is scrollable by clicking on the number with *Select* or *Adjust*. They range from 1 to 32 sequentially and the **Note Number** (lower number) is scrollable from 2 to 32 representing Minims (2), Crotchets (4), Quavers (8), Semiquavers (16) and Demi semiquavers (32).

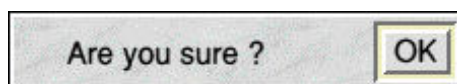
These values are changeable at any time and Serenade offers the choice to either Rebar data (i.e. to change the existing data to fit in the new Time Signature) or to Erase the data from the tracks.

It should be noted that some time signatures can have strange effects on the grid etc.



Erase All tracks

This function does exactly what it says! You should use this function with great care because **it will erase all data** that is currently held in the program and you cannot recover the data once it has been erased. You are prompted before the data is erased.

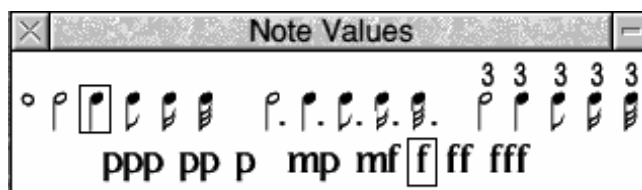


If you load a new MIDI file into Serenade all data in the tracks is erased automatically unless a track has been locked in the Track Sheet.



Note Values

Click on this icon to bring up the Note Values window. The Note Values window is used to select the required note length. The bar attached to the pencil pointer in Draw mode changes in length depending upon which note is chosen. To place a note click with *Select* to drop the note at the current position. Clicking *Adjust* deletes the last note placed.



The Note Values window also enables you to select a volume setting using the conventional Italian terms.



The Arrange Window

Click on this icon to open the Arrange window.

This window gives you the ability to arrange selected sections of the song in different orders, thereby creating an arrangement of the song rather than having to rely on the first pattern that was recorded or by creating the desired end result with a lot of cut and paste operations.

A series of icons down the left hand side control the input of the steps



Insert Step

This icon will introduce a single step in the Arrange List. Every click with *Select* or *Adjust* adds another step to the bottom of the list. These steps are then editable to create the Arrangement.

The Arrange List

When a number of steps have been introduced into the Arrange List, something similar to the diagram above is seen.

The list now consists of a series of steps arranged in columns. The columns are titled at the top and it is these editable columns that control the list.

No.	Label	From	To	Rep
1	Intro	1	4	1
2	Verse	4	10	1
3	Bridge	11	13	1
4	Chorus	14	18	1
5	Verse	4	10	1
End Of Song				

No. This first column is simply the numerical value of the individual steps and this is the only column that is not editable. It increases automatically as the new steps are included.

Label This is an editable field but it automatically labels itself as Step 1, Step 2 etc. in accordance with the number of the entry.

To create your own entry

- Choose the step with a single click of *Select*
- Click again with *Select* to place the caret in the editable 'label' field
- Type in a heading, up to 13 characters, using any character or number but no spaces.
- Press *Return* to complete the operation.

From. This column shows the start position, in bar numbers. As this entry is scrolled using *Select* and *Adjust*. The 'To' entry will scroll so that it will always remain at least one bar ahead.

To This column shows the end position, in bar numbers. The value is scrolled using *Select* and *Adjust*.

Rep This column shows the number of times each step will be played or repeated before going on to the next step on the list. The value is scrolled using *Select* and *Adjust*.

When this function is used **Playback will follow the steps in the list**, obeying all the above commands, until either Stop is clicked or the end of the list is reached. At which point Playback stops automatically.



Delete Step

A single click with *Select* or *Adjust* on this icon will remove any selected Arrange Step from the list.



Delete List

A click on this icon will delete every entry on the list without warning, creating a new blank list. Therefore it should be used with great care!

Save

Although not strictly one of the Function Icons, clicking on this icon will open a standard RISC OS save box allowing the file to be saved to disc or copied to another application.



In keeping with the usual conventions the editable window contains a default name which can be used or deleted. A quick way to delete the name is to use *Ctrl-U* on the keyboard. The window will only contain details of the directory tree if the file has been previously loaded, which allows the OK icon to be used to save the file.

To save a new song, drag the icon into the directory in which you wish the file to be saved.

The files are saved as Type 1 MIDI format files and as such can be recognised by many other types of music sequencing programs and programs that handle the MIDI format.

Using RISC OS 3 or higher, on a real Acorn computer, it is possible to save these files direct to a DOS or an Atari format floppy disc and transfer the files directly into any sequencer advanced enough to read them. There are many utilities on the market to enable pre RISC OS 3 systems to read and write to these formats, especially DOS.

It is also possible to import alien MIDI files using the above methods in reverse.

To enable the program to recognise these files, however, the file type has to be changed. Again under RISC OS 3 and above this is very simple as it is written into the operating system and again utilities are available for earlier machines. The MIDI File type under any RISC OS is **Type &FD4**.

Notation

It is a function of some of the very high end sequencing packages to include a Notation section in the program. There are currently only very few such powerful sequencers around and they tend to be very expensive!

The MIDI files produced by Serenade are suitable for loading into Rhapsody 2, 3 and 4 and will usually load without any problems. You can then print out a good quality printed score. If you require professional quality scores the data can be exported from Rhapsody into ScoreDraw which produces high quality printed scores.

However, **because** of the **different natures** of the two programs Serenade and Rhapsody **some difficulties** can be found.

Un-quantized tracks can often appear over complex because of the lack of accuracy of the notes. Notation programs rely on accuracy of values to work.

Note duration can cause a problem. It may sound good but if the notes overlap or are too short they may be scored accurately but still look dreadful.



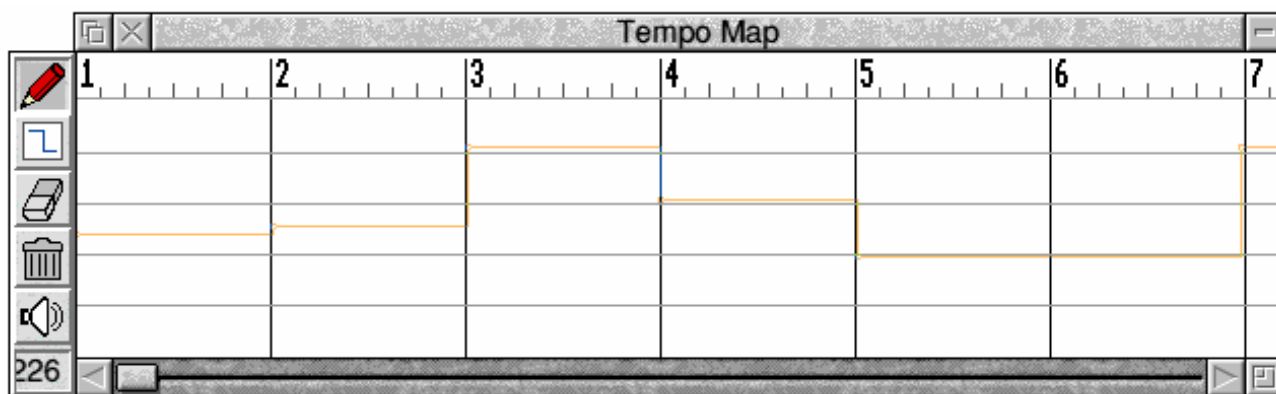
Tempo Map

This function enables you to define a separate Tempo track. This track globally affects all sixteen tracks.

The Map window is shown at the same scale as the main grid and scrolls in sync with the main window. The base tempo is shown as a line. Changing the tempo in the Record Mode Tools Panel changes the base tempo.

The tempo map can be edited using the pencil icon to mark a tempo change click at the new position with *Select*. The tempo changes are identified with a small arrow on the line. The regular horizontal lines are guide lines and are 50, 100, 150, and 200 beats per minute.

The eraser icon allows you to delete tempo changes by clicking on the arrows by clicking on the arrows that identify the changes. (This assumes that Serenade actually draws the arrows - Aaron 28/9/26)



Clicking on the **Bin** icon **deletes** all changes and leaves **just** the **base tempo**.

The Position icon shows the current tempo at the pointer.

The final icon is a Mute which disables the tempo changes so that you only use the base tempo.

You can also record tempo changes in real time - see **Record/Playback**.

The Menus

The Main Menu

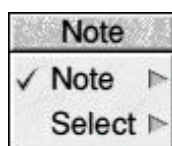


This is the Main Menu tree which can be called up by pressing Menu whilst the pointer is in the Serenade window. All of the options within this tree have an icon associated with them but not all of the icons have an option within the tree.

To save repetition the menu tree items will refer you to the relevant icon that can be found in other sections of this manual.

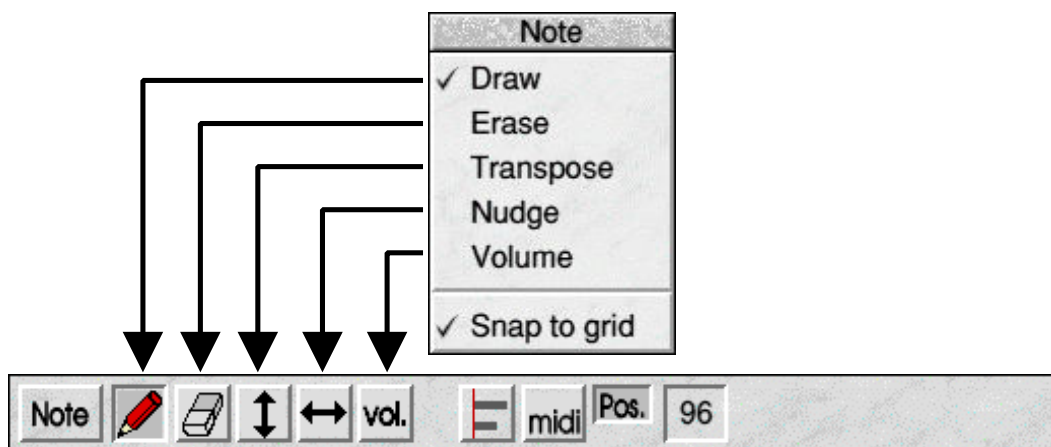
Edit

Click on this item to switch into Edit mode. Edit has two sub menus:



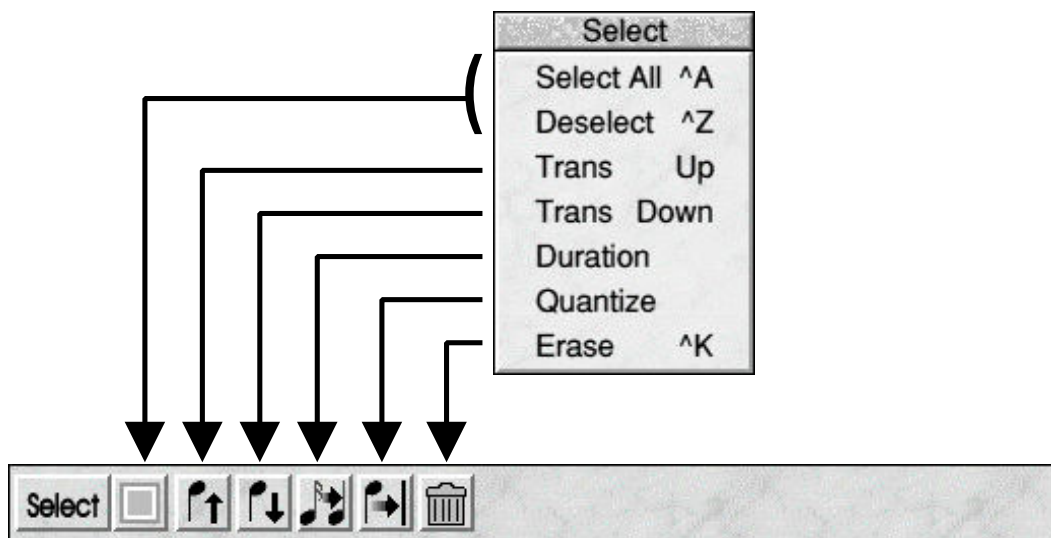
Note

Click on this icon to enter Draw mode. The menu items duplicate the toolbars seen in an earlier chapter. Each of the items in this menu relate to the icons as shown below.



Select

Click on this menu entry to enter Select mode which duplicates the Select toolbar as shown below.



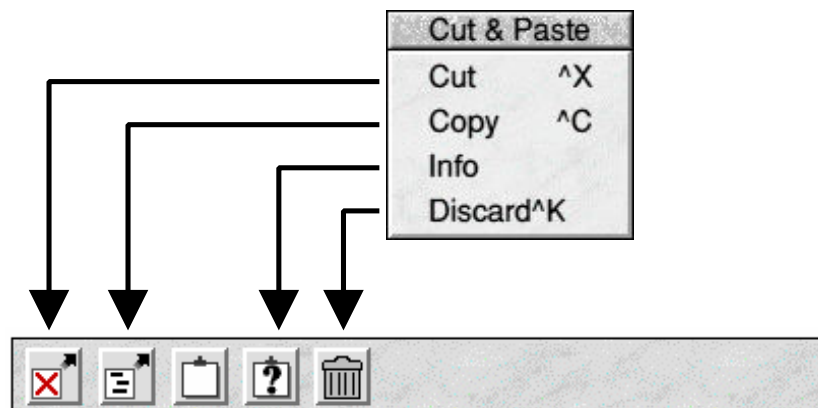
Play/Rec

Click on this item to enter Play and Record mode.



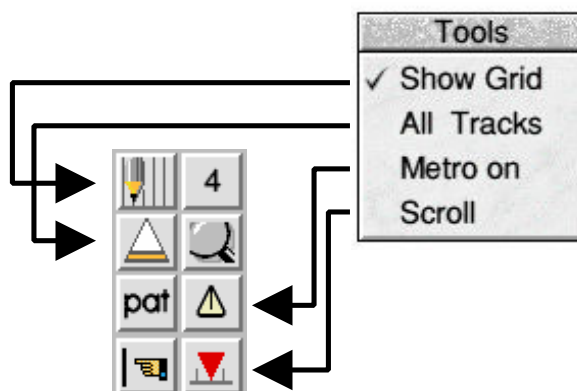
Cut & Paste

Click on this item to enter Cut and Paste mode. The menu relates to the icons as shown.



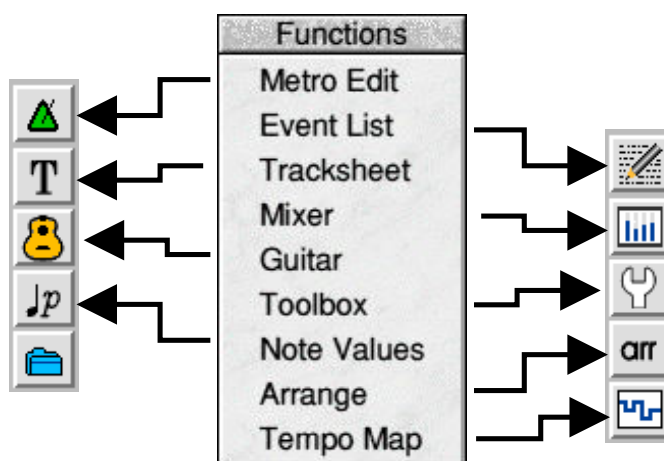
Tools

This menu has four items which duplicate the Tools icons.



Functions

This menu contains the same functions as the icons shown below.



Save

This menu item leads to the Save dialogue box enabling you to save your song in MIDI Type 1 format.



To save your song either enter a full pathname or enter a song name and drag the icon to a directory viewer.

Appendix 1 - Clock Positioning

The following table contains the clock start positions of various note values. To find the start position that you want follow the column that is headed with the correct note value and align it with the start position on the left.

Clock	Crotchets	Quavers	Semiquavers
000	1	1	1
024			2
048		2	3
072			4
096	2	3	5
120			6
144		4	7
168			8
192	3	5	9
216			10
240		6	11
264			12
288	4	7	13
312			14
336		8	15
360			16
384	5	9	17
408			18
432		10	19
456			20
480	6	11	21
504			22
528		12	23
552			24
576	7	13	25
600			26
624		14	27
648			28
672	8	15	29
696			30
720		16	31
744			32

The table is based on a maximum resolution of semiquavers and a maximum bar length of eight crotchet beats.

For Example:- To find the correct clock position for the third crotchet in a bar of 4/4 look in the Crotchets column until the number 3 is found and look up the clock position of 192

192	3	5	9
-----	---	---	---

The other numbers in the Quaver and Semiquaver columns indicate which of those falls on that particular clock position.

Appendix 1 Clock -Duration

Duration

The clock length (or Duration) of a note can be calculated from the first table. The following list is the correct Clock Lengths (Duration) for each standard note.

Semibreve	384	Whole Note
Dotted Minim	288	
Minim	192	1/2 Note
Triplet Minim	127	
Dotted Crotchet	144	
Crotchet	096	1/4 Note
Triplet Crotchet	063	
Dotted Quaver	072	
Quaver	048	1/8 Note
Triplet Quaver	031	
Dotted Semiquaver	036	
Semiquaver	024	1/16 Note
Triplet Semiquaver	015	
Dotted Demi Semiquaver	018	
Demi Semiquaver	012	1/32 Note
Triplet Demi Semiquaver	007	

Appendix 1 Clock positioning - Triplets**Triplets**

The following table shows the correct clock positions for triplet note values and is based on Triplet Semiquavers. It works in the same way as Table 1.

Clock	Crotchets x3	Quavers x3	Semiquavers x 3
000	1	1	1
016			2
032		2	3
048			4
064	2	3	5
080			6
096		4	7
112			8
128	3	5	9
144			10
160		6	11
176			12
192	4	7	13
208			14
224		8	15
240			16
256	5	9	17
272			18
288		10	19
304			20
320	6	11	21
336			22
352		12	23
368			24
384	7	13	25
400			26
416		14	27
432			28
448	8	15	29
464			30
480		16	31
496			32
512	9	17	33
528			34
544		18	35
560			36

Appendix 2 - MIDI Jargon Buster

Active Sensing

A system by which the receiving device in a MIDI set-up sends out messages inquiring of the readiness of the transmitting device to send the messages. One of the versions of MIDI Protocol.

Aftertouch

As well as playing a note and reading how hard it was played, most synthesizers and electronic keyboards can now tell whether a key is being pressed harder after initially being struck and change the way the note is played accordingly. This is known as Aftertouch or Pressure Sensitivity.

Channel

MIDI messages sent to instruments are divided into channels. A channel can specify a single instrument or a particular voice (or collection of voices). The standard number of channels is 16.

Clock

Clock signals are a series of pulses enabling electronic instruments to keep in time. A MIDI clock is a regular series of messages controlling position and timing in a song.

Controller

A controller is any device that can transmit MIDI codes, such as a keyboard or sequencer. As far as MIDI data is concerned, a controller is anything that can affect a sound, such as pitch bend, modulation wheel, foot controller etc.

Drop in/out

The ability to automatically enter and leave the Record function of a sequencer in order to place new material into a song in real time. See Serenades Autodrop.

Dynamics

The musical term meaning the volume of the music being played.

Dynamic Range I

The limits of Dynamics available to a particular device, keyboard or synthesizer.

Event

An event is any piece of data in a MIDI sequence, including the playing of notes, program changes and control changes.

Expanders

Peripheral MIDI devices that work on the same basis as keyboard and synthesizers but having no external hardware control system such as a keyboard.

Filter

A device (Hardware or Software) that blocks or re-routes specific types of data.

General MIDI

This is a relatively new protocol defined by the MIDI association. Its aim is to provide a general set of voices assigned to the same voice numbers in any keyboard that implements the General MIDI standard.

Local

Multi-timbral synthesizers have a function called Local On/Off. It governs whether or not the instrument can be controlled from the keyboard (in other words, locally) or only remotely - say, by a sequencer.

MIDI

Musical Instrument Digital Interface - a standard enabling electronic instruments and devices to pass data to each other.

MIDI IN

The MIDI socket that receives all incoming data.

MIDI Modes

There are four MIDI modes which determine how a device receives voice messages (note on, note off and so on) and then how it assigns them:

Mode 1: Omni On, Poly - Messages are received on all 16 channels (hence 'Omni') and assigned polyphonically.

Mode 2: Omni On, Mono - Messages are received on all 16 channels and assigned monophonically ie only able to play one note at a time.

Mode 3: Omni Off, Poly - Messages are received on individual channels and assigned polyphonically to the voices on those channels. Also called Multi-Mode.

Mode 4: Omni Off, Mono - Messages are received on individual channels and assigned monophonically to those channels.

MIDI OUT

The MIDI socket that transmits all outgoing data.

MIDI THRU

The MIDI socket that transmits everything that has been received at MIDI IN without processing the data through the device. i.e. Whatever data comes in through MIDI in gets sent out via MIDI Thru unchanged.

Multi-timbral

A synthesizer or module that can play many different sounds simultaneously, usually on separate MIDI channels, is called multi-timbral. See also polyphonic.

Modulation Wheel (also expression wheel)

A device on a Keyboard or a MIDI Control device that sends out data which affects the sound in expressive ways such as vibrato or distortion. Often has programmable parameters.

Notation Program

A program designed to print out music in standard notation. Rhapsody from APDL is an example of such a program.

Pan

The position in the stereo image. Pan parameters are the controls which allow you to set this position in terms of left and right balance.

Patch

A set of Parameter changes that can be recorded and pre-set to produce the same effect at will. Particularly to do with the setting of voices on a synthesizer.

Pitch Bend

The pitch of a note can be bent (in the way that guitarists bend pitch) using a wheel or lever at the side of the keyboard. The information can also be sent as MIDI data to a sequencer and recorded along with the notes on a channel.

Polyphonic

The ability of some keyboards to play more than one note at any particular time.

An eight note polyphonic keyboard, for instance, can play up to eight notes simultaneously.

Port

A socket on your computer or musical instrument which enables an electronic connection to another piece of equipment. An example is a MIDI port, which can connect two MIDI compatible instruments, enabling the two to communicate.

Portamento

The sound of one note gliding smoothly into another also Glissando. Many modern synthesizers can use this effect on a whole voice as a parameter setting.

Pressure sensitive

See Aftertouch. Refers to electronic keyboards which can sense the change in pressure applied to a key after it has been struck, and hence change the way a note is played. See also Velocity sensitive.

Program

In MIDI, a number of parameters corresponding to a single voice, instrument or setup (for example on a synthesizer or effects unit). A program may consist of a number of settings or patches, as long as it can be called up as a single instrument.

Program Change

A MIDI message from an external device, such as a sequencer, which calls up a different program in an instrument - for example, a change to another sound or a shift to a different setup.

Quantize

The process arranging the timing of a piece of music into a series of predefined intervals. For instance, if a sequencer has been used to record a piece of music, then the piece may be quantized so that each note plays at the exact required point.

Real-time recording

The process of entering notes into a piece of sequenced music while it is playing.

Step Time

A system of entering data into a sequencer that relies on the computer recognising only the notes through MIDI because the time of the individual step is pre-set. An individual entry on the keyboard is then registered in the sequencer either as one or several notes in the pre-set position at the pre-set duration.

Synchronisation

The action of coordinating two or more events together so that their component parts are working together correctly. For example, two lines of music in a sequencer or Serenade and Rhythm-Bed playing together.

System Exclusive

These are specific types of MIDI messages to set-up various parameters of the receiving apparatus. The message always starts with a code number that the apparatus recognises making the message Exclusive to that particular device.

Thru, Thru Box

A Thru port echoes the MIDI data received at the MIDI In port. A setup for two instruments requires ports only for MIDI In and Out, but if you want to link in a third, one of the instruments must have a Thru port.

Touch sensitive

A keyboard that responds to both pressure and velocity. Hit a key hard and the sound is louder. Apply more pressure while it is depressed and more changes occur, depending on what Aftertouch is set to control.

Track

One of the areas or paths of a sequencer. With a 16 track recorder, for instance, up to 16 different layers of music may be recorded.

Trigger

Something that initiates an action within a sequencer like record or play. It could be something like a specified note on a Keyboard or an external switch.

Velocity sensitive

See Pressure sensitive.

Wheel

Many modern synthesizer keyboards recognise data from two specific devices, the Pitch Bend and the Modulation Wheels. Both of these devices transmit their data through MIDI.

Appendix 3 - Common Problems

The Metronome doesn't sound right or doesn't sound at all.

Different keyboards use different channels for the percussion channel and it is usually a fixed channel. To set the correct channel click on the Metronome icon in the Function Panel and click on the channel parameter until you hear a percussion sound. Make sure that the level is set to 100 at this point.

Next you need to select the instrument that will be used for the metronome sound.

Do this by clicking on the Note parameter until you find one that is satisfactory.

When you have defined the correct set up open the Setup box from the icon bar menu and click on the Save Setup button. Next time you run Serenade the new settings for the Metronome will be used automatically.

I can't record in a track.

You have probably not set the track into record mode in the Track Sheet. The procedure for recording is:

Set the channel into record mode in the Track Sheet Click on the Record icon - a box advises you which track you are recording on.

Click on the Play icon to start recording The best way to think about the record and play buttons is like those on a tape recorder where you have to press both Play and Record to start recording.

The Erase/Transpose/Nudge functions in Draw mode will not work.

To Erase a note that spans a bar line you must click on the start of the note ie the left part. To Transpose or Nudge a note that spans a bar line you must again be on the start of the note. It is good practice to always position the cursor on the start of the note and in this way you will never become confused.

How do I start playing or recording from a particular bar ?

You move the required bar so that it is at the left of the main grid. You do this either using the scroll bar at the bottom of the window or by using the Forward and Rewind icons.

I cannot position a note accurately where I want it.

First of all check that the Snap to Grid function in the Draw Tools Panel is off as this causes notes to snap to the division lines. If you want to position notes very accurately you may find it helpful to slow down the mouse speed using the Configure application supplied with RISC OS (Double click on your !Boot file to open the configure window on RISC OS 3.5 and later or on RISC OS 3.00 onwards using the Universal !Boot Sequence).

When I turn the division lines off the notes still snap to the grid.

Turning off the division lines from the Global Tools Panel only makes the lines invisible. To stop the Snap to Grid you must turn it off in the Draw Tools Panel.

I cannot enter a New Event in the Event list.

The Edit Line at the bottom of the Event list is not empty. Click on the Clear icon.

How can I merge a MIDI file with some tracks that I have created ?

Use the Track Sheet to lock the tracks containing the data that you want to retain.

When you load the MIDI file no new data will be placed in the locked tracks.

The sounds from my keyboard do not match the ones shown in the Track Sheet Instrument section.

You do not have the correct Patch file for your keyboard loaded. Look in the Patches directory for the correct one or if there is not one for your keyboard try one from the same manufacturer. If this does not work see Appendix 4 for how to write your own.

When you have loaded the correct Patch file go to the Setup option on the icon bar menu and click on Save Patches. Next time you run Serenade the correct patch will be loaded automatically.

Drum icon does not work.

This option will only work if Rhythm-Bed is loaded and there are no Tempo changes in the song. You can overcome the latter problem by Muting the tempo changes in the Tempo Map window.

I can't record from my keyboard.

Check that your MIDI cables are correctly connected and check that your keyboard is not in Local mode

What Serenade captures is not what I played.

This can be caused by any other program running on your computer that accesses MIDI. In the case of Rhapsody it can be caused by having the MIDI Thru option in Rhapsody enabled.

I can't close the Main window

You cannot close the Main Window if you are playing or recording.

The data in the clipboard disappeared.

If you use the Copy Bars function the clipboard is used to buffer the information.

After using Copy Bars there is no data in the clipboard.

This is correct. Copy Bars copies each track in turn and so any data would always be the data from Track 16. The clipboard is erased to avoid confusion.

Appendix 4 - Patch Files

Creating your own patch file

A Patch file is simply a list of the instruments provided by your keyboard. To see what they are like open the Patches directory on the program disc and drag the file) GenMidi into the Edit application supplied with your computer. The General MIDI file is listed overleaf.

The first line of the file is always PatchNames. Do not change this as Serenade) looks for this to identify the file as a patch file. The second line is your keyboard name - no spaces please ! The following line is blank. This is followed by the \ instrument number, a space and then the instrument name, each on a new line.

Again there must not be any spaces in the instrument name. This is the name that will appear in the Parameters section of the Track sheet and must be a maximum of 14 characters.

Note: Some manufacturers list the instruments from 0 to 127 and others list them from 1 to 128 even though internally they use 0 to 127. If your keyboard is one of these and you wish to compare your listing with the General MIDI listing overleaf remember that General MIDI runs from 0 to 127.

A blank file, called 'To_Edit', is supplied in the Patches directory. This simply has the numbers for you to enter your keyboard details against. Don't forget to change the name in the second line to show your keyboard. Please not that the name is not used by Serenade.

General MIDI Patch file

Piano Family

1. Acoustic Grand Piano
2. Bright Acoustic Piano
3. Electric Grand Piano
4. Honky-tonk Piano
5. Electric Piano 1
6. Electric Piano 2
7. Harpsichord
8. Clavichord

Chromatic Percussion Family

9. Celesta
10. Glockenspiel
11. Music Box
12. Vibraphone
13. Marimba
14. Xylophone
15. Tubular Bells
16. Dulcimer

Organ Family

17. Drawbar Organ
18. Percussive Organ
19. Rock Organ
20. Church Organ
21. Reed Organ
22. Accordion
23. Harmonica
24. Tango Accordion

Guitar Family

25. Acoustic Guitar (nylon)
26. Acoustic Guitar (steel)
27. Electric Guitar (jazz)
28. Electric Guitar (clean)
29. Electric Guitar (muted)
30. Overdriven Guitar
31. Distortion Guitar
32. Guitar harmonics

Bass Family

33. Acoustic Bass
34. Electric Bass (finger)
35. Electric Bass (pick)
36. Fretless Bass
37. Slap Bass 1
38. Slap Bass 2
39. Synth Bass 1
40. Synth Bass 2

Strings Family

41. Violin
42. Viola
43. Cello
44. Contrabass

45. Tremolo Strings
46. Pizzicato Strings
47. Orchestral Harp
48. Timpani

Ensemble Family

49. String Ensemble 1
50. String Ensemble 2
51. SynthStrings 1
52. SynthStrings 2
53. Choir Aahs
54. Voice Oohs
55. Synth Voice
56. Orchestra Hit

Brass Family

57. Trumpet
58. Trombone
59. Tuba
60. Muted Trumpet
61. French Horn
62. Brass Section
63. SynthBrass 1
64. SynthBrass 2

Reed Family

65. Soprano Sax
66. Alto Sax
67. Tenor Sax
68. Baritone Sax
69. Oboe
70. English Horn
71. Bassoon
72. Clarinet

Pipe Family

73. Piccolo
74. Flute
75. Recorder
76. Pan Flute
77. Blown Bottle
78. Shakuhachi
79. Whistle
80. Ocarina

Synth Lead Family

81. Lead 1 (square)
82. Lead 2 (sawtooth)
83. Lead 3 (calliope)
84. Lead 4 (chiff)
85. Lead 5 (charang)
86. Lead 6 (voice)
87. Lead 7 (fifths)
88. Lead 8 (bass + lead)

Synth Pad Family

89. Pad 1 (new age)
90. Pad 2 (warm)
91. Pad 3 (polysynth)
92. Pad 4 (choir)
93. Pad 5 (bowed)
94. Pad 6 (metallic)
95. Pad 7 (halo)
96. Pad 8 (sweep)

Synth Effects Family

97. FX 1 (rain)
98. FX 2 (soundtrack)
99. FX 3 (crystal)
100. FX 4 (atmosphere)
101. FX 5 (brightness)
102. FX 6 (goblins)
103. FX 7 (echoes)
104. FX 8 (sci-fi)

Ethnic Family

105. Sitar
106. Banjo
107. Shamisen
108. Koto
109. Kalimba
110. Bag pipe
111. Fiddle
112. Shanai

Percussive Family

113. Tinkle Bell
114. Agogo
115. Steel Drums
116. Woodblock
117. Taiko Drum
118. Melodic Tom
119. Synth Drum
120. Reverse Cymbal

Sound Effects Family

121. Guitar Fret Noise
122. Breath Noise
123. Seashore
124. Bird Tweet
125. Telephone Ring
126. Helicopter
127. Applause
128. Gunshot

Index

A			
Active Sensing	47	Event	47
Add	20	Event list	25
Add notes	16	Event Type	27
Advice	13	Expanders	47
Aftertouch	47	F	
Appendix 1 Clock Positioning	44	Fast Forward	20
Appendix 1 Clock -Duration	45	Filter	47
Appendix 1 Clock positioning - Triplets	46	Find	27
Appendix 2 - MIDI Jargon Buster	47	Fix Event	28
Appendix 3 - Common Problems	51	Function Panel	25
Appendix 4 - Patch Files	53	Function Panel Tool Box	36
Audition	13	Functions	43
Autodrop	20	G	
C		General MIDI	47
Changing multiple Pc's (Program Changes)	10	General MIDI Patch file	54
Channel	30, 47	Grid Division	23
Chord selection	34	Grid Lines	23
Clear all	14	Grid lock	16
Clear Edit Line	28	Guitar Window Function Panel	34
Clock	47	GYMNOPE1	9
Colours	13	H	
Configuring Serenade for your keyboard	11	Hard disc installation	5
Controller	47	I	
Controller Number	33	Info	12, 22
Conventions used in this guide	5	Insert bars	36
Copy	22	Insert Event	28
Copy Bars	36	Insert Step	37
Creating your own patch file	53	Instrument	30
Cut	22	L	
Cut & Paste	42	Listen	35
Cut & Paste Mode	22	Loading a MIDI file	9
D		Local	47
Delete bars	36	Lock	29
Delete Event	28	M	
Delete List	38	Manual Fingering	34
Delete Selection & Audition	18	Metronome ON/OFF	23
Delete Step	38	MIDI	16, 48
Delete Track	29	MIDI Filters	12
Demix	31	MIDI IN	48
Discard	22	MIDI Modes	48
Display All Tracks	23	MIDI OUT	48
Draw	35	MIDI Sync	13
Draw/Edit Mode	16	MIDI Thru	13, 48
Drop in/out	47	Modulation Wheel (also expression wheel)	48
Duration	17, 45	Moving tracks	10
Dynamic Range I	47	Multi-timbral	48
Dynamics	47	Mute	28
E		N	
Edit	41	New Event	27
Edit Line	26	Notation	39
Editing a Program Change	9	Notation Program	48
Erase All tracks	37	Note	41
Erase note	16	Note Values	37

Serenade

Nudge		16	Solo	29
	O		Song position	21
Octave Transpose		35	Sprites	13
Open		12	Step Time	49
Other Files		10	Stop	20
	P		Sync Rhythm-Bed	21
Pan		48	Synchronisation	49
Parameters		30	System Exclusive	49
Paste		22		T
Patch		48	Tempo	21
Patches (Editor's notes from 2026)		31	Tempo Map	39
Pattern/Arrange		23	The Arrange Window	37
Pause		20	The Grid	7, 15
Percentage		18	The Guitar Chord Window	34
Pitch Bend		48	The Guitar Window	34
Play		20	The Main Menu	41
Play/Rec		42	The Menus	41
Play/Record Mode		20	The Metronome	25
Playback		9	The Nut	34
Polyphonic		49	The Panels	15
Port		30, 49	The Tool Box	36
Portamento		49	Thru, Thru Box	49
Position		17	Time Signature	36
Practical Quantization		18	Tools	43
Pressure sensitive		49	Touch sensitive	50
Program		49	Track	50
Program Change		49	Track Copy	29
	Q		Track Merge	29
			Track Name	29
Quantize		30, 49	Track No.	28
Quit		14	Track Sheet	28
	R		Track Sheet Data Window	31
			Transform	27
Real-time recording		49	Transpose	30
Record		20	Transpose down	17
Record Enable		29	Transpose note	16
Recording a Song		8	Transpose up	17
Remote Start		13	Trigger	50
Renaming Tracks		10	Triplets	46
Replace		20		V
Rewind		20	Value	18
Running Serenade		5	Velocity sensitive	50
	S		Volume	16
				W
Save		39, 43		
Save Patches		13	What do I need?	6
Save Setup		13	Wheel	50
Saving a file		10		Z
Scroll		24		
Search		26	Zoom	23
Search and Transform Getting Started		11		
Select		17, 42		
Select all		17		
Select mode		17		
Setting the Instrument Parameter		10		
Setup		12		

Here are just a few of the other products you will be able to
download from RISCOS.com free of charge
(You can make a donation to help support future product releases but this is entirely voluntary)



This Documentation is © 3QD Developments Ltd 2026
Some of the products shown above might not be available immediately.
Not all products will run on all versions of RISC OS, check the product information page for details.

Other Products list last updated 29/2/26